The password for the computer is umtricarla1

The contact from Carla is Nestor and his email is nestorsubiron@gmail.com

Michael Delp (michael.delp@tri.global) of TRI has access to the github page with access to information on how to start the simulations. The simulations are in carla-old/Unreal/CarlaUE4/Content/Maps/Nick

NOTE: Carla has recently updated to a newer 0.9 version and the old 0.8 version (which is simulation is builded upon) has more or less been "abandoned" where updates and bug fixes aren't being pushed out anymore. Contact Nestor for the most up to date information. While the existing simulation should work on 0.8, newer simulations should be directed on the 0.9 platform for more support

NOTE: There is a known issue with the player start index where the start position of the host vehicle get messed up. Use Blueprints -> GameMode: Edit Carla GameMode -> Edit Carla GameMode. Navigate to Player Start Index under Mock CARLA Controller and toggle with the Player Start Index (change the number around). Contact Nestor for more information/potential fixes to this bug

NOTE: There used to be a way to change the vehicle of the PlayerStart object in Unreal Engine between bicycle (two-wheeled vehicle) and car (four-wheeled vehicle). The question is being asked on github and see Github issue 1169 for more information

NOTE: Issue 533 contains screenshot of how to spawn a vehicle in the middle of simulation and have it drive

Link: https://user-images.githubusercontent.com/20074651/42471269-197b7c0a-838b-11e8-83c5-63d31bff3e23.png

Note: Route planners are used to help Non-player controlled vehicle navigate. Think of them as waypoints