

# Robot Model Specifications v2.0

This document presents the constraints for creating robot models allowed to compete in the virtual humanoid soccer competition. From now on, this document will only be updated in cases of serious concern.

*If you developed or are using a tool which makes the process easier for you, feel free to share it with the TC. In case you feel that your team requires elements which are not described in this document (e.g., specific contact properties between the robot feet and the ground), contact the TC as soon as possible and we will examine your request.*

## Introduction

This document aims at providing teams with clear specifications regarding what is allowed in their robot models but also advices on how to write their models and review the one provided by other teams.

The robot models for the competition will have to be written in the [PROTO](#) format. This format generally allows for a wider variety of sensors than what can be used for the Humanoid League, therefore we will present additional constraints in this document.

The main concerns of those rules and the reasons for these restrictions are the following:

- From a **research** point of view, this competition aims at providing an environment for transfer learning through sim2real experiments.
- In order to achieve **realism**, the characteristics and design of the robots should resemble robots used in regular competitions.
- To ensure a **fair** competition, teams who try to model their robots accurately by taking into account noise models and flaws of their hardware should not be penalized with respect to others.
- Using an **automatic referee** implies a few additional constraints on the robot models.
- Since the **resources** available for the simulation are limited, restrictions on the architecture of robots and on the accuracy of meshes may be required.

Teams can upload multiple robot models if they would like to play with different robots. In KidSize a maximum of 4 different robots is allowed. In AdultSize a maximum of 2 different robots is allowed.

Besides the robot model itself, a documentation similar to the robot specification in previous years, but more extensive, needs to be provided. This documentation must include all relevant datasheets of the sensors used in the robot (e.g. motors, acclerometers, gyroscopes, cameras) and a description of how the parameters in the proto were derived from the datasheets.

For custom developed hardware, the test procedure of how the performance values were measured must be described. When experiments have been run by the teams, sharing the raw data is encouraged.

While an example of values for the Dynamixel Motors MX28, MX64, MX106, and XH540-W270 are provided in the appendix, teams can use custom values if they provide a proper benchmark of the hardware as justification.

## Model constraints

All sensor and actuator nodes that are not explicitly mentioned in this section are forbidden during the competition.

### Exported parameters

As the robot model must be in the PROTO syntax, the following fields have to be exposed:

- `translation`
- `rotation`
- `name`
- `controllerArgs`
- `customData`

All the exposed field are automatically filled by the referee. Other parameters may be exposed, but they will be ignored (e.g. set to their default value).

It is encouraged to expose key parameters of the model such as the parameters for each type of motor used.

```

PROTO MyRobot [
  field SFVec3f      translation      0 0 0
  field SFRotation  rotation         0 1 0 0
  field SFString    name              ""
  field MFString    controllerArgs   []
  field SFString    customData       ""
  field SFFloat    MX64-torque-12V   6.00
  field SFFloat    MX64-vel-12V      6.60
  field SFFloat    MX64-damping-12V  1.51
  field SFFloat    MX64-friction-12V 1.42
  field SFFloat    MX106-torque-12V  8.40
  field SFFloat    MX106-vel-12V     4.71
  field SFFloat    MX106-damping-12V 0.79
  field SFFloat    MX106-friction-12V 2.14
]
{
  Robot {
    translation IS translation
    rotation IS rotation
    name IS name
    controllerArgs IS controllerArgs
    customData IS customData
    ...
  }
}

```

As mentioned in the [README provided by Cyberbotics](#), you should parse the `name` field and ensure your robot adapts to it to display its team color and player number:

```

if fields.name.value ~= '' then
  -- name is supposed to be something like "red player 2" or "blue player 1"
  local words = {}
  for word in fields.name.value:gmatch("%w+") do table.insert(words, word) end
  local color = words[1]
  local number = words[3]

```

Then, the `color` and `number` variables should be used by your PROTO file to display the requested color and player number. This can be achieved by forging a texture name from these variables or using them directly to assign material colors, create shapes, etc.

Finally, `selfCollision` should be activated on all your models.

