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Specifications and requirements

1. @Time: 2021-1-16

2. @Author: Hiroaki Wagatsuma

3. @Site: https://github.com/hirowgit/1B0_matla_optmization_course

4. @IDE: MATLAB R2018a

5. @File: A3_Objects_and_Path_Advanced.m

Main program

clear all

clc

A1_ExcelRead_and_Plot_Normal;

```
contr=[-0.15,0.15,0.7,0.7,-0.7,-0.7,-0.15,-0.15,0.15;0.15;1,1,1,-1,-1,1,1,-1,-1,1]
qAnq=@(x1,y1,x2,y2) atan2(y2-y1,x2-x1);
RotM=@(theta) [cos(theta),-sin(theta);sin(theta),cos(theta)];
% Pcontr=RotM(gAng(x1,y1,x2,y2))*contr+repmat([x1;y1],
[1,size(contr,2)]);
% ~~~~~MakeQTMovie <initialize> (start)~~~~~~~~~~
% You need to place "MakeQTMovie.m" (c) Copyright Malcolm Slaney,
Interval Research, March 1999.
% in the same folder of this file
Flag write Movie=1;
Nm=1; % the serial number of the movie
f_folder='movie'; % the output folder of the movie
if ~isdir(f_folder); mkdir(f_folder); end
f_prefix='outputMoviePathM_k_'; % the output file name
if Flag write Movie == 1
    MovieFileName = strcat(f_prefix,num2str(Nm),'.mov');
    fprintf('Creating the movie file %s.\n',
 fullfile(f_folder,MovieFileName));
    MakeQTMovie('start',fullfile(f_folder,MovieFileName));
    MakeQTMovie('size', [480 360]);
    MakeQTMovie('quality', 1.0);
     fps = 10;
  fps = 30;
end
% ~~~~~MakeQTMovie (end)~~~~~~
xRange=[50 200];
yRange=[50 200];
cmap1=colormap('Lines');
figure(4); clf
Dlen=[];
for i=1:Lsize
    sTraj_full=lineD2{i};
    Dlen(i)=length(sTraj_full);
 pp0{i}=plot(sTraj_full(:,1),sTraj_full(:,2),'.-','lineWidth',2,'MarkerSize',20);
 hold on;
    pp0{i}=plot(sTraj_full(:,1),sTraj_full(:,2),'k-'); hold on;
    axis equal; grid on; xlabel('x'); ylabel('y');
    title(['Object movements in the trajectory ']);
    xx=1:size(contr,2);
    pp1{i}=plot(xx,xx,'Color',cmap1(i,:),'lineWidth',2);
     set(pp{i},'erasemode','xor');
    set(gca,'xlim',xRange,'ylim',yRange);
end
Dlim=min(Dlen);
```

```
for k=1:Dlim-1
   for i=1:Lsize
       sTraj_full=lineD2{i};
       x1=sTraj_full(k,1); y1=sTraj_full(k,2);
       x2=sTraj_full(k+1,1); y2=sTraj_full(k+1,2);
       Pcontr=RotM(gAng(x1,y1,x2,y2))*contr+repmat([x1;y1],
[1,size(contr,2)]);
       set(pp1{i},'XData',Pcontr(1,:),'YData',Pcontr(2,:));
plot(Pcontr(1,:),Pcontr(2,:),'.-','lineWidth',2,'MarkerSize',20),hold
on;
       % ~~~~~MakeQTMovie <add a frame> (start)~~~~~~~
       if Flag_write_Movie == 1
           MakeQTMovie('addfigure');
       end
       % ~~~~~MakeQTMovie (end)~~~~~~~
   %
         pause(0.2);
         drawnow;
         hold off
   end
end
% ~~~~~MakeQTMovie <finalize> (start)~~~~~~~
if Flag write Movie == 1
   MakeQTMovie('framerate', fps);
   MakeQTMovie('finish');
   strMessage=sprintf('Please find the generated mov file in the
folder "%s" as filename "%s"',f_folder,MovieFileName);
   disp(strMessage);
end
% ~~~~~MakeQTMovie (end)~~~~~~
% ~~~~~MakeQTMovie <comment>~~~~~~
% The generated mov file is recommended to open QuickTime Player 7 in
the first place and resave a new mov file by the player.
% The new mov file generated by the player can be opened with a recent
version of the QuickTime Player.
% ~~~~~MakeQTMovie (end)~~~~~~
ans =
 struct with fields:
```

```
Description: ''
                UserData: []
          DimensionNames: {'Row' 'Variables'}
           VariableNames: {1x9 cell}
    VariableDescriptions: {}
           VariableUnits: {}
      VariableContinuity: []
                RowNames: { }
ans =
   202
         9
varnames =
  1x9 cell array
 Columns 1 through 7
               {'x1'} {'y1'} {'x2'} {'y2'} {'x3'}
    {'Var1'}
 {'y3'}
 Columns 8 through 9
    \{'x4'\} \{'y4'\}
x1 =
   72.0000
   72.0000
   72.0000
   73.0141
   74.0282
   75.0423
   76.0563
   77.0704
   78.0845
   79.0986
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   81.1268
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171.9634	
172.8555	
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174.4367	
175.1312	
175.7654	
176.3420	
176.8637	
177.3333	
177.7535	
178.1271	
178.4568	
178.7453	
178.9954	
179.2099	
179.3914	
179.5428	
179.6667	
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56.6667	7		
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58.8688			
59.5633			
60.321			
61.1445			
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63.0000			
64.0357			
65.1372			
66.2963	3		
67.5048	8		
68.754	5		
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71.3443	3		
72.6680	0		
74.0000	0		
75.3320			
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79.245			
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89.7147			
89.927			
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  160.9859
  162.0000
lineD =
  1×1 cell array
    {202×1 double}
lineD =
  1×1 cell array
    {202×2 double}
x2 =
   72.0000
   72.0000
   72.0000
   73.0141
   74.0282
   75.0423
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```
lineD =
  1x2 cell array
                      {202×1 double}
    {202×2 double}
lineD =
  1x2 cell array
    {202×2 double}
                     {202×2 double}
x3 =
  180.0000
  180.0000
  180.0000
  179.9722
  179.8900
  179.7553
  179.5698
  179.3354
  179.0538
  178.7269
  178.3566
  177.9445
  177.4925
  177.0025
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  175.9155
  175.3222
  174.6981
  174.0449
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lineD =	
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{202×2 double}
                       {202×2 double}
                                          {202×1 double}
lineD =
  1×3 cell array
    {202×2 double}
                      \{202\times2\ double\}
                                        {202×2 double}
x4 =
   72.0000
   72.0000
   72.0000
   73.0141
   74.0282
   75.0423
   76.0563
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   78.0845
   79.0986
   80.1127
   81.1268
   82.1408
   83.1549
   84.1690
   85.1831
   86.1972
   87.2113
   88.2254
   89.2394
   90.2535
   91.2676
   92.2817
   93.2958
   94.3099
   95.3239
   96.3380
   97.3521
   98.3662
   99.3803
  100.3944
  101.4085
  102.4225
  103.4366
  104.4507
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  107.4930
  108.5070
  109.5211
  110.5352
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111.5493
112.5634
113.5775
114.5915
115.6056
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117.6338
118.6479
119.6620
120.6761
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122.7042
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124.7324
125.7465
126.7606
127.7746
128.7887
129.8028
130.8169
131.8310
132.8451
133.8592
134.8732
135.8873
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138.9296
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150.1671
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155.0588
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119.6129			
120.4839			
121.3548			
122.2258			
123.0968			
123.9677			
124.8387			
125.7097			
123./02/			

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127.4516	
128.3226	
129.1935	
130.0645	
130.9355	
131.8065	
132.6774	
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134.4194	
135.2903	
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137.0323	
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lineD =
  1×4 cell array
     \{202\times2 \text{ double}\} \{202\times2 \text{ double}\} \{202\times2 \text{ double}\}
                                                                          {202×1
double }
lineD =
```

