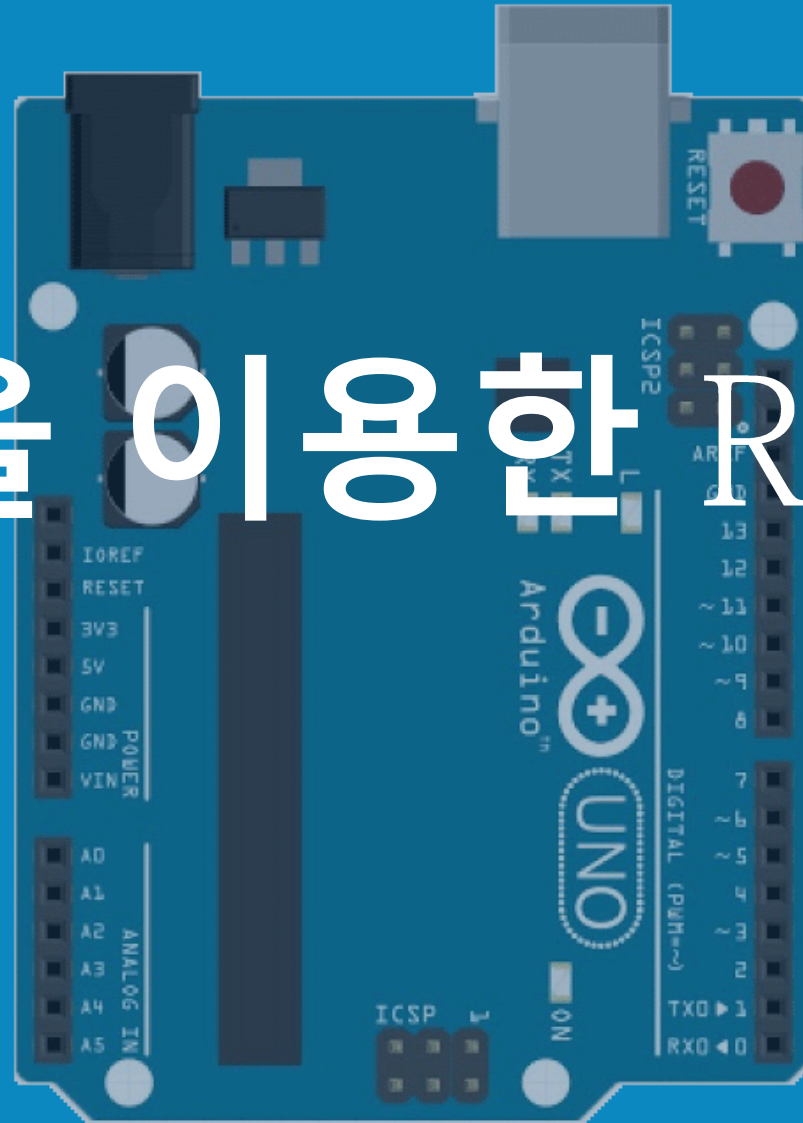
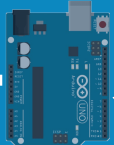


