

Chapter 11 — Final TEB Racing Setup (Multi-Loop, No Stopping)

[DIAGRAM — RACING LOOP FLOW]

Waypoints → Loop Mission → TEB Planner → Smooth Racing Path → /cmd_vel → Robot Drives Laps

1. Overview

This mode turns your Rosmaster R2 into a small racing robot. The robot drives laps on a closed loop without stopping at each waypoint.

2. Create a Loop Mission

Use RViz or YAML to set waypoints in a loop pattern:

- Oval track
- Square hallway loop
- Figure-8 (optional)

3. Enable Continuous Looping

Launch loop mission:

```
roslaunch r2_race loop_mission.launch
```

Robot will automatically repeat laps.

4. TEB Racing Parameters

Recommended indoor racing settings:

- **max_vel_x = 0.15**
- **acc_lim_x = 0.5**
- **min_turning_radius = 0.30**
- **weight_obstacle = medium-low**
- **weight_optimaltime = high**

5. Smooth Cornering

TEB predicts turns before reaching them so the robot glides around corners instead of performing stop-and-turn movements.

6. No Stopping at Waypoints

Set waypoint tolerance high enough so the robot does not pause:

- **xy_goal_tolerance = 0.30**
- **yaw_goal_tolerance = wide**

This ensures a smooth race line.

7. Running the Racing Setup

Step 1 — Launch bringup

```
roslaunch r2_bringup minimal.launch
```

Step 2 — Load map

```
roslaunch r2_navigation map_load.launch
```

Step 3 — Start TEB racing navigation

```
roslaunch r2_race teb_race.launch
```

Step 4 — Start loop mission

```
roslaunch r2_race loop_mission.launch
```

8. Avoiding Jitter

If robot jitters on curves:

- Reduce speed (stay at 0.15 m/s)
- Increase turning radius
- Lower obstacle weight

9. Obstacle Handling During Racing

Robot will slow when obstacles enter the costmap.

If block persists → robot stops for safety.

10. Manual Override

Steering input from controller immediately overrides TEB.

Releasing the stick returns to racing mode.

11. Safety Notes

- Keep track clear of pets/people.
- Test slowly before long races.
- Ensure battery is fully charged.
- Keep LiDAR unobstructed.
- Stop robot if mapping or localization drifts.

