

IoT NodeRED Maps development

Submitted by: Dipen Gaihre

This document details the successful implementation of an advanced feature in the Python-NodeRED-WorldMap application, demonstrating the system's ability to track and visualize multiple distinct assets simultaneously.

Goal

To upgrade the basic exercise by adding a second, independently moving asset and styling each asset differently (color, icon) using Node-RED logic.

Implementation Steps and Evidence

The solution required modifying the data publishers (Python) and implementing conditional routing in Node-RED using the switch node.

1. Added a Second "Driver" (Python)

We copied our original Python code and changed a few lines to create a new, separate tracker.

- **Original Tracker:** Named "DipenLocationTracker" (our person).
- **New Tracker:** Named "**RescueTeamVehicle**" (our car), starting in a different spot.

Command Prompt

```
Published 50 (Lat: 60.16948526, Lon: 24.9517703)
Finished publishing and disconnected.
```

```
D:\HAMK\2nd year\2nd module\IoT architecture\Iot_nodered_map>python location_publisher.py
```

```
D:\HAMK\2nd year\2nd module\IoT architecture\Iot_nodered_map\location_publisher.py:24: DeprecationWarning: Callback API version 1 is deprecated
n
```

```
client = mqtt.Client(client_id=CLIENT_ID, protocol=mqtt.MQTTv311, clean_session=True)
```

```
Connecting to broker: test.mosquitto.org
```

```
Starting simulation on topic: Walking01/status/location
```

```
Published 1 (Lat: 60.16921086, Lon: 24.9511676)
```

```
Published 2 (Lat: 60.16921646, Lon: 24.9511799)
```

```
Published 3 (Lat: 60.16922206, Lon: 24.9511922)
```

```
Published 4 (Lat: 60.16922766, Lon: 24.9512045)
```

```
Published 5 (Lat: 60.16923326, Lon: 24.9512168)
```

```
Published 6 (Lat: 60.16923886, Lon: 24.9512291)
```

```
Published 7 (Lat: 60.16924446, Lon: 24.9512414)
```

```
Published 8 (Lat: 60.16925006, Lon: 24.9512537)
```

```
Published 9 (Lat: 60.16925566, Lon: 24.951266)
```

```
Published 10 (Lat: 60.16926126, Lon: 24.9512783)
```

```
Published 11 (Lat: 60.16926686, Lon: 24.9512906)
```

```
Published 12 (Lat: 60.16927246, Lon: 24.9513029)
```

```
Published 13 (Lat: 60.16927806, Lon: 24.9513152)
```

```
Published 14 (Lat: 60.16928366, Lon: 24.9513275)
```

```
Published 15 (Lat: 60.16928926, Lon: 24.9513398)
```

```
Published 16 (Lat: 60.16929486, Lon: 24.9513521)
```

```
Published 17 (Lat: 60.16930046, Lon: 24.9513644)
```

```
Published 18 (Lat: 60.16930606, Lon: 24.9513767)
```

```
Published 19 (Lat: 60.16931166, Lon: 24.951389)
```

```
