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## Servomotores DYNAMIXEL

Dr. Alejandro Aceves López

Seminario del grupo de investigación

en Humanoides

# Agenda

- 1. Material necesario
- 2. Instalar USB2Dynamixel
- 3. Instalar RoboPlus y probar el AX-12
- 4. Conocer a fondo el AX-12
- 5. Usar TERMITE con AX-12
- 6. Usar el AX-12 con MATLAB

## 1.- Material necesario

### **USB2Dynamixel**











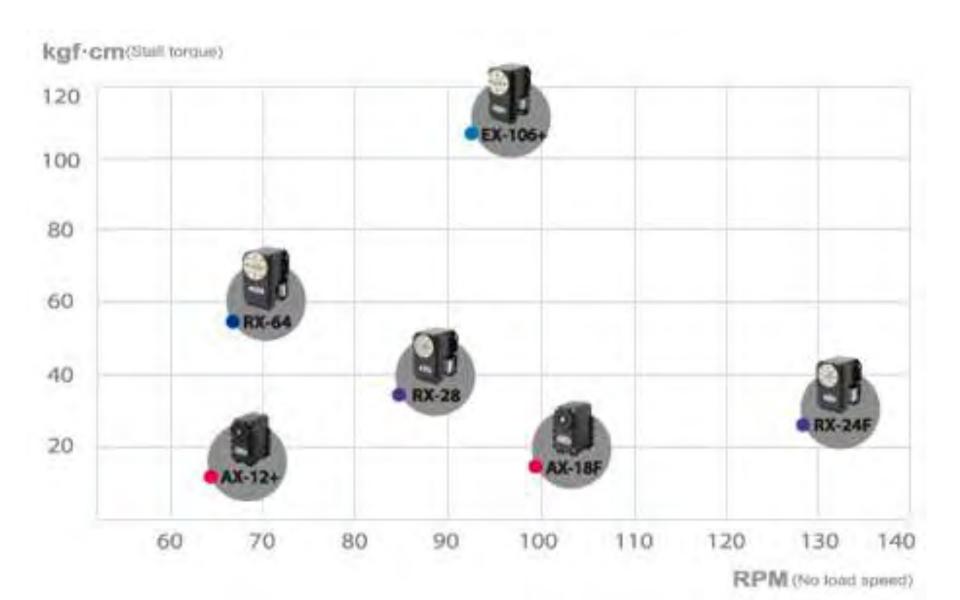




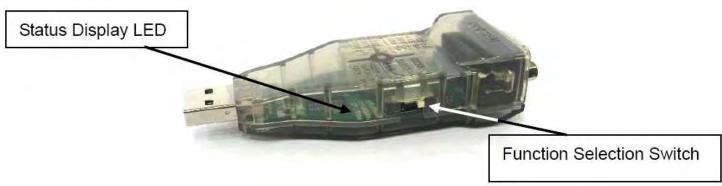
	AX-12	
Weight (g)	55	
Gear Reduction Ratio	1/254	
Input Voltage (V)	at 7V at 10V	
Final Max Holding Torque(kgf.cm)	cm) 12 16.5	
Sec/60degree	0.269	0.196



	RX-64		
Weight (g)	125		
Dimension (mm)	40.2 x 61.1 x 41.0		
Gear Reduction Ratio	1/200		
Applied Voltage (V)	at 15V at 18V		
Final Reduction Stopping Torque	64.4	77.2	
(kgf.cm)			
Speed (Sec/60 degrees)	0.188	0.157	



# 2.- Instalar USB2Dynamixel



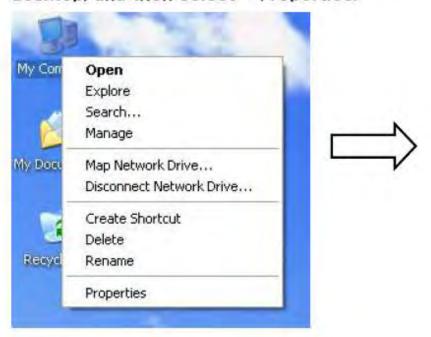
Comm. Mode	Use	
TTL	AX Series Dynamixel Control	
232	Used as USB2Serial	
485	DX, RX Series Dynamixel Control	



< Step 1 > When USBtoSerial is connected to PC, the following "New Hardware" dialog window will appear, here, users select "Install from a list of specific location."



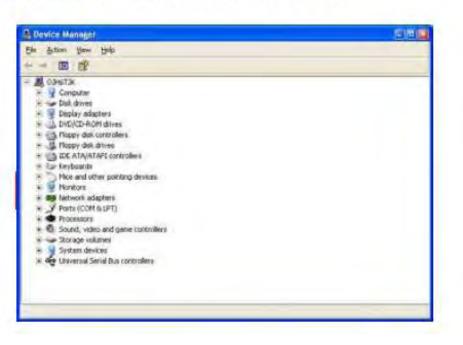
# Right click the "My Computer" icon of Window desktop, and then select "Properties."



### Select "Hardware" tab and select the "Device Manager"



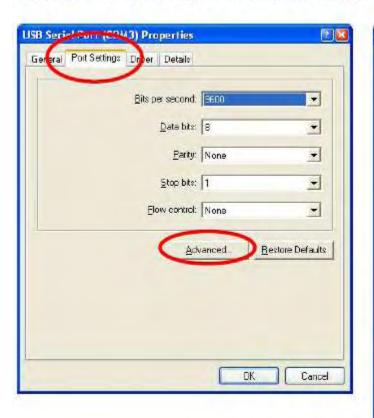
#### Select Port (Com & LPT) from the list

