

```

pub fn to_properties(&self) -> Vec<ConfigProperty> {
    vec![
        ConfigProperty::UpdateMap(
            self.icp_slam_config.updating_map),
        ConfigProperty::UseCollisions(
            self.planner_config.use_collisions),
        ConfigProperty::UseDebug(self.debug_config.enabled),
        ConfigProperty::ReactionTimeout(Duration::from_millis
            (
                self.planner_config.idle_timeout_ms,
            )),
        ConfigProperty::RobotParams(
            self.planner_config.robot.clone().into()),
        ConfigProperty::CollisionDistance(
            self.planner_config.collision_distance,
        ),
        ConfigProperty::PlannerParams((&self.planner_config)
            .into()),
        ConfigProperty::StuckParams(
            self.planner_config.stuck.clone()),
        ConfigProperty::MatchingParams(
            self.matching_config.clone()),
        #[cfg(feature = "localization")]
        ConfigProperty::SensorParams(
            self.devices_config.clone()),
        ConfigProperty::MetricsParams(
            self.planner_config.metrics.clone()),
        #[cfg(feature = "localization")]
        ConfigProperty::NoiseParams(
            self.estimation_config.noise_params()),
        #[cfg(not(feature = "localization"))]
        ConfigProperty::NoiseParams(Default::default()),
        #[cfg(feature = "gps")]
        ConfigProperty::MapParams((&self.world_map_config)
            .into()),
        #[cfg(feature = "localization")]
        ConfigProperty::LocalizationParams(
            self.estimation_config.params()),
        #[cfg(not(feature = "localization"))]
        ConfigProperty::LocalizationParams(Default::default()
        ),
    ]
}

==> ./config/world_map.rs <==
use std::time::Duration;

use roboq_types::model::map::MapParams;

#[derive(Clone, serde::Serialize, serde::Deserialize, o2o::o2o)]
#[from(MapParams)]
#[into(MapParams)]

```