

# JSK Enshu robot\_programming Euslisp Manual

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平成 26 年 11 月 30 日

目次

## 第I部

## robot\_programming Models

**turtlebot-with-sensors-robot** [クラス]

```
:super  turtlebot-robot
:slots  sensors bumper-sensors
```

**:bumper-sensors** *nil* [メソッド]  
Returns bumper sensors.

**:bumper-sensor** *sensor-name* [メソッド]  
Returns bumper sensor of given name

**:init** *ℰrest args ℰkey (name turtlebot-with-sensors-robot)* [メソッド]

**:simulate** *objs* [メソッド]

**dxl-7dof-arm-robot** [クラス]

```
:super  robot-model
:slots  jc0 jc1 jc2 jc3 jc4 jc5 jc6
```

**:arm** *ℰrest args* [メソッド]  
Accessor for arm methods.

**:reset-pose** *nil* [メソッド]  
Reset pose.

**:reset-pose2** *nil* [メソッド]  
Reset pose2.

**:tuckarm-pose** *nil* [メソッド]  
Folding arm pose.

**:tuckarm-pose2** *nil* [メソッド]  
Folding arm pose2.

**:inverse-kinematics** *target-coords ℰrest args ℰkey (link-list) (move-target) (stop 300) (use-base nil) (start-coords (send self :copy-worldcoords)) (thre (cond ((atom target-coords) 10) (t (make-list (length target-coords) :initial-element 10)))) (rthre (cond ((atom target-coords) (deg2rad 5)) (t (make-list (length target-coords) :initial-element (deg2rad 5)))) (base-range (list :min #f(-30.0 -30.0) :max #f(30.0 30.0))) ℰallow-other-keys* [メソッド]

Inverse kinemaitcs method for arm robot.

**:init** *ℰrest args ℰkey (name dxl-7dof-arm-robot)* [メソッド]

**:make-root-link** *nil* [メソッド]

**:make-arm-links** *nil* [メソッド]

**:arm\_joint1** *nil* [メソッド]

<code>:arm_joint2</code>	<i>nil</i>	[メソッド]
<code>:arm_joint3</code>	<i>nil</i>	[メソッド]
<code>:arm_joint4</code>	<i>nil</i>	[メソッド]
<code>:arm_joint5</code>	<i>nil</i>	[メソッド]
<code>:arm_joint6</code>	<i>nil</i>	[メソッド]
<code>:arm_joint7</code>	<i>nil</i>	[メソッド]

## `dxl-armed-turtlebot-robot` [クラス]

```

:super  turtlebot-with-sensors-robot
:slots  arm-robot arm-base-fixed-joint

```

<code>:init</code>	<i>ℰrest args ℰkey (name dxl-armed-turtlebot-robot) (arm-origin-coords (make-coords :pos (float-vector 85.725 9.525 402) :rpy (list 0 0 pi)))</i>	[メソッド]
<code>:method-copying</code>	<i>substr ℰoptional (use-args nil)</i>	[メソッド]
<code>:arm</code>	<i>ℰrest args</i>	[メソッド]

`turtlebot-with-sensors` *nil* [関数]

Generation function for turtlebot-with-sensors-robot.

`dxl-7dof-arm` *nil* [関数]

Generation function for dxl-7dof-arm-robot.

`dxl-armed-turtlebot` *nil* [関数]

Generation function for dxl-armed-turtlebot-robot.

