

How to Launch the files.

1. `cd cat_ws`

2. `source devel/setup.zsh`

3. In 1st terminal : **`roslaunch minion_robot gazebo.launch`**

It will start gazebo with customized simple world from *minion_world.world*

You can choose *heightmap.world* by modifying *gazebo.launch* file.

4. If you have chosen *minion_world.launch* then, in 2nd terminal: **`roslaunch minion_robot arena.launch`**

Two type of arena are available. Choose by commenting/uncommenting in *arena.launch* file

5. In 3rd terminal : **`roslaunch minion_robot robots.launch`**

It will launch the number of minion robots and their originating coordinates.

6. In 4th terminal : **`roslaunch minion_robot payload.launch`**

Payload will be placed on the robots.

7. In 5th terminal: **`roslaunch minion_robot multi.py`**

All robot will start moving and piston will move up/down to maintain the horizontal position of payload. It will subscribe the payload orientation information from "`ns/gazebo/model_states`" and publish the piston position to "`ns/effort_controllers/` command"

Note:

- `<max_contacts>200</max_contacts>` in `_.world` file. Default value is 20, but increased for frictional force contact between payload and piston plate.
- `<real_time_update_rate>25</real_time_update_rate>` in `_.world` file. Default is 100, which slides the robots by vibrations. Gazebo limitation.
- In *minion.urdf* a spherical ball joint is made between piston plate and rod's end by placing 3 mutual perpendicular revolute joints. (Junta1, Junta2, Junta3)
- For the piston, type: "`joint_state_controller/JointStateController`" and `<hardwareInterface>hardware_interface/PositionJointInterface</hardwareInterface>` is used.