

Admin Panel

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Chapter 1

Admin Panel

The app to directly control the Sunfounder PiCar.

1.1 Install Packages:

```
pnpm i
```

1.2 Run:

```
pnpm run electron
```

1.3 Build EXE to export:

```
pnpm run preelectron-pack  
AND  
pnpm run electron-pack
```

1.4 Template from:

<https://github.com/soulehshaikh99/create-svelte-electron-app>

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 3

File Index

3.1 File List

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Chapter 4

Class Documentation

4.1 Code Class Reference

Public Member Functions

- [constructor](#) ()
- [get](#) ()
- [generate](#) ()

4.1.1 Member Function Documentation

4.1.1.1 constructor()

```
Code::constructor ( ) [inline]
```

4.1.1.2 generate()

```
Code::generate ( ) [inline]
```

4.1.1.3 get()

```
Code::get ( ) [inline]
```

The documentation for this class was generated from the following file:

- [js/websocket.js](#)

4.2 WebSocketServer Class Reference

Public Member Functions

- [constructor](#) ()
- [connect](#) (port)
- [isConnected](#) ()
- [close](#) ()
- [generateCode](#) ()
- [getCode](#) ()
- [getPort](#) ()
- [getRaspberryPiMap](#) ()
- [getSelectedRaspberryPi](#) ()
- [selectRaspberryPi](#) (uuid)
- [async startConnections](#) ()
- [sendBehaviourTree](#) (behaviour_tree)
- [startBehaviourTree](#) ()
- [stopBehaviourTree](#) ()

4.2.1 Member Function Documentation

4.2.1.1 close()

```
WebSocketServer::close ( ) [inline]
```

Call this function to close the WebSocket server.

4.2.1.2 connect()

```
WebSocketServer::connect (
    port ) [inline]
```

Call this function to start the WebSocket server.

Parameters

<i>{number}</i>	port
-----------------	------

4.2.1.3 constructor()

```
WebSocketServer::constructor ( ) [inline]
```

@type {WebSocket.Server | undefined}

@type {number | undefined}

@type {Code}

@type {Map<string, WebSocket>}

@type {RaspberryPi | undefined}

4.2.1.4 generateCode()

```
WebSocketServer::generateCode ( ) [inline]
```

Returns

{number}

4.2.1.5 getCode()

```
WebSocketServer::getCode ( ) [inline]
```

Returns

{number}

4.2.1.6 getPort()

```
WebSocketServer::getPort ( ) [inline]
```

Returns

{number}

4.2.1.7 getRaspberryPiMap()

```
WebSocketServer::getRaspberryPiMap ( ) [inline]
```

Returns

{Map<string, WebSocket>}

4.2.1.8 getSelectedRaspberryPi()

```
WebSocketServer::getSelectedRaspberryPi ( ) [inline]
```

Returns

{RaspberryPi | undefined}

4.2.1.9 isConnected()

```
WebSocketServer::isConnected ( ) [inline]
```

4.2.1.10 selectRaspberryPi()

```
WebSocketServer::selectRaspberryPi (
    uuid ) [inline]
```

Select a Raspberry Pi to send / receive messages from.

Parameters

{string}	uuid
----------	------

Returns

4.2.1.11 sendBehaviourTree()

```
WebSocketServer::sendBehaviourTree (
    behaviour_tree ) [inline]
```

Parameters

{string}	behaviour_tree
----------	----------------

4.2.1.12 startBehaviourTree()

```
WebSocketServer::startBehaviourTree ( ) [inline]
```

4.2.1.13 startConnections()

```
async WebSocketServer::startConnections ( ) [inline]
```

4.2.1.14 stopBehaviourTree()

```
WebSocketServer::stopBehaviourTree ( ) [inline]
```

The documentation for this class was generated from the following file:

- [js/websocket.js](#)

Chapter 5

File Documentation

5.1 js/behaviour_tree.js File Reference

Functions

- function [isDev](#) ()
- function [sendBehaviourTree](#) (_event, args)
- function [startBehaviourTree](#) (_event, _args)
- function [stopBehaviourTree](#) (_event, _args)
- function [getBehaviourTreeList](#) ()
- function [updateBehaviourTreeList](#) (behaviour_tree_list)
- function async [saveBehaviourTree](#) (_event, args)
- function async [removeBehaviourTree](#) (_event, args)
- function async [validateBehaviourTree](#) (_event, args)
- ipcMain [handle](#) ('sendBehaviourTree', [sendBehaviourTree](#))

Variables

- [const](#) { [app](#), ipcMain } = require('electron')
- [const](#) [exec](#) = util.promisify(require('child_process').exec)
- [const](#) [Os](#) = require('os')
- [const](#) [path](#) = require("path")
- [const](#) [fs](#) = require("fs")
- [const](#) [base_path](#) = app.getAppPath()
- [const](#) [resources_dir](#) = [isDev](#)() ? path.join([base_path](#), 'resources') : path.join([base_path](#), '..', '..', 'resources')

5.1.1 Function Documentation

5.1.1.1 [getBehaviourTreeList](#)()

```
function getBehaviourTreeList ( )
```

5.1.1.2 handle()

```
ipcMain handle (
    'sendBehaviourTree' ,
    sendBehaviourTree )
```

5.1.1.3 isDev()

```
function isDev ( )
```

5.1.1.4 removeBehaviourTree()

```
function async removeBehaviourTree (
    _event,
    args )
```

5.1.1.5 saveBehaviourTree()

```
function async saveBehaviourTree (
    _event,
    args )
```

