## **XACRO Basics**

Estimated time to completion: 15 minutes

## 7.6 Macros

A macro is a special XACRO element that can be used to define URDF elements that appear multiple times across the robot model. Imagine a hexapod. Instead of hard coding the same elements for each leg of the robot repeatedly, you could create a macro that defines one leg and then call that macro six times at different locations to create the six legs. If you decide you want to change the size of the legs, you would only need to change the macro that defines one leg rather than every leg's code.

The following code block contains an exemplary macro definition:

You must always provide a **name** attribute that creates a unique name for the macro. In this case, the name is **caster\_wheel**. Within the XACRO element, you define URDF elements like links and joints, and create visual and collision elements, amongst other things. You can place anything exactly as in URDF.

To use a macro, instantiate it by using the name you specified earlier in the name attribute. In the previous example, it will look like this:

## **Macros with parameters**

Macros are extremely useful when statements are repeated or reused with modifications defined by parameters.

The following macro contains a parameterized form of a wheel definition:

```
In [ ]:
        <xacro:macro name="wheel" params="wheel name">
          <link name="${wheel name}">
               <visual>
                <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
                <geometry>
                  <cylinder length="0.001" radius="0.035"/>
                </geometry>
                <material name="red"/>
              </visual>
              <collision>
                <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
                <geometry>
                  <cylinder length="${wheel_length}" radius="${wheel_radius}"/>
                </geometry>
              </collision>
              <inertial>
                <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
                <mass value="0.05"/>
                <inertia ixx="1.531666666666666-05" ixy="0" ixz="0" iyy="1.53166666666666-05" iyz="0" izz="3.06250000000000006e-05"/>
              </inertial>
          </link>
         </xacro:macro>
```

This can be used with the code:

In addition to the example shown, you can write macros that take in as many parameters as needed. The only requirement is that a space must separate the parameters.

## Task:

• Modify the box\_bot XACRO description from the previous exercise and define a parameterized macro that creates both the left and right wheels.

- End of Exercise 7.5.1 -

- Solution to Exercise 7.5.1 -



```
In [ ]: | <?xml version="1.0"?>
        <robot xmlns:xacro="http://www.ros.org/wiki/xacro" name="my box bot">
        <xacro:property name="body_width" value="0.1"/>
        <xacro:property name="body lenght" value="0.1"/>
        <xacro:property name="body height" value="0.1"/>
        <xacro:property name="wheel width" value="0.001"/>
        <xacro:property name="wheel radius" value="0.035"/>
        <link name="base link">
          </link>
          <joint name="base link joint" type="fixed">
            <origin rpy="0 0 0" xyz="0 0 0" />
            <parent link="base link" />
            <child link="chassis" />
          </joint>
          <link name="chassis">
            <visual>
              <geometry>
                <box size="${body width} ${body lenght} ${body height}"/>
              </geometry>
            </visual>
            <collision>
              <geometry>
                <box size="${body_width} ${body_lenght} ${body_height}"/>
              </geometry>
            </collision>
            <inertial>
              <mass value="0.5"/>
              <origin rpy="0 0 0" xyz="0 0 0"/>
              <inertia ixx="0.00083333333333333" ixy="0" ixz="0" iyy="0.00083333333333" iyz="0" izz="0.00083333333333333"/>
            </inertial>
          </link>
```

```
<!-- Wheel Macro -->
<xacro:macro name="wheel" params="wheel name">
 <link name="${wheel name}">
      <visual>
        <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
        <geometry>
          <cylinder length="${wheel width}" radius="${wheel radius}"/>
        </geometry>
     </visual>
      <collision>
        <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
        <geometry>
         <cylinder length="${wheel_width}" radius="${wheel_radius}"/>
        </geometry>
      </collision>
      <inertial>
        <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
        <mass value="0.05"/>
       <inertia ixx="1.531666666666666-05" ixy="0" ixz="0" iyy="1.5316666666666-05" iyz="0" izz="3.0625000000000006e-05"/>
      </inertial>
 </link>
</xacro:macro>
 <!-- Wheel Left -->
 <xacro:wheel wheel name="left wheel" />
 <!-- Wheel Right -->
 <xacro:wheel wheel name="right wheel" />
 <joint name="joint left wheel" type="continuous">
    <origin rpy="0 0 0" xyz="0 0.05 -0.025"/>
   <child link="left_wheel"/>
   <parent link="chassis"/>
   <axis rpy="0 0 0" xyz="0 1 0"/>
   <limit effort="10000" velocity="1000"/>
   <joint properties damping="1.0" friction="1.0"/>
  </ioint>
```

```
<joint name="joint right wheel" type="continuous">
 <origin rpy="0 0 0" xyz="0 -0.05 -0.025"/>
 <child link="right wheel"/>
 <parent link="chassis"/>
 <axis rpy="0 0 0" xyz="0 1 0"/>
 <limit effort="10000" velocity="1000"/>
 <joint properties damping="1.0" friction="1.0"/>
</joint>
<!-- Caster Wheel Front -->
<link name="front yaw link">
   <visual>
    <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
    <geometry>
      </geometry>
   </visual>
   <collision>
    <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
    <geometry>
      </geometry>
   </collision>
   <inertial>
      <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
      <mass value="0.001"/>
      </inertial>
</link>
<joint name="front yaw joint" type="continuous">
 <origin rpy="0 0 0" xyz="0.04 0 -0.05" />
 <parent link="chassis" />
 <child link="front yaw link" />
 <axis xyz="0 0 1" />
 dimit effort="1000.0" velocity="100.0" />
```

