

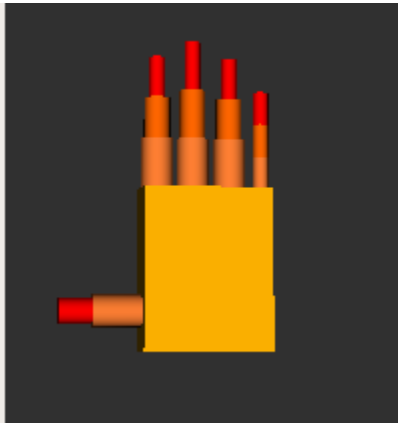
1. Dans un premier temps, installer MoveIt si cela n'est pas déjà le cas, ouvrir un terminal et taper

```
sudo apt-get install ros-melodic-moveit
```

```
sudo apt-get install ros-melodic-franka-description
```

2. Il faut maintenant lancer le setup assistant, ouvrir un terminal et lancer la commande suivante : `roslaunch moveit_setup_assistant setup_assistant.launch`.

```
deeya@deeya-VirtualBox:~/catkin_ws$ roslaunch moveit_setup_assistant setup_assistant.launch
... logging to /home/deeya/.ros/log/e10574dc-e032-11ea-8b41-080027eb1150/roslaunch-deeya-VirtualBox-17242.log
Checking log directory for disk usage. This may take a while.
Press Ctrl-C to interrupt
Done checking log file disk usage. Usage is <1GB.
```



Dans la main, il y a 5 groupes (un pour chaque doigts), il faudra donc créer ces groupes et y associer les bons joints.

Start

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Define Planning Groups

Create and edit 'joint model' groups for your robot based on joint collections, link collections, kinematic chains or subgroups. A planning group defines the set of (joint, link) pairs considered for planning and collision checking. Define individual groups for each subset of the robot you want to plan for. Note: when adding a link to the group, its parent joint is added too and vice versa.

Edit 'indexfinger' Joint Collection

Available Joints

Joint Names	
1	palm
2	base_link_to_index_base
3	index_base_to_middle
4	index_middle_to_end
5	base_link_to_middle_base
6	middle_base_to_middle
7	middle_middle_to_end
8	base_link_to_pinky_base
9	pinky_base_to_middle

Selected Joints

Joint Names	
1	palm
2	base_link_to_index_base
3	index_base_to_middle
4	index_middle_to_end

Save

Cancel

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9	pinky_base_to_middle

Selected Joints

Joint Names	
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Cancel

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Current Groups

▼ indexfinger

▼ Joints

palm - Fixed
base_link_to_index_base - Revolute
index_base_to_middle - Revolute
index_middle_to_end - Revolute

Links

Chain

Subgroups

▼ middlefinger

▼ Joints

palm - Fixed
base_link_to_middle_base - Revolute
middle_base_to_middle - Revolute
middle_middle_to_end - Revolute

Links

Chain

Subgroups

▼ ringfinger

▼ Joints

base link

[Expand All](#) [Collapse All](#)

Delete Selected

Edit Selected

Add Group

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Current Groups

- ▼ **ringfinger**
 - ▼ *Joints*
 - base_link
 - base_link_to_ring_base - Revolute
 - ring_base_to_middle - Revolute
 - ring_middle_to_end - Revolute
 - Links*
 - Chain*
 - Subgroups*
- ▼ **thumbfinger**
 - ▼ *Joints*
 - palm - Fixed
 - thumb_base_palm - Revolute
 - thumb_end_to_thumb_base - Revolute
 - Links*
 - Chain*
 - Subgroups*
- ▼ **pinkyfinger**
 - ▼ *Joints*
 - palm - Fixed
 - base link to pinky base - Revolute

[Expand All](#)
[Collapse All](#)
[Delete Selected](#)
[Edit Selected](#)
[Add Group](#)

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Define Robot Poses

Create poses for the robot. Poses are defined as sets of joint values for particular planning groups. This is useful for things like *home position*. The first pose for each robot will be its initial pose in simulation.

