rviz

ROS + PR2 Training Workshop

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Outline

1. Live Demonstration: 45 minutes
2. Play Time: 45 minutes

System Requirements

1. 3D card with the correct (likely proprietary) drivers
   - Recommended cards: anything recent from nvidia
   - Intel cards work but slowly
   - ATI should work but little direct experience
2. Access to the real hardware (virtualized environments do not currently work)
3. 3-button mouse

Live Demos

- Displays: http://www.ros.org/wiki/rviz/DisplayTypes
- Frames: http://www.ros.org/wiki/rviz/UserGuide#Coordinate_Frames
- Views: http://www.ros.org/wiki/rviz/UserGuide#Views_Panel
- Selection: http://www.ros.org/wiki/rviz/UserGuide#Selection
- Diagnosing Errors: http://www.ros.org/wiki/rviz/UserGuide#Display_Status
- Recording: http://www.ros.org/wiki/RecordingOpenGLAppsWithGLC
- Markers:
  - http://www.ros.org/wiki/rviz/DisplayTypes/Marker
  - http://www.ros.org/wiki/rviz/Tutorials

Play Time

Rviz docs: http://www.ros.org/wiki/rviz

Marker tutorials:
http://www.ros.org/wiki/rviz/Tutorials

Optional Goal:
Draw a trail of boxes along the recent path of the gripper.

Creating an Overlay to Work In

```
mkdir ~/overlay

echo “source /opt/ros/boxturtle/setup.sh” >
~/overlay/setup.sh

echo “export ROS_PACKAGE_PATH=~/overlay:
$ROS_PACKAGE_PATH” >> ~/overlay/setup.sh

source ~/overlay/setup.sh
```