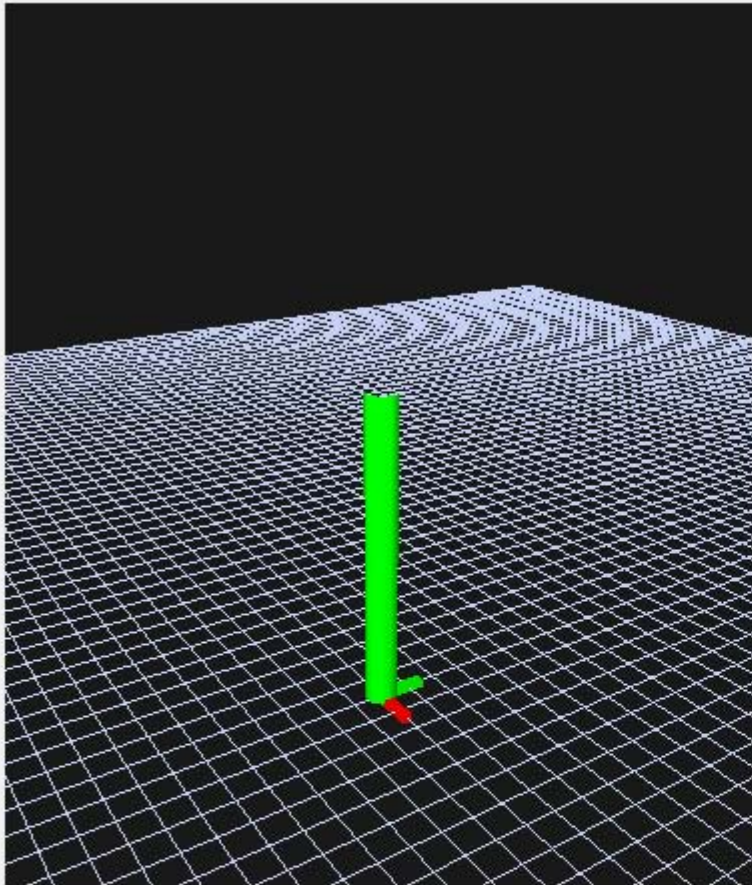


Simulation\_view



PORT Setting

PORT :

BAUD :

Connect

simulation

Pendulum

Simulation

STOP

Color

R

B

G

Window

PORT SETTING

Clear

Kinematics Info

	Stride	Speed	Swing	Up	Turn	offset	Dir	Head
Left Leg	<input type="text" value="0"/>	<input type="text" value="200"/>	<input type="text" value="30"/>	<input type="text" value="5"/>	<input type="text" value="0"/>	<input type="text" value="150"/>	<input type="text" value="2"/>	<input type="text" value="125"/>
Right Leg	<input type="text" value="0"/>		<input type="text" value="30"/>	<input type="text" value="5"/>	<input type="text" value="0"/>	<input type="text" value="150"/>	<input type="text" value="Send"/>	<input type="text" value="90"/>

Action Data

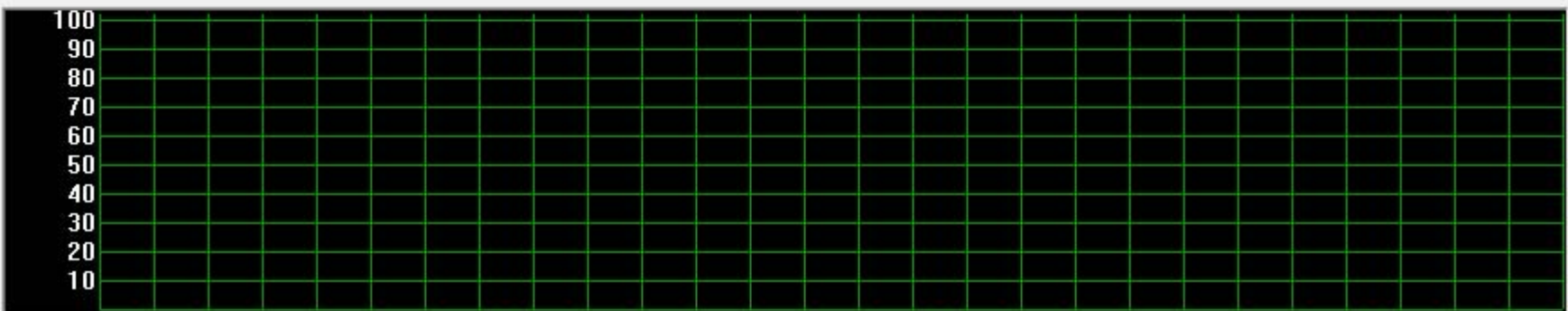
<input type="text" value="SIT"/>	<input type="text" value="Forward"/>	<input type="text" value="Turn Left"/>	<input type="text" value="F/L"/>
<input type="text" value="Init Walk"/>	<input type="text" value="FAST"/>	<input type="text" value="Turn Right"/>	<input type="text" value="F/R"/>
<input type="text" value="Init Walk 2"/>	<input type="text" value="Backward"/>	<input type="text" value="Side Left"/>	<input type="text" value="Side Right"/>
<input type="text" value="Stop"/>	<input type="text" value="R_KICK"/>	<input type="text" value="L_KICK"/>	<input type="text" value="INIT"/>
<input type="text" value="T/S Right"/>	<input type="text" value="T/S Left"/>	<input type="text" value="TBD"/>	<input type="text" value="TBD"/>

SENSOR DATA

YAW

PITCH

ROLL



MAX

Interval

Set

Sampling Interval

Background Color

Grid Color

Grid ON

Grid OFF

Exit