Lab n° 3
Real-Time systems [ELEC-H-410]
CAN network overview

2018–2019

Find the code !

To make sure you understood how CAN communication works, here is a final task.

Your goal is to retrieve a code from a node connected to the network (the *master* node). The difficulty is that the master node requires a special procedure in order to deliver the code.

The master node sends sporadic messages containing a single byte (*token*). If you want to know the code you should respond by encoding the token and sending it within 500 ms. The master will respond with the code in ASCII that you can directly print it on your LCD.

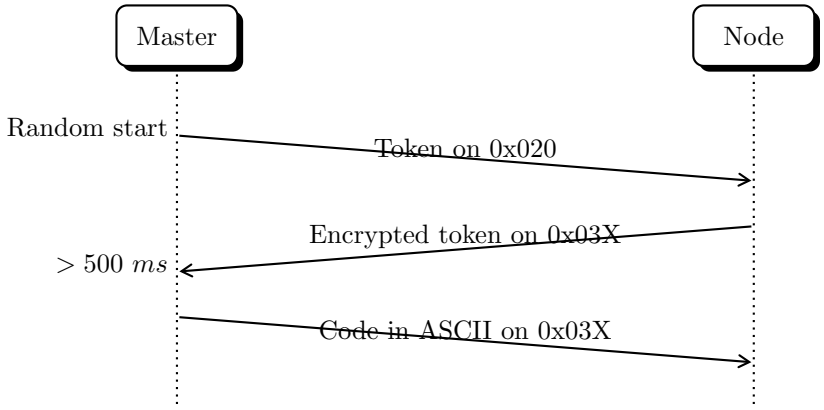

Figure 1

Open the project `escape_game`.

To avoid any overlaps between groups, every groups will listen and transmit messages with ID equal to their table plus 30 in hexadecimal e.g. table 5 will listen and transmit messages with ID 0x035. The initial token will be sent on the 0x020 ID.

To decode the token we provide you the function `decode(token)`, it depends on your table number so you need to change it.

Found an error? Let us know: `https://github.com/BEAMS-EE/ELECH410/issues`