1.0

version

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Contents

Welcome to FactoryRally-Receiver's documentation!

HardwareReceiver

MQTTReceiver module

class `MQTTReceiver.`**`MQTTReceiver`**
    Bases: `object`
    This class is an example implementation of a MQTT Receiver which receives and handles the transmitted data.

    `broker` = *'broker.emqx.io'*

    `client_id` = *'client-693'*

    `connect_mqtt` **()**
        This function creates a connection to the MQTT Broker.

            Returns: a client instance

    `discover` **()**
        This function is used for the discovery phase on the start of the game, so each robot gets his virtual id.

    `discover_topic` = *'discover'*

    `general_topic` = *'general'*

    `id_received` = *False*

    `port` = *1883*

    `subscribe` **()**
        This function handles the main logic of the receiver and prints out the according event for the robot.

    `topic` = *''*

`MQTTReceiver.`**`execute_command`** (msg, event_type)
    This method executes the received command and currently only is reacting to a MovementEvent.

            Param: msg: the decoded message containing game info
            Param: event_type: the given event type

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