## Embedding a robot

Depending on how a robot is declared, the performances of reloading the initial state position of the joints can be critically impacted, therefore, it is mandatory to include your robot in a PROTO template file which includes the robot previously presented as below:

```

#VRML_SIM R2022b utf8

PROTO MyRobotRobocup [
  field SFVec3f      translation      0 0 0
  field SFRotation  rotation         0 1 0 0
  field SFString    name              "red player 1"
  field MFString    controllerArgs   []
  field SFString    customData       ""
]
{
  MyRobot {

```

```

translation IS translation
rotation IS rotation
name IS name
controllerArgs IS controllerArgs
customData IS customData
controller "player"
}
}

```

## Sensors

For several sensors, a [Look up Table](#) (LUT) is used to specify the response of the sensor. This information is also used to specify the limits (min and max) for each sensor and the noise profile. This table should always be set according to the hardware specifications of the sensor you are modelling.

The following list of sensors is allowed with the restrictions mentioned here:

- [Position sensors](#)
  - The resolution of sensors should match the hardware specifications. For example, a 12 bit rotary encoder (like in the Dynamixel) has a resolution of  $\frac{2\pi}{2^{12}} \approx 0.0015$ .
- [Accelerometer](#)
  - LUT should be specified
- [Gyro](#)
  - LUT should be specified
- [Touch Sensor](#)
  - The 3 different options allowed are [Bumper](#), [Force](#), [Force-3d](#).
  - Since the calculation of forces in the simulation is inherently noisy, no extra noise needs to be modeled for these sensors.
- [Cameras](#)
  - The maximal amount of raw data that a team is allowed to create through cameras is set to 350MB/s (MegaByte/second) *per team* (based on raw RGB images). Note that the seconds considered here are simulated seconds, which means that this limit is not impacted by the speed factor of the simulation. This requirement ensures that the rendering of images is not slowing down the simulation. A few examples of valid configurations are provided in the appendix.

Note: for the accelerometer and Gyro sensors, an offset drifting slowly will be added inside the simulator. This will model the fact that those sensors are highly sensitive to parameters such as the temperature. These parameters, however, will not be accessible in the PROTO file.

## Actuators

Active joints can be implemented in two different ways:

- [HingeJointWithBacklash](#) for angular articulations, with the following child:
  - A [RotationalMotor](#)
  - The `backlash` set according to the real hardware and the simulation constraints, see below.
  - Parameters `maxTorque` and `maxVelocity` are set according to the detailed procedure below
  - The `jointParameters` should be set according to the real hardware parameters.
    - \* `springConstant`: If your robot has a Parallel Elastic Actuator (PEA) a spring force matching the real robots PEA may be specified.
      - Parameters `dampingConstant` and `staticFriction` are set according to the detailed procedure below
- [Hinge2JointWithBacklash](#) for angular articulations around two axes. This is preferred when possible as it speeds up the simulation.
  - Parameters are the same as for the [HingeJoint](#) but need to be set for each motor individually
- [SliderJoint](#) for linear articulations, with the following child
  - A [linear motor](#) with the field `maxForce` set to a value matching the hardware specifications.
  - `JointParameters` should be set similar to the joint parameters of a [HingeJoint](#)

Both types of joints need to have the following child as well:

- A position sensor matching the constraints expressed in the previous section

**Backlash values** Using low values for backlash (i.e. below 0.01 rad) can lead to instabilities. Many teams use robots with a backlash lower than 0.01 rad (e.g. the values provided in [the datasheet of MX-28](#) result with a backlash of approximately 0.0058 rad). Since the backlash value of servo motors that are strongly used tend to increase significantly, we chose to use the following approach based on the backlash provided by the datasheets:

- If  $\text{backlash} < 0.002 \text{ rad}$ , then you are allowed to play without backlash: i.e. use `HingeJoint` rather than `HingeJointWithBacklash`.
- If  $0.002 \text{ rad} \leq \text{backlash} \leq 0.01 \text{ rad}$ , then you need to use a backlash value of 0.01.
- If  $\text{backlash} > 0.01 \text{ rad}$ , then you can play with the value provided by the datasheet.

