<application>

<name>System</name>

<module>

<name>iCub\_SIM</name>

<node>localhost</node>

<tag>simulator</tag>

</module>

<module>

<name>iKinGazeCtrl</name>

<parameters>--from configSim.ini</parameters>

<node>localhost</node>

<tag>gaze controller</tag>

</module>

<module>

<name>simCartesianControl</name>

<parameters>--no\_legs</parameters>

<node>localhost</node>

<tag>controller</tag>

</module>

<module>

<name>iKinCartesianSolver</name>

<parameters>--context simCartesianControl --part left\_arm</parameters>

<node>localhost</node>

<tag>solver</tag>

</module>

<module>

<name>iKinCartesianSolver</name>

<parameters>--context simCartesianControl --part right\_arm</parameters>

<node>localhost</node>

<tag>solver</tag>

</module>

<module>

<name>yarpview</name>

<parameters>--name /view/left</parameters>

<node>localhost</node>

<tag>left</tag>

</module>

<module>

<name>yarpview</name>

<parameters>--name /view/left</parameters>

<node>localhost</node>

<tag>right</tag>

</module>

<connection persist="true">

<from>/cam/left</from>

<to>/view/left</to>

<protocol>UDP</protocol>

</connection>

<connection persist="true">

<from>/cam/right</from>

<to>/view/right</to>

<protocol>UDP</protocol>

</connection>

</application>