

# Day 6-1

## *Assignment:*

Keep working on labs

## *Today's Topics:*

Projects

Graphical Frontends

Bonescript RPC (again)

Node-Red

# 03-1 Graphical Frontend via BoneScript RPC

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HOW TO ADD A PRETTY FACE VIA A WEB BROWSER



# Ways to Add Graphics

---

ncurses (<http://www.gnu.org/software/ncurses/>)

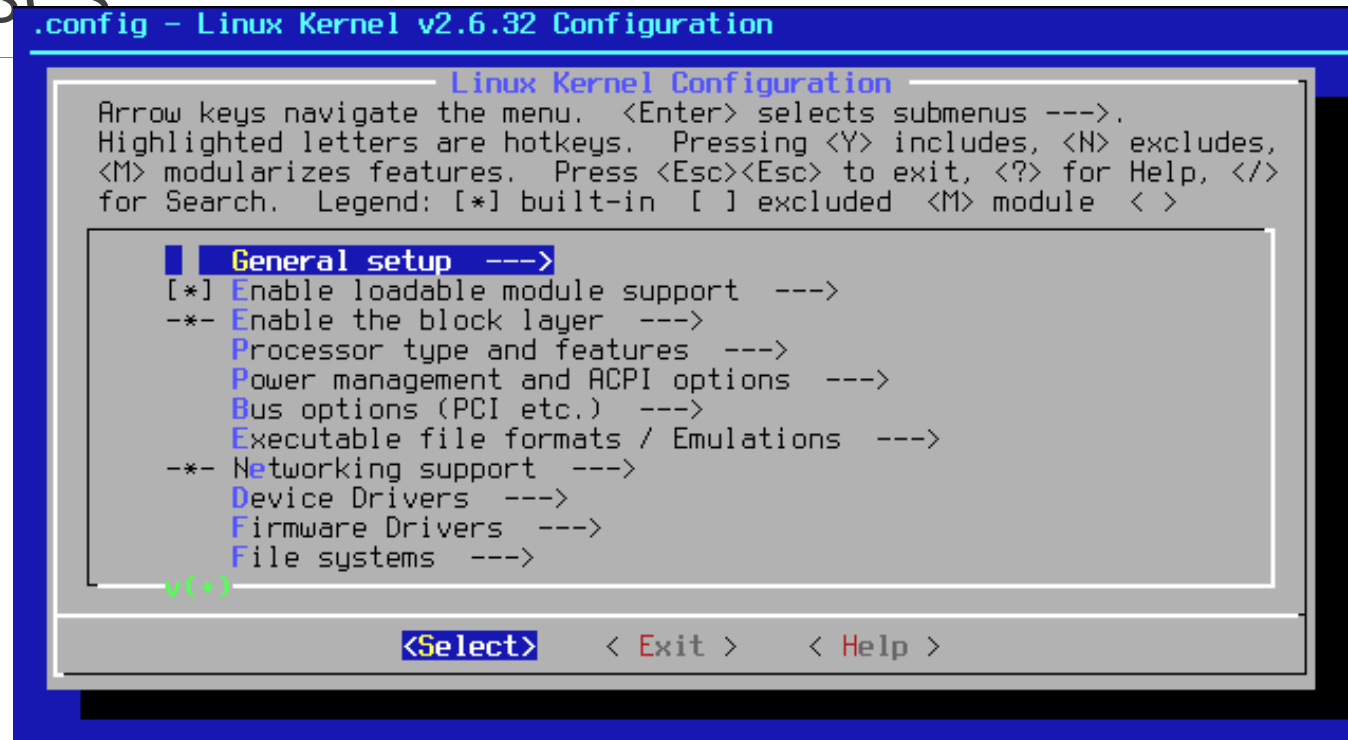
X Window System (<http://www.x.org/wiki/>)