Published 20 (Lat: 60.16931726, Lon: 24.9514013)
```

```
Published 21 (Lat: 60.16932286, Lon: 24.9514136)
```

```
Published 22 (Lat: 60.16932846, Lon: 24.9514259)
```

```
Published 23 (Lat: 60.16933406, Lon: 24.9514382)
```

```
Published 24 (Lat: 60.16933966, Lon: 24.9514505)
```

```
Published 25 (Lat: 60.16934526, Lon: 24.9514628)
```

```
Published 26 (Lat: 60.16935086, Lon: 24.9514751)
```

```
Published 27 (Lat: 60.16935646, Lon: 24.9514874)
```

```
Published 28 (Lat: 60.16936206, Lon: 24.9514997)
```

```
Published 29 (Lat: 60.16936766, Lon: 24.951512)
```

```
cmd Command Prompt
Published 46 (Lat: 60.16946286, Lon: 24.9517211)
Published 47 (Lat: 60.16946846, Lon: 24.9517334)
Published 48 (Lat: 60.16947406, Lon: 24.9517457)
Published 49 (Lat: 60.16947966, Lon: 24.951758)
Published 50 (Lat: 60.16948526, Lon: 24.9517703)
Finished publishing and disconnected.

D:\HAMK\2nd year\2nd module\IoT architecture\Iot_nodered_map>notepad location_publisher_2.py

D:\HAMK\2nd year\2nd module\IoT architecture\Iot_nodered_map>notepad location_publisher_2.py

D:\HAMK\2nd year\2nd module\IoT architecture\Iot_nodered_map>python location_publisher_2.py
D:\HAMK\2nd year\2nd module\IoT architecture\Iot_nodered_map\location_publisher_2.py:19: Deprecate
date to latest version
    client = mqtt.Client(client_id=CLIENT_ID, protocol=mqtt.MQTTv311, clean_session=True)
Connecting tracker 2 to broker: test.mosquitto.org
Starting simulation for: RescueTeamVehicle
Tracker 2 Published 1 (Lat: 60.174992, Lon: 24.960001)
Tracker 2 Published 2 (Lat: 60.174984, Lon: 24.960002)
Tracker 2 Published 3 (Lat: 60.174976, Lon: 24.960003)
Tracker 2 Published 4 (Lat: 60.174968, Lon: 24.960004)
Tracker 2 Published 5 (Lat: 60.17496, Lon: 24.960005)
Tracker 2 Published 6 (Lat: 60.174952, Lon: 24.960006)
Tracker 2 Published 7 (Lat: 60.174944, Lon: 24.960007)
Tracker 2 Published 8 (Lat: 60.174936, Lon: 24.960008)
Tracker 2 Published 9 (Lat: 60.174928, Lon: 24.960009)
Tracker 2 Published 10 (Lat: 60.17492, Lon: 24.96001)
Tracker 2 Published 11 (Lat: 60.174912, Lon: 24.960011)
Tracker 2 Published 12 (Lat: 60.174904, Lon: 24.960012)
Tracker 2 Published 13 (Lat: 60.174896, Lon: 24.960013)
Tracker 2 Published 14 (Lat: 60.174888, Lon: 24.960014)
Tracker 2 Published 15 (Lat: 60.17488, Lon: 24.960015)
Tracker 2 Published 16 (Lat: 60.174872, Lon: 24.960016)
Tracker 2 Published 17 (Lat: 60.174864, Lon: 24.960017)
Tracker 2 Published 18 (Lat: 60.174856, Lon: 24.960018)
Tracker 2 Published 19 (Lat: 60.174848, Lon: 24.960019)
Tracker 2 Published 20 (Lat: 60.17484, Lon: 24.96002)
```

