# Step 4.1 - Integrating your New Package into the Duckietown Software Infrastructure

# **Packages**

Make the package according to <u>Setup Step 4 - Creating your own ROS package</u>. We assume here that <package\_name> and <package\_path> are set according to the conventions in Setup Step 4.

## **Nodes**

node names should end with \_node

Note: a package can contain multiple nodes that should be connected within a theme.

As a general rule, for each node there should also be a test stub node: e.g. <tester\_node\_name> = <package\_name>\_tester\_node
the default node (i.e. if you have a package with just one node) name should be <node\_name> = <package\_name>\_node

## Launch Files

Let's define three paths:

- <package\_launch\_path>: is the path to the launch folder within a package. The launch files in here are "elemental" they only launch the nodes in the package.
- <duckietown\_launch\_path>: is the path to the launch folder that contains system level launch scripts. The launch files in here call a bunch of different "elemental" launch files to perform a certain functionality:
  - example: the joystick.launch file in the duckietown runs 4 nodes: joy, joy\_mapper\_node, wheels\_trimmer\_node, and wheels\_driver\_node
- <duckietown\_test\_launch\_path>: is the path to the unit test that tests the functionality of the node.

These paths are set differently depending on whether you are doing core development or completing a student module for the class:

## Core development:

### Student modules:

These paths are assumed to be set in the following.

Each **node** ideally has a minimum of **4** associated launch files if you are doing things right:

The elemental launch file: the one that actually calls the node: <package\_launch\_path>/<node\_name>.launch

Rules:

- no tunable parameters
- No remapping in elemental launch file
- Should have this at the top (after the <launch> tag):

```
<arg name="pkg_name" value="<package_name>"/>
<arg name="veh" doc="Name of vehicle. ex: megaman"/>
<arg name="local" default="true" doc="true for running everything you possibly can on laptop. false for everything running on vehicle."/>
<arg name="config" default="baseline" doc="Specify a config."/>
<arg name="param_file_name" default="default" doc="Specify a param file. ex:megaman." />
```

- Should have a <rosparam> tag in the <node> tag to load the parameters (see section in this doc on Configurations):

#### Example:

modules

```
$(DUCKIETOWN_ROOT)/catkin_ws/src/lane_filter/launch/lane_filter
node.launch
```

#### Note:

- if fake stimulus is not available for your node, you can skip this test

#### Example:

\$(DUCKIETOWN\_ROOT)/catkin\_ws/src/lane\_filter/launch/lane\_filter
\_tester\_node.launch

(Note: if node name is <package\_name>\_node then <node\_name\_without\_node> is simply <package\_name>)

#### Rules:

- When you run it the something actually works
- launches node + every dependencies below it
- no <node> tags are allowed only <include>
- at a minimum it should include <package\_launch\_path>/node\_name.launch

#### Remappings:

- Node subscriptions and publications are done relatively with a ~. By default this will subscribe or publish to
  - <what\_ever\_namespace\_the\_node\_is\_under>/node\_name/topic\_name.
- By convention, in general we remap the subscribers. As a rule, for every topic subscription in your node you should have one line like:

<remap from="<subscribing\_node>/<topic\_name>" to="<publishing\_node>/<topic\_name>"/>

- In general <topic\_name> will be the same in both cases but not always.
- The only exception of the "remap the subscriber" rule is topics for driver nodes. For example: wheels driver/wheels cmd should never be remapped.

#### Example:

\$(DUCKIETOWN\_ROOT)/catkin\_ws/src/duckietown/launch/lane\_filter.
launch

4) The unit test launch file: the file that uses a logged bag to test the functionality of the node <duckietown\_test\_launch\_path>/<node\_name\_without\_node>\_testX.launch where X is the test number in the Testing everything document (if it's not in the document then just omit).

#### Rules:

- Should only have one include which is the system launch file
- should accept arguments bagin and bagout

#### Example:

\$(DUCKIETOWN\_ROOT)/catkin\_ws/src/duckietown\_unit\_tests/launch/lane\_fi
lter test2.launch

# Messages

# Core development:

All messages should go in:

```
$(DUCKIETOWN ROOT)/catkin ws/duckietown msgs/msg
```

## Student modules:

```
in a "private" duckietown_<handle>_msg package, in

$ (DUCKIETOWN_ROOT) / catkin_ws/src/spring2016/<handle>/duckietown_
msg <handle>/msg
```

#### Rules:

Every message should start with a header:

```
Header header
```

# Configurations

## Core development:

```
<duckietown_config_path> =
$(DUCKIETOWN ROOT)/catkin ws/src/duckietown/
```

#### Student modules:

All configurations should go in:

```
<duckietown config path>/config/baseline
```

Car related parameters (e.g. calibrations) should go in:

```
<duckietown config path>/config/baseline/calibration
```

For nodes that have parameters to be loaded (which should be almost every one), they should go in:

```
<duckietown_config_path>/config/baseline/<package_name>/<node_n
ame>
```

In this folder there should be at least one file: default.yaml

# Logs

- It is not strictly enforced, but the convention is that the logs are in \$(DUCKIETOWN\_ROOT)/duckietown-data (symlink)

```
$ cd $(DUCKIETOWN_ROOT)
$ ln -s <path to dropbox logs folder> duckietown data
```