5.1.1.6 sendBehaviourTree()

```
function sendBehaviourTree (
    _event,
    args )
```

5.1.1.7 startBehaviourTree()

```
function startBehaviourTree (
    _event,
    _args )
```

5.1.1.8 stopBehaviourTree()

```
function stopBehaviourTree (
    _event,
    _args )
```

5.1.1.9 updateBehaviourTreeList()

```
function updateBehaviourTreeList (
    behaviour_tree_list )
```


Parameters

<code>{any[]}</code>	<code>behaviour_tree_list</code>
----------------------	----------------------------------

5.1.1.10 validateBehaviourTree()

```
function async validateBehaviourTree (
    _event,
    args )
```

@type {string}

5.1.2 Variable Documentation**5.1.2.1 base_path**

```
const base_path = app.getAppPath()
```

5.1.2.2 const

```
const { app, ipcMain } = require('electron')
```

5.1.2.3 exec

```
const exec = util.promisify(require('child_process').exec)
```

5.1.2.4 fs

```
const fs = require("fs")
```

5.1.2.5 Os

```
const Os = require('os')
```

5.1.2.6 path

```
const path = require("path")
```

5.1.2.7 resources_dir

```
const resources_dir = isDev() ? path.join(base_path, 'resources') : path.join(base_path,
'..', '..', 'resources')
```

5.2 js/device.js File Reference

Functions

- function [getLocalIPList](#) ([_event](#), [_args](#))
- ipcMain [handle](#) ('[getLocalIPList](#)', [getLocalIPList](#))

Variables

- [const](#) [os](#)
- module [exports](#)

5.2.1 Function Documentation

5.2.1.1 getLocalIPList()

```
function getLocalIPList (  
    _event,  
    _args )
```

5.2.1.2 handle()

```
ipcMain handle (  
    'getLocalIPList' ,  
    getLocalIPList )
```

5.2.2 Variable Documentation

5.2.2.1 exports

module exports

Initial value:

```
= {  
  getLocalIPList: getLocalIPList  
}
```

5.2.2.2 os

const os

Initial value:

```
= require('os')  
const { ipcMain } = require('electron')
```

5.3 js/main.js File Reference

Functions

- function `isDev` ()
- function `createWindow` ()
- `app` on ('ready', `createWindow`)
- function `onClose` ()

Variables

- `const` { `app`, `BrowserWindow` } = `require`('electron')
- `const` `path` = `require`('path')
- `const` `serve` = `require`('electron-serve')
- `const` `loadURL` = `serve`({ `directory`: 'public' })

5.3.1 Function Documentation

5.3.1.1 `createWindow()`

```
function createWindow ( )
```

5.3.1.2 isDev()

```
function isDev ( )
```

5.3.1.3 on()

```
app on (
    'ready' ,
    createWindow )
```

5.3.1.4 onClose()

```
function onClose ( )
```

5.3.2 Variable Documentation

5.3.2.1 const

```
const { app, BrowserWindow } = require('electron')
```

5.3.2.2 loadURL

```
const loadURL = serve({ directory: 'public' })
```

5.3.2.3 path

```
const path = require('path')
```

5.3.2.4 serve

```
const serve = require('electron-serve')
```

5.4 src/main.js File Reference

Variables

- `import app pcss`
- `import App from App svelte`
- `const app`

5.4.1 Variable Documentation

5.4.1.1 app

```
export default app
```

Initial value:

```
= new App({  
  target: document.body,  
  props: {  
    name: "world",  
  },  
})
```

5.4.1.2 pcss

```
import app pcss
```

5.4.1.3 svelte

```
import App from App svelte
```

5.5 js/preload.js File Reference

5.6 js/raspberry_pi.js File Reference

Functions

- function `unselectRaspberryPi` (_event, _args)
- function `selectRaspberryPi` (_event, args)
- function `getRaspberryPiList` (_event, _args)
- function `getSelectedRaspberryPi` (_event, _args)
- ipcMain `handle` ('selectRaspberryPi', `selectRaspberryPi`)

Variables

- `const { ipcMain } = require('electron')`

5.6.1 Function Documentation

5.6.1.1 getRaspberryPiList()

```
function getRaspberryPiList (
    _event,
    _args )
```

5.6.1.2 getSelectedRaspberryPi()

```
function getSelectedRaspberryPi (
    _event,
    _args )
```

5.6.1.3 handle()

```
ipcMain handle (
    'selectRaspberryPi' ,
    selectRaspberryPi )
```

5.6.1.4 selectRaspberryPi()

```
function selectRaspberryPi (
    _event,
    args )
```

5.6.1.5 unselectRaspberryPi()

```
function unselectRaspberryPi (
    _event,
    _args )
```

5.6.2 Variable Documentation

5.6.2.1 const

```
const { ipcMain } = require('electron')
```

5.7 js/store.js File Reference

5.8 js/websocket.js File Reference

Classes

- class [Code](#)
- class [WebSocketServer](#)

Functions

- function [getRandomInt](#) (min, max)

Variables

- `const WebSocket = require('ws')`
- module `exports = { websocket_server: new WebSocketServer() }`

5.8.1 Function Documentation

5.8.1.1 getRandomInt()

```
function getRandomInt (
    min,
    max )
```

Parameters

<code>{number}</code>	min
<code>{number}</code>	max

Returns

{number}

5.8.2 Variable Documentation

5.8.2.1 exports

```
module exports = { websocket_server: new WebSocketServer() }
```

