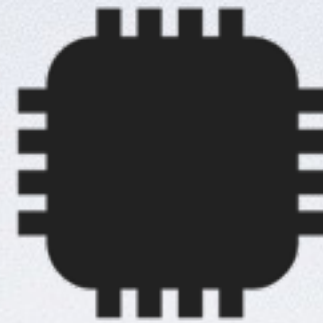


Kart Programming

Pierre Roduit | François Corthay
Christopher Metrailler | Oliver Gubler | Michael Clausen

Goals

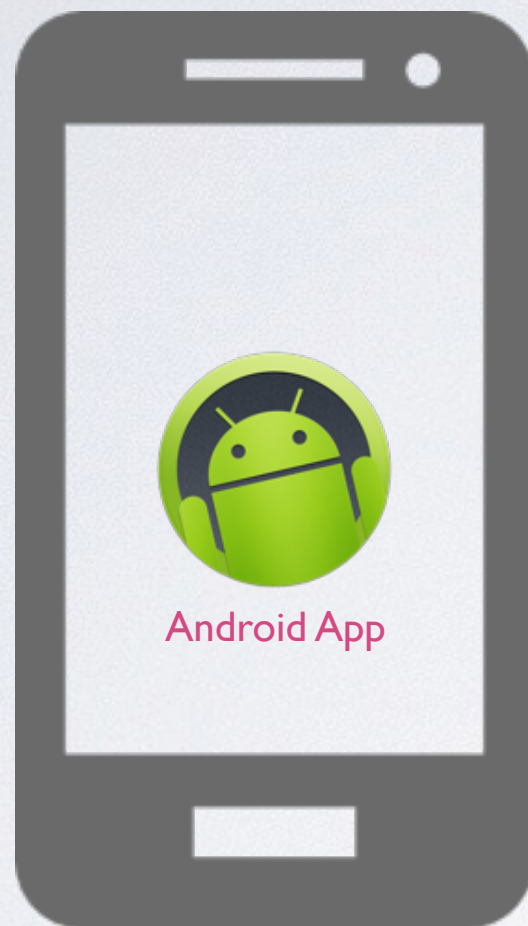


Use basic elements seen in ELN course.



Use basic elements seen in INF I course.