	Pose Name	Group Name
1	home	indexfinger
2	second	middlefinger

[Show Default Pose](#)
[MoveIt!](#)
[Edit Selected](#)
[Delete Selected](#)
[Add Pose](#)

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Define End Effectors

Setup your robot's end effectors. These are planning groups corresponding to grippers or tools, attached to a parent planning group (an arm). The specified parent link is used as the reference frame for IK attempts.

End Effector Name:

End Effector Group:

Parent Link (usually part of the arm):

Parent Group (optional):

Save

Cancel

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	End Effector Name	Group Name	Parent Link	Parent Group
1	endindex	indexfinger	base_link	
2	endmiddle	middlefinger	base_link	
3	endring	ringfinger	base_link	
4	endthumb	thumbfinger	base_link	
5	endpinky	pinkyfinger	base_link	

Edit Selected

Delete Selected

Add End Effector

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Setup ROS Controllers

Configure MoveIt! to work with ROS Control to control the robot's physical hardware

Auto Add FollowJointsTrajectory Controllers For Each Planning Group

Controller	Controller Type
▼ indexfinger_controller	<i>FollowJointTrajectory</i>
▼ <i>Joints</i>	
base_link_to_index_base	
index_base_to_middle	
index_middle_to_end	
▼ middlefinger_controller	<i>FollowJointTrajectory</i>
▼ <i>Joints</i>	
base_link_to_middle_base	
middle_base_to_middle	
middle_middle_to_end	
▼ ringfinger_controller	<i>FollowJointTrajectory</i>
▼ <i>Joints</i>	
base_link_to_ring_base	
ring_base_to_middle	
ring_middle_to_end	
▼ thumbfinger_controller	<i>FollowJointTrajectory</i>
▼ <i>Joints</i>	
thumb_base_palm	
thumb_end_to_thumb_b...	

[Expand All](#) [Collapse All](#)

Delete Controller

Add Controller

Edit Selected

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Specify Author Information

Input contact information of the author and initial maintainer of the generated package. catkin requires valid details in the package's package.xml

Name of the maintainer this MoveIt! configuration:

SungkurSeek

Email of the maintainer of this MoveIt! configuration:

seekcha0409@gmail.com

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Optimize Self-Collision Checking

This searches for pairs of robot links that can safely be disabled from collision checking, decreasing motion planning time. These pairs are disabled when they are always in collision, never in collision, in collision in the robot's default position, or when the links are adjacent to each other on the kinematic chain. Sampling density specifies how many random robot positions to check for self collision.

Sampling Density: Low

High

10000

Min. collisions for "always"-colliding pa 95%

Generate Collision Matrix

	Link A	Link B	Disabled	Reason to Disab
1	base_link	index_phal...	✓	Adjacent Li...
2	base_link	index_phal...	✓	Never in Co...
3	base_link	middle_ph...	✓	Adjacent Li...
4	base_link	middle_ph...	✓	Never in Co...
5	base_link	pinky_phal...	✓	Adjacent Li...
6	base_link	ring_phala...	✓	Adjacent Li...
7	base_link	ring_phala...	✓	Never in Co...
8	base_link	thumb pha...	✓	Adjacent Li...
9	base_link	thumb pha...	✓	Never in Co...

link name...