5.8.2.2 WebSocket

```
const WebSocket = require('ws')
```

5.9 js/websocket_events.js File Reference

Functions

- function async [startWebSocketServer](#) (_event, args)
- function [closeWebSocketServer](#) (_event, _args)
- function [getWebSocketServer](#) (_event, _args)
- ipcMain [handle](#) ('startWebSocketServer', startWebSocketServer)

Variables

- [const](#) { ipcMain } = require('electron')
- [const](#) [tcpPortUsed](#) = require('tcp-port-used')

5.9.1 Function Documentation

5.9.1.1 closeWebSocketServer()

```
function closeWebSocketServer (  
    _event,  
    _args )
```


5.9.1.2 getWebSocketServer()

```
function getWebSocketServer (
  _event,
  _args )
```

5.9.1.3 handle()

```
ipcMain handle (
  'startWebSocketServer' ,
  startWebSocketServer )
```

5.9.1.4 startWebSocketServer()

```
function async startWebSocketServer (
  _event,
  args )
```

5.9.2 Variable Documentation

5.9.2.1 const

```
const { ipcMain } = require('electron')
```

5.9.2.2 tcpPortUsed

```
const tcpPortUsed = require('tcp-port-used')
```

5.10 public/index.html File Reference

5.11 README.md File Reference

5.12 rollup.config.js File Reference

Functions

- function `serve` ()

Variables

- `import` svelte from rollup plugin `svelte`
- `import` commonjs from rollup plugin `commonjs`
- `import` resolve from rollup plugin node `resolve`
- `import` livereload from rollup plugin `livereload`
- `import` { terser } from 'rollup-plugin-terser'
- `import` css from rollup plugin css `only`
- `import` postcss from rollup plugin postcss `import` tailwindcss from `tailwindcss`
- `import` nodePolyfills from rollup plugin node `polyfills`
- `const` `tailwindConfig` = require('./tailwind.config.cjs')
- `const` `production` = !process.env.ROLLUP_WATCH
- `export` `default`

5.12.1 Function Documentation

5.12.1.1 `serve()`

```
function serve ( )
```

5.12.2 Variable Documentation

5.12.2.1 `commonjs`

```
import commonjs from rollup plugin commonjs
```

5.12.2.2 `default`

```
export default
```

5.12.2.3 `import`

```
import { terser } from 'rollup-plugin-terser'
```

5.12.2.4 livereload

```
import livereload from rollup plugin livereload
```

5.12.2.5 only

```
import css from rollup plugin css only
```

5.12.2.6 polyfills

```
import nodePolyfills from rollup plugin node polyfills
```

5.12.2.7 production

```
const production = !process.env.ROLLUP_WATCH
```

5.12.2.8 resolve

```
import resolve from rollup plugin node resolve
```

5.12.2.9 svelte

```
import RaspberryPiSelector from lib RaspberryPiSelector svelte
```

5.12.2.10 tailwindConfig

```
const tailwindConfig = require('./tailwind.config.cjs')
```

5.12.2.11 tailwindcss

```
import postcss from rollup plugin postcss import tailwindcss from tailwindcss
```

5.13 src/App.svelte File Reference

Functions

- `media` (min-width:640px)

Variables

- `< script > import NavigationBar from lib NavigationBar svelte`
- `import Router from svelte spa router`
- `import routes from routes`
- `</script >< NavigationBar/>< main >< Router {routes}/></main >< style > main`
- `max width`
- `margin __pad0__`
- `height __pad1__`

5.13.1 Function Documentation

5.13.1.1 `media()`

```
media (
    min-width:640px )
```

5.13.2 Variable Documentation

5.13.2.1 `__pad0__`

```
margin __pad0__
```

5.13.2.2 `__pad1__`

```
height __pad1__
```

5.13.2.3 main

```
main
```

Initial value:

```
{  
    text-align: center
```

5.13.2.4 router

```
import Router from svelte spa router
```

5.13.2.5 routes

```
import routes from routes
```

5.13.2.6 svelte

```
<script> import NavigationBar from lib NavigationBar svelte
```

5.13.2.7 width

```
max width
```

5.14 src/lib/BehaviourTreeHandler.svelte File Reference

Functions

- `</script> <div class="w-full h-full bg-white dark:bg-gray-800"><Button on:click={()=> behaviour_tree_save_modal_code set ($behaviour_tree_xml_code)`

Variables

- `<script> import { Button, Card } from "flowbite-svelte"`

5.14.1 Function Documentation

5.14.1.1 set()

```
</script >< div class="w-full h-full bg-white dark:bg-gray-800">< Button on:click={()=>
behaviour_tree_save_modal_code set (
    $behaviour_tree_xml_code )
```

5.14.2 Variable Documentation

5.14.2.1 import

```
import { Button, Card } from "flowbite-svelte"
```

5.15 src/lib/CodeBox_Constants.js File Reference

Variables

- `import { hoverTooltip } from "@codemirror/view"`
- `export const range_0_180`
- `export const range_0_360`
- `export const range_0_100`
- `export const condition_operator_types`
- `const node_information_list`
- `export const node_hover`

5.15.1 Variable Documentation

5.15.1.1 condition_operator_types

```
export const condition_operator_types
```

5.15.1.2 import

```
import { hoverTooltip } from "@codemirror/view"
```

5.15.1.3 node_hover

```
export const node_hover
```

Initial value:

```
= hoverTooltip((view, pos, side) => {
  const { from, to, text } = view.state.doc.lineAt(pos);
  let start = pos,
      end = pos;
  while (start > from && /\w|:|/.test(text[start - from - 1])) start--;
  while (end < to && /\w|:|/.test(text[end - from])) end++;
  if ((start == pos && side < 0) || (end == pos && side > 0)) return null;
  const highlighted_node = text.slice(start - from, end - from);
  const node_information = node_information_list.get(highlighted_node);
  if (!node_information) return null;
  return {
    pos: start,
    end,
    above: true,
    create(_) {
      const dom = document.createElement("div");
      dom.textContent = node_information;
      return { dom };
    },
  };
});
```