조이스틱을 이용한 RC카 만들기



AR19 이정호
AR23 진우태

목차



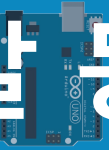
개발 동기 / 역할분담

부품소개

코드

Fritzing 회로

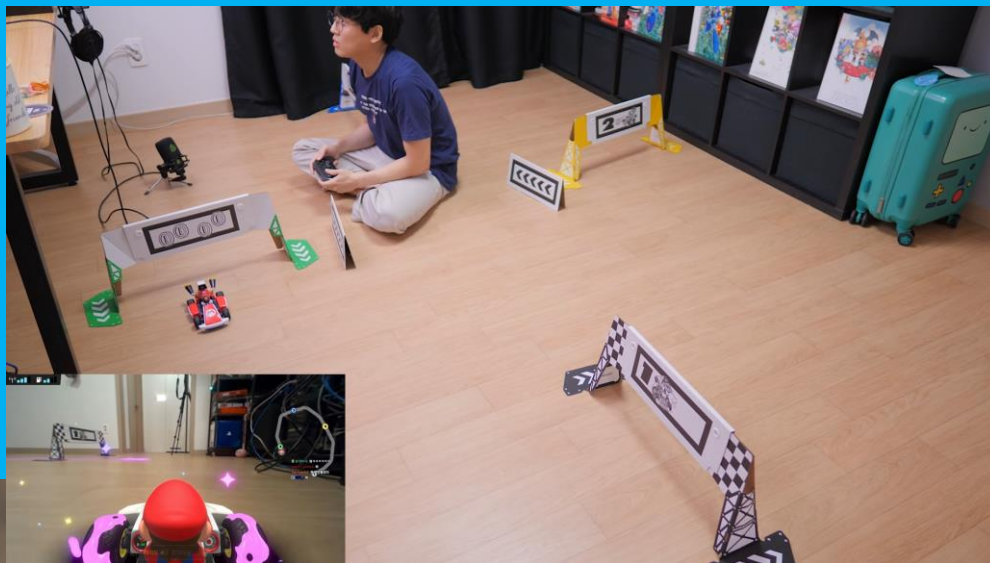
제작 과정



조이스틱?



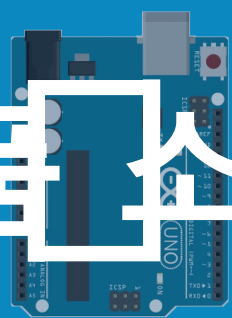
개발 동기



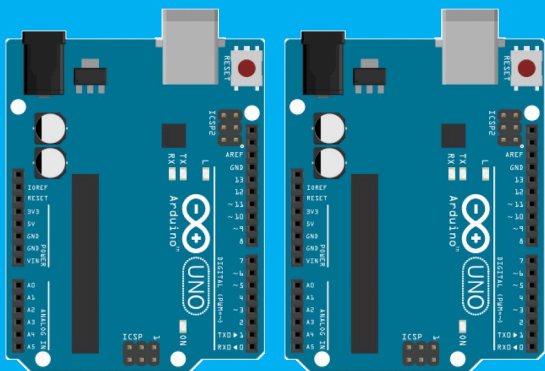
역할분담

AR19 이정호	AR23 진우태
프로젝트아이디어 구상	
PPT 제작 및 자료수집	
아두이노 코드 오류수정 등	
Fritzing 회로 그리기	
조종기 및 본체 제작	
처음부터 끝까지 같이 만나서 프로젝트를 진행했습니다.	