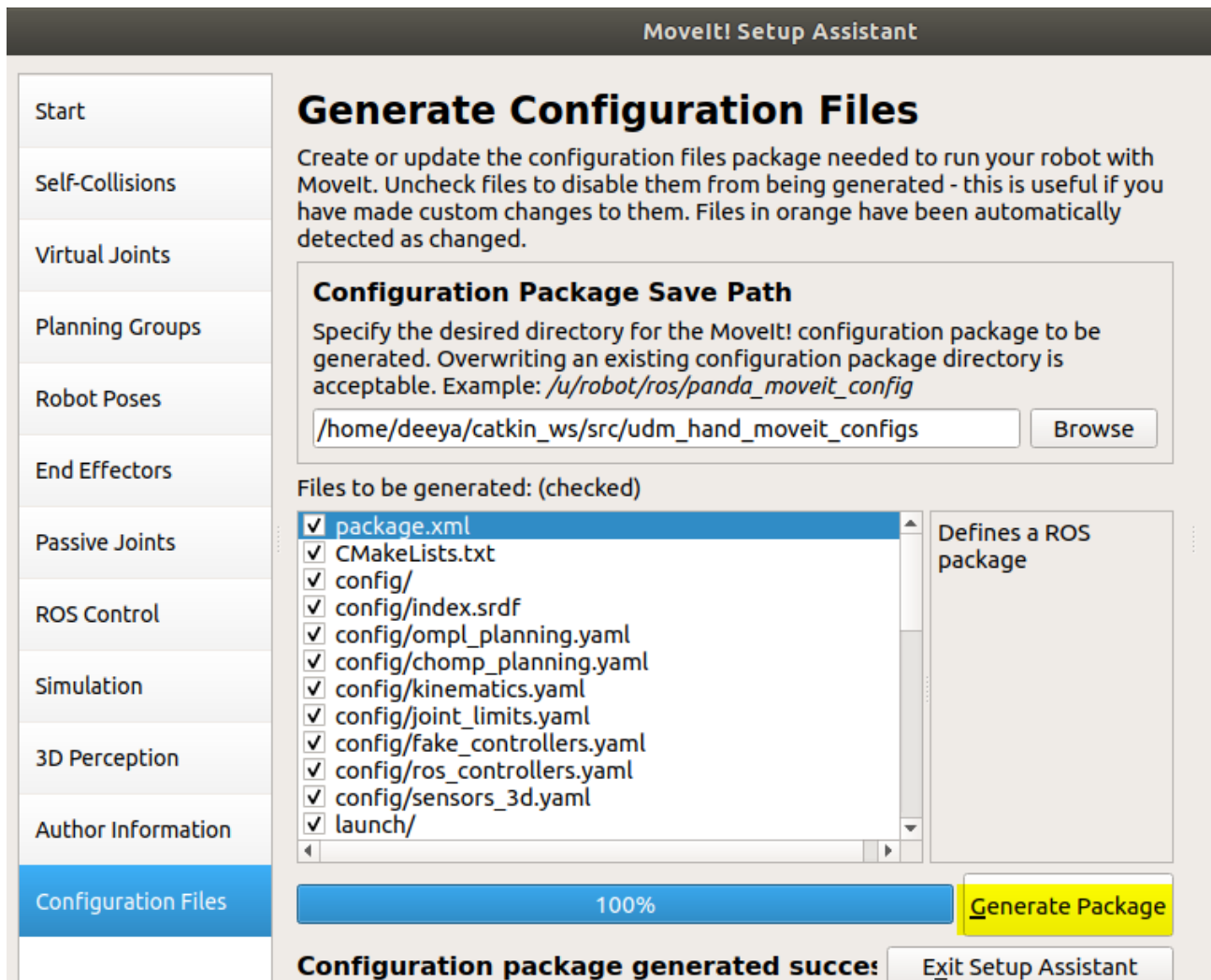
☐ show enabled pairs

☒ linear view

☐ matrix view

Revert

Mkdir udm_hand...configs



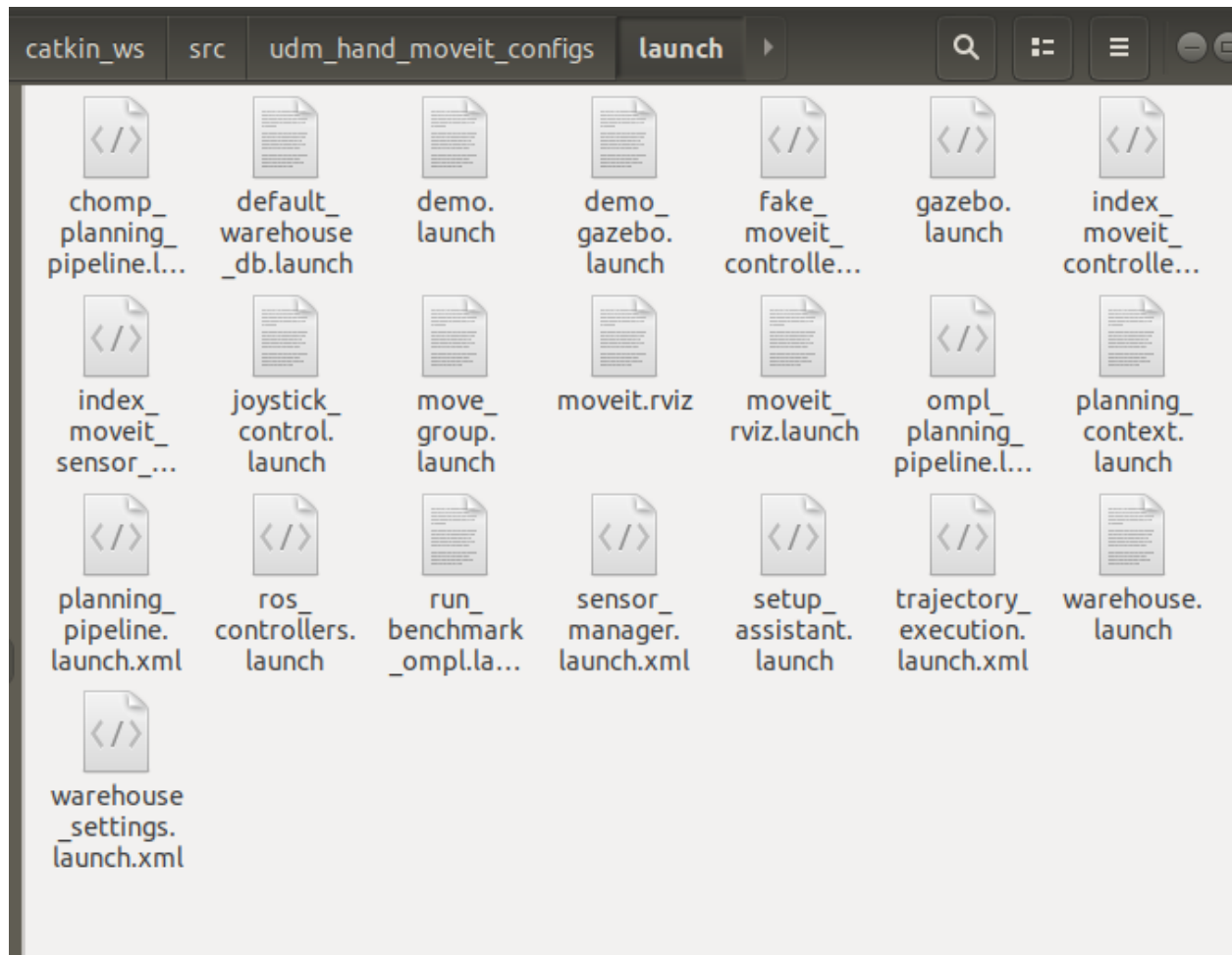
3. Ouvrir un terminal, se déplacer dans le catkin_ws et faire catkin build.

```
deeya@deeya-VirtualBox:~/catkin_ws$ catkin build
-----
Profile:                                default
