

The background features a stylized, light-colored illustration of a robotic arm with a gripper, positioned over a set of blocks. The blocks are labeled with numbers and text: '1', '2', '3', 'HELLO', 'WORLD', and 'REAL'. The arm is shown in a sequence of positions, suggesting movement. The overall style is clean and modern, with a focus on the robotic theme.

1.6

ROS Launch files

Running multiple ROS nodes

- Start ROS nodes with **roslaunch** command
 - `roslaunch hrwros_week1 sensor_info_publisher.py`
 - `roslaunch hrwros_week1 sensor_info_subscriber.py`
 - `roscore`
- Required new terminals to start each node and roscore
- Action client-server example
 - Quickly switch between terminals to view feedback topic and client output at the same time.

Running multiple ROS nodes - roslaunch

- Group multiple ROS nodes in one file
 - **launch** file in **xml** format.
- ```
$ roslaunch <package_name> <launch_file.launch>
```
- Starts up all nodes in the launch file
  - **arguments, node specific parameters, namespaces.**
- Also possible to include launch files from other packages in the same launch file.

# Launch files on ROS filesystem

---

```
donnie@tudelft:~/ros/hrwros_ws/src/hrwros/hrwros_week1$ tree -L 1
.
├── CMakeLists.txt
├── launch
├── package.xml
├── scripts
└── src
```

- `<package_name>_<file_name>.launch` file
  - `hrwros_week1_servers.launch`

# Example launch file

---

hrwros\_week1/launch/hrwros\_week1\_servers.launch file

```
<?xml version="1.0"?>
```

```
<launch>
```

```
 <!--Argument to the launch file-->
```

```
 <arg name="counter_delay_parameter" default="1.0"/>
```

```
 <!--Start the metres_to_feet service server ROS node-->
```

```
 <node name="metres_to_feet" pkg="hrwros_week1"
type="metres_to_feet_server.py" output="screen"/>
```

# Example launch file

---

hrwros\_week1/launch/hrwros\_week1\_servers.launch file

```
<!-- Start the action server ROS node-->
 <node name="counter_with_delay" pkg="hrwros_week1"
 type="counter_with_delay_as.py" output="screen">
 <param name="counter_delay" type="double"
 value="$ (arg counter_delay_parameter)" />
 </node>
</launch>
```