Movelt inverse kinematics design

1. Usage environment

Motherboard: Jetson Orin Nano/Nx

ROS2: Humble

2. Driving the real machine

Driving the real machine is to convert the joint state information of the robot arm into the control of the real robot arm by subscribing to the /joint_states topic of Moveit2.

Note: Since the real robot arm does not have an obstacle avoidance function, some positions may encounter obstacles; so the planned robot arm movements should be as reasonable as possible and avoid obstacles

(It is recommended to use preset positions to demonstrate driving the real machine)

2.1. Start the real machine

If you do not drive the real machine, simulate the robot arm movement in Movelt:

ros2 run dofbot_pro_driver dofbot_pro_driver

2.2. Start Movelt2

ros2 launch dofbot_pro_moveit demo.launch.py

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Activities E Terminator

| Jetson@yahboom:~ | Jetso
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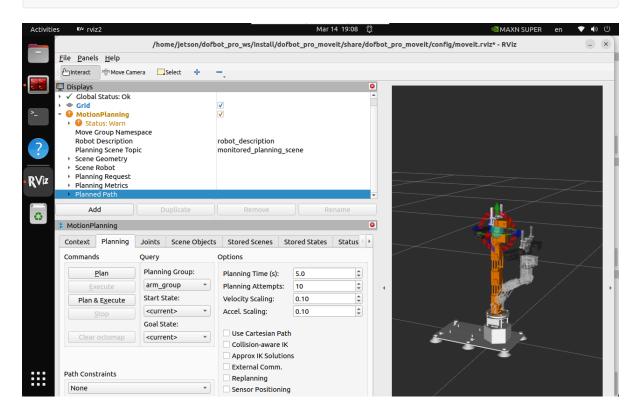
3. Inverse kinematics design

Inverse kinematics (Inverse Kinematics means that given the position of the end effector of the robot, Movelt calculates the angles of each joint of the robot, and then plans to the target pose by itself.

Start command

The robot needs to be successfully loaded in Movelt and You can start planning now! appears to run the following command: The robot will plan to the position by itself

ros2 run dofbot_pro_moveit set_target_position



Notes

Since the position of the end effector of a given robot is difficult to determine, it is recommended that users follow the following method to find a pose that can be reached.

View the pose of Arm5_Link and then replace the target pose in the program: the data changes only after planning and executing the robot to the specified pose.

MotionPlanning \rightarrow Planned Path \rightarrow Links: Positions, Orientation