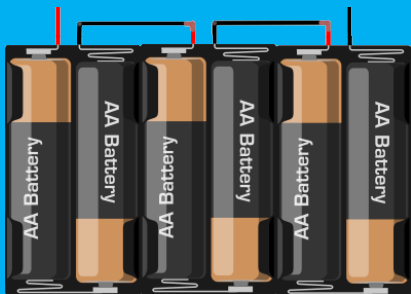
부품 소개



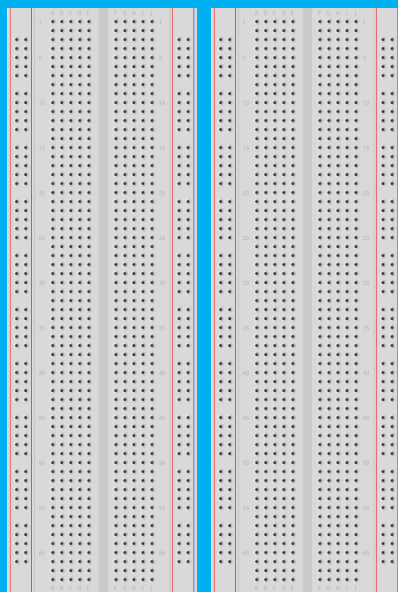
부품 소개



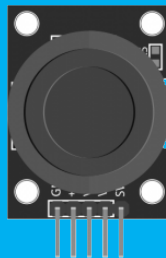
아두이노 UNO X 2



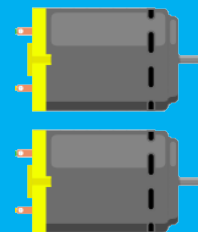
건전지홀더



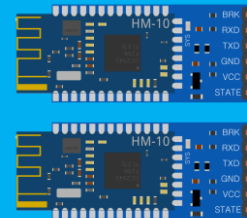
브레드보드 X 2



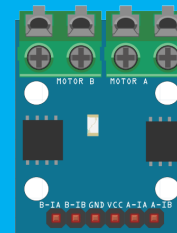
조이스틱



DC모터 X 2



HM-10 X 2



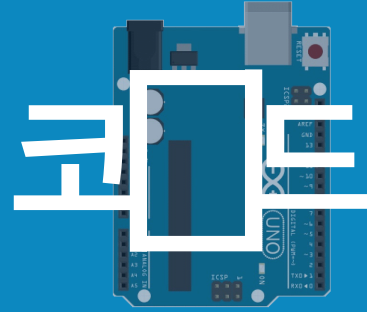
L9110S



9V 건전지



바퀴 X 3



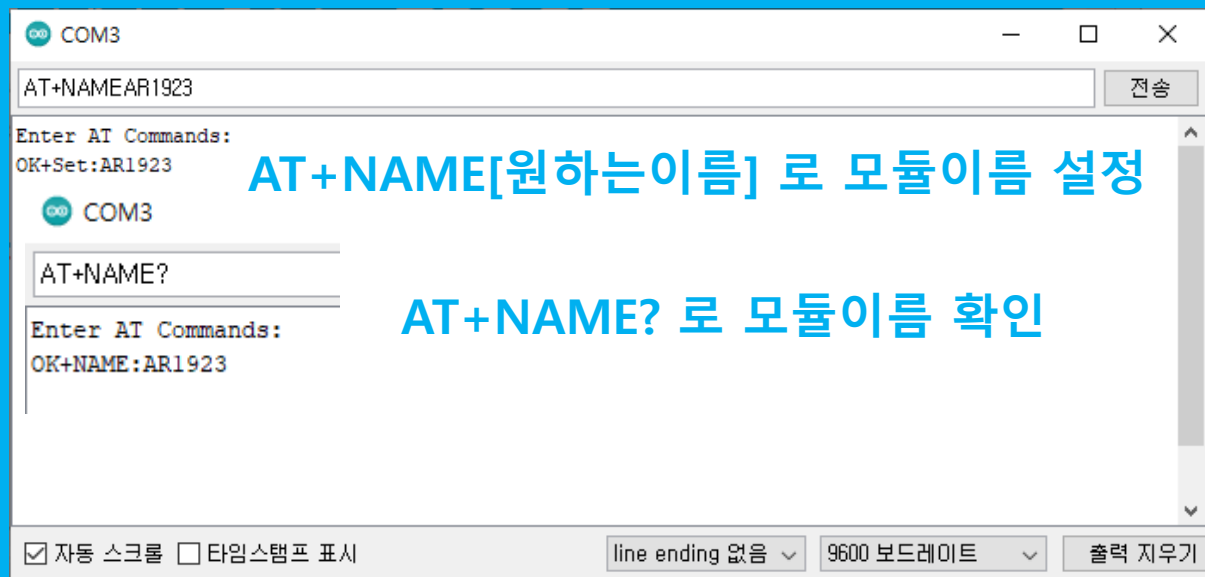
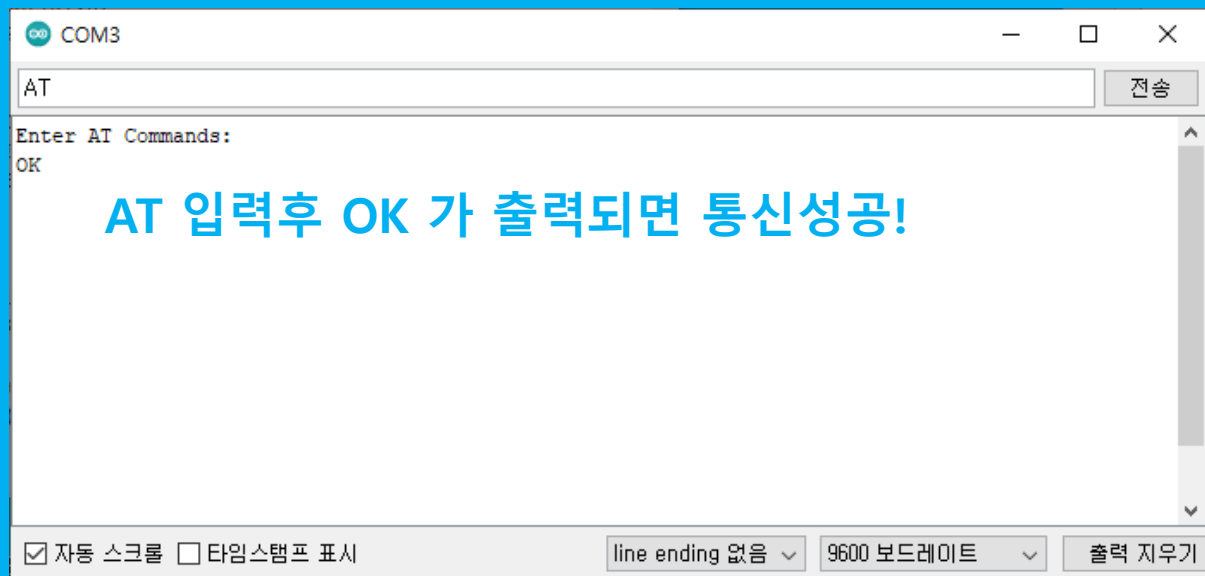
코 드

