

# ROS可视化——rviz

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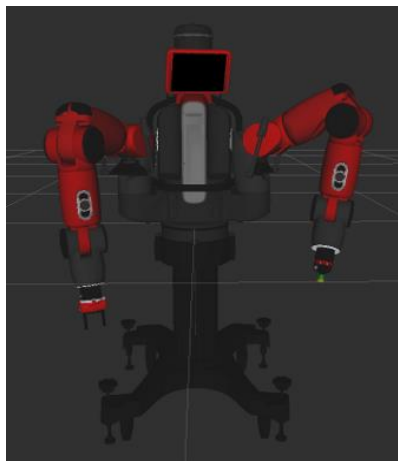
古月居：<http://www.guyuehome.com>



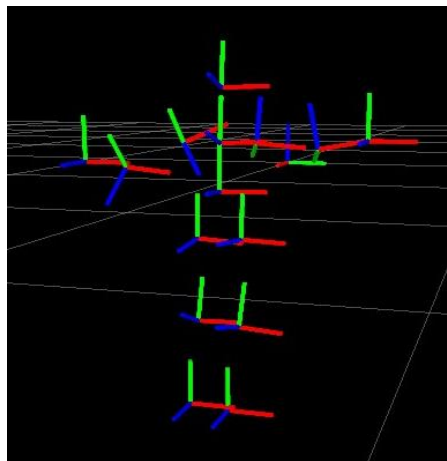
- **Why-为什么要用rviz**
- **What-什么是rviz**
- **How-如何使用rviz**



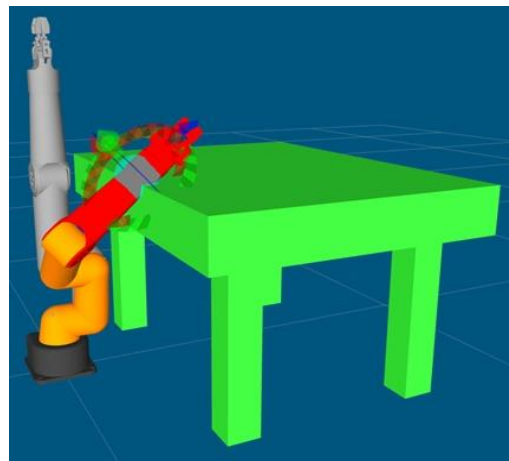
# Why-数据可视化



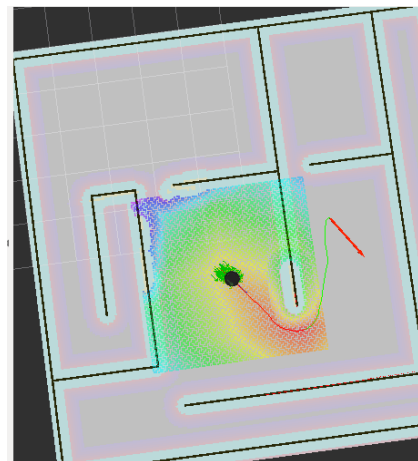
机器人模型



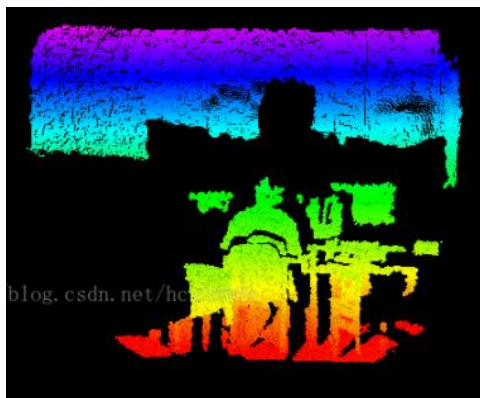
坐标



运动规划



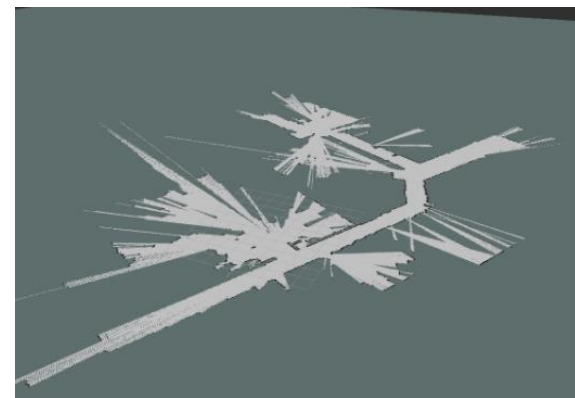
导航



点云

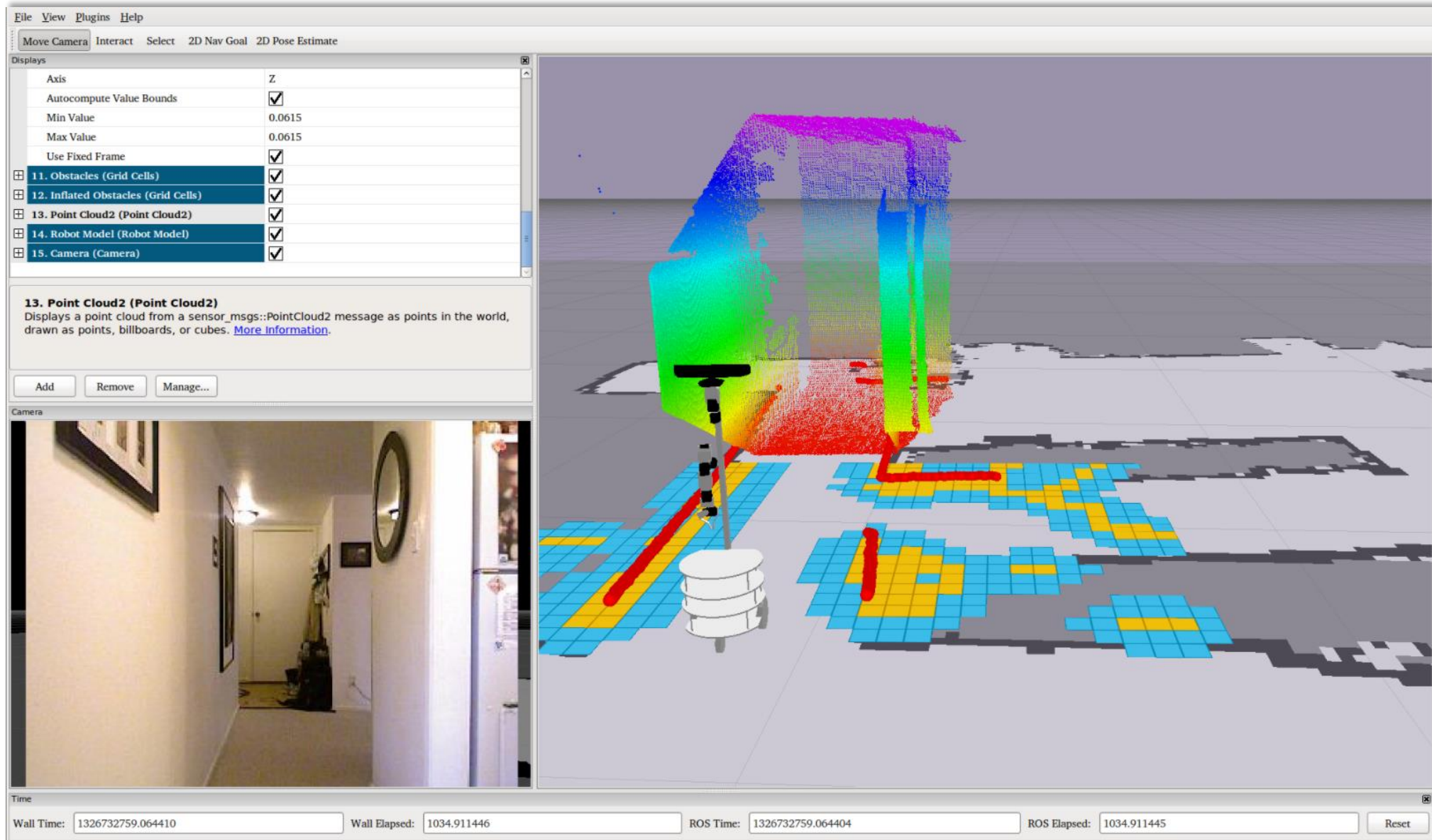


图像



SLAM

# Why-数据可视化平台



# What-rviz is ...

**Rviz**是一款**三维可视化工具**，可以很好的兼容基于ROS软件框架的机器人平台。

- 在rviz中，可以使用**可扩展标记语言XML**对机器人、周围物体等任何实物进行尺寸、质量、位置、材质、关节等属性的描述，并且在界面中呈现出来。
- 同时，rviz还可以通过**图形化的方式**，实时显示机器人传感器的信息、机器人的运动状态、周围环境的变化等信息。
- 总而言之，rviz通过机器人模型参数、机器人发布的传感信息等数据，为用户进行所有**可监测信息的图形化显示**。用户和开发者也可以在rviz的控制界面下，通过按钮、滑动条、数值等方式，控制机器人的行为。