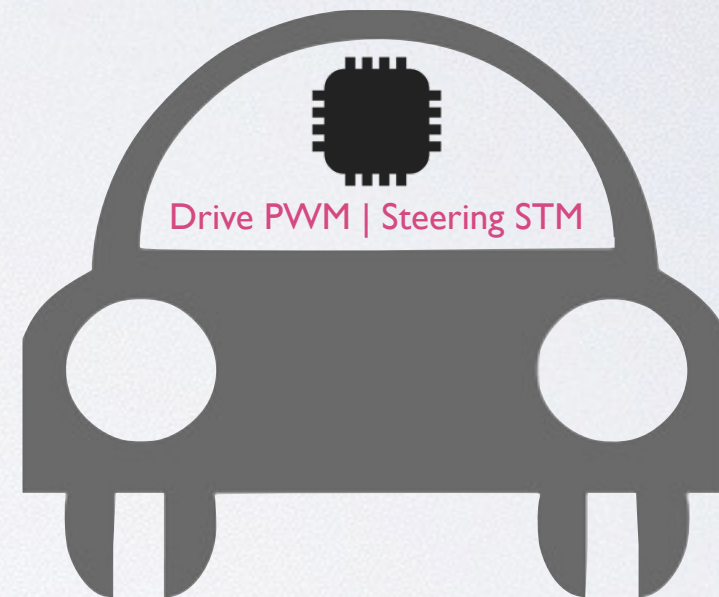
Goals



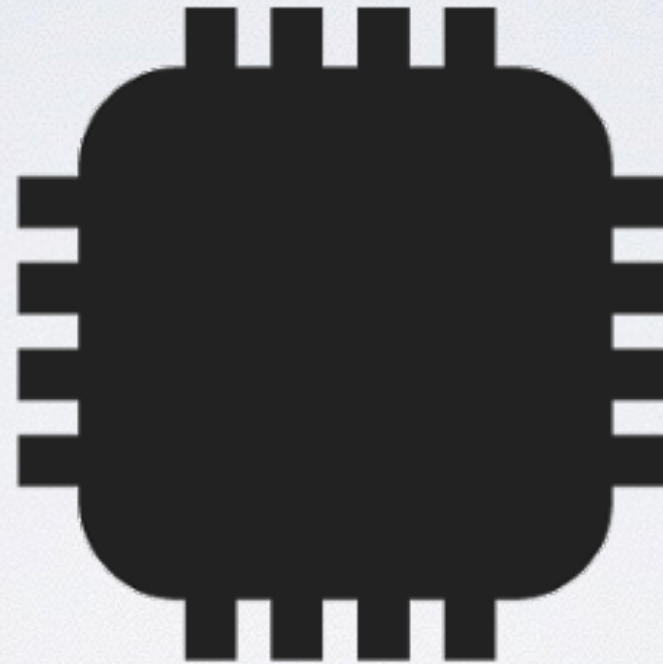
Galaxy Nexus



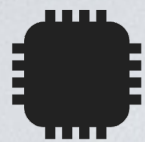
Bluetooth



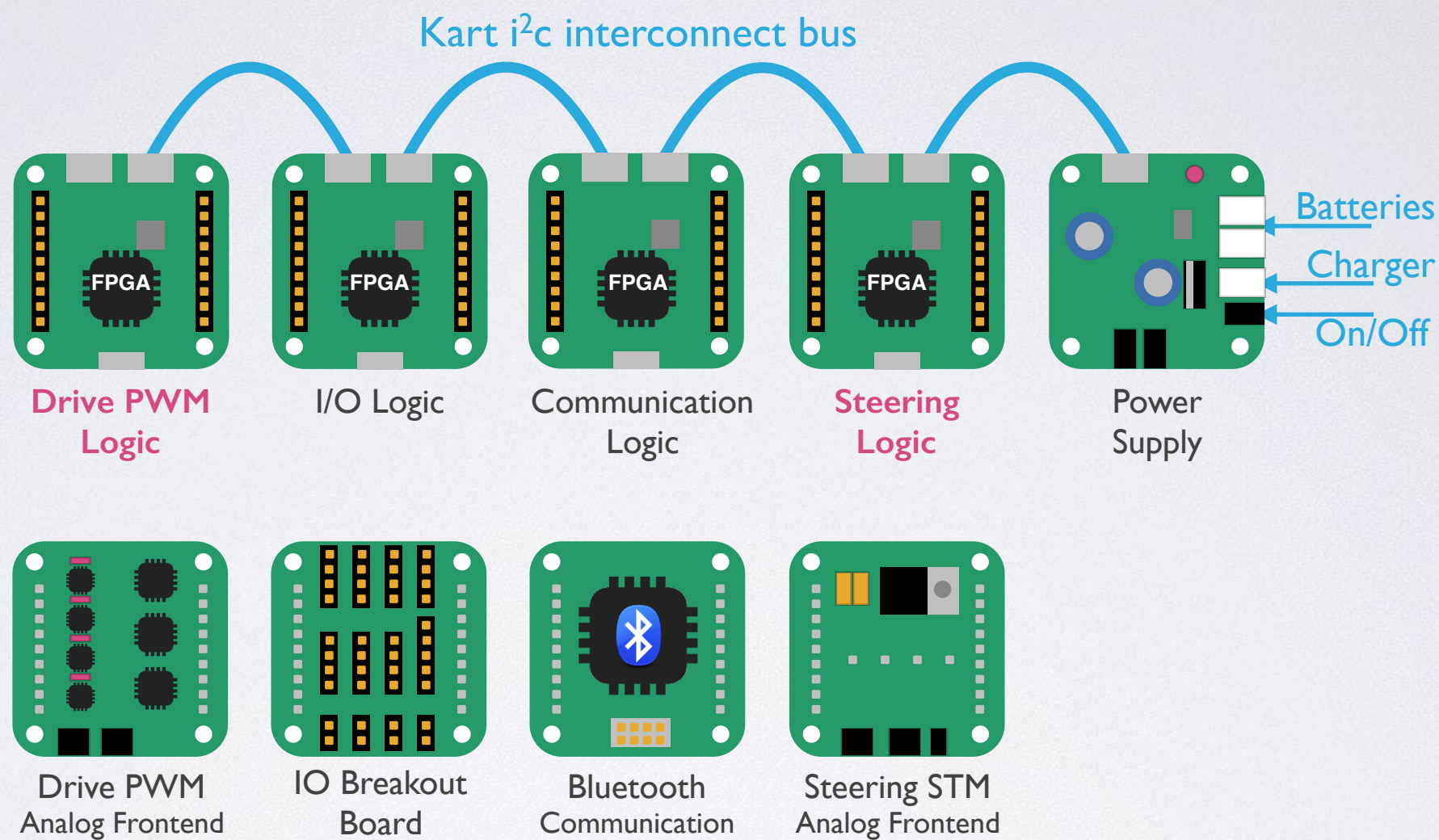
Kart

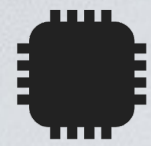


ELN part

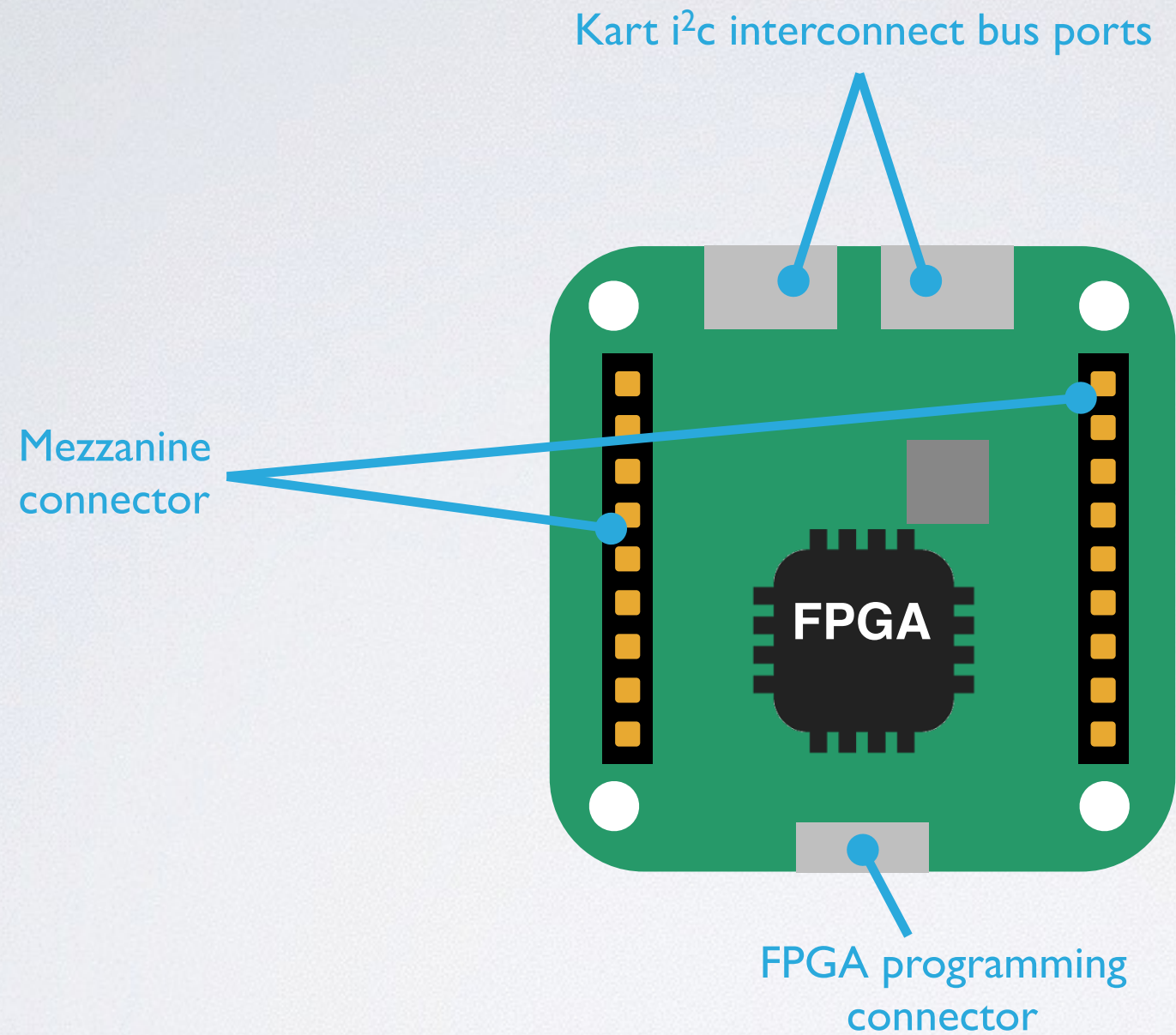


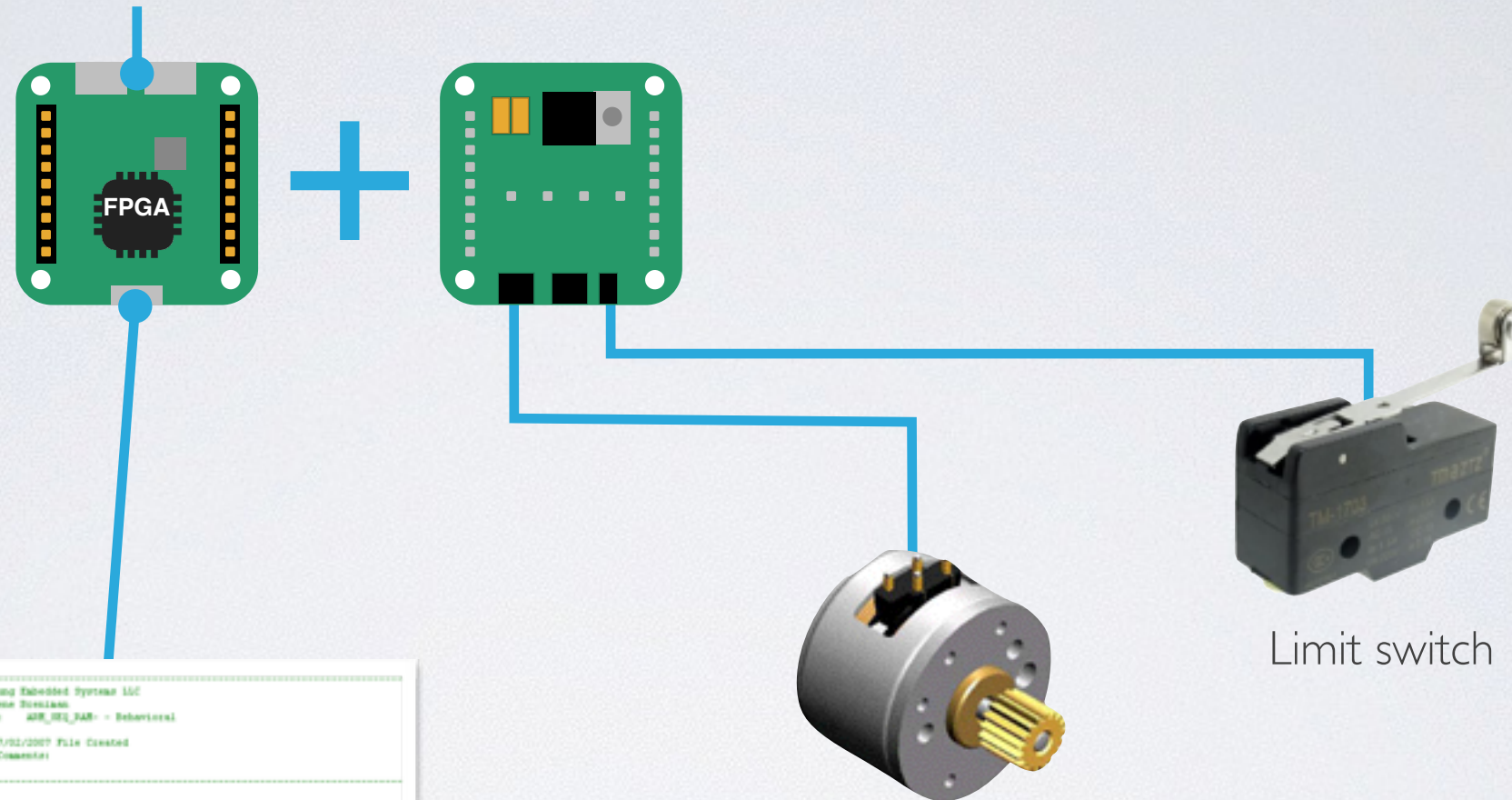
Modular concept





Generic FPGA Board



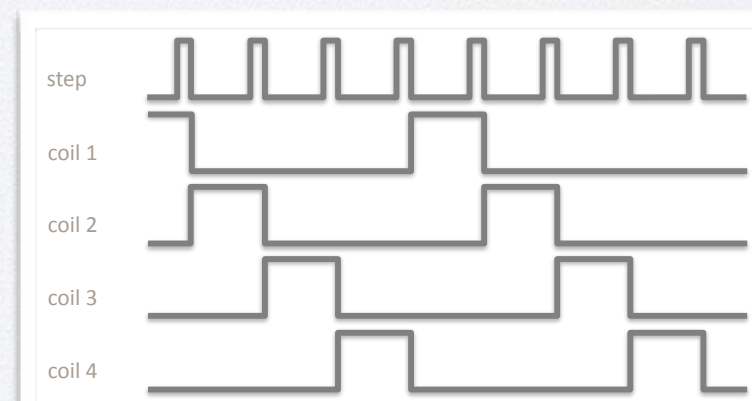


Limit switch

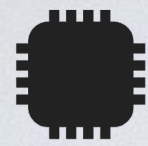
Stepper motor

[illegible]

