
NTRTSim Documentation

Release

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January 09, 2015

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The NASA Tensegrity Robotics Toolkit (NTRT) is a collection of C++ and MATLAB software modules for the modeling, simulation, and control of Tensegrity Robots. The NTRT Simulator is a tensegrity-specific simulator built to run on top of the Bullet Physics Engine, version 2.82.

NTRT's source code is available on GitHub:

<https://github.com/NASA-Tensegrity-Robotics-Toolkit/NTRTsim>

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1.1 Contribute to Tutorials

This section contains details on contributing to NTRT's tutorials.

1.1.1 Install Sphinx

NTRT's tutorials are written using Sphinx. So first you'll need to ensure you have Sphinx installed. You can learn more here:

<http://sphinx-doc.org/latest/install.html>

1.1.2 Getting Started with Sphinx

You can find details on Sphinx's markup on Sphinx's website:

<http://sphinx-doc.org/tutorial.html>

1.1.3 Modifying NTRT's Tutorials

NTRTSim's tutorials can be found in the docs/source directory.

Once you've made your desired changes, double check that they throw no errors on generation. You can generate HTML output by running **make html** in the **doc** folder. Once you've verified that no errors occur, push your changes to the repository.