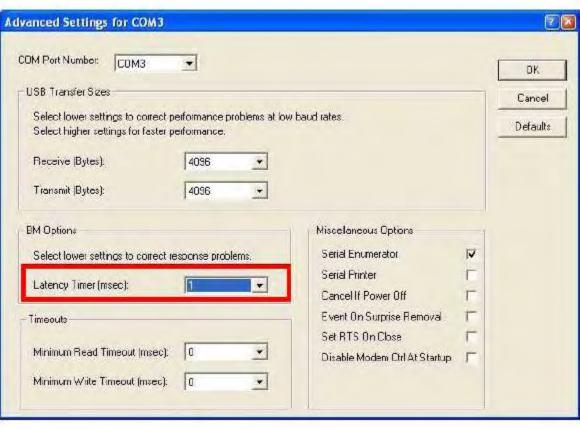


#### Serial COM Ports that can be connected



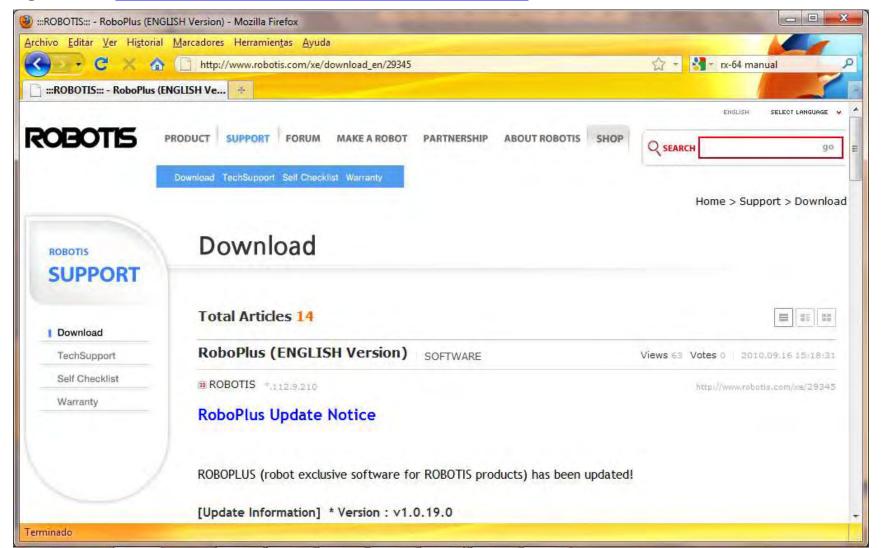
< Step 6 > After checking driver information, change "Latency Timer" to 1ms. This change allows for the fast response time.

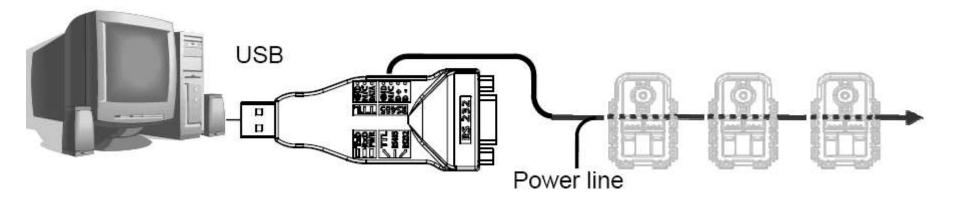




# 3.- Instalar RoboPlus y probar AX12

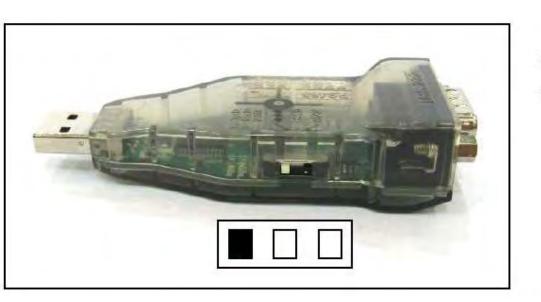
Ingresar a: <a href="http://www.robotis.com/xe/download\_en">http://www.robotis.com/xe/download\_en</a>











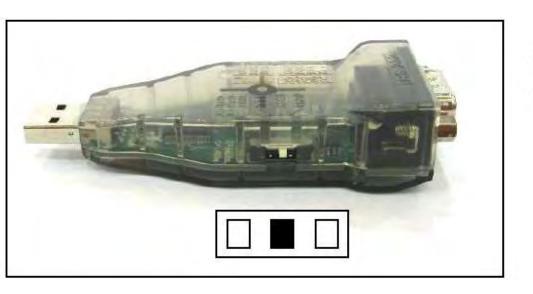
Set the function selection switch to TTL mode



Dynamixels can be connected in series using a 3P cable.

Connect the power line to the last dynamixel.

POWER (DC 7 to 10V)



Set the selection function switch to RS 485 mode



Dynamixels can be connected in series using a 4P cable.

Connect the power line to the last dynamixel.

#### **POWER**

(RX-10: DC10 to 12V)

(RX-28: DC12 to 16V)

(RX-64: DC15 to 18V)

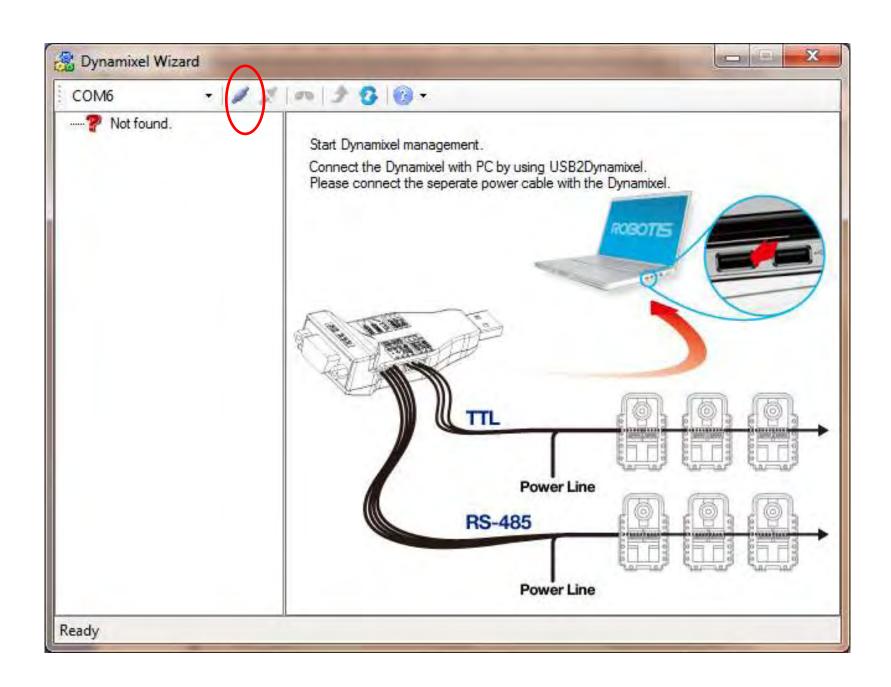
(DX-117: DC12 to 16V)

