

## class huskyInspector

- lastDepth\_ : image
- robotPose\_ : geometry\_msgs::msg::Pose
- cmdVel\_ : geometry\_msgs::msg::Twist
- cmdVelTimer\_ : rclcpp::TimerBase::SharedPtr
- depthImgSubscriber\_ : rclcpp::Subscription<image>::SharedPtr
- processTimer\_ : rclcpp::TimerBase::SharedPtr
- isObjectDetected\_ : volatile bool
- isRight\_ : volatile bool
- center\_ : Point
- dataMutex\_ : std::mutex
- motionState\_ : MotionState
- obstaclePointPublisher\_ : rclcpp::Publisher<geometry\_msgs::msg::Point>::SharedPtr
- commandVelPublisher\_ : rclcpp::Publisher<geometry\_msgs::msg::Twist>::SharedPtr
- subscription\_ : rclcpp::Subscription<gazebo\_msgs::msg::ModelState>::SharedPtr
- modelStatesCallback() : void
- imageSubscriber() : void
- imageProcessor() : void
- motionProcessor() : void
- updateMotionState() : void

- + Inspector()
- + cmdVelPublisher() : void
- + forward() : inline void
- + turn() : inline void
- + stop() : inline void
- + isObjectDetected() : bool
- + isRight() : bool