

# This module was made for students of Robotics to use  
# so they don't need to care about ROS nodes and stuff  
# and also to force them to practice stuff from lectures,  
# so something may seem odd.  
# It mostly wraps moveit commander, but also adds some  
# custom functions, such as trajectory given by joint  
# values and calling Kinematics over KIN\_6DOF object.

Modules

copy	moveit_commander	numpy	sys
geometry_msgs	moveit_msgs	rospy	tf.transformations

Classes

\_\_builtin\_\_.object

Mitsubishi\_robot

class **Mitsubishi\_robot**(\_\_builtin\_\_.object)  
Move group python interface object

Methods defined here:

**\_\_init\_\_**(self)

**attach\_object\_to\_gripper**(self, name)  
Attaches body to gripper  
returns True if succeeded, else returns False

**deattach\_object\_from\_gripper**(self, name)  
Deattaches body from gripper  
returns True if succeeded, else returns False

**dkt**(self, J)  
Returns cartesian position of end-point of the robot for given joint values in form J = [J1,J2,J3,J4,J5,J6]  
output is in form in form X = numpy.array([[X],[Y],[Z],[Rz1],[Rx],[Rz2]])

**execute\_cart\_trajectory**(self, waypoints)  
Executes trajectory given by waypoints in cartesian coordinates  
waypoints is list of numpy array of coordinates if form P = numpy.array([[X],[Y],[Z],[Rz1],[Rx],[Rz2]]) (Euler angles rotation)  
After execution waits 0.4s to make sure the robot arrived to destination pose.  
returns True if succeeded, else returns False

**execute\_joint\_trajectory**(self, waypoints)  
Executes trajectory given by waypoints in joint coordinates  
waypoints is a list of joint values if form waipoints = [[J1,J2,J3,J4,J5,J6],...]  
After execution waits 0.4s to make sure the robot arrived to destination pose.  
returns True if succeeded, else returns False

**get\_joint\_values**(self)  
Returns complete list of current joint values in form J=[J1,J2,J3,J4,J5,J6]  
In case gripper is attached, the form is J=[J1,J2,J3,J4,J5,J6,gripper]

**get\_position**(self)  
Returns current position of end point of the robot in Cartesian coordinates as a slope vector in form P = [X,Y,Z,Rz1,Rx,Rz2]

**ikt**(self, X)  
Returns list all joint coordinates to reach given position in form X = numpy.array([[X],[Y],[Z],[Rz1],[Rx],[Rz2]]) (Euler angles rotation)  
if soluion exists the output has form J = [[J1,J2,J3,J4,J5,J6],...]  
if infinity solution exists, the joint value, for which infinity solutions exists is marked with char 'i'  
(f.e.: J = [[J1,J2,J3,'i',J5,'i'],...])  
if no solution exists returns empty list  
this function ignores collisions!

**inf\_ikt**(self, X, J)  
Returns one solution in case of infinity solutions for position X in fom X = numpy.array([[X],[Y],[Z],[Rz1],[Rx],[Rz2]]) (Euler angles rotation)  
input J is list of joint values in form J=[J1,J2,J3,J4,J5,J6], where one of joint variables is marked with 'i' for which solution is to be found  
in list J can be only one 'i'  
if no solution is found or the input is incorrect returns empty list, else returns list of joint values in form J=[J1,J2,J3,J4,J5,J6]

**remove\_object**(self, name)  
removes spawned body of given name  
returns True if succeeded, else returns False

**set\_gripper**(self, position)  
Sets gripper open, closed or something between.  
as position input can be used strings 'open', 'close' or float  
returns True if succeeded, else returns False

**set\_joint\_values**(self, joints)  
Sets joit values to robot  
as joints input must be a list. If list of length n<=7 (7 in case of gripper attached, 6 otherwise)  
is provided only n joints are set. If gripper is attached and joints length is 7, gripper is set too,  
else only arm joints are set.  
returns True if succeeded, else returns False

**set\_max\_speed**(self, speed)  
Sets maximal percentage of speed to execute motion with  
maximal speed cannot be higher then maximal allowed speed  
returns True if succeeded, else returns False

**spawn\_box**(self, name, size, position)  
Spawns box of given size and name to given position  
size is a list of three ints or three floats  
position is in form P = numpy.array([[X],[Y],[Z],[Rz1],[Rx],[Rz2]]) (Euler angles rotation)

**spawn\_sphere**(self, name, radius, position)  
Spawns sphere of given name and radius to given position  
radius is float or int  
position is in form P = numpy.array([[X],[Y],[Z],[Rz1],[Rx],[Rz2]]) (Euler angles rotation)

Data

**pi** = 3.141592653589793