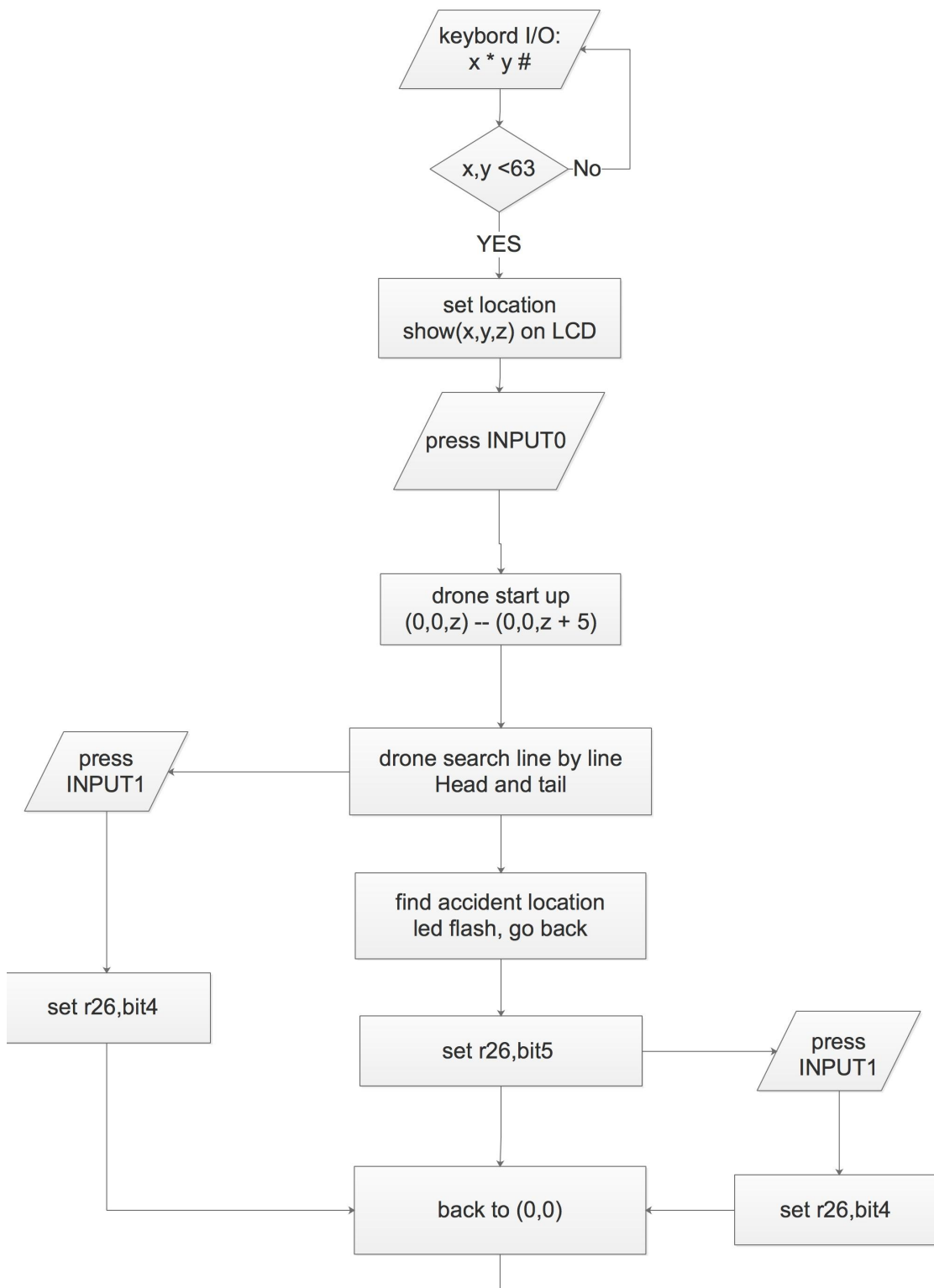
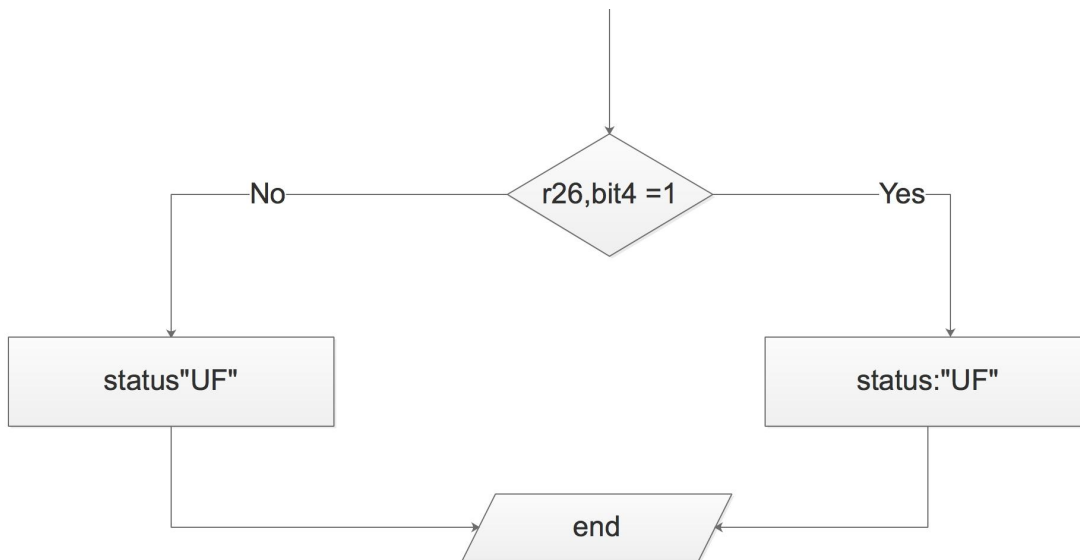


