

# instruction\_nav\_stack\_real\_drone\_part2

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## Overview

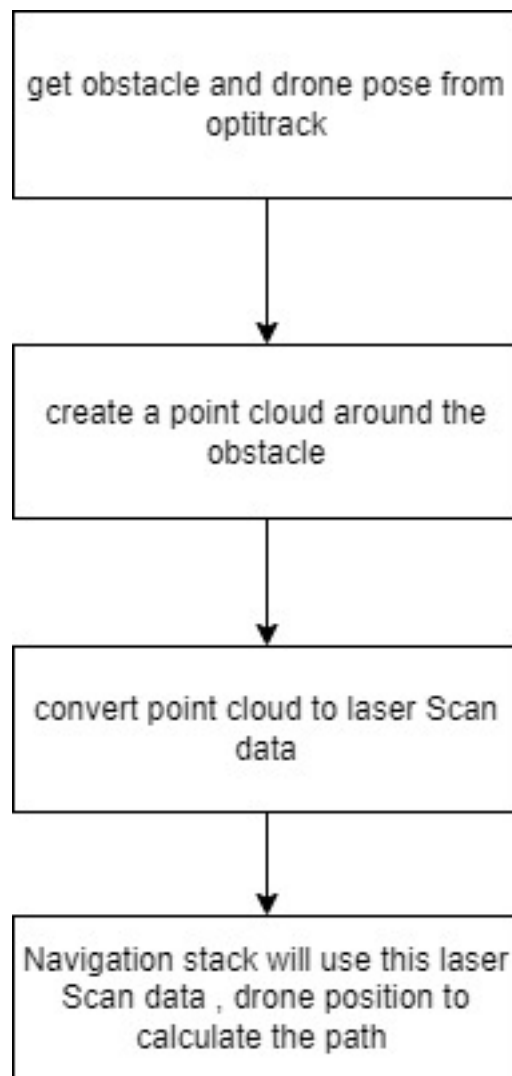


Figure 1: nav\_real

## Steps

- All the necessary files are in lab\_10\_part2\_helper.zip
- do all the following steps in the workspace that you have created in lab10
- copy launch files from the lab\_10\_part2\_helper.zip folder in your workspace
- Create a new package having dependencies having following dependencies:
  - rospy
  - sensor\_msgs
  - std\_msgs
  - message\_generation
- copy the scripts provided in lab\_10\_part2\_helper in above package also copy the point\_cloud\_circular\_.py from lab9
- make the necessary changes in the cmake list
- launch\_real\_world.launch will be the main launch file
- notice the different launch files being used and difference from the lab9 main launch file, here we are not calling any gazebo,
- refer figure 1 and notice the steps that need to be followed
- complete the to do in launch\_real\_world.launch
- to get the pose obstacle from optitrack we will use
  - get\_position\_obs\_from\_optitrack.launch, to get the obstacle pose from optitrack
  - complete the todo in above launch file and corresponding scripts

## TO get pose of the drone

### overview

### steps

- use get\_position\_drone\_from\_optitrack.launch file, to get drone pose from optitrack
- In get\_pose\_from\_optitrack.py, we are subscribing the pose of the drone from the optitrack and converting this message to odometry messages and also we create a new base\_footprint frame. (We have to create this base\_footprint ourselves.)
- refer figure 2

## convert obstacle center to laser scan

- copy and use point\_cloud\_circular\_.py from lab9 to subscribe the /obs\_pose\_list and creating a point cloud
- copy and use point\_cloud\_to\_laser.launch from lab9 to convert point cloud to laser scan

