```
Lenght=[0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0];
11=75.326;12=72;Zmax=11+12;
a max=55;b max=115;c max=90;% 关节最大角度
%在进行踏步前,robot要进行Z轴下降0.6cm降低低重心X轴前移0.8cm
```

```
[a0, a1, a2, a3]=orbit_function(time, 0, 0);%轨迹规划参数
deepth=a0+a1*t+a2*t.^2+a3*t.^3;
syms x y
for i=1:10
eqns=[11*\sin(x)-12*\sin(y) = \text{deepth}(1,i), 11*\cos(x)+12*\cos(y) = \text{height}(1,i)];
vars=[x y];
[solx, soly]=solve(eqns, vars);
SD 2(1, i) = abs(vpa(solx(2, 1)*180/pi, 2));
SD_4(1, i) = abs(vpa(soly(2, 1)*180/pi, 2));
SD_2(1, i) = roundn(SD_2(1, i), -1) + 3;
SD_4(1, i) = roundn(SD_4(1, i), -1);
SD_3(1, i) = SD_2(1, i) + SD_4(1, i);
SD_4(1, i) = SD_4(1, i) + 3;
SD_7(1, i) = SD_2(1, i);
SD_8(1, i) = SD_3(1, i);
SD_9(1, i) = SD_4(1, i);
end
T=2;%踏步周期2s
t=linspace(0, T, 80);
w=2*pi/T;%角速度
Y=25*sin(2*pi/T*t);% 中心点位移
plot(t, Y);
%抬脚高度计算
time=1;%下蹲所需时间
[c0, c1, c2, c3]=orbit_function(time, 0, 10);%轨迹规划参数
t=1inspace (0, time, 20);
Lenght_2=height(1, 10) - (c0+c1*t+c2*t.^2+c3*t.^3);
syms u lenght
for i=1:20
%求解二元一次方程组
%deepth是固定不变 踏步的时候机器人运动轨迹在对其y轴
%而对Z轴高度其实要求严格,但是要保证LENGYH固定
eqns=[lenght*sin(u)==Y(1, i), lenght==height(1, 10)];
vars=[lenght, u] ;
[solt, solu]=solve(eqns, vars)
Lenght (1, i) = abs (vpa (solt (1, 1), 2));%长度
Lenght (1, i) = roundn (Lenght (1, i), -1);
SD_1(1, 10+i) = abs(vpa(solu(1, 1)*180/pi, 2));
SD_1(1, 10+i) = roundn(SD_1(1, 10+i), -1);
if SD_1(1, 10+i)>60
    SD_1(1, 10+i) = 180-SD_1(1, 10+i);
end
SD_5(1, 10+i) = SD_1(1, 10+i);
SD_6(1, 10+i) = SD_1(1, 10+i);
SD_10(1, 10+i) = SD_1(1, 10+i);
SD 7(1, 10+i) = SD 7(1, 10);
SD 8(1, 10+i) = SD 8(1, 10);
SD_9(1, 10+i) = SD_9(1, 10);
%抬脚
```

```
eqns=[11*\sin(x)-12*\sin(y)==deepth(1,10),11*\cos(x)+12*\cos(y)==Lenght_2(1,i)];
vars=[x y];
[solx, soly]=solve(eqns, vars);
SD_2(1, 10+i) = abs(vpa(solx(2, 1)*180/pi, 2));
SD_4(1, 10+i) = abs(vpa(soly(2, 1)*180/pi, 2));
SD_2(1, 10+i) = roundn(SD_2(1, 10+i), -1) + 3;
SD_4(1, 10+i) = roundn(SD_4(1, 10+i), -1);
SD_3(1, 10+i) = SD_2(1, 10+i) + SD_4(1, 10+i);
for i=1:20
    SD_1(1, 30+i) = SD_1(1, 30-i);
    SD_2(1, 30+i) = SD_2(1, 30-i);
    SD_3(1, 30+i) = SD_3(1, 30-i);
    SD_4(1, 30+i) = SD_4(1, 30-i);
    SD_5(1, 30+i) = SD_5(1, 30-i);
    SD_6(1, 30+i) = SD_6(1, 30-i);
    SD_7(1,30+i)=SD_7(1,30-i);
    SD_8(1, 30+i) = SD_8(1, 30-i);
    SD_9(1, 30+i) = SD_9(1, 30-i);
    SD_10(1,30+i)=SD_10(1,30-i);
end
for i=1:20
    SD_1(1, 50+i) = 0 - SD_6(1, 50-i);
    SD_2(1, 50+i) = SD_7(1, 50-i);
    SD_3(1,50+i)=SD_8(1,50-i);
    SD_4(1, 50+i) = SD_9(1, 50-i);
    SD_5(1, 50+i) = 0 - SD_10(1, 50-i);
    SD_6(1, 50+i) = 0 - SD_1(1, 50-i);
    SD_7(1, 50+i) = SD_2(1, 50-i);
    SD_8(1, 50+i) = SD_3(1, 50-i);
    SD_9(1, 50+i) = SD_4(1, 50-i);
    SD_10(1, 50+i) = 0 - SD_5(1, 50-i);
end
for i=1:20
    SD_1(1,70+i)=SD_1(1,70-i);
    SD_2(1,70+i)=SD_2(1,70-i);
    SD_3(1,70+i)=SD_3(1,70-i);
    SD_4(1,70+i)=SD_4(1,70-i);
    SD_5(1,70+i)=SD_5(1,70-i);
    SD_6(1, 70+i) = SD_6(1, 70-i);
    SD_7(1,70+i)=SD_7(1,70-i);
    SD_8(1,70+i)=SD_8(1,70-i);
    SD_9(1,70+i)=SD_9(1,70-i);
    SD_10(1,70+i)=SD_10(1,70-i);
end
```

```
USART.port='COM4';
USART.PropertyName='BaudRate';
USART.PropertyValue=128000;
obj=serial(USART.port,USART.PropertyName,USART.PropertyValue);
```