Setup for SDK example program.

1. Install virtual machine environment
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1. Install virtual machine environment

Find and install a virtual machine. I use vmware: https://www.vmware.com/products/workstation-player/workstation-player-evaluation.html

2. Open Aubo Virtual machine

The VM can be found on aubo's homepage. But this is a direct link to the drive where they host it:
https://drive.google.com/drive/folders/1vxmE4JyKkqD4IaGncI1EtJIXRtCnlECY
Make sure you get the all the parts and unzip them. Now you should have a folder called "Aubo-ORPE_V4.0.x_Release". This folder contains the virtual machine.

Open the virtual machine on your environment of choice.
On VMware you press open VM and navigate to "Aubo-ORPE_V4.0.x_Release/ aubo.vmx". Then the machine will be listed under the name aubo. Right click on the name to access the settings in order to change the name and maybe adjust the allocated RAM for the VM. Then click ok and press "play virtual machine". A popup will appear, mark of that you copied the VM. And then Ubuntu should start.

3. Update Aubo virtual machine

Update Aubo to the newest version. See
https://drive.google.com/drive/folders/1e2sAyCd5S1s4jH7FRyMwZzTy7VTZb2NE for details.

Remember the default password is: 1

Also if the resolution is small, moving the virtual machine window about seems to fix it (on vmware).

Also you might want to change the keyboard layout.

To move files into VMWare you can use an external harddrive or you can setup a shared folder between host and VM.

4. Locate project and build it

Now the desktop toolbar disappears in the new update but you can get it back by typing this command in the terminal:

$ unity&

Now go to the top left corner and search for QTcreator community edition.

When you open QT the plugin example should be in the recent project list. Otherwise the path is: /root/Workspace/PluginTest/ORPE_Extention_SDK.pro

Open the project and build it.

This creates the plugin file(s) (with the .so file ending) under: /root/Workspace/build-ORPE_Extention_SDK-qt5_5_1-Debug/*

5. Using the plugins

Moving these .so plugin files into the robot filesystem under: /root/AuboRobotWorkSpace/teachpendant/lib/teachpendant/

And performing a reboot of the robot or virtual machine should have your new tabs show up within AuboPE. The example creates a tab under extensions -> peripherals -> Robotiq2F.