

MAD76 Car Race

Frank Tränkle*
Hochschule Heilbronn, Germany

November 21, 2025

Contents

1	Start and Run	3
1.1	Driverless Race	4
1.2	Adapt Behavior of Individual Cars	5
1.3	Human Player	7

1 Start and Run

1.1 Driverless Race

- After installation, remote control calibration, and computer vision configuration, you are now ready to race.
- In this race, up to four cars run autonomously.
- Optionally, one human player can assume manual control of the orange/red car 0 and compete against the driverless cars.
- The lap statistics of car 0 are recorded and displayed in a web browser.
- For starting the race on the real MAD76 track, open a terminal on the Raspberry Pi 5 and run:

```
ros2 launch mbmad madpifull.launch
```

- Alternatively, if you have installed MAD76 on a PC, you may start the race in simulation mode by running:

```
ros2 launch mbmad madpisim.launch
```

- Note: Never start `madpifull.launch` or `madpisim.launch` at the same time or more than once without stopping the previous instance first.
- Open a new terminal, and start all cars by running:

```
ros2 run mbmadcar send_maneuver.py
```

- The driverless cars will race against each other.

1.2 Adapt Behavior of Individual Cars

- The behavior of an individual car can be adapted by sending individual maneuver messages.
- Stop `send_maneuver.py` from above by hitting Ctrl+C.
- All cars keep on running autonomously.
- Send maneuver to car 0 (orange/red car)

```
ros2 run mbmadcar send_maneuver.py 0 0.3 0.25
```

- First argument is the car identifier (0 for orange car, 1 for yellow car)

0		orange/red car
1		yellow/white car
2		blue car
3		green car

- Second argument is the car reference speed in $\frac{\text{m}}{\text{s}}$

- Third argument is the lateral reference position

0	right curb
0.25	right lane
0.5	center line
0.75	left lane
1	left curb
-1	ideal line for low laptimes

- The maximum speed of each car is $0.5 \frac{\text{m}}{\text{s}}$
- You may stop the individual car by sending a maneuver with reference speed $0 \frac{\text{m}}{\text{s}}$
- Reverse driving is possible by setting a negative reference speed

1.3 Human Player

- One human player may assume manual control of car 0 by powering up the Xbox controller.
- Car 0 now stops automatically and waits for manual control.
- The left vertical joystick control is for thrust, braking, and reversing.
- The right horizontal joystick controls steering.
- In slow driving, MAD76 supports the human player by stabilizing the car in the lane.
- For lap statistics and ranking, open a web browser on the Raspberry Pi 5 and navigate to `http://localhost:8082`.
- You may pass the control of car 0 back to autonomous driving by switching off the Xbox controller.