

Semi-automated review of Melman

Errors

Sensor with infinite resolution in node (name: unknown, type: HingeJointWithBacklash)

Joint properties

jointName	jointType	maxTorque	maxVelocity	springConstant	staticFriction	dampingConstant	backlash	resolution
Head-y	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Head-z	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Left-Arm-x	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Left-Arm-y [shoulder]	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Left-Forearm-y	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Right-Arm-x	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Right-Arm-y [shoulder]	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Right-Forearm-y	HingeJointWithBacklash	3.100	7.020	0.000	1.030	0.310	0.010	0.002
Left-Foot-x	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Left-Foot-y	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Left-Shank-y	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Left-Trunk-x	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Left-Trunk-y [hip]	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Left-Trunk-z	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Right-Foot-x	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Right-Foot-y	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Right-Shank-y	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Right-Trunk-x	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Right-Trunk-y [hip]	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	0.002
Right-Trunk-z	HingeJointWithBacklash	7.300	8.170	0.000	1.730	0.650	0.010	-1.000

Sensors

Accelerometer

name	lutEntries	minValue	maxValue
accelerometer	2	-156.960	156.960

Camera

name	width	height	fieldOfView	spherical	noise	radialCoefficients	tangentialCoefficients
camera	640	480	0.560	False	0.000		

Robot properties

name	unit	value
htop	[m]	0.525
hleg	[m]	0.294
hhead	[m]	0.081
armsLength	[m]	0.280
hcom	[m]	0.266
weight	[kg]	3.961
BMI	ul	14.367
fittingCylinderDiameter	[m]	0.221
footLength	[m]	0.134
footWidth	[m]	0.071
longestPossibleLength	[m]	0.738

Simulator errors

WARNING: DEF RED_PLAYER_1 Melman (PROTO): Skipped node: Cannot insert PBRAppearance node in 'children' field of Robot node.

WARNING: DEF RED_PLAYER_1 Melman (PROTO): Skipped node: Cannot insert PBRAppearance node in 'children' field of Robot node.

WARNING: DEF RED_PLAYER_1 Melman (PROTO) > Shape > Mesh: 'STLe/Trunk.STL' not found.

A resource file can be defined relatively to the worlds directory of the current project, relatively to the worlds directory of the default project, relatively to its protos directory (if defined in a PROTO), or absolutely.

WARNING: DEF RED_PLAYER_1 Melman (PROTO) > Shape > Mesh: 'STLe/Trunk.STL' not found.

A resource file can be defined relatively to the worlds directory of the current project, relatively to the worlds directory of the default project, relatively to its protos directory (if defined in a PROTO), or absolutely.

WARNING: DEF RED_PLAYER_1 Melman (PROTO) > HingeJointWithBacklash (PROTO) > Solid > Shape > Mesh:

'STLe/Right-HipMount.STL' not found.

A resource file can be defined relatively to the worlds directory of the current project, relatively to the worlds directory of the default project, relatively to its protos directory (if defined in a PROTO), or absolutely.

WARNING: DEF RED_PLAYER_1 Melman (PROTO) > HingeJointWithBacklash (PROTO) > Solid > HingeJointWithBacklash (PROTO) > Solid > Shape > Mesh: 'STLe/Right-Hip.STL' not found.

A resource file can be defined relatively to the worlds directory of the current project, relatively to the worlds


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WARNING: DEF RED_PLAYER_1 Melman (PROTO) > HingeJointWithBacklash (PROTO) > Solid > Shape > Mesh:
'STLe/Head-Mounting.STL' not found.
A resource file can be defined relatively to the worlds directory of the current project, relatively to the worlds
directory of the default project, relatively to its protos directory (if defined in a PROTO), or absolutely.
WARNING: DEF RED_PLAYER_1 Melman (PROTO) > HingeJointWithBacklash (PROTO) > Solid > HingeJointWithBacklash (PROTO)
> Solid > Shape > Mesh: 'STLe/Head.STL' not found.
A resource file can be defined relatively to the worlds directory of the current project, relatively to the worlds
directory of the default project, relatively to its protos directory (if defined in a PROTO), or absolutely.
WARNING: DEF RED_PLAYER_1 Melman (PROTO) > Shape > USE color_marking: No previous DEF nodes match; USE node turned
into DEF node. Please check that the fields are listed in the same order as in the base node definition.

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Model verifier logs

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[0000.000] Info: Spawning robot
[0001.290] Info: Model is spawn in reasonable time: 1.289254903793335<=10.0

[0001.290] Info: Loading Robot Model.... this might take a while
[0001.811] Info: Robot has valid customData field
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Ankle'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Shank'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Shank'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Shank'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Shank'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Shank'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Thigh'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Thigh'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Thigh'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Thigh'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-Hip'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-HipMount'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-HipMount'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Right-HipMount'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Left-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Left-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Left-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Left-Foot [foot]'): (name: unknown, type: Box)
[0001.812] Info: Valid BoundingBox of solid ('SFString', 'Left-Ankle'): (name: unknown, type: Box)

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[0001.813] Info: Valid BoundingObject of solid None: (name: unknown, type: Box)
[0001.817] Error: Sensor with infinite resolution in node (name: unknown, type: HingeJointWithBacklash)
[0028.406] Info: robot is wider in y direction