Qt (<http://qt.digia.com/>) both X-based and embedded

Web server

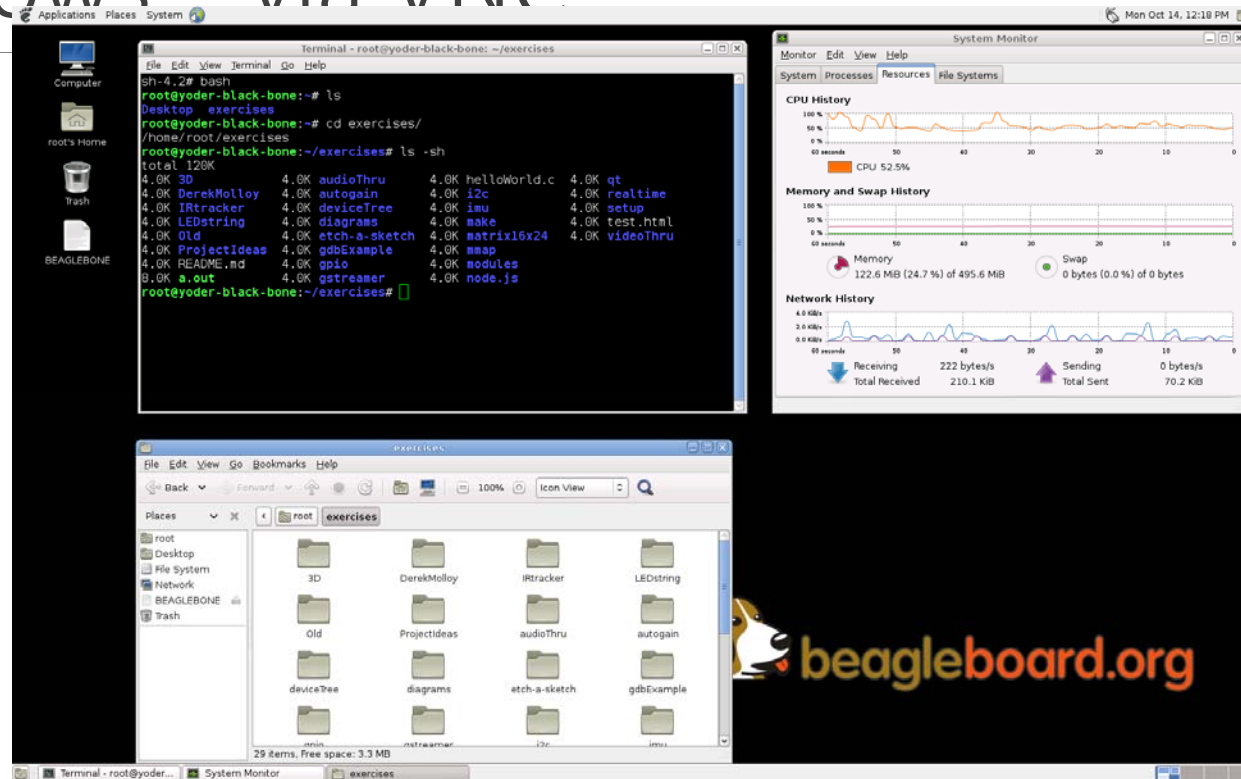
- BoneScript RPC

ncurses

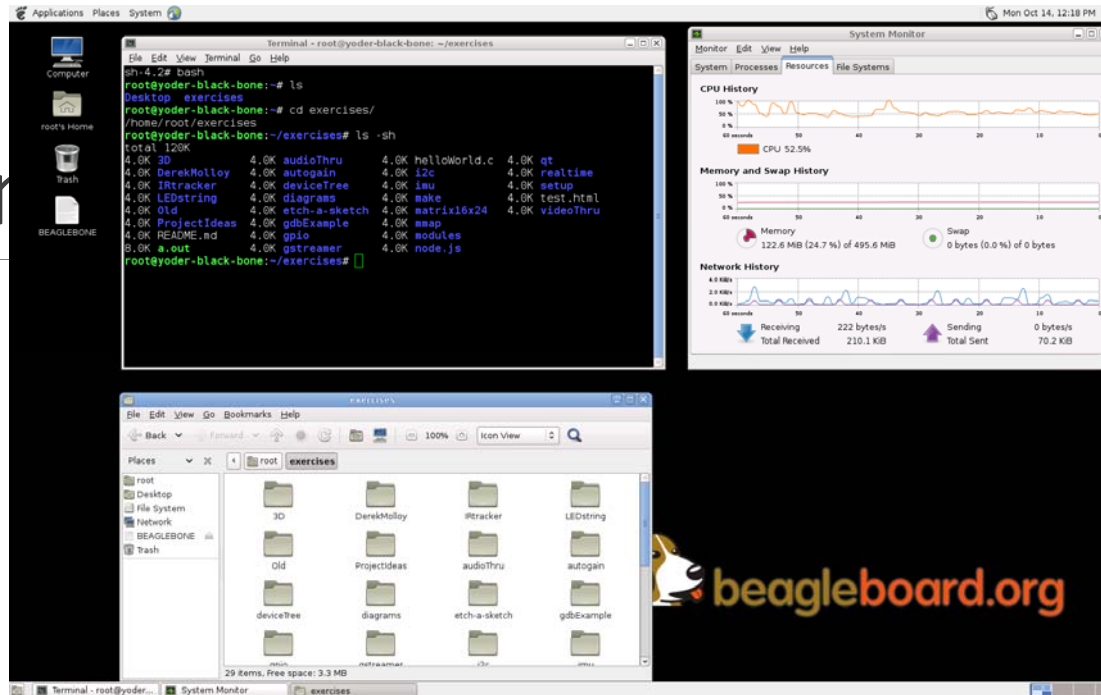


<http://en.wikipedia.org/wiki/File:Linux-menuconfig.png>

# X Windows – via VNC



X Win



