

Manual Control (Tab)

Each vehicle can be controlled manually with a joystick or gamepad. First, make sure your gamepad works properly using `jstest-gtk`. Enter the ID of the desired vehicle and click start.

The two progress bars in the UI indicate the commanded throttle and steering position.

The manual control overrides the reference trajectory based control. Thus it is important to click "stop" before sending reference trajectories.

Manual Control

Parameters

Timer

Joystick Device

/dev/input/js0

Vehicle ID

3

(re)start

stop

Throttle

Steering