

 Topics My Posts More

▼ Categories

 [Lunar Scout \(LS\)](#)[Guidelines](#)[ChatbotDocs](#) All categories

▼ Tags

 [task-0](#) [task-1](#) [task-2](#) [other](#) [task-4](#) All tags

Lunar Scout: Task 1B Introduction to CoppeliaSim

Krutarth  e-Yantra Staff

Sep 2023

Getting started with CoppeliaSim - Part 1

- This video introduces the basics of CoppeliaSim software.
- Teams will learn about Features, User Interface, Pages, Views, Scenes, Camera Navigation, Position/Orientation Manipulation, Simulation Settings, Scripts, User Settings, Collections, Layers, Video Recorder, Scene Object Properties etc.

References:

All you need to crack this task is ...

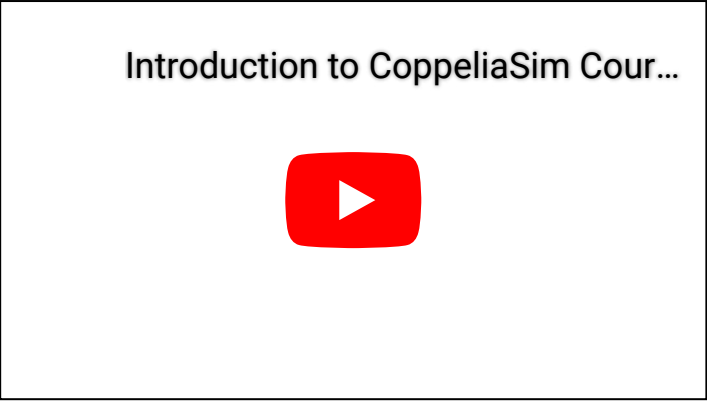
- [CoppeliaSim User Manual](#)
- [Accessing objects programmatically](#)
- [Manual way for position/orientation of objects](#)
- [Positions, orientations & transformations](#)
- [Child Scripts](#)
- [Joints](#)
- [Joint types and operation](#)
- [ZeroMQ remote API](#)
- [regular API reference](#)

EXTRA:

There's a popular youtube channel for CoppeliaSim tutorials, for people who prefer videos. You can explore what other great stuff this software is

[Skip to main content](#)

capable to do.



Now that you have understood the theory, let’s move on to implementation of Task 1B
Click on the link given below.

Task 1B - Practical

[🔗 \[Announcement\] For teams who are mid-way](#)

Unlisted on Sep 16, 2023

Closed on Sep 19, 2023

Related Topics

Topic	Replies	Views	Activity
Lunar Scout: Task5 - Mini Theme Implementation	1	441	Jan 19