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## 1 Useful Resources

Robot modelling in urdf is rather tedious. Here are a couple of guides/tips which I have found useful.

- URDF/xacro guide

- Guide for gazebo plugins (used to simulate sensors/actuators in gazebo)
- Sonar Plugin Guide
- This is a folder which contains many gazebo .world files.

---

```
/usr/share/gazebo-9/worlds
```

---

## 2 Useful Tools

- Fusion 360 - A CAD software. Quite useful for measuring the dimensions of mesh files
- Mesh Lab - A piece of software to visualise and manipulate mesh files.

## 3 Installation

1. Install the joint state publisher:

---

```
$ sudo apt install  
    ros-melodic-joint-state-publisher-gui
```

---

2. Next, git clone realsense package into your catkin/src folder.

---

```
$ git clone  
    https://github.com/pal-robotics/realsense_gazebo_plugin.git
```

---

3. Next, git clone the map2gazebo package into your catkin/src folder

---

```
$ git clone  
    https://github.com/SynapseProgramming/map2gazebo.git
```

---

4. Enter the following command into the terminal to setup gazebo environment variables

---

```
$ echo "source /usr/share/gazebo/setup.sh" >> ~/.bashrc  
$ source ~/.bashrc
```

---

5. Lastly, remember to run the cakin\_make command.

## 4 Package Overview

### 4.1 world

The world folder is used to store gazebo .world files. .world files are used to describe the surrounding environment in Gazebo.

### 4.2 urdf

The urdf folder is used to store (.urdf.xacro) and (.gazebo.xacro) files.

- (.urdf.xacro) files describe the transformations between the various links of the robot, along with other variables such as inertia.
- (.gazebo.xacro) files would describe the kinematic properties of the robot such as velocity limits, coefficient of friction etc.

#### 4.2.1 Intel Realsense D435 camera

- The (\_d435.gazebo.xacro) file is used to describe the various kinematic properties of the depth camera.
- The (\_d435.urdf.xacro) file is used to describe the various frames of the depth camera.

The (<camera>\_bottom\_screw\_frame) is used as the main reference point for the depth camera. It is centered about the bottom tripod mount of the depth camera. Thus, to define the position of the depth camera on the robot, we would have to provide the transformation from base link to the bottom screw frame link

### 4.3 meshes

The meshes folder is used to store the various mesh files of the robot(.stl .dae). The mesh files are used to visualize various components of the robot(sensors, chassis) and to enable accurate collisions within gazebo.

### 4.4 rviz

The rviz folder is used to store the various rviz configs.

## 4.5 launch

- The launch folder is used to store roslaunch files. Launch files titled `simulate_<robotname>.launch` are used to launch the gazebo simulation environment and rviz.
- Launch files titled `view_<robot>.launch` are used to view the robots urdf model in rviz.

## 5 Mesh Manipulation

### 5.1 Reducing the quality of a mesh (Mesh Lab)

In most cases, the generated meshes are too large for gazebo to render at a high framerate. Thus, we would have to reduce the resolution of our meshes.

1. Open meshlab and import the mesh (file > import mesh)
2. Click on Filters > Remeshing, Simplification and Reconstruction > Quadratic edge collapse decimation
3. Select a lower number of (target number of faces) and click apply.
4. click on file > export mesh as > (enter mesh name and select `.stl` file type)

### 5.2 Scaling Down a mesh (Fusion 360)

1. Click on insert > insert mesh
2. Select the correct units for the given mesh and select center position.
3. Click on mesh > modify > scale mesh
4. Click on the mesh and apply a scale factor of 0.1
5. Repeat steps 3 and 4 repeatedly until the desired scale factor is achieved (for example, this process would have to be repeated 3 times to scale from *mm* to *m* )
6. Save the project, and export the final mesh as a `.stl` file.

## 6 Computing Intertia of meshes

### 6.1 Setting up the mesh

1. Firstly, we should define the origin of the mesh to be at its center.
  - (a) Import a mesh into meshlab.
  - (b) click on render > show axis
  - (c) click on filters > Normals Curvature and Orientation > Transform: Move, Translate, Center
  - (d) Select translate center of bbox to the origin and click apply.

