
Beamer Module - Billard@ISEM

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The Beamer Module is a part of the Billard@ISEM system, ultimately aiming at teaching students relevant mechanical design principles as well as provide a research environment for agile product development methods. It provides a visual output that can be perfectly cropped to the billiard table using included calibration features.

BEAMER MODULE FOR THE BILLARD@ISEM SYSTEM

This is the implementation for a Beamer Module as defined in documentation.

Using a Beamer above the billard table, the system gains the ability to project images directly onto the table. A perspective warp can be applied after manual calibration for the projection to perfectly fit the table. If the system running this software is able to play sounds (like most commercial beamers), this module can also output sound and set the volume.

Run `Beamer.py` with a connected beamer to start the webserver and local GUI/display thread.

1.1 Installation and assumptions

- Hardware recommendations: A beamer connected to a small computer (like a Raspberry PI) running a linux version (like Raspberry PI OS). If the beamer has different resolution than 1080x1920, you will need to individually recreate the configuration image in `static/grid.bmp`.
1. Assumptions about the system you are installing this on: `and git` are available. This is the case on most linux versions, especially Raspberry PI OS (only tried on a non-headless version). For debugging minor knowledge of `systemd/systemctl` and `journalctl` are beneficial.
 2. Clone the repository with submodules: `git clone --recurse-submodules https://github.com/ISEM-TUHH/billard-beamer-module.git`
 - For ease of installation, clone it into your home directory (`/home/<username>/`)
 3. Go into the newly created directories installation toolbox and run the installation script.
 - Edit `install/billard-beamer-server.service` to have the correct username (replace `beamer-pi`).
 - Edit `config/config.json` to have the correct informations for your setup. If you want to develop, also edit the `config/test_config.json` file.
 - `cd billard-beamer-module/install`
 - `sudo chmod +x install.sh && sudo ./install.sh` (sudo is required as this installs a new `systemctl` service)
 - This install and starts a new systemd service `billard-beamer-server.service`.
 4. If successful, a test image should be displayed and the server should be availabe under port 5000 of the given IP address: `http://<address>:5000`
 - This website is very barebones and mostly used for configuration and testing

1.2 Configuration

This part is concerned with setting up the display area to perfectly match the billiard table.

1. Go to the modules configuration website under <http://<address>:5000/v1/config>
2. This displays a grid on the beamer.
 - By selecting a corner on the website and clicking somewhere on the image, a marker is displayed at corresponding place on the beamer
 - Repeat until you perfectly match the corner you are wanting to fixate
 - If you are also using the camera module, these should be configured on the same corners: the most outer corners of the camera markers
 - Repeat for all corners
 - If some corners are not in the display area of the beamer, you can manually edit the pixel position of the corners on the website.
 - Click on the “Apply configuration” button to see your changes applied.
 - If you want to iterate, reload the page and repeat. Reloading the page resets the configuration
 - If you want to keep the configuration, click on “Save the configuration”. You need to have a configuration applied previously for this to apply.

1.3 Documentation

Documentation can be generated using sphinx, which also gets installed at installation time into the virtual environment. To build the html documentation, use

```
source .venv/bin/activate
cd docs
make html
```

Alternatively, you can build a PDF version by using `make latexpdf`. This requires a full LaTeX installation on your computer.

Documentation for the web API is also available on the main website, all available endpoints under <http://<address>:5000/api-doc> and every endpoint has documentation under <http://<address>:5000/<endpoint>.doc>.

Beamer

The Beamer Module for the Billard@ISEM system.

2.1 Beamer

The Beamer Module for the Billard@ISEM system.

This module supplies the class *Beamer* and the function *display_image*. *Beamer* supplies the webserver and API, while *display_image* hosts a *cv2.imshow* thread, actually showing the image.

