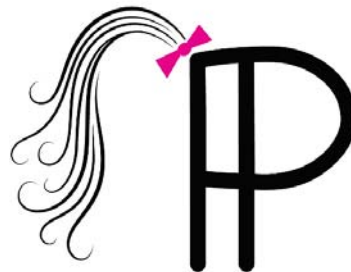



Java Programming


The Ponytail Posse - FTC #8808


9/12/15





**2015 – 2016 Season Kickoff**
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TEAM 6705

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Outline



- How to make teleop work “out of the box”
- How to make your own teleop
- Autonomous basics
- Source code control
- Resources

Making TeleOp Work Out of the Box



- K9TeleOp
- Initial robot configuration

Active Configuration File: K9Teleop

Done Cancel

Legacy Module 1

Enter the name for this legacy module here

Port	Device Info
0	<div>MOTOR_CONTROLLER</div> <div>dcMotor</div> <div>Device name</div> <div>Edit Controller</div>
1	<div>SERVO_CONTROLLER</div> <div>servo</div> <div>Device name</div>

Active Configuration File: K9Teleop

Done Cancel

dcMotor

Enter the name for this motor controller here

Port	Attached
1	<input checked="" type="checkbox"/> <div>motor_1</div> <div>Motor name</div>
2	<input checked="" type="checkbox"/> <div>motor_2</div> <div>Motor name</div>

Active Configuration File: K9Teleop

Done Cancel

servo

Enter the name for this servo controller here

Port	Attached
1	<input checked="" type="checkbox"/> <div>servo_1</div> <div>Device name</div>
2	<input checked="" type="checkbox"/> <div>servo_6</div> <div>Device name</div>
3	<input type="checkbox"/> <div>NO DEVICE ATTACHED</div> <div>Device name</div>
4	<input type="checkbox"/> <div>NO DEVICE ATTACHED</div> <div>Device name</div>
5	<input type="checkbox"/> <div>NO DEVICE ATTACHED</div> <div>Device name</div>



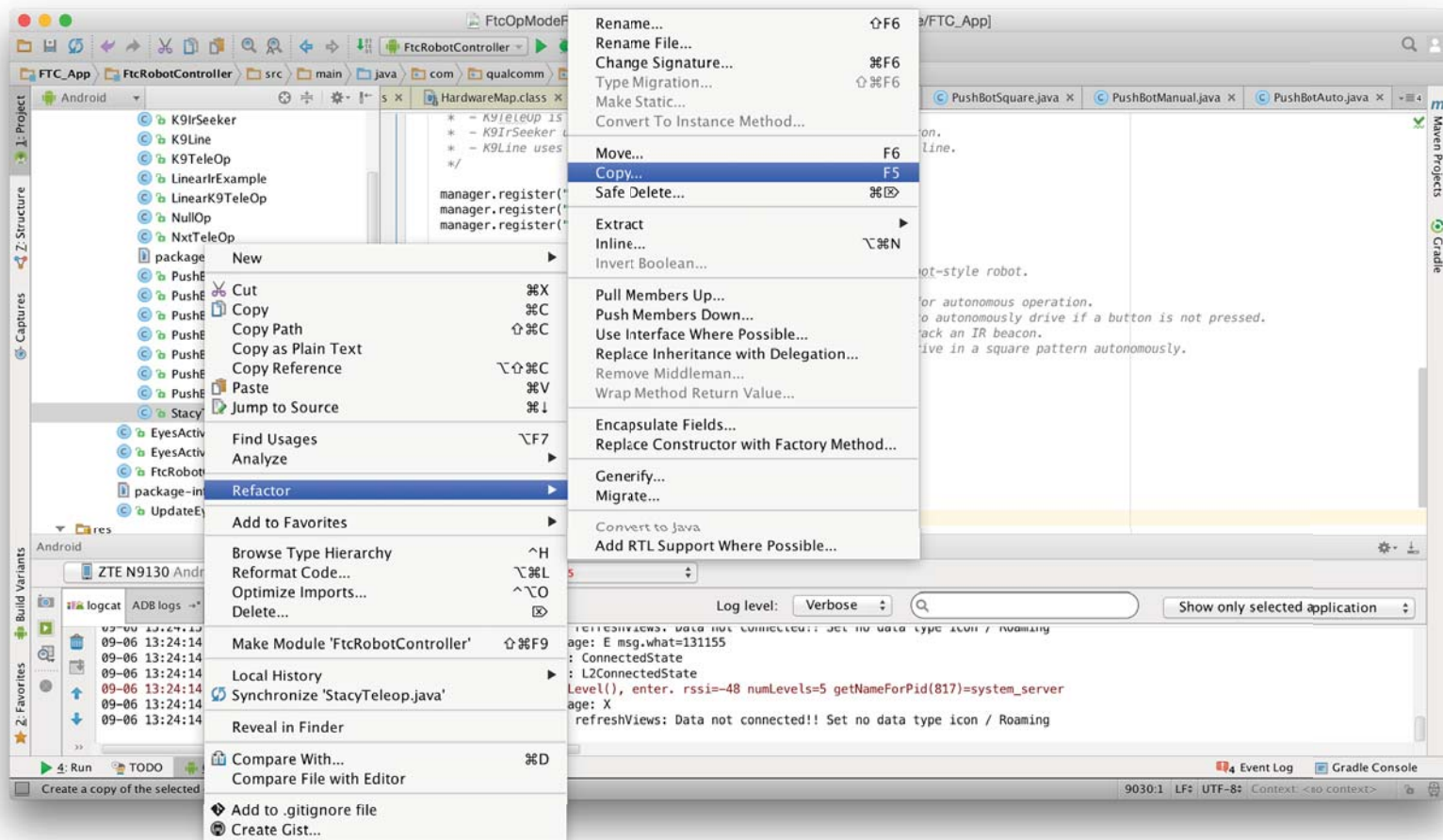
- DC motor controls: left toggle controls the wheels
 - Up = forward
 - Down = backward
 - Left = left
 - Right = right
- Servo motor controls: A, B, X, Y buttons
 - X and B = claw
 - Y and A = arm



