

# File Overview

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There are several files we use to run our program and this document describes where they are and what they do.

## Folders

- **naoinfo/**: Contains the information about the specific nao.
- **naoqi/**: Contains the program and the preferences.
  - **lib/**: Contains the library of our program.
  - **preferences/**: Contains the preferences of the nao.
- **Technical Report/**: Contains the documentation of the project.

### **naoinfo/**

This folder contains the following files:

- **NAOINFO.txt**: this file contains the robot and team number of the specific robot. This file is read by the **gameStateController.py**

### **naoqi/lib/**

This folder contains the following files:

- **buttonController.py**: This file listens to the buttons of the nao by reading out the sensor value of the buttons. The buttons are read out in the gamestate controller (**gameStateController.py**)
- **gameController.py**: This file listens to the gameController that is broadcasting our team id. This updates the gamestate of the robot. The game controller is read out in the gamestate controller (**gameStateController.py**)
- **gameStateController.py**: This file bundles the button and game controllers. This file decides, which state the robot should be. The controller is implemented to the 2011 rules.

- `loader.py`: This file loads the football program if a foot bumper pressed. The file is automatically loads on start up. The file launches the football soul (`soul.py`).
- `locateGoal.py`: The old function to locate the goal. This function is called by the vision interface (`visionInterface.py`).
- `locateGoalzor.py`: The new function to locate the goal. This function is called by the vision interface (`visionInterface.py`).
- `longDistanceTracker.py`: The function to locate the ball. This function is called by the vision interface (`visionInterface.py`).
- `motionInterface.py`: This file is the interface of the motions (`motions.py`). This was created to have a overview of all the motion functions our nao can perform.
- `motions.py`: This file contains all the motions the nao can perform and reads out poses of the nao. The functions are called by the `motionInterface.py`.
- `soul.py`: This is our main program and is started up by the loader (`loader.py`). It bundles the program together and makes the calls to all the interfaces.
- `testGoalzor.py`: This file was created to test the new function to locate the goal (`locateGoalzor.py`).
- `vision.py`: Contains the function to subscribe and unsubscribe to the cam of the nao. It also contains the function to take a image of the camera. The functions are called by the `visionInterface.py`
- `visionInterface.py`: This file is the interface, which bundles all the vision functions together. This interface calls the function in the specific files. For example when using the `findGoal()` function the interface calls `locateGoalzor` and returns the output to the main program (`soul.py`). It is the connection between the vision functions and the main program.

## naoqi/preferences/

- `autoload.ini`: This file contains all the modules the nao has to load on start up. The file `loader.py` is linked in here as well. On start up the file `loader.py` is loaded, which can start the football program.

## **Technical Report/**

This section contains the documentation of our program. All the files in this folder belong to **Technical Report.pdf**