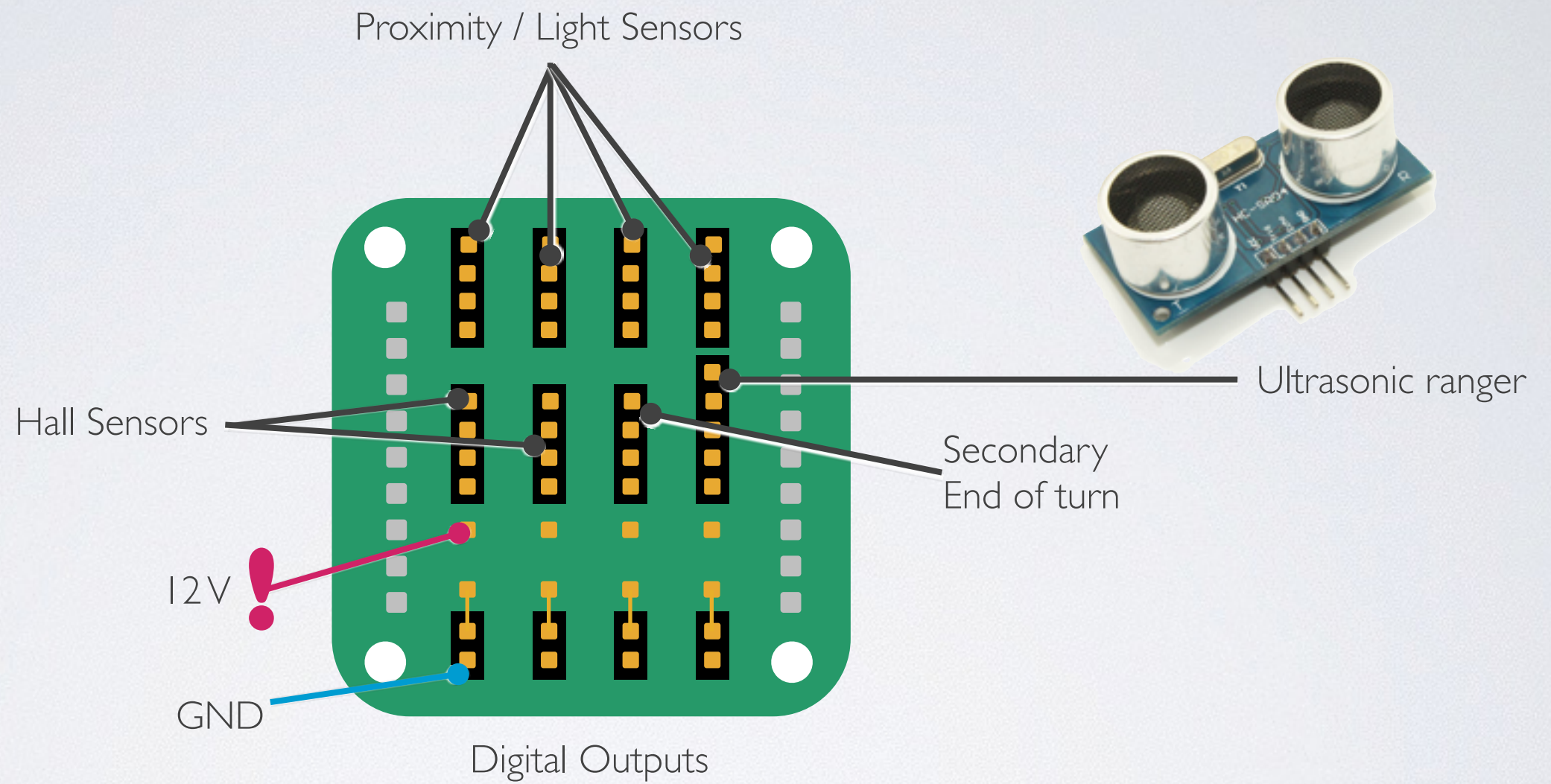
Stepper motor control

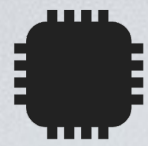


Coil sequence



IO Board





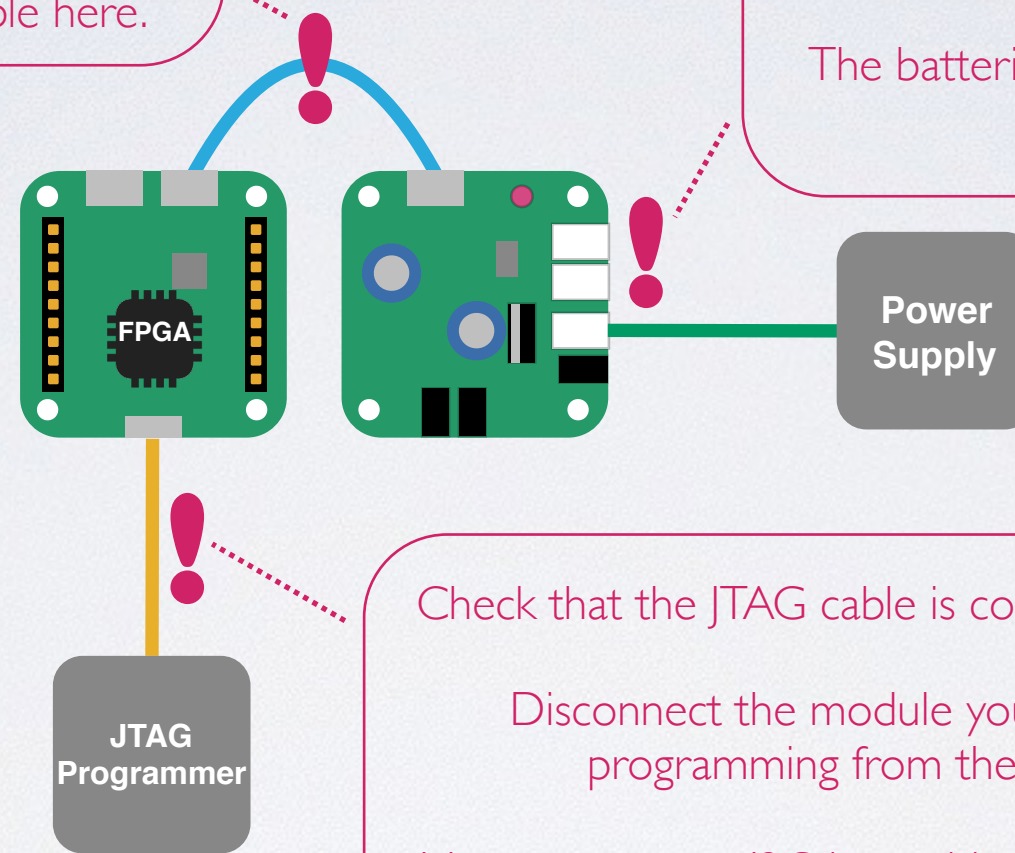
Avoid Hardware Damages

Double-check that the cable/connector are connected correctly.

Never connect JTAG connector cable here.

Power the circuit using a laboratory power supply.

The batteries should never be connected during development!



Check that the JTAG cable is connected correctly!

Disconnect the module you are actually programming from the I2C bus!

Never connect a I2C bus cable to this connector!

If you connect something wrong, the FPGA might be **damaged**.

The costs to change a FPGA are about **50 SFr**.

You will be charged for the reparation if you did not follow this guidelines!