Making Your Own TeleOp



1. Reconfigure robot
2. Duplicate K9TeleOp (right click → refactor → copy)



Making Your Own TeleOp



3. Enter your new teleop in the FtcOpModeRegister

The screenshot shows the Android Studio IDE. On the left, the file explorer displays the package structure: `java` > `com.qualcomm.ftcrobotcontroller` > `opmodes`. The `FtcOpModeRegister` class is highlighted in the file explorer. On the right, the code editor shows the `FtcOpModeRegister.java` file. The code includes a comment block and a list of registered op modes. The line `manager.register("YourTeleOp", YourTeleOp.class);` is highlighted in red.

```
/*
 * The following example op modes are designed to work with a pushbot
 * - PushBotManual is a driver controlled (tank drive) op mode.
 * - PushBotAuto uses the event driven (non linear) OpMode class for
 * - PushBotDriveTouch uses the LinearOpMode class and shows how to
 * - PushBotIrSeek uses the LinearOpMode class and shows how to tra
 * - PushBotSquare uses the LinearOpMode class and shows how to driv
 */

manager.register("PushBotManual", PushBotManual.class);
manager.register("PushBotAuto", PushBotAuto.class);
manager.register("PushBotDriveTouch", PushBotDriveTouch.class);
manager.register("PushBotIrSeek", PushBotIrSeek.class);
manager.register("PushBotSquare", PushBotSquare.class);
manager.register("YourTeleOp", YourTeleOp.class);
```

4. Link phone configuration to program through HardwareMap

HardwareMap



ROBOTC:

```
#pragma config(Hubs, S1, HTMotor, HTServo, none, none)
#pragma config(Sensor, S1, , sensorI2CMuxController)
#pragma config(Motor, mtr_S1_C1_1, leftMotor, tmotorTetrix, openLoop, reversed)
#pragma config(Motor, mtr_S1_C1_2, rightMotor, tmotorTetrix, openLoop)
```

JAVA:

```
motorRight = hardwareMap.dcMotor.get("rightMotor");
motorLeft = hardwareMap.dcMotor.get("leftMotor");
motorLift = hardwareMap.dcMotor.get("liftMotor");
```

```
collector = hardwareMap.servo.get("ballCollector");
```

↑
variable you use
for programming

↑
name you put in
the phone

After configuring the hardware on the phone, you need to access it in the program.