Fig: Python Scripts Running

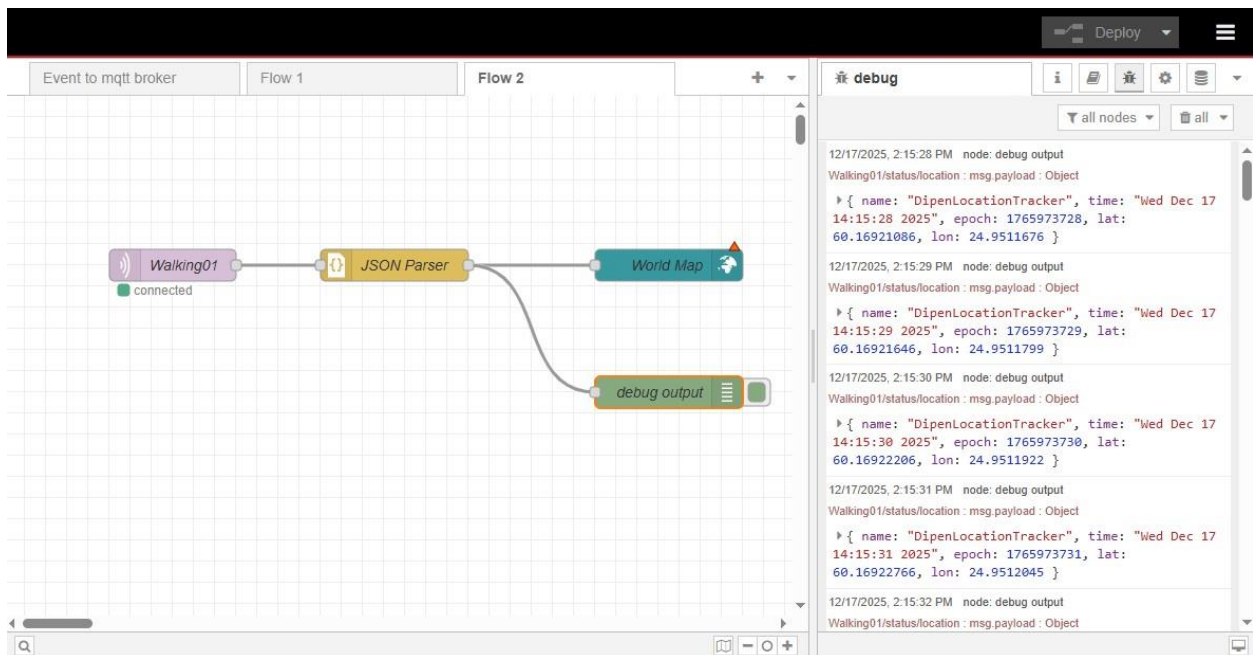


Fig: Debug Output

2. Created a "Traffic Cop" (Node-RED Switch)

Because our simple map couldn't handle the "if/then" logic (if it's the car, make it red), we installed a **switch node** to act as a traffic cop, directing each message to the right styling station.

- **The Cop's Rule:** If the name is "RescueTeamVehicle," send it left. If the name is "DipenLocationTracker," send it right.

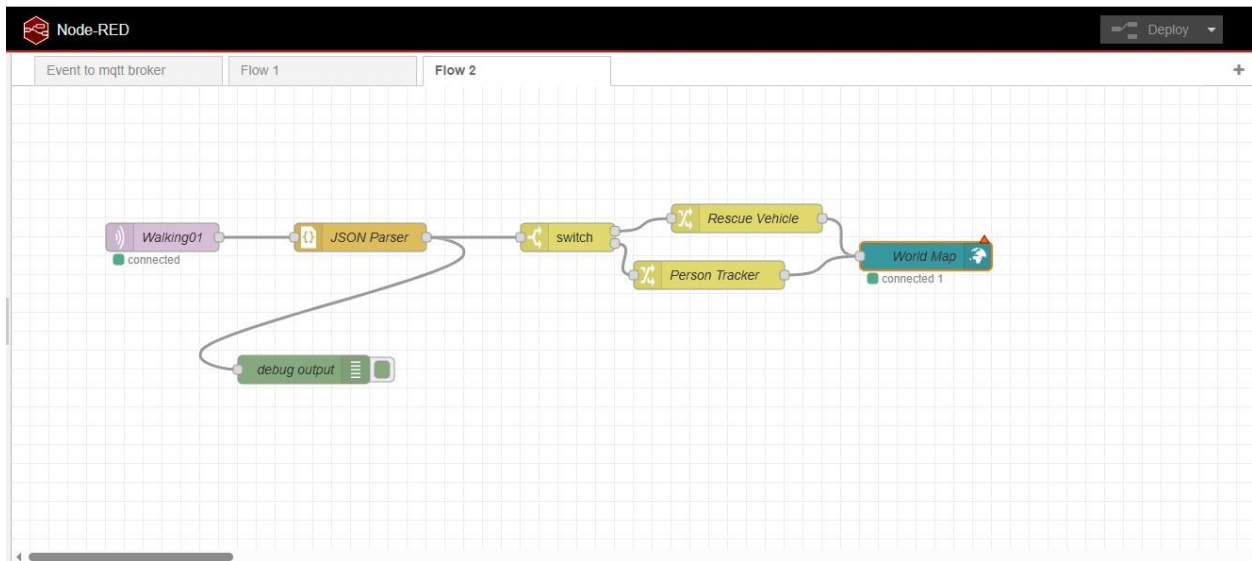


Fig: Node-RED Flow Structure

3. Assigned Team Uniforms (Node-RED Change)

We added two small **change nodes** at the end of the lines—these are the "uniform stations" that add color and icons.