5.15.1.4 node_information_list

```
const node_information_list
```

Initial value:

```
= new Map([
  ["Root", "Start of every node tree"],
  ["Selector", "Runs children until one succeeds"],
  ["Sequence", "Runs children until one fails"],
  ["Random", "Runs a random child"],
  ["UseRoot", "Goes to the given root node id"],
  ["Invert", "Inverts the result of the child"],
  ["Repeat", "Repeats the child given the amount of times"],
  ["Fail", "Always fails"],
  ["Succeed", "Always succeeds"],
  ["Blackboard:ChangeInteger", "Changes the integer value of the blackboard"],
  ["Blackboard:IntegerCondition", "Checks the integer value of the blackboard"],
  ["Action:PauseExecution", "Pauses the execution for the given amount of time"],
  ["Action:Print", "Prints the given message"],
  ["Action:Drive", "Set the speed and direction of the car"],
  ["Action:Turn", "Turns the car by the given angle"],
  ["Action:SetAngle", "Turns the car by the given angle"],
  ["Action:SetSpeed", "Moves the car by the given speed"],
  ["Action:SetWheelDirection", "Sets the direction of the car"],
  ["Condition:SucceedOnAverageNearbyScan", "Checks the average distance between two angles and succeeds if the average is below the specified cm"],
  ["Condition:SucceedOnAnyNearbyScan", "Checks the distance of all nearby points and succeeds if any is below the specified cm"],
  ["Condition:SucceedOnAverageColour", "Checks the average colour of the camera and succeeds if the colour is within the tolerance"],
]);
```

```
@type {Map<string, string>}
```

5.15.1.5 range_0_100

```
export const range_0_100
```

5.15.1.6 range_0_180

```
export const range_0_180
```

5.15.1.7 range_0_360

```
export const range_0_360
```

5.16 src/lib/home/CodeBox.svelte File Reference

Variables

- `< script >` `import` CodeMirror from `svelte` codemirror `editor`
- `import { xml }` from `"@codemirror/lang-xml"`
- `import` CodeMessagingBar from CodeMessagingBar `svelte`
- `cm editor` *`cm scroller`

5.16.1 Variable Documentation

5.16.1.1 editor

```
</script >< div class="h-full m-1">< CodeButton/>< CodeMirror class="text-left h-full flex-auto font-mono text-lg font-bold" bind:value={ $behaviour_tree_xml_code } lang={xml(xml_schema)} tabSize={4} theme={oneDark} extensions={[node_hover]}/>< style > cm editor
```

Initial value:

```
{
    height: 90% !important
```

5.16.1.2 import

```
import { xml } from "@codemirror/lang-xml"
```

5.16.1.3 scroller

```
cm editor* cm scroller
```

Initial value:

```
{
    height: 100% !important
```


5.16.1.4 svelte

```
import CodeMessagingBar from CodeMessagingBar svelte
```

5.17 src/lib/validate/CodeBox.svelte File Reference

Variables

- `<script>` `import` CodeMirror from `svelte` codemirror `editor`
- `import` { xml } from "@codemirror/lang-xml"
- `import` CodeButton from CodeButton `svelte`
- `cm` `editor` *`cm` `scroller`

5.17.1 Variable Documentation

5.17.1.1 editor

```
</script><div class="h-full m-1"><CodeButton/><CodeMirror class="text-left h-full flex-auto
font-mono text-lg font-bold" bind:value={$behaviour_tree_xml_code} lang={xml(xml_schema)}
tabSize={4} theme={oneDark} extensions={[node_hover]} /><style> cm editor
```

Initial value:

```
{
    height: 90% !important
```

5.17.1.2 import

```
import { xml } from "@codemirror/lang-xml"
```

5.17.1.3 scroller

```
cm editor* cm scroller
```

Initial value:

```
{
    height: 100% !important
```

5.17.1.4 svelte

```
import CodeButton from CodeButton svelte
```

5.18 src/lib/home/CodeMessagingBar.svelte File Reference

Functions

- function async [sendBehaviourTree](#) ()
- function async [startBehaviourTree](#) ()
- function async [stopBehaviourTree](#) ()

Variables

- < script > [import](#) { [selected_raspberry_pi_uuid](#) } from "../store/raspberry_pi_store"
- [import](#) xmlFormat from xml [formatter](#)
- let [send_behaviour_tree_text](#) = "Send Behaviour Tree"
- let [send_behaviour_tree_color](#) = "#50AA34"
- let [send_behaviour_tree_debounce](#) = false
- let [start_behaviour_tree_text](#) = "Start Behaviour Tree"
- let [start_behaviour_tree_color](#) = "#89AAFF"
- let [start_behaviour_tree_debounce](#) = false

5.18.1 Function Documentation

5.18.1.1 [sendBehaviourTree](#)()

```
function async sendBehaviourTree ( )
```

5.18.1.2 [startBehaviourTree](#)()

```
function async startBehaviourTree ( )
```

