## ROS Tutorial #7:

Note, this tutorial assumes that you have just finished tutorial #6. But, the tutorial #7 initial instructions are not quite correct, as tutorial #6 assumes you are running two copies of the turtle, while tutorial #7 assumes a single turtle. So, to set up #7 properly, do this:

- Open a new terminal
- cd ~/catkin\_ws
- source devel/setup.bash
- roscore &
- rosrun turtlesim turtlesim\_node &
- rosrun turtlesim turtle\_teleop\_key

## Now start the steps of the beginner tutorial #6.

- 2.1: rosservice type /clear
- 2.2: rosservice call /clear

% start the ross master, the

% start the keyboard logger

- 2.3: rosservice type /spawn | rossrv show
  - This is "linux speak" to string together two commands
  - o rosservice type /spawn returns "turtlesim/spawn"
  - the "| rossrv show" bit in effect calls: rossrv show turtlesim/spawn
  - this returns the message structure of the spawn service in the turtlesim node
- 2.4: rosservice call /spawn 220.2 ""
  - $\circ$  Spawn a new robot in the window at location (x=2,y=2,theta=0.2) with no name

## The next part of tutorial #7, part 3, deals with parameters in ROS, using the rosparam function

- **3.1**: rosparam list % list the available parameters
- **3.2**: rosparam set /turtlesim/background\_r 150
  - Note, the tutorial is *wrong*. The tutorial does properly prepend the "/turtlesim" portion of the name. This probably comes from the way that ROS melodic works versues
- **3.2 (continued):** rosparam get /turtlesim/background\_g •
  - Again, the tutorial is *wrong*, forgetting to prepend the "/turtlesim" portion
- **3.2 (continued):** rosparam get /
  - The tutorial function call is correct, but ROS melodic returns a different format that that described in the tutorial
- **3.3**: rosparam dump params.yaml
- **3.3 (continued):** rosparam load params.yml copy
- **3.3 (continued):** rosparam get /copy/turtlesim/background\_b
  - The tutorial is *wrong*. The turtlesim node needs to be specified.

% what arguments does the /clear service require?

% start the turtlesim node, popping up a window

% call turtlesim /clear, which erases any paths