- **Control block for DC motor**
 - Pulse Width Modulation (PWM) generator
- **Control block for stepper motor**
 - 4 Coil forward/backward sequence generator
- **Various sensors and actuators**
- **Anti-collision emergency stop**
 - IR distance sensors



Presentation of blocks and simulation results during morning of the last day

All mandatory features

Direction Stepper control
Speed PWM control
Hall sensor counter



4.0

+

1

=

Grade

Per optional feature

Ultrasound sensor
Emergency Stop (Proximity sensor)
Other improvements

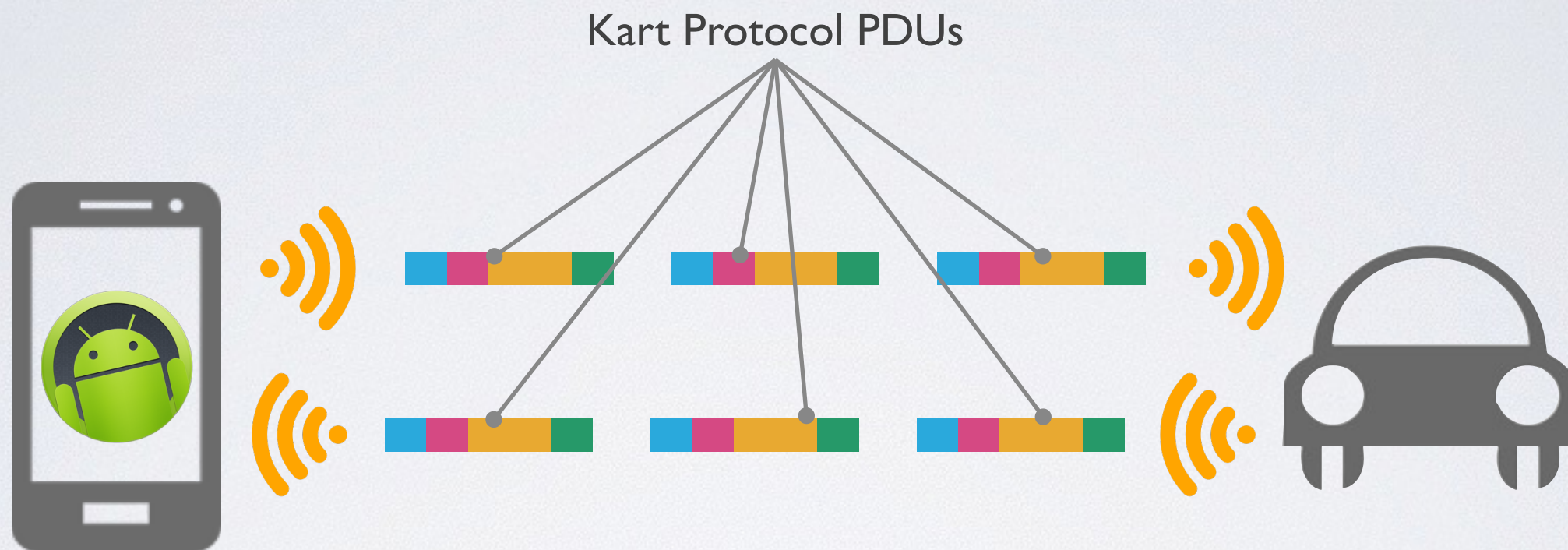




INF part

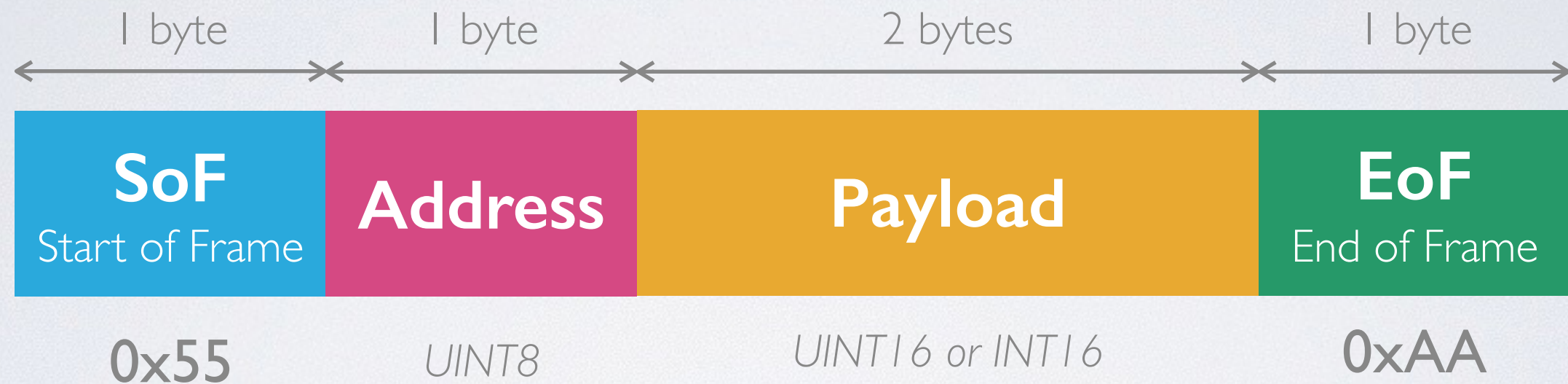


Remote Control Protocol





Remote Control Protocol PDU





Remote Control Protocol Addresses



Address	Type	Description
0x00	UINT16	Drive motor PWM period.
0x01	INT5	Drive motor speed [-15..15] (negative=backwards).
0x02	UINT16	Steering motor step period (speed proportional to 1/period).
0x03	UINT16	Steering position set point.
0x04	UINT5	Steering end switch address.
0x05	UINT5	Hardware settings (Enumeration mask).
0x06	UINT4	LED control.
0x15	UINT16	Update interval (from kart to phone) in ms.



Remote Control Protocol Addresses



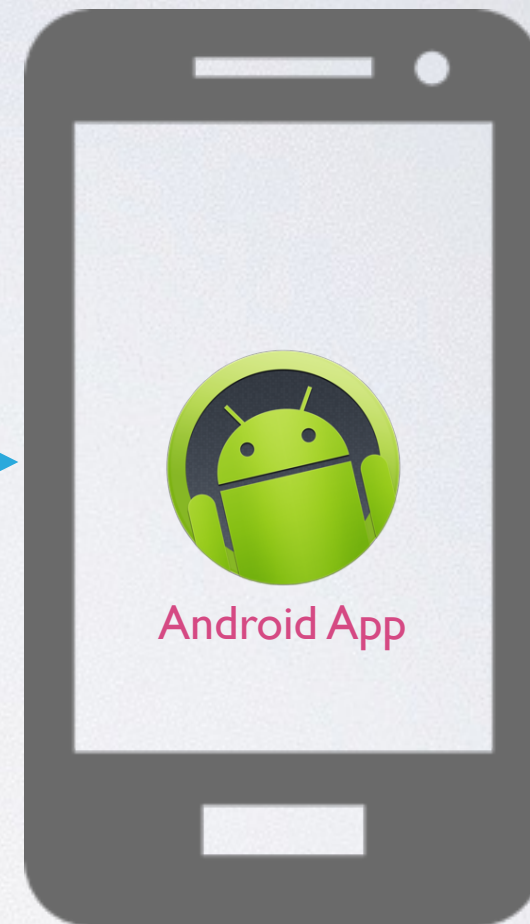
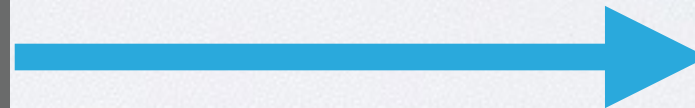
Address	Type	Description
0x00	UINT16	Hall sensor 1 speed count.
0x01	UINT16	Hall sensor 2 speed count.
0x02	UINT1	Steering angle reached (1=reached, 0=busy).
0x03	UINT16	Actual steering position.
0x04	UINT1	Steering end contact state (0=contact closed).
0x05	UINT16	ADC value of battery voltage level.
0x06	UINT16	Distance (Ultrasonic sensor)
0x08	UINT16	Proximity 1 (IR sensor)
0x09	UINT16	Proximity 2 (IR sensor)
0x0A	UINT16	Proximity 3 (IR sensor)
0x0B	UINT16	Proximity 4 (IR sensor)
0x0C	UINT16	Ambient Light 1 (IR sensor)
0x0D	UINT16	Ambient Light 2 (IR sensor)
0x0E	UINT16	Ambient Light 3 (IR sensor)
0x0F	UINT16	Ambient Light 4 (IR sensor)



