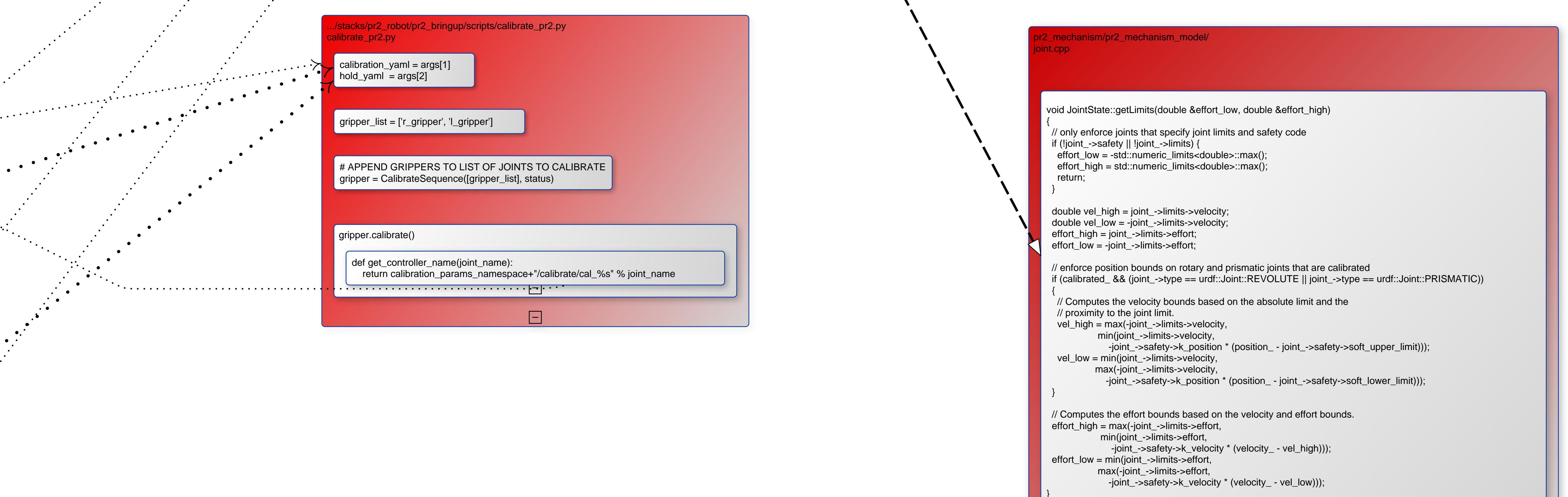
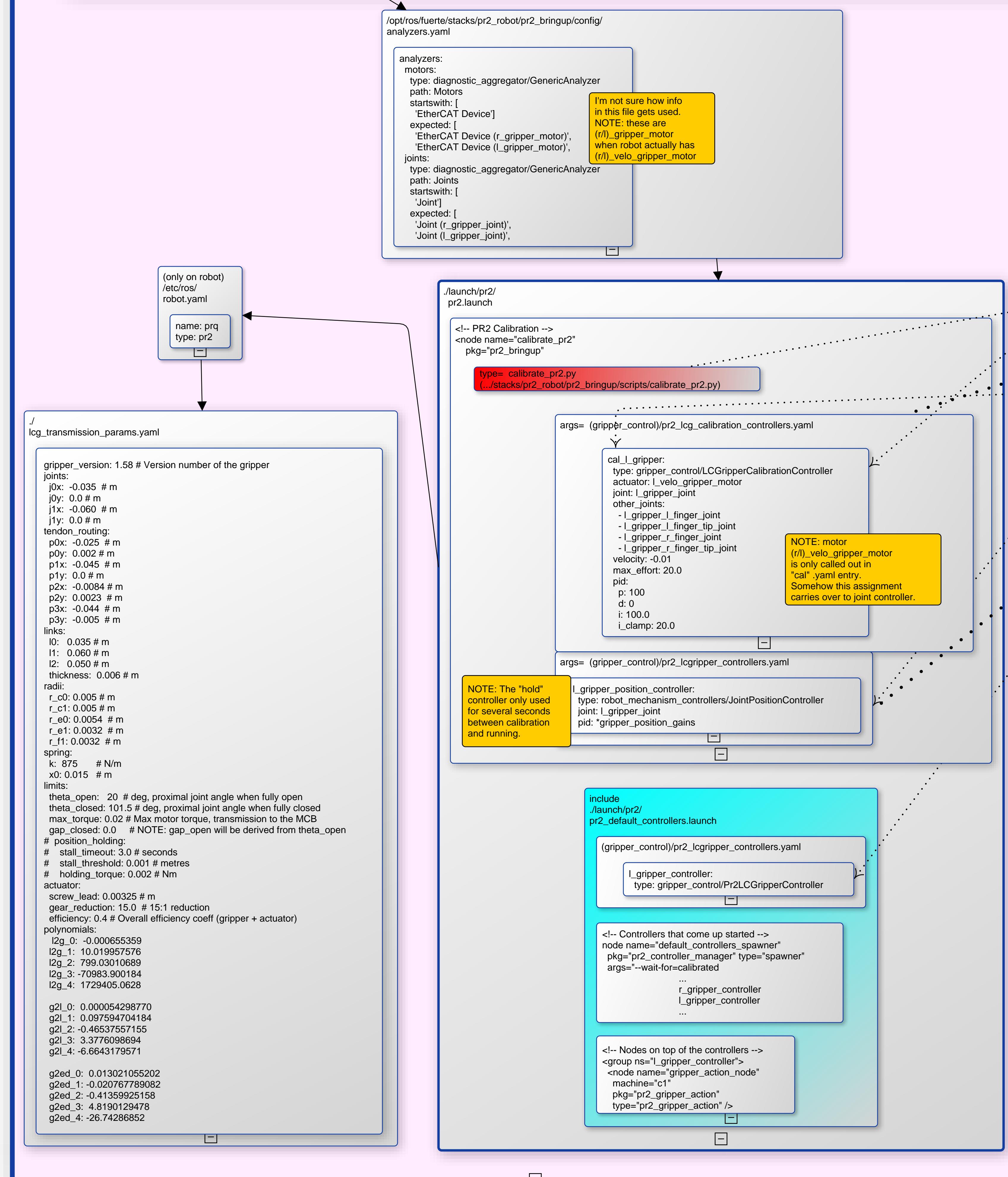
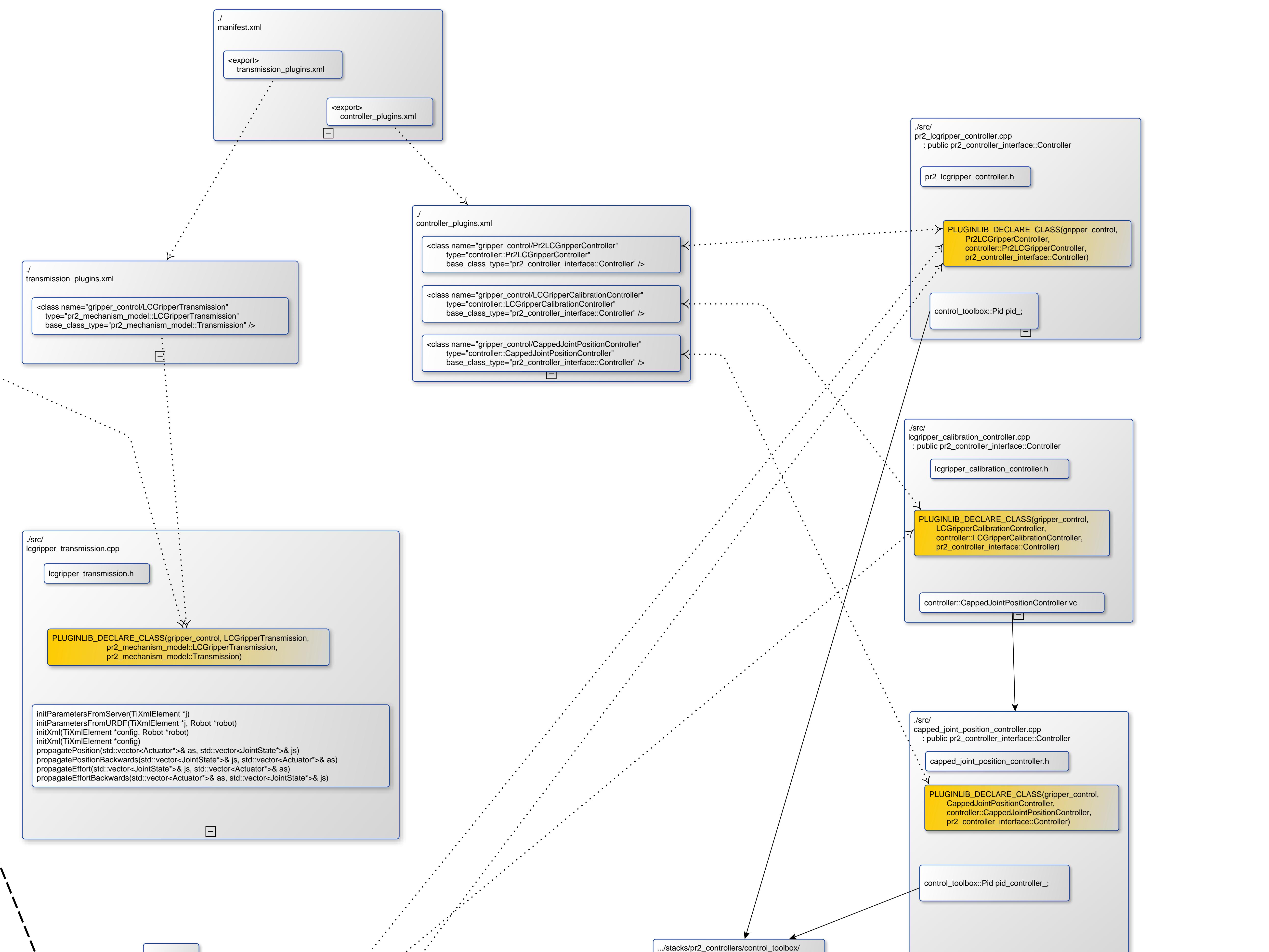
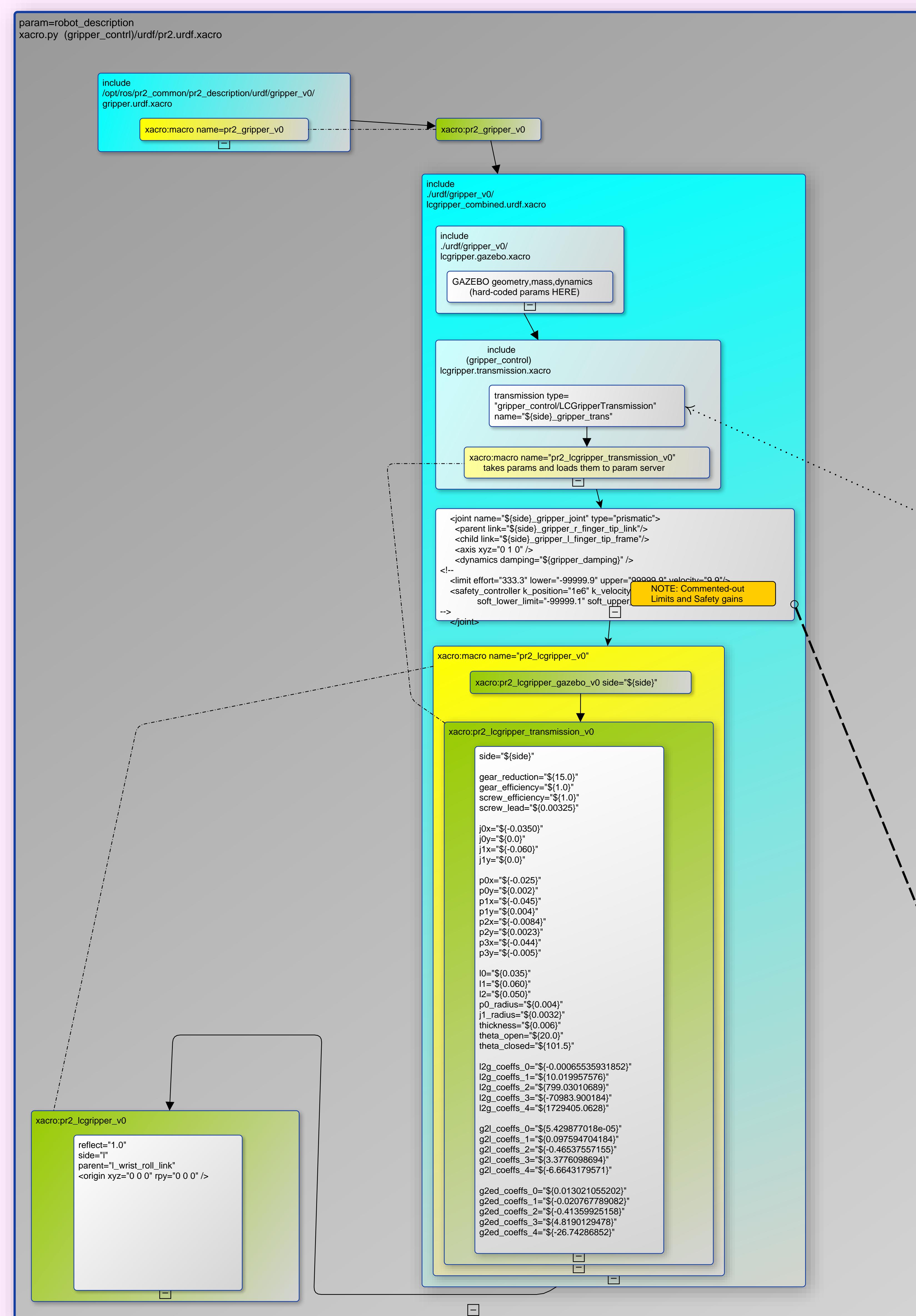


./launch/pr2/robot.launch



```
void JointState::getLimits(double &effort_low, double &effort_high)
{
    // Only enforce joints that specify joint limits and safety code
    if (calibrated_ && (joint->type == urdf::Joint::REVOLUTE || joint->type == urdf::Joint::PRISMATIC))
    {
