

Arduino - Processing



Ready to connect!

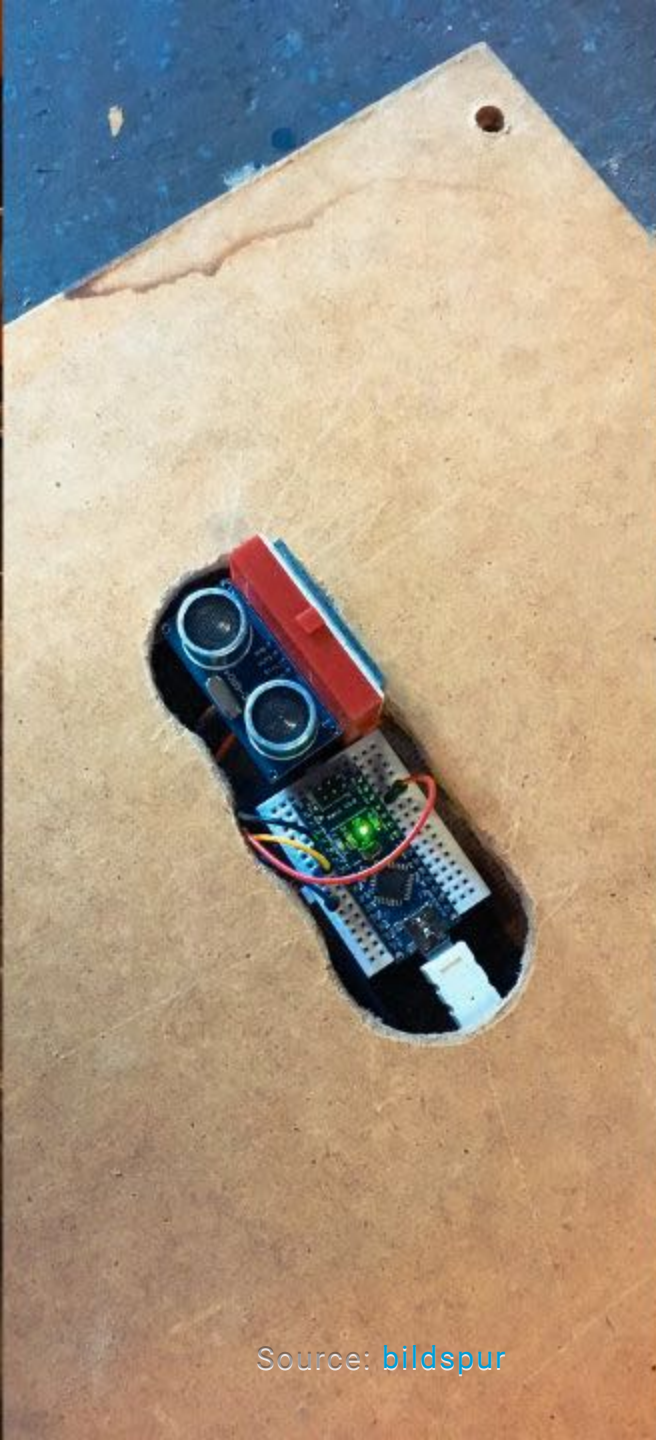


Why?

Wave: 1 Score: 0

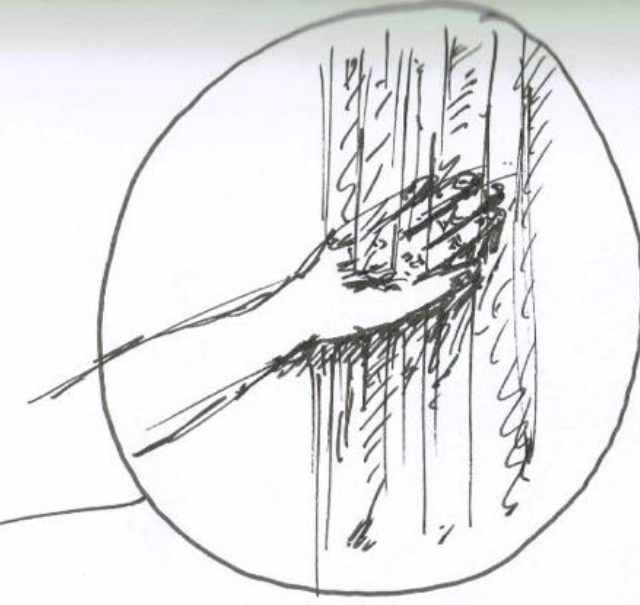
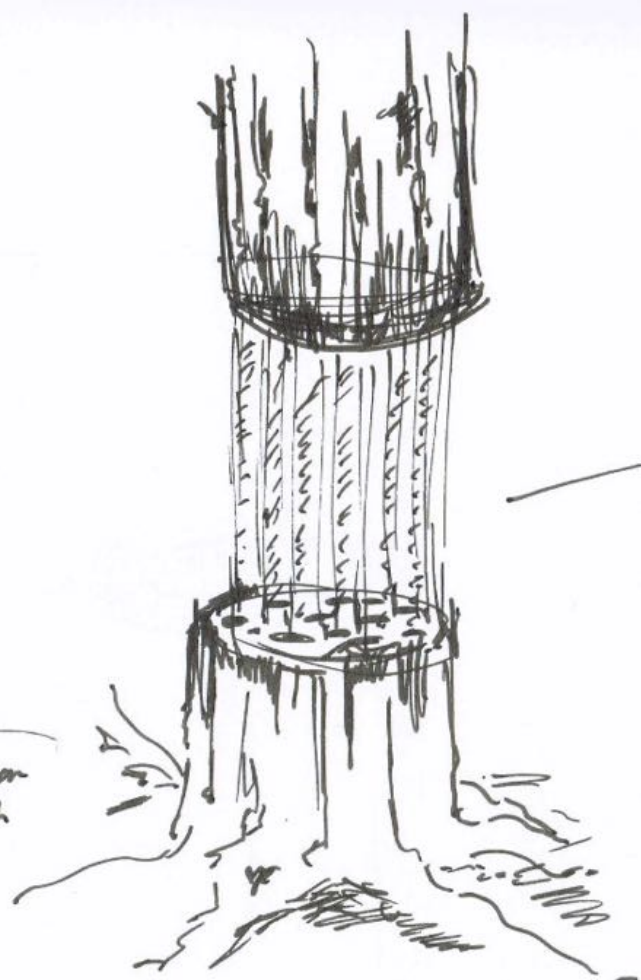


Source: bildspur



Source: [bildspur](#)



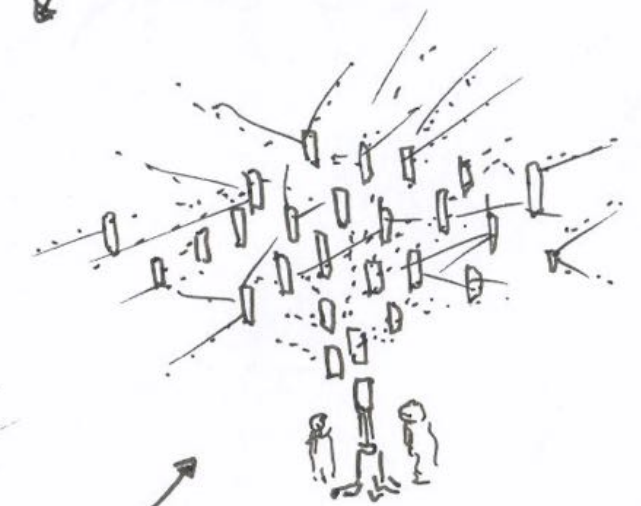


- Licht wird gestört
- strahl wird unterbrochen

=> Die «betörten»
strahlen gehen
aus!