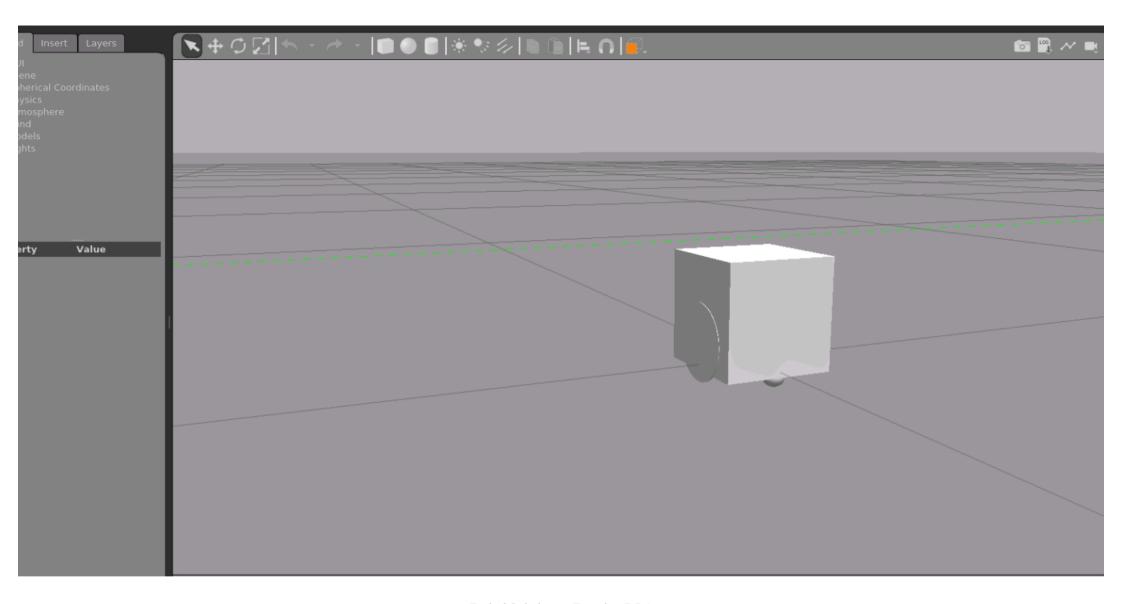
```
<dynamics damping="0.0" friction="0.1"/>
</ioint>
<link name="front roll link">
   <visual>
    <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
    <geometry>
      </geometry>
   </visual>
   <collision>
    <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
    <geometry>
      </geometry>
   </collision>
   <inertial>
      <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
      <mass value="0.001"/>
      </inertial>
</link>
<joint name="front roll joint" type="continuous">
 <origin rpy="0 0 0" xyz="0 0 0" />
 <parent link="front yaw link" />
 <child link="front roll link" />
 <axis xyz="1 0 0" />
 <limit effort="1000.0" velocity="100.0" />
 <dynamics damping="0.0" friction="0.1"/>
</joint>
<link name="front_pitch_link">
 <visual>
   <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
   <geometry>
    <sphere radius="0.010"/>
```

```
</geometry>
   </visual>
   <collision>
     <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
     <geometry>
       <sphere radius="0.010"/>
     </geometry>
   </collision>
   <inertial>
       <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
       <mass value="0.001"/>
       <inertia ixx="4e-08" ixy="0" ixz="0" iyy="4e-08" iyz="0" izz="4e-08"/>
   </inertial>
 </link>
 <joint name="front pitch joint" type="continuous">
   <origin rpy="0 0 0" xyz="0 0 0" />
   <parent link="front roll link" />
   <child link="front pitch link" />
   <axis xyz="0 1 0" />
   <limit effort="1000.0" velocity="100.0" />
   <dynamics damping="0.0" friction="0.1"/>
 </joint>
<!-- Caster Wheel Back -->
 <link name="back yaw link">
   <visual>
       <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
       <geometry>
         </geometry>
     </visual>
     <collision>
       <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
       <geometry>
         <cylinder length="0.001" radius="0.00450000000000000000000"/>
       </geometry>
```

```
</collision>
   <inertial>
       <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
       <mass value="0.001"/>
