Interfacing CARLA with a Steering Wheel Setup

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Code Structure

1. Initialize Pygame
2. Setup logging to track vehicle speed pedal input values

   Note: for cleaner output, all logging should preferably done in a separate logging .txt file and instead of print statements logger statements should be used.

3. Detect joystick, joystick axes, buttons, and hats.
4. Assign axes to pedals after successful detection.
5. Connect to CARLA client.
6. Set up world settings and spawn car.
7. Assign buttons mapping.

Code Structure

8. Normalization Function to map pedal values between 0 and 1 instead of -1 to 1.

9. Read pedal values.

10. Read button values.

11. Event-based reverse and handbrake toggle: handle JOYBUTTONDOW.

12. Apply control.

13. Set up spectator.