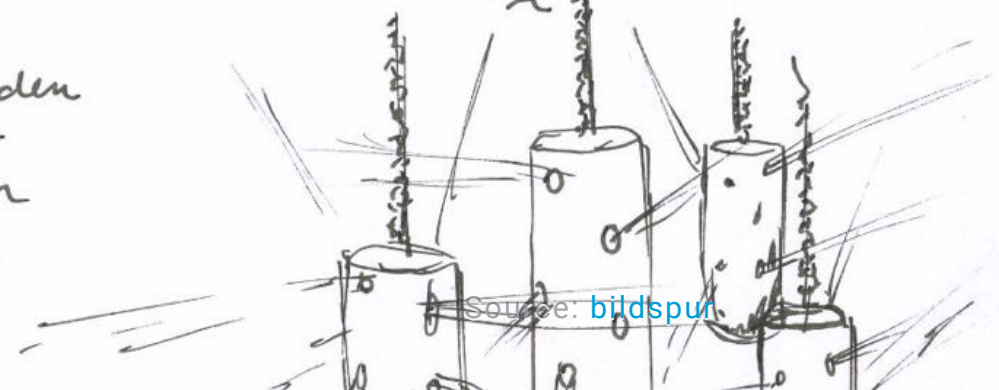
=> werden bei
nicht-betätigen
wieder aktiviert

Technik a
so unscheinbar
wie möglich



=> Bohrungen in den
Stämmen mit
Licht versehen

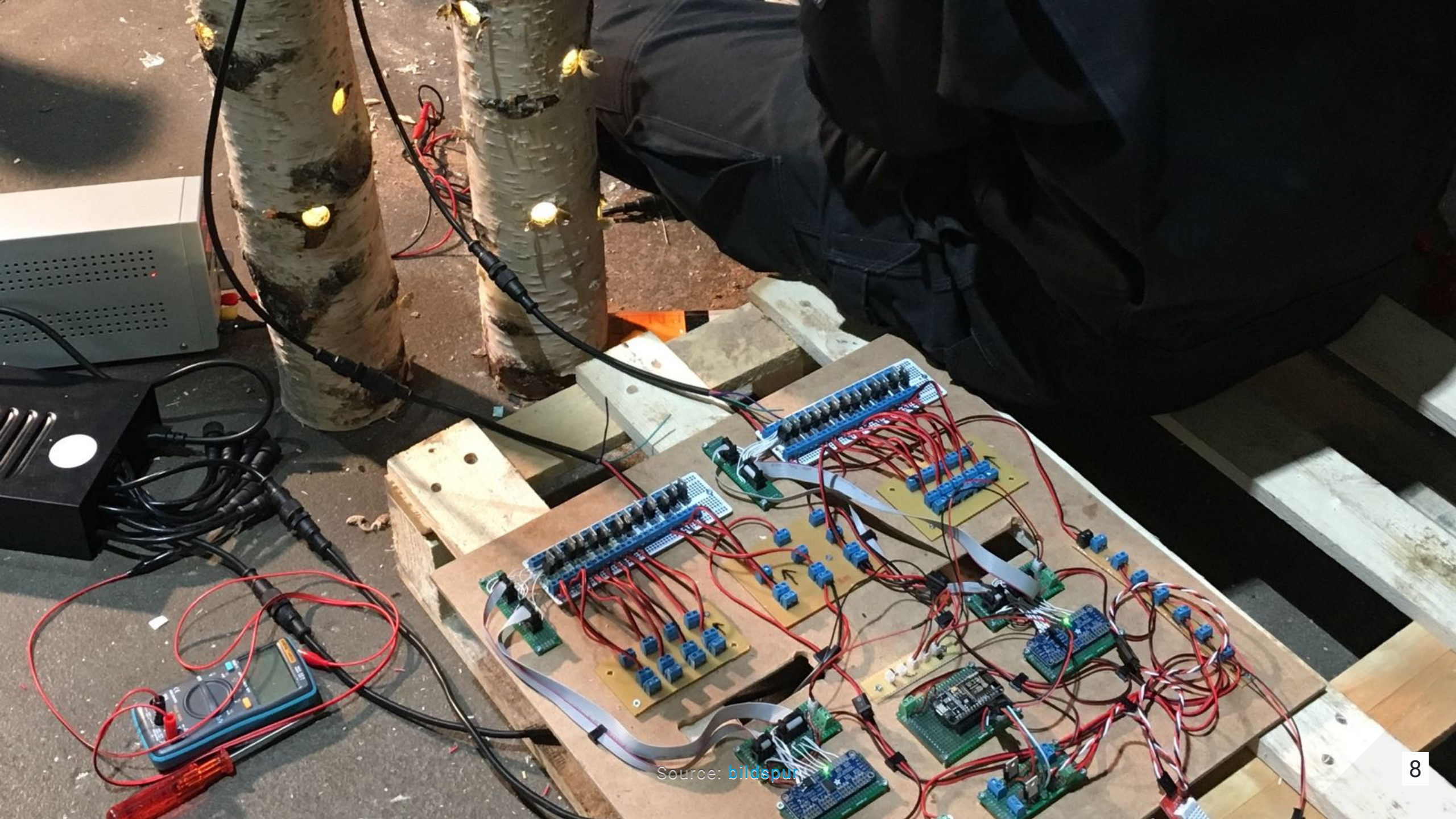
=> strahlen wie
Äste



Source: bildspur



Source: [bildspur](#)



