Gazebo Yarp Plugin – Skin

To reach the goal to improve the balancing of the iCub with the help of skin data we first have to implement a skin model in the simulator. In order to do so we created gazebo-yarp-plugins which insures the communication between Gazebo and Yarp. We have implemented a skin model in Gazebo, used a Yarp plugin for communications and put some logic into a Gazebo plugin.

We implemented following files:

- Skin.hh and Skin.cc: first part of the gazebo yarp plugin – i.e register plugin

- SkinDriver.h and SkinDriver.cc: second part of the gazebo yarp plugin – i.e compute sforces and generates output

- in icub\_skin\_version you can find the modified iCub models as sdf file

- don't forget to edit the Cmake Files if you want to change/compile the plugin

- java scripts to generate the sdf files