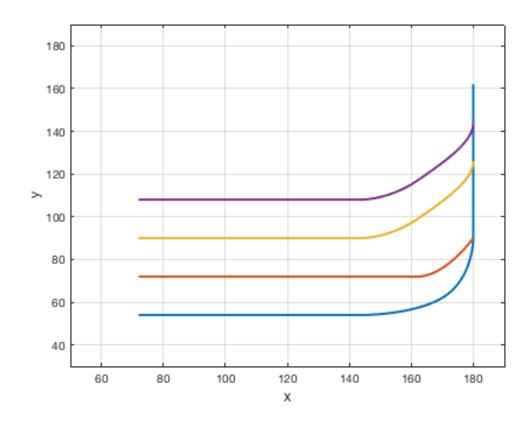
1×4 cell array

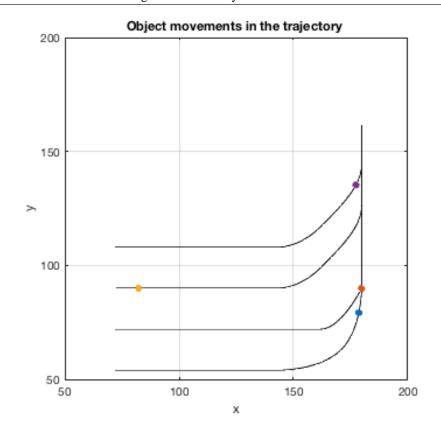
 $\{202\times2\ double\}$ $\{202\times2\ double\}$ $\{202\times2\ double\}$ $\{202\times2\ double\}$

Creating the movie file movie/outputMoviePathM_k_1.mov.

Please find the generated mov file in the folder "movie" as filename

"outputMoviePathM_k_1.mov"





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