Design manual

1.flow diagram





2.Data structures and algorithms

2.1 Map:

Dixing.txt

2.2 algorithms

2.2.1 keyboard and lcd

Input x,y location,seperate by “ * ”,end by “ # ”

```

main:
    sbrc r26,0
    rjmp inbutton
    ldi cmask,INITCOLMASK //colmask from left
    clr col //row from 0
    rjmp colloop

colloop:
    cpi col,4 //all nor pressed back
    breq main
    out PORTC,cmask //scan column
    ldi temp1,0xFF

delay:
    dec temp1 //slow down scan colum
    brne delay

    in temp1,PINC //read portF
    andi temp1,ROWMASK //get value from cureet colum
    cpi temp1,0xF
    breq nextcol //no 0(pressed) scan next colum

    ldi rmask,INITROWMASK //rowmask from 0001
    clr row //from 0
  
```

```

rowloop:
    cpi row,4 //row scan over
    breq nextcol
    mov temp2,temp1
    and temp2,rmask //get (column,row) pressed or not
    breq continue //0 to get number
    inc row
    lsl rmask //0001 -- 0010 -- 0100 -- 1000
    jmp rowloop

nextcol: //row scan over
    lsl rmask
    inc col // column +1
    jmp colloop

```

Check if the button is still pressed ,not get the number(keep read PINC)

```

continue:
    in temp1,PINC //read portC
    andi temp1,ROWMASK //get value from cureet colum
    cpi temp1,0xF
    breq convert //loose button then display it
    rjmp continue

```

```

convert:
    cpi col,3 //co3 has A,B,C,D
    breq letters
    cpi row,3
    breq symbols //row3 0,*,#
    mov temp1,row // or 1-9
    lsl temp1 //row *3 + col
    add temp1,row
    add temp1,col
    subi temp1,-1
    ldi r16,'0'
    add r16,temp1
    rcall lcd_data
    rcall lcd_wait
    rjmp convert_end

```

```

letters:
    jmp wrong

```

```

symbols:
    cpi col,0
    breq star //*
    cpi col,1
    breq zero //0
    ldi r19,63
    cp r19,r27
    brlo wrong
    ldi r19,0b00000001
    or r26,r19
    rjmp playxyz