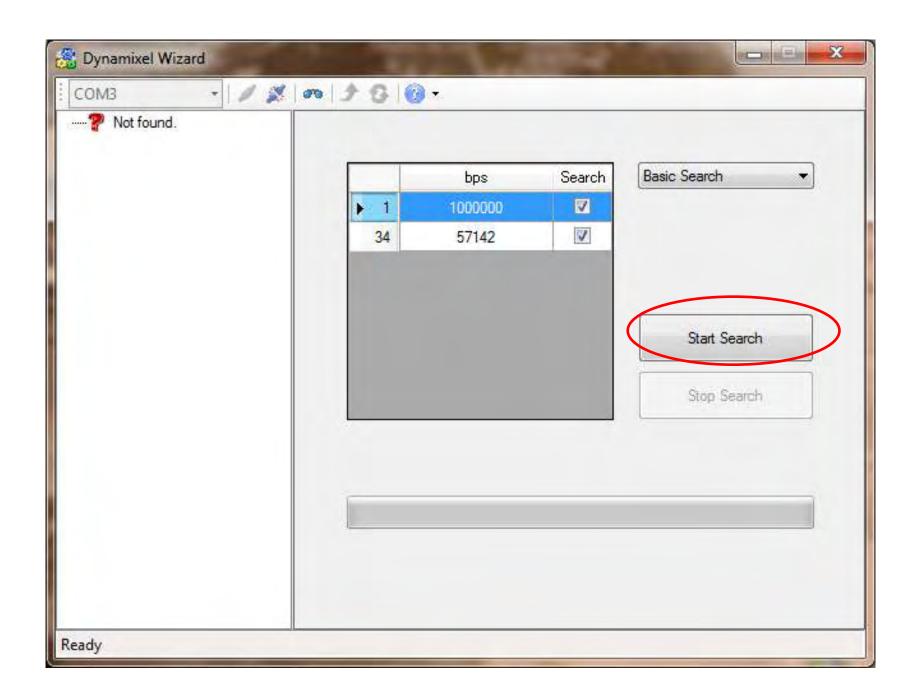
### Pin Figure of 4P/3P Cable Connector

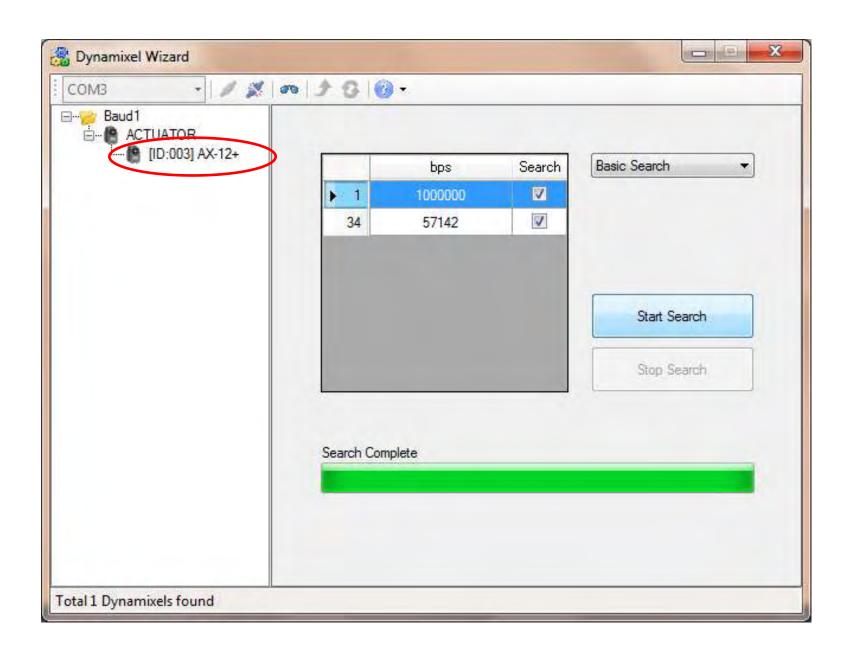
4 Pin Cable		
Pin No.	Pin Figure	
1	GND	
2	POWER	0 0 0
3	DATA + (RS-485)	
4	DATA - (RS-485)	

