

## 水下航行器运动控制平台 V1

使用 Unity6 自带的海洋环境，制作了一个基础版的水下航行器运动控制平台。（为无趣的生活增添那么一点点乐趣吧！）

1-运行 Illustratel218\_AUVControl.exe 程序后进入控制界面。首先使用调整观测相机的位置到自己觉得合适的位置，也可以不动，直接按 Enter 键进入运动界面。

2-调整相机观测位置的方法：

A 键和 D 键分别控制相机左右环绕方向；上箭头和下箭头分别调整俯仰角度；W 键和 S 键分别调整高度加减。

调整完成后按 Enter 键进入控制界面。

3-控制方式：

A 键和 D 键分别控制 AUV 左转和右转，W 键和 S 键控制速度加减；上箭头和下箭头分别控制上浮和下潜。当按下上箭头时航行器上浮，松开后自动恢复到水平，下箭头一样。

可以拓展水下 SLAM，轨迹规划等虚拟方向。

## **Virtual Platform for Autonomous Underwater Vehicle Control V1**

The platform is designed with Unity6, there is an ocean component. You can control an AUV to explore the environment. (boring life, just for fun)

1-run the Illustrate1218\_AUVControl.exe. Firstly, you can adjust the state of the observed camera. If you don't want to adjust, just press Enter.

2-To adjust the state of the camera:

The keys A and D control the camera move around the AUV. The up arrow and down arrow control the pitch angle. Keys of W and S adjust the height value.

Press the key of Enter to start the game.

### **3-Control Method**

Keys of A and D control the AUV to turn left and turn right, respectively. W and S adjust the speed value. The up arrow and down arrow control the pitch of the AUV. When you press the up arrow, the AUV will move up. When you release the key, the AUV will return to the horizontal state. The same as down arrow.