```

```

star:/*
    mov r28,r27 //1st num to r28
    ldi r27,0 //r27 clear
    ldi r19,0b00000010
    //or r26,r19
    do_lcd_command 0b11000000
    do_lcd_data'Y'
    do_lcd_data':'
    rjmp main

```

```

zero:
    ldi temp1,0
    ldi r16,'0'
    add r16,temp1
    rcall lcd_data
    rcall lcd_wait
convert_end:
    ldi r16,10
    mul r27,r16
    mov r27,r0
    add r27,temp1
    ldi r19,63
    cp r19,r27
    brlo wrong
    rjmp main

```

If $x/y > 63$, show "Wrong" on lcd

```

wrong:
    do_lcd_command 0b00000001
    do_lcd_data 'w'
    do_lcd_data 'r'
    do_lcd_data 'o'
    do_lcd_data 'n'
    do_lcd_data 'g'
    ldi r19,0

```

If right, Put x in r28, y in r27

According to x, y read z from map (in .cseg Table)

Put point Z in first address on Table

$R31:R30 + 64*y + x == \text{address of } z \text{ (height)}$

Set r26, bit0 (if bit0 != 1 input0 interrupt hance)

To get each bit of x/y, sub 10 first add count to one register till x/y no longer >

10. put count as 10s, left x/y as 1s.

Show x, y, z on lcd; save x, y on 2 register

```

playxyz:
    mov r2,r28
    mov r3,r27
    ldi ZH, high(table<<1) ; initialize Z
    ldi ZL, low(table<<1)
    ldi r19,64
    mul r27,r19
    mov r16,r0
    mov r17,r1
    add r16,r28
    ldi r19,0
    adc r17,r19
    clc
    add r30,r16
    adc r31,r19
    clc
    add r31,r17
    lpm r17, Z
    do_lcd_command 0b00000001

```

```

do_lcd_data'('
ldi r16,10
ldi r18,0
mov r19,r28
cp r28,r16
brsh sub10
ldi r16,'0'
add r16,r19
rcall lcd_data
rcall lcd_wait
rjmp disy
sub10:
    sub r19,r16
    inc r18
    cp r19,r16
    brsh sub10
    ldi r16,'0'
    add r16,r18
    rcall lcd_data
    rcall lcd_wait
    ldi r16,'0'
    add r16,r19
    rcall lcd_data
    rcall lcd_wait
disy:
do_lcd_data', '
ldi r16,10
ldi r18,0
mov r19,r27
cp r27,r16
brsh sub10_y
ldi r16,'0'
add r16,r19
rcall lcd_data
rcall lcd_wait
rjmp dis_z
sub10_y:
    sub r19,r16
    inc r18
    cp r19,r16
    brsh sub10_y
    ldi r16,'0'
    add r16,r18
    rcall lcd_data
    rcall lcd_wait
    ldi r16,'0'
    add r16,r19
    rcall lcd_data
    rcall lcd_wait
dis_z:
do_lcd_data', '
ldi r16,10
ldi r18,0
mov r19,r17
cp r17,r16
brsh sub10_z
ldi r16,'0'
add r16,r19
rcall lcd_data
rcall lcd_wait
do_lcd_data')'
ldi r19,0b10000000
or r17,r19
st Z,r17
lpm r17,Z

```

```

        sbrc r17,7
        do_lcd_data' '
        rjmp showstatus
sub10_z:
        sub r19,r16
        inc r18
        cp r19,r16
        brsh sub10_z
        ldi r16,'0'
        add r16,r18
        rcall lcd_data
        rcall lcd_wait
        ldi r16,'0'
        add r16,r19
        rcall lcd_data
        rcall lcd_wait
        do_lcd_data')'
        ldi r19,0b10000000
        or r17,r19
        st Z,r17
        lpm r17,Z