**Actuator and Joint Parameters** The following parameters need to be derived from the Motor specifications: - `maxTorque` - `maxVelocity` - `dampingConstant` - `staticFriction`

The following procedure should be used to determine these values from the datasheet:

`maxTorque` = *stallTorque*

`maxVelocity` = *maxVelocity*

To generate the other two parameters, the NT-Curve of the motor is used. It is assumed to be linear for simplicity. The damping constant is the negative value of the slope of the NT-Curve. To calculate it, the end points of the curve are read and the slope is calculated.

Static friction is calculated via the intersection of the NT-Curve with the x-axis to get the *effectiveTorque*. Then `staticFriction` = *stallTorque* - *effectiveTorque*

When multiple operating voltages are available, but only an NT-Curve for one of them (as is the case for the Dynamixel motors), the values are scaled up accordingly.

To illustrate the whole procedure we will look at the [MX28 datasheet](#).

At 12V: - `maxTorque` = *stallTorque* = 2.5 Nm - `maxVelocity` = *maxVelocity* = 55 rev/min = 5.76 rad/s

We read the two endpoints of the NT-curve as *Point1* = (0.112 Nm, 49 rev/min = 5.13 rad/s), *Point2* = (1.288 Nm, 12 rev/min = 1.26 rad/s). To get the `dampingConstant` we calculate the negative slope (with flipped axes):

$\text{vel\_diff} = (\text{Point2.y} - \text{Point1.y})$   $\text{torque\_diff} = (\text{Point2.x} - \text{Point1.x})$

`dampingConstant` =  $-(\text{torque\_diff} / \text{vel\_diff}) = -((1.288 - 0.112) / (1.26 - 5.13)) = 0.30$

To get the static friction, the *effectiveTorque* is calculated as the intersection of the NT-curve with the y-axis:

$\text{effectiveTorque} = -(\text{Point1.y} / (\text{vel\_diff} / \text{torque\_diff})) - \text{Point1.x} = 1.67$

`staticFriction` = *stallTorque* - *effectiveTorque* = 2.5 - 1.67 = 0.83

When a voltage different from 12V is used, the points read in the graph are scaled in the x-axis by the torque scaling factor and in the y-axis by the velocity scaling factor.

$\text{velocityScalingFactor} = \text{maxVelocityAt14\_8V} / \text{maxVelocityAt12V}$

$\text{torqueScalingFactor} = \text{maxTorqueAt14\_8V} / \text{maxTorqueAt12V}$

To ease the the process of creating your PROTO files, two elements are provided in the appendix:

- The parameters computed for classical dynamixel motors.
- A script allowing to compute these values easily from the datasheet of your own motors.

## Structure of the robot

Teams should provide in a dedicated file named `postures.json` the configurations to be used:

- For upright posture (with fully extended knee)
- Longest extension posture

The format of the file should be as follows (values in rad):

```
{
  "robot_name" : "MyRobotName",
  "upright" : {
    "motor_1_name": 0.123,
    "motor_2_name": 0.456,
    ...
  },
  "extension": {
    "motor_1_name": 0.123,
    "motor_2_name": 0.456,
    ...
  }
}
```

**Node Name Suffixes** Each robot needs to comport body parts with the following annotations as suffixes on the Solid names:

- **[foot]**: for the two main solids at the end of the kinematic chain of the legs (e.g. `Solid.name "left foot [foot]"`). Solids which are descendants of a **[foot]** are considered as valid for walking (e.g. cleats), but they should not be tagged as **[foot]**.
- **[arm]**: for all body parts between shoulder and hand. Those parts are not allowed to touch the ball (e.g. `Solid.name "left elbow [arm]"`).
- **[hand]**: each robot must have two solids declared as hands. Those solids might have a very low mass and volume, but the center of the solid should be at the end of the arm. Those annotations are used to compute the convex hull of the robot. Examples of valid and invalid annotations are provided in the appendix.

Some joints (i.e., motors) should also be annotated with the following suffixes:

- **[shoulder]**: axis of the first joint of the arm (e.g. `name "right shoulder pitch [shoulder]"`).
- **[hip]**: for the first leg joint with an axis lying parallel to the ground plane (e.g. `name "left hip roll [hip]"`).