- **Car's Uniform (Path 1):** We changed the marker color to **Red** and gave it a **Car icon**.
- **Person's Uniform (Path 2):** We changed the marker color to **Blue**.

Edit change node

Delete

Cancel

Done

Properties



 Name

Person Tracker

 Rules

Set

▼ msg. payload.color



to the value

▼ a_z blue



+ add



☐ Enabled

Edit change node

Delete

Cancel

Done

⚙ Properties

⚙

📄

🖨

📌 Name

Rescue Vehicle

☰ Rules

≡

Set

▼ msg. payload.color

to the value

▼ ^a_z red

×

≡

Set

▼ msg. payload.icon

to the value

▼ ^a_z car

×

+ add

📄

☐ Enabled

Fig: Rescue Vehicle Node Config and Person Tracker Node Config

4. The Final Result

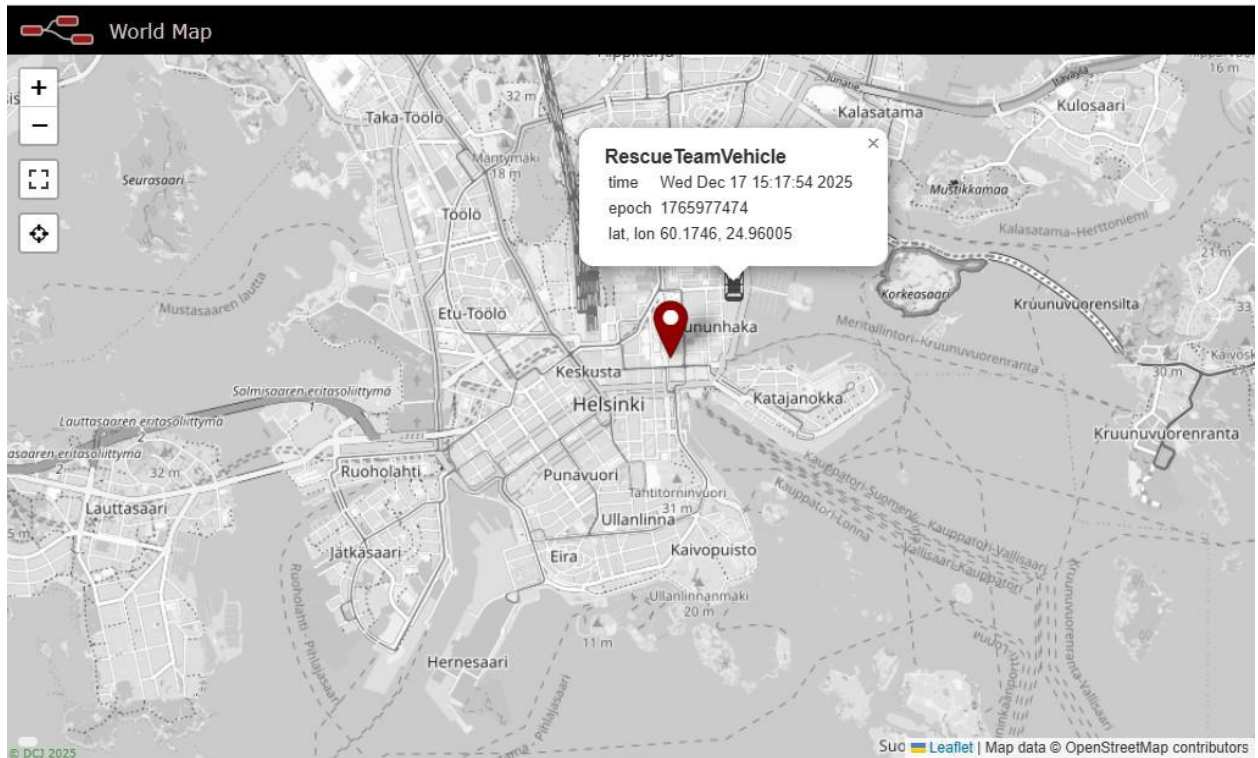


fig: Final World Map

The final map showing **two separate, moving markers**: a **red car** and a **blue person** marker.