Beamer.update_frame_flag

if true, the running *display_image* instance will show the currently defined *frame*

Type

bool

Beamer.frame

cv2 image that gets shown

Type

np.ndarray

Beamer.TEST_MODE

gets set by the running *Beamer* instance. Corresponds to *Module.TEST_MODE*. If False, the image will be displayed in fullscreen mode.

Type

bool

Beamer.END_DISPLAY

if True, the running *display_image* instance will terminate.

Type

bool

Functions

`display_image()`

This function runs in its own thread, running `cv2.imshow` to display the global variable `frame` (`np.ndarray / cv2 image`).

2.1.1 Beamer.display_image

`Beamer.display_image()`

This function runs in its own thread, running `cv2.imshow` to display the global variable `frame` (`np.ndarray / cv2 image`). As soon as the flag `update_frame_flag` (`bool`) is raised, it updates the frame, resetting `updating_frame=False`. If the flag `END_DISPLAY` is raised, this function (the `while True` loop) terminates and closes all windows.

In the test mode (flag `'TEST_MODE'` in python, externally set with environment variable `PROD_OR_TEST=TEST`), the image is not displayed in fullscreen.

Classes

`Beamer([config, template_folder])`

Implementation of the Beamer Module for the [Billard@ISEM](#) system.

2.1.2 Beamer

`class Beamer.Beamer(config='config/config.json', template_folder='templates')`

Bases: `Module`

Implementation of the Beamer Module for the [Billard@ISEM](#) system.

Running it also requires the `display_image` function two run in a parallel thread. to handle actually displaying the image.

`current_dir`

Absolute path of this file

Type

`str`

`app`

Flask app. This needs to run for the module to run (e.g., `beamer.app.run()`)

Type

`flask.Flask`

`passUnitMatrixWarning`

if `True`, you can save a unit matrix as the transformation matrix

Type

`bool`

`M`

perspective warp transformation matrix for transforming the image using `cv2`.

Type

`np.ndarray 3x3`

trace_type

type of trace that gets drawn in a live inference type mode (see Beamer.put_white_points)

Type

str

trace_length

how long the trace history should be (see Beamer.put_white_points)

Type

int

trace_history

the last *Beamer.trace_length* trace lists (see Beamer.put_white_points)

Type

list

available_sounds

list of all .mp3 files in the *sounds* directory (including subdirectories)

Type

list

state

current state of the Beamer Module. Not really used

Type

str

black_image

a 1080x1920 (full HD) black image

Type

np.ndarray

__init__(config='config/config.json', template_folder='templates')

Initialize a Beamer instance.

This collects all sound resources and uses the parent class *Module* to setup the web API.

Parameters

- **config (str, optional)** – Relative path to a config (.json) file. Defaults to “config/config.json”.
- **template_folder (str, optional)** – Relative path to a folder to used as templates by flask. Defaults to “templates”.

Methods**__init__(*args, **kwargs)**

Initialize self.

configure_camera_answer()

NOT WORKING part of trying to calibrate the beamer based on the Camera Module detecting the beamer.

Returns

an image/jpg mimetype response of the transformed image

Return type

Response

configure_manual_answer()

Process the answer of the client when the configuration is in manual mode

Returns

html message containing the points and transformation matrix.

Return type

str

configure_output()

Start the config process

This starts the routine to align the beamer output to the pool table as it is recognised by the camera. Displays the configuration image and pings the camera module to measure and respond. (Last not yet implemented)

Currently, this just displays a grid on the beamer for manual configuration.

Returns

rendered configure.html template

Return type

Response

control_image()

NOT WORKING part of trying to calibrate the beamer based on the Camera Module detecting the beamer.

Returns

an image/jpg mimetype response of the transformed image

Return type

Response

display_black_image()

Display a black image on the beamer

Returns

“Displaying black image”, flask requires a response

Return type

str

do_transform(getFromFile=True)

Transform the output image based on the transformation matrix *self.M* or read from the file behind *self.transformPath*.