bone\$ **su debian -c tightvncserver**

Run vnc client and connect to 192.168.7.2:5901

Don't run as root

Default port

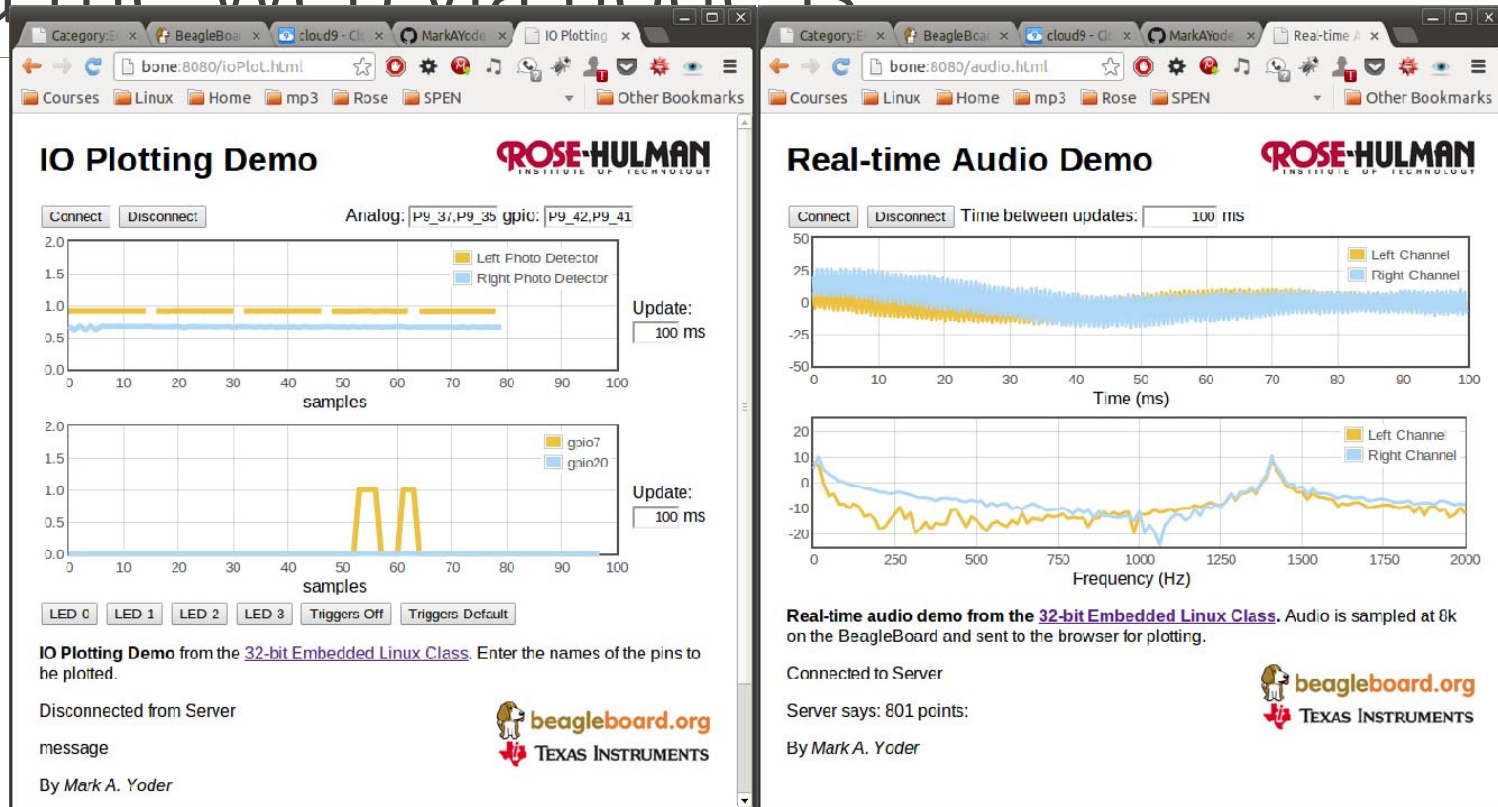
# Qt — Both X and embedded



```
$ apt-get install qt4-demos
```

```
$ qtdemo
```

