





IOperations


 cmd\_vel(msg: Twist)


 TurtleBot


 IOperations


IMove


 move(lvel: real, avel: real)

 move(lvel: real, avel: real)


 IOperations


  $\text{ /cmd\_vel(Twist(|linear = Vector3(|x = lvel, y = 0, z = 0|), angular = Vector3(|x = 0, y = 0, z = avel|)|))}$







imports


 Module

 *ref TurtleBot*


 *ref Driving*


 Twist


linear: Vector3  
angular: Vector3


 Vector3


x: real  
y: real  
z: real


 Driving


 IOperations


 TurtleBot3FSMRC

 IOperations

 IMove

 lvel: real, avel: real

 C

  $\text{ /#C}$

Forward


entry move(lvel, 0)

Turning

entry move(0, avel)

$\text{ [since(C)>1]/#C}$

$\text{ [since(C)>=4]/#C}$

 *move(lvel: real, avel: real)*