3 Pin Cable			
Pin No.	Signal	Pin Figure	
1	GND		
2	POWER		
3	DATA (TTL)	3 2 1	

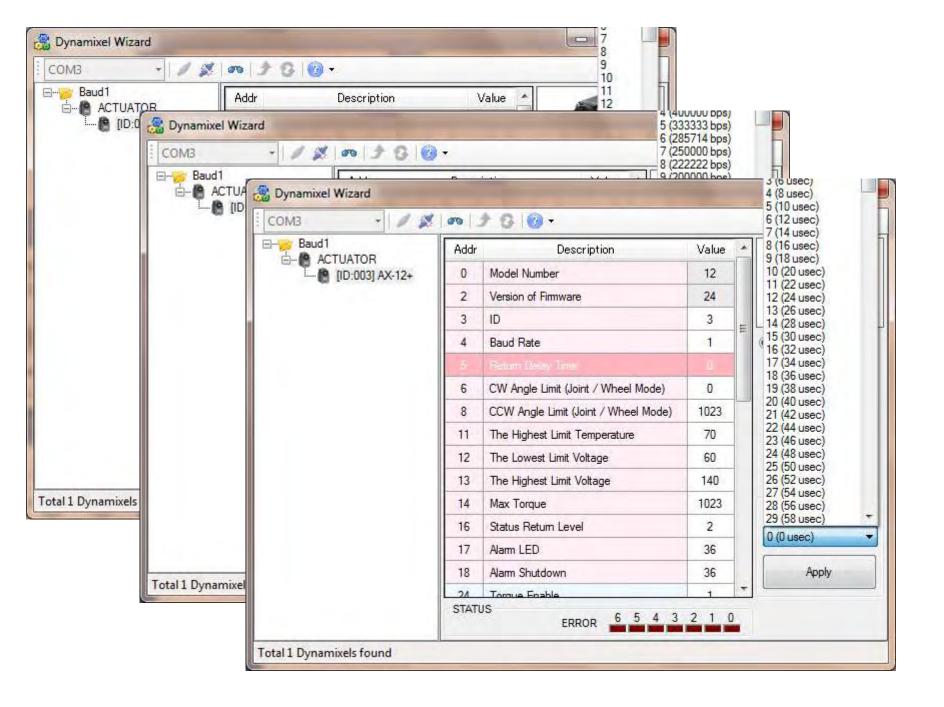


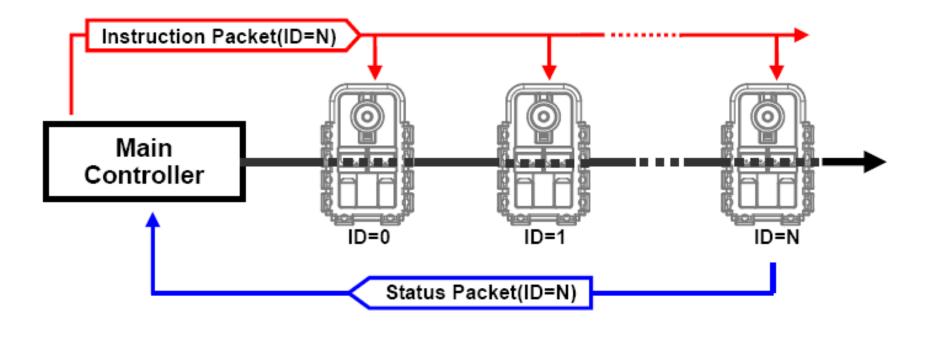


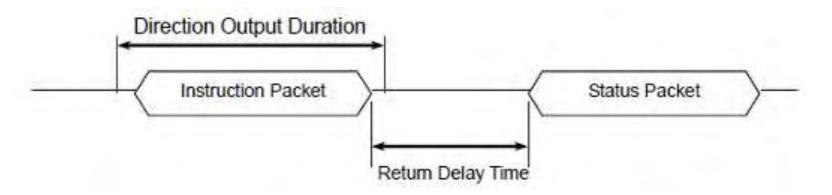


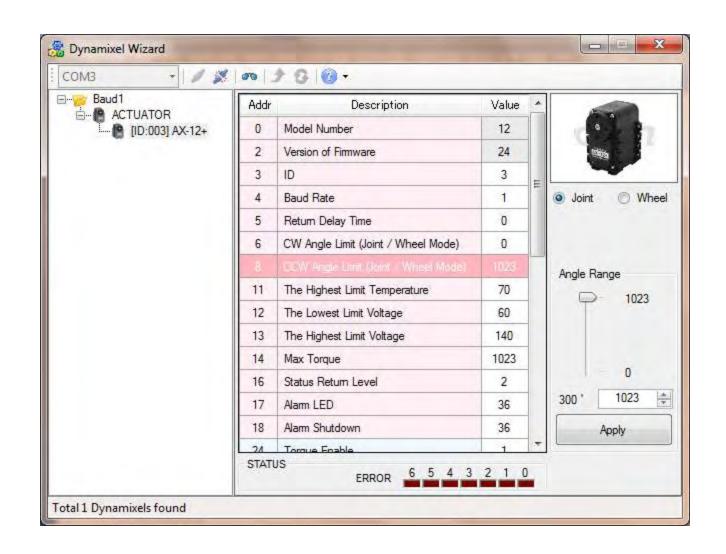










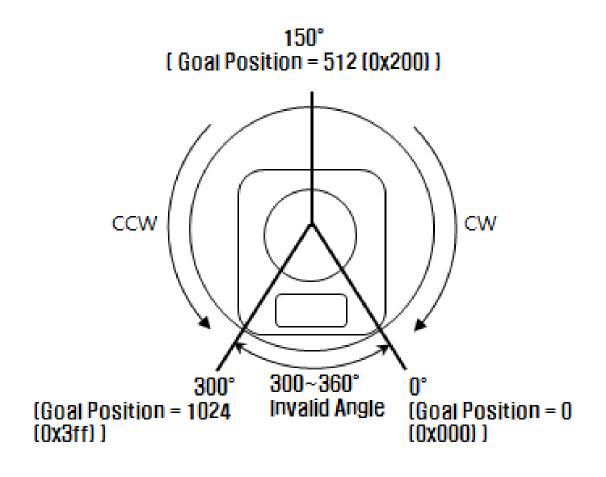


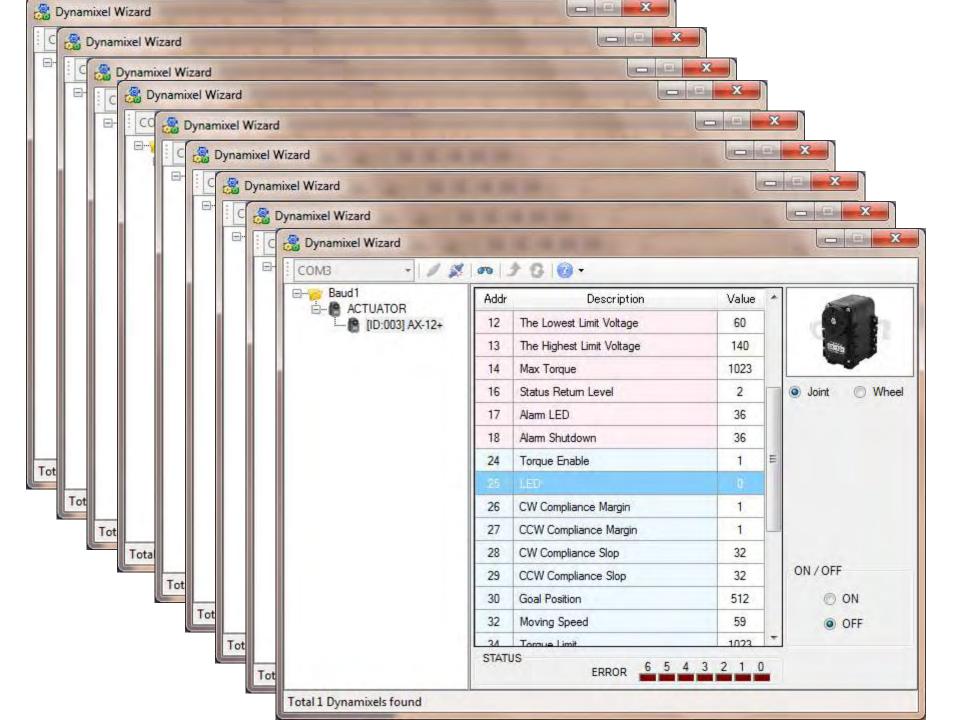
#### **Goal Position**

It is a position value of destination.

0 to 1023 (0x3FF) is available. The unit is 0.29 degree.

If Goal Position is out of the range, Angle Limit Error Bit (Bit1) of Status Packet is returned as '1' and Alarm is triggered as set in Alarm LED/Shutdown.

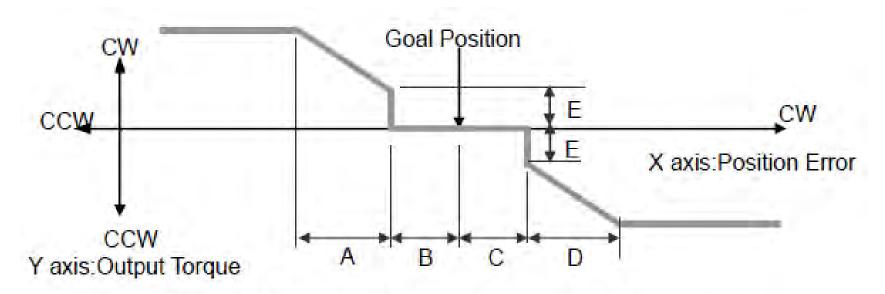




### Compliance

Compliance is to set the control flexibility of the motor.

The following diagram shows the relationship between the location and the motor.