```

After set x,y ,play status--unbegin

```

showstatus:
        ldi ZH, high(table<<1) ; initialize Z
        ldi ZL, low(table<<1)
        ldi r19,64
        mul r27,r19
        mov r16,r0
        mov r17,r1
        add r16,r28
        ldi r19,0
        adc r17,r19
        clc
        add r30,r16
        adc r31,r19
        clc
        add r31,r17
        lpm r17, Z
        do_lcd_command 0b11000000

        do_lcd_data's'
        do_lcd_data't'
        do_lcd_data'a'
        do_lcd_data't'
        do_lcd_data'u'
        do_lcd_data's'
        do_lcd_data':'
        do_lcd_data'U'
        do_lcd_data'B'

```

Set External interrupt: Input0 for beginning

If x,y not set,r26 bit0 == 0.,reti return from interrupt

```

.org INT0addr
        jmp Ext_int0
Ext_int0:
        sbrc r26,0
        reti

```

```

sbrc r26,1
reti
push temp1 //save register
in temp1,SREG //save SREG
push temp1
//out PortC,output //display pattern now
pop temp1
out SREG,temp1
pop temp1
ldi temp1,0b00001111
sts PORTL,temp1

```

after start,let led flash for a few seconds,If press button,show status:BE

```

delay1s_1:
rcall sleep_1ms
rcall sleep_1ms
rcall sleep_1ms
ldi r18,1
add r19,r18
ldi r18,255
cp r18,r19
brne delay1s_1
ldi temp1,0b11110000
sts PORTL,temp1
delay1s_2:
rcall sleep_1ms
rcall sleep_1ms
rcall sleep_1ms
ldi r18,1
add r19,r18
ldi r18,255
cp r18,r19
brne delay1s_2
ldi temp1,0b11111111
sts PORTL,temp1
delay1s_3:
rcall sleep_1ms
rcall sleep_1ms
rcall sleep_1ms
ldi r18,1
add r19,r18
ldi r18,255
cp r18,r19
brne delay1s_3
ldi temp1,0b00000000
sts PORTL,temp1
do_lcd_command 0b11000000
do_lcd_data's'
do_lcd_data't'
do_lcd_data'a'
do_lcd_data't'
do_lcd_data'u'
do_lcd_data's'
do_lcd_data':'
do_lcd_data'B'
do_lcd_data'E'

```

set r26,bit1

```

ldi temp1,0b00000010
or r26,temp1
reti

```

if not set wait till set;if set .

begin drone up till its 5 meters high than z(read z from Table)

Start motor (set(speed 0xFF))

```
inbutton:
    sbrs r26,1
    rjmp inbutton
    ldi r17,0
    ldi r21,0
    ldi ZH, high(table<<1) ; initialize Z
    ldi ZL, low(table<<1)
    lpm r22,Z
    do_lcd_command 0b11000000
    do_lcd_data's'
    do_lcd_data't'
    do_lcd_data'a'
    do_lcd_data't'
    do_lcd_data'u'
    do_lcd_data's'
    do_lcd_data':'
    do_lcd_data'U'
    do_lcd_data'p'
```

Start motor (set(speed 0xFF))

```
    ldi r16,0xFF
    sts OCR3BL,r16
    ldi r16,10
    ldi r18,0
    mov r19,r22
startup:
    ldi r16,10
    cp r22,r16
    brsh sub10_zu
    rjmp upz
sub10_zu:
    sub r19,r16
    inc r18
    cp r19,r16
    brsh sub10_zu
    ldi r20,0
upz:
    do_lcd_command 0b10000000
    do_lcd_data('('
    do_lcd_data'0'
    do_lcd_data','
    do_lcd_data'0'
    do_lcd_data')'
    do_lcd_data' '

    inc r20
    inc r19
    ldi r16,0
    adc r18,r16
    clc
    ldi r16,'0'
    add r16,r18
    rcall lcd_data
    rcall lcd_wait
    ldi r16,'0'
    add r16,r19
```



```

rcall lcd_data
rcall lcd_wait
ldi r16,0
rcall delay1s_0
ldi r16,5
cp r20,r16
brne upz

