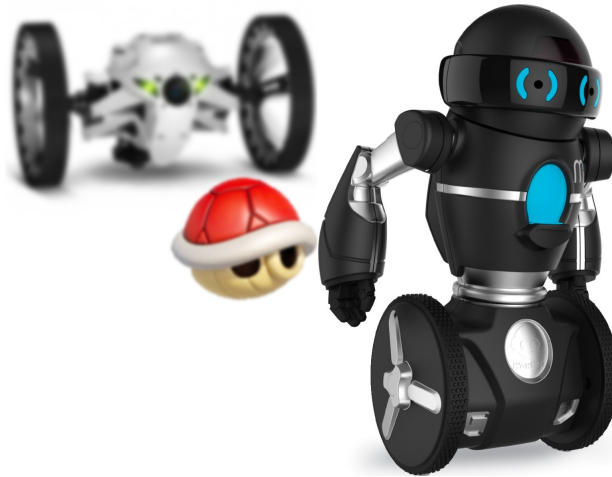


rosmariokart

A "mariokart" clone, but made for real robots.



ROS driver node

To launch the game:

```
1 $ roslaunch rosmariokart rosmariokart.launch
```

Node parameters

- `~player_1_name`, `~player_2_name`, `~player_3_name`, `~player_4_name` [string, default: ""]

The name of each player. Leave empty for no player. At least fields `player_1_name` and `player_2_name` must be set. As documented below, these names will be used as namespaces to access various topics and parameters.

- `~curse_XXX_timeout` [double, seconds, default: 2 seconds]

The duration of each curse. XXX is among the following: `boo`, `goldenmushroom`, `lightning`, `mirror`, `mushroom`, `redshell_coming`, `redshell_hit`, `star`, `timebomb_hit`.

- `~axis_180turn` [int, default: 4]

The joystick axis to perform 180° turns.

- `~axis_90turn` [int, default: 3]

The joystick axis to perform 90° turns.

- `~axis_angular` [int, default: 2]

The joystick axis to control angular speed.

- `~axis_linear` [int, default: 2]

The joystick axis to control linear speed.

- `~button_item` [int, default: 3]

The joystick button for throwing an item.

- `/ROBOT/scale_angular`, for ex: `/mip/scale_angular` [int, rad.s-1/joy_unit, default: 1]

The multiplication factor that converts an axis value into an angular speed.

- `/ROBOT/scale_linear`, for ex: `/mip/scale_linear` [int, rad.s-1/joy_unit, default: 1]

The multiplication factor that converts an axis value into a linear speed.

Subscriptions

- /ROBOT/joy, for ex: /mip/joy [sensor_msgs::Joy]

The joystick commands.

Publications

- /ROBOT/cmd_vel, for ex: /mip/scale_linear [geometry_msgs::Twist]

The speed orders.

- /ROBOT/animation, for ex: /mip/animation [std_msgs::String]

Predefined animations that can be specific to each robot. Among hit, lose, mock, win.

- /ROBOT/sharp_turn, for ex: /mip/sharp_turn [std_msgs::Float32]

The on-the-spot speed orders, for sharp turns like 90°.

Credits

Fonts

- fonts/LCD2U__.TTF: myfontfree.com

Images

- doc/ori-robot-mip-noir-wowwee-1280.jpg: robot-advance.com
- data/items/BooCurse.png: nocookie.net
- data/items/jumping_sumo_brown.jpg: amain.com
- data/items/joypad.png: myiconfinder.com
- data/items/TimeBomb.png: isthisabomb.com
- data/items/RocketStartCurse.png: isthisabomb.com
- data/items/TimeBombCurse.png: mariowiki.com
- data/lakitu/*.png: press-select.fr mariofusion.free.fr deviantart.net
- data/robots/random_robot.png: openclipart.org
- data/robots/stage_black_bg.png: playerstage.org
- data/robots/white_mip_black_bg.png: wowwee.com
- data/robots/white_sumo_black_bg.png: parrot.com

Sounds

- battle-mode.mp3, begin-race.mp3, last-lap.mp3, you-win.mp3: khinsider.com
- boost.wav, boosteat.wav, cpuspin.wav, cputhrow.wav, gotitem.wav, itemreel.wav, racestart.wav, spinout.wav: superluigibros.com
- lightning.wav: youtube.com
- mk64_countdown.wav: themushroomkingdom.net
- quartz.wav: freesound.org
- starman.wav: superluigibros.com
- timebomb.wav: soundbible.com

Tracks

- config/bitmaps/Mariocircuit1.* mariokart.wikia.com

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