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Both the ROS and Unity worlds have access to the pre-computed map which is augmented with real-time telemetry from the vehicle, local point clouds obtained by the vehicle as it moves, and onboard tilt/pitch sensors which will be used to drive the orientation of the motion base relative to gravity. (See Figure 3.) Fig. 3.

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rosbridge library provides a JSON API to ROS functionality for non-ROS programs. It is a Python library responsible for taking JSON strings and converting them to ROS messages, and vice versa.

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rosbridge is a great way to make a websocket which can stream data via restful api. You can use rosbridge to get topics from ROS to unity. I've done this myself but one caveat is that PointCloud2 topics are bugged in indigo to the point that the streaming doesn't work for those types.

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ROS# is a set of open source software libraries and tools in C# for communicating with ROS from . NET applications, in particular Unity.. Here are some showcases illustrating what can be done with ROS#. Community provided a variety of other application examples for ROS# here.Please don't hesitate to post yours! Contents. Libraries: .NET solution for RosBridgeClient, Urdf and MessageGeneration

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Intelligent vehicles simulations are utilized as the initial step of experiments before the deployment on the roads. Nowadays there are several frameworks that can be used to control vehicles, and Robot Operating System (ROS) is the most common one. Moreover, there are several powerful visualization tools that can be used for simulations, and Unity Game Engine is on the top of the list.

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