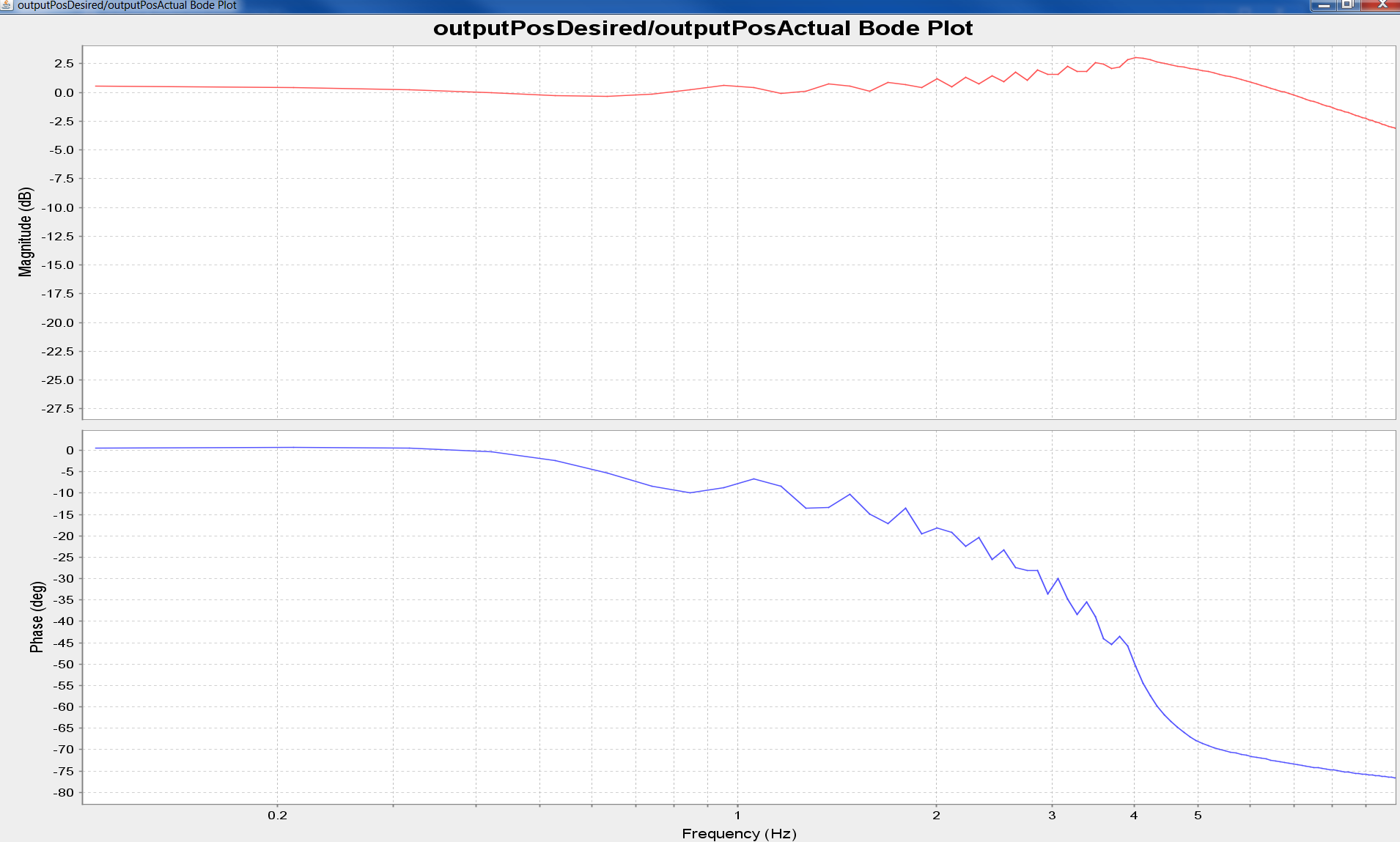
kpPosition.val = 3000.0;

kdPosition.val = 70.0;

private final boolean USE\_MOTOR = false; // true;

private final boolean DO\_MOTOR\_TORQUE\_LIMIT = false; // true;