Source: bildspur

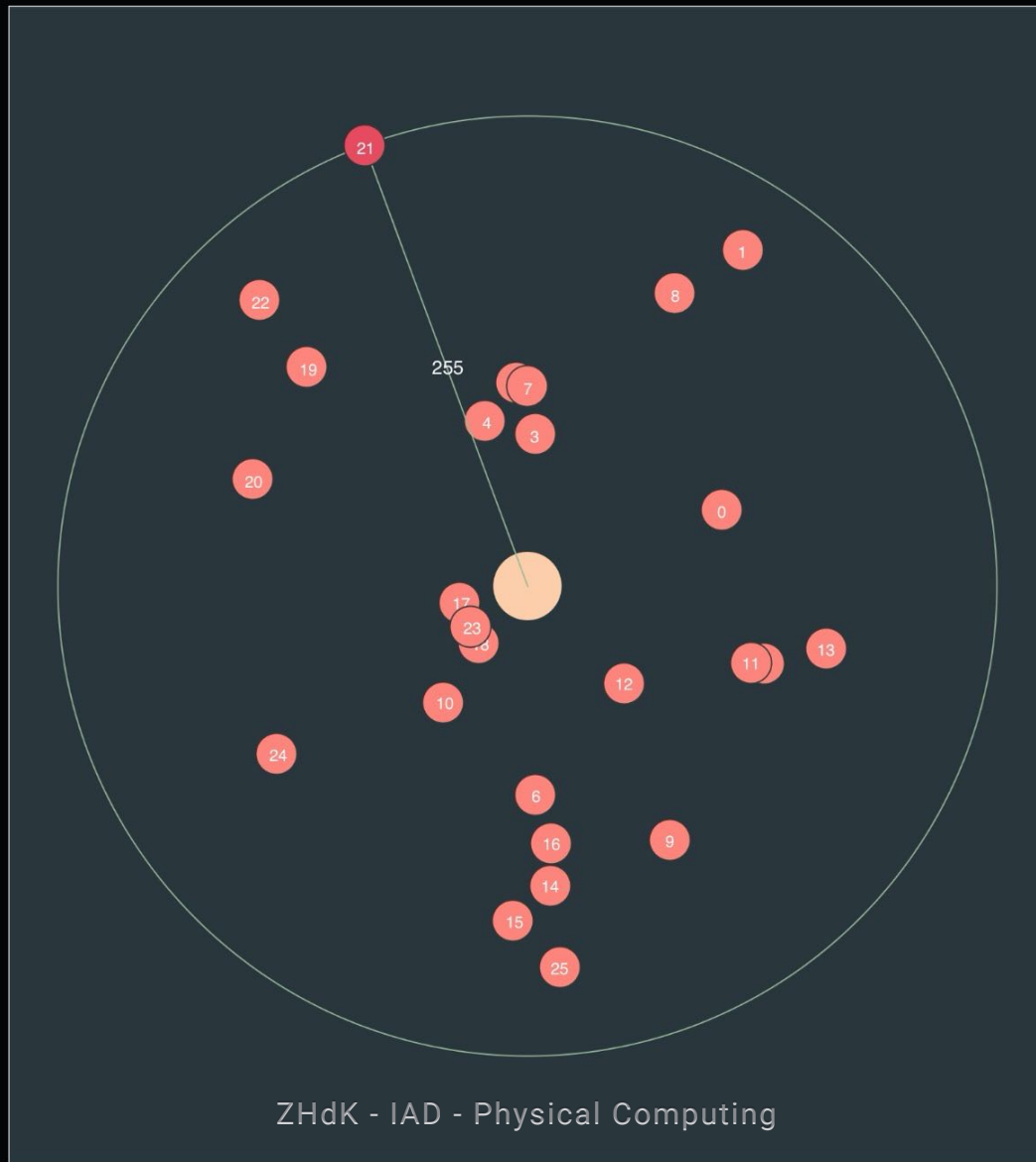


Source: [bildspur](#)

SILVA MANAGER

- NEW CONFIG
- LOAD CONFIG
- SAVE CONFIG
- READ TREE
- WRITE TREE
- SAVE TREE
- TREE MODE
- EDIT MODE
- STARS MODE

Active Scene:
Last Update: -999999999-01-01T00:00
HIC: -1.00
LUX: -1.0
Life: -1.0
Threshold: -1.0



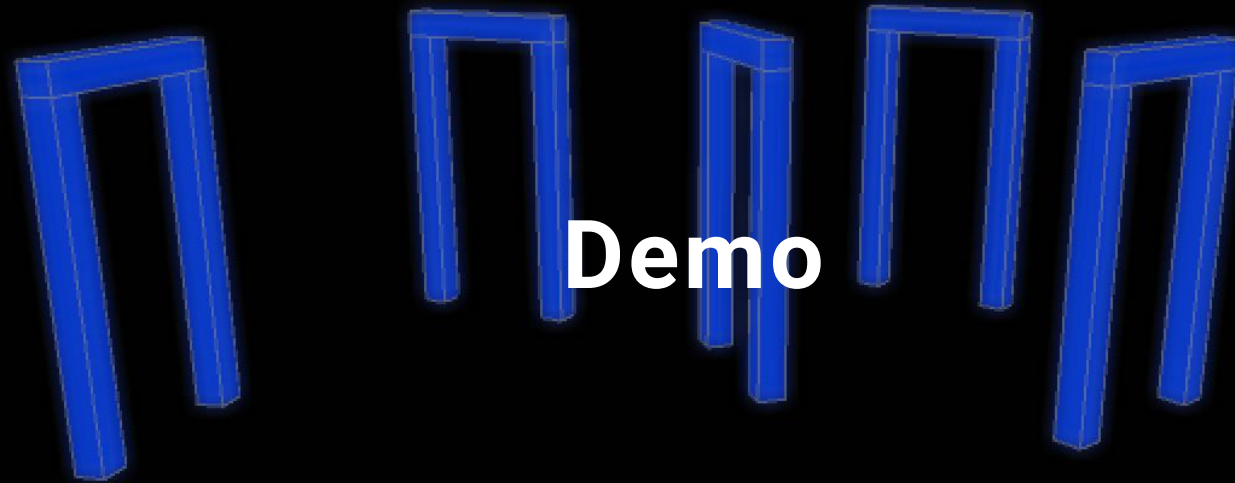
ZHdK - IAD - Physical Computing



Source: [bildspur](#)