Extending:                             [cached] /opt/ros/melodic
Workspace:                             /home/deeya/catkin_ws
-----

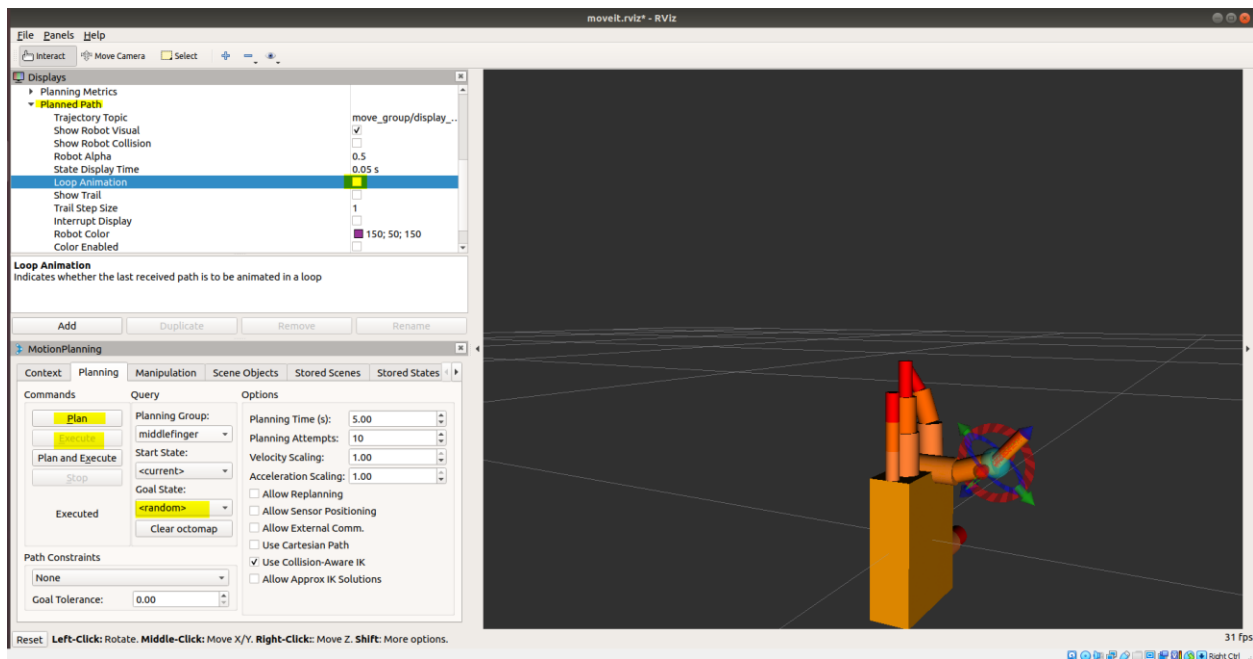
deeya@deeya-VirtualBox:~/catkin_ws$ source devel/setup.bash
deeya@deeya-VirtualBox:~/catkin_ws$ roslaunch udm_hand_moveit_configs demo.launch
```

