Unitree GO2 Virtual Machine Connection Guide (Windows)

This guide utilizes a pre-configured ubuntu virtual machine. The corresponding files are stored in a shared OneDrive folder. You may use this image as a base and modify as you see fit however, you are responsible for your image and subsequent changes. CCSU Information Technology Department will maintain a verified base image with core functionality. Currently this includes: unitree_sdk2, d1_sdk.

**Before installing or making any changes to the NVIDIA jetson, test in the virtual environment first then contact Thomas L. King with a summary of your changes.**

## Contact

For access to VM files or additional support, contact

Thomas L. King, Director of Auxiliary Services and Cloud Infrastructure

kingtl@ccsu.edu | (P) 860-832-0113

For general IT support contact

IT Help Desk

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## Getting Started

You will first need to configure the VM. This tutorial will utilize VMWare however similar steps should apply to other VM solutions.

Import the files into the VM of your choice.

Ensure that the network is bridged (you can find this in VM settings)

Press the Windows Key and enter “View Network Connections” Keep this page open as you will use it to verify the ethernet port in use by the robot.

## PC to Unitree GO2 EDU & D1 Arm (Ethernet)

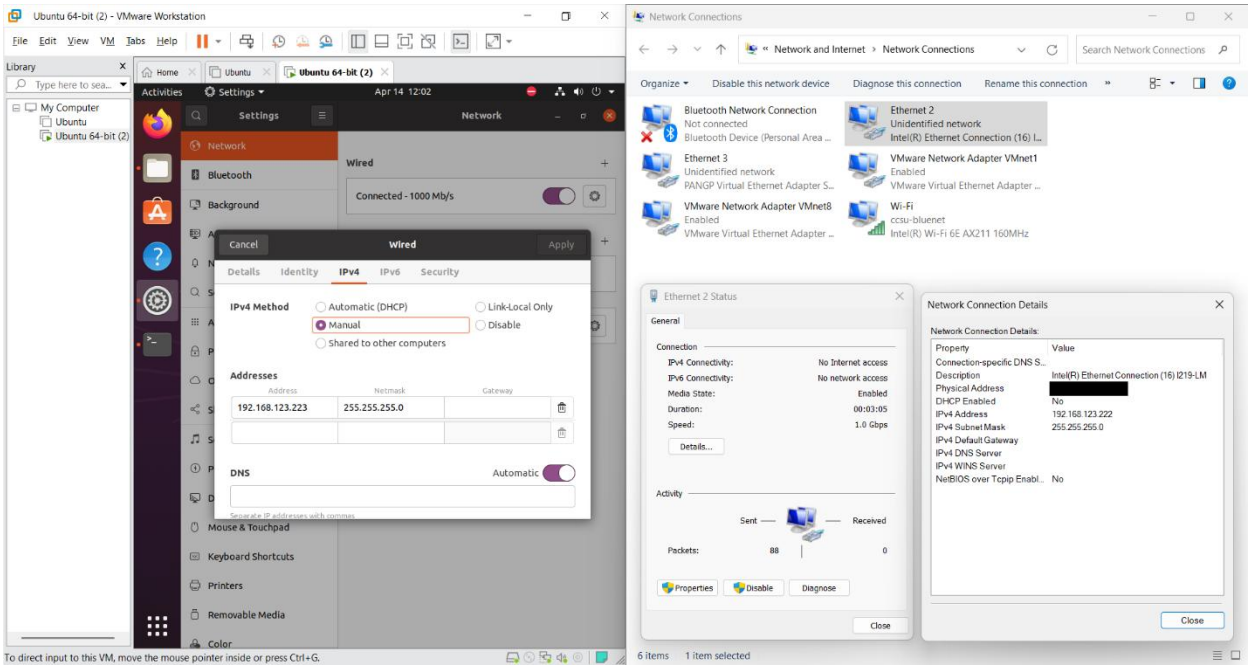
Connect the ethernet cable to your PC and the NVIDIA Jetson on top of the Unitree GO2.

Turn on the robot. Check your Network Connections, you should see a recently activated ethernet port. Right click this ethernet port and click Status. Record the IP address and DNS.

Launch the VM.

Open Network Settings in the Ubuntu VM.

Select manual network configuration and enter the recorded IP address device ID (change the last 3 numbers). Enter the DNS to add the VM to the subnet.




Navigate to the unitree folder. This location should house your compiled code.

Launch a terminal session to run your code.