# Via the Web via node is



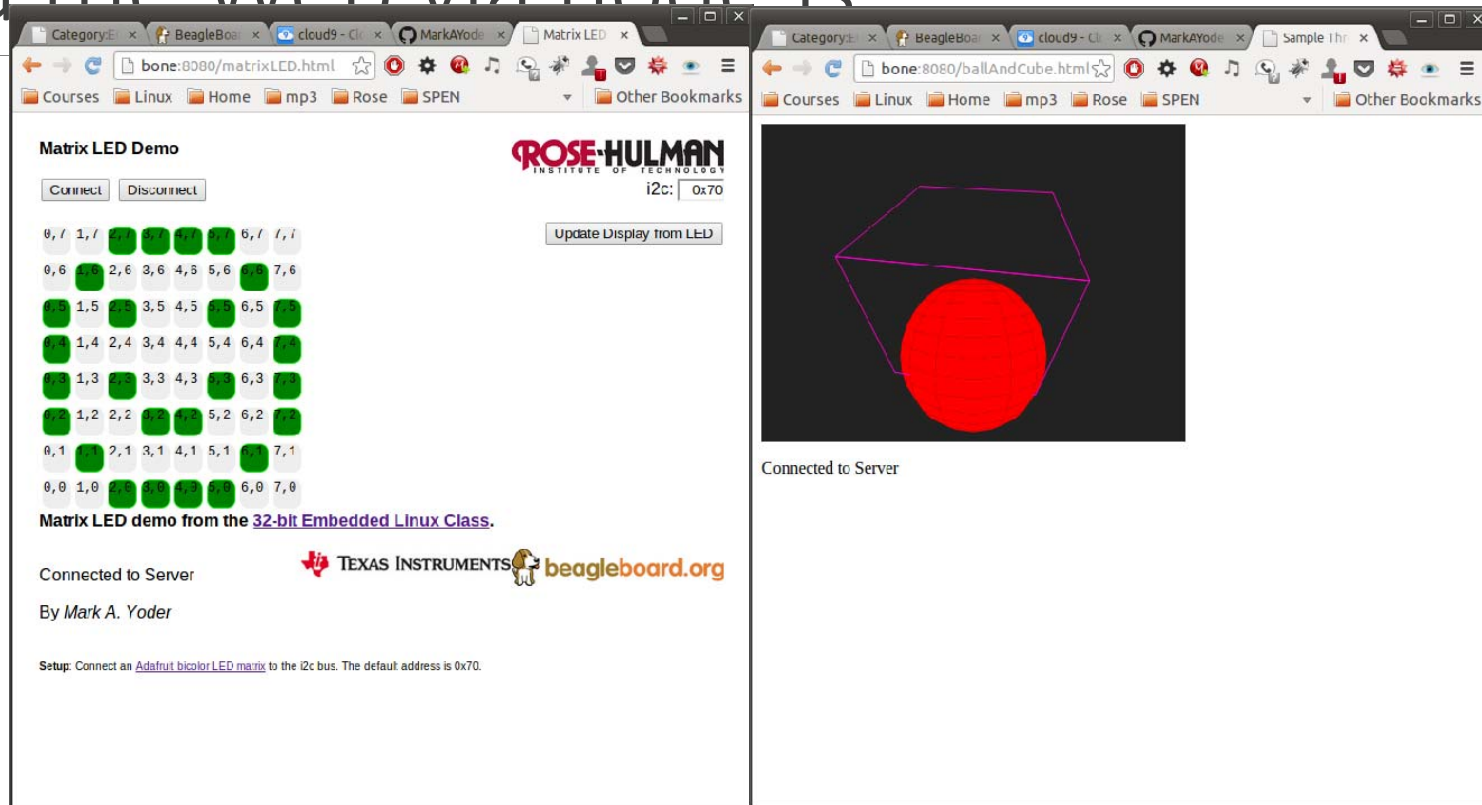
```
bone$ cd ~/exercises/realtime
```

```
bone$ ./boneServer.js
```

```
Browse to 192.168.7.2:9090
```