4. Se déplacer dans le package udm_hand_moveit_config, vous verrez qu'il y a un dossier config et un dossier launch, le dossier config contient tous les fichiers de configuration qui permettent de

modifier le comportement du solver, du planner et du contrôleur. Dans le dossier launch il y a plusieurs fichiers launch qui permettent de simuler votre urdf. Lancer le launch demo.launch



5. Dans Rviz, vous pouvez explorer les différentes fenêtres et piloter votre main.



6. En suivant, le tutorial suivant:

http://docs.ros.org/melodic/api/moveit_tutorials/html/doc/move_group_python_interface/move_group_python_interface_tutorial.html

a) Créer un nouveau package udm_hand_control

```
deeya@deeya-VirtualBox:~/catkin_ws$ catkin_create_pkg udm_hand_control
Created file udm_hand_control/package.xml
Created file udm_hand_control/CMakeLists.txt
Successfully created files in /home/deeya/catkin_ws/udm_hand_control. Please adjust the values in package.xml.
```

```
deeya@deeya-VirtualBox:~/catkin_ws$ roslaunch udm_hand_moveit_configs demo.launch
... logging to /home/deeya/.ros/log/2d134446-e09a-11ea-a414-080027eb1150/roslaunch-deeya-VirtualBox-6454.log
Checking log directory for disk usage. This may take a while.
Press Ctrl-C to interrupt
Done checking log file disk usage. Usage is <1GB.
```

b) Créer un service qui permet de contrôler en cinématique directe un groupe

c) Créer un autre service qui permet de contrôler en cinématique inverse un groupe

d) Un launchfile qui permet de lancer 5 services (un pour chaque doigt) en en cinématique directe

e) Un launchfile qui permet de lancer 5 services (un pour chaque doigt) en cinématique inverse

7) Changer de solver afin d'observer son impact sur la résolution.

8) Soumettre un projet git avec : l'urdf sur lequel vous avez travaillé, le moveit_config que vous avez généré, et le package udm_hand_control. Veuillez remplir le readme.md, afin d'expliquer comment exécuter