Remote Control Android App



PC + Android SDK



Galaxy Nexus

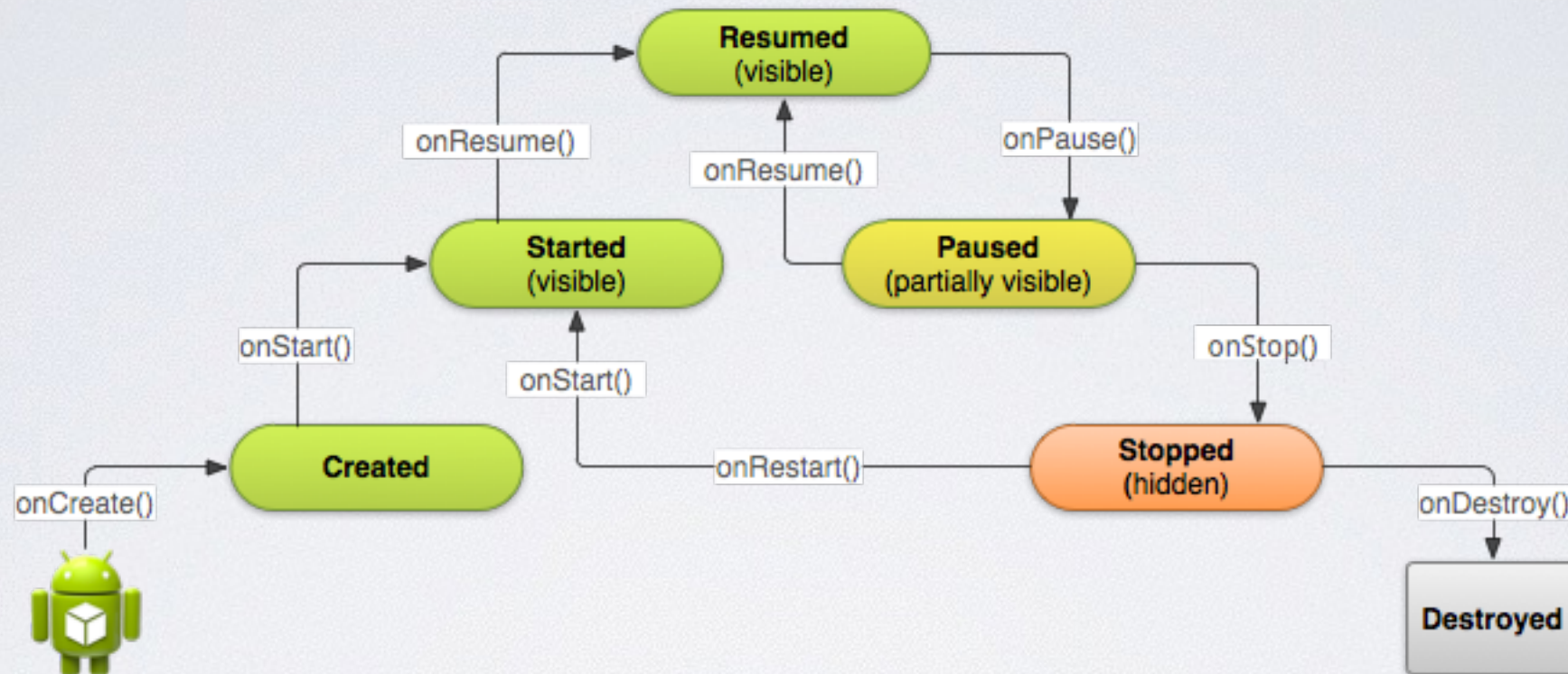


Android

- Mobile **O**perating **S**ystem developed by **Alphabet** (Google).
- **Abstracts hardware** from different manufacturers to a **common API**
- Applications are written in **Java** and run on a **Virtual Machine** (Dalvik or ART)
- Android is **open source**, based on **Linux**.
- The **SDK** & **Android Studio** (based on **IntelliJ IDEA**) are free to use and allow everyone to build applications for Android.



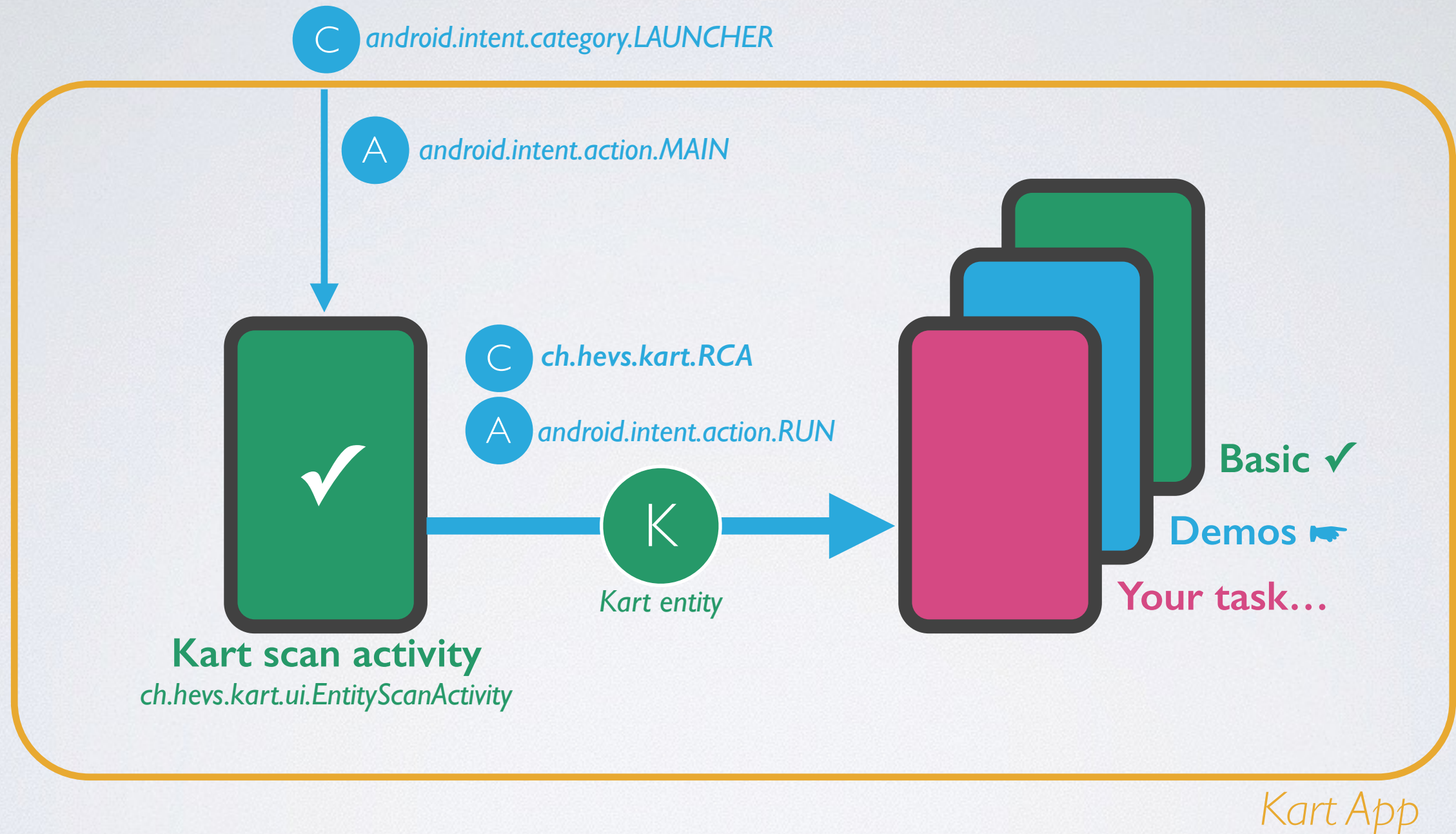
- An Android application has a lifecycle.



- UI layouts can be designed using an editor integrated into Android Studio.
 - Layouts are serialized into XML files.
 - These Layouts can be loaded from code.

