

VLM Agentic Interface for Dobot Magician

Enter your command:

Pick up the blue block using suction. (Hint: the z is at -50)

Run

Capturing image...

Accessing webcam...

Image captured successfully!

Getting bounding boxes for workspace from image...

Workspace Bounding Box Agent:

[188,230,660,776]

Generating bounding boxes from image...

Bounding Boxes Agent:

- [200,259,308,325]green
- [199,321,307,390]green
- [332,441,529,566]blue
- [200,684,306,758]red
- [510,686,627,769]red

Spatial Analysis Agent:

Here's a description of the spatial relationships and relevant object properties for

****Objects:****

- * ****Target Object (Blue Block):**** Approximately 20x20x20 mm cube. It's composed of
- * ****Other Blocks:**** There are three other foam blocks: two light green blocks togeth
- * ****White Paper:**** A rectangular piece of white paper serves as a background or work
- * ****Robot Arm/End Effector:**** A robotic arm with a suction cup end effector is posit

* ****Surface:**** The blocks and paper rest on a light brown wooden surface.

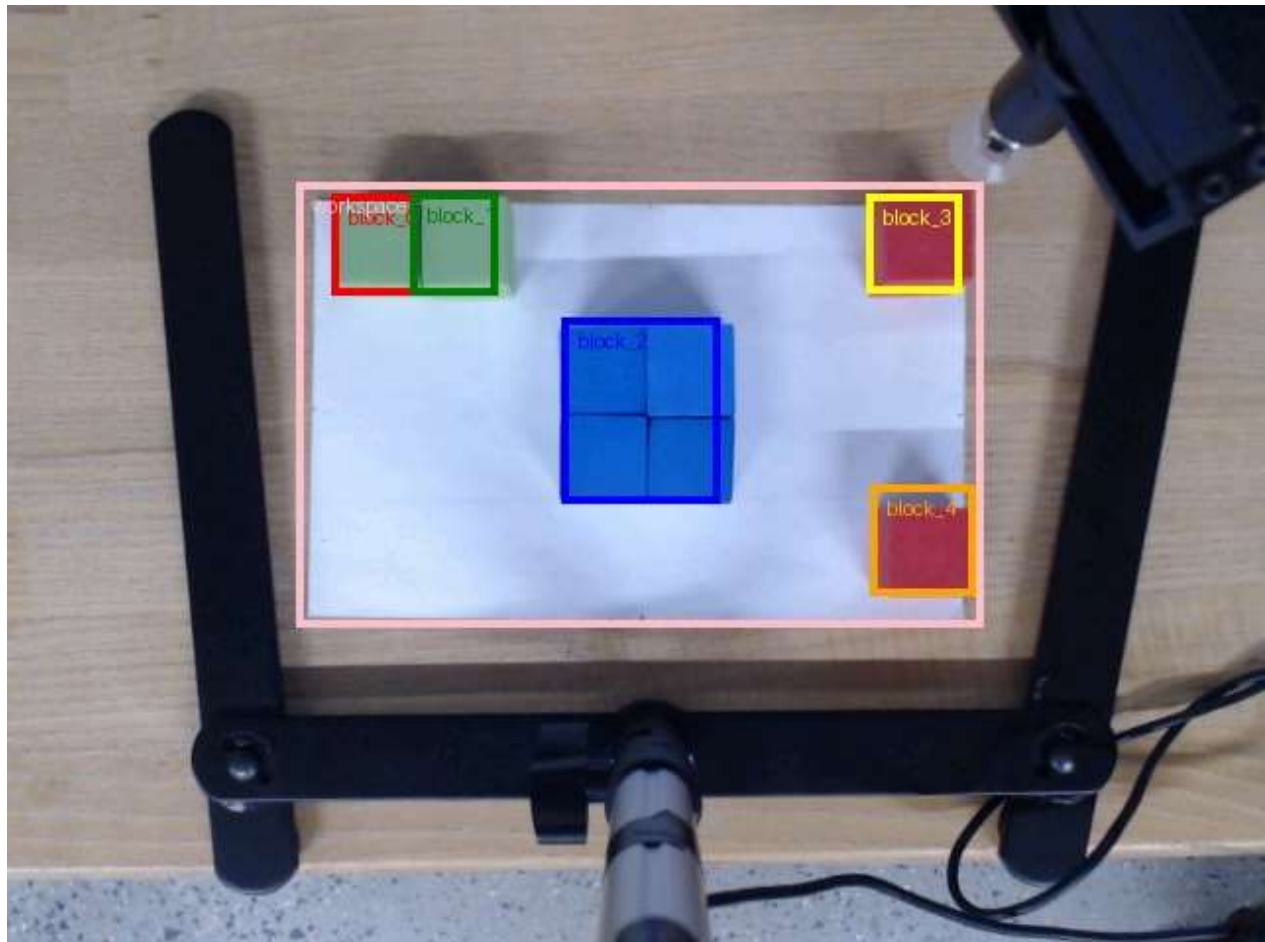
****Spatial Relationships:****

- * The blue block is centrally located on the white paper.
- * The green blocks are positioned in the upper left quadrant of the paper.
- * The red blocks are placed on the right side of the paper.
- * The robot arm is positioned directly above the blue block, suggesting it's in a su

****Additional Useful Information for Planning:****

- * ****Z-height:**** The z-coordinate is given as -50 (assuming this is in mm, a relativ
- * ****Suction Cup Size:**** Ensure the suction cup's diameter is sufficient to cover th
- * ****Block Stability:**** The blocks appear stable and resting firmly on the paper. Ho
- * ****Obstacles:**** No other major obstacles are immediately visible in the field of vi
- * ****Approach Angle:**** The approach angle of the suction cup should be perpendicular
- * ****Lighting:**** The overhead lighting is sufficient to provide good visibility.

