ALDEBARAN
Robotics

NAO

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Overview

This is a Motion Module which takes care of all Motion concerning Robot Football, except Kicking the ball

Current version : 1.14

Warning

This doc is deprecated, please use the online Aldebaran documentation instead.

Methods

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void **turn** (const float& thetaInDegrees)
    Turnes by a angle in degrees

    thetaInDegrees
    The angle to turn

void **walkStraight** (const float& x)

Walks straight

x
distance in meters

void **walk** (const float& x, const float& y, const float& thetaInDegrees)

Walks to a coordinate with an angle theta

x
x-coordinate

y
y-coordinate

thetaInDegrees
thetaAngle

void **walkAroundBall** (const float& thetaInDegrees, const float& distanceToBall)

Walks around the ball with a distance

thetaInDegrees
angle in degrees

distanceToBall
Distance to the Ball (15cm is a good estimate)

void **walkAroundBallInSteps** (const float& thetaInDegrees, const float& distanceToBall, const int& inSteps)

Walks around the ball with a distance in a certain amount of steps

thetaInDegrees
angle in degrees

distanceToBall
Distance to the Ball (15cm is a good estimate)

inSteps
Amount of Steps

void **walkEndless** (const float& thetaInDegrees, const float& speed)

Walks Endlessly with a given speed

thetaInDegrees
angle in degrees

speed
The Speed

void **stopWalkDirectly** ()

Stops Directly

void **stopWalkSmoothly** ()

Stops Smoothly

Methods inherited from ALModule

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void **exit** ()
Exits and unregisters the module.

string **version** ()
Returns the version of the module.

Returns
A string containing the version of the module.

bool **ping** ()
Just a ping. Always returns true

Returns
returns true

vector<string> **getMethodList** ()
Retrieves the module's method list.

Returns
An array of method names.

AL::ALValue **getMethodHelp** (const string& methodName)
Retrieves a method's description.

methodName
The name of the method.

Returns
A structure containing the method's description.

AL::ALValue **getModuleHelp** ()
Retrieves the module's description.

Returns
A structure describing the module.

bool **wait** (const int& id, const int& timeoutPeriod)
Wait for the end of a long running method that was called using 'post'

id
The ID of the method that was returned when calling the method using 'post'

timeoutPeriod

The timeout period in ms. To wait indefinately, use a timeoutPeriod of zero.

Returns
True if the timeout period terminated. False if the method returned.

bool **isRunning** (const int& id)

Returns true if the method is currently running.

id
The ID of the method that was returned when calling the method using 'post'

Returns
True if the method is currently running

void **stop** (const int& id)

returns true if the method is currently running

id
the ID of the method to wait for

string **getBrokerName** ()

Gets the name of the parent broker.

Returns
The name of the parent broker.

string **getUsage** (const string& name)

Gets the method usage string. This summarises how to use the method.

name
The name of the method.

Returns
A string that summarises the usage of the method.

Further Information