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# **CoppeliaSim Interface Documentation**

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**EXPLANATION**

<b>1</b>	<b>Overview</b>	<b>3</b>
<b>2</b>	<b>HardwareInterface C++-class</b>	<b>5</b>
<b>3</b>	<b>point_cloud_manager Python-module</b>	<b>7</b>
<b>4</b>	<b>SimulationSynchronizer C++-class</b>	<b>9</b>
<b>5</b>	<b>Indices and tables</b>	<b>11</b>



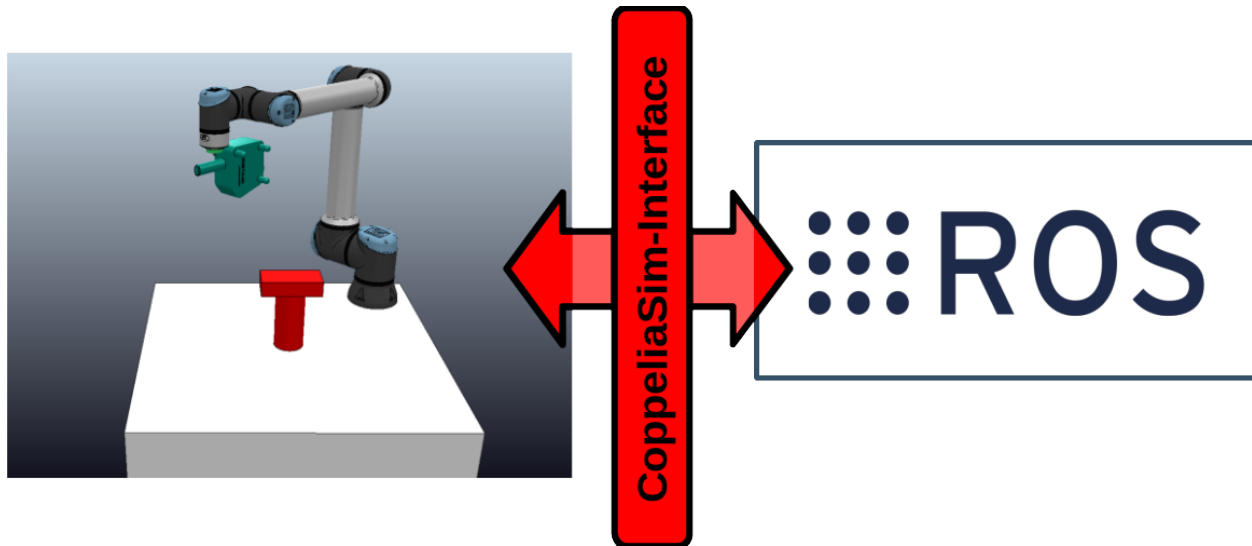


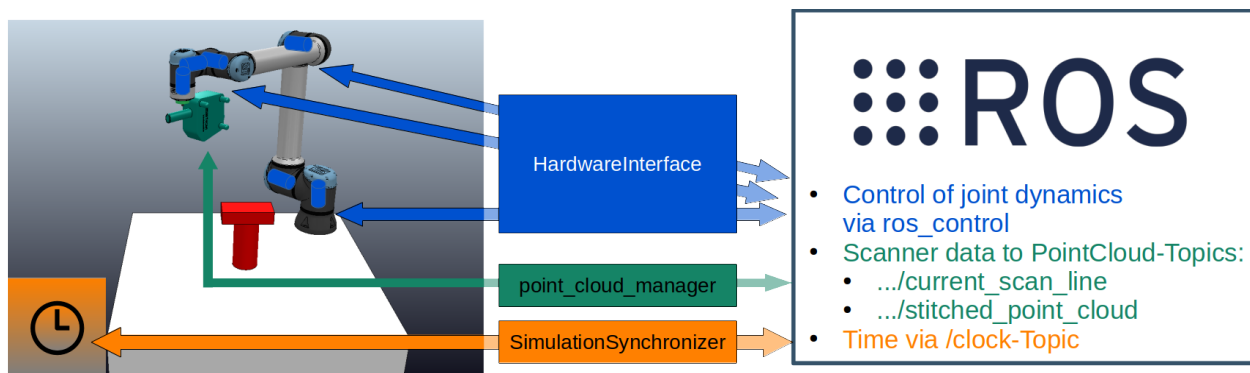
Fig. 1:<sup>1</sup>

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<sup>1</sup> Source



## OVERVIEW



**This package is the nexus between ROS and CoppeliaSim.** The *SimulationSynchronizer C++-class* ensures that the time in ROS (available through `/clock`-topic) increases with the same rate as in CoppeliaSim. This is crucial for hard-timed tasks, like simulated real-time-control. This module also calls specified services at each simulation-step to for example read-out the Laser-Scanner or perform one control-cycle. For the latter, *HardwareInterface C++-class* mimics a real `ros_control`-interface but instead of controlling actual motors, the controller output is forwarded to the joints in CoppeliaSim's UR10e and the simulated joint-values are used as feedback for the ROS-controllers. This package was designed similarly to the drivers of the real UR-robots, which means that it works on the one hand seamlessly with every framework developed for real robots (like MoveIt) and on the other hand that movements evaluated in a simulation can be identically performed in reality when the real driver is loaded instead - *No remapping of ROS-topics, etc. is required!* The third component, *point\_cloud\_manager Python-module*, makes the Point-Cloud measured by the scanner in CoppeliaSim accessible to the ROS-system by transforming it. It also performs stitching of the measured Point-Cloud as well the application of an uncertainty-model to immediately review the measurement.