5.18.1.3 [stopBehaviourTree](#)()

```
function async stopBehaviourTree ( )
```

5.18.2 Variable Documentation

5.18.2.1 formatter

```
import xmlFormat from xml formatter
```

5.18.2.2 import

```
import { selected_raspberry_pi_uuid } from "../../store/raspberry_pi_store"
```

5.18.2.3 send_behaviour_tree_color

```
let send_behaviour_tree_color = "#50AA34"
```

```
@type {string}
```

5.18.2.4 send_behaviour_tree_debounce

```
let send_behaviour_tree_debounce = false
```

```
@type {boolean}
```

5.18.2.5 send_behaviour_tree_text

```
let send_behaviour_tree_text = "Send Behaviour Tree"
```

```
@type {string}
```

5.18.2.6 start_behaviour_tree_color

```
let start_behaviour_tree_color = "#89AAFF"
```

```
@type {string}
```

5.18.2.7 start_behaviour_tree_debounce

```
let start_behaviour_tree_debounce = false
```

```
@type {boolean}
```

5.18.2.8 start_behaviour_tree_text

```
let start_behaviour_tree_text = "Start Behaviour Tree"
```

```
@type {string}
```

5.19 src/lib/home/Stream.svelte File Reference

Functions

- function [b64toBlob](#) (b64Data, contentType="", sliceSize=512)
- function [handleLiveFeed](#) (live_feed)
- function [shadeColor](#) (color, decimal)
- function [round0_25](#) (num)
- function [drawLidarWall](#) (x, lidar_canvas_midpoint_y, distance)
- function [subscribeLidarDrawing](#) ()
- function [handleLidar](#) (lidar_canvas)
- function [toggleLidar](#) ()
- function [updateAspectRatio](#) ()
- [main_pane_size_0_store](#) [subscribe](#) ([updateAspectRatio](#))
- [onMount](#) ([updateAspectRatio](#))

Variables

- `< script > import { onMount } from "svelte"`
- `const lidar_wall_colour = "#0061FF"`
- `const offset_angle = 45`
- `const fps = 30`
- `const fps_interval = 1000 / fps`
- `let lidar_bar_height_size = 20000`
- `let live_feed_ = null`
- `let lidar_canvas_ = null`
- `let lidar_context_ = null`
- `let last_seen_points = []`
- `let lidar_draw_disconnect = null`
- `let lidar_toggle_icon`
- `let stream_div_ = null`

5.19.1 Function Documentation

5.19.1.1 b64toBlob()

```
function b64toBlob (
    b64Data,
    contentType = "",
    sliceSize = 512 )
```

Parameters

<i>{string}</i>	b64Data
<i>{string}</i>	contentType
<i>{number}</i>	sliceSize

5.19.1.2 drawLidarWall()

```
function drawLidarWall (
    x,
    lidar_canvas_midpoint_y,
    distance )
```

Parameters

<i>{number}</i>	x
<i>{number}</i>	lidar_canvas_midpoint↵_y
<i>{number}</i>	height

5.19.1.3 handleLidar()

```
function handleLidar (
    lidar_canvas )
```

Parameters

<i>lidar_canvas</i>	@type {HTMLCanvasElement}
---------------------	---------------------------

5.19.1.4 handleLiveFeed()

```
function handleLiveFeed (
    live_feed )
```

Parameters

<i>live_feed</i>	@type {HTMLImageElement}
------------------	--------------------------

5.19.1.5 onMount()

```
onMount (
    updateAspectRatio )
```

5.19.1.6 round0_25()

```
function round0_25 (
    num )
```

Parameters

<i>{number}</i>	num
-----------------	-----

5.19.1.7 shadeColor()

```
function shadeColor (
    color,
    decimal )
```

@description From: <https://stackoverflow.com/a/69123384>

Parameters

<i>{string}</i>	color Hex value format: #ffffff or ffffff
<i>{number}</i>	decimal lighten or darken decimal value, example 0.5 to lighten by 50% or 1.5 to darken by 50%.

Returns

{string} Hex value of the new color

5.19.1.8 subscribe()

```
main_pane_size_0_store subscribe (
    updateAspectRatio )
```

5.19.1.9 subscribeLidarDrawing()

```
function subscribeLidarDrawing ( )
```

@type {Array<Point>}

@type {Map<number, Point>}

5.19.1.10 toggleLidar()

```
function toggleLidar ( )
```

5.19.1.11 updateAspectRatio()

```
function updateAspectRatio ( )
```

5.19.2 Variable Documentation

5.19.2.1 fps

```
const fps = 30
```

5.19.2.2 fps_interval

```
const fps_interval = 1000 / fps
```

5.19.2.3 import

```
import { onMount } from "svelte"
```

5.19.2.4 last_seen_points

```
let last_seen_points = []
```

5.19.2.5 lidar_bar_height_size

```
let lidar_bar_height_size = 20000
```

5.19.2.6 lidar_canvas_

```
let lidar_canvas_ = null
```

```
@type {HTMLCanvasElement}
```

5.19.2.7 lidar_context_

```
let lidar_context_ = null
```

```
@type {CanvasRenderingContext2D}
```

5.19.2.8 lidar_draw_disconnect

```
let lidar_draw_disconnect = null
```

5.19.2.9 lidar_toggle_icon

```
let lidar_toggle_icon
```

Initial value:

```
= $lidar_toggle  
  ? "favicon.png"  
  : "greyed_favicon.png"
```

5.19.2.10 lidar_wall_colour

```
const lidar_wall_colour = "#0061FF"
```

5.19.2.11 live_feed_

```
let live_feed_ = null
```

```
@type {HTMLImageElement}
```