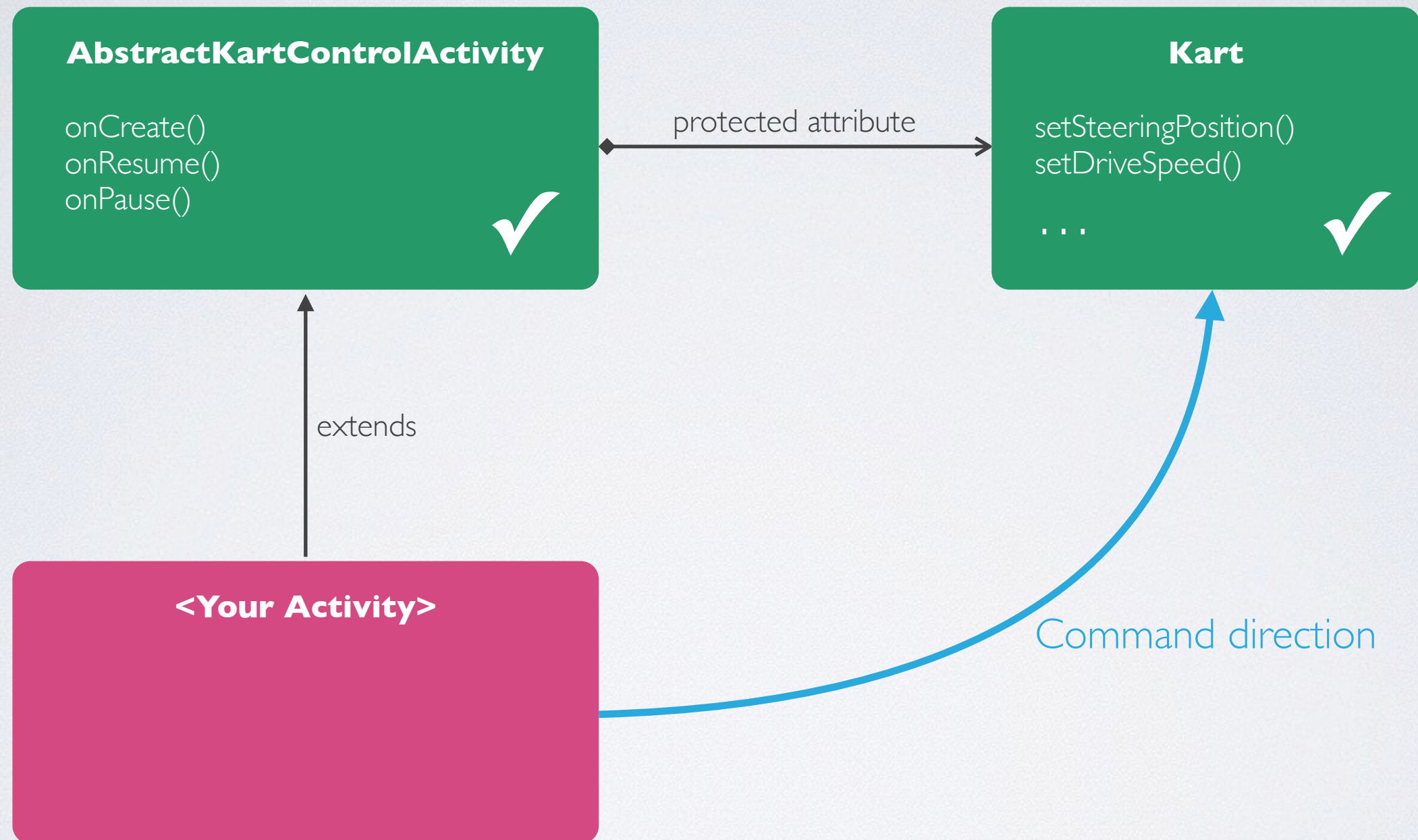


Remote Control Android App



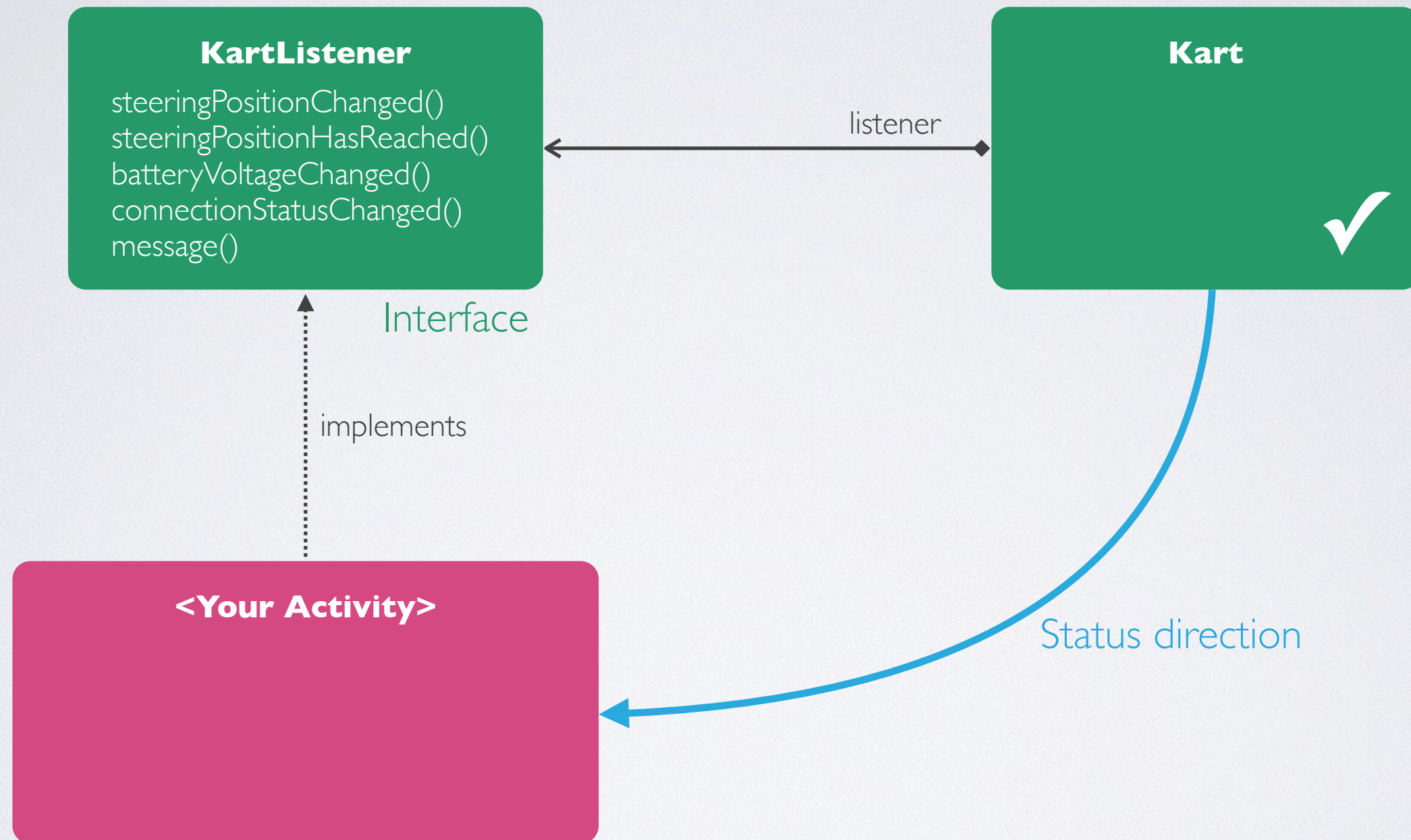


Remote Control Android App



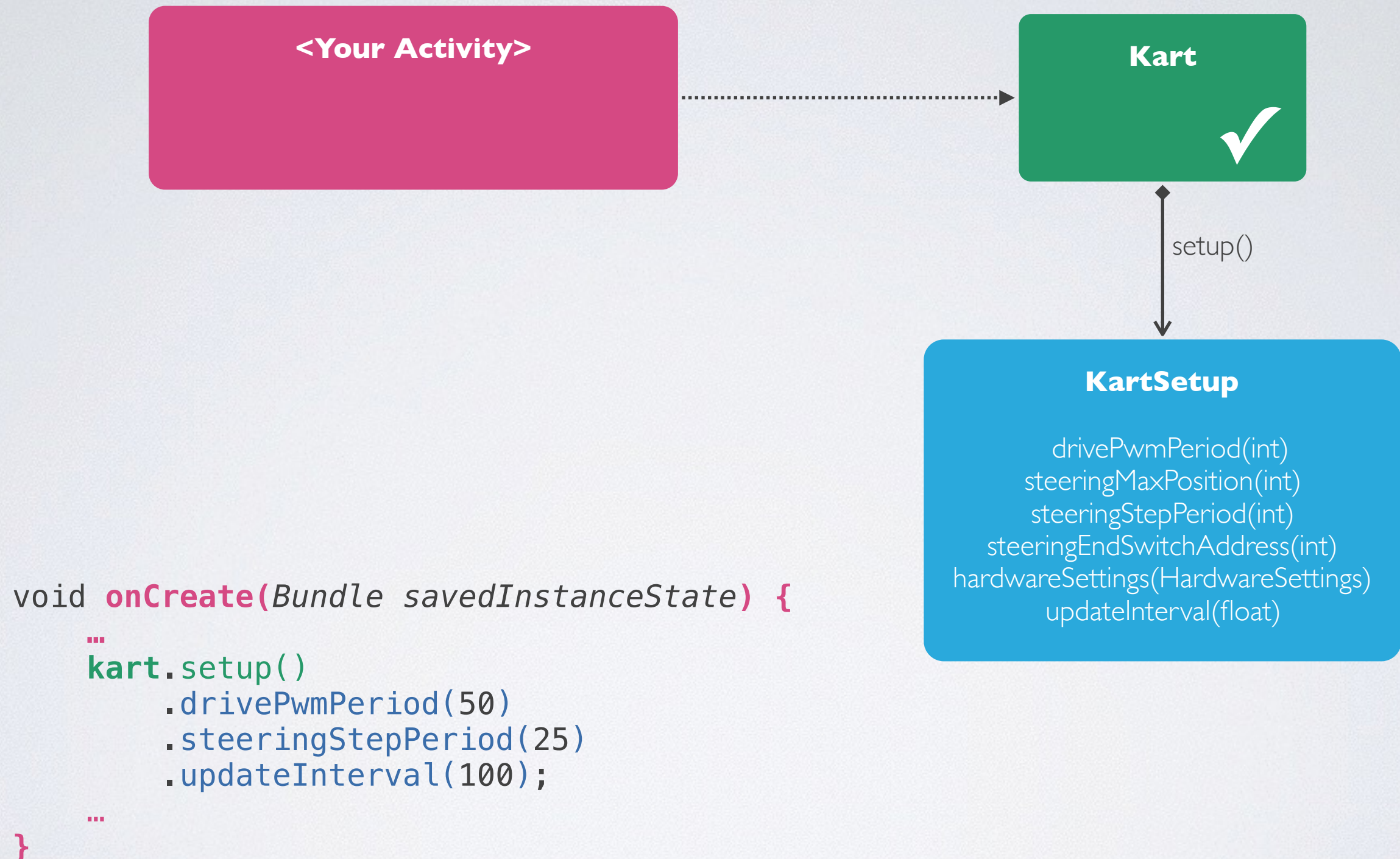


Remote Control Android App





Remote Control Android App





Software Goals

- **Slider control**
 - Direction
 - Speed
- **Progress Bar status**
 - Battery level
 - Steering position
- **Accelerometer (Orientation) control**