블루투스 연결코드

```
1 #include <SoftwareSerial.h>
2 SoftwareSerial AR1923BT(2, 3); //BlueTooth(Rx, Tx)
3
4 void setup() {
5   Serial.begin(9600);
6   Serial.println("Enter AT Commands: ");
7   AR1923BT.begin(9600);
8 }
9
10 void loop() {
11   if (AR1923BT.available())
12     Serial.write(AR1923BT.read());
13
14   if (Serial.available())
15     AR1923BT.write(Serial.read());
16 }
```

커맨드 입력해서 두 블루투스 모듈을 연결 해야한다.

블루투스 설정 커맨드 참고 사이트 : <https://hyesunzzang.tistory.com/20>



코드

```
COM3
AT+ROLE0
Enter AT Commands:
OK+Set:0
```

하나는 AT+ROLE0 을
입력해 Slave로 설정

```
COM3
AT+ROLE1
Enter AT Commands:
OK+Set:1
```

하나는 AT+ROLE0 을
입력해 Master로 설정

```
COM3
AT+IMME1
Enter AT Commands:
OK+Set:1
```

AT+IMME1 을 입력해
모듈의 동작타입 설정

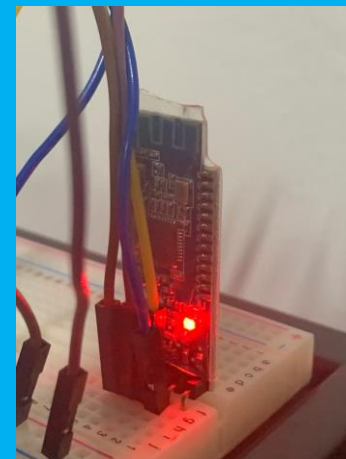
```
COM3
AT+ADDR?
Enter AT Commands:
OK+ADDR:D436399B3EF5
```

AT+ADDR? 을 입력해
각각의 모듈의 주소를 확인

```
COM4
AT+ADDR?
Enter AT Commands:
OK+ADDR:D436399CC8A0
```

```
COM3
AT+COND436399CC8A0
Enter AT Commands:
OK+CONNA
```