MCU detected: true
attached: true
FPS: 116



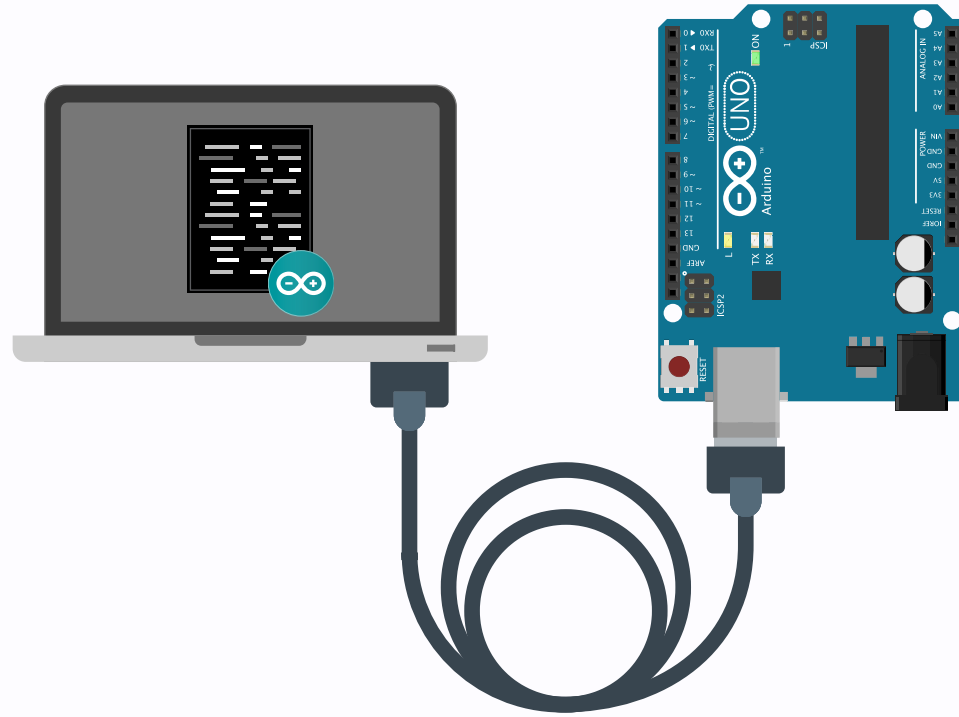
Debug "SLR;0.16 0.46 0.80;0.16 0.46 0.80;0.16 0.46 0.80;0.16 0.46 0.80;0.16 0.46 0.80;"



Source: bildspur

Why?