       <inertia ixx="5.145833333333334e-09" ixy="0" ixz="0" iyy="5.1458333333334e-09" iyz="0" izz="1.01250000000000000e-08"/>
   </inertial>
</link>
<joint name="back yaw joint" type="continuous">
  <origin rpy="0 0 0" xyz="-0.04 0 -0.05" />
 <parent link="chassis" />
 <child link="back yaw link" />
 <axis xyz="0 0 1" />
 <limit effort="1000.0" velocity="100.0" />
 <dynamics damping="0.0" friction="0.1"/>
</ioint>
<link name="back_roll_link">
   <visual>
     <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
     <geometry>
       <cylinder length="0.001" radius="0.00450000000000000000005"/>
     </geometry>
   </visual>
   <collision>
     <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
     <geometry>
       <cylinder length="0.001" radius="0.00450000000000000000005"/>
     </geometry>
   </collision>
   <inertial>
       <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
       <mass value="0.001"/>
       </inertial>
</link>
```

```
<joint name="back roll joint" type="continuous">
  <origin rpy="0 0 0" xyz="0 0 0" />
 <parent link="back yaw link" />
  <child link="back roll link" />
 <axis xyz="1 0 0" />
  <limit effort="1000.0" velocity="100.0" />
 <dynamics damping="0.0" friction="0.1"/>
</ioint>
<link name="back pitch link">
  <visual>
    <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
    <geometry>
      <sphere radius="0.010"/>
    </geometry>
 </visual>
  <collision>
    <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
   <geometry>
      <sphere radius="0.010"/>
    </geometry>
  </collision>
  <inertial>
      <origin rpy="0 1.5707 1.5707" xyz="0 0 0"/>
      <mass value="0.001"/>
      <inertia ixx="4e-08" ixy="0" ixz="0" iyy="4e-08" iyz="0" izz="4e-08"/>
  </inertial>
</link>
<joint name="back_pitch_joint" type="continuous">
  <origin rpy="0 0 0" xyz="0 0 0" />
 <parent link="back roll link" />
 <child link="back pitch link" />
  <axis xyz="0 1 0" />
 <limit effort="1000.0" velocity="100.0" />
  <dynamics damping="0.0" friction="0.1"/>
```

It appears to be the same cube with wheels, like before:



- End of Solution to Exercise 7.5.1 -

