

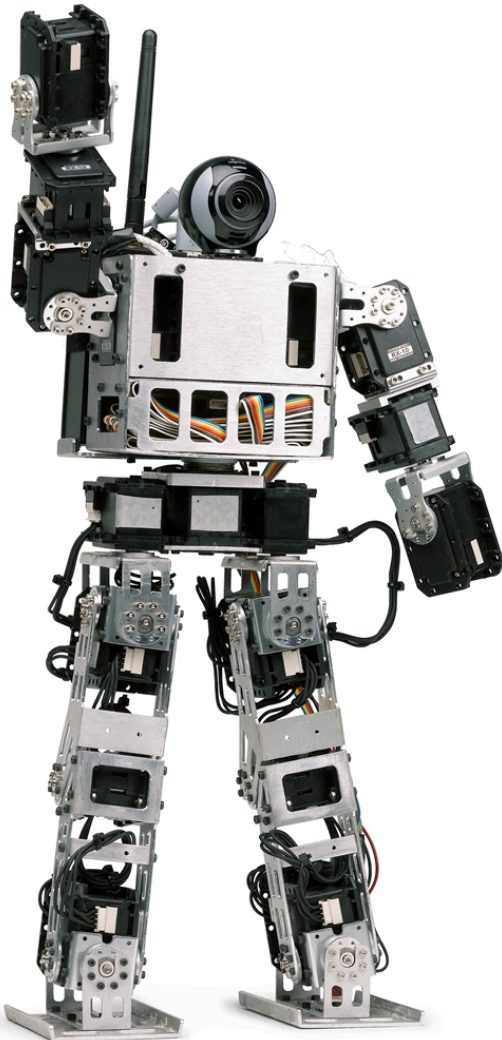
Step SISTR

some ideas

Alex and **Sean**

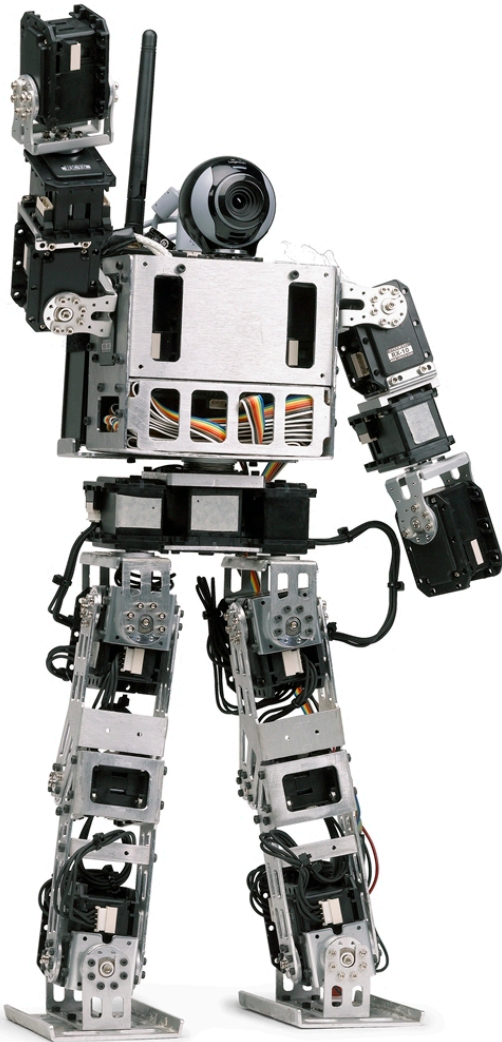
Goal

- A system that can follow MiniHUBO around the 279 workspace (5'x10') to
 - protect from falls
 - reset position after falls
 - provide position data

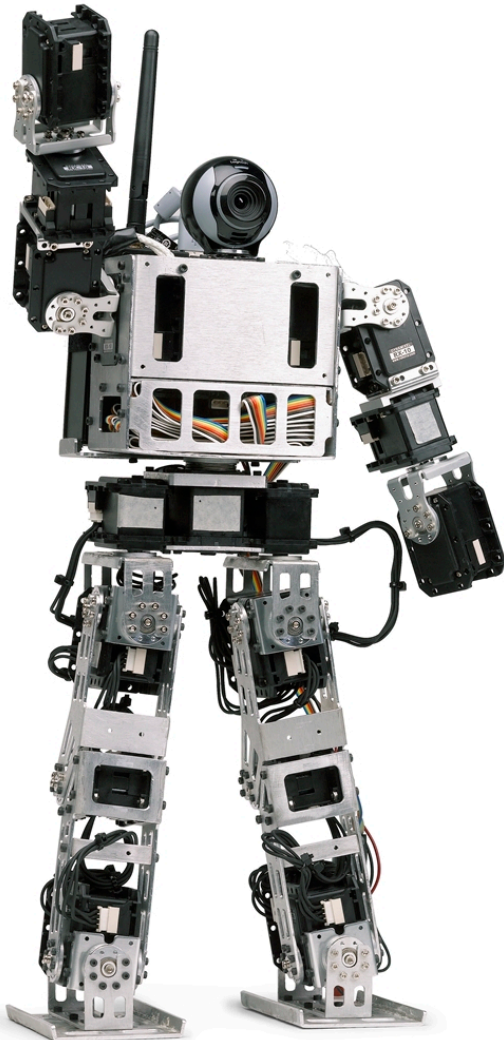


Some ideas

- Passive, active, or both?