 - Button to enable orientation control
 - Device orientation controls sliders or kart



Software Grade



Functional blackbox tests
during morning of the last
day

All mandatory features

Direction control
Speed control
Battery display
Direction display



4.0

+

0.5

=

Grade

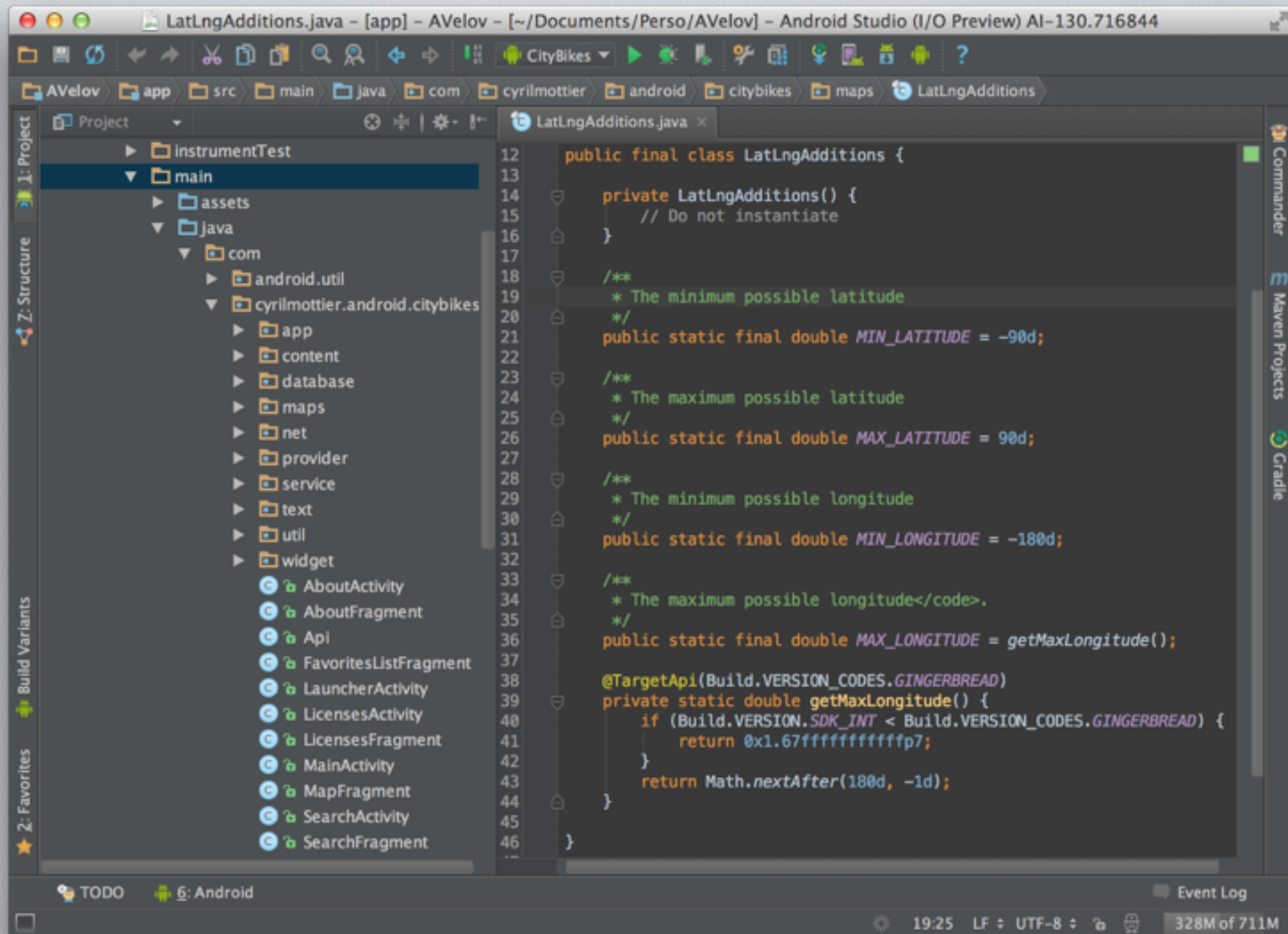
Per optional feature

LED's
Ultrasound sensor
Proximity sensor
Hall sensor
Steering assistant
Other improvements





