FAQ List

V2.1

Q: Can we participate in the competition as a multi-university joint team?

A: Yes. Please note that only one team per university will advance to the next stage of the competition after the Sim2Real test stage.

Example: Here are four teams: university A forms team #1, university B forms team #2, university C forms team #4, and university A+B+C forms team #4 jointly. According to the rank, teams #1, #2, and #4 obtain qualification for the next stage. If the order is as follows:

1. First place: team #1, Second place: team #2, Third place: team #4

   Then team #1 and team #2 will enter the next stage, and team #4 will be eliminated.

2. First place: team #1, Second place: team #4, Third place: team #2

   Then team #1 and team #2 will enter the next stage, and team #4 will be eliminated.

3. First place: team #4, Second place: team #2, Third place: team #1

   Then team #4 will enter the next stage, and team #1 and team #2 will be eliminated.

Q: Can we update the team information after the registration?

A: No. However, every team that enters the AI adversarial test will have only one opportunity to apply for team member adjustment through email. Other information about the team cannot be changed.

Note: If you are a multi-university joint team that has already advanced to the AI adversarial testing stage, team member changes are restricted to the universities or colleges within the current team. In other words, inviting members from new universities or colleges is not allowed.

Q: What technical skills are required for participation in RMUS?

A: Linux, docker, ros, visual recognition, SLAM, navigation, robotic

Q: How to test the simulator?

A:

1. submit your team application on the platform （https://www.robomaster.com/） and waiting for approval.

2. Once the application approved, your team can login the simulator test platform for testing. The user name created by the simulation test platform for the player is full spelling of names, and the initial password is full spelling of names with an initial capital letter followed by 123 (for example Zhang San, user name is zhangsan, password is zhangsan123). Please change your personal password as soon as possible. At the same time, the test platform has created a corresponding project for each team. The project name is based on the team name (upper case ->lower case, space ->-).

3. Download the baseline git.

4. Follow the instructions/ Scrpit/launch.sh will automatically download server and client images.

5. When you complete the local test, you can submit the image on the official test platform to check. Your team's test result will be showed on the specific link which have sent by email.

6. You can submit the emulator test image multiple times to check the test results.

7. Teams that complete three ore grabbing within five minutes can enter the Sim2Real test.

More detailed operation steps please see following website:

https://github.com/AIR-DISCOVER/ICRA-RM-Sim2real-Baseline

Q: How to save the changes made in the client's docker?

A: Remove the"- rm" parameter when starting the container.

Q: When we prepare to submit the image, the naming requirements on Github and Gitee do not same.Is it OK for both?

A: The naming rules on Github shall prevail.

Q: What configuration requirements does the host have for local simulation test?

A: Nvidia-docker2, etc； WSL is not supported.

Q: Running the image in local environment is too laggy. How to optimize?

A:

1. Modify the “launch.sh file”, and modify the parameters ” -cpu “and” - m” according to the computer configuration. Please note that the configuration needs to be restored when submitting to the test platform.

2. Run ”prime-select nvidia” on the host computer, restart the computer, and then run “scripts/launch.sh”.

Q: How to modify the code and save the submission?

A: Please modify the code in the pulled warehouse, and then compile the image through scripts/build.sh. Do not modify the code directly in the container.

Vscode's container plug-in is only recommended for debugging.