



19.launch启动文件的使用方法

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• Launch文件



```
<launch>
 <!-- local machine already has a definition by default.
       This tag overrides the default definition with
       specific ROS ROOT and ROS PACKAGE PATH values -->
  <machine name="local alt" address="localhost" default="true" ros-root="/u/user/ros/ros/" ros-package-path="/u/user/ros/ros-pkg" />
  <!-- a basic listener node -->
  <node name="listener-1" pkg="rospy tutorials" type="listener" />
  <!-- pass args to the listener node -->
  <node name="listener-2" pkg="rospy tutorials" type="listener" args="-foo arg2" />
  <!-- a respawn-able listener node -->
  <node name="listener-3" pkg="rospy tutorials" type="listener" respawn="true" />
  <!-- start listener node in the 'wg1' namespace -->
  <node ns="wg1" name="listener-wg1" pkg="rospy tutorials" type="listener" respawn="true" />
  <!-- start a group of nodes in the 'wg2' namespace -->
  <group ns="wq2">
   <!-- remap applies to all future statements in this scope. -->
    <remap from="chatter" to="hello"/>
    <node pkg="rospy tutorials" type="listener" name="listener" args="--test" respawn="true" />
    <node pkg="rospy tutorials" type="talker" name="talker">
     <!-- set a private parameter for the node -->
     <param name="talker 1 param" value="a value" />
     <!-- nodes can have their own remap args -->
     <remap from="chatter" to="hello-1"/>
     <!-- you can set environment variables for a node -->
     <env name="ENV EXAMPLE" value="some value" />
    </node>
  </group>
</launch>
```

Launch文件:通过XML文件实现多节点的配置和启动(可自动启动ROS Master)

• Launch文件语法



<launch>

launch文件中的根元素采用<launch>标签定义

启动节点

<node pkg="package-name" type="executable-name" name="node-name" />

<node>

- pkg: 节点所在的功能包名称
- type: 节点的可执行文件名称
- name: 节点运行时的名称
- output \ respawn \ required \ ns \ args

• Launch文件语法



<param> /
<rosparam>

设置ROS系统运行中的参数,存储在参数服务器中。

<param name="output_frame" value="odom"/>

name:参数名value:参数值

加载参数文件中的多个参数:

<rosparam file="params.yaml" command="load" ns= "params" />

参数 设置

launch文件内部的局部变量,仅限于launch文件使用

<arg name="arg-name" default="arg-value" />

• name:参数名 • value:参数值

<arg>

调用:

<param name="foo" value="\$(arg arg-name)" />
<node name="node" pkg="package" type="type " args="\$(arg arg-name)" />

• Launch文件语法



重映射

重映射ROS计算图资源的命名。

<remap from="/turtlebot/cmd_vel" to="/cmd_vel"/>

• from: 原命名

• to:映射之后的命名

嵌套

<include>

<remap >

包含其他launch文件,类似C语言中的头文件包含。

<include file="\$(dirname)/other.launch"/>

• file:包含的其他launch文件路径

*更多标签可参见: http://wiki.ros.org/roslaunch/XML

• Launch示例



```
<launch>
    <node pkg="learning topic" type="person subscriber" name="talker" output="screen" />
    <node pkg="learning topic" type="person publisher" name="listener" output="screen" />
</launch>
                                 simple.launch
<launch>
   <param name="/turtle number" value="2"/>
   <node pkg="turtlesim" type="turtlesim_node" name="turtlesim_node">
       <param name="turtle_name1" value="Tom"/>
       <param name="turtle name2" value="Jerry"/>
       <rosparam file="$(find learning_launch)/config/param.yaml" command="load"/>
   </node>
   <node pkg="turtlesim" type="turtle_teleop_key" name="turtle_teleop_key" output="screen"/>
</launch>
```

turtlesim_parameter_config.launch

• Launch示例



```
<launch>
  <!-- Turtlesim Node-->
  <node pkg="turtlesim" type="turtlesim node" name="sim"/>
   <node pkg="turtlesim" type="turtle teleop key" name="teleop" output="screen"/>
  <node pkg="learning tf" type="turtle tf broadcaster" args="/turtle1" name="turtle1 tf broadcaster" />
  <node pkg="learning tf" type="turtle tf broadcaster" args="/turtle2" name="turtle2 tf broadcaster" />
  <node pkg="learning tf" type="turtle tf listener" name="listener" />
</launch>
                                   start_tf_demo_c++.launch
               <launch>
                   <include file="$(find learning launch)/launch/simple.launch" />
                   <node pkg="turtlesim" type="turtlesim node" name="turtlesim node">
                       <remap from="/turtle1/cmd vel" to="/cmd vel"/>
                   </node>
               </launch>
                                     turtlesim_remap.launch
```

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