5.19.2.12 offset_angle

```
const offset_angle = 45
```

5.19.2.13 stream_div_

```
let stream_div_ = null
```

```
@type {HTMLDivElement}
```


5.20 src/lib/IPList.svelte File Reference

Functions

- if (api.getLocalIPList===undefined)
- function refreshIPList ()
- function updateIPList ()

Variables

- < script > import { Button, Card, Spinner, Tooltip } from "flowbite-svelte"
- export let getIPList = updateIPList()

5.20.1 Function Documentation

5.20.1.1 if()

```
if (
    api.  getLocalIPList  =  ==  undefined )
```

5.20.1.2 refreshIPList()

```
function refreshIPList ( )
```

5.20.1.3 updateIPList()

```
function updateIPList ( )
```

5.20.2 Variable Documentation

5.20.2.1 getIPList

```
export let getIPList = updateIPList()
```

5.20.2.2 import

```
import { Button, Card, Spinner, Tooltip } from "flowbite-svelte"
```

5.21 src/lib/NavigationBar.svelte File Reference

Variables

- `<script>` [import](#)

5.21.1 Variable Documentation

5.21.1.1 import

```
<script> import
```

Initial value:

```
{  
  DarkMode,  
  Navbar,  
  NavLi,  
  NavUl,  
  NavHamburger,  
} from "flowbite-svelte"
```

5.22 src/lib/RaspberryPiConnectBanner.svelte File Reference

Variables

- `<script>` [import](#) { Banner, Button } from "flowbite-svelte"

5.22.1 Variable Documentation

5.22.1.1 import

```
import { Banner, Button } from "flowbite-svelte"
```

5.23 src/lib/RaspberryPiSelector.svelte File Reference

Functions

- function async [connectToRaspberryPi](#) ()

Variables

- `< script > import { Button, Card } from "flowbite-svelte"`
- `let selected_uuid = ""`

5.23.1 Function Documentation

5.23.1.1 connectToRaspberryPi()

```
function async connectToRaspberryPi ( )
```

5.23.2 Variable Documentation

5.23.2.1 import

```
import { Button, Card } from "flowbite-svelte"
```

5.23.2.2 selected_uuid

```
let selected_uuid = ""
```

```
@type {string}
```

5.24 src/lib/SaveBehaviourTreeModal.svelte File Reference

Functions

- `</script >< Modal title="Save Behaviour Tree" bind:open={ $show_behaviour_tree_save_modal } auto-close >< p class="text-base leading-relaxed text-gray-500 dark:text-gray-400"> Would you like to save this behaviour tree</p >< Input let:props >< input type="text" {...props} placeholder="Behaviour Tree Name:" bind:value={behaviour_tree_name} required/></Input >< CodeMirror class="text-left h-full flex-auto font-mono text-lg font-bold" bind:value={ $behaviour_tree_save_modal_code } lang={xml(xml_schema)} tabSize={4} theme={oneDark} extensions=[[node_hover]]/>< svelte:fragment slot="footer">< Button on:click={()=> api saveBehaviourTree (behaviour_tree_save_state)}`
- `behaviour_tree_list set ([... $behaviour_tree_list, behaviour_tree_save_state])`

Variables

- `< script > import { Button, Input, Modal } from "flowbite-svelte"`
- `import CodeMirror from svelte codemirror editor`
- `let behaviour_tree_name = ""`

5.24.1 Function Documentation

5.24.1.1 saveBehaviourTree()

```
</script> << Modal title="Save Behaviour Tree" bind:open={ $show_behaviour_tree_save_modal }
autoclose >< p class="text-base leading-relaxed text-gray-500 dark:text-gray-400"> Would
you like to save this behaviour tree</p> << Input let:props >< input type="text" {...props}
placeholder="Behaviour Tree Name:" bind:value={behaviour_tree_name} required/></Input> ><
CodeMirror class="text-left h-full flex-auto font-mono text-lg font-bold" bind:value={ $behaviour_tree_save_mo
lang={xml(xml_schema)} tabSize={4} theme={oneDark} extensions={[node_hover]}/>< svelte:fragment
slot="footer">< Button on:click={()=> api saveBehaviourTree (
    behaviour_tree_save_state )
```

5.24.1.2 set()

```
behaviour_tree_list set ( )
```

5.24.2 Variable Documentation

5.24.2.1 behaviour_tree_name

```
let behaviour_tree_name = ""
```

5.24.2.2 editor

```
import CodeMirror from svelte codemirror editor
```

5.24.2.3 import

```
import { Button, Input, Modal } from "flowbite-svelte"
```

5.25 src/lib/validate/CodeButton.svelte File Reference

Functions

- function async [validateBehaviourTree](#) ()

Variables

- `< script > import xmlFormat from xml formatter`
- `import { behaviour_tree_xml_code } from "../store/behaviour_tree_store"`
- `let validate_behaviour_tree_text = "Validate Behaviour Tree"`
- `let validate_behaviour_tree_color = "#4C9CFF"`
- `let validate_behaviour_tree_debounce = false`

5.25.1 Function Documentation

5.25.1.1 validateBehaviourTree()

```
function async validateBehaviourTree ( )
```

5.25.2 Variable Documentation

5.25.2.1 formatter

```
<script> import xmlFormat from xml formatter
```

5.25.2.2 import

```
import { behaviour_tree_xml_code } from "../store/behaviour_tree_store"
```

5.25.2.3 validate_behaviour_tree_color

```
let validate_behaviour_tree_color = "#4C9CFF"
```

```
@type {string}
```