Annotations of the joints should be made in the name field of the device, as seen in the following example:

```
HingeJointWithBacklash{
  jointParameters HingeJointParameters {
    ...
  }
  device [
    RotationalMotor {
      name "LeftHipRoll [hip]"
      ...
    }
    PositionSensor {
      ...
    }
  ]
}
```

**Tagged solids** Some of the links of the robot model must be tagged uniformly to be able to track the robot's motion for further analysis. This standard is defined on the basis of [REP 120](#).

Every coordinate frame must be defined in FLU (front, left, up), except otherwise defined. These solids/transforms are just for reference and do not require additional collision boxes. This tagging is done in the proto file using the DEF keyword.

The following coordinate frames must be included in the model:

- `base_link`

- `l_sole` and `r_sole`
- `l_gripper` and `r_gripper`: same solid as the `[hand]` tag
- either `camera_frame` or `l_camera_frame` and `r_camera_frame`: at the `Camera` solid. `l_` and `r_` prefix if two cameras are used.

The model is not required to comply with the frame hierarchy presented in [REP 120](#).

#### Example tagged solids:

```
DEF l_sole Solid {
    translation ...
    rotation ...
    name "l_sole"
    ...
}
...
DEF camera_frame Camera {
    width ...
    height ...
    ...
}
```

## Guidelines for writing your models

For general guidelines on how protos should be written please view the [Cyberbotics documentation](#). Make sure to follow the design guidelines, especially concerning the [FLU system](#) for orientation.

Usage of the `DEF/USE` mechanism as well as splitting up the `PROTO` into multiple subfiles (especially each visual or more complex collision model in its own file) is encouraged.

If you already have a `URDF` of your robot, using [urdf2webots](#) can give you a good starting point but manual adjustments are probably required.

If you agree that your robot model is made available to other teams and the public, we suggest adding a license on top of the `PROTO` file.

### Collision model complexity

Since simulation has to be performed at a reasonable real time factor, collision models (e.g., `boundingObject`) should be constructed from Webots geometric primitives (box, capsule, cylinder, sphere). Using meshes (e.g. STL files), even simple ones with a low number of vertices is severely impacting simulation performances and is not allowed. If your robot is using cleats under the feet, they must be modeled using capsules or spheres rather than cylinders. This will reduce the computational complexity of calculating the contact between the grass and the cleats.

To manually create these collision models we suggest to use the [SCAD2BoundingObject tool](#).

If you are already using a `URDF` model of your robot, rotated bounding boxes can be generated using the [simplify\\_urdf\\_collision](#) tool.

### Visual model

While visual model complexity (i.e., the number of triangles) is a lesser issue than collision model complexity, it should still be set reasonably low (i.e. below 50 000 vertices in total).

When exporting a model from a CAD software, the resolution of the mesh approximation can usually be set. When only a mesh model is available, software such as [Meshlab's Quadratic Edge Collapse Decimation](#) can be used.

We suggest to apply an [Appearance](#) or [PBRAppearance](#) matching the real robot. Several appearances are provided by Cyberbotics and described [here](#).

## Model inspections

The inspection of the models will be based on the following elements:

- The content of the **PROTO** model and the associated files.
- The documentation provided describing how you obtained the different characteristics for your actuators and your sensors.
- The `postures.json` file.

The inspection will be performed based on 3 different parts:

- *Semi-automated validation*: to automatically check geometric proportions and provide a summary of the main characteristics for each robot.
- *Peer-reviewed validation*: manual check that the provided **PROTO** files respect the rules for some elements that cannot be checked automatically.
- *TC Validation*: manual verification of the issues risen by the teams and additional checks on submission materials.

### Semi-automated validation

The following properties of the robot are extracted automatically:

- **Htop**: In upright posture, the amplitude along the z component.
- **Hleg**: In upright posture, z component between `[hip]` and the minimal value of the robot along z-axis.
- **Hhead**: In upright posture, z component between `[shoulder]` and the maximum value along z-axis.
- **M**: the total mass of the robot.
- **Hcom**: In upright posture, the height of center of mass.
- **ArmsLength**: The distance from `[shoulder]` to the end of the arm (`[hand]`)
- $BMI = M/H_{top}^2$
- **Width**: In upright posture, the diameter of the smallest cylinder in which the robot can fit.
- **FootWidth**, **FootLength**: The size along y (resp x) axis of the bounding box for one foot.
- **MaxLength**: The maximal distance between two points of the robot in longest extension posture.