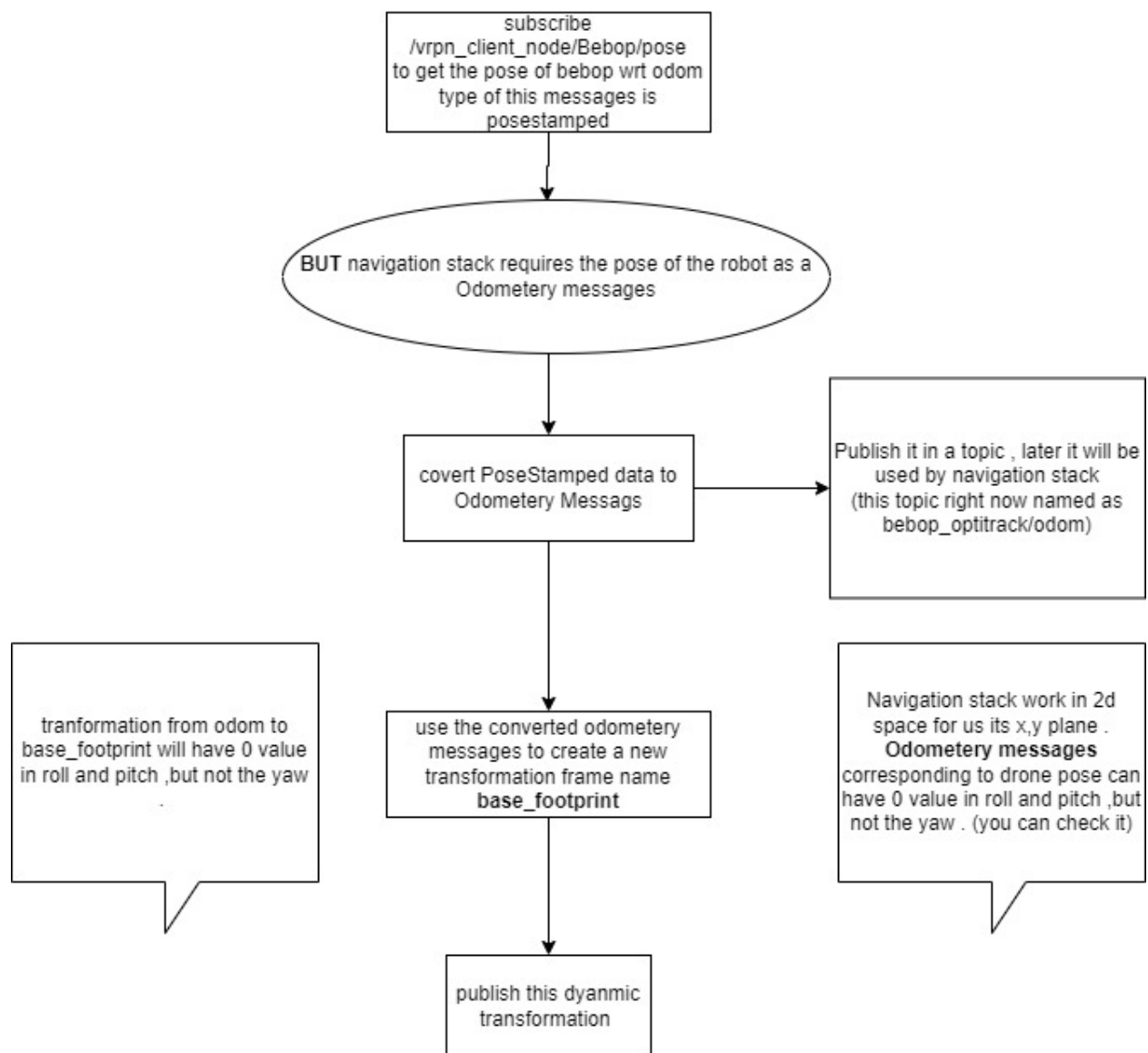


Figure 2: drone\_pose\_steps

## add navigation stack

- from lab9 copy your bebop\_navigation package in this workspace
- add the following two lines in move\_base.launch

```
9
10 <node pkg="move_base" type="move_base" respawn="false" name="move_base" output="screen">
11   <remap from="cmd_vel" to="/bebop/velocity"/>
12   <remap from="odom" to="/bebop_optitrack/odom"/>
```

## FOR GRADING

- (not mandatory ) Create a video using your mobile/screen capture showing the following
  - show rviz when you give location
  - show physical drone movement from start to goal position in real world
  - show rviz and terminal once drone reach the goal poistion
- Answer the questions asked in scripts
- Also answer the following
  - what is the use of remap parameter that we add in move\_base.launch ?
  - why are we remapping those two parameters ?
- do not submit the package