# Via the Web via node is



```
bone$ cd ~/exercises/realtime
bone$ ./boneServer.js
```

# Ways to Add Graphics

---

ncurses (<http://www.gnu.org/software/ncurses/>)

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Web server

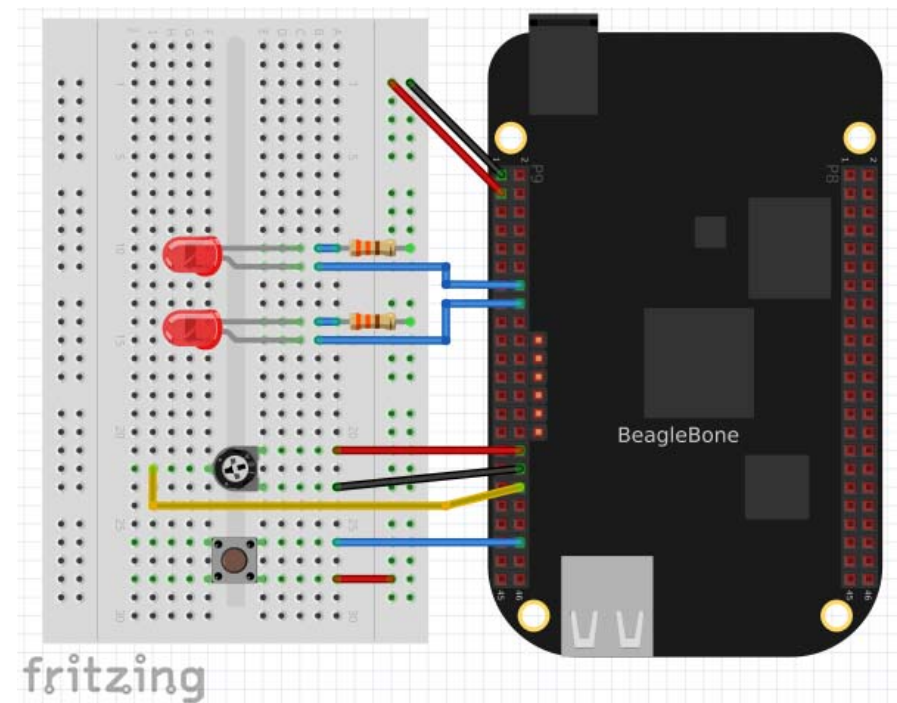
- BoneScript RPC

# Connecting physical to the web

Now that

- The Bone is on the network and
- You know how to read switches and blink LEDs

It's easy to have a web page read your Bone



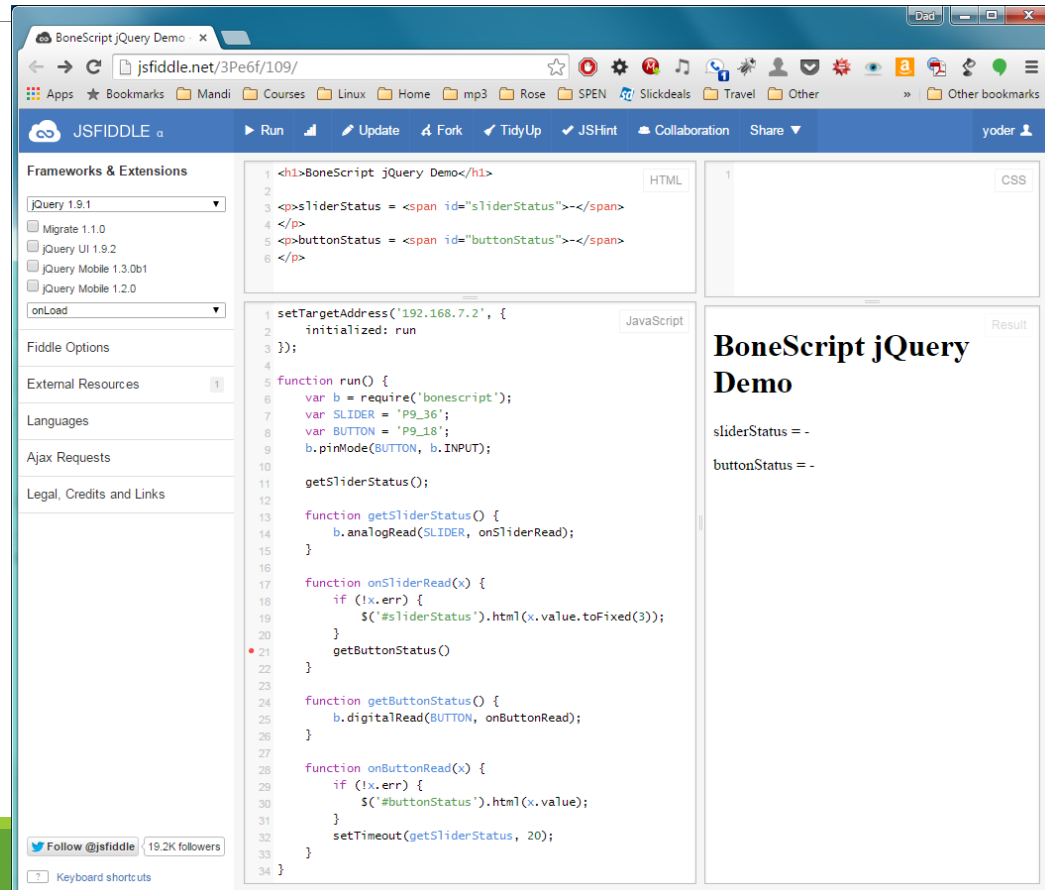
# jsfiddle

Jsfiddle is a site for fiddling with your JavaScript

For example: <http://jsfiddle.net/3Pe6f/109/>



Before!



The screenshot shows the jsfiddle.net interface for a demo titled "BoneScript jQuery Demo". The URL in the browser is [jsfiddle.net/3Pe6f/109/](http://jsfiddle.net/3Pe6f/109/). The interface includes a left sidebar with "Frameworks & Extensions" (jQuery 1.9.1, Migrate 1.1.0, jQuery UI 1.9.2, jQuery Mobile 1.3.0b1, jQuery Mobile 1.2.0), "Fiddle Options", "External Resources", "Languages", "Ajax Requests", and "Legal, Credits and Links". The main area is divided into three panels: HTML, CSS, and JavaScript. The HTML panel contains the following code:

```
1 <h1>BoneScript jQuery Demo</h1>
2
3 <p>sliderStatus = <span id="sliderStatus"></span>
4 </p>
5 <p>buttonStatus = <span id="buttonStatus"></span>
6 </p>