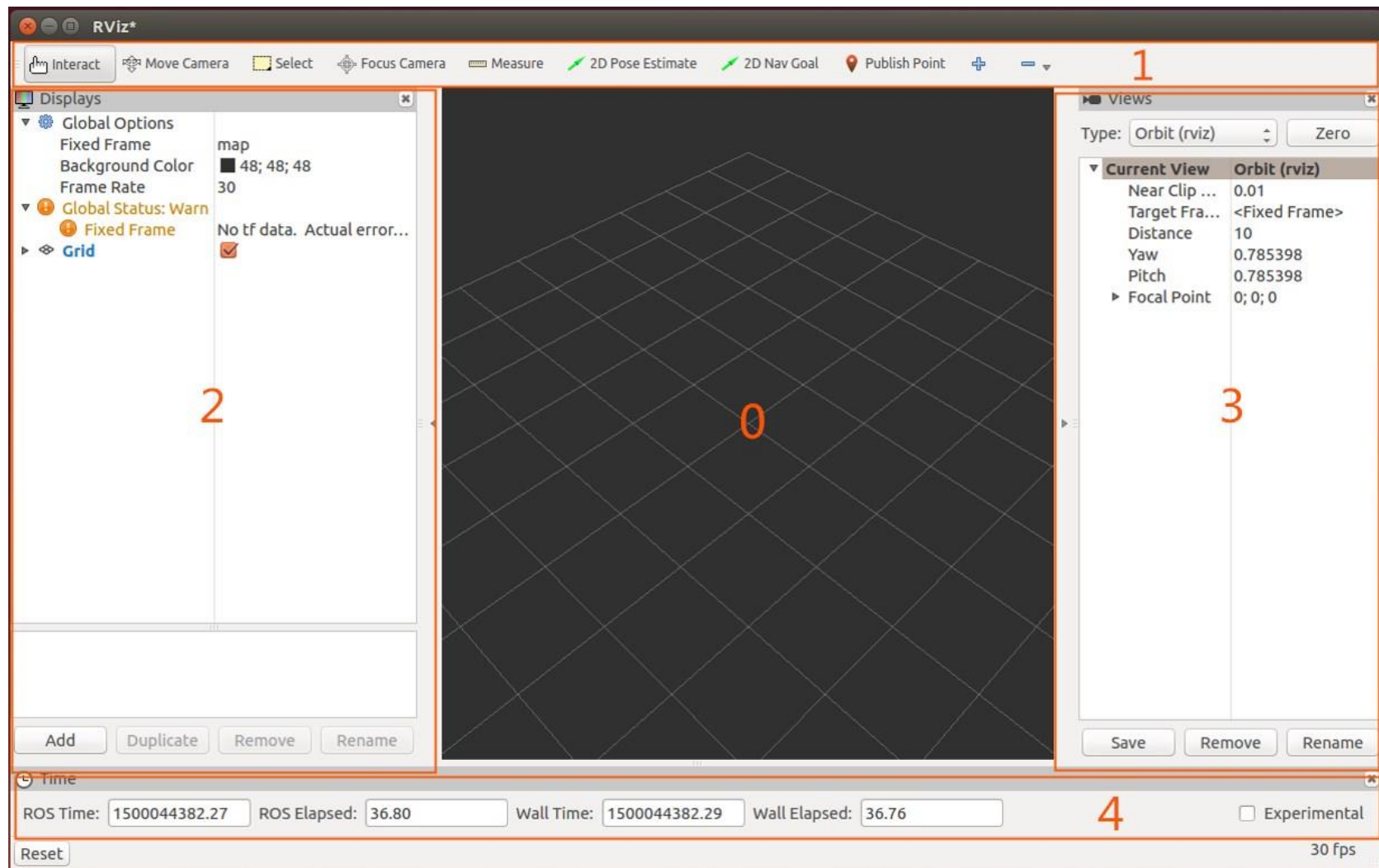
# What-介绍视频



官方介绍：<https://youtu.be/i--Sd4xH9ZE>

# What-界面布局

- 0 : 3D视图区
- 1 : 工具栏
- 2 : 显示项列表
- 3 : 视角设置区
- 4 : 时间显示区





# What-显示插件

- 坐标轴
- 摄像头
- 网格
- 图像
- 标记
- 激光
- 地图
- 路径
- 位姿
- 点
- 点云
- 里程计
- 坐标
- 机器人模型

.....

| Name                              | Description   | Messages Used   |
|-----------------------------------|---|---|
| <a href="#">Axes</a>              | Displays a set of Axes  |   |
| <a href="#">Effort</a>            | Shows the effort being put into each revolute joint of a robot.   | <a href="#">sensor_msgs/JointStates</a>   |
| <a href="#">Camera</a>            | Creates a new rendering window from the perspective of a camera, and overlays the image on top of it.   | <a href="#">sensor_msgs/Image</a> ,<br><a href="#">sensor_msgs/CameraInfo</a>                 |
| <a href="#">Grid</a>              | Displays a 2D or 3D grid along a plane  |   |
| <a href="#">Grid Cells</a>        | Draws cells from a grid, usually obstacles from a costmap from the <a href="#">navigation</a> stack.  | <a href="#">nav_msgs/GridCells</a>  |
| <a href="#">Image</a>             | Creates a new rendering window with an Image. Unlike the Camera display, this display does not use a CameraInfo. <i>Version: Diamondback+</i> | <a href="#">sensor_msgs/Image</a>   |
| <a href="#">InteractiveMarker</a> | Displays 3D objects from one or multiple Interactive Marker servers and allows mouse interaction with them. <i>Version: Electric+</i>         | <a href="#">visualization_msgs/InteractiveMarker</a>  |
| <a href="#">Laser Scan</a>        | Shows data from a laser scan, with different options for rendering modes, accumulation, etc.  | <a href="#">sensor_msgs/LaserScan</a>   |
| <a href="#">Map</a>               | Displays a map on the ground plane.   | <a href="#">nav_msgs/OccupancyGrid</a>  |
| <a href="#">Markers</a>           | Allows programmers to display arbitrary primitive shapes through a topic  | <a href="#">visualization_msgs/Marker</a> ,<br><a href="#">visualization_msgs/MarkerArray</a> |
| <a href="#">Path</a>              | Shows a path from the <a href="#">navigation</a> stack.   | <a href="#">nav_msgs/Path</a>   |
| <a href="#">Point</a>             | Draws a point as a small sphere.  | <a href="#">geometry_msgs/PointStamped</a>  |
| <a href="#">Pose</a>              | Draws a pose as either an arrow or axes.  | <a href="#">geometry_msgs/PoseStamped</a>   |
| <a href="#">Pose Array</a>        | Draws a "cloud" of arrows, one for each pose in a pose array  | <a href="#">geometry_msgs/PoseArray</a>   |
| <a href="#">Point Cloud(2)</a>    | Shows data from a point cloud, with different options for rendering modes, accumulation, etc.   | <a href="#">sensor_msgs/PointCloud</a> ,<br><a href="#">sensor_msgs/PointCloud2</a>           |
| <a href="#">Polygon</a>           | Draws the outline of a polygon as lines.  | <a href="#">geometry_msgs/Polygon</a>   |
| <a href="#">Odometry</a>          | Accumulates odometry poses from over time.  | <a href="#">nav_msgs/Odometry</a>   |
| <a href="#">Range</a>             | Displays cones representing range measurements from sonar or IR range sensors. <i>Version: Electric+</i>                                      | <a href="#">sensor_msgs/Range</a>   |
| <a href="#">RobotModel</a>        | Shows a visual representation of a robot in the correct pose (as defined by the current TF transforms).                                       |   |
| <a href="#">TF</a>                | Displays the <a href="#">tf</a> transform hierarchy.  |   |
| <a href="#">Wrench</a>            | Draws a wrench as arrow (force) and arrow + circle (torque)   | <a href="#">geometry_msgs/WrenchStamped</a>   |
| <a href="#">Oculus</a>            | Renders the RViz scene to an Oculus headset   |   |