The type of transformation is determined by ‘*transformation*’ in the config file. Setting it to ‘*OpenCV*’ manually transforms the image using the OpenCV (cv2) library before showing it. ‘*xrandr*’ uses the xrandr system to transform the entire desktop output (this is untested and likely not working!).

Parameters

getFromFile (bool, optional) – Decide if the current *self.M* should be used or if the matrix should be loaded from *self.transformationPath* file. Defaults to True.

Returns

description of the transformation process.

Return type

str

force_restart()

Stop the system by ending both threads. If this is running on a systemd service that restarts a finished service, this restarts the server. Useful for debugging.

Returns

“Restarting”, because flask requires a response

Return type

str

index()

Renders the index website.

Returns

rendered index.html page

Return type

Response

play_sound()

Plays a sound using mpg123

From a flask request.json, search for the sound behind the json key *sound* in *self.available_sounds* and plays it using mpg123.

Known errors: when using a Raspberry PI 5 connected via HDMI to a beamer and turing the beamer on after the PI, there sometimes is no sound.

Returns

“Playing [file name]” if everythin is fine or a message and 404 when the sound was not found.

Return type

str, (int)

put_white_points()

Receive moving balls (with a flask POST request) as json data in the format {“points”: [{“x”: 123, “y”: 345}, …]} and place them on the canvas.

Coordinates are individually transformed, improving performance compared to drawing them and then transforming the entire image. This leads to small projection errors when drawing stuff around transformed coordinates. Stores the last *self.trace_length* (transformed) coordinates in *self.trace_history* (queue like behaviour).

The type of visual affect must be added via code and could be changed by manipulating *self.trace_type*. Current “doppler” effect displays squares increasing in size and decreasing in brightness by the “age” of the coordinates, simulating the physical doppler effect.

Returns

confirmation “Displaying moving balls”

Return type

str

Todo

- Improve determining the size of the ball
- Add trail of previous balls?
- Add more effects?

`receive_image()`

This API endpoint receives images from the web (game module), transforms and shows it.

POST an image (as the request.data) encoded to uint8.

Returns

“Image received”, flask requires response

Return type

str

`sound_volume()`

Change the volume level for sound replay using amixer

From a POST request, use the json data `{"level": 100}` to set the volume between 0 and 100 using the `amixer` utility. The key `level` not in the json data or the level being outside of $0 \leq \text{level} \leq 100$ returns in a 403 error.

Returns

“” and the http status code 200 if everything worked or 403 if there is something wrong with the request.

Return type

str, int

`state()`

Returns the current state of the beamer object.

Used to track the current task globally. Not really useful.

Returns

`flask.jsonify` output of `{'state': self.state}`

Return type

Response

`update_config_image()`

In the manual config process, this puts live updates from the website (passed as “corner” key in `request.json`) on the projected image. This allows for the user doing the calibration to see where the corner they selected is.

Returns

“Top”, flask requires a response

Return type

str

`update_frame(new_frame, do_transformation=True)`

Pass a new frame to be displayed in the display thread.

From the Beamer object, this updates the global variables `frame`, `update_frame` and `transformed_frame`. The first two signal the `display_image` function running in a different thread to update the displayed image.

If the new frame should be perspectively transformed before displaying, supply `do_transformation=True`. This also saves the last transformed image in the global variable `transformed_frame`.

Parameters

- **new_frame** (`np.ndarray`) – new cv2 image to get displayed
- **do_transformation** (`bool, optional`) – Decide if the image should be transformed before displaying. Only effective if ‘transformation’: ‘OpenCV’ in the used config file. Defaults to True.

TO DO

Todo

- Improve determining the size of the ball
- Add trail of previous balls?
- Add more effects?

(The `original_entry` is located in `/home/ma4096/Documents/TUHH_Cloud/BA/software/modules/billard-beamer-module/Beamer.py`:docstring of `Beamer.Beamer.put_white_points`, line 11.)

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