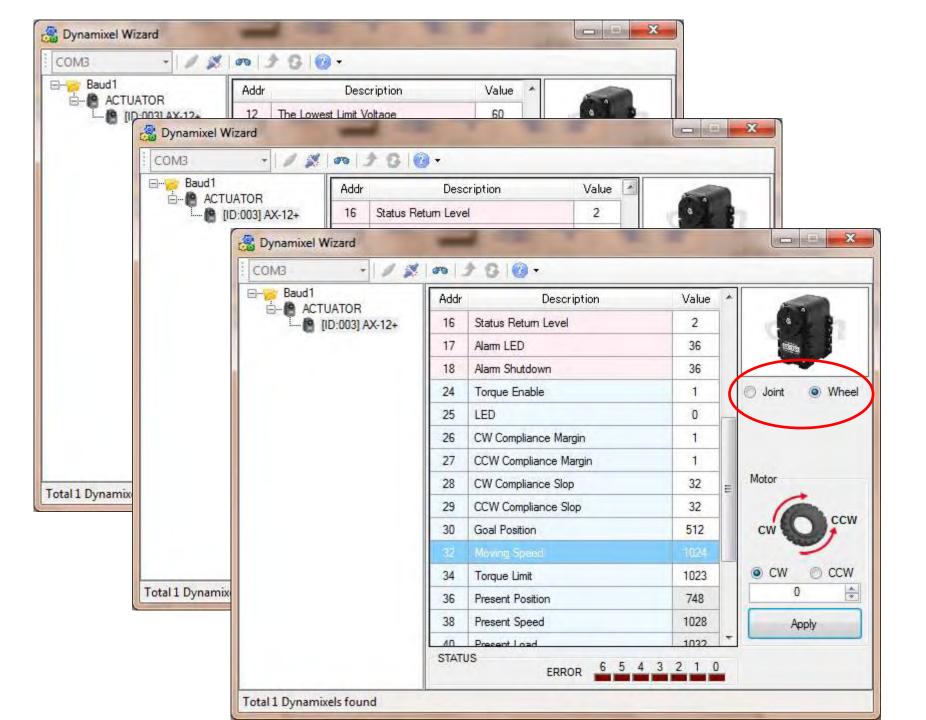
A : CCW Compliance Slope(Address0x1D)

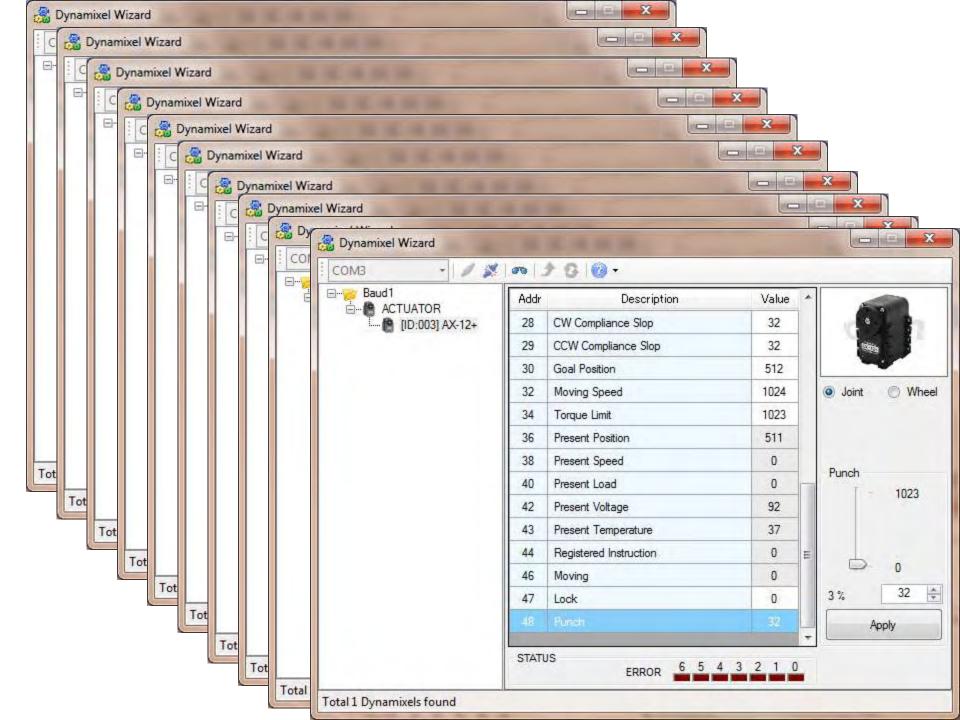
B : CCW Compliance Margin(Address0x1B)

C : CW Compliance Margin(Address0x1A)

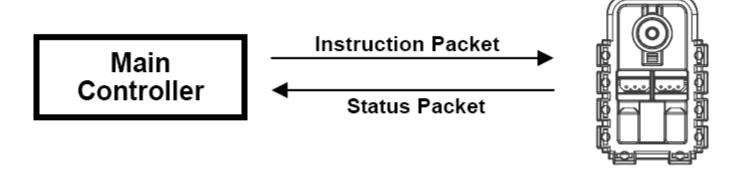
D: CW Compliance Slope (Address0x1C)

E: Punch(Address0x30,31)



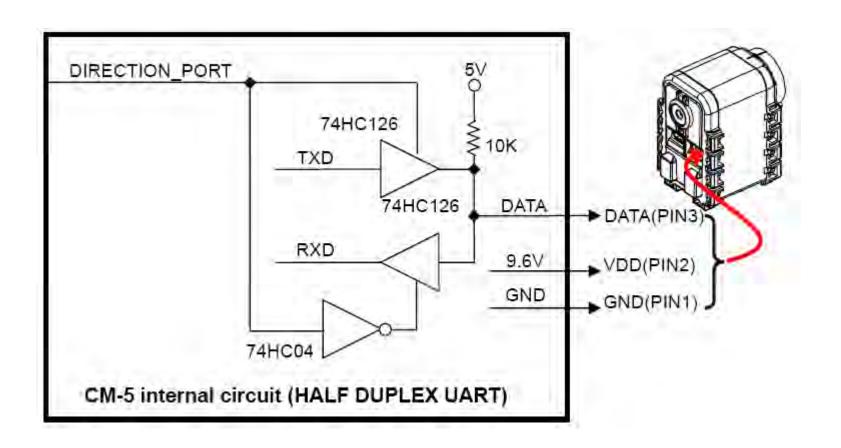


# 4.- Conocer a fondo el AX-12



#### **Connection to UART**

To control the Dynamixel actuators, the main controller needs to convert its UART signals to the half duplex type.



#### **Instruction Packet**

The Instruction Packet is the packet sent by the main controller to the Dynamixel units to send commands. The structure of the Instruction Packet is as the following.

## OXFF OXFF ID LENGTH INSTRUCTION PARAMETER 1 ... PARAMETER N CHECK SUM

Start: The first two bytes are always 255. They indicate the start of an incoming packet.