`make-dynamixel-ax-12a-motor-body` *nil* [関数]

`nil` `make-dynamixel-ax-12a-frame1-body` *nil* [関数]

`nil` `make-dynamixel-ax-12a-frame2-body` *nil* [関数]

`nil` `make-dxl-7dof-arm-gripper-body` *nil* [関数]

`nil` `make-dxl-7dof-arm-base-body` *nil* [関数]

`nil` `make-dynamixel-ax-12a-motor-unit-bodysset` *ℰkey (use-frame1 (list :bottom :left))* [関数]

`nil` `make-dxl-7dof-arm-root-link` *nil* [関数]

`nil` `make-dxl-7dof-arm-link1` *nil* [関数]

`nil` `make-dxl-7dof-arm-link2` *nil* [関数]

`nil` `make-dxl-7dof-arm-link3` *nil* [関数]

`nil` `make-dxl-7dof-arm-link4` *nil* [関数]

`nil` `make-dxl-7dof-arm-link5` *nil* [関数]

`nil` `make-dxl-7dof-arm-link6` *nil* [関数]

`nil` `make-dxl-7dof-arm-link7` *nil* [関数]

`nil`

## 第 II 部

# robot\_programming Robot Interface

`turtlebot-interface` [クラス]

```

:super  robot-interface
:slots  nil

```

<b>:bumper-vector</b> <i>nil</i>	[メソッド]
Get bumper value vector.	
<b>:button-vector</b> <i>nil</i>	[メソッド]
Get button value vector.	
<b>:wheel-drop-vector</b> <i>nil</i>	[メソッド]
Get wheel drop sensor vector.	
<b>:cliff-vector</b> <i>nil</i>	[メソッド]
Get cliff sensor vector.	
<b>:cliff-bottom-vector</b> <i>nil</i>	[メソッド]
Get cliff bottom vector.	
<b>:imucoords</b> <i>nil</i>	[メソッド]
Get imucoords.	
<b>:power-system-vector</b> <i>nil</i>	[メソッド]
Get power system vector.	
<b>:publish-led</b> <i>id value</i>	[メソッド]
Publish topic to turn on/off LEG. id should be 1-2. Value should be :black, :green, :orange, and :red.	
<b>:publish-sound</b> <i>value</i>	[メソッド]
Publish topic to turn on sound. value should be :on, :off, :recharge, :button, :error, :cleaningstart, and :cleaningend.	
<b>:go-stop</b> <i>Optional (force-stop t)</i>	[メソッド]
Stop go-velocity mode.	
<b>:go-pos</b> <i>x y Optional (d 0)</i>	[メソッド]
Move to desired x y position and yaw orientation. x and y is [m] and d is [deg].	
<b>:go-velocity</b> <i>x y d Optional (msec 1000) Optional (stop t) (wait)</i>	[メソッド]
Moving by desired x y translational velocity and yaw rotational velocity. x and y is [m/s] and d is [deg/s].	
<b>:initialize-turtlebot-ros</b> <i>nil</i>	[メソッド]
<b>:kobuki-bumper-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-button-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-power-system-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-wheel-drop-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-cliff-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-imu-states-callback</b> <i>msg</i>	[メソッド]
<b>:laptop-charge-callback</b> <i>msg</i>	[メソッド]
<b>:def-vector-value</b> <i>Optional (simulate-func #'(lambda nil (instantiate float-vector 3))) (raw-data-name) (vector-length 3) (state-name :state) (value-name)</i>	[メソッド]
<b>:raw-bumper-data</b> <i>nil</i>	[メソッド]
<b>:raw-button-data</b> <i>nil</i>	[メソッド]
<b>:raw-wheel-drop-data</b> <i>nil</i>	[メソッド]
<b>:raw-cliff-data</b> <i>nil</i>	[メソッド]

<b>:raw-imu-data</b> <i>nil</i>	[メソッド]
<b>:imurot</b> <i>nil</i>	[メソッド]
<b>:update-robot-state</b> <i>ℰrest args</i>	[メソッド]
<b>:move-to</b> <i>coords ℰkey (retry 10) (frame-id /world) (wait-for-server-timeout 5)</i>	[メソッド]
<b>:init</b> <i>ℰrest args</i>	[メソッド]
<b>:add-controller</b> <i>ℰrest args</i>	[メソッド]

## **dxl-7dof-arm-interface** [クラス]

```

:super    robot-interface
:slots    nil

```

**:set-compliance-slope** *id slope* [メソッド]

Set compliance slope for one joint. id should be 1-7. slope is 32 by default.

