CREATE Lab Visual Programmer Connection Guide

Introduction

The CREATE Lab Visual Programmer is a software interface that allows you to use a computer to control certain types of CREATE Lab- BirdBrain Technologies robots. Both versions of the Arts & Bots Hummingbird and the Finch robot are controllable with the Visual Programmer.

Contents

Step One – Computer Setup

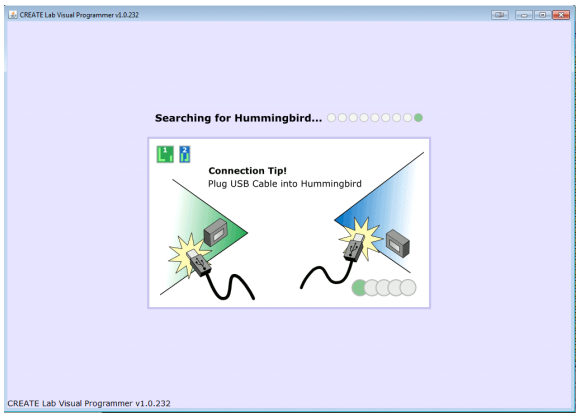
Computer Requirements

Any computer will work with the Visual Programmer. However, using a computer with the following capabilities will make your experience better:

- Screen Resolution: 1024 x 768 or larger (preferred)
  - Low screen resolution may prevent all controls from fitting on screen at once.
- Screen Size: 13” or larger (preferred)
  - Small screen size may make smaller controls challenging to operate and will reduce text size.
- Memory: 1 GB or more (preferred)
  - Memory shortages occasionally cause visual glitches.
- Mac or Windows operating system
- Internet Access (required for installation and updates)
  - After installation, the software does not require an Internet connection.
- Keyboard and Mouse Operation (preferred)
  - Touch-screen users may have challenges operating the drag-and-drop features.
- Administrator privileges
  - Some school and company owned computers have restricted security features that require computer support staff to unlock during installation. Please check with your organization’s technology support group to see if this applies to you.

Getting the Visual Programmer

1. Got to: http://artsandbots.com/visualprogrammer/
2. Click the appropriate “Launch!” Button for your robot (Hummingbird or Finch). Choosing the correct launch button is very important!
3. (On some computers) Download, save and open the file (“visual_programmer.jnlp” or “visual_programmer_finch.jnlp”)
4. (On some computers) You may be asked to install Java. Please do so.
5. (On some computers) You may be asked to approve the software or security certificate from CREATE Lab (for computer security reasons). Please do so.
6. If you run the software and see a screen like one of the ones below, you’re done!

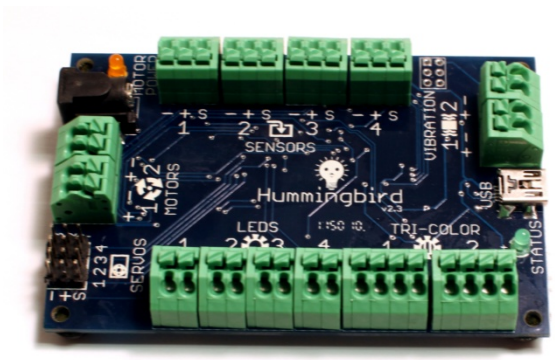
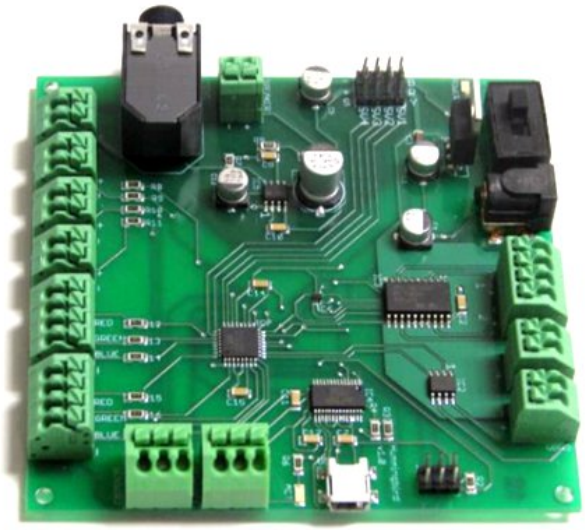
	
Hummingbird	Finch

Step Two – Connecting to a Hummingbird or Finch

The Visual Programmer supports either the Hummingbird or the Finch. See the instructions below for the hardware you have.

Connecting to a Hummingbird

There are two different types of Hummingbirds. The newer Hummingbird v2 is a dark blue rectangular circuit board. The older Hummingbird Beta is a green square circuit board. Use the images below to determine which type of Hummingbird you are using:

	
Hummingbird v.2	Hummingbird Beta

The Visual Programmer can work with both types of Hummingbirds, but setup is slightly different for each. Please follow the instructions for your Hummingbird version.

Hummingbird v.2

The Hummingbird v.2 is designed to simplify connecting it to a computer. In order to work, the Hummingbird merely needs to be connected to a computer via a USB cable. Additionally, use of motors and servo (please see the Arts & Bots Hardware Reference Sheet for details) requires that the Hummingbird be connected to an AC power adapter.

1. Plug the USB cord into your computer (large plug) and the USB port on the Hummingbird (small plug).
2. Your computer should recognize the Hummingbird and setup a "HID Device" driver automatically.
3. After the driver setup is finished, run the Visual Programmer.
4. (Optionally) Plug the AC power adapter into a wall power outlet and the power plug on the Hummingbird in order to use motors and servos.