# How-安装

## 安装

rviz 已经集成在桌面完整版的ROS系统当中，所以如果你已经成功安装了桌面完整版的ROS，可以直接跳过这一步骤，否则，请使用如下命令进行安装：

```
sudo apt-get install ros-indigo-rviz
```



## 执行

执行安装完成后，在两个终端中分别运行如下指令，即可启动rviz主界面：

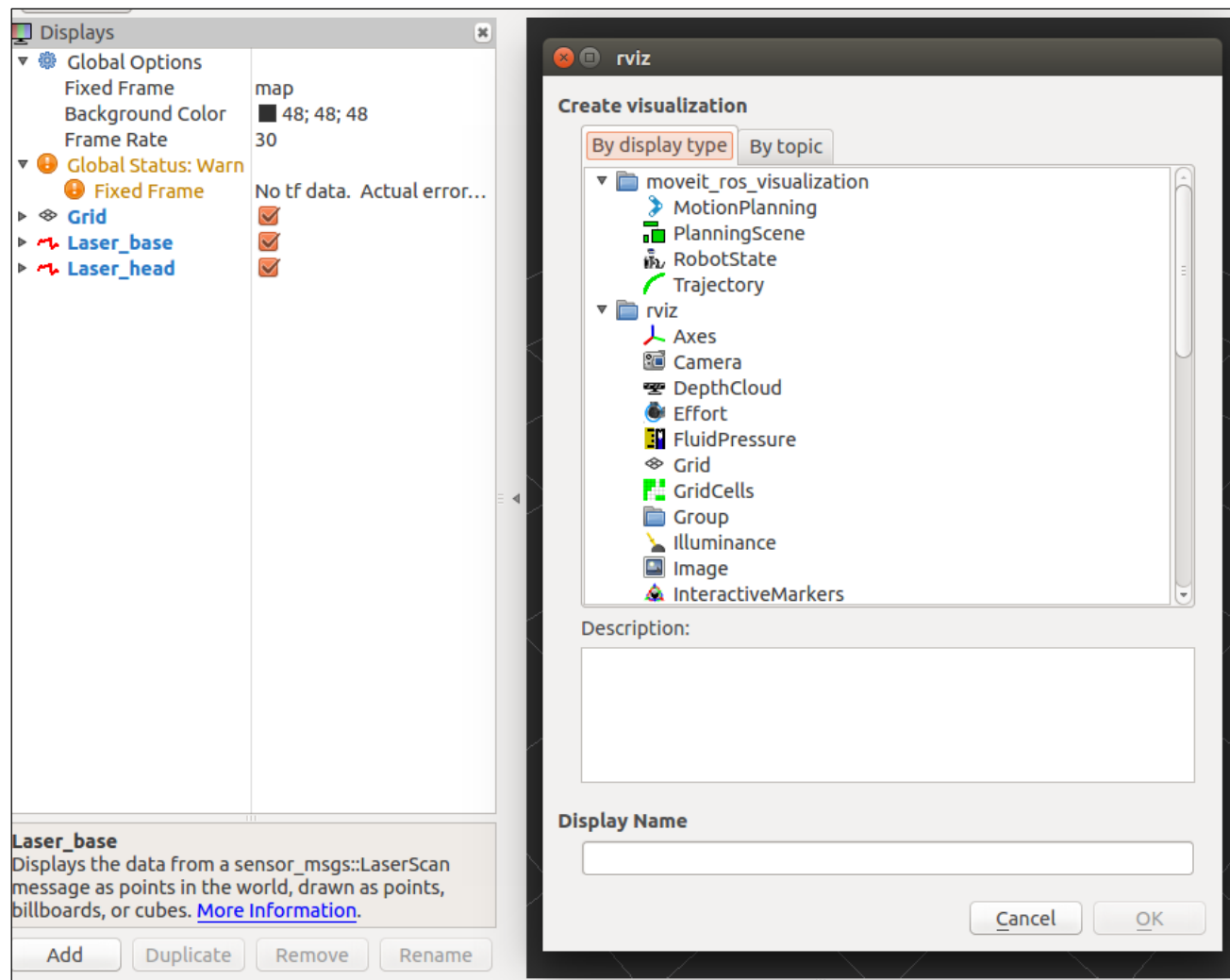
```
roscore
```

```
roslaunch rviz rviz
```

# How-数据可视化

- **前提** - 要有数据 ( ROS消息 )
- **点击** - 显示项列表 “Add” 按键
- **选择** - 需要的显示插件
- **选填** - “Description” 和 “Name”

例如：显示两个激光传感器的数据，我们可以分别添加两个 “LaserScan” 类型的数据，命名为 “Laser\_base” 和 “Laser\_head” 进行显示。