**:compliance-slope-vector** *av* [メソッド]

Set compliance slope vector for all joints. #f(32 32 32 32 32 32 32) by default.

**:set-torque-limit** *id torque-limit* [メソッド]

Set torque limit for one joint. id should be 1-7. torque-limit should be within [0, 1].

**:torque-enable** *id torque-enable* [メソッド]

Configure joint torque mode for one joint. id should be 1-7. If torque-enable is t, move to torque control mode, otherwise, move to joint position mode.

**:servo-on** *id* [メソッド]

Servo On for one joint. id should be 1-7.

**:servo-off** *id* [メソッド]

Servo Off for one joint. id should be 1-7.

**:servo-on-all** *nil* [メソッド]

Servo On for all joints.

**:servo-off-all** *nil* [メソッド]

Servo Off for all joints.

**:start-grasp** *ℰoptional (arm :arm) ℰkey ((:gain g) 0.5) ((:objects objs) objects)* [メソッド]

Start grasp mode.

**:stop-grasp** *ℰoptional (arm :arm) ℰkey (wait nil)* [メソッド]

Stop grasp mode.

**:initialize-arm-robot-ros** *nil* [メソッド]

**:dynamixel-motor-states-callback** *msg* [メソッド]

**:fullbody-controller** *nil* [メソッド]

**:gripper-controller** *nil* [メソッド]

**:default-controller** *nil* [メソッド]

**:servo-on-off** *id on/off* [メソッド]

**:init** *ℰrest args* [メソッド]

## **dxl-armed-turtlebot-robot** [クラス]

```

:super    turtlebot-with-sensors-robot

```

:slots arm-robot arm-base-fixed-joint

**:init** *ℰrest args ℰkey (name dxl-armed-turtlebot-robot) (arm-origin-coords (make-coords :pos (float-vector 85.725 9.525 402) :rpy (list 0 0 pi)))* [メソッド]

**:method-copying** *substr ℰoptional (use-args nil)* [メソッド]

**:arm** *ℰrest args* [メソッド]

**dxl-armed-turtlebot-interface** [クラス]

:super **robot-interface**

:slots nil

**:set-compliance-slope** *id slope* [メソッド]

Set compliance slope for one joint. id should be 1-7. slope is 32 by default.

**:compliance-slope-vector** *av* [メソッド]

Set compliance slope vector for all joints. #f(32 32 32 32 32 32 32) by default.

**:set-torque-limit** *id torque-limit* [メソッド]

Set torque limit for one joint. id should be 1-7. torque-limit should be within [0, 1].

**:torque-enable** *id torque-enable* [メソッド]

Configure joint torque mode for one joint. id should be 1-7. If torque-enable is t, move to torque control mode, otherwise, move to joint position mode.

**:servo-on** *id* [メソッド]

Servo On for one joint. id should be 1-7.

**:servo-off** *id* [メソッド]

Servo Off for one joint. id should be 1-7.

**:servo-on-all** *nil* [メソッド]

Servo On for all joints.

**:servo-off-all** *nil* [メソッド]

Servo Off for all joints.

**:start-grasp** *ℰoptional (arm :arm) ℰkey ((:gain g) 0.5) ((:objects objs) objects)* [メソッド]

Start grasp mode.

**:stop-grasp** *ℰoptional (arm :arm) ℰkey (wait nil)* [メソッド]

Stop grasp mode.

**:bumper-vector** *nil* [メソッド]

Get bumper value vector.

**:button-vector** *nil* [メソッド]

Get button value vector.

**:wheel-drop-vector** *nil* [メソッド]

Get wheel drop sensor vector.