**ID:** Only 0-254 may be used. A value of 254 indicates a broadcast to all devices on the network.

**Length:** If a single instruction is used with no data then the length value will be 2. If one data parameter is used then the length value will be 3.

**Instruction:** 

Value	Name	Function	No.of Parameters	
0x01	PING	No execution.	0	
		It is used when controller is ready to receive Status Packet		
0x02	READ_DATA	This command reads data from Dynamixel	2	
0x03	WRITE_DATA	This command writes data to Dynamixel	2 or more	
0x04	REG WRITE	It is similar to WRITE_DATA, but it remains in the standby state without being executed until the ACTION command arrives.	2 or more	
0x05	ACTION	This command initiates motions registered with REG WRITE	0	
0x06	RESET	This command restores the state of Dynamixel to the factory default setting.	0	
0x83	SYNC WRITE	This command is used to control several Dynamixels simultaneously	4 or more	
UNUS   OTTO WITH		at a time.		

#### **Instruction Packet**

The Instruction Packet is the packet sent by the main controller to the Dynamixel units to send commands. The structure of the Instruction Packet is as the following.



**Parameter1-N:** This is the optional data parameter(s). Some instructions like Reset and Ping do not have data parameters. Others have 1 or more data parameters.

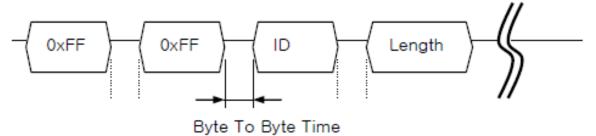
**Check Sum:** The computation method for the 'Check Sum' is as the following.

Check Sum = ~ (ID + Length + Instruction + Parameter1 + ... Parameter N)

If the calculated value is larger than 255, the lower byte is defined as the checksum value. ~ represents the NOT logic operation.

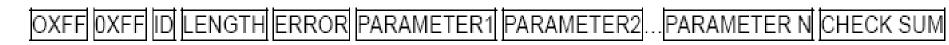
#### **Byte to Byte Time**

The delay time between bytes when sending an instruction packet. If the delay time is over 100ms, then the Dynamixel actuator recognizes this as a communication problem and waits for the next header (0xff 0xff) of a packet again.



### **Status Packet(Return Packet)**

The Status Packet is the response packet from the Dynamixel units to the Main Controller after receiving an instruction packet. The structure of the status packet is as the following.



**Start:** The first two bytes are always 255. They indicate the start of an incoming packet.

**ID:** Will contain the ID of the device indicated by the packet just received.

**Length:** If a single instruction is used with no data then the length value will be 2.

**Error:** A single byte indicating the status of the last command packet.

PARAMETERO...N: Used if additional information is needed.

**CHECK SUM:** The computation method for the 'Check Sum' is as the following.

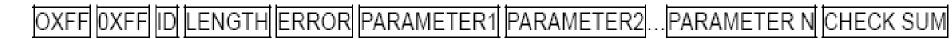
Check Sum = ~ (ID + Length + Instruction + Parameter1 + ... Parameter N)

If the calculated value is larger than 255, the lower byte is defined as the checksum value.

~ represents the NOT logic operation.

### **Status Packet(Return Packet)**

The Status Packet is the response packet from the Dynamixel units to the Main Controller after receiving an instruction packet. The structure of the status packet is as the following.



#### **Error:**

Bit	Name	Contents	
Bit 7	0	-	
Bit 6	Instruction Error	In case of sending an undefined instruction or delivering the action command without the reg_write command, it is set as 1.	
Bit 5	Overload Error	When the current load cannot be controlled by the set Torque, it is set as 1.	
Bit 4	Checksum Error	When the Checksum of the transmitted Instruction Packet is incorrect, it is set as 1.	
Bit 3	Range Error	When a command is out of the range for use, it is set as 1.	
Bit 2	Overheating Error	When internal temperature of Dynamixel is out of the range of operating temperature set in the Control table, it is set as 1.	
Bit 1	Angle Limit Error	When Goal Position is written out of the range from CW Angle Limit to CCW Angle Limit , it is set as 1.	
Bit 0	Input Voltage Error	When the applied voltage is out of the range of operating voltage set in the Control table, it is as 1.	

Example

Turns on the LED and enables Torque.

Hint

Instruction = WRITE\_DATA, Address = 0x18,

DATA = 0x01, 0x01

Communication

Instruction Packet: FF FF 01 05 03 18 01 01 DD

Status Packet : FF FF 01 02 00 FD

Status Packet Result NO ERROR

You can check the Torque Enable state by touching the axis of Dynamixel you're your hand.

Area	Address (Hexadecimal)	Name	Description	Access	Initial Value (Hexadecimal)
	0 (0X00)	Model Number(L)	Lowest byte of model number	R	12 (0X0C)
	1 (0X01)	Model Number(H)	Highest byte of model number	R	0 (0X00)
	2 (0X02)	Version of Firmware	Information on the version of firmware	R	-
	3 (0X03)	ID	ID of Dynamixel	RW	1 (0X01)
	4 (0X04)	Baud Rate	Baud Rate of Dynamixel	RW	1 (0X01)
	5 (0X05)	Return Delay Time	Return Delay Time	RW	250 (0XFA)
	6 (0X06)	CW Angle Limit(L)	Lowest byte of clockwise Angle Limit	RW	0 (0X00)
Е	7 (0X07)	CW Angle Limit(H)	Highest byte of clockwise Angle Limit	RW	0 (0X00)
P R	8 (0X08)	CCW Angle Limit(L)	Lowest byte of counterclockwise Angle Limit	RW	255 (0XFF)
	9 (0X09)	CCW Angle Limit(H)	Highest byte of counterclockwise Angle Limit	RW	3 (0X03)
М	11 (0X0B)	the Highest Limit Temperature	Internal Limit Temperature	RW	85 (0X55)
	12 (0X0C)	the Lowest Limit Voltage	Lowest Limit Voltage	RW	60 (0X3C)
	13 (0X0D)	the Highest Limit Voltage	Highest Limit Voltage	RW	190 (0XBE)
	14 (0X0E)	Max Torque(L)	Lowest byte of Max. Torque	RW	255 (0XFF)
	15 (0X0F)	Max Torque(H)	Highest byte of Max. Torque	RW	3 (0X03)
	16 (0X10)	Status Return Level	Status Return Level	RW	2 (0X02)
	17 (0X11)	Alarm LED	LED for Alarm	RW	36(0x24)
	18 (0X12)	Alarm Shutdown	Shutdown for Alarm	RW	36(0x24)