```

The JavaScript panel contains the following code:

```
1 setTargetAddress('192.168.7.2', {
2   initialized: run
3 });
4
5 function run() {
6   var b = require('bonescript');
7   var SLIDER = 'P9_36';
8   var BUTTON = 'P9_18';
9   b.pinMode(BUTTON, b.INPUT);
10
11   getSliderStatus();
12
13   function getSliderStatus() {
14     b.analogRead(SLIDER, onSliderRead);
15   }
16
17   function onSliderRead(x) {
18     if (!x.err) {
19       $('#sliderStatus').html(x.value.toFixed(3));
20     }
21     getButtonStatus();
22   }
23
24   function getButtonStatus() {
25     b.digitalRead(BUTTON, onButtonRead);
26   }
27
28   function onButtonRead(x) {
29     if (!x.err) {
30       $('#buttonStatus').html(x.value);
31     }
32     setTimeout(getSliderStatus, 20);
33   }
34 }
```

The CSS panel is empty. The Result panel on the right shows the rendered output:

## BoneScript jQuery Demo

sliderStatus = -

buttonStatus = -

## BoneScript RPC Demo

potStatus = 0.597

buttonStatus = 0

LED 0

LED Brightness



# html

```
<body>
```

```
  <h1>BoneScript RPC Demo</h1>
```

```
  <p>potStatus = <span id="potStatus">-</span></p>
```

```
  <p>buttonStatus = <span id="buttonStatus">-</span></p>
```

```
  <p><button id="led0" onClick='led(0)'/>LED 0</button></p>
```

```
  <p><div id="slider1">LED Brightness</div></p>
```

```
</body>
```