        effort_low = std::numeric_limits<double>::max();
        effort_high = std::numeric_limits<double>::max();
        return;
    }

    double vel_low, high = joint->limits->velocity;
    double vel_high = joint->limits->velocity;
    effort_low = joint->limits->effort;
    effort_high = joint->limits->effort;

    // Enforce position bounds on rotary and prismatic joints that are calibrated
    if (calibrated_ && (joint->type == urdf::Joint::REVOLUTE || joint->type == urdf::Joint::PRISMATIC))
    {
        // Computes the velocity bounds based on the absolute limit and the
        // proximity to the joint limit.
        vel_low = -min(joint->limits->velocity,
                      -joint->safety->velocity * (position_- joint->safety->soft_upper_limit));
        vel_high = min(joint->limits->velocity,
                      max(joint->limits->velocity,
                          -joint->safety->x_position * (position_- joint->safety->soft_lower_limit)));
    }

    // Computes the effort bounds based on the velocity and effort bounds.
    effort_low = max(vel_low, -min(joint->limits->effort,
                                  -joint->safety->x_velocity * (velocity_- vel_high)));
    effort_high = min(vel_high, max(joint->limits->effort,
                                   max(joint->limits->effort,
                                       -joint->safety->x_velocity * (velocity_- vel_low))));
}
```