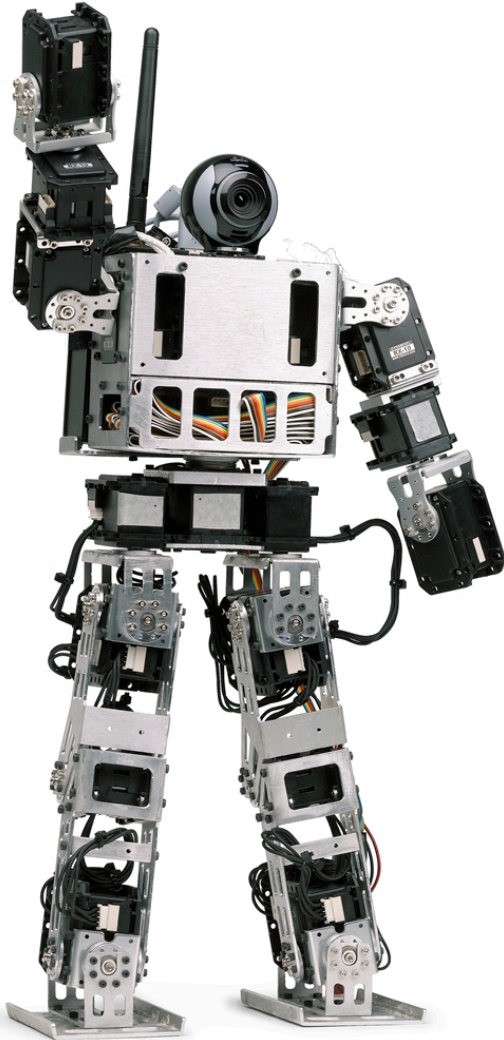


An idea: **Passive**



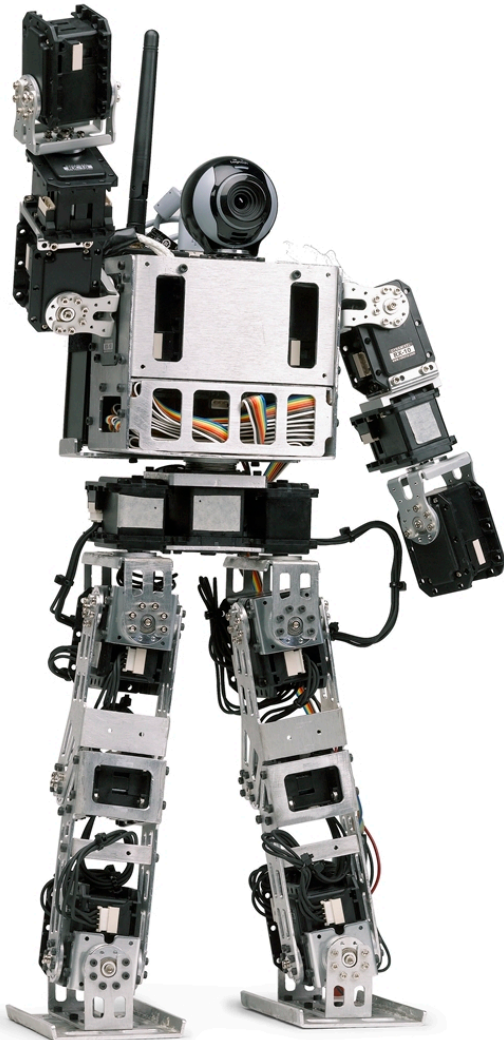
- MiniHUBO will pull the end effector around
 - This provides protection from fall impact only
 - Position resetting would be manual
- Proposals
 - String and bushings
 - Foresee binding and friction problems
 - String from ceiling
 - Only a portion of the table would be useable based on string length
- MiniHUBO should not endure external forces!

