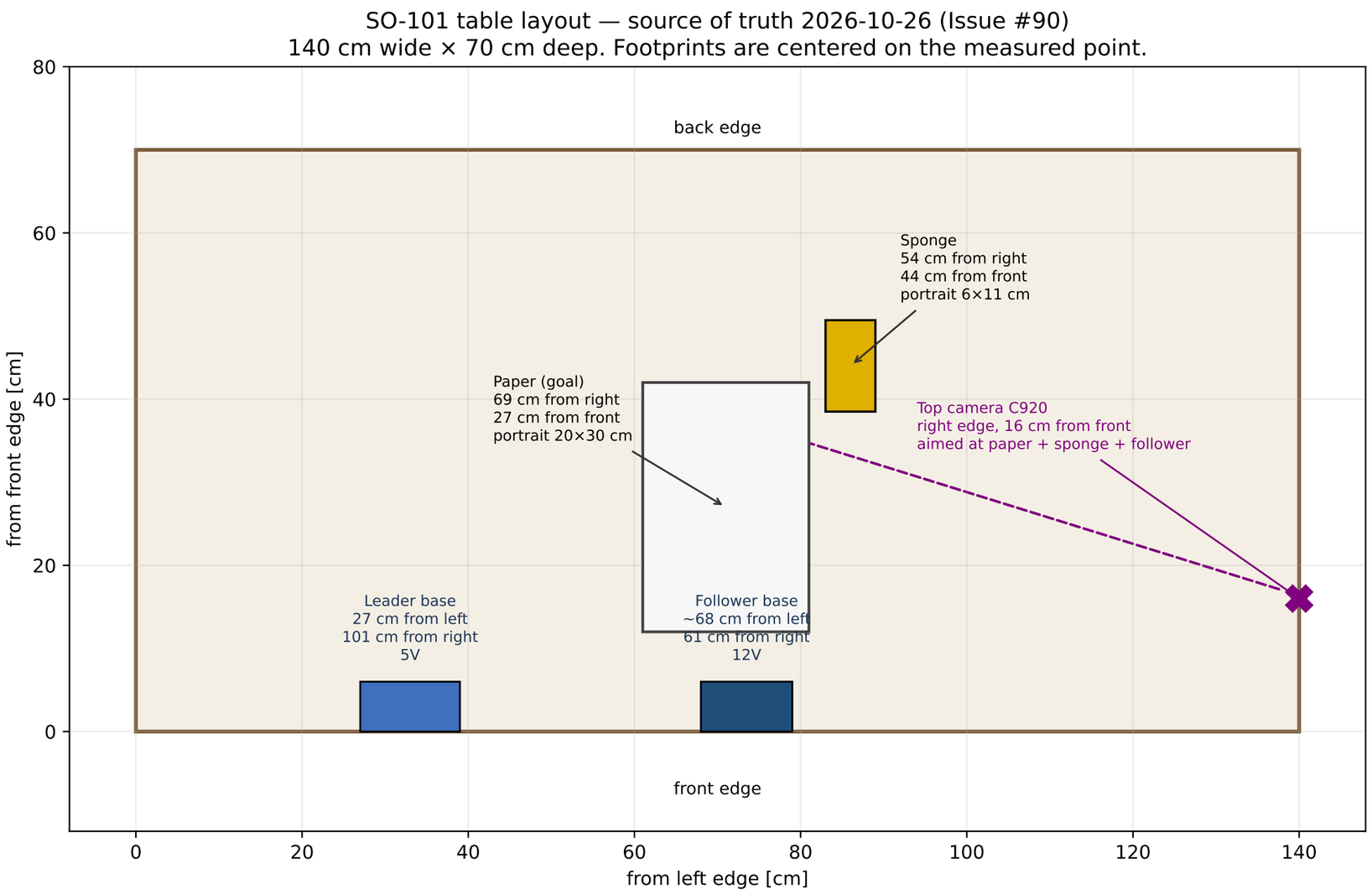


Current layout (2026-10-26 ~00:36 SGT)
Table 140 × 70 cm.
Supersedes 2026-10-25 ~23:28 and 2026-10-22.

Sim frame
Origin: follower midpoint on the front edge.
+x forward (into the table), +y left.
Front offset of the bases was not remeasured (v = 0).

Item	sim (x, y) cm
Leader midpoint	(0.0, 40.5)
Follower origin	(0, 0)
Paper point	(27.0, 2.5)
Sponge point	(44.0, -12.5)
Top camera	(16.0, -66.5)

Metres: divide by 100.
Code: simulation/table_layout.py

Cameras
Wrist on the follower gripper.
OpenCV wrist=0, top=1
(2026-10-25 cable swap, still current).
Top camera is 16 cm from the front
on the right edge. Height was not remeasured.

Do not use
- 2026-10-22 (~134 cm, pole at 111 cm)
- 2026-10-25 ~23:28 (140×69; C920 28 cm from right; sponge 70/45; paper 82/26; follower 62 cm from right)
- MuJoCo scene: 70×60 cm, box (28, -8), goal (35, 12), nadir camera (25, 0)