APP INVENTOR

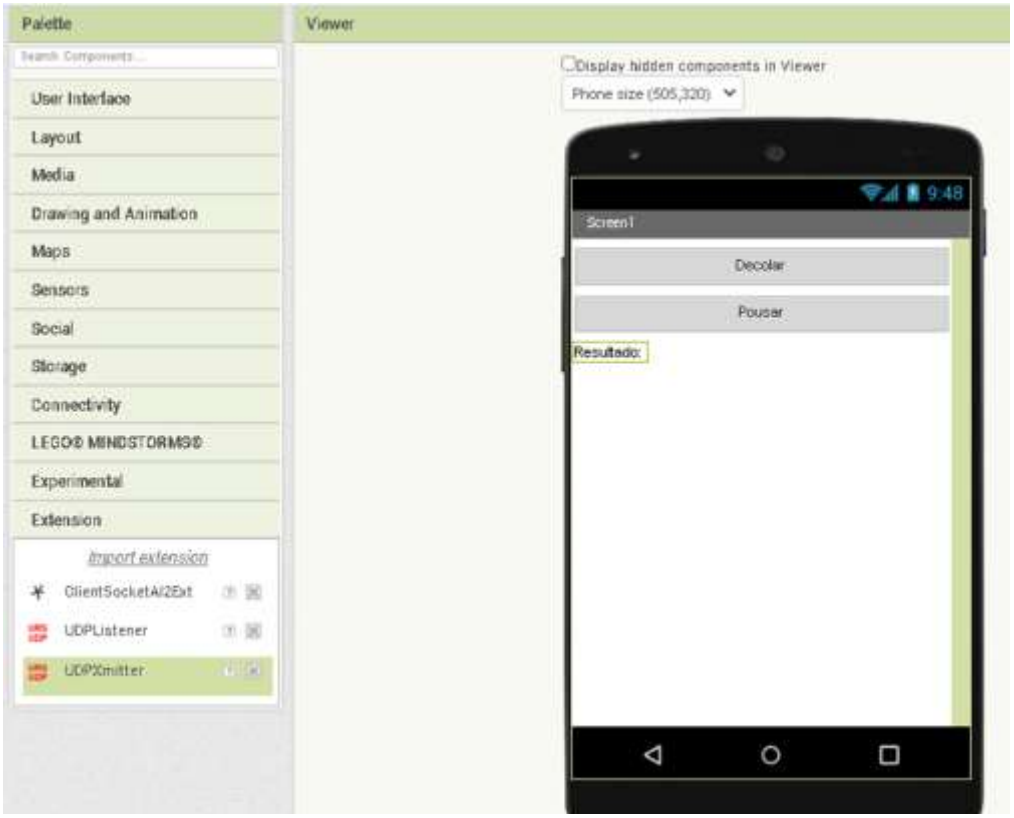
Conexão com mini Drone Tello DJI

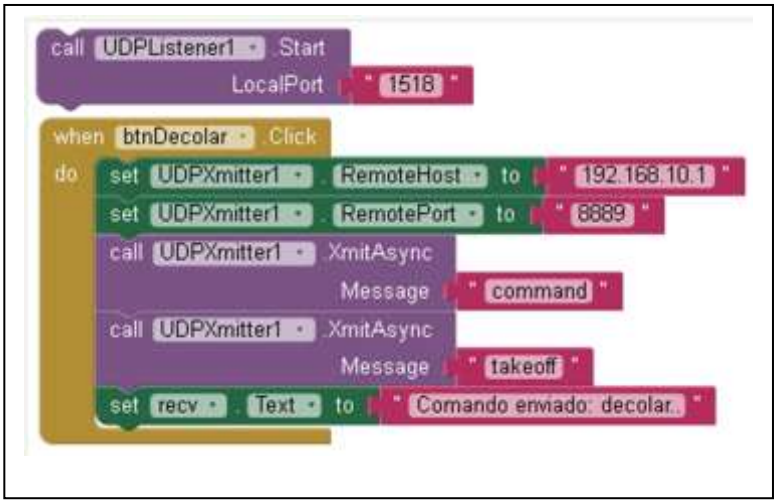
Baixar a extensão para o App Inventor:

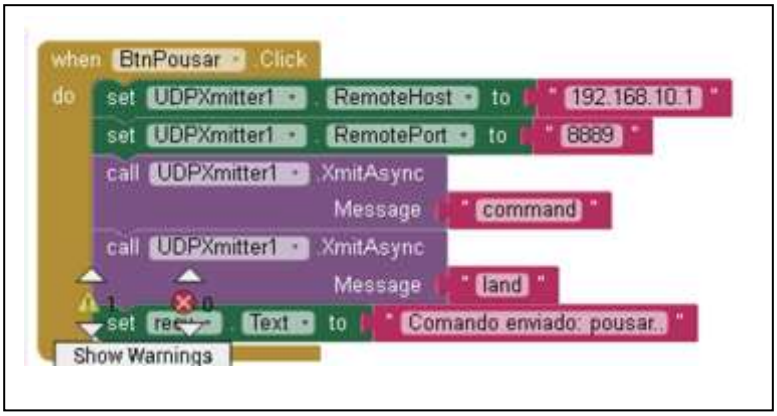
https://ullisroboterseite.de/android-AI2-UDP.html

Download

Das ZIP-Archiv *UdpAI2UDP* zum Download Das Archiv enthält den Quellcode, das kompilierte Binary zum Upload in den App Inventor und eine Beispiel-Anwendung.







Exemplo com código Python

util.py

```
import threading

import socket

import sys

import time

import platform


host = ''

port = 9000

locaddr = (host,port)


# Create a UDP socket

sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
```

```
tello_address = ('192.168.10.1', 8889)
sock.bind(locaddr) #ligar

def recv():
    count = 0
    while True:
        try:
            data, server = sock.recvfrom(1518)
            #print(data.decode(encoding="utf-8"))
        except Exception:
            #print ('\nExit . . .\n')
            break
#recvThread create
recvThread = threading.Thread(target=recv)
recvThread.start()

def sendData(cmd):
    # Send data
    msg = cmd.encode(encoding="utf-8")
    sent = sock.sendto(msg, tello_address)

def sendStop():
    sock.close()
```

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menu.py

```
import sys
import subprocess as sp
```

```
from utilTello import sendData,sendStop


def get_menu_choice():
    def print_menu():
        print(30 * "-", "DRONE MENU", 30 * "-")
        print("1. Decolar ")
        print("2. Pousar")
        print("3. Vire a direita ")
        print("4. Vire a esquerda ")
        print("5. Sair Menu ")
        print(73 * "-")


    loop = True


    while loop:
        sp.call('cls', shell=True)
        print_menu()
        choice = input("Enter your choice [1-5]: ")


        if choice == '1': # Decolar
            sendData("command")
            sendData("takeoff")
        elif choice == '2': # Pousar
            sendData("command")
            sendData("land")
        elif choice == '3': # Vire a direita
            sendData("command")
            sendData("up 33")
        elif choice == '4': # Vire a esquerda
            sendData("command")
```

```
            sendData("down 33")
        elif choice == '5':
            sendStop()
            loop = False
    return [choice]

get_menu_choice()
```

Bom estudo.

Prof º Aldriano