AT+CON[모듈의주소] 을 입력해
다른 모듈과 블루투스로 연결



1: When module is powered on, only respond the AT Command, don't do anything.
until AT + START is received, or can use AT+CON,AT+CONNL
0: When power on, work immediately

HM-10 에서 불빛이 깜빡이다가
블루투스가 연결되면 깜빡이는게 멈추고 불빛이 들어옴

코드

조종기 코드

```
1 #include <SoftwareSerial.h>
2 SoftwareSerial AR1923BT(2, 3); // AR1923BT(Rx, Tx)
3 int BTstates=0;           // 블루투스 신호 상태 저장용 변수
4
5 const int X_AXIS =0; //마우스 X 축 (A0)
6 const int Y_AXIS =1; //마우스 Y 축 (A1)
7 int xVal=0;
8 int yVal=0;
9
10 void setup() {
11     AR1923BT.begin(9600);
12     Serial.begin(9600);
13 }
14
```

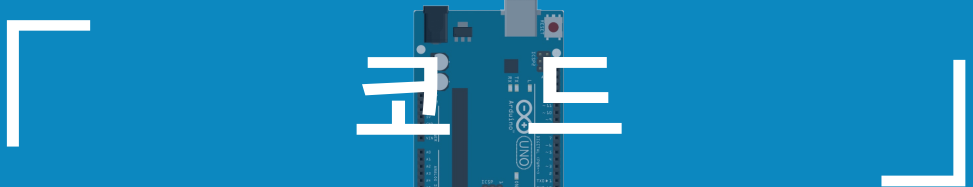
```
15 void loop() {
16     xVal=map(analogRead(X_AXIS),0,1023,100,0); //x축값 읽어 저장
17     yVal=map(analogRead(Y_AXIS),0,1023,300,200); //Y축값 읽어 저장
18
19     // 모터 전진 //
20     if (xVal >= 60 && yVal >= 225 && yVal <=275) {
21         AR1923BT.write('f');
22         Serial.println('f');
23     }
24     // 모터 후진 //
25     else if (xVal <= 40 && yVal >= 225 && yVal <=275) {
26         AR1923BT.write('b');
27         Serial.println('b');
28     }
29     // 모터 좌회전 //
30     else if (yVal <= 240 && xVal >= 25 && xVal <= 75) {
31         AR1923BT.write('l');
32         Serial.println('l');
33     }
34     // 모터 우회전 //
35     else if (yVal >= 260 && xVal >= 25 && xVal <= 75) {
36         AR1923BT.write('r');
37         Serial.println('r');
38     }
39     else {
40         AR1923BT.write('s');
41         Serial.print('s');
42     }
43     delay(100);
44 }
```