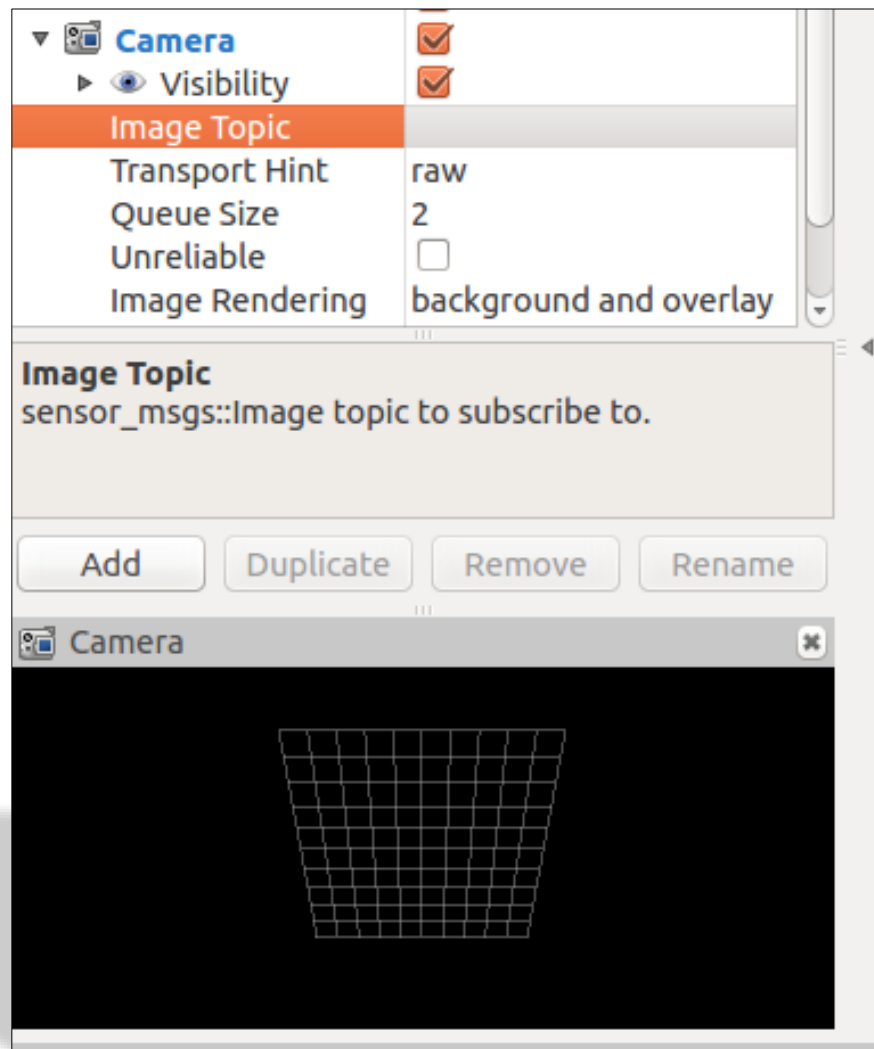


# How-数据可视化

**设置Topic** - 订阅话题消息数据



**订阅成功** - 视图区显示可视化后的数据



# How-数据可视化

**订阅失败** - 检查属性区域的“Status”状态

四种状态：OK/Warning/Error/Disabled

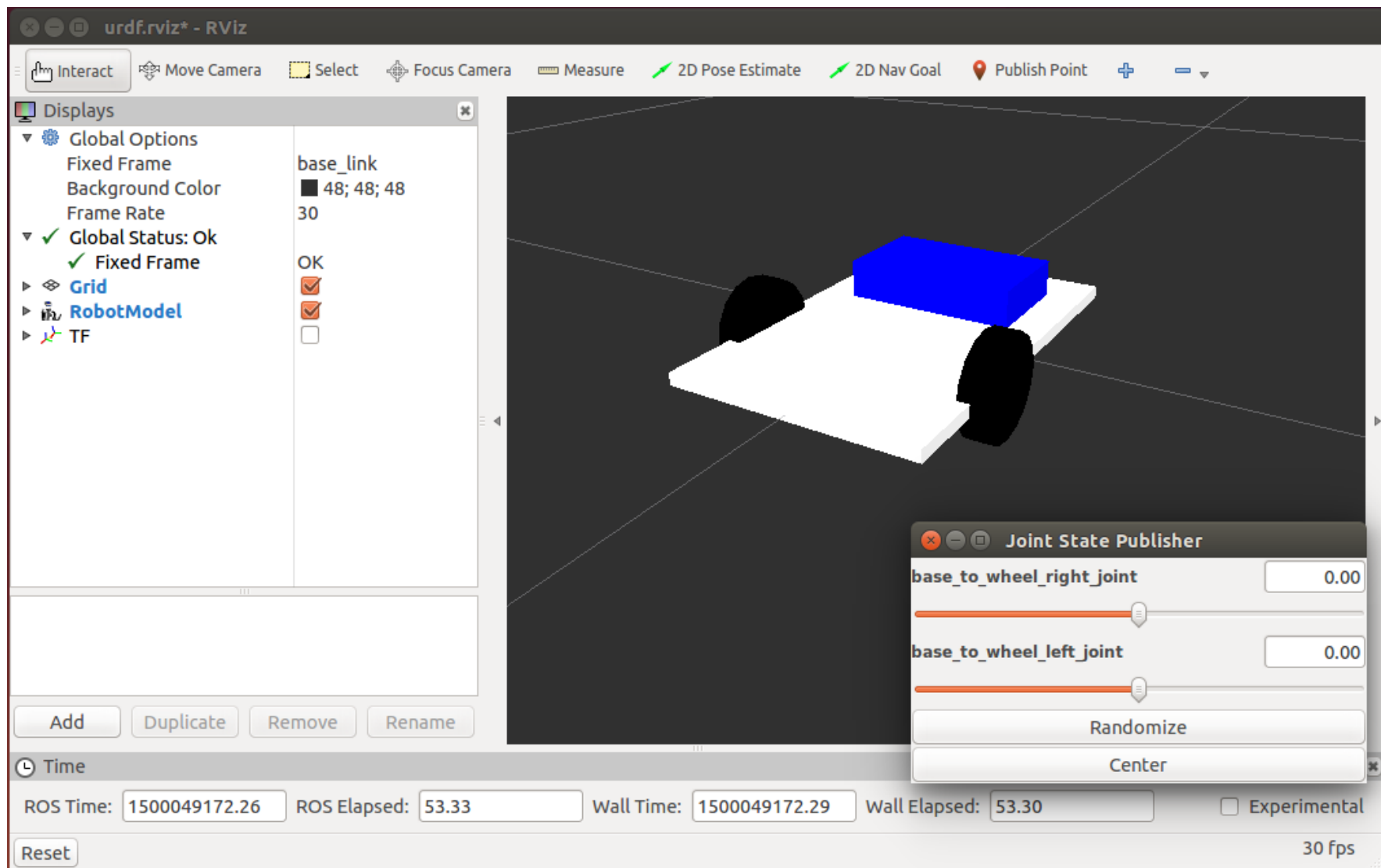


**检查** - 检查数据是否正常发布

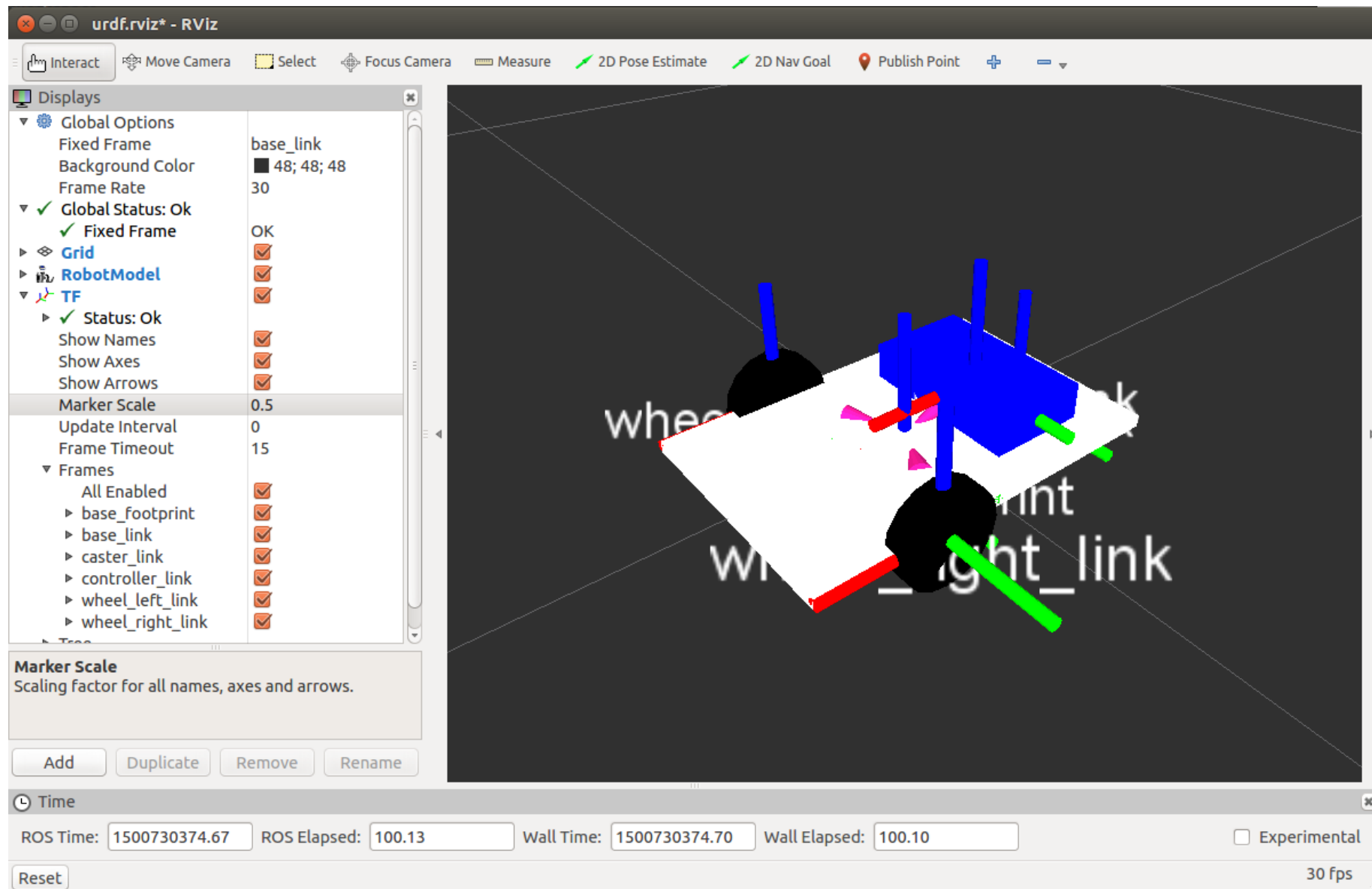
|                               |                                     |
|-------------------------------|-------------------------------------|
| 01. Laser Scan (Laser)        | <input checked="" type="checkbox"/> |
| Status: OK                    |                                     |
| Points                        | Showing [125093] points from [0]    |
| Topic                         | 1243 messages received              |
| Transform                     | Transform OK                        |
| 02. Laser Scan2 (Laser)       | <input checked="" type="checkbox"/> |
| Status: Warning               |                                     |
| Points                        | Showing [0] points from [0]         |
| Topic                         | No messages received                |
| 03. Point Cloud (Point Cloud) | <input checked="" type="checkbox"/> |
| Status: Error                 |                                     |
| Points                        | Showing [0] points from [0]         |
| Topic                         | No messages received                |
| Transform                     | Frame [/bad_frame] does not exist   |
| 04. Laser Scan3 (Laser)       | <input type="checkbox"/>            |
| Status: Disabled              |                                     |

