Robotics Systems Types - Feature #1544
Add Collision to the sandbox

06/19/2013 03:46 PM - D. Seidel

Status:	Resolved		**Start date:**	06/19/2013
Priority:	Normal		**Due date:**	
Assignee:	J. Moringen		**% Done:**	100%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

Please add Collision to trunk and 0.7 branches. Thx

Associated revisions

Revision 522f85dc - 07/11/2013 01:53 PM - D. Seidel

Added CollisionGeometry which describes the contact points of a collision

refs #1544

Revision ec0c958d - 07/11/2013 01:53 PM - D. Seidel

Added ObjectCollision which describes a collision of two objects

refs #1544

Revision e235429c - 07/11/2013 01:54 PM - D. Seidel

Backport: Added CollisionGeometry which describes the contact points of a collision

refs #1544

Revision 4b840996 - 07/11/2013 01:55 PM - D. Seidel

Backport: Added ObjectCollision which describes a collision of two objects

refs #1544

Revision 8627c4d7 - 07/11/2013 01:55 PM - D. Seidel

Backport: Added RobotCollision with describes a collision of robot with itself or other things

refs #1544

Revision 77d83399 - 07/11/2013 02:03 PM - D. Seidel

Added RobotCollision with describes a collision of robot with itself or other things

fixes #1544

History

#1 - 06/19/2013 09:30 PM - J. Moringen

- Status changed from New to In Progress

- Assignee set to J. Moringen

#2 - 06/20/2013 02:03 AM - J. Moringen

- File 0001-Added-CollisionGeometry-which-describes-the-contact-.patch added

- File 0002-Added-ObjectCollision-which-describes-a-collision-of.patch added

- File 0003-Added-RobotCollision-with-describes-a-collision-of-r.patch added

- Status changed from In Progress to Feedback

In the attachments 0001-Added-CollisionGeometry…, 0002-Added-ObjectCollision…. 0003-Added-RobotCollision…, I split the original commit and type into three commits of three types:

  - rst.kinematics.CollisionGeometry (could later be extended with collision normals etc.)
  - rst.kinematics.ObjectCollision
  - rst.robot.RobotCollision

to increase coherence and reusability.

I also changed some names and documentation comments to comply with our guidelines.

@Daniel, Christian: would these changed types still be suitable for your needs?
@Arne, Johannes, Sebastian: do you think the organization into separate types makes sense?
@Christof, Robert: since you have experience with modeling collisions, do you have any suggestions?

#3 - 06/28/2013 01:32 PM - J. Moringen

@Daniel: did you have time to look at the suggested changes?

#4 - 06/28/2013 04:19 PM - D. Seidel

@Jan: I am waiting for Christian, who is on a trip this week (and some part of the next I think), to discuss the changes. We will answer as soon as we came to talk about it!

#5 - 07/08/2013 02:55 PM - D. Seidel

- File 0005-removed-required-operator-for-fields-of-ObjectCollis.patch added

- File 0006-renamed-ObjectCollision-field-in-RobotCollision.patch added

Updated new types according to our discussion, removing the required fields for the ObjectCollision and renaming the ObjectCollision variable in the RobotCollision

#6 - 07/11/2013 02:15 PM - D. Seidel

- Status changed from Feedback to Resolved

- % Done changed from 0 to 100

Applied in changeset rst-proto|commit:77d83399b20d2424e0e4c1896e78f4da9027acc0.

Files

0001-added-new-rst-type-Collision-to-sandbox.patch	1.44 KB	06/19/2013	D. Seidel
0001-Added-CollisionGeometry-which-describes-the-contact-.patch	1.24 KB	06/19/2013	J. Moringen
0002-Added-ObjectCollision-which-describes-a-collision-of.patch	1.35 KB	06/19/2013	J. Moringen
0003-Added-RobotCollision-with-describes-a-collision-of-r.patch	2.16 KB	06/19/2013	J. Moringen
0005-removed-required-operator-for-fields-of-ObjectCollis.patch	1.14 KB	07/08/2013	D. Seidel
0006-renamed-ObjectCollision-field-in-RobotCollision.patch	898 Bytes	07/08/2013	D. Seidel