

3rd party webot robot controllers in python IDLE

My Computer > Properties > Advanced System Settings > Environment Variables >

System Variable	Value
PYTHONPATH	C:\Python27\Lib;C:\Python27\DLLs;C:\Python27\Lib\lib-tk;C:\Program Files\Webots\lib\controller\python27;
WEBOTS_HOME	C:\Program Files\Webots
PYTHONIOENCODING	UTF-8
Path (add these)	C:\Python27;C:\Python27\Scripts;C:\Program Files\Webots\lib\controller\python27;C:\Program Files\Webots\msys64\mingw64\bin;C:\Program Files\Webots\lib\controller;%{WEBOTS_HOME}\lib\controller;

Webots world

Set the robot controller to **<extern>** , make a note of the robot name field

Sample robot controller (save and run in IDLE)

from controller import Robot, DistanceSensor, Motor TIME_STEP = 12; robot = Robot() leftMotor = robot.getMotor('motor1') rightMotor = robot.getMotor('motor2')	leftMotor.setPosition(float('inf'));rightMotor.setPosition(float('inf')) leftMotor.setVelocity(4); rightMotor.setVelocity(-4) while robot.step(TIME_STEP)!=-1: pass
---	--

Add this before

WEBOTS_ROBOT_NAME = "bot one"

wb_robot_init()

Internal python Webots controllers

Using complex libraries

libraries like thread, math, sys import without problems

import Tkinter fails from a webots native python controller. It cannot find the necessary library

make a new directory webots/lib/tcl/Python27 then copy c:/python27/tcl into that directory

then tkinter will run from a native webots controller...

Supervisor tasks in webots python

Sample robot controller (save and run in WEBOTS)

from controller import Supervisor, Motor robot = Supervisor() #using supervisor instead of robot #supervisor has all the functions of Robot too	def reset: robot.simulationSetMode(2) #crashes unless in fast mode robot.simulationReset() #restart the simulation robot.simulationSetMode(1) #back to normal play mode while robot.step(12)!=-1: pass
--	--

This allows more streamlined control of the robot without having to manually re-run an IDE or webots every time. Robot position can be done from within the controller without reloading the controller

although thread does work...it gives a stdout error