## BoneScript RPC Demo

potStatus = 0.597

buttonStatus = 0

LED 0

LED Brightness

# html

```
<head>
```

```
<title>BoneScript RPC Demo</title>
```

```
<link href="/static2/jquery-ui.css" rel="stylesheet" type="text/css"/>
```

```
<script src="/static2/jquery.min.js"></script>
```

```
<script src="/static2/jquery-ui.min.js"></script>
```

```
<script src="/static/bonescript.js"></script>
```

```
<script src="/bonescriptRPC/rpcDemo1.js"></script>
```

```
</head>
```

```
<button id="led0" onClick='led(0)'/>LED 0</button>  
<div id="slider1">LED Brightness</div>
```

## /bonescriptRPC/rpcDemol.js

---

```
setTargetAddress('192.168.7.2', {  
    initialized: run  
});  
var POT      = 'P9_36';  
var BUTTON   = 'P9_42';  
var LED      = 'P9_14';  
var FADE     = 'P9_16';  
var toggle = true; // State LED  
var ms = 200; // Polling in ms  
  
function led(x) {  
    console.log("led called with: ..  
    b.digitalWrite(LED, toggle);  
    toggle = !toggle;  
}  
  
function fade(x) {  
    console.log("fade: %s", ...  
    b.analogWrite(FADE, x);  
}
```

## /bonescriptRPC/rpcDemol.js

---

```
function run() {  
  b = require('bonescript');  
  b.pinMode(BUTTON, b.INPUT );  
  b.pinMode(LED,      b.OUTPUT);  
  b.pinMode(FADE,     b.ANALOG_OUTPUT);  
  
  initFade = 0.5;  
  
  b.analogWrite(FADE, initFade);  
}
```



potStatus = <span id="potStatus">-</span>  
buttonStatus = <span id="buttonStatus">-</span>  
/bonescriptRPC/rpcDemol.js

```
setInterval(getPotStatus, ms);  
  
b.detachInterrupt(BUTTON); // The detach ...  
b.attachInterrupt(BUTTON, true, b.CHANGE,  
                  getButtonStatus);  
  
function getPotStatus() {  
    b.analogRead(POT, onPotRead);  
}  
  
function onPotRead(x) {  
    if (!x.err) {  
        $('#potStatus').html(x.value.toFixed(3));  
    }  
}
```

```
function getButtonStatus() {  
    b.digitalRead(BUTTON, onButtonRead);  
}  
  
function onButtonRead(x) {  
    if (!x.err) {  
        $('#buttonStatus').html(x.value);  
    }  
}  
  
} // End of run
```

<div id="slider1">LED Brightness</div>

/bonescriptRPC/rpcDemol.

```
$(function () {  
  $("#slider1").slider(  
    {min:0, max:100, value: 100*initFade,  
      slide: function(event, ui) {  
        // console.log("slider: %d", ui.value);  
        fade(ui.value/100);  
      }  
    }  
  });  
});
```

## BoneScript RPC Demo

potStatus = 0.597

buttonStatus = 0

LED 0

LED Brightness



# Web Server

---

The Bone already has a web server running

`/var/lib/cloud9` is the 'root' of the server

If you move your files there, the server will see them


`exercises/bonescriptRPC` has this example

```
bone$ cd /var/lib/cloud9
```

```
bone$ ln -s ~/exercises/bonescriptRPC .
```

```
bone$ ls
```

Browse to `192.168.7.2/bonescriptRPC/rpcDemo.html`



Link to current  
directory

# Setup

---

jQuery files in `/var/lib/cloud9/static` are old and have a bug with sliders

This links the newer files from *exercises/realtime* to */var/lib/cloud9/static2* so this code can use them.

```
bone$ cd exercises/bonescriptRPC
```

```
bone$ ./setup.sh
```

```
c9=/var/lib/cloud9
```

```
here=$PWD
```

```
jq=$here/../realtime/js
```

```
cd $c9
```

```
ln -s $here .
```

```
mkdir static2
```

```
cd static2
```

```
ln -s $jq/jquery-ui.css \
```

```
    $jq/jquery-ui.min.js \
```

```
    $jq/jquery.min.js .
```

```
ln -s ../static/images .
```