The following constraints are checked automatically

- $5 \leq BMI \leq 30$
- $(FootWidth * FootHeight) \leq (2.2 * Hcom)^{2/32}$
- $1.2 \leq \max(FootWidth, FootHeight) / \min(FootWidth, FootHeight) \leq 3.5$
- $Width \leq 0.55 H_{top}$
- $0.35 H_{top} \leq H_{leg} \leq 0.7 H_{top}$
- $0.1 H_{top} \leq H_{head} \leq 0.3 H_{top}$
- $ArmsLength \geq H_{top} - H_{leg} - H_{head}$
- Only allowed sensors/actuators are used
  - All required fields are set (e.g., LUT)
- Only geometric primitives used as collision model
- Complexity of visual model

A document containing the following information is generated from the robot model:

- List of the properties of the robot model extracted automatically
- List of all the joints with all parameters specified in the respective section
- List of the sensors and their parameters
- Kinematic structure of the robot

### Peer-reviewed validation

The points that should be validated during the review process are the following:

- Are specifications for custom actuators valid?
- Are specifications for sensors valid?
- Are the annotations of the solids (`[foot]`, `[arm]` and `[hand]`) and the links (`[shoulder]` and `[hip]`) consistent with the rules?

- Is the collision model adapted to the structure of the robot?
- Are the color markers of appropriate size, color and location?
- Is the upright posture valid?
- Is the extension posture valid?
- Is there any other reason why this model should not be accepted?

## Upload format

All robot models for a team must be submitted via a GitHub Pull Request on this repository: [https://github.com/RoboCup-Humanoid-TC/hlvs\\_webots](https://github.com/RoboCup-Humanoid-TC/hlvs_webots).

The structure of the repository is as follows:

```
hlvs_webots
|-- protos
|   |-- <Team Name>
|   |   |-- documentation
|   |   |   |-- documentation.pdf
|   |   |   |-- datasheet1.pdf
|   |   |   |-- ...
|   |   |-- RobotName1
|   |   |   |-- RobotName1.proto
|   |   |   |-- postures.json
|   |   |   |-- ...
|   |   |-- RobotName2
|   |   |   |-- RobotName2.proto
|   |   |   |-- postures.json
|   |   |   |-- ...
|-- controllers
|   |-- referee
|   |   |-- teams
|   |   |   |-- <Team Name>.json
```

... indicates optional further datasheets or documents in the documentation folder and any other file requested of the robot model in the robot folders. Up to four robot models in KidSize and two robot models in AdultSize may be included in the submission, however, if all your robots are similar, uploading one version is enough.

## Appendix

### Valid configurations for cameras

| Robots/team | Cameras/robot | Img width | Img height | Time step [ms] | Bandwidth [MB/s] |
|-------------|---------------|-----------|------------|----------------|------------------|
| 2           | 1             | 1280      | 720        | 16             | 330              |
| 4           | 1             | 800       | 600        | 16             | 343              |
| 3           | 2             | 640       | 480        | 16             | 330              |

### Values for classical dynamixel motors

The TC provides the following list of parameters that can be used for Dynamixel motors:

```
MX28-torque-12V      2.50
MX28-vel-12V         5.76
MX28-damping-12V    0.30
MX28-friction-12V   0.83

MX28-torque-14.8V   3.10
MX28-vel-14.8V      7.02
MX28-damping-14.8V 0.31
```