## HARDWAREINTERFACE C++-CLASS

**class** Hardware-Interface for the UR10e-model in CoppeliaSim that behaves just like the driver for the real robot. **Public Functions**

`coppelasim_interface::HardwareInterface::HardwareInterface()`  
Construct a new Hardware Interface object and initialize all class members that do not require a ROS- or CoppeliaSim-connection.

virtual Destroy the Hardware Interface object and handle disconnection from CoppeliaSim.

virtual Connects program to CoppeliaSim and obtains the required handles. Reads in the required ROS-parameters and initializes all interfaces that are implemented in the real hardware-interface.

`coppelasim_interface::HardwareInterface::~~HardwareInterface()` bool coppelasim\_inte

Whether connection to CoppeliaSim was successful and the hardware-interfaces could be set-up work with CoppeliaSim-Joints

### Parameters

- `root_nh` - ROS-nodehandle for operations at root-level (names starting with ‘/..’)
- `robot_nh` - ROS-nodehandle for operations in the hardware-interface-nodes namespace

virtual Gets the joint-data (position, velocity, torque) from CoppeliaSim in a blocking way.

`void coppelasim_interface::HardwareInterface::read(const ros::Time &time, const ros::Duration &period)` **Parameters**

- `time` - Required by ROS-HardwareInterface specification (fullfills nothing here)
- `period` - Required by ROS-HardwareInterface (fullfills nothing here)

virtual Set the joint-target-values (velocities or positions, depending on active controller) in CoppeliaSim in a blocking way.

virtual

virtual Tries to turn on or off provided controllers. The provided controllers must be applicable with this *HardwareInterface*, otherwise they do not trigger any changes.

`void coppelasim_interface::HardwareInterface::write(const ros::Time &time, const ros::Duration &period)`

- `start_list` - Controllers to start
- `stop_list` - Controllers to stop

```
bool coppeliasim_interface::HardwareInterface::zeroFTSensor (std_srvs::TriggerRequest
                                                             &req,
                                                             std_srvs::TriggerResponse
                                                             &res)
```

Should normally tare the force-torque-sensor but is not implemented for performance reasons (service response gets delivered, but is always 'success == false')

**Return**

always 'true'

**Parameters**

- `req` - (contains no information)
- `res` - Trigger-Response (currently always 'success=false' with a corresponding message as this is not implemented)

```
bool coppeliasim_interface::HardwareInterface::setSpeedSlider (ur_msgs::SetSpeedSliderFraction
                                                                &req,
                                                                ur_msgs::SetSpeedSliderFraction
                                                                &res)
```

Sets the speed-scaling as requested.

**Return**

always 'true'

**Parameters**

- `req` - Request with target value of the speed slider
- `res` - Response with information about whether the speed slider could be set (i.e. target lies in the interval [0.01,1])

```
bool coppeliasim_interface::HardwareInterface::setPause (std_srvs::SetBoolRequest
                                                          &req,
                                                          std_srvs::SetBoolResponse
                                                          &res)
```

Controls if the robots running state (RUNNING = normal, PAUSED = halted, RAMPUP = Accelerating from PAUSED to RUNNING)

**Return**

always 'true'

**Parameters**

- `req` - Contains boolean flag about which run-state should be entered
- `res` - If the desired state could be set (false, if in RAMPUP or if the desired state is already set) with an descriptive message

## POINT\_CLOUD\_MANAGER PYTHON-MODULE



## SIMULATIONSYNCHRONIZER C++-CLASS

**class** Synchronizes the ROS-time with the CoppeliaSim-time in the sense, that both ‘clocks’ are running at the same speed (but not necessarily at the same time), and ensures that time-critical tasks in the ROS-domain are performed in sync with each simulation-step. **Public Functions**

`coppelasim_interface::SimulationSynchronizer::SimulationSynchronizer()`  
Construct a new Simulation Synchronizer object and initialize all members that do not necessarily need a ROS- or CoppeliaSim-connection.

`coppelasim_interface::SimulationSynchronizer::~SimulationSynchronizer()`  
Destroy the Simulation Synchronizer object and stop the CoppeliaSim-Simulation and close the connection to CoppeliaSim.

`bool coppelasim_interface::SimulationSynchronizer::advanceSimulation()`  
Advances the simulation in CoppeliaSim exactly one time-step (dt = ‘sim-dt’). Blocks until CoppeliaSim has finished the calculations for this advancement.

**Return**

Whether advancement was successful (could trigger calculations in CoppeliaSim and received success-feedback)

`bool coppelasim_interface::SimulationSynchronizer::synchronizeROS()`  
Increases ROS-time with the same dt as CoppeliaSim’s ‘sim-dt’ and calls all ROS-services that should be handled during one time-step afterwards.

**Return**

Whether all Services were called successfully

`bool coppelasim_interface::SimulationSynchronizer::init(ros::NodeHandle &nh)`  
Connects instance to CoppeliaSim (registers it as client for the remoteApi and starts simulation in synchronous mode) and ROS (preparing /clock-publication and registering Services that should be handled every simulation-step)

**Return**

Whether the method could connect to ROS and CoppeliaSim

**Parameters**

- nh - Nodehandle to that this instance uses to communicate with ROS



## INDICES AND TABLES

- genindex
- modindex
- search