This information should provide a good foundation for developing a pick-and-place pl



```
[[230. 188.]  
 [776. 188.]  
 [230. 660.]  
 [776. 660.]]
```

```
{'block_0': [(297.45762711864404, 89.37728937728943), (297.45762711864404, 65.201465  
{'block_0': [89.37728937728943, 297.45762711864404, 65.20146520146524, 274.576271186  
{}
```

Logic Steps Agent:

Since no specific coordinates are provided for the blue block, I will assume the cen

****Step-by-Step Procedure for Picking up the Blue Block with Dobot Magician using Suc**

1. ****Move to Pre-Pick Position:****

```
* **Command:** `moveTo(250, 0, -30, 0)` (Move above the blue block, leaving som  
* **Rationale:** This positions the suction cup directly above the block at a sa
```

2. ****Descend to Pick-up Height:****

```
* **Command:** `moveTo(250, 0, -50, 0)` (Descend to the surface height of the bl  
* **Rationale:** This lowers the arm to engage the suction cup with the block.
```

3. ****Activate Suction:****

```
* **Command:** `activateSuction()` (This command assumes the Dobot Magician API  
* **Rationale:** This engages the suction cup to firmly grip the blue block.
```

4. ****Ascend with Block:****

```
* **Command:** `moveTo(250, 0, -30, 0)` (Raise the arm slightly to clear the sur  
* **Rationale:** This lifts the blue block clear of the surface, ensuring it's n
```

5. ****Move to Safe Drop-off Position (Optional):****

```
* **Command:** `moveTo(280, 50, -30, 0)` (Move to a designated position to hold  
* **Rationale:** Moving the block to a secondary position offers a safe place b
```

6. ****Deactivate Suction:****

```
* **Command:** `deactivateSuction()`  
* **Rationale:** This releases the suction cup from the block. This should be d
```

7. ****Return to Home Position (Optional):****

```
* **Command:** `moveTo(250,0,0,0)` (Return the arm to a home position.)
```

* **Rationale:** A good practice to end the sequence in a known safe position.

Important Considerations:

* **Error Handling:** The code should include error handling to deal with potential

* **Speed Control:** The `moveTo()` commands should specify speeds to prevent overl

* **Calibration:** While the problem states "no calibration", precise operation hea

* **API Specifics:** These commands are illustrative. The actual Dobot Magician API

* **Bounding Box Data:** Using the bounding box data of the blue block would give m

This detailed plan provides a solid framework. Remember to replace placeholder comm

Coding Agent:

```
```python
import DobotDllType as dType

Connect to Dobot
api = dType.load()
state = dType.ConnectDobot(api, "", 115200)[0]
print("Dobot Connected...")

Set parameters (velocities, accelerations, etc.) - Do once. Adjust as needed.
dType.SetHOMEParams(api, 200, 200, 200, 200)
dType.SetPTPJointParams(api, 200, 200, 200, 200, 200, 200, 200, 200, 200)
dType.SetPTPCommonParams(api, 100, 100)
dType.SetPTPCoordinateParams(api, 200, 200, 200, 200, 0) # Adjust as needed for sp

ptpMode = 2 # Linear Mode

1. Move to Pre-Pick Position
x = 250; y = 0; z = -30; rHead = 0
dType.SetPTPCmd(api, ptpMode, x, y, z, rHead, 0)
dType.dSleep(2000) # Wait for movement to complete

2. Descend to Pick-up Height
z = -50
dType.SetPTPCmd(api, ptpMode, x, y, z, rHead, 0)
dType.dSleep(2000)

3. Activate Suction
suction_cup = 1
```

```

enable_pump = 1
ctrl_mode = 1
dType.SetEndEffectorSuctionCup(api, suction_cup, enable_pump, ctrl_mode)
dType.dSleep(2000) # Allow time for suction to engage

4. Ascend with Block
z = -30
dType.SetPTPCmd(api, ptpMode, x, y, z, rHead, 0)
dType.dSleep(2000)

5. Move to Safe Drop-off Position (Optional)
x = 280; y = 50; z = -30
dType.SetPTPCmd(api, ptpMode, x, y, z, rHead, 0)
dType.dSleep(2000)

6. Deactivate Suction
enable_pump = 0
dType.SetEndEffectorSuctionCup(api, suction_cup, enable_pump, ctrl_mode)
dType.dSleep(2000)

7. Return to Home Position (Optional)
x = 250; y = 0; z = 0; rHead = 0
dType.SetPTPCmd(api, ptpMode, x, y, z, rHead, 0)
dType.dSleep(2000)

Disconnect from Dobot
dType.DisconnectDobot(api)
print("Dobot Disconnected...")
'''

```

Python code successfully written to demo-magician-python-64-master\DobotControl.py