|                          |       |
|--------------------------|-------|
| MX28-friction-14.8V      | 1.03  |
| MX64-torque-12V          | 6.00  |
| MX64-vel-12V             | 6.60  |
| MX64-damping-12V         | 0.66  |
| MX64-friction-12V        | 1.42  |
| MX64-torque-14.8V        | 7.30  |
| MX64-vel-14.8V           | 8.17  |
| MX64-damping-14.8V       | 0.65  |
| MX64-friction-14.8V      | 1.73  |
| MX106-torque-12V         | 8.40  |
| MX106-vel-12V            | 4.71  |
| MX106-damping-12V        | 1.26  |
| MX106-friction-12V       | 2.14  |
| MX106-torque-14.8V       | 10.00 |
| MX106-vel-14.8V          | 5.76  |
| MX106-damping-14.8V      | 1.23  |
| MX106-friction-14.8V     | 2.55  |
| XH540W270-torque-12V     | 10.60 |
| XH540W270-vel-12V        | 3.14  |
| XH540W270-damping-12V    | 2.95  |
| XH540W270-friction-12V   | 1.23  |
| XH540W270-torque-14.8V   | 12.90 |
| XH540W270-vel-14.8V      | 3.87  |
| XH540W270-damping-14.8V  | 2.92  |
| XH540W270-friction-14.8V | 1.49  |

### Script to approximate motor parameters

In case you need to approximate motor parameters for other motors, you can reuse this script to compute their values.

```
import math

VAR_LENGTH = 30

class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y

class JointSpecs:
    def __init__(self, name, max_tor_12V, max_tor_14_8V, max_vel_12V_rpm, max_vel_14_8V_rpm,
                 NT_curve_point_1, NT_curve_point_2):
        self.name = name
        self.max_tor_12V = max_tor_12V
        self.max_tor_14_8V = max_tor_14_8V
        self.max_vel_12V_rpm = max_vel_12V_rpm
        self.max_vel_14_8V_rpm = max_vel_14_8V_rpm
        self.NT_curve_point_1_12V = NT_curve_point_1
        self.NT_curve_point_2_12V = NT_curve_point_2
```

```

# convert to rad/s
self.max_vel_12V = self.max_vel_12V_rpm * math.tau / 60
self.max_vel_14_8V = self.max_vel_14_8V_rpm * math.tau / 60
self.NT_curve_point_1_12V.y = self.NT_curve_point_1_12V.y * math.tau / 60
self.NT_curve_point_2_12V.y = self.NT_curve_point_2_12V.y * math.tau / 60

# scale N-T points from 12V to 14_8V
self.scale_factor_tor = self.max_tor_14_8V / self.max_tor_12V
self.scale_factor_vel = self.max_vel_14_8V / self.max_vel_12V
self.NT_curve_point_1_14_8V = Point(
    self.NT_curve_point_1_12V.x * self.scale_factor_tor,
    self.NT_curve_point_1_12V.y * self.scale_factor_vel)
self.NT_curve_point_2_14_8V = Point(
    self.NT_curve_point_2_12V.x * self.scale_factor_tor,
    self.NT_curve_point_2_12V.y * self.scale_factor_vel)

def get_values(self, use_14_8V):
    # choose correct values based on voltage
    if use_14_8V:
        stall_torque = self.max_tor_14_8V
        vel = self.max_vel_14_8V
        point_1 = self.NT_curve_point_1_14_8V
        point_2 = self.NT_curve_point_2_14_8V
    else:
        stall_torque = self.max_tor_12V
        vel = self.max_vel_12V
        point_1 = self.NT_curve_point_1_12V
        point_2 = self.NT_curve_point_2_12V

    vel_diff = (point_2.y - point_1.y)
    torque_diff = (point_2.x - point_1.x)
    a = vel_diff / torque_diff
    b = point_1.y - (point_1.x * a)

    # compute torque at vel=0
    # 0 = a*x+b -> x = -b / a
    torque_vel0 = -b / a
    friction = stall_torque - torque_vel0

    damping_constant = -torque_diff / vel_diff

    self.print_value("torque", stall_torque, use_14_8V)
    self.print_value("vel", vel, use_14_8V)
    self.print_value("damping", damping_constant, use_14_8V)
    self.print_value("friction", friction, use_14_8V)
    print("")

def print_value(self, property_name, value, use_14_8V):
    v_text = "14.8V" if use_14_8V else "12V"
    var_name = (f"{self.name}-{property_name}-{v_text}").ljust(VAR_LENGTH)
    print(f"{var_name}{value:5.2f}")

def print_all_values(self):
    self.get_values(False)
    self.get_values(True)

