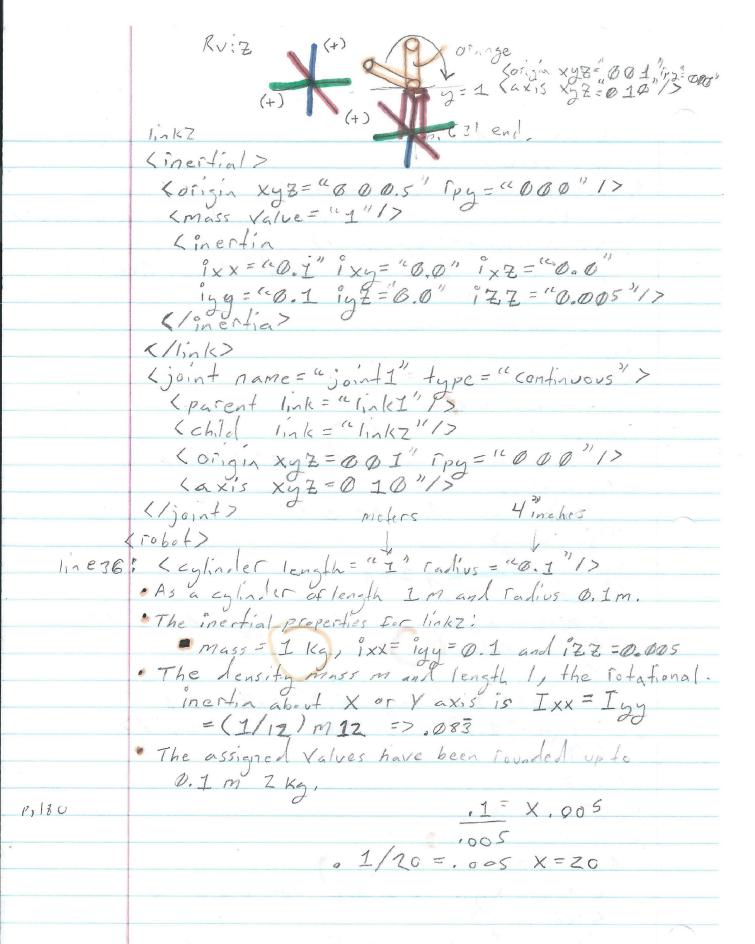
Book Ex. Urdf (3xm/ Version = "9 017> (Tubot name = " One DOF Tobot" > (-- Used for fixing Pobat to the simulator's world frome-> (link name=" world" 17 Goint name " glue robot to world" + type= "fixed" > (child link = " link ?"/> </point> (1-- Buse bink --> Clink name = "link"> (Virun1> Lorigin xy = "00 0,5" [py="000"/7 < box dsize="0.2 0.2 1"/> (/seometry) (inertial) Lorigin xy = "0 0 0.5" 5 = "0 0 0"/>
Lorigin xy = "0 0 0.5" 5 = "0 0 0"/> Cinertia ixx = "1.0" ixy="0.0" ixZ="0.0"

iyy="1.0" iyZ="0.0" iZZ="1.0"/> (linertial) (6- - Moveable Link --> Clink name = " link "> (Visual> (origin xy = "0 0 0.5" sp=000"/>
(seametry) Leglinder length = «1" radius = «0.1"/> (/ Jeometry>



P. 159 Convert continuous joint to revolute. · Bevolute - a hinge joint that rotates along the axis and has a limited large specified by the upper and lover limits. (-- Modify joint 1 --> < child link = "linkz"/> (axis xyz="001" [125="000"/> (limit effort="10.0" lower= "0.0" upper= "2.0" Velocity = " D.5" />
(dynamic Jamping = " 1.0"/> 4/joint? oupper and lower joint limits constrained to the range 0 to 2,0 · Express advator dypamic limits; · Velocity limit (here set to D.5 rad/s) +orque limit (10.0 N m Nm - Newton metre torque-represents energy transfered or expende per- angle of revolution. Equivalent to 1 jovle per-radium