





IOperations


 cmd\_vel(msg: Twist)


 TurtleBot



 IOperations

IMove

 move(lvel: real, avel: real)


 move(lvel: real, avel: real)


 IOperations






/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  
 F: nat, T: nat  
 C

Forward

entry move(lvel, 0)

Turning

entry move(0, avel)

[since(C)>F]/#C

[since(C)>=T]/#C

/#C

move(lvel: real, avel: real)