```

Set Motor

First set motor

PORT E PE2 MOTOR MOT -- set one -

Set OC3A as output

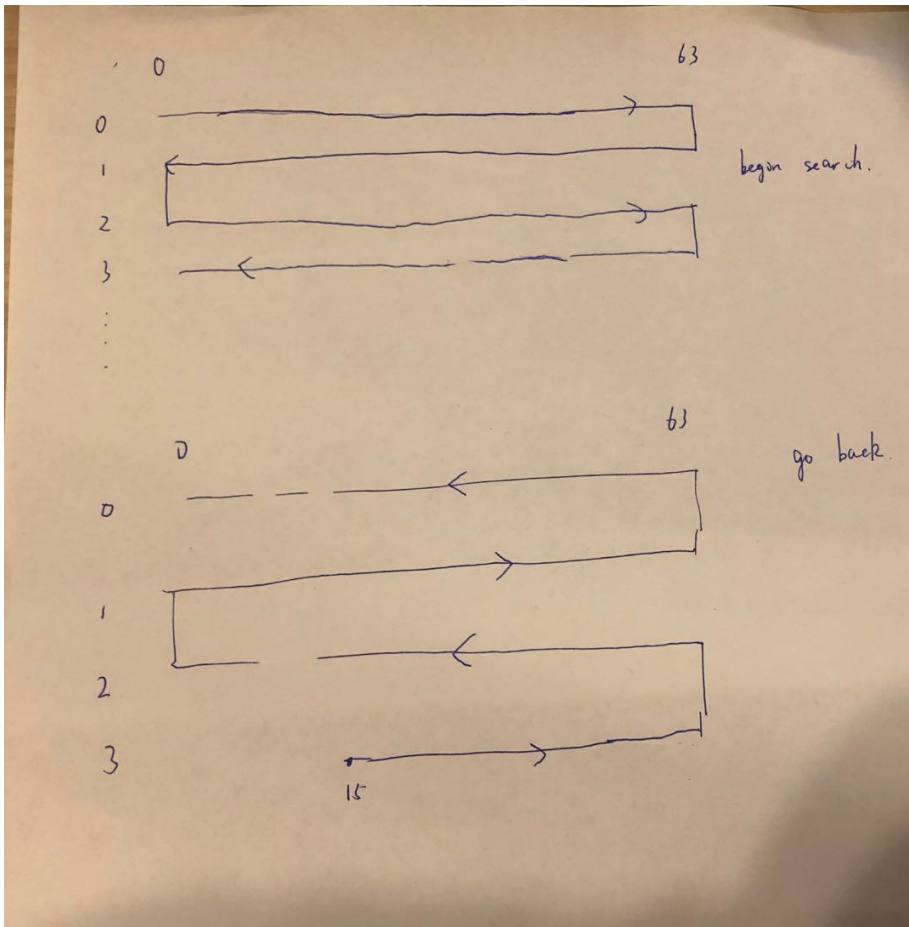
Set the Timer3 operation mode as Phase Correct
PWM mode

```

in r16,DDRE
ori r16,0b00010000
out DDRE,r16
clr r16
sts OCR3BH,r16
ldi r16,0
sts OCR3BL,r16
ldi r16,(1<<CS30)
sts TCCR3B,r16
ldi r16,(1<<WGM30)|(1<<COM3B1)

```

Search



If location is found set r26,bit 5
 If line is even(0,2,4) set r26,bit6
 In searching:(r26,bit 5 == 0)

Even line:

```

    If x < 63,x + 1,r31:r30 += 1
    If x == 63,y +1;
        R31:r30 += 64;clr r26,bit6;
        andi r26,0b10111111
  
```

Odd line:

```

    If x < 63,x - 1,r31:r30 -= 1
    If x == 63,y +1;
        R31:r30 += 64;set r26,bit6;
        ori r26,0b01000000
  
```

In back(reserve)(r26,bit 5 == 1)

odd line:

```

    If x < 63,x + 1,r31:r30 += 1
    If x == 63,y -1;
        Check if y == 0:
            Show loction/(0,0,0) -- get status
        If y!= 0:
            R31:r30 -= 64;clr r26,bit6;
            ori r26,0b01000000
  
