

Introduction to V-REP

- Versatile robot simulator (<http://www.coppeliarobotics.com/>) allowing control of objects/models using remote API's.
- Allowing to write controllers in C++, Python, or MATLAB.
- Ability to perform inverse/forward kinematics, dynamic analysis and path/motion planning.

Introduction to V-REP

- Small overview of UI
- BubbleRob Tutorial
- Remote API
- Path Planners
- Lua Programming Language

Small overview of UI

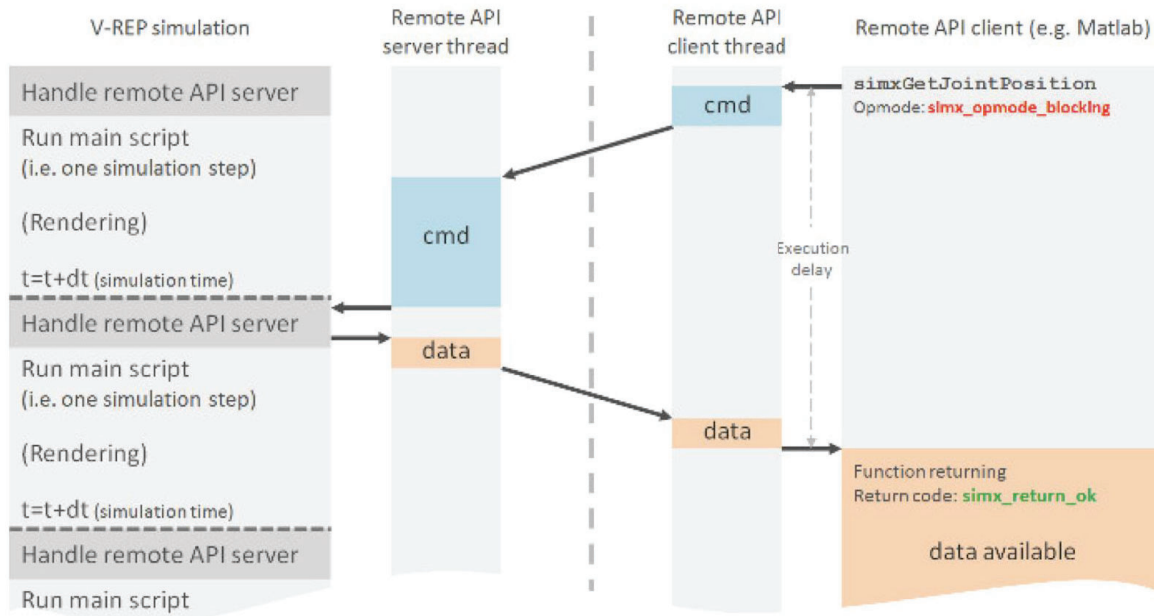
- Installing V-Rep
(<http://www.coppeliarobotics.com/downloads.html>)
- Running V-Rep
- UI (<http://www.coppeliarobotics.com/helpFiles/index.html>)

BubbleRob Tutorial

- User Manual
(<http://www.coppeliarobotics.com/helpFiles/index.html>)

Remote API

Reading data from V-REP via blocking function call



- There are several modes for communication (<http://www.coppeliarobotics.com/helpFiles/en/remoteApiConstants.htm#operationModes>)
- Most common and the one we will work with is blocking function call (synchronous function)

Remote API

- Key things to keep in mind
 - Client side is enabled (MATLAB, Python, C++):
<http://www.coppeliarobotics.com/helpFiles/en/remoteApiClientSide.htm>
 - Server side is enabled (V-REP):
<http://www.coppeliarobotics.com/helpFiles/en/remoteApiServerSide.htm>

Path Planners

- Path planners
(<http://www.coppeliarobotics.com/helpFiles/en/oldPathPlanningModule.htm>)
- Motion planners
(<http://www.coppeliarobotics.com/helpFiles/en/oldMotionPlanningModule.htm>)

Lua Programming Language

- Internal Codes
- Major functions
- Why?
- <https://www.lua.org/pil/contents.html>