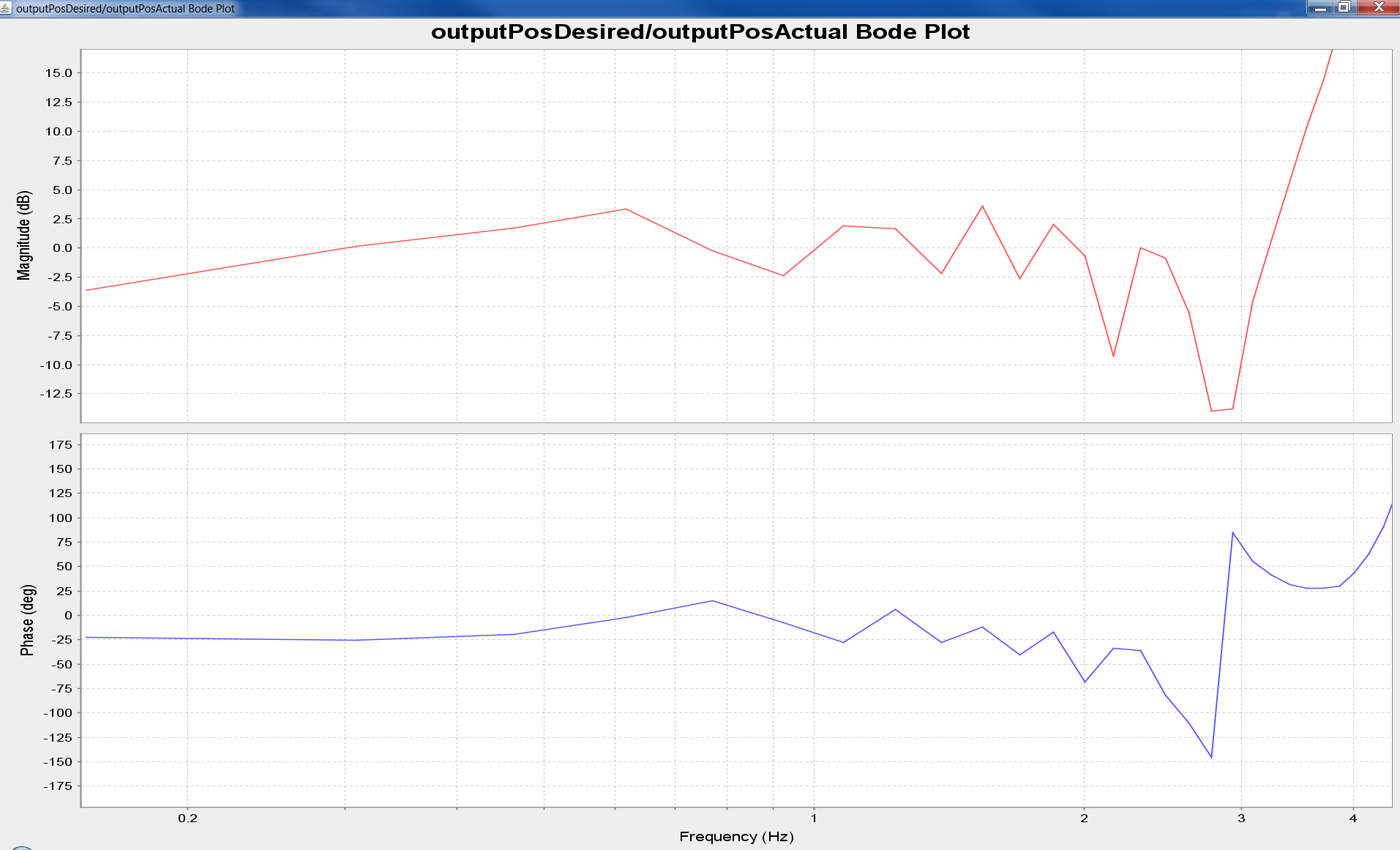
private final boolean DO\_GEARBOX\_SPEED\_LIMIT = false; // true;



private final boolean USE\_MOTOR = false; // true;

private final boolean DO\_MOTOR\_TORQUE\_LIMIT = false; // true;

private final boolean DO\_GEARBOX\_SPEED\_LIMIT = true; // true;



Try looking at stiffening the SEA spring

private final boolean USE\_MOTOR = false; // true;

private final boolean DO\_MOTOR\_TORQUE\_LIMIT = false; // true;

private final boolean DO\_GEARBOX\_SPEED\_LIMIT = false; // true;

springConstant.val = 5.0 \* 323.0; // Use a Units of Nm/rad



springConstant.val = 100.0 \* 323.0; // Use a Units of Nm/rad