```

even line:

```

    If x < 63,x - 1,r31:r30 -= 1
    If x == 63,y - 1;
        R31:r30 += 64;set r26,bit6;
        andi r26,0b10111111
  
```

If x == r2,y == r3:

```

    Motor set speed 0fx1F
    Mov z into r4
    set r26,bit 5
    Show (x,y,z),led flash for a few seconds
    Motor set speed 0fx1F
    set r26,bit6 go back
  
```

startsea:

```

    do_lcd_command 0b11000000
    do_lcd_data's'
    do_lcd_data't'
    do_lcd_data'a'
    do_lcd_data't'
    do_lcd_data'u'
    do_lcd_data's'
    do_lcd_data': '
    do_lcd_data'S'
    do_lcd_data'E'
    ldi r16,0b01000000
    or r26,r16
    ldi r23,0
    ldi ZH, high(table<<1) ; initialize Z
    ldi ZL, low(table<<1)
    ldi r17,0
    ldi r21,0
  
```

comp:

```

    ldi r16,0
  
```

delay1s_5:

```

    rcall sleep_1ms
  
```

```

ldi r19,1
add r16,r19
ldi r19,100
cp r19,r16
brne delay1s_5
mov r19,r17
do_lcd_command 0b10000000
do_lcd_data '('
mov r19,r17
rcall getnum
mov r17,r19
do_lcd_data ','
mov r19,r21
rcall getnum
mov r21,r19
do_lcd_data ')'
do_lcd_data ' '
lpm r22,Z
ldi r16,5
add r22,r16
mov r19,r22
rcall getnum
do_lcd_data ' '
mov r22,r19

```

```

sbrc r26,5
rjmp back
sbrc r26,4
rjmp back
cp r2,r17
breq cpb
rjmp oe

```

cpb:

```

cp r3,r21
breq found
rjmp oe

```

found:

```

ldi r27,0x1F
sts OCR3BL,r27
mov r4,r22
do_lcd_command 0b11000000
do_lcd_data 's'
do_lcd_data 't'
do_lcd_data 'a'
do_lcd_data 't'
do_lcd_data 'u'
do_lcd_data 's'
do_lcd_data ':'
do_lcd_data 'F'
do_lcd_data 'O'
ldi temp1,0b11111111
sts PORTL,temp1
ldi r16,0
rcall delay1s_0
ldi temp1,0b00000000
sts PORTL,temp1
ldi r16,0
rcall delay1s_0
ldi temp1,0b11111111
sts PORTL,temp1
ldi r16,0
rcall delay1s_0
ldi temp1,0b00000000
sts PORTL,temp1
rcall delay1s_0

```

```

ldi temp1,0b11111111
sts PORTL,temp1
ldi r16,0
rcall delay1s_0
ldi temp1,0b00000000
sts PORTL,temp1
ldi r16,0
rcall delay1s_0
ldi r16,0b00100000
or r26,r16
ldi r27,0xFF
sts OCR3BL,r27
rjmp comp

```

back:

```

sbrc r26,6
rjmp odd0

```

```

ldi r16,63
cp r17,r16
breq set63
inc r17
ldi r16,1
add r30,r16
ldi r16,0
adc r31,r16
clc
rjmp comp

```

set63:

```

ldi r17,63
dec r21
ldi r16,64
sub r30,r16
ldi r16,0
sbc r31,r16
clc
ldi r16,0b01000000
or r26,r16
rjmp comp

```

dee:

```

ldi r16,0
cp r21,r16
breq endi
dec r21
ldi r16,64
sub r30,r16
ldi r16,0
sbc r31,r16
clc
andi r26,0b10111111
rjmp comp

```

endi:

```

sbrs r26,5
rjmp unfound

```

delay1s_8:

```

//show number(x,y,z)
rcall sleep_1ms
ldi r19,1
add r16,r19
ldi r19,100
cp r19,r16
brne delay1s_8
mov r19,r17

```

```

do_lcd_command 0b10000000
do_lcd_data('
mov r19,r2
rcall getnum
do_lcd_data','
mov r19,r3
rcall getnum
do_lcd_data','
mov r19,r4
ldi r16,5
sub r19,r16
rcall getnum
do_lcd_data')'
do_lcd_data' '

