**HIRO VRML Files**

The VRML tree structure of joints is intimately connected with the OpenHRP library. The library (JointPath.h,Link.h,Body.h) read these files to identify joints by tags, translations, and rotations.

This information is later used to computed kinematics/dynamics/jacobians.

**Files**

* HIRO
  + The file that describes HIRO is: “HIRO\_PivotApproach.main.wrl”.
    - From within this file links to files for external objects are found.
  + External Objects:
    - End-Effecter
    - Male Camera Model
* Female Camera
  + The file “femaleCam.wrl” contains a basic tree structure to define the nature of the lower camera part and links to its high def model: lower\_vrml97\_10000\_point\_.wrl

**In QNX/HIRO ROBOT SIMULATION**

* The xml file must contain code to run the RobotSetup.