

How to Define Custom Messages in ROS

Wyatt Newman, November, 2014

See <http://wiki.ros.org/msg> for details and background on ROS messages. This brief document shows how you can define more complex messages and message handlers. The specific example here is for sending and receiving a “path”, consisting of a variable-length list (a `std::vector`) of objects of Eigen-type Matrix, of fixed dimension 8x1 (i.e. an 8-DOF vector).

See the package “eigen_to_msg” in the class repository, under `.../catkin/src/examples`. In this package, two new message types are defined:

```
eigen_to_msg::vec_of_vec8dof
```

```
eigen_to_msg::vec8dof
```

These reside (as they must) in the package under a directory called “msg”.

The content of these message files, each of which ends with the suffix `*.msg`, is simple. For `vec8dof.msg`, the content is:

```
float64 a0
float64 a1
float64 a2
float64 a3
float64 a4
float64 a5
float64 a6
float64 a7
```

For messages of type `eigen_to_msg::vec8dof`, there will be components that may be accessed as `*.a0`, `*.a1`, etc. These are intended to hold 8 components of an 8-D vector.

The content of the `vec_of_vec8dof.msg` definition file is one line:

```
vec8dof[] vecs8dof
```

This means that a message of type `eigen_to_msg::vec_of_vec8dof` is a variable-length vector containing messages of type `eigen_to_msg::vec8dof`.

A header file, “eigen_to_msg.h”, is contained in the “include” directory of package “eigen_to_msg”. This header file contains four functions that perform the tasks of encoding and decoding messages to and from Eigen-type vectors (of fixed size 8x1) and variable-length lists (vectors) of these data types.

The example usage nodes “example_eigen_to_ros_subscriber.cpp” and “example_eigen_to_ros_publisher.cpp” show how to use these functions.

The message-definition files lead to creation of corresponding message header (`*.h`) files of the same name. This is performed by the build system. However, in the `package.xml` file, you must add (or uncomment) the lines:

```
<build_depend>message_generation</build_depend>
and
<run_depend>message_runtime</run_depend>
```