- Sensor Input
- Hardware Control
- Network
- Visualisation
- Debugging / Coding

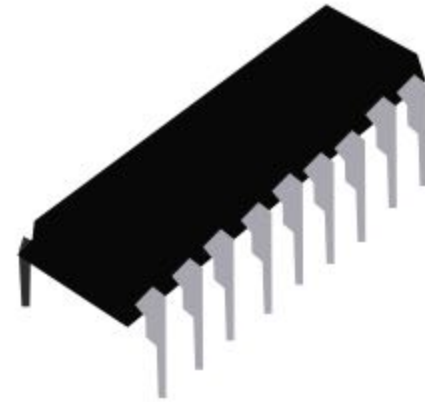


Serial



Processing

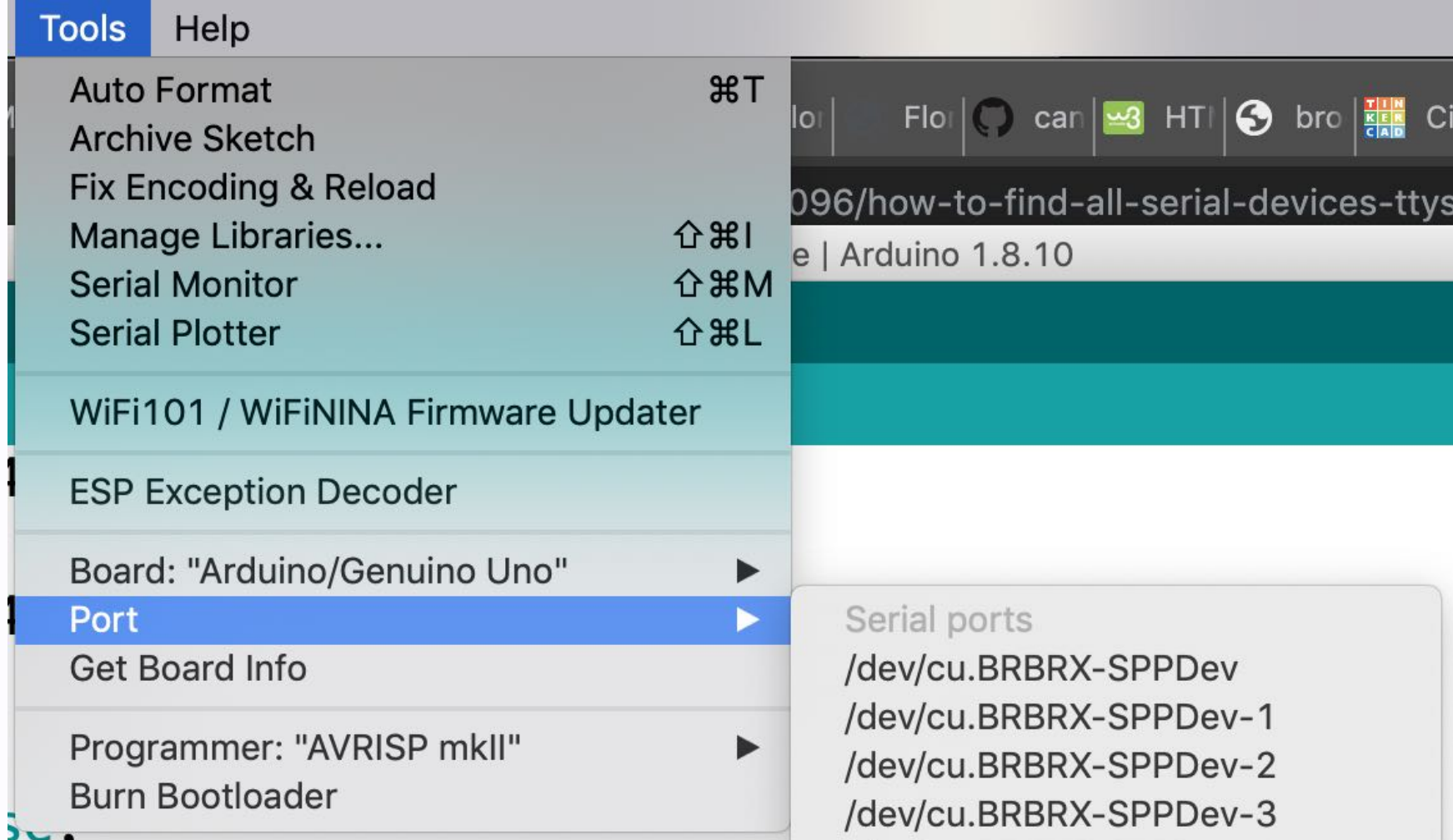
SERIAL



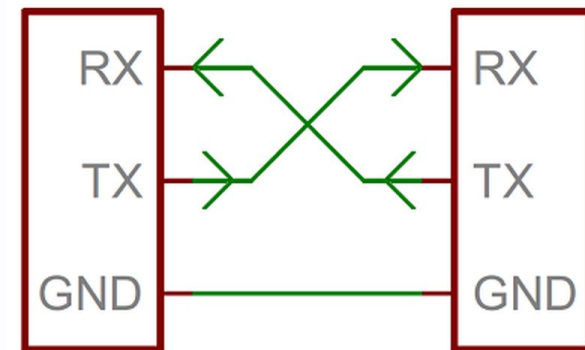
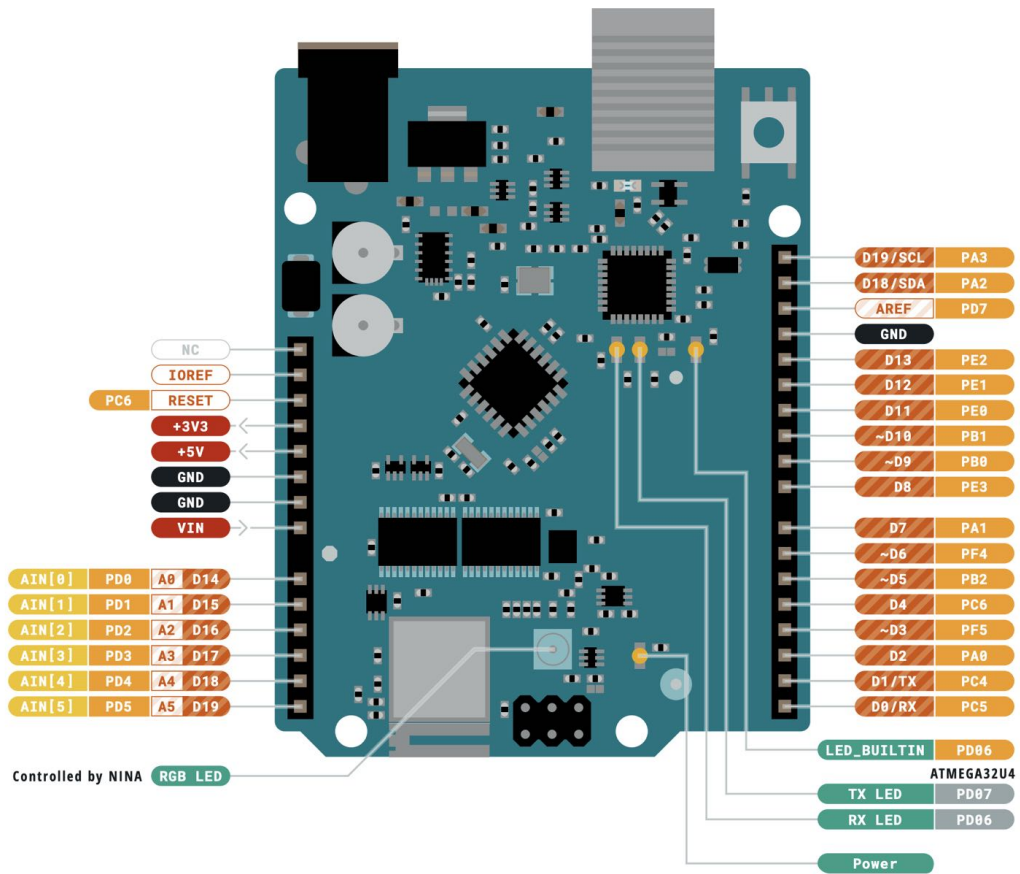
MicroController

Universal Asynchronous Receiver Transmitter

- UART (Chip)
- Baudrate (9600)
- Serial (RS-232)
- Port Based (tty / cu)
- `ls -la /dev/tty.*`
 - Device Manager COM1



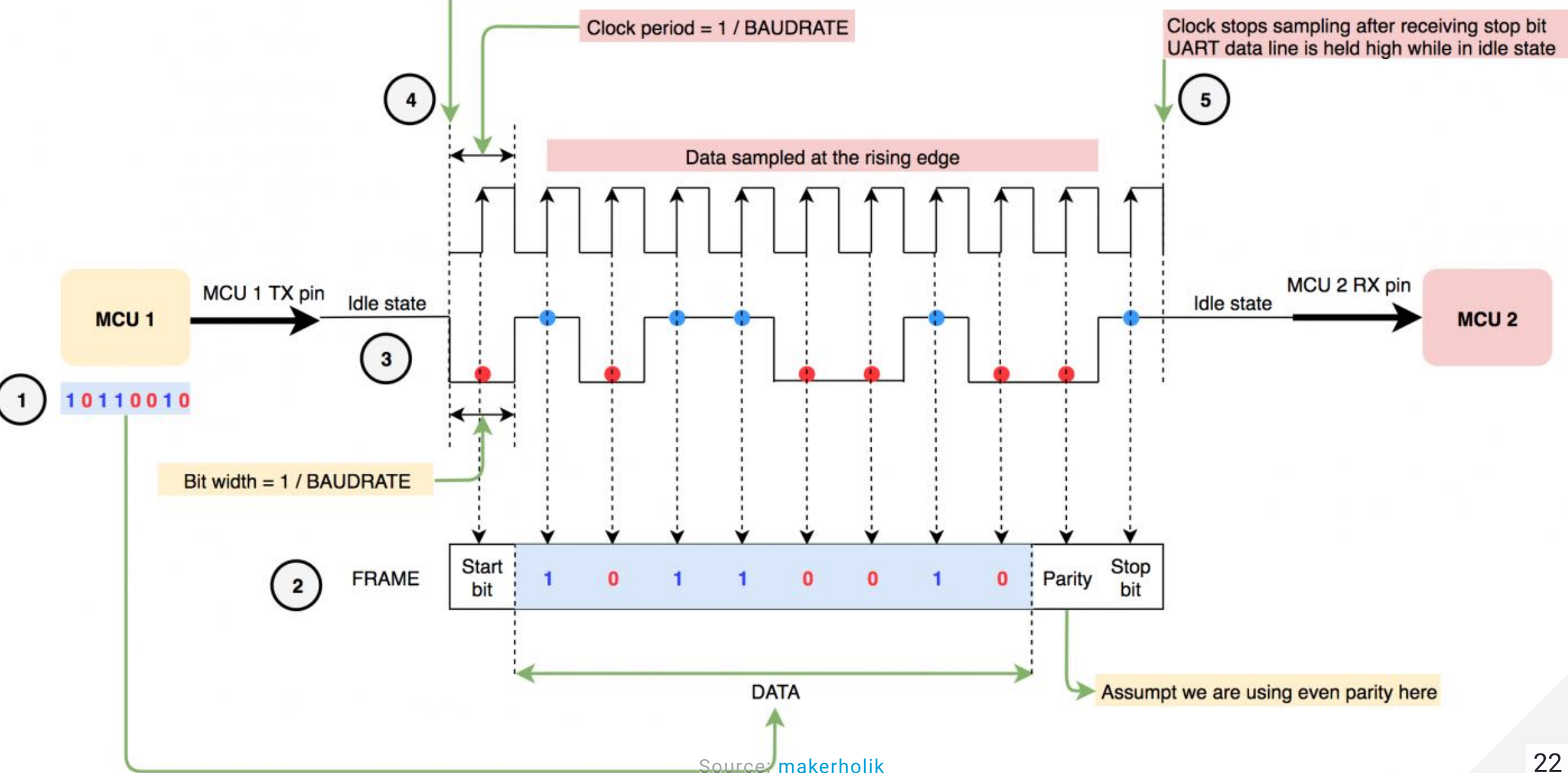
```
), OUTPUT);  
D_LED, LOW);
```



Clock starts to sample by detection transition from 1 to 0
In UART bitbang, we can sample more than 1 time the start bit to make sure the data line is not pulled to low by disturbance