HardwareMap is a link that allows the program to access the configuration.

HardwareMap Sensors



- hardwareMap.opticalDistanceSensor
- hardwareMap.touchSensor
- hardwareMap.accelerationSensor
- hardwareMap.compassSensor
- hardwareMap.gyroSensor
- hardwareMap.irSeekerSensor
- hardwareMap.lightSensor
- hardwareMap.ultrasonicSensor
- hardwareMap.voltageSensor

Example:

```
touchSensor = hardwareMap.touchSensor.get("touch");
```


Making Your Own TeleOp



- `init()`
 - Includes links between hardware configuration and program (`hardwareMap`)
 - Initializes robot at the beginning
- `loop()`
 - Contains entire teleop program

ROBOTC	JAVA
<code>initializeRobot()</code>	<code>init()</code>
<code>while(true)</code>	<code>loop()</code>

Motor Control



ROBOTC	JAVA
Setting Motor Power <code>motor[leftDrive]=100; // -100 to 100</code>	Setting Motor Power <code>leftDrive.setPower(1); // -1 to 1</code> <code>leftDrive.setTargetPosition(4000);</code> <code>// new! runs to a particular encoder setting!</code>
Setting Servo Position <code>servo[goalGrabber]=128; // 0 to 255</code>	Setting Servo Position <code>goalGrabber.setPosition(0.5);</code> <code>// 0 to 1</code>

www.bit.ly/cheer4ftc-robotc-java-table

Gamepad Control



ROBOTC	JAVA
Joystick Input <code>joystick.joy1_x1, .._y1, .._x2, .._y2 // -128 to 127</code> <code>joy1Btn(1) // 1-12</code> <code>joystick.joy1_TopHat // -1, 0-7</code>	Gamepad Input <code>gamepad.left_stick_x, _y, (or right_) // -1 to 1</code> <code>// y is -1 at top, +1 at bottom!!</code> <code>gamepad1.left_trigger, _bumper, _stick_button</code> <code>gamepad1.a, .b, .x, .y, .start, .back</code> <code>gamepad1.dpad_up, _down, _left, _right</code> <code>// combine with OR() for diagonals</code>

www.bit.ly/cheer4ftc-robotc-java-table

Variables and Control



ROBOTC	JAVA
Primitive Variables and Control Basically the same <pre>int loopCount; float driveSpeed; loopCount=10; driveSpeed=1.0; if (...) { // stuff to do here } while (...) { // stuff to do here }</pre>	Primitive Variables and Control Basically the same <pre>int loopCount; float driveSpeed; loopCount=10; driveSpeed=1.0; if (...) { // stuff to do here } while (...) { // stuff to do here }</pre>

www.bit.ly/cheer4ftc-robotc-java-table

Examples



ROBOTC	JAVA
Examples <pre>motor[leftDrive]=driveSpeed * joystick_joy1_y1; if (joy1Btn(3)) { servo[goalGrabber]=255; }</pre>	Examples <pre>leftDrive.setPower(driveSpeed * gamepad1.left_stick_y); if (gamepad1.a) { goalGrabber.setPosition(1.0); }</pre>

www.bit.ly/cheer4ftc-robotc-java-table

Autonomous



- LinearOpMode

ROBOTC	JAVA
<code>main()</code>	<code>runOpMode()</code>
<code>waitForStart()</code>	<code>waitForStart()</code>
waiting for FCS	waiting for the "start" button on the driver station
<code>wait (milliseconds) - not needed to run motor</code>	<code>sleep (milliseconds) - needed to run motor</code>
<code>motor = 0</code>	<code>setPowerFloat()</code>
<code>while(true)</code>	<code>OpModeIsActive()</code>

You need either "sleep()", "OpModelsActive()", or "waitOneHardwareCycle()" in every step of your program.