```

eddd:

```

ldi temp1,0x00
sts OCR3BL,temp1
rjmp eddd

```

odd0:

```

ldi r16,0
cp r17,r16
breq dee
dec r17
ldi r16,1
sub r30,r16
ldi r16,0
sbc r31,r16
clc
rjmp comp

```

oe:

```

sbrc r26,6
rjmp odd
ldi r16,0
cp r17,r16
breq pl11
dec r17
ldi r16,1
sub r30,r16
ldi r16,0
sbc r31,r16
clc
rjmp comp

```

pl11:

```

ldi r17,0
inc r21
ldi r16,64
add r30,r16
ldi r16,0
adc r31,r16
clc
ldi r23,0
ldi r16,0b01000000
or r26,r16
do_lcd_data' '
rjmp comp

```

odd:

```

ldi r16,63
cp r17,r16
breq mul64
inc r17
ldi r16,1
add r30,r16

```

```

ldi r16,0
adc r31,r16
clc
do_lcd_data' '
rjmp comp

```

mul64:

```

ldi r16,64
add r30,r16
ldi r16,0
adc r31,r16
clc
inc r21
andi r26,0b10111111
do_lcd_data' '
rjmp comp

```

getnum:

```

ldi r18,0
ldi r16,10
cp r19,r16
brsh sub10_num
ldi r16,'0'
add r16,r19
rcall lcd_data
rcall lcd_wait
ret

```

sub10_num:

```

sub r19,r16
inc r18
cp r19,r16
brsh sub10_num
ldi r16,'0'
add r16,r18
rcall lcd_data
rcall lcd_wait
ldi r16,'0'
add r16,r19
rcall lcd_data
rcall lcd_wait
ldi r16,10
mul r18,r16
mov r18,r0
add r19,r18
ret

```

end:

```

ldi temp1,0x00
sts OCR3BL,temp1
rjmp end

```

External interrupt:INPUT1 -- abort button

Set r26,bit4 go back

If bit0/ 1 is clr(not set x,y /not begin),go back ,external interrupt doesn't work

```

.org INT1addr
jmp EXT_INT1
EXT_INT1:
sbrc r26,0
reti
sbrc r26,1

```

```

reti
push temp1 //save register
in temp1,SREG //save SREG
push temp1
//out PortC,output //display pattern now
pop temp1
out SREG,temp1
pop temp1
do_lcd_command 0b11000000
sbrs r26,5
do_lcd_command 0b00000010
do_lcd_data'S'
do_lcd_data'T'
do_lcd_data' '
do_lcd_data' '
do_lcd_data' '
do_lcd_data' '
do_lcd_data' '
do_lcd_data' '
do_lcd_data' '
do_lcd_data' '
do_lcd_data' '
sbrs r26,5
do_lcd_data'N'
do_lcd_data'F'
ldi r16,0b00010000
or r26,r16
rjmp comp

```

External interrupt:INPUT1 -- abort button

Set r26,bit4 go back

If bit0/ 1 is clr(not set x,y /not begin),go back ,external interrupt doesn't work

After go back to (0,0)

Check if r26,bit4 set

Set(interrupt INPUT1):

If set r26,bit 5(F0und):

Show(x,y,z) and "ST F"(stop found)

If clr r26,bit 5(unfound):

(0,0,0) and("AB NF")abort,not found

Clr(no interrupt INPUT1):

Show(x,y,z) and "FO"(found)

Set motor speed 0x00

unfound:

```

do_lcd_command 0b11000000
do_lcd_data's'
do_lcd_data't'
do_lcd_data'a'
do_lcd_data't'
do_lcd_data'u'
do_lcd_data's'
do_lcd_data': '
do_lcd_data'U'
do_lcd_data'F'
do_lcd_command 0b10000000
do_lcd_data'('
do_lcd_data'0'
do_lcd_data','

```

```
rjmp end
```

Save map:

table: **.db**

[illegible]

[illegible]

[illegible]