## 7 Gazebo World from 2D Map

### 7.1 Setup & Installation

1. Ensure that the map server is installed on your system.

---

```
$ sudo apt install ros-melodic-map-server
```

---

2. Clone the *map2gazebo* repository into your catkin/src folder.
3. Navigate to the *map2gazebo* package in your catkin/src folder and run the following commands.

---

```
$ pip install --user trimesh
$ pip install --user numpy
$ pip install --user pycollada
$ pip install --user scipy
$ pip install --user networkx
```

---

4. Lastly, navigate to your catkin\_ws folder and run catkin\_make

### 7.2 Generation of map.stl file

1. launch roscore
2. Navigate to the folder containing the *pgm* and *yaml* file for the map that you would want to convert and run the following command to launch the map server.

---

```
$ rosruncatkin map_server map_server <map name>.yaml
```

---

3. Then, run the following command to generate the *map.stl* at a given directory. (replace */home/roald/Desktop/generatedmaps* with your own path)

---

```
$ roslaunch map2gazebo map2gazebo.launch
  export_dir:=/home/roald/Desktop/generatedmaps
```

---

## 7.3 Importing the mesh into Gazebo

1. Firstly, navigate to the following directory

---

```
catkin_ws/src/map2gazebo/models/map/meshes
```

---

2. Replace the existing map.stl file with the newly generated map.stl file.
3. Launch the following command to launch the gazebo simulation with the current robot in the new map.

---

```
$ roslaunch fake_world simulate_cub_lab.launch
```

---

## 8 multimaster\_fkie

Multimaster\_fkie is a collection of packages which allows topics to be passed between separate devices, while running separate masters.

### 8.1 Networking

- All machines should be connected to the same local network
- DHCP reservation could be used to ensure that the machines have a static IP address

### 8.2 Package Installation

1. Enter the following lines to install the package dependencies.

---

```
$ sudo add-apt-repository ppa:roehling/grpc
$ sudo apt update
$ sudo apt install python-grpcio python-grpc-tools
```

---

2. Next, navigate to your catkin/src folder and run the following command.

---

```
$ git clone  
https://github.com/fkie/multimaster_fkie.git
```

---

3. Lastly, run catkin\_make to build the package.

### 8.3 Setup & Usage

In this section, we shall assume that we would want to pass data between two machines, *M1* and *M2*.

1. Firstly, ensure that the multimaster\_fkie package is installed on both machines.
2. Next, run the *ifconfig* command on *M1* and *M2* and note down the assigned ip address.
3. Next, navigate to the *etc* directory and run the following command

---

```
$ sudo gedit hosts
```

---

4. Add the ip addresses of M1 and M2 to the hosts file (replace the fake ip-addresses with real ones and replace *M1* and *M2* with the actual names of your machines)

---

```
#for ROS multimaster  
12.13.14.15 M1  
14.13.153.134 M2
```

---

5. Repeat steps 3 and 4 on the other machine. (eg. *M2*)
6. Ensure that roscore is running on both machines *M1* and *M2*
7. Run the following commands in separate terminals to sync up the two rosmasters on *M1* and *M2*

---

```
$ rosrn fkie_master_discovery master_discovery  
$ roslaunch fkie_master_sync master_sync.launch
```

---

## 8.4 Testing

1. Firstly, ensure that roscore, the discovery and the master sync nodes are running on both machines *M1* and *M2*.
2. Next, run the following command to check if both masters are known by the discovery node. Ideally, both masters on the separate machines should be listed here.

---

```
$ rosservice call /master_discovery/list_masters
```

---

3. Next, run the following command in *M1* to run the turtlesim node.

---

```
$ rosrun turtlesim turtlesim_node
```

---

4. Next, run the following command in *M2* to run the turtlesim teleop node.

---

```
$ rosrun turtlesim turtle_teleop_key
```

---

5. Thus, if all went well, pressing the arrow keys on *M2* should move the turtle on *M1*.