코드

본체 코드

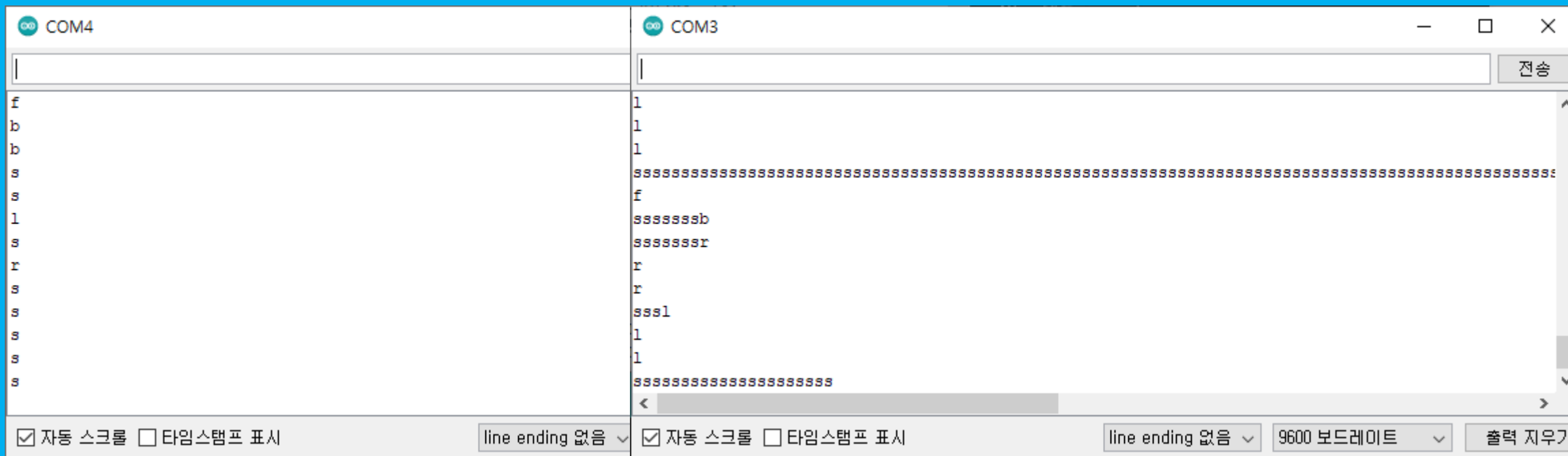
```
1 #include <SoftwareSerial.h>
2 SoftwareSerial AR1923BT(2, 3); // AR1923BT(Rx, Tx)
3 int A_1A = 9;
4 int A_1B = 10;
5 int B_1A = 5;
6 int B_1B = 6;
7 int speed = 250; // speed: 0~ 255
8 char AR1923joyBT;
9 /* L9110s 모터드라이버
10     오른쪽모터는
11     L9110s A_1A 9
12     L9110s A_1B 10
13     왼쪽모터는
14     L9110s B_1A 5
15     L9110s B_1B 6
16 */
17 void setup() {
18     //핀을 초기화 하고, 출력설정
19     pinMode(A_1A, OUTPUT);
20     pinMode(A_1B, OUTPUT);
21     pinMode(B_1A, OUTPUT);
22     pinMode(B_1B, OUTPUT);
23     digitalWrite(A_1A, LOW);
24     digitalWrite(A_1B, LOW);
25     digitalWrite(B_1A, LOW);
26     digitalWrite(B_1B, LOW);
27     Serial.begin(9600);
28     AR1923BT.begin(9600);
29 }
30
```

```
31 void loop() {
32     if (AR1923BT.available()) {
33         AR1923joyBT = AR1923BT.read();
34         Serial.println(AR1923joyBT);
35         switch (AR1923joyBT) {
36             case 'f' : // 모터 전진
37                 //모터A
38                 analogWrite(A_1A, speed);
39                 analogWrite(A_1B, 0);
40                 //모터B
41                 analogWrite(B_1A, speed);
42                 analogWrite(B_1B, 0);
43                 break;
44
45             case 'b' : // 모터 후진
46                 analogWrite(A_1A, 0);
47                 analogWrite(A_1B, speed);
48                 analogWrite(B_1A, 0);
49                 analogWrite(B_1B, speed);
50                 break;
51
52             case 'l' : // 모터 좌회전
53                 analogWrite(A_1A, speed);
54                 analogWrite(A_1B, 0);
55                 analogWrite(B_1A, 0);
56                 analogWrite(B_1B, speed);
57                 break;
58
59             case 'r' : //모터 우회전
60                 analogWrite(A_1A, 0);
61                 analogWrite(A_1B, speed);
62                 analogWrite(B_1A, speed);
63                 analogWrite(B_1B, 0);
64                 break;
65
66             case 's' : // 모터 정지
67                 analogWrite(A_1A, 0);
68                 analogWrite(A_1B, 0);
69                 analogWrite(B_1A, 0);
70                 analogWrite(B_1B, 0);
71                 break;
72         }
73     }
74 }
```