24 (0X18) Torque Enable Torque On/Off RW 0 (0X00) LED LED On/Off 0 (0X00) 25 (0X19) RW CW Compliance Margin 0 (0X00) 26 (0X1A) CW Compliance margin RW 27 (0X1B) CCW Compliance Margin CCW Compliance margin RW 0 (0X00) 28 (0X1C) CW Compliance Slope RW 32 (0X20) CW Compliance slope 29 (0X1D) CCW Compliance Slope CCW Compliance slope RW 32 (0X20) 30 (0X1E) Goal Position(L) Lowest byte of Goal Position RW 31 (0X1F) Goal Position(H) Highest byte of Goal Position RW 32 (0X20) Moving Speed(L) Lowest byte of Moving Speed RW 33 (0X21) Moving Speed(H) Highest byte of Moving Speed RW 34 (0X22) Torque Limit(L) Lowest byte of Torque Limit RW ADD14 35 (0X23) Torque Limit(H) Highest byte of Torque Limit RW ADD15 R 36 (0X24) Present Position(L) Lowest byte of Current Position R Α Μ Highest byte of Current Position 37 (0X25) R Present Position(H) 38 (0X26) Present Speed(L) Lowest byte of Current Speed R 39 (0X27) Present Speed(H) Highest byte of Current Speed R 40 (0X28) Present Load(L) Lowest byte of Current Load R R 41 (0X29) Present Load(H) Highest byte of Current Load Present Voltage Current Voltage R 42 (0X2A) Present Temperature Current Temperature R 43 (0X2B) Means if Instruction is registered R 0 (0X00) 44 (0X2C) Registered 46 (0X2E) Moving Means if there is any movement R 0 (0X00) 47 (0X2F) Lock Locking EEPROM RW 0 (0X00) Lowest byte of Punch 48 (0X30) Punch(L) RW 32 (0X20) 49 (0X31) Highest byte of Punch RW 0 (0X00) Punch(H)

#### **PING**

Function Does not command any operations. Used for requesting a status packet or to check the existence of a Dynamixel actuator with a specific ID.

Length 0X02

Instruction 0X01

**Parameter NONE** 

#### WRITE DATA

Function To write data into the control table of the Dynamixel actuator Length N+3 (N is the number of data to be written)

Instruction 0X03

Parameter 1 Starting address of the location where the data is to be written

Parameter 21st data to be written

Parameter 32nd data to be written

Parameter N+1 Nth data to be written

### **READ\_DATA**

Function Read data from the control table of a Dynamixel actuator Length 0X04

Instruction 0X02

Parameter 1 Starting address of the location where the data is to be read Parameter 2 Length of the data to be read

#### **REG\_WRITE**

Function The REG\_WRITE instruction is similar to the WRITE\_DATA instruction, but the execution timing is different. When the Instruction Packet is received the values are stored in the Buffer and the Write instruction is under a standby status. At this time, the Registered Instruction register (Address 0x2C) is set to 1. After the Action Instruction Packet is received, the registered Write instruction is finally executed.

Length N+3 (N is the number of data to be written)

Instruction 0X04

Parameter1 Starting address of the location where the data is to be written

Parameter 21st data to be written

Parameter3 2nd data to be written

Parameter N+1 Nth data to be written

#### **ACTION**

Function Triggers the action registered by the REG\_WRITE instruction

Length 0X02

Instruction 0X05

**Parameter NONE** 

The ACTION instruction is useful when multiple Dynamixel actuators need to move simultaneously. When controlling multiple Dynamixel actuator units, slight time delays can occur between the 1st and last units to receive an instruction. The Dynamixel actuator handles this problem by using the ACTION instruction.

### **Broadcasting**

The Broadcast ID (0XFE) is used when sending ACTION instructions to more than two Dynamixel actuators. Note that no packets are returned by this operation.

#### **RESET**

Function Changes the control table values of the Dynamixel actuator to the Factory Default Value settings

Length 0X02

Instruction 0X06

**Parameter NONE** 

#### **SYNC WRITE**

Function Used for controlling many Dynamixel actuators at the same time. The communication time decreases by the Synch Write instruction since many instructions can be transmitted by a single instruction. However, you can use this instruction only when the lengths and addresses of the control table to be written to are the same. Also, the broadcasting ID needs to be used for transmitting.

ID OXFE

Length (L + 1) \* N + 4 (L: Data length for each Dynamixel actuator, N: The number of Dynamixel actuators)

Instruction 0X83

Parameter 1 Starting address of the location where the data is to be written Parameter 2 The length of the data to be written (L)

Parameter2	The length of the data to be written (L)
------------	--

Parameter3 The ID of the 1st Dynamixel actuator

Parameter4 The 1st data for the 1st Dynamixel actuator

Parameter5 The 2nd data for the 1st Dynamixel actuator

•••

Parameter L+3 The Lth data for the 1st Dynamixel actuator

Parameter L+4 The ID of the 2nd Dynamixel actuator

Parameter L+5 The 1st data for the 2nd Dynamixel actuator

Parameter L+6 The 2nd data for the 2nd Dynamixel actuator

...

Parameter 2L+4 The Lth data for the 2nd Dynamixel actuator

....

Data for the 1st Dynamixel actuator

Data for the 2nd Dynamixel actuator

# 5.- Usar TERMITE con AX-12

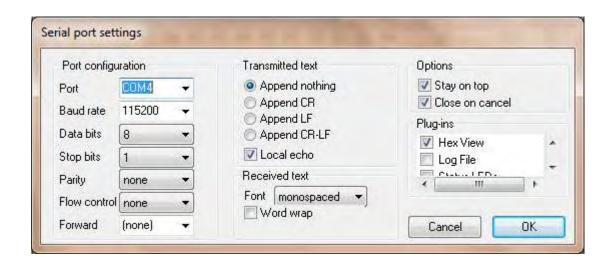
Termite: a simple RS232 terminal

Termite version 2.4 - complete setup (214 kiB)

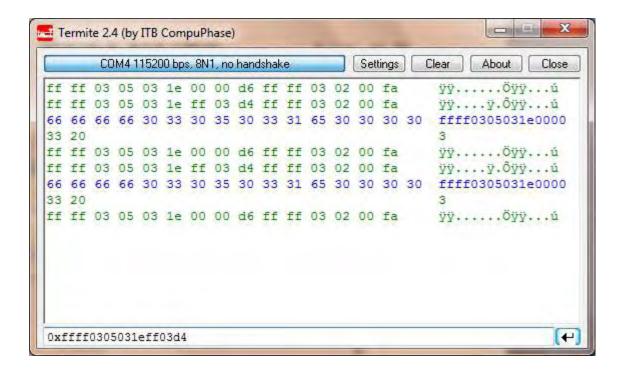
Ingresar a la dirección, bajar el programa e instalarlo:

http://www.compuphase.com/software\_termite.htm

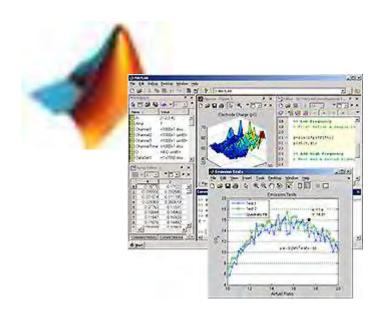
- Asegurarse que el AX-12 se comunica a 115100bps
- Ejecutar TERMITE
- Configurar la comunicación según se muestra:



- FF FF 03 05 03 1E 00 00 D6 //POSICION CERO Escribir en la terminal: 0xffff0305031e0000d6
- FF FF 03 05 03 1E FF 03 D4 //POSICION 1023 Escribir en la terminal: 0xffff0305031eff03d4
- FF FF 00 04 02 2A 02 CD //VER VOLTAJE Y TEMPERATURA
- FF FF 00 04 00 5C 23 7C //VALORES OBTENIDOS DE VOLTAJE Y TEMPERATURA
- FF FF 03 04 00 58 22 7E



# 6.- Usar el AX-12 con MATLAB



- Direct serial communication
- API interfase

### **USANDO EL PUERTO SERIAL CON MATLAB 7**

# Configurar el puerto serial

Para configurar el puerto serial, antes de enviar o recibir data, se debe inicializar el puerto. A continuación se presentan dos formas de hacerlo, una corta y otra con especificación de parámetros.

### Forma corta

```
PS=serial('COM4','BaudRate', 1000000,'Parity', 'none','DataBits',8,'StopBits', 1); fopen(PS);
```

# Forma con especificación de parámetros

# Leer datos del puerto serial

Para leer datos binarios se usa la instrucción:

```
variable = fread(PS,1,'uint8');
```

Esto le dice al Matlab qué tipo de datos se interpretan los bits que se están recibiendo. Los tipos de datos pueden ser enteros sin signo, enteros con signo, de punto flotante, de 8 bits, de 16 bits, etc.

# **Cerrar el puerto**

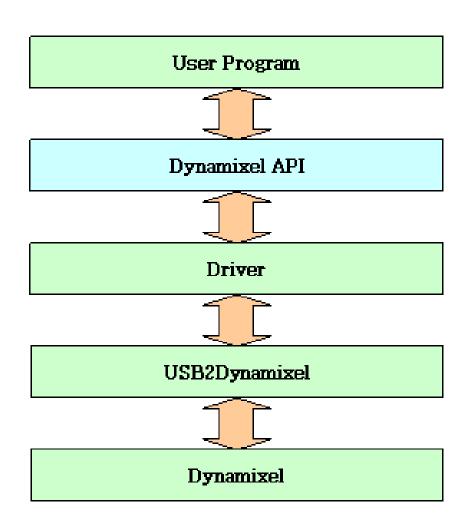
Una vez utilizado el puerto, éste se debe cerrar:

```
fclose(PS);
delete(PS);
clear PS;
```

```
function SerialLed()
   % Set the port paramenter
   s=serial('COM3', 'BaudRate', 1000000, 'Parity', ...
   'none', 'DataBits', 8, 'StopBits', 1);
   % open the port
   fopen(s);
   %----- [LED 1 On ] -----
   %FF FF 01 04 03 19 01 DD
   a = [255, 255, 1, 4, 3, 25, 01, 221];
   %----- [LED 1 Off ] -----
   %FF FF 01 04 03 19 00 DE
   %a = [255, 255, 1, 4, 3, 25, 00, 222];
   % display the values in a
   disp(a)
   % binary write
   fwrite(s, a);
   % Expecting a 6 byte status packet
   out=fread(s, 6);
   % Display status packet
   disp(out);
   % Clean up
   fclose(s);
   delete(s);
   clear s;
end
```

### **Dynamixel API**

API stands for Application Programming Interface. This is a user programming solution. By using the Dynamixel API, you may readily read or deliver commands to the Dynamixels.



Visual C++
Visual Basic
Visual C#
Java
Python
MATLAB
LABVIEW

### Device Control Method

<u>dxl_initialize</u>	dxl_terminate
dxl get baud	dxl set baud

### Set/Get Packet Method

gbInstructionPacket	gbStatusPacket
dxl set txpacket id	dxl get rxpacket error
dxl set txpacket instruction	dxl get rxpacket length
dxl set txpacket parameter	dxl get rxpacket parameter
dxl set txpacket length	dxl makeword
dxl get lowbyte	dxl get highbyte

## **Packet Communication Method**

dxl tx packet	dxl rx packet
dxl txrx packet	dxl get result

# **High Communication Method**

dxl ping	dxl read byte
dxl write byte	dxl read word
dxl write word	

### Register dynamixel.dll and dynamixel.h

You must register dynamixel.dll and dynamixel.h in Matlab if you want to use the API in your Matlab project.

#### **SDK Source Location**

C:\Program Files\ROBOTIS\USB2Dynamixel\bin\dynamixel.dll

C:\Program Files\ROBOTIS\USB2Dynamixel\import\dynamixel.h

#### **MatLab Destination folder**

C:\Program Files\MATLAB\R2009a\toolbox\matlab\winfun\win32

```
function example1(id)
loadlibrary('dynamixel','dynamixel.h');
libfunctions('dynamixel');
res = calllib('dynamixel','dxl initialize');
if res == 1
    disp('Succeed to open USB2Dynamixel!');
    BaudRate=calllib('dynamixel','dxl get baud');
   % Indica velocidad de comunicación. El valor normal es 1 == 1Mbps.
    disp(sprintf('Baud Rate %d', BaudRate));
    calllib('dynamixel','dxl ping',id);
   % Esta función sirve para saber si el servomotor id responde o no.
    StatusError=calllib('dynamixel','dxl get result');
   % Indica cual fue el resultado de la operación anterior.
    calllib('dynamixel','dxl write word',254,32,0);
   % El 254 significa que se envia la misma instrucción a todos los servomotores. El 32
   % significa escribiremos la velocidad. El Osignifica la velocidad máxima. Ver manual.
    calllib('dynamixel','dxl write word',254,30,512);
   % El 254 significa que se envia la misma instrucción a todos los servomotores. El 30
   % significa escribiremos la posición. El 512 significa el valor deseado de posición.
    Plot PresentPos=int32(calllib('dynamixel','dxl read word',id,36));
    calllib('dynamixel','dxl terminate');
   % Con esta instruccion terinamos de usar el dispositivo USBDynamixel.
    disp('Succeed to close USB2Dynamixel!');
else
    disp('Failed to open USB2Dynamixel!');
end
unloadlibrary('dynamixel');
```