Android Studio



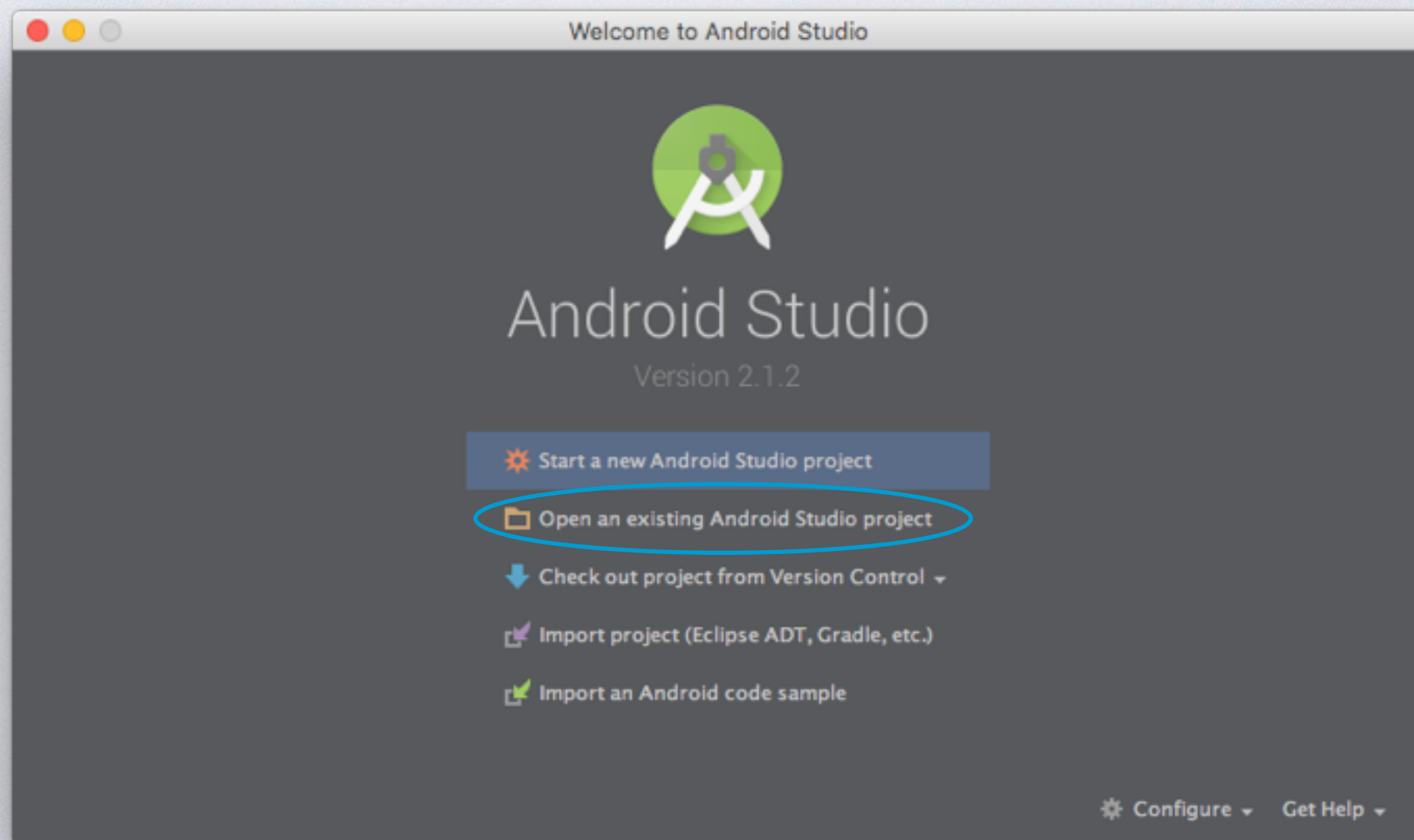


Android Studio

Download the Kart project template from the wiki

Extract the archive to the local disk

Open the extracted folder in Android Studio



Galaxy Nexus

- Connect Phone to PC's USB port
- Power on the phone
- Use default configurations during setup wizard
- Enable developer mode:
Go to Settings > About Phone and press 7 times on „Build Number“
- Enable USB debugging:
Go to Settings > Developer options and check „USB debugging“
- Install and start your Android application:
 - In Android Studio, press green play button and select Galaxy Nexus phone in the list.
 - On the phone, answer yes to allow USB debugging in popup.
 - Now your application should be running on the phone.



Install & Run Demo

Download **Kart.apk** from:
<http://wiki.hevs.ch/fsi/index.php5/Kart>

Install it using the **adb** command line tool:

```
c:\Users\your.account> c:\Android\sdk\platform-tools\adb install Downloads\Kart.apk
3979 KB/s (937315 bytes in 0.230s)
  pkg: /data/local/tmp/Kart.apk
Success
```

or much simpler:

Point your browser to: bit.ly/kart-app, download the app
select it and follow the instructions to install the app.



Tipp #1: Read the docs



- You find all information needed here:
 - Your copy of the kart project documentation and tasks document
 - Kart wiki: <http://wiki.hevs.ch/fsi/index.php5/Kart>
 - Kart project JavaDoc: <http://kart.vlegit.hevs.ch>
 - Android: <https://developer.android.com/index.html>

Ask us, we kindly like to help you!



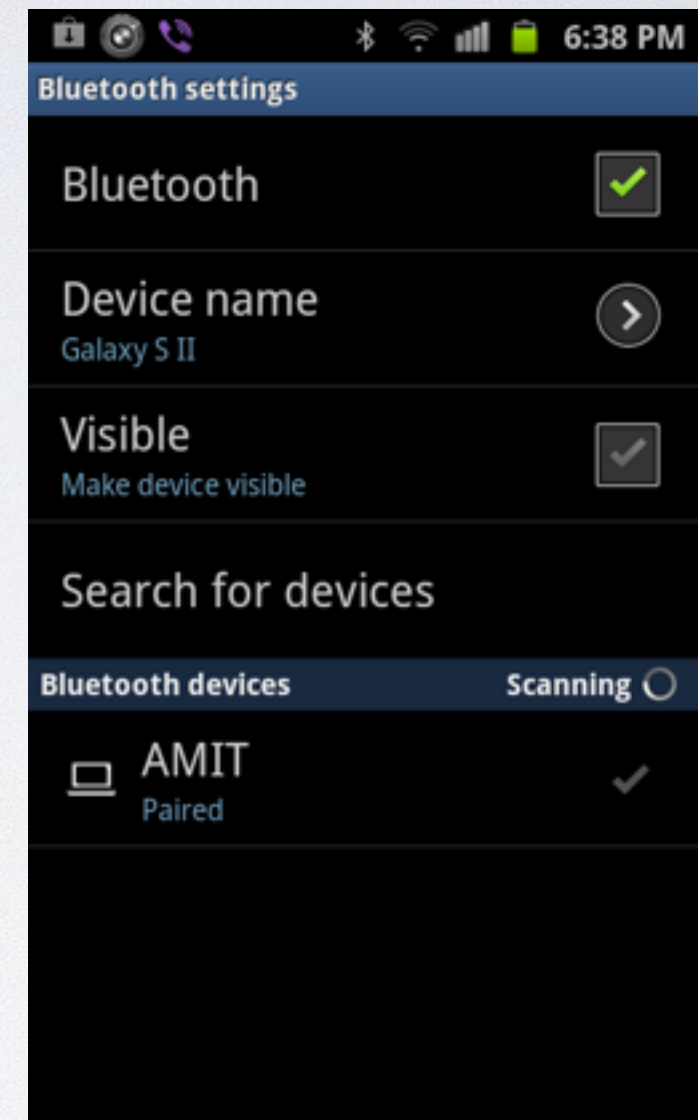
Tipp #2: Pair with your kart

You need to pair with your kart before
it will be listed by the Kart app

Open “Settings”

Go to “Bluetooth”

Select your kart in “Available Devices”

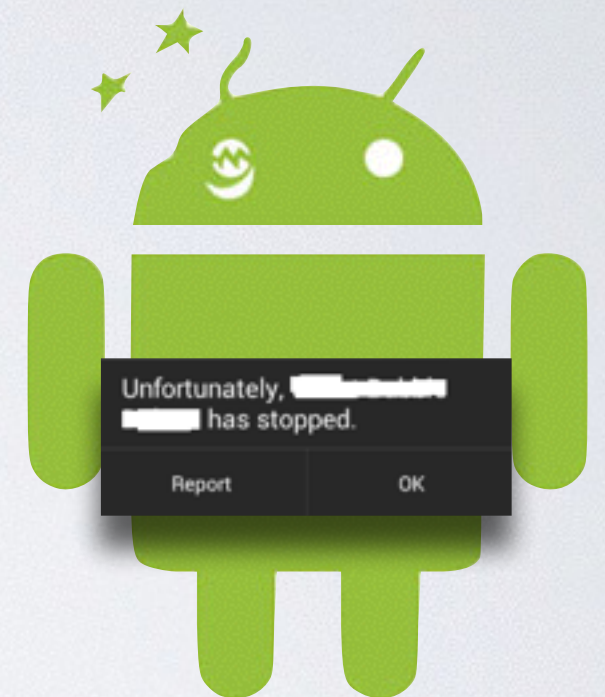
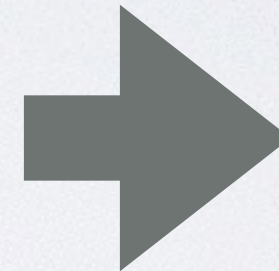




Tipp #3: No infinite loops

If you add infinite loops to the main thread, your application will crash!

```
// Blink a led  
try {  
    while (true) {  
        kart.setLed(0, true);  
        Thread.sleep(500);  
        kart.setLed(0, false);  
        Thread.sleep(500);  
    }  
} catch (InterruptedException e) {  
    e.printStackTrace();  
}
```





Tipp #4: Periodic Timer

Inside your Activity, add the attribute:

```
private Timer ledBlinker = new Timer() {  
    @Override  
    public void onTimeout() {  
        kart.toggleLed(0);  
    }  
};
```

Later you can start the timer using:

```
ledBlinker.schedulePeriodically(500);
```

You can stop the timer with:

```
ledBlinker.stop();
```

Documentation:

<http://kart.vlegit.hevs.ch/ch/hevs/utils/Timer.html>



Tipp #5: Doing something later

```
Timer doLater = new Timer() {  
    @Override  
    public void onTimeout() {  
        kart.setLed(0, true);  
    }  
};  
doLater.scheduleOnce(5000);
```

This code snippet will turn the LED 0 on
after 5 seconds.

Documentation:

<http://kart.vlegit.hevs.ch/ch/hevs/utils/Timer.html>



Tipp #6: Animations...

```
Animation animation = Animation.Builder(kart)
    .ledOn(0).ledOff(1).wait(100)
    .ledOff(0).ledOn(1).wait(100)
    .build();
animation.loop();
```

The animation will turn LED 0 on and LED 1 off, then wait for 0.1 s. Next it will turn LED 0 off and LED 1 on and then wait again for 0.1 s. The animation is looped until the method **cancel()** is called...

Documentation:

<http://kart.vlegit.hevs.ch/ch/hevs/utils/Animation.html>

<http://kart.vlegit.hevs.ch/ch/hevs/utils/Animation.Builder.html>