Hummingbird Beta

The Hummingbird Beta is an older version that takes a few extra steps to connect to a computer. In order to work, it requires connections to both an AC power adapter and a USB connection to a computer.

1. Install the Hummingbird Beta driver on your computer, called a "Virtual COM Port Driver". Go to: http://www.ftdichip.com/Drivers/VCP.htm and follow the instructions for your computer's operating system.
    - Installation guides are also available here: http://www.ftdichip.com/Support/Documents/InstallGuides.htm
    - Windows - http://www.ftdichip.com/Drivers/CDM/CDM20814_WHQL_Certified.zip
    - Mac - http://www.ftdichip.com/Drivers/VCP/MacOSX/FTDIUSBSerialDriver_v2_2_17.dmg
2. Plug the AC power adapter into a wall power outlet and the power plug on the Hummingbird.
3. Plug the USB cord into your computer (large plug) and the USB port on the Hummingbird (small plug).
4. Turn switch to "ON" position. A red light should light up.
5. Your computer should recognize the Hummingbird and setup the "Virtual COM Port Driver" (that you installed in #1) automatically.
6. After the driver setup is finished, run the Visual Programmer.

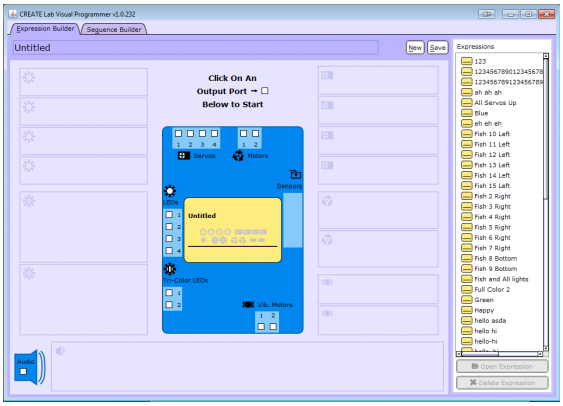
Connecting to a Finch

The Finch is designed to simplify connecting it to a computer. In order to work, the Finch merely needs to be connected to a computer via a USB cable.

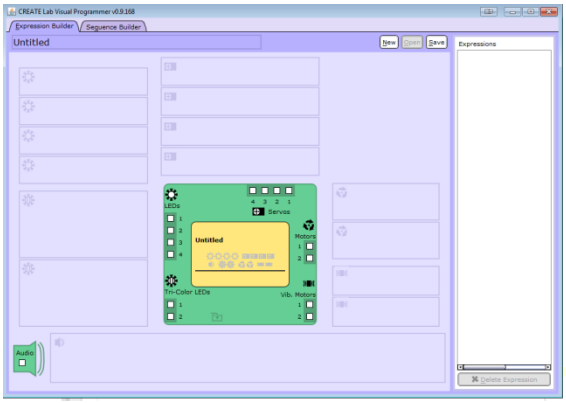
1. Plug the USB cord into your computer (rectangular plug) and the USB port on the Finch (square plug).
2. Your computer should recognize the Hummingbird and setup a "HID Device" driver automatically.
3. After the driver setup is finished, run the Visual Programmer.

Visual Programmer

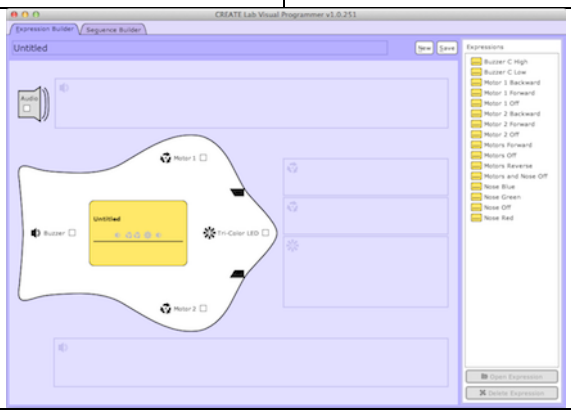
When the Visual Programmer successfully connects, it will stop searching for the device and stop displaying the "Connect Tip" illustrations. The new screen is the main Visual Programmer screen and will be showing the Expression Builder tab. The Expression Builder tab is easy to recognize by its large "cartoon" image of a Hummingbird or Finch. Note that the on-screen Hummingbird's appearance will depend on what Hummingbird version you are using.



Hummingbird v.2



Hummingbird Beta



Finch

When you see one of the screens above, you are ready to create your first expression.

Frequently Asked Questions (FAQ)

What is Java Web-Start?

The Visual Programmer is installed using a method called Java Web-Start. This method makes installation easier by helping you to install Java and the Visual Programmer with a single click. Additionally, this allows the CREATE Lab team to automatically distribute software updates when bugs are fixed and improvements are made to the Visual Programmer. Instead of reinstalling the improved software, users working with an Internet connection will receive the new versions automatically.

Where can I get more help?

The CREATE Lab staff is happy to help you get your system up and running with Arts & Bots.

Contact Information:

- Clara Phillips: clara@cmu.edu - CREATE Lab Outreach
- Jennifer Cross: jcross1@andrew.cmu.edu - CREATE Lab Researcher
- Chris Bartley: bartley@cmu.edu - CREATE Lab Principal Research Programmer