<b>:cliff-vector</b> <i>nil</i>	[メソッド]
Get cliff sensor vector.	
<b>:cliff-bottom-vector</b> <i>nil</i>	[メソッド]
Get cliff bottom vector.	
<b>:imucoords</b> <i>nil</i>	[メソッド]
Get imucoords.	
<b>:power-system-vector</b> <i>nil</i>	[メソッド]
Get power system vector.	
<b>:publish-led</b> <i>id value</i>	[メソッド]
Publish topic to turn on/off LEG. id should be 1-2. Value should be :black, :green, :orange, and :red.	
<b>:publish-sound</b> <i>value</i>	[メソッド]
Publish topic to turn on sound. value should be :on, :off, :recharge, :button, :error, :cleaningstart, and :cleaningend.	
<b>:go-stop</b> <i>Optional (force-stop t)</i>	[メソッド]
Stop go-velocity mode.	
<b>:go-pos</b> <i>x y Optional (d 0)</i>	[メソッド]
Move to desired x y position and yaw orientation. x and y is [m] and d is [deg].	
<b>:go-velocity</b> <i>x y d Optional (msec 1000) Optional (stop t) (wait)</i>	[メソッド]
Moving by desired x y translational velocity and yaw rotational velocity. x and y is [m/s] and d is [deg/s].	
<b>:initialize-arm-robot-ros</b> <i>nil</i>	[メソッド]
<b>:dynamixel-motor-states-callback</b> <i>msg</i>	[メソッド]
<b>:fullbody-controller</b> <i>nil</i>	[メソッド]
<b>:gripper-controller</b> <i>nil</i>	[メソッド]
<b>:default-controller</b> <i>nil</i>	[メソッド]
<b>:servo-on-off</b> <i>id on/off</i>	[メソッド]
<b>:initialize-turtlebot-ros</b> <i>nil</i>	[メソッド]
<b>:kobuki-bumper-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-button-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-power-system-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-wheel-drop-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-cliff-states-callback</b> <i>msg</i>	[メソッド]
<b>:kobuki-imu-states-callback</b> <i>msg</i>	[メソッド]
<b>:laptop-charge-callback</b> <i>msg</i>	[メソッド]
<b>:def-vector-value</b> <i>Optional (simulate-func #'(lambda nil (instantiate float-vector 3))) (raw-data-name) (vector-length 3) (state-name :state) (value-name)</i>	[メソッド]
<b>:raw-bumper-data</b> <i>nil</i>	[メソッド]
<b>:raw-button-data</b> <i>nil</i>	[メソッド]
<b>:raw-wheel-drop-data</b> <i>nil</i>	[メソッド]
<b>:raw-cliff-data</b> <i>nil</i>	[メソッド]
<b>:raw-imu-data</b> <i>nil</i>	[メソッド]
<b>:imurot</b> <i>nil</i>	[メソッド]
<b>:update-robot-state</b> <i>Optional (rest args)</i>	[メソッド]
<b>:move-to</b> <i>coords Optional (retry 10) (frame-id /world) (wait-for-server-timeout 5)</i>	[メソッド]

<b>:init</b> <i>ℰrest args</i>	[メソッド]
<b>turtlebot-init</b> <i>ℰkey (objects)</i> Initialization function for <i>*ri*</i> and <i>*turtlebot*</i> .	[関数]
<b>dxl-7dof-arm-init</b> <i>nil</i> Initialization function for <i>*ri*</i> and <i>*dxl-7dof-arm*</i> .	[関数]
<b>dxl-armed-turtlebot</b> <i>nil</i> Generation function for <i>dxl-armed-turtlebot-robot</i> .	[関数]
<b>dxl-armed-turtlebot-init</b> <i>ℰkey (objects)</i> Initialization function for <i>*ri*</i> and <i>*dxl-armed-turtlebot*</i> .	[関数]
<b>get-method-list-for-turtlebot-interface</b> <i>nil</i>	[関数]
<i>nil</i> <b>get-method-list-for-dxl-7dof-arm-interface</b> <i>nil</i>	[関数]
<i>nil</i> <b>get-method-list-for-turtlebot-interface</b> <i>nil</i>	[関数]
<i>nil</i> <b>get-method-list-for-dxl-7dof-arm-interface</b> <i>nil</i>	[関数]
<i>nil</i>	