Clock period = 1 / BAUDRATE

Clock stops sampling after receiving stop bit
UART data line is held high while in idle state



Source: makerholik

Text Encoding

- How to send the text `Blue`?
- Convert into binary representation
- Use Ascii Table (UTF8 / UTF16)

Char.	ASCII	Char.	ASCII	Char.	ASCII
@	64	U	85	j	106
A	65	V	86	k	107
B	66	W	87	l	108
C	67	X	88	m	109
D	68	Y	89	n	110
E	69	Z	90	o	111
F	70	[91	p	112
G	71	\	92	q	113
H	72]	93	r	114
I	73	^	94	s	115
J	74	_	95	t	116
K	75	`	96	u	117
L	76	a	97	v	118
M	77	b	98	w	119
N	78	c	99	x	120
O	79	d	100	y	121
P	80	e	101	z	122
Q	81	f	102	{	123
R	82	g	103		124
S	83	h	104	}	125
T	84	i	105	~	126

B → 1000010

L → 1101100

U → 1110101

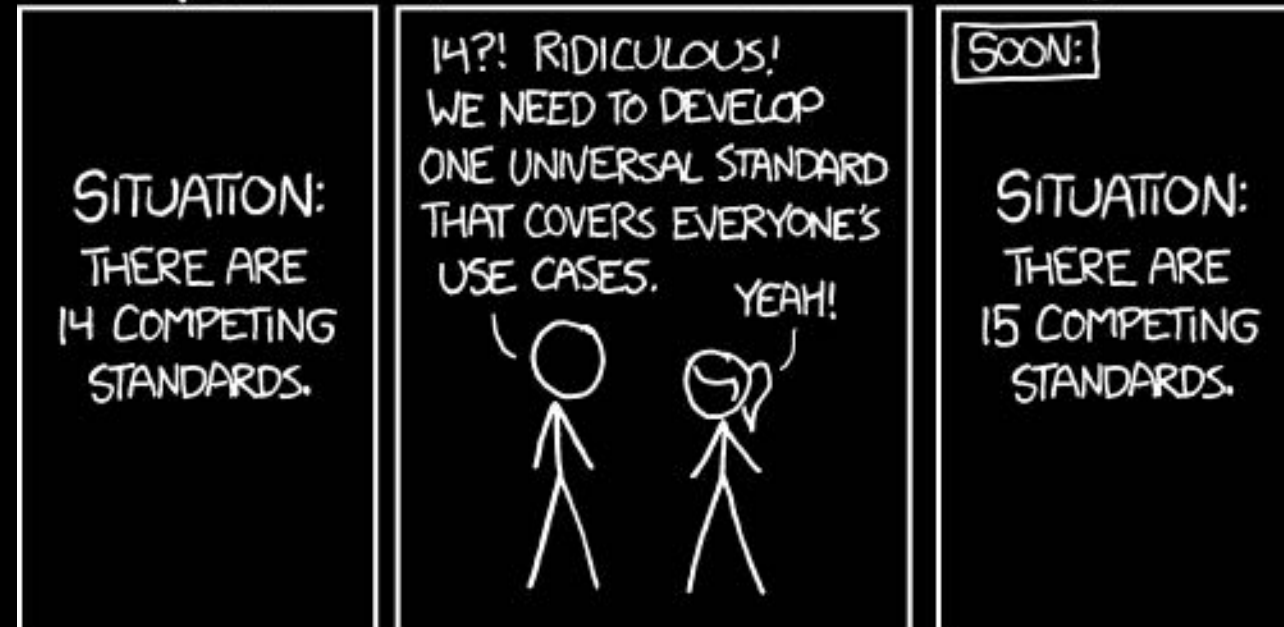
e → 1100101

Protocol

hello world

- Delimiter
 - Command
 - Parameters
- Keywords

HOW STANDARDS PROLIFERATE:
(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)



a payload which contains the actual samples. Such a combination of header & samples is called `oscbuffer`. The time resolution is currently limited to microseconds due to modern operating systems realtime limitations, but the timestamp could be also interpreted as nanosecond.

header

samples[]



flags :int32	sample count :int32	sample length :int32	speed :float	commentLength :int32	comment :utf-8	timestamp :int64	sampleLength :int32	sample :byte[]
-----------------	---------------------------	----------------------------	-----------------	-------------------------	-------------------	---------------------	------------------------	-------------------

The data is in binary format with little-endian encoding. Please be aware that the header can expand and contain more fields, which currently are not defined.

Header

Only one header per file is allowed and every seqosc file has to start with the header.

- flags (`int32`)
 - compression (`bit 0`) - if on payload is **compressed** with delfate
- sample-count (`int32`) - how many samples are in the payload (`-1` tells the parser to iterate himself)
- sample-length (`int32`) - how long the payload is in bytes (mainly used for compression)

Source: [seqosc](#)

Datastructure Example

```
// sensor model  
int time = 1000;  
float temperature = 20.5;  
int state = HIGH;
```

- sensor:1000,20.5,1\n
 - Keyword: sensor
 - Delimiter: :, , , \n
- Serialisation