# How-以LiteBot为例

显示机器人模型

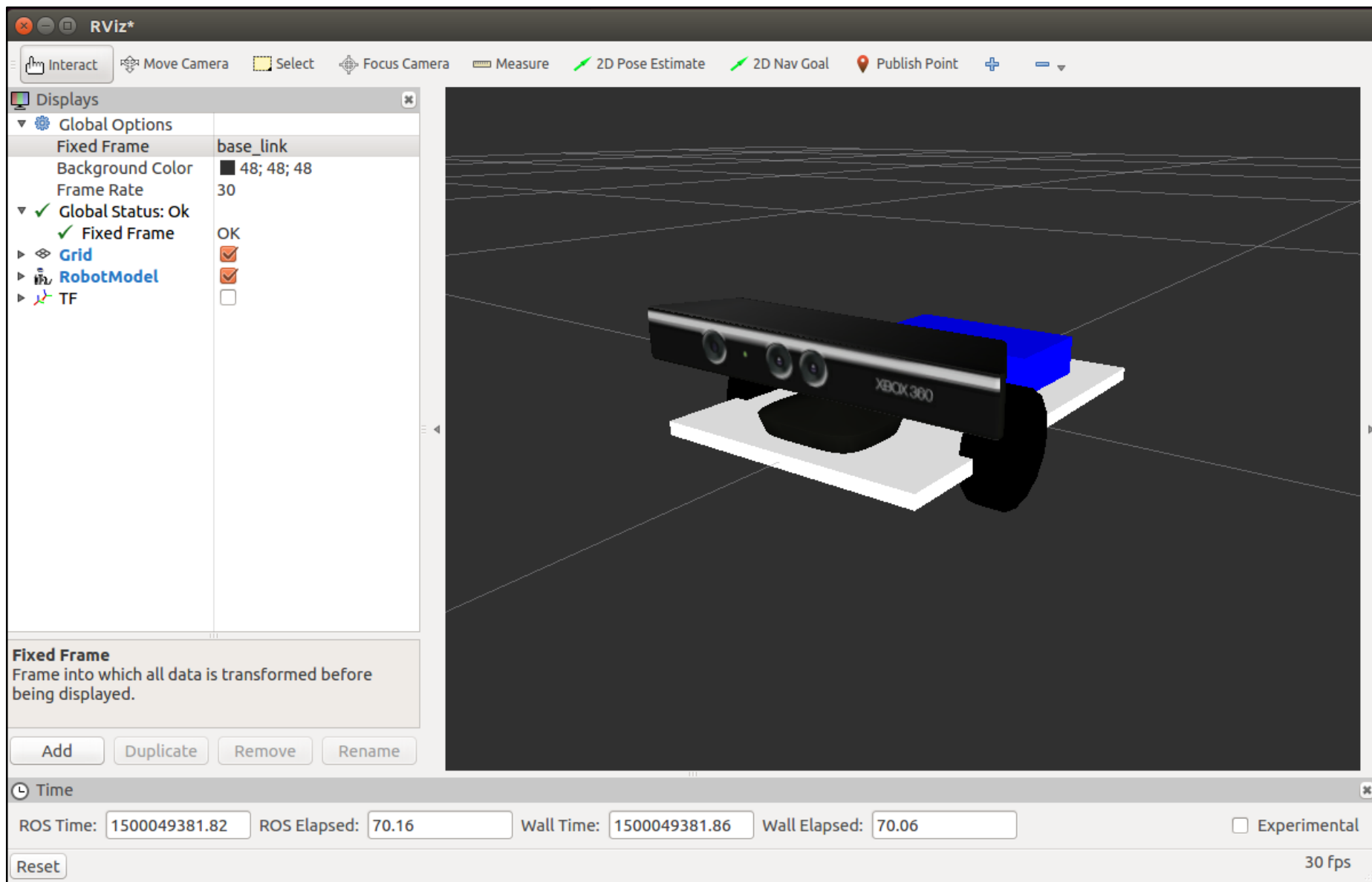


# How-以LiteBot为例



显示坐标

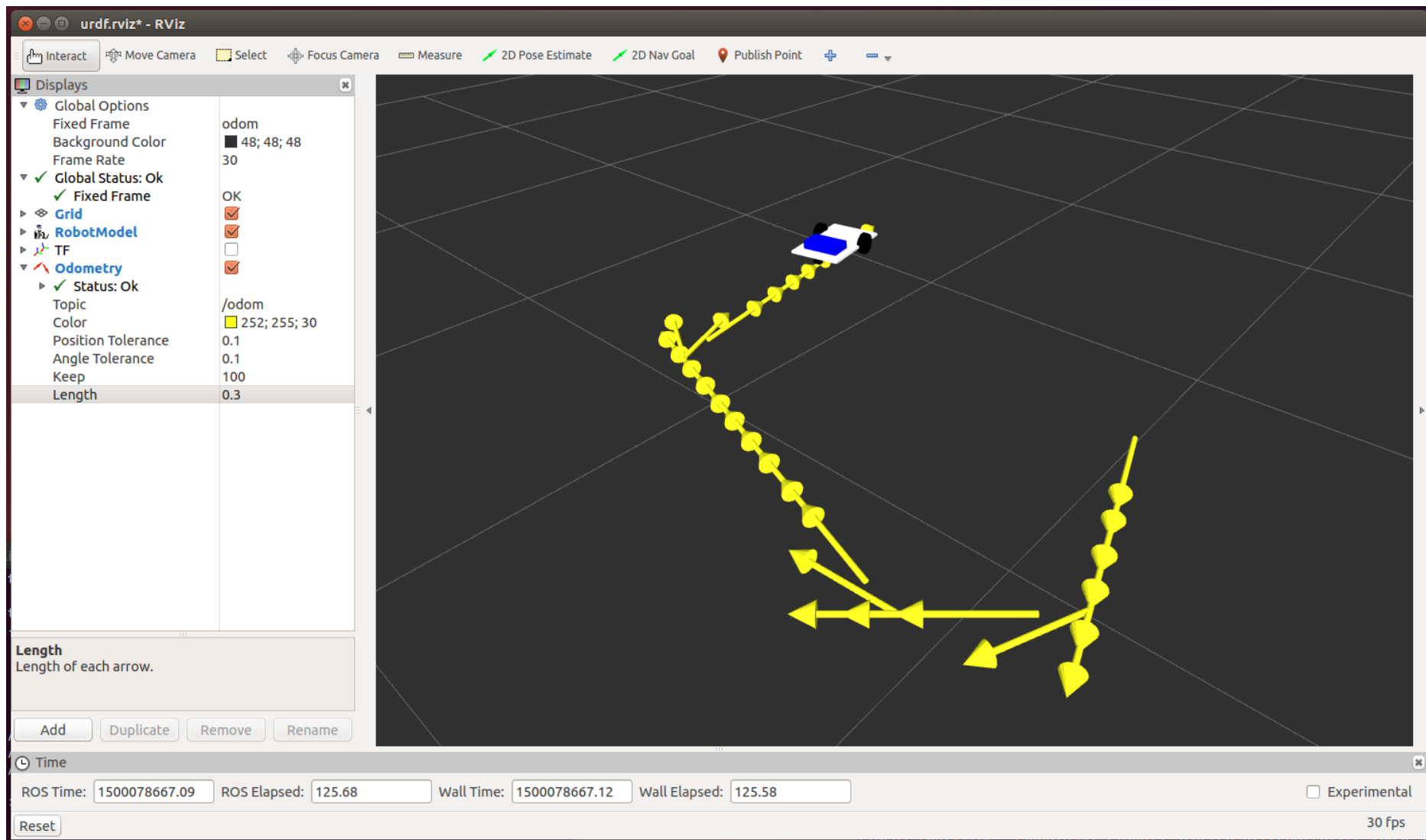
# How-以LiteBot为例



加入传感器

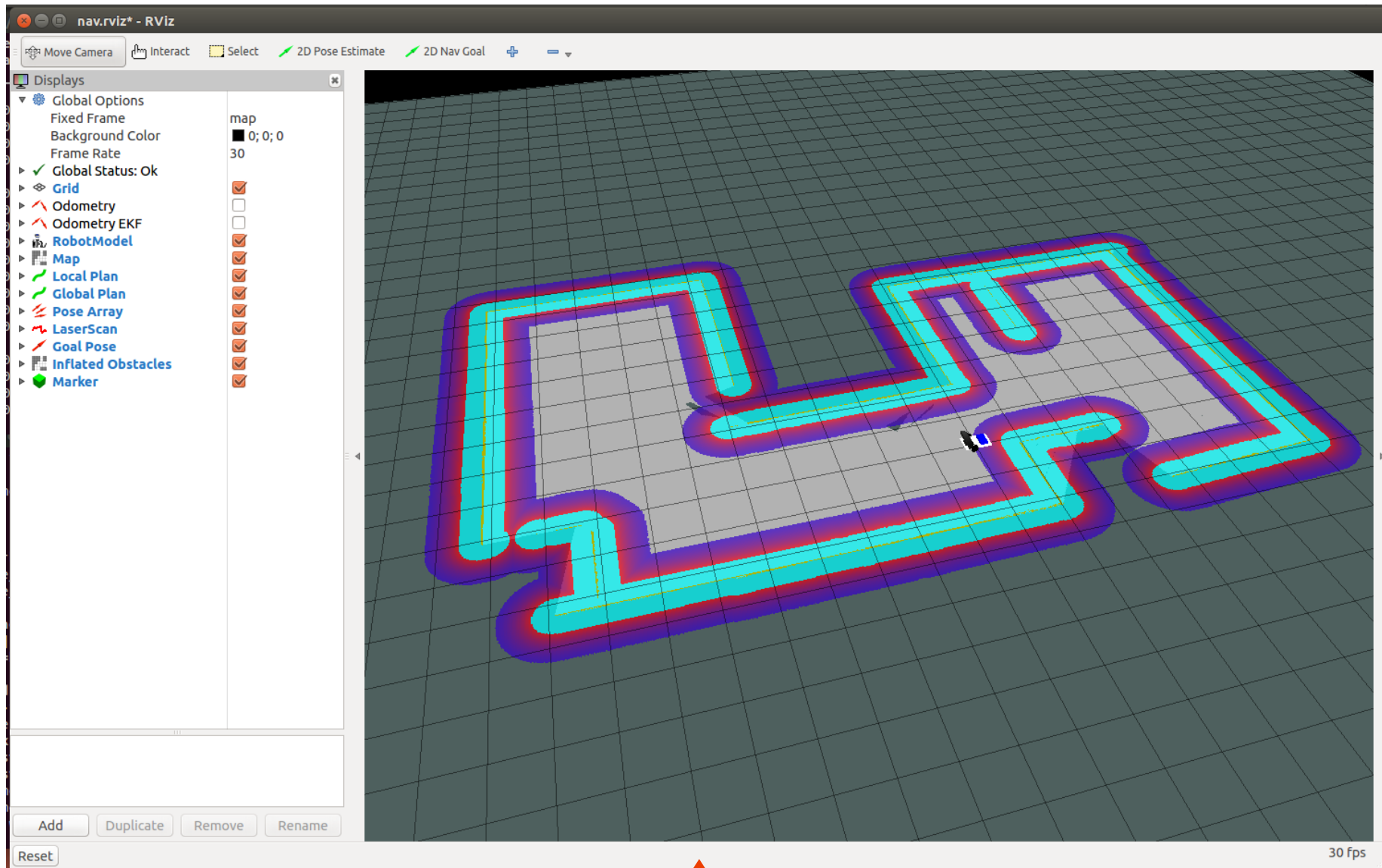


# How-以LiteBot为例



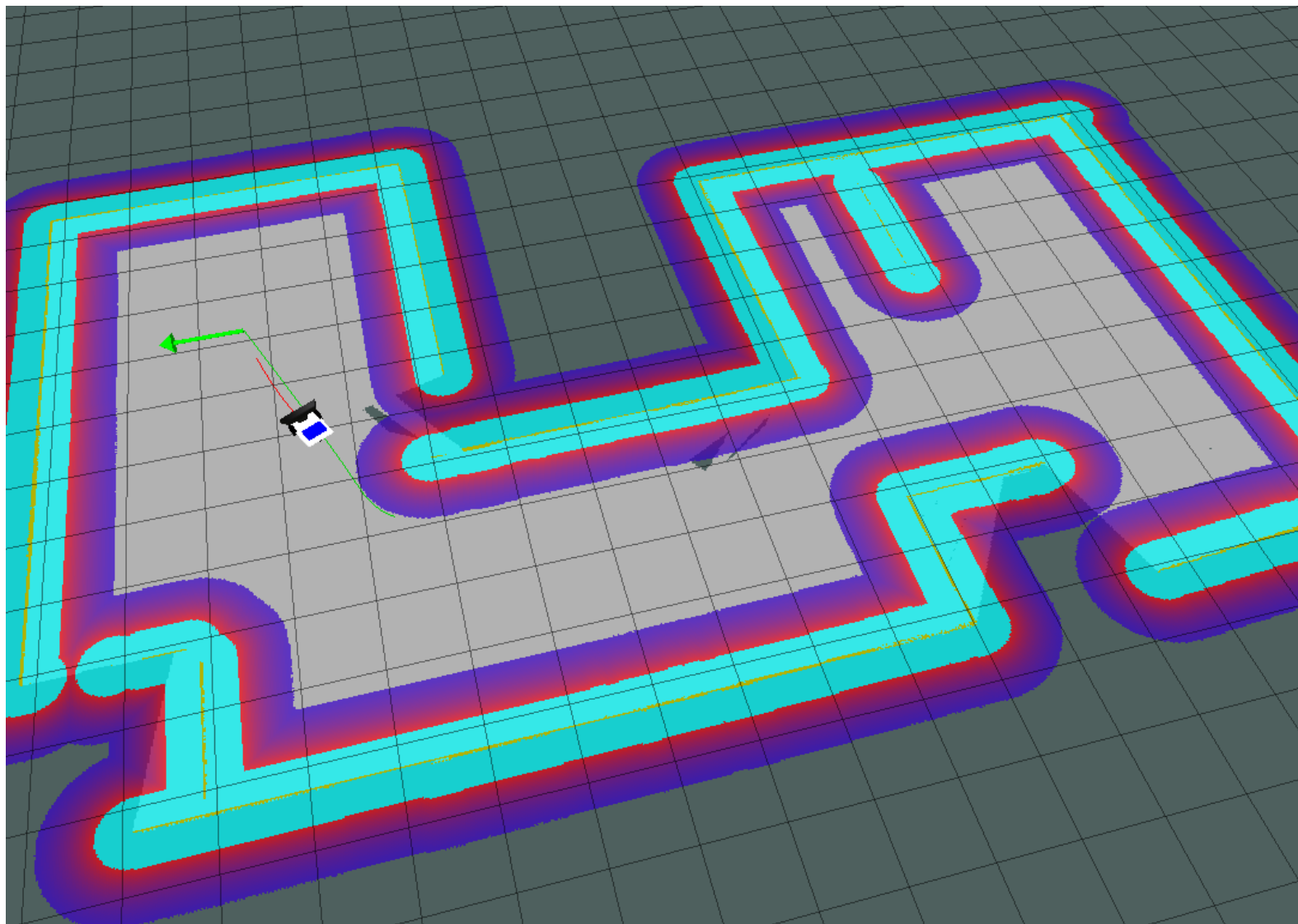
结合arbotix实现机器人仿真

# How-以LiteBot为例



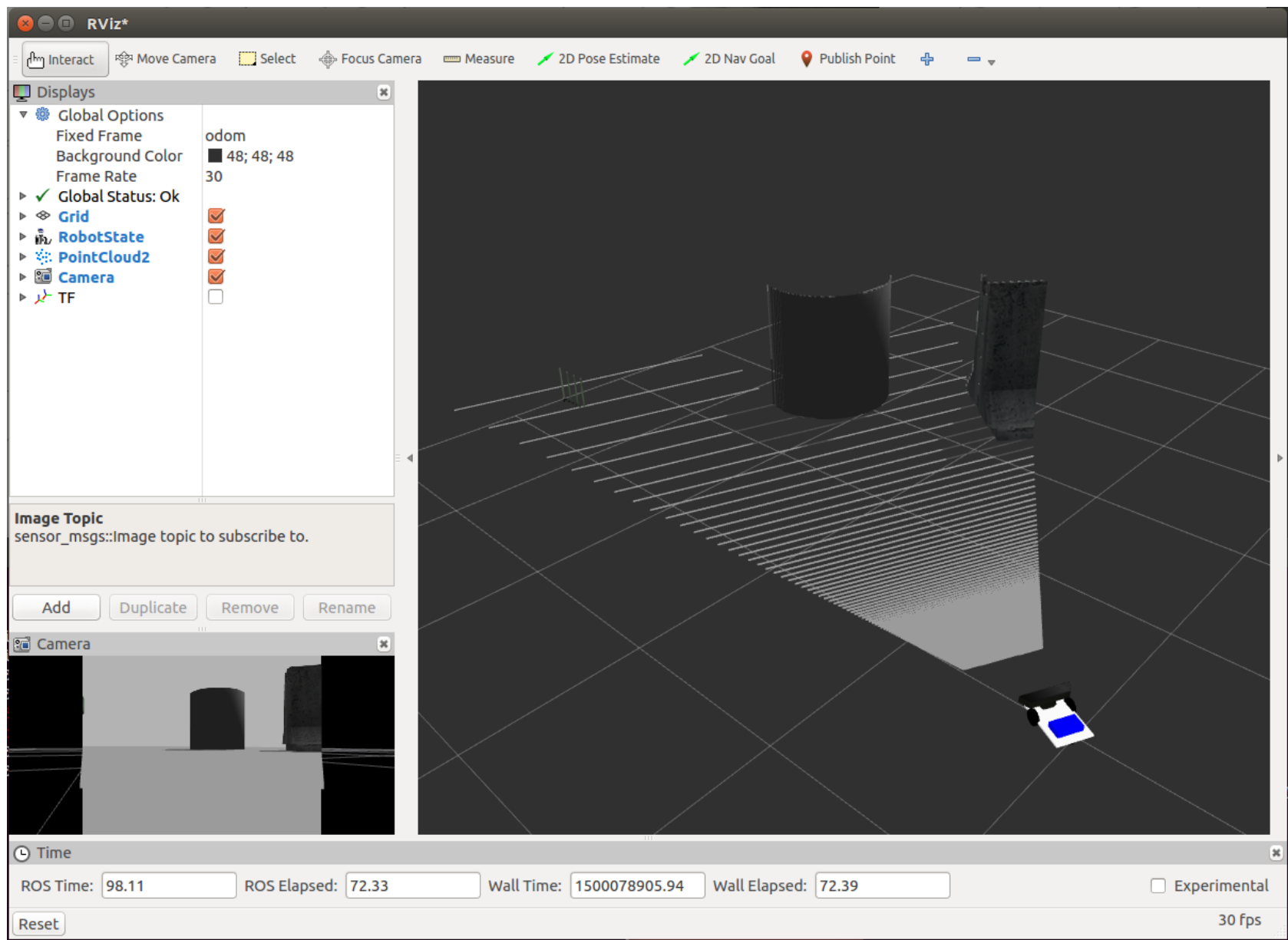
结合arbotix实现机器人仿真

# How-以LiteBot为例



▲  
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# How-以LiteBot为例



结合gazebo实现  
机器人仿真

# How-插件扩展

- **rviz的plugin机制** - 很多时候rviz中已有的一些功能仍然无法满足我们的需求，这个时候rviz的plugin机制就派上用场了。
- **扩展功能类** - plugin就是可以动态加载的扩展功能类，这种机制非常方便，开发者不需要改动原本软件的代码，直接将需要的功能通过plugin进行扩展即可。
- **机器人人机界面** - 我们完全可以在rviz的基础上，打造属于我们自己的机器人人机界面。



# How-创建Teleop Panel

```
#ifndef TELEOP_PAD_H
#define TELEOP_PAD_H