Another idea: **Passive+Active**



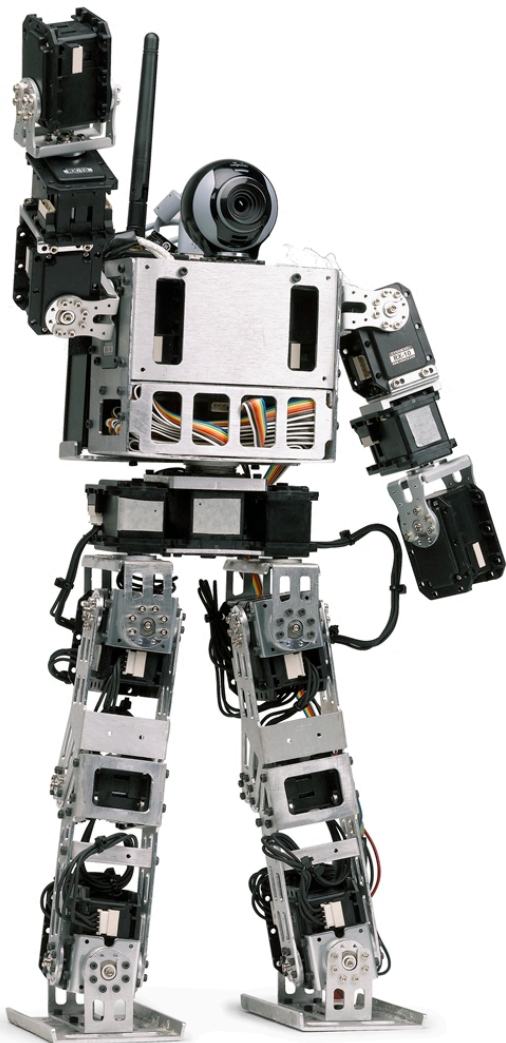
- MiniHUBO will pull the end effector around and system would activate axes for position resetting
 - This provides resetting and protection from falls
 - Complex, heavy and expensive
- Proposal
 - Passive gantry with bearings on X and Y axes. Active gantry on tracks above it. When resetting is necessary, electromagnets or hooks would lock the pairs of axis together while moving.
 - Pro: resetting is automatic with set home positions
 - Con: an even heavier system for MiniHUBO to pull around

Last idea: **Active**

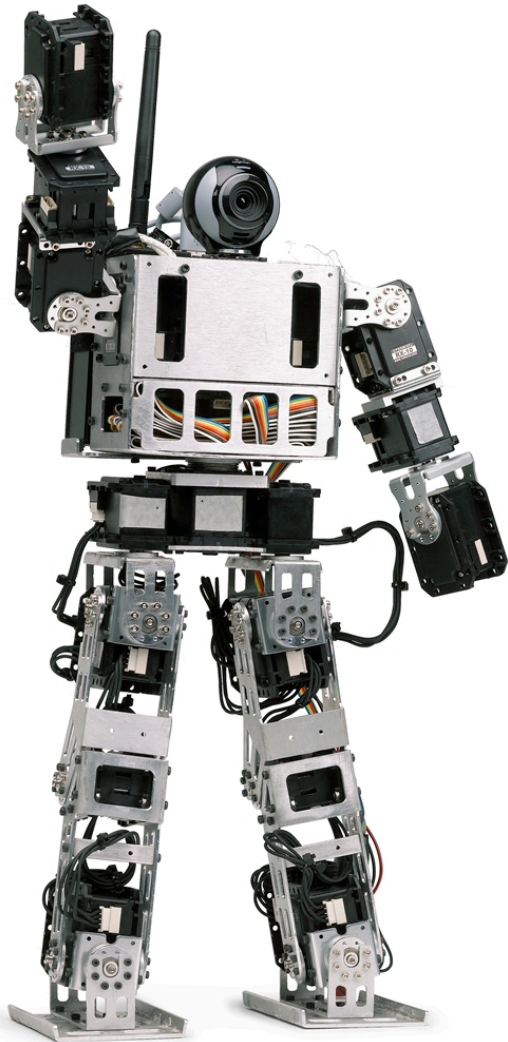


- Gantry will follow MiniHUBO around the workspace and reset when necessary
 - This provides resetting and protection from falls
 - Complex **but** we have most of it done
- Proposals
 - **Scaled version on Little SISTR with MiniHUBO auto tracking and following system** (inverted joystick, camera system, Dave)
 - Tracking/resetting is automatic with set home positions
 - With little SISTR designs, we only need to design the end effector and program the following system

Summary



- External forces on MiniHUBO are no good
- Why have passive if we need active for resetting?
- Let's build a larger version of Little SISTR...
- **Step SISTR**
 - If we use the **same motors and motor controllers**, Chris can provide a lot of help getting it up and running with a game controller
 - We can build or buy a **low-springiness gimbal** and write a controller to follow MiniHUBO or
 - Use **vision** (again with Chris' system, this shouldn't take long)



Questions?
Ideas?