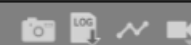
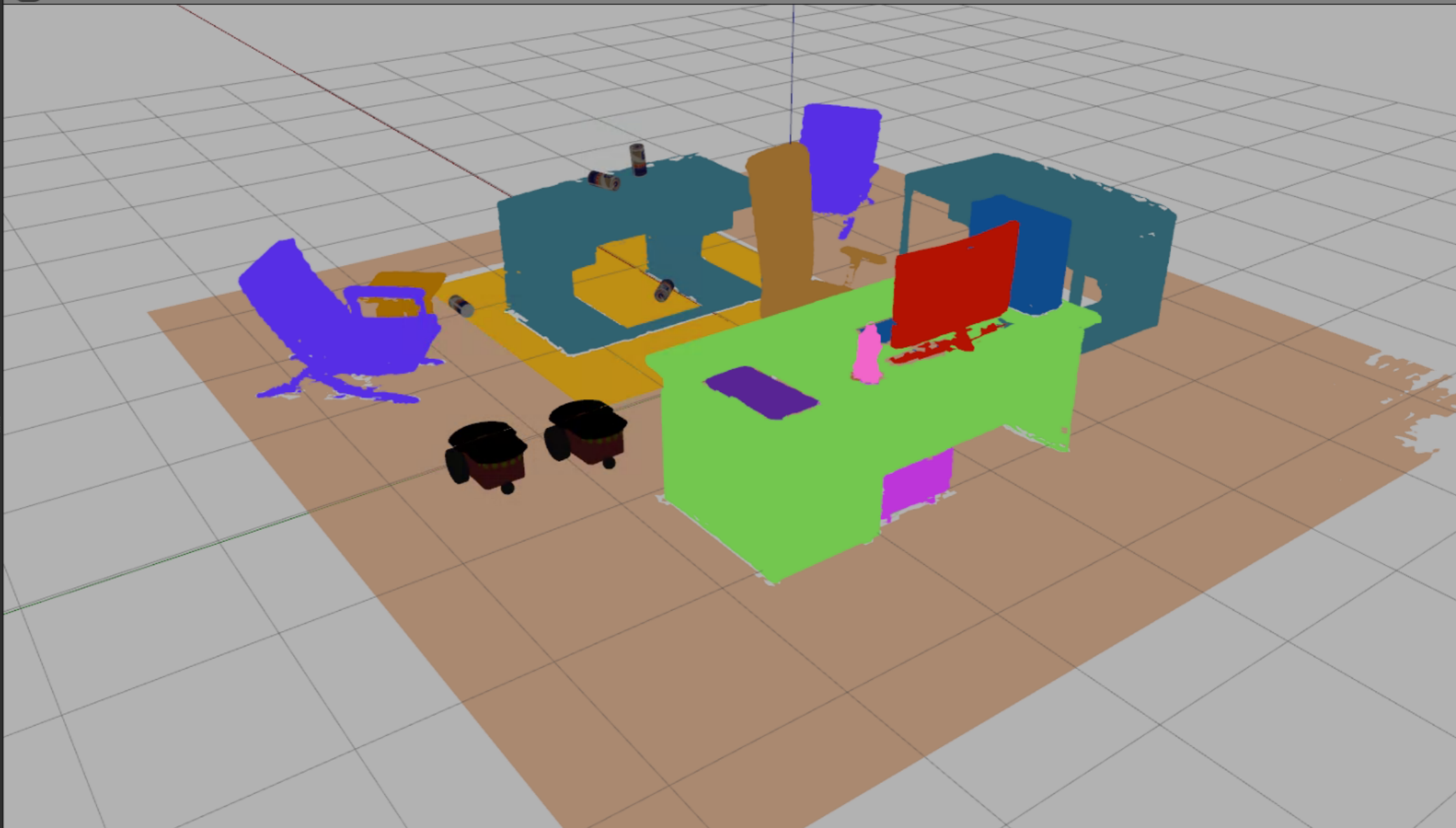


World Insert Layers



- ▼ beer_0
 - LINKS
 - link
- ▶ beer_1
- ▼ pioneer2dx
 - LINKS
 - chassis
 - right_wheel
 - left_wheel
 - JOINTS
 - left_wheel_hinge
 - right_wheel_hinge
 - PLUGINS
 - diff_drive
- ▶ pioneer2dx_0
- ▶ beer
- ▶ beer_2
- Lights

Property	Value
name	pioneer2dx
is_static	<input type="checkbox"/> False
self_collide	<input type="checkbox"/> False
enable_wind	<input type="checkbox"/> False
▶ pose	
▶ link	pioneer2dx::chas...
▶ link	pioneer2dx::right...
▶ link	pioneer2dx::left...



Steps: 1

Real Time Factor: 0.99

Sim Time: 00 00:04:48.078

Real Time: 00 00:05:37.213

Iterations: 288078

FPS: 57.62

Reset Time