

**rosCPP overview (/rosCPP/Overview): Initialization and Shutdown**  
 (/rosCPP/Overview/Initialization%20and%20Shutdown) | **Basics** (/rosCPP/Overview/Messages) |  
**Advanced: Traits [ROS C Turtle]** (/rosCPP/Overview/MessagesTraits) | **Advanced: Custom Allocators**  
**[ROS C Turtle]** (/rosCPP/Overview/MessagesCustomAllocators) | **Advanced: Serialization and Adapting**  
**Types [ROS C Turtle]** (/rosCPP/Overview/MessagesSerializationAndAdaptingTypes) | **Publishers and**  
**Subscribers** (/rosCPP/Overview/Publishers%20and%20Subscribers) | **Services**  
 (/rosCPP/Overview/Services) | **Parameter Server** (/rosCPP/Overview/Parameter%20Server) | **Timers**  
**(Periodic Callbacks)** (/rosCPP/Overview/Timers) | **NodeHandles** | **Callbacks and Spinning**  
 (/rosCPP/Overview/Callbacks%20and%20Spinning) | **Logging** (/rosCPP/Overview/Logging) | **Names and**  
**Node Information** (/rosCPP/Overview/Names%20and%20Node%20Information) | **Time**  
 (/rosCPP/Overview/Time) | **Exceptions** (/rosCPP/Overview/Exceptions) | **Compilation Options**  
 (/rosCPP/Overview/Compilation%20Options) | **Advanced: Internals** (/rosCPP/Overview/Internals) |  
**tf/Overview** (/tf/Overview) | **tf/Tutorials** (/tf/Tutorials) | **C++ Style Guide** (/CppStyleGuide)

## 目录

- 1. Automatic Startup and Shutdown
- 2. Namespaces

The `ros::NodeHandle` class serves two purposes. First, it provides  RAII ([http://en.wikipedia.org/wiki/Resource\\_Acquisition\\_Is\\_Initialization](http://en.wikipedia.org/wiki/Resource_Acquisition_Is_Initialization))-style startup and shutdown of the internal node inside a rosCPP (/rosCPP) program. Second, it provides an extra layer of namespace resolution that can make writing subcomponents easier.

## 1. Automatic Startup and Shutdown

As explained in the Initialization and Shutdown rosCPP overview (/rosCPP/Overview/Initialization%20and%20Shutdown), `ros::NodeHandle` manages an internal reference count to make starting and shutting down a node as simple as:

切换行号显示

```
1 ros::NodeHandle nh;
```

On creation, if the internal node has not been started already, `ros::NodeHandle` will start the node. Once all `ros::NodeHandle` instances have been destroyed, the node will be automatically shutdown.

## 2. Namespaces

See also: ROS names documentation (/Names)

`NodeHandles` let you specify a namespace to their constructor:

切换行号显示

```
1 ros::NodeHandle nh("my_namespace");
```

This makes any *relative name* (/Names) used with that NodeHandle relative to <node\_namespace>/my\_namespace instead of just <node\_namespace>.

You can also specify a parent NodeHandle and a namespace to append:

切换行号显示

```
1 ros::NodeHandle nh1("ns1");
2 ros::NodeHandle nh2(nh1, "ns2");
```

This puts nh2 into the <node\_namespace>/ns1/ns2 namespace.

## Global Names

If you really want you can specify a global name (/Names):

切换行号显示

```
1 ros::NodeHandle nh("/my_global_namespace");
```

This is generally discouraged, as it prevents nodes from being pushed into namespaces (e.g. by roslaunch). There are times, however, when using global names in code can be useful.

## Private Names

Using private names is a little bit trickier than calling a NodeHandle method with a private name ("~name") directly. Instead, you must create a new NodeHandle located inside a private namespace:

切换行号显示

```
1 ros::NodeHandle nh("~my_private_namespace");
2 ros::Subscriber sub = nh.subscribe("my_private_topic", ...);
```

The above example will subscribe to <node\_name>/my\_private\_namespace/my\_private\_topic

Except where otherwise

noted, the ROS wiki is [Wiki: rosCPP/Overview/NodeHandles](#) (2009-11-17 03:12:32由JoshFaust (/JoshFaust)编辑)

licensed under the

Creative Commons Attribution 3.0 (<http://creativecommons.org/licenses/by/3.0/>)

Brought to you by:  Open Source Robotics Foundation

(<http://www.osrfoundation.org>)