

2. roscore + tab
显示所有节点信息

① roscore

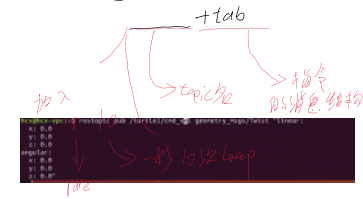
② roscore info: 指定节点的信息

3. ros topic

① rosnode list

所有 topic 列表

② rosnode pub → publish

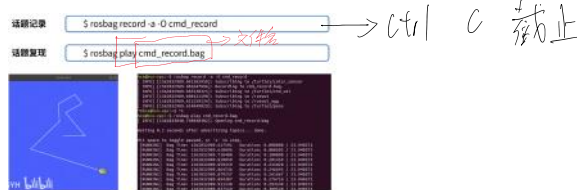


③ ctrl C 停止

4. roscore show geometry_msgs/Twist
此消息的含义

5. ros service call /spawn + tab tab
加入新包

加入后使用:
rostopic list 查看新包



常用命令

- rostopic
- rosservice
- roscore
- rosparm
- rosmmsg
- rossrv

WORKSPACES

Create Workspace

```
mkdir catkin_ws && cd catkin_ws
wstool init src
catkin_make
source devel/setup.bash
```

Add Repo to Workspace

```
roscd; cd ../src
wstool set repo_name \
--git http://github.com/org/repo_name.git \
--version=kinetic-devel
wstool up
```

Resolve Dependencies in Workspace

```
sudo rosdep init # only once
rosdep update
rosdep install --from-paths src --ignore-src \
--rosdistro=${ROS_DISTRO} -y
```

PACKAGES

Create a Package

```
catkin_create_pkg package_name [dependencies ...]
```

Package Folders

Folder	Content
include/package_name	C++ header files
src	Source files, Python libraries in subdirectories
scripts	Python nodes and scripts
msg, srv, action	Message, Service, and Action definitions

Release Repo Packages

```
catkin_generate_changelog
# review & commit changelogs
catkin_prepare_release
bloom-release --track kinetic --ros-distro kinetic repo_name
```

Reminders

- Testable logic
- Publish diagnostics
- Desktop dependencies in a separate package

CMakeLists.txt

Skeleton

```
cmake_minimum_required(VERSION 2.8.3)
project(package_name)
find_package(catkin REQUIRED)
catkin_package()
```

Package Dependencies

To use headers or libraries in a package, or to use a package's exported CMake macros, express a build-time dependency:

```
find_package(catkin REQUIRED COMPONENTS roscpp)
```

Tell dependent packages what headers or libraries to pull in when your package is declared as a catkin component:

```
catkin_package(
  INCLUDE_DIRS include
  LIBRARIES ${PROJECT_NAME}
  CATKIN_DEPENDS roscpp)
```

Note that any packages listed as CATKIN_DEPENDS dependencies must also be declared as a <run_depend> in package.xml.

Messages, Services

These go after find_package(), but before catkin_package().

```
Example:
find_package(catkin REQUIRED COMPONENTS message_generation
std_msgs)
add_message_files(FILES MyMessage.msg)
add_service_files(FILES MyService.msg)
generate_messages(DEPENDENCIES std_msgs)
catkin_package(CATKIN_DEPENDS message_runtime std_msgs)w
```

Build Libraries, Executables

```
Goes after the catkin_package() call.
add_library(${PROJECT_NAME} src/main)
add_executable(${PROJECT_NAME}_node src/main)
target_link_libraries(
  ${PROJECT_NAME}_node ${catkin_LIBRARIES})
```

Installation

```
install(TARGETS ${PROJECT_NAME}
DESTINATION ${CATKIN_PACKAGE_BIN_DESTINATION})
install(TARGETS ${PROJECT_NAME}_node
DESTINATION ${CATKIN_PACKAGE_BIN_DESTINATION})
install(PROGRAMS scripts/myscript
DESTINATION ${CATKIN_PACKAGE_BIN_DESTINATION})
install(DIRECTORY launch
DESTINATION ${CATKIN_PACKAGE_SHARE_DESTINATION})
```

RUNNING SYSTEM

Run ROS using plain:
roscore

Alternatively, roslaunch will run its own roscore automatically if it can't find one:
roslaunch my_package package_launchfile.launch

Suppress this behaviour with the --wait flag

Nodes, Topics, Messages

```
roscd; cd ../src
wstool set repo_name \
--git http://github.com/org/repo_name.git \
--version=kinetic-devel
wstool up
```

Remote Connection

Master's ROS environment:

- ROS_IP or ROS_HOSTNAME set to this machine's network address.
- ROS_MASTER_URI set to URI containing that IP or hostname.

Your environment:

- ROS_IP or ROS_HOSTNAME set to your machine's network address.
- ROS_MASTER_URI set to the URI from the master.

To debug, check ping from each side to the other, run rswtf on each side.

ROS Console

Adjust using rqt_logger_level and monitor via rqt_console. To enable debug output across sessions, edit the \$HOME/.ros/config/rosconsole.config and add a line for your package:
log4j.logger.\${ros.package.name}=DEBUG

And then add the following to your session:
export ROS_CONSOLE_CONFIG_FILE=\$HOME/.ros/config/rosconsole.config

Use the roslaunch --screen flag to force all node output to the screen, as if each declared <node> had the output="screen" attribute.

