

imports

IEvents

⚡ cmd_vel_1: Twist
⚡ cmd_vel_2: Twist
⚡ cmd_vel: Twist

Vector3

x: real
y: real
z: real

Twist

linear: Vector3
angular: Vector3

cmd_vel_1: Twist

cmd_vel_2: Twist

cmd_vel: Twist

⚙️ PrioritisedNode

✖ msg: Twist

🕒 C

📄 IEvents

NotReceived1



cmd_vel_1?msg #C

Received

entry cmd_vel!msg <{0}

cmd_vel_2?msg[since(C)>1]

cmd_vel_1?msg #C

cmd_vel_2?msg/cmd_vel!msg <{0}