```

```
# max_tor_12V, max_tor_14_8V, max_vel_12V_rpm, max_vel_14_8V_rpm, NT_curve_point_1, NT_curve_point_2
JointSpecs("MX28", 2.5, 3.1, 55, 67, Point(0.112, 49),
           Point(1.288, 12)).print_all_values()
JointSpecs("MX64", 6.0, 7.3, 63, 78, Point(0.15, 64),
           Point(2.85, 25)).print_all_values()
JointSpecs("MX106", 8.4, 10, 45, 55, Point(0.7, 42),
           Point(5.6, 5)).print_all_values()
JointSpecs("XH540W270", 10.6, 12.9, 30, 37, Point(0.4, 29),
           Point(8.6, 2.5)).print_all_values()
```

### Configuration of hand

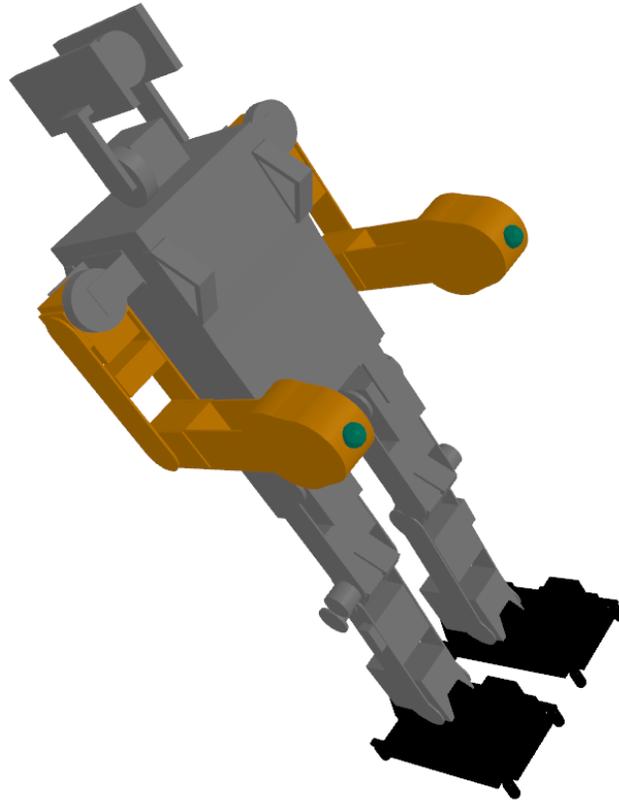


Figure 1: Valid configuration for the [hand] tag, fake solid at the end of the arm (green)

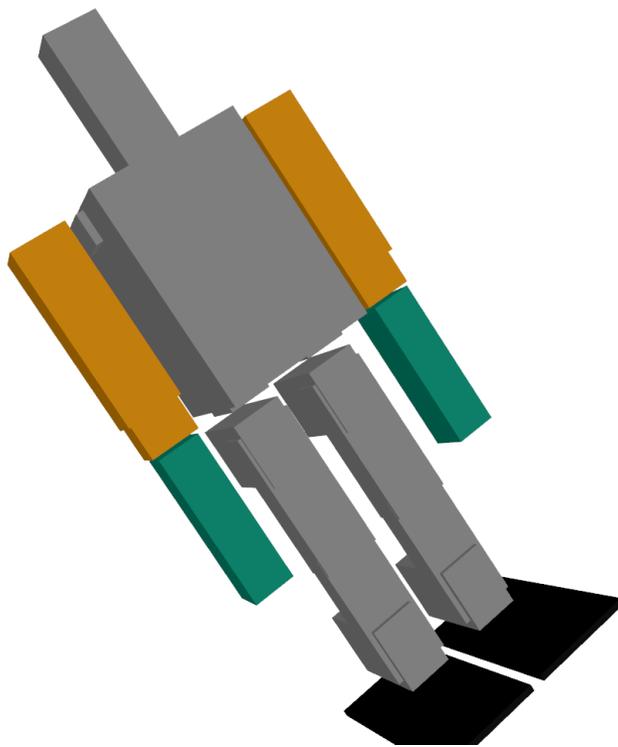


Figure 2: Invalid configuration for the [hand] tag, last solid at the end of the arm (green)