5.25.2.4 validate_behaviour_tree_debounce

```
let validate_behaviour_tree_debounce = false
```

```
@type {boolean}
```

5.25.2.5 validate_behaviour_tree_text

```
let validate_behaviour_tree_text = "Validate Behaviour Tree"
```

```
@type {string}
```

5.26 src/lib/WebsocketServerConfig.svelte File Reference

Functions

- function [displayWebsocketServerStatus](#) ()
- [websocket_server_connection_state](#) [subscribe](#) ([displayWebsocketServerStatus](#))
- function async [toggleWebsocketServer](#) ()

Variables

- `< script >` [import](#) { Label, Input, Button, Helper } from "flowbite-svelte"
- let [websocketServerPort](#) = [\\$websocket_server_port](#)
- let [toggleWebsocketServerMessage](#) = "Start Websocket Server"
- let [helperText](#) = ""
- let [websocketServerPortInputColor](#) = ""

5.26.1 Function Documentation

5.26.1.1 displayWebsocketServerStatus()

```
function displayWebsocketServerStatus ( )
```

5.26.1.2 subscribe()

```
websocket_server_connection_state subscribe (  
    displayWebsocketServerStatus )
```

5.26.1.3 toggleWebsocketServer()

```
function async toggleWebsocketServer ( )
```

5.26.2 Variable Documentation

5.26.2.1 helperText

```
let helperText = ""
```

```
@type {string}
```

5.26.2.2 import

```
import { Label, Input, Button, Helper } from "flowbite-svelte"
```

5.26.2.3 toggleWebsocketServerMessage

```
let toggleWebsocketServerMessage = "Start Websocket Server"
```

```
@type {string}
```

5.26.2.4 websocketServerPort

```
let websocketServerPort = $websocket_server_port
```

```
@type {number}
```

5.26.2.5 websocketServerPortInputColor

```
let websocketServerPortInputColor = ""
```

```
@type {string}
```

5.27 src/routes.js File Reference

Variables

- [import](#) Home from [routes](#) Home [svelte](#)
- export [default](#)

5.27.1 Variable Documentation

5.27.1.1 default

```
export default
```

Initial value:

```
{  
  '/' : Home,  
  '/websocket' : Websocket,  
  '/validate' : Validate,  
  '*': NotFound  
}
```

5.27.1.2 svelte

```
import NotFound from routes NotFound svelte
```

5.28 src/routes/Home.svelte File Reference

Functions

- function [onMainResize](#) (event)
- function [onSideResize](#) (event)

Variables

- < script > [import](#) BehaviourTreeHandler from lib BehaviourTreeHandler [svelte](#)
- [import](#) { [websocket_server_connection_state](#) } from "../store/websocket_store"
- let [stream_split_height](#) = 0
- let [stream_split_width](#) = 0
- let [main_pane_size_0](#) = [\\$main_pane_size_0_store](#)
- let [main_pane_size_1](#) = [\\$main_pane_size_1_store](#)
- let [side_pane_size_0](#) = [\\$side_pane_size_0_store](#)
- let [side_pane_size_1](#) = [\\$side_pane_size_1_store](#)

5.28.1 Function Documentation

5.28.1.1 onMainResize()

```
function onMainResize (  
    event )
```


5.28.1.2 onSideResize()

```
function onSideResize (  
    event )
```

5.28.2 Variable Documentation

5.28.2.1 import

```
import { websocket_server_connection_state } from "../store/websocket_store"
```

5.28.2.2 main_pane_size_0

```
let main_pane_size_0 = $main_pane_size_0_store
```

5.28.2.3 main_pane_size_1

```
let main_pane_size_1 = $main_pane_size_1_store
```

5.28.2.4 side_pane_size_0

```
let side_pane_size_0 = $side_pane_size_0_store
```

5.28.2.5 side_pane_size_1

```
let side_pane_size_1 = $side_pane_size_1_store
```

5.28.2.6 stream_split_height

```
let stream_split_height = 0
```

```
@type {number}
```

5.28.2.7 stream_split_width

```
let stream_split_width = 0
```

```
@type {number}
```

5.28.2.8 svelte

```
import SaveBehaviourTreeModal from lib SaveBehaviourTreeModal svelte
```

5.29 src/routes/NotFound.svelte File Reference

Variables

- `< h1 > Not Found</h1 >< p > This route doesn t exist</p >< style > h1`
- text `transform`
- font `size`
- font `weight`

5.29.1 Variable Documentation

5.29.1.1 h1

```
<h1> Not Found</h1><p> This route doesn t exist</p><style> h1
```

Initial value:

```
{
    color: #ff0040
```

5.29.1.2 size

```
font size
```

5.29.1.3 transform

```
text transform
```

5.29.1.4 weight

font weight

5.30 src/routes/Validate.svelte File Reference

Functions

- function [onSideResize](#) (event)

Variables

- `< script >` [import](#) BehaviourTreeHandler from lib BehaviourTreeHandler [svelte](#)
- [import](#)
- let [side_pane_size_0](#) = [\\$side_pane_size_0_store](#)
- let [side_pane_size_1](#) = [\\$side_pane_size_1_store](#)

5.30.1 Function Documentation

5.30.1.1 onSideResize()

```
function onSideResize (  
    event )
```

5.30.2 Variable Documentation

5.30.2.1 import

```
import
```

Initial value:

```
{  
    side\_pane\_size\_0\_store,  
    side\_pane\_size\_1\_store,  
} from "../store/home_store"
```

5.30.2.2 side_pane_size_0

```
let side_pane_size_0 = \$side\_pane\_size\_0\_store
```

