NAO SDK PROVIDES YOU WITH A FULL SET OF TOOLS FOR POWERFUL NAO PROGRAMING AND CUSTOMIZATION.

KEY BENEFITS

- Powerful programming capacities, with low level and high level APIs
- Deep behaviors adaptation with real time access to sensors and actuators
- Robot personalization by embedding your own autonomous behaviors

SOFTWARE DEVELOPMENT KIT

DEVELOPER TOOL

NAO SDK ENABLES DEVELOPERS AND RESEARCHERS TO LEAD SPECIFIC PROJECTS REQUIRING HIGH ROBOT PLATFORM CUSTOMIZATION.

Our SDK allows you to embed modules into your robot and use them to create elaborated behaviors. The SDK comes with the compilation and debugging tools you need. Our SDK is compatible with many robotics development platforms and languages.

SDK KEY FEATURES

API FOR ROBOT CONTROL

- Motion: walk, cartesian control, fall manager...
- Audio: text to speech, speech recognition, localization, ...
- Vision: vision recognition, face detection, landmark detection...
- Sensors: inertial board, sonars...
- Core: behavior manager, resource manager, memory...

PROGRAMMING LANGUAGES

- Supported on the robot (for embedded control): C++, Python.
- Supported on computer (for remote control): C++, Python, Java, Matlab, .NET, Urbi

INCLUDED IN SDK

- **NAOqi SDK**
  Easy to use classes and methods that allow developers to create new behaviors in many languages [C++, Python, Java, .NET...]. It includes APIs for main features such as motion, vision...

- **qiBuild**
  Easy C++ configuration and cross-compilation with Aldebaran’s cross-platform build tools. Work with most popular development environments.

- **Documentation**
  Up-to-date guide on NAO, software, programing and references.

- **Code samples**
  Samples covering NAO’s main features (motion, vision, audio...).
# SDK REQUIREMENTS

## OS
Windows 7 / XP, Mac OS X Snow Leopard / Lion and Linux Ubuntu - Lucid to Natty

## SYSTEM
1.5 GHz CPU / 512 MB RAM / 200 MB free disk space / certified OpenGL graphics card

## NETWORK
WiFi access point

## ROBOT COMPATIBILITY
Models: H25, H21, T14 or T2. Versions 3.2, 3.3 or Next Generation

## LANGUAGES

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<tr>
<th>LANGUAGE</th>
<th>VERSION</th>
<th>COMPILER &amp; IDE</th>
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<tr>
<td>C++</td>
<td>Standard</td>
<td>For Windows: Visual studio 2008/2010 + or Mac: Xcode, QtCreator, Eclipse For Linux: gcc 4.4+, QtCreator, Eclipse</td>
<td>Cmake 2.8.3+ Python 2.7+</td>
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<tr>
<td>PYTHON</td>
<td>For Windows: Python 2.7 - 32bits For Mac / Linux: Python 2.6+</td>
<td>n/a</td>
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<td>JAVA</td>
<td>For Windows: Latest Java SDK For Linux: Java SDK 1.6.0-22+</td>
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<td>URBI</td>
<td>Urbi SDK 2.0+ For Windows: vcxx2005 or vcxx2008 For Mac or Linux: gcc4</td>
<td>Autoconf 2.63+, Automake 1.11.1+ bc, Boost 1.38+, Cvs Flex 2.5.35+, G++ 4.0+, Git 1.6+ Gettext 1.17, GNU sha1sum Help2man, PDFLaTeX, Python, socat, Texinfo, Transfig, yaml for Python</td>
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