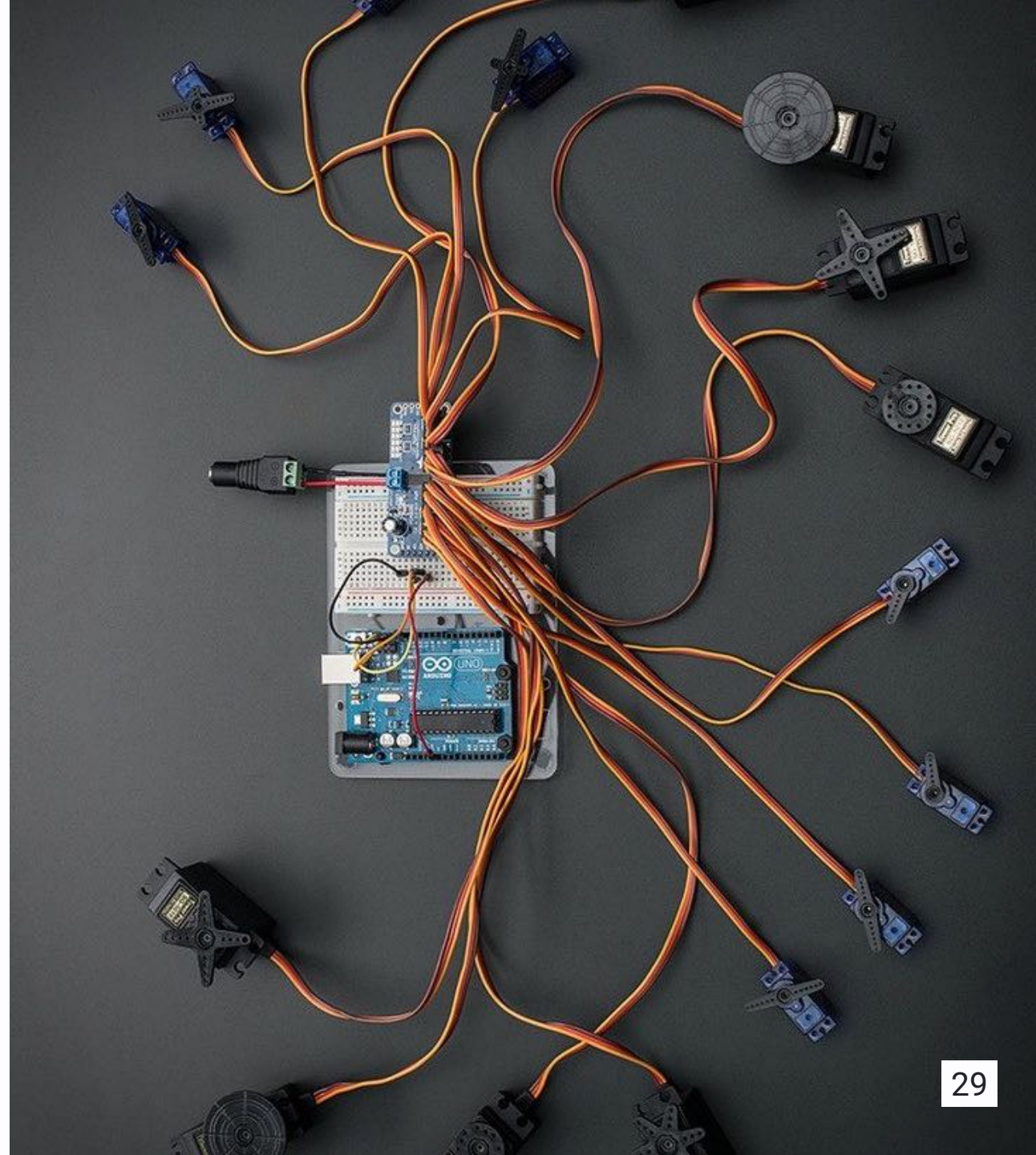
Task 1: Servo Controllers (15min)

Control a **continuous servo** with a **potentiometer** and send the servo state over the serial port.

- What is a servo?
- Protocol
- `Serial.begin(9600);`, `Serial.print("\n");`
- Increase zero range

Servo

- Accurate motion (degrees)
- Continuous Servo (360°)
- 0-89 speed left side
- 90 no motion
- 91-180 speed right side



Servo Code

```
#include <Servo.h>

Servo servo;

void setup() {
  servo.attach(9);
}

void loop() {
  servo.write(45);
  delay(15);
}
```

Serial Library Processing

- [Processing Readme](#)
- `Serial.list()` - List all serial ports
- `port.readStringUntil('\n')` - Read until character
- Quick Demo

String Parsing

```
String line = port.readStringUntil('\n');  
  
// check if buffer is empty  
if (line == null)  
    return;  
  
// remove spaces  
line = line.trim();  
  
// split by comma  
String[] elements = line.split(",");
```


Datatype Conversion

```
int x = int("1234");  
float f = float("0.23");
```

Task 2: Parse Data (10min)

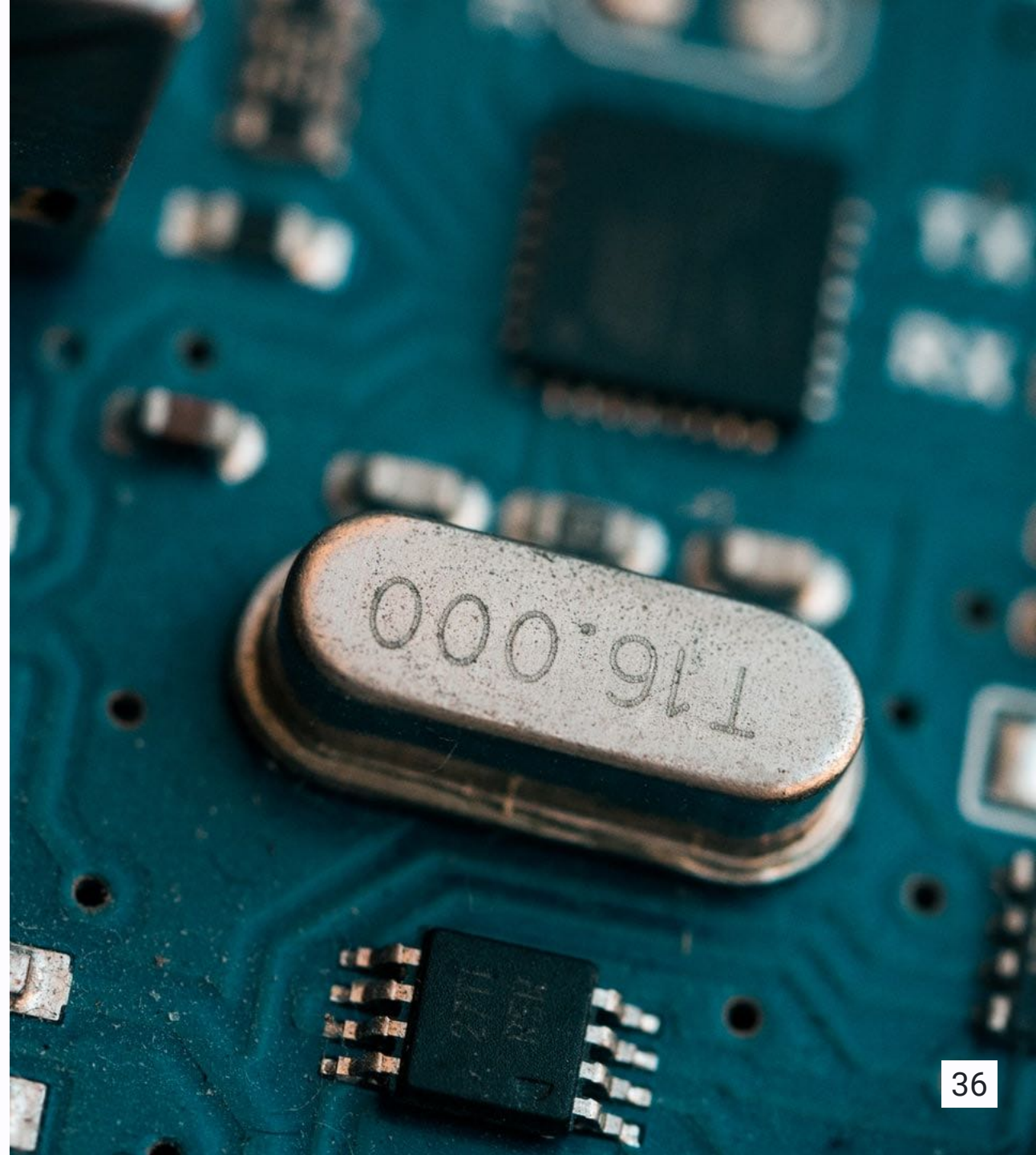
Read the **servo data** inside of a Processing sketch from the serial port and **store it** into a variable.