Telemetry



Telemetry data is sent from the robot to the driver station

```
telemetry.addData("Text", "*** Robot Data***");  
telemetry.addData("arm", "arm: " + String.format("%.2f", armPosition));  
telemetry.addData("claw", "claw: " + String.format("%.2f", clawPosition));  
telemetry.addData("left tgt pwr", "left pwr: " + String.format("%.2f", left));  
telemetry.addData("right tgt pwr", "right pwr: " + String.format("%.2f", right));
```

Program in Android Studio



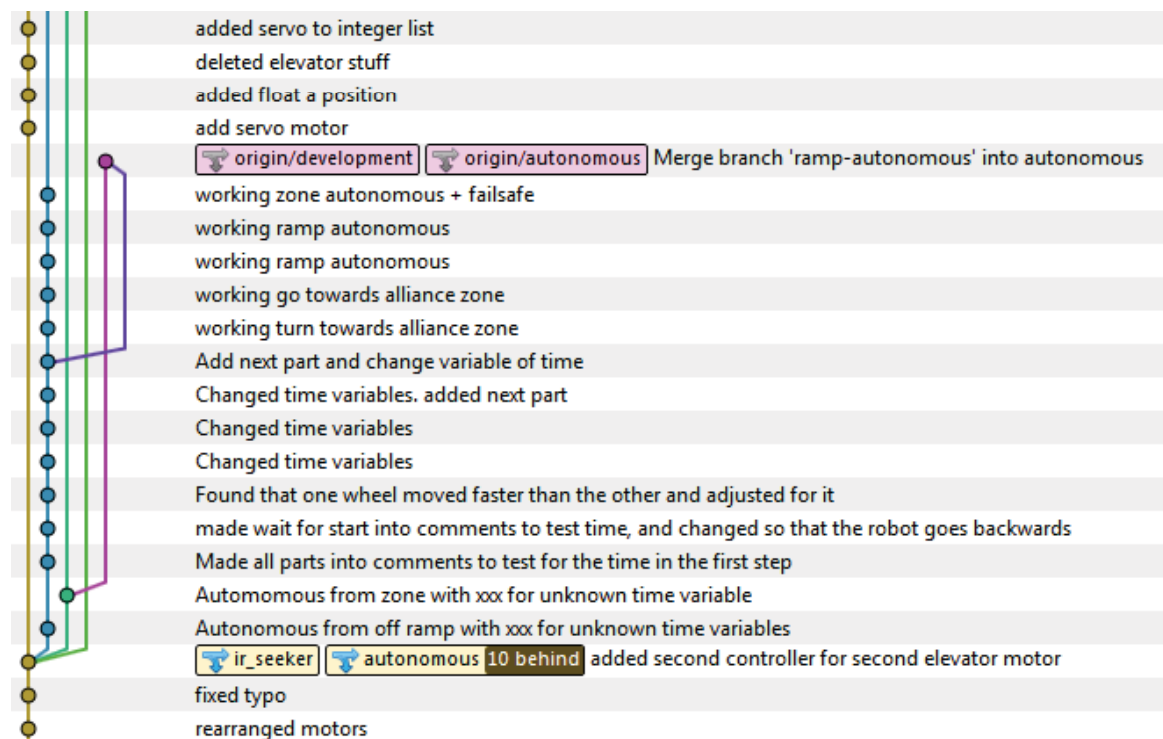
Bottom left corner of driver station

```
Text: *** Robot Data***  
arm: arm: 0.90  
claw: claw: 0.70  
left tgt pwr: left pwr: 0.00
```


Source Code Control



- Provides a way to experiment with your code
- Check in after every change
- Branch off to try something new
 - Either merge or delete
- SourceTree



Resources



- Android Studio (& more): www.bit.ly/ftc-training-manual
- AppInventor: www.frc-events.usfirst.org/2015/ftcimages
- Java Tutorials:
 - www.ftc.edu.intelitek.com
 - www.docs.oracle.com/javase/tutorial
- RobotC → Java (Cheer4FTC):
 - www.bit.ly/cheer4ftc-robotc-java-table
 - www.bit.ly/cheer4ftc-robotc-java
- SourceTree: www.sourcetreeapp.com
- **Find this presentation** at www.theponytailposse.com/team-resources

Thanks for listening!



Questions ?