Make Your LCM Types Decodable

LCM messages can be displayed using the lcm-spy utility. For the data viewing utility to function the files have to be decoded into the transmitted data types. To decode the files, open a command prompt and 'cd' into the appropriate directory/file. The following steps will create the lcm types for the player to read.

1. Make java classes for your lcm types:
   lcm-gen -j *.lcm
2. Build those classes:
   javac -cp lcm.jar gss/*.java
3. Package the compiled classes as a java 'jar' file:
   jar cf gss_types.jar gss/*.class
4. Include those 'jar' files in your environments java 'CLASSPATH'
   export CLASSPATH=$CLASSPATH:./lcm.jar:./gss_types.jar
5.Once the communications type is correct, run lcm-spy by calling it explicitly from the command line.
   lcm-spy

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