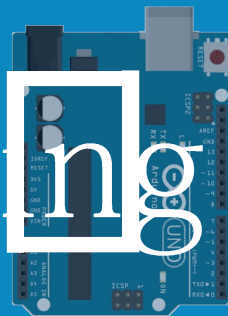


본체 시리얼 모니터

조종기 시리얼 모니터

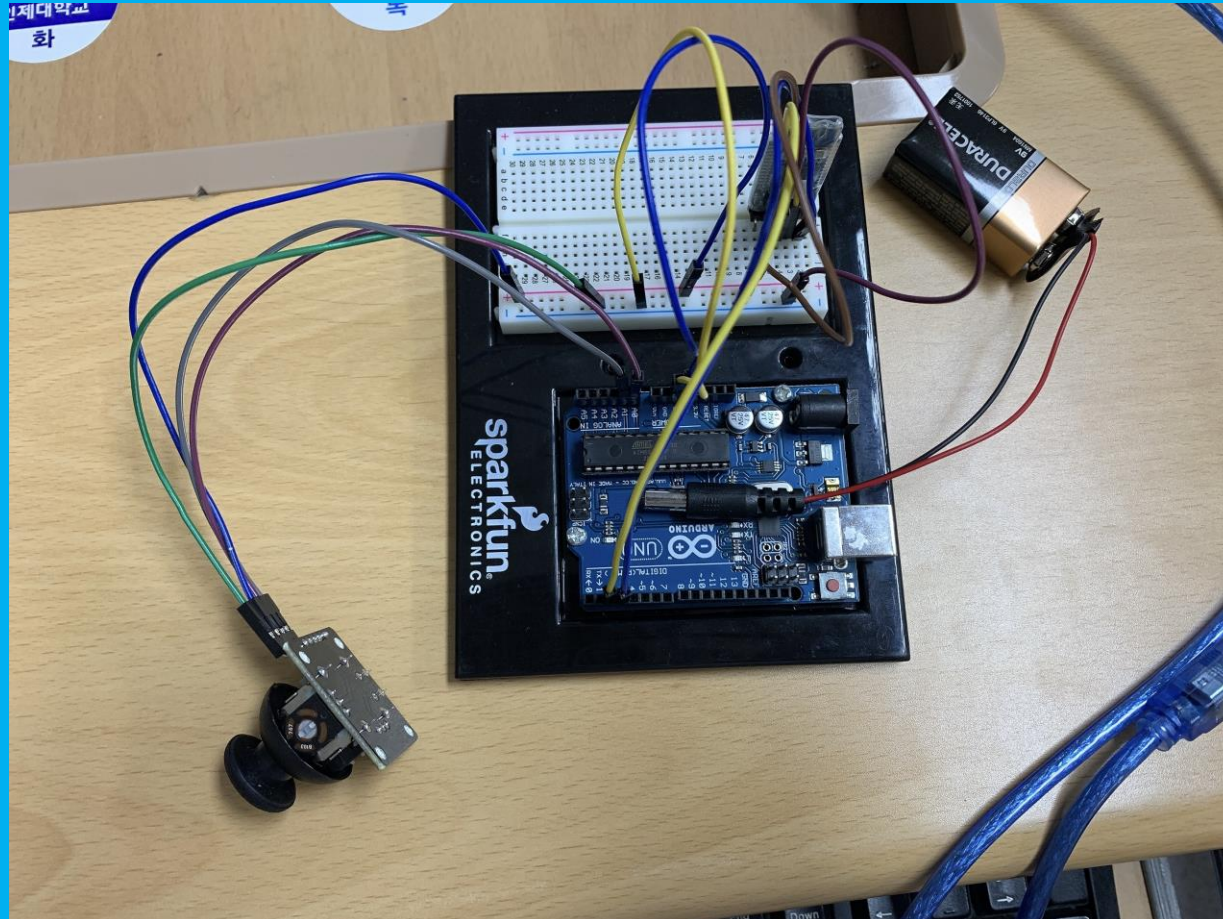


Fritzing 회로