5.30.2.3 side_pane_size_1

```
let side_pane_size_1 = $side_pane_size_1_store
```

5.30.2.4 svelte

```
import CodeBox from lib validate CodeBox svelte
```

5.31 src/routes/Websocket.svelte File Reference

Variables

- < script > import IPList from lib IPList svelte

5.31.1 Variable Documentation

5.31.1.1 svelte

```
import RaspberryPiSelector from lib RaspberryPiSelector svelte
```

5.32 src/store/behaviour_tree_store.js File Reference

Functions

- function async main ()

Variables

- import { writable } from 'svelte/store'
- export const behaviour_tree_xml_code = writable("")
- export const show_behaviour_tree_save_modal = writable(false)
- export const behaviour_tree_save_modal_code = writable("")
- export let behaviour_tree_list = writable([])

5.32.1 Function Documentation

5.32.1.1 main()

```
function async main ( )
```

5.32.2 Variable Documentation

5.32.2.1 behaviour_tree_list

```
export let behaviour_tree_list = writable([])
```

5.32.2.2 behaviour_tree_save_modal_code

```
export const behaviour_tree_save_modal_code = writable("")
```

5.32.2.3 behaviour_tree_xml_code

```
export const behaviour_tree_xml_code = writable("")
```

5.32.2.4 import

```
import { writable } from 'svelte/store'
```

5.32.2.5 show_behaviour_tree_save_modal

```
export const show_behaviour_tree_save_modal = writable(false)
```

5.33 src/store/home_store.js File Reference

Variables

- `import { writable } from 'svelte/store'`
- `export const main_pane_size_0_store = writable(80)`
- `export const main_pane_size_1_store = writable(20)`
- `export const side_pane_size_0_store = writable(83)`
- `export const side_pane_size_1_store = writable(17)`
- `export const lidar_toggle = writable(true)`

5.33.1 Variable Documentation

5.33.1.1 import

```
import { writable } from 'svelte/store'
```

5.33.1.2 lidar_toggle

```
export const lidar_toggle = writable(true)
```

5.33.1.3 main_pane_size_0_store

```
export const main_pane_size_0_store = writable(80)
```

5.33.1.4 main_pane_size_1_store

```
export const main_pane_size_1_store = writable(20)
```

5.33.1.5 side_pane_size_0_store

```
export const side_pane_size_0_store = writable(83)
```

5.33.1.6 side_pane_size_1_store

```
export const side_pane_size_1_store = writable(17)
```

5.34 src/store/raspberry_pi_store.js File Reference

Functions

- function async `main` ()
- window api `onConnection` ((value)=> { value=JSON.parse(value);console.log(value);raspberrypi_uuid↔list.update((list)=> { list.push(value.uuid);return list;});})
- window api `onDisconnection` ((value)=> { value=JSON.parse(value);console.log(value);raspberrypi_uuid↔_list.update((list)=> { list=list.filter((uuid)=> uuid !==value.uuid);return list;});})

Variables

- `import { writable } from 'svelte/store'`
- `export const raspberry_pi_uuid_list = writable([])`
- `export const selected_raspberry_pi_uuid = writable("")`

5.34.1 Function Documentation

5.34.1.1 main()

```
function async main ( )
```

5.34.1.2 onConnection()

```
window api onConnection (
    (value) ,
    { value=JSON.parse(value);console.log(value);raspberry_pi_uuid_list.update((list)=>
{ list.push(value.uuid);return list;});} )
```

5.34.1.3 onDisconnection()

```
window api onDisconnection (
    (value) ,
    { value=JSON.parse(value);console.log(value);raspberry_pi_uuid_list.update((list)=>
{ list=list.filter((uuid)=> uuid !==value.uuid);return list;});} )
```

5.34.2 Variable Documentation

5.34.2.1 import

```
import { writable } from 'svelte/store'
```

5.34.2.2 raspberry_pi_uuid_list

```
export const raspberry_pi_uuid_list = writable([])
```

5.34.2.3 selected_raspberry_pi_uuid

```
export const selected_raspberry_pi_uuid = writable("")
```

5.35 src/store/websocket_store.js File Reference

Functions

- function async [main](#) ()
- window api [onMessage](#) ((value)=> { value=JSON.parse(value);[lidar_stream.set](#)(value.lidar);[camera_stream.set](#)(value.↔frame_buffer);})

Variables

- [import](#) { writable } from 'svelte/store'
- export const [websocket_server_connection_state](#) = writable(false)
- export const [websocket_server_port](#) = writable(3000)
- export const [websocket_server_code](#) = writable(-1)
- export const [lidar_stream](#) = writable([])
- export const [camera_stream](#) = writable("")

5.35.1 Function Documentation

5.35.1.1 main()

```
function async main ( )
```

5.35.1.2 onMessage()

```
window api onMessage (
    (value) ,
    { value=JSON.parse(value);lidar\_stream.set(value.lidar);camera\_stream.set(value.↔
frame_buffer);} )
```

5.35.2 Variable Documentation

5.35.2.1 camera_stream

```
export const camera_stream = writable("")
```

5.35.2.2 import

```
import { writable } from 'svelte/store'
```

5.35.2.3 lidar_stream

```
export const lidar_stream = writable([])
```

5.35.2.4 websocket_server_code

```
export const websocket_server_code = writable(-1)
```

5.35.2.5 websocket_server_connection_state

```
export const websocket_server_connection_state = writable(false)
```

5.35.2.6 websocket_server_port

```
export const websocket_server_port = writable(3000)
```


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