Task 3: Virtual Servo (10min)

Visualize the **servo state** in Processing.

Control the Arduino

- Two-way communication (bidirectional)
- Question / Answer
 - Who is the ~~master~~ / ~~slave~~?
 - primary / replica?
 - Timeouts / Deadlocks...?



```
// reading
auto line = serial.readStringUntil("\n");
line.trim();

// parsing
auto command = line.substring(0, line.indexOf(","));

// scanning
int interval;
int window;
int time;
char serviceAddress[37]; // 36 plus 1 for null

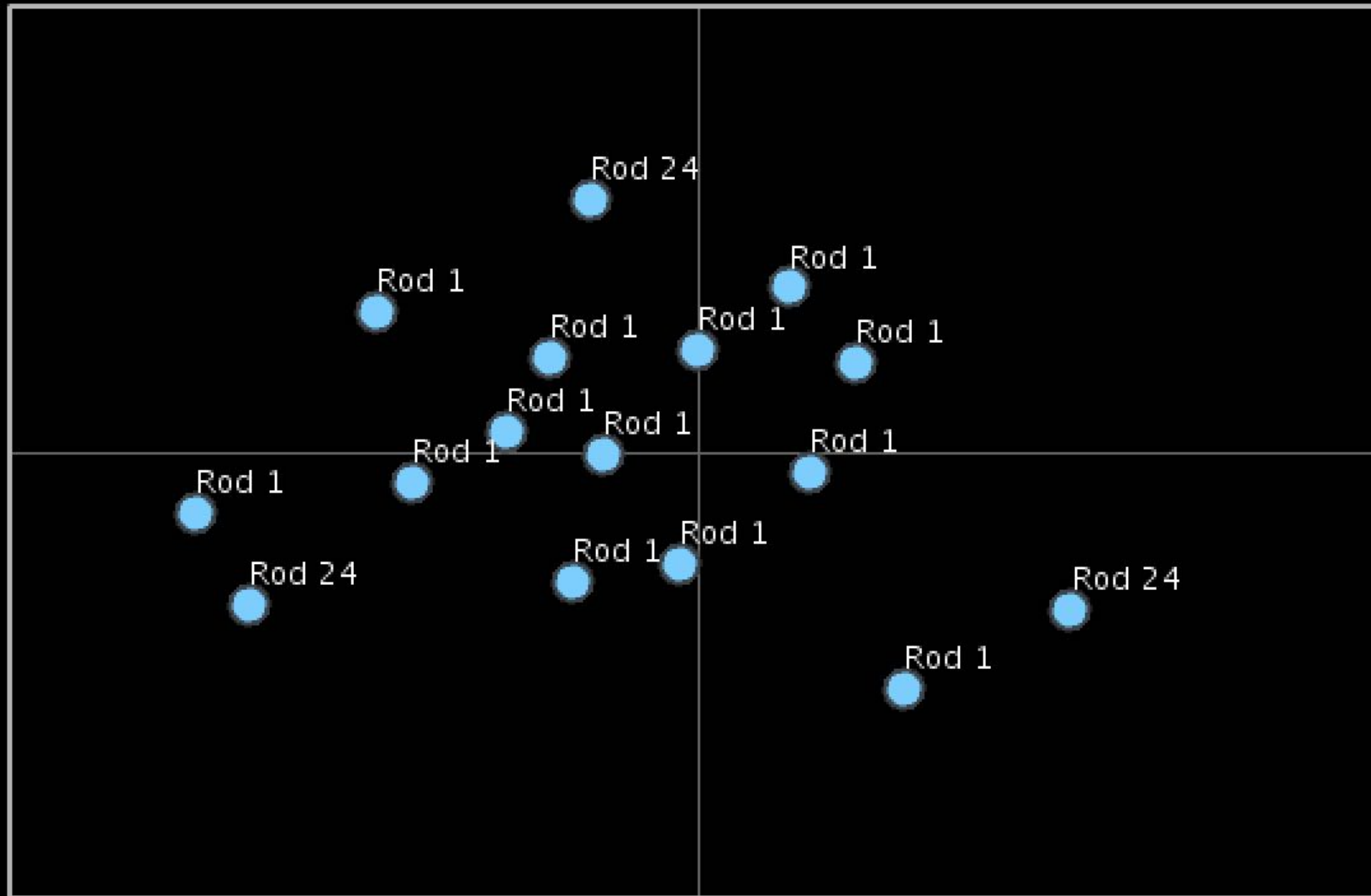
if (sscanf(line.c_str(), "%d %d %d %s",
    &interval, &window, &time, serviceAddress) < 0) {
    return -1;
}
```

How to create a GUI?

- Processing drawing
- Library
 - [ControlP5](#)



Rod 24	-58.666668	0.0	30.85714	24	
NAME	X-AXIS	Y-AXIS	Z-AXIS	LED COUNT	INVERTED



Slider Example

```
import controlP5.*;

ControlP5 cp5;

int brightnessValue = 100;

void setup() {
  size(500, 500);

  cp5 = new ControlP5(this);

  cp5.addSlider("brightnessValue")
    .setRange(100, 255)
    .setValue(120)
    .setPosition(100, 200)
    .setSize(100, 10)
    ;
}
```


Event or Plugin

Using the same name as the variable plugs into that variable.

Event based

```
void brightnessValue(int brightness) {  
    println("Brightness: " + brightness);  
}
```

Task 3: Control (20min)

Create a very simple UI to control the servo's **max speed**.
Think about other things you can control (LED..).

Questions?