

src/bot/src/CPose.cpp

```
1  #include "CPose.h"
2
3  // Implementation file for class CLidar
4  // Functions :
5  //      - Constructor
6  //      - Destructor
7  //      - Call back function sub to odom msg
8  //      - Publishing function
9
10 //---Constructor
11 CPose::CPose():nh_priv_("~")
12 {
13     ROS_INFO("Pose node initalised");
14     // Subscribe to odometry topic
15     odomSub = nh_.subscribe("odom", QSize, &CPose::odomMsgCallBack, this);
16
17     //ROS publisher to publish to a new topic
18     botPub = nh_.advertise<std_msgs::Float64>(topicName,QSize);
19
20     // Current lienar and angular velocities
21     curLinVel = 0.0;
22     curAngVel= 0.0;
23
24     // Pose data from odometry
25     tb3Pose= 0.0;
26
27     // Publish pose data
28     PublishPose();
29
30     ROS_ASSERT(true);
31 }
32
33 //--- Destructor
34 CPose::~CPose()
35 {
36     ros::shutdown;
37 }
38
39 //--- Call back function sub to odom msg
40 void CPose::odomMsgCallBack(const nav_msgs::Odometry::ConstPtr &msg)
41 {
42     // Compute current odometry
43     double siny = 2.0 * (msg->pose.pose.orientation.w * msg->
pose.pose.orientation.z + msg->pose.pose.orientation.x * msg->
pose.pose.orientation.y);
44     double cosy = 1.0 - 2.0 * (msg->pose.pose.orientation.y * msg->
pose.pose.orientation.y + msg->pose.pose.orientation.z * msg->
pose.pose.orientation.z);
45
46     tb3Pose = atan2(siny, cosy);
47
48     // Get current Twist data
49     curLinVel = msg->twist.twist.linear.x;
50     curAngVel = msg->twist.twist.angular.z;
51 }
52
53 //---Publishing function
```

```
54 void CPose::PublishPose()
55 {
56     msg.data = tb3Pose;
57     botPub.publish(msg);
58 }
59
60 //-----
61 // CPose NODE
62 int main(int argc, char* argv[])
63 {
64     ros::init(argc, argv, "Pose_Node");
65     CPose bot;
66     ros::Rate loop_rate(125);
67
68     while(ros::ok)
69     {
70         bot.PublishPose();
71
72         // process callback for this node
73         ros::spinOnce();
74         loop_rate.sleep();
75     }
76
77     return 0;
78 }
```