//所需要包含的头文件
#include <ros/ros.h>
#include <ros/console.h>
#include <rviz/panel.h> //plugin基类的头文件

class QLineEdit;

namespace rviz_teleop_commander
{
// 所有的plugin都必须是rviz::Panel的子类
class TeleopPanel: public rviz::Panel
{
// 后边需要用到Qt的信号和槽，都是QObject的子类，所以需要声明Q_OBJECT宏
Q_OBJECT
public:
// 构造函数，在类中会用到QWidget的实例来实现GUI界面，这里先初始化为0即可
TeleopPanel( QWidget* parent = 0 );

// 重载rviz::Panel积累中的函数，用于保存、加载配置文件中的数据，在我们这个plugin
// 中，数据就是topic的名称
virtual void load( const rviz::Config& config );
virtual void save( rviz::Config config ) const;

// 公共槽.
public Q_SLOTS:
// 当用户输入topic的命名并按下回车后，回调用此槽来创建一个相应名称的topic publisher
void setTopic( const QString& topic );

// 内部槽.
protected Q_SLOTS:
void sendVel(); // 发布当前的速度值
void update_Linear_Velocity(); // 根据用户的输入更新线速度值
void update_Angular_Velocity(); // 根据用户的输入更新角速度值
void updateTopic(); // 根据用户的输入更新topic name

// 内部变量.
protected:
// topic name输入框
QLineEdit* output_topic_editor_;
QString output_topic_;

// 线速度值输入框
QLineEdit* output_topic_editor_1;
QString output_topic_1;

// 角速度值输入框
QLineEdit* output_topic_editor_2;
QString output_topic_2;

// ROS的publisher，用来发布速度topic
ros::Publisher velocity_publisher_;

// The ROS node handle.
ros::NodeHandle nh_;

// 当前保存的线速度和角速度值
float linear_velocity_;
float angular_velocity_;
};

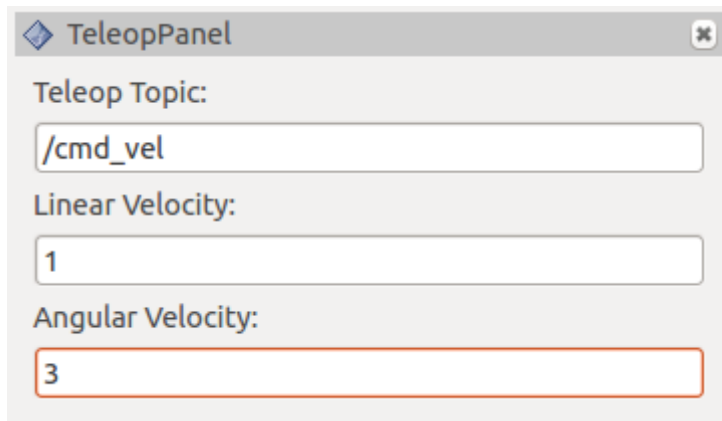
} // end namespace rviz_teleop_commander

#endif // TELEOP_PANEL_H
```

具体实现过程参见：[ROS探索总结（三十四）——rviz plugin](#)

# How-添加Teleop Panel

菜单栏 → Panels → Add New Panel

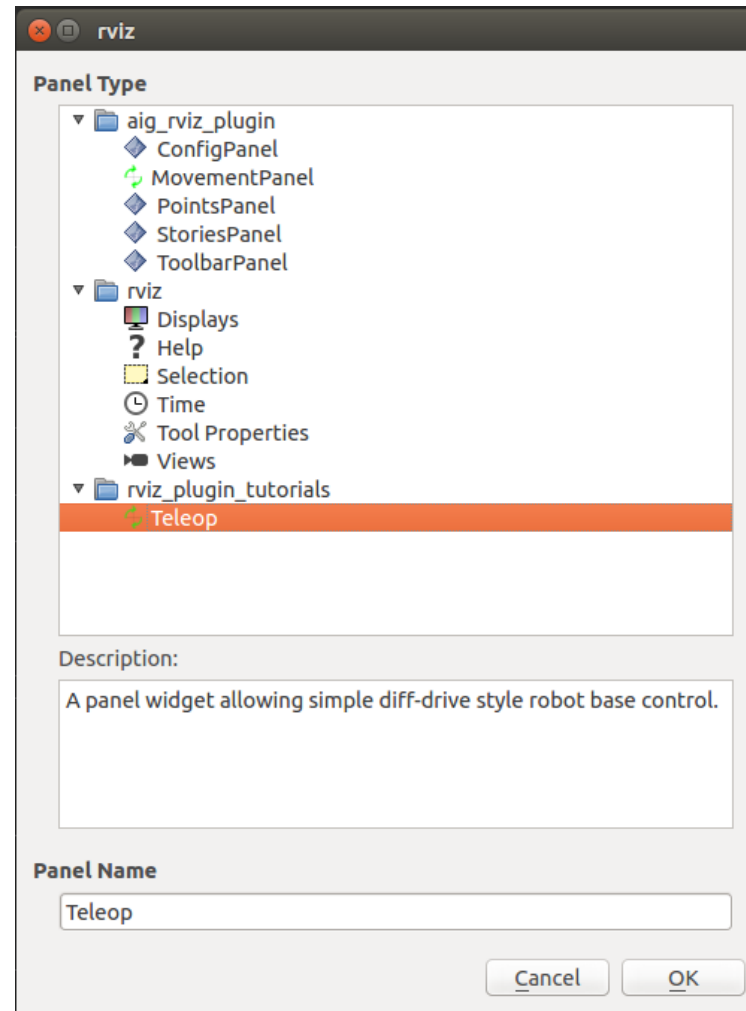


◆ TeleopPanel

Teleop Topic:

Linear Velocity:

Angular Velocity:



rviz

Panel Type

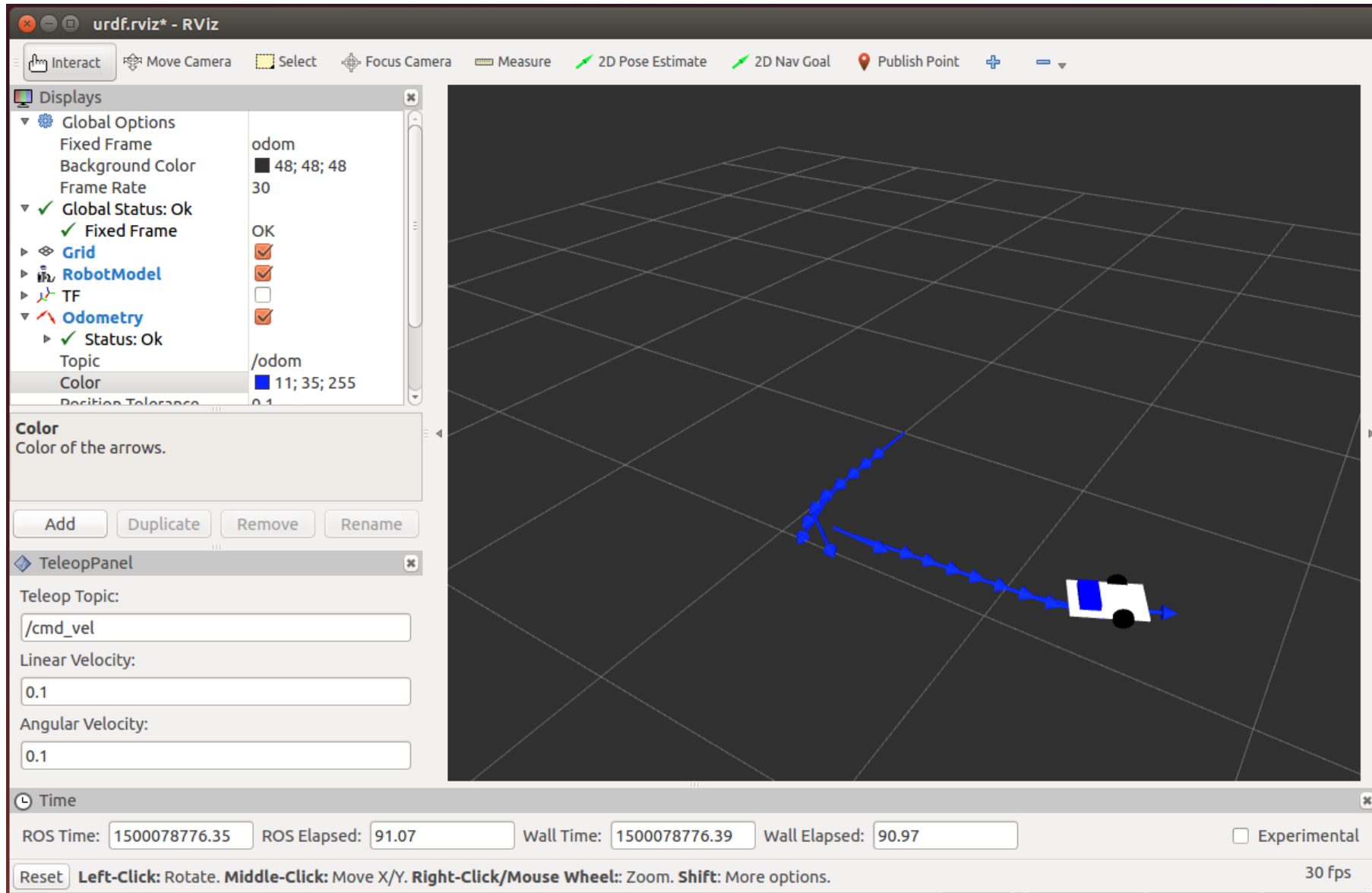
- ▼ aig\_rviz\_plugin
  - ◆ ConfigPanel
  - ◆ MovementPanel
  - ◆ PointsPanel
  - ◆ StoriesPanel
  - ◆ ToolbarPanel
- ▼ rviz
  - ◆ Displays
  - ◆ Help
  - ◆ Selection
  - ◆ Time
  - ◆ Tool Properties
  - ◆ Views
- ▼ rviz\_plugin\_tutorials
  - ◆ Teleop

Description:  
A panel widget allowing simple diff-drive style robot base control.

Panel Name

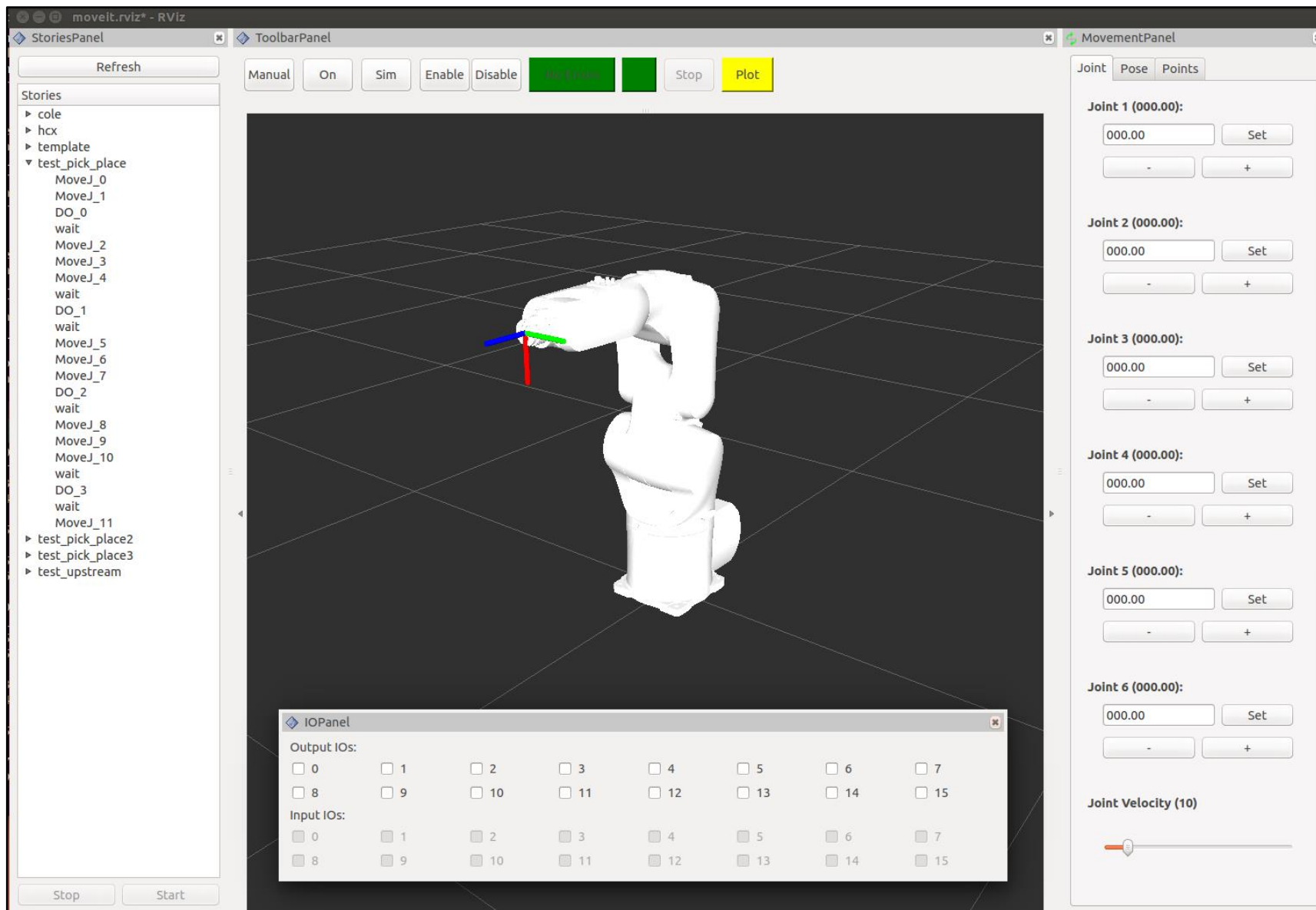
Cancel OK

# How-使用Teleop Panel





# How-打造自己的HMI



- rviz是一款开源的**3D可视化工具**
- 可视化显示机器人系统的各种数据
- 通过插件无限扩展功能，打造自己的HMI

## 延伸阅读

- ✓ <http://wiki.ros.org/rviz>
- ✓ <http://wiki.ros.org/rviz/UserGuide>
- ✓ <https://github.com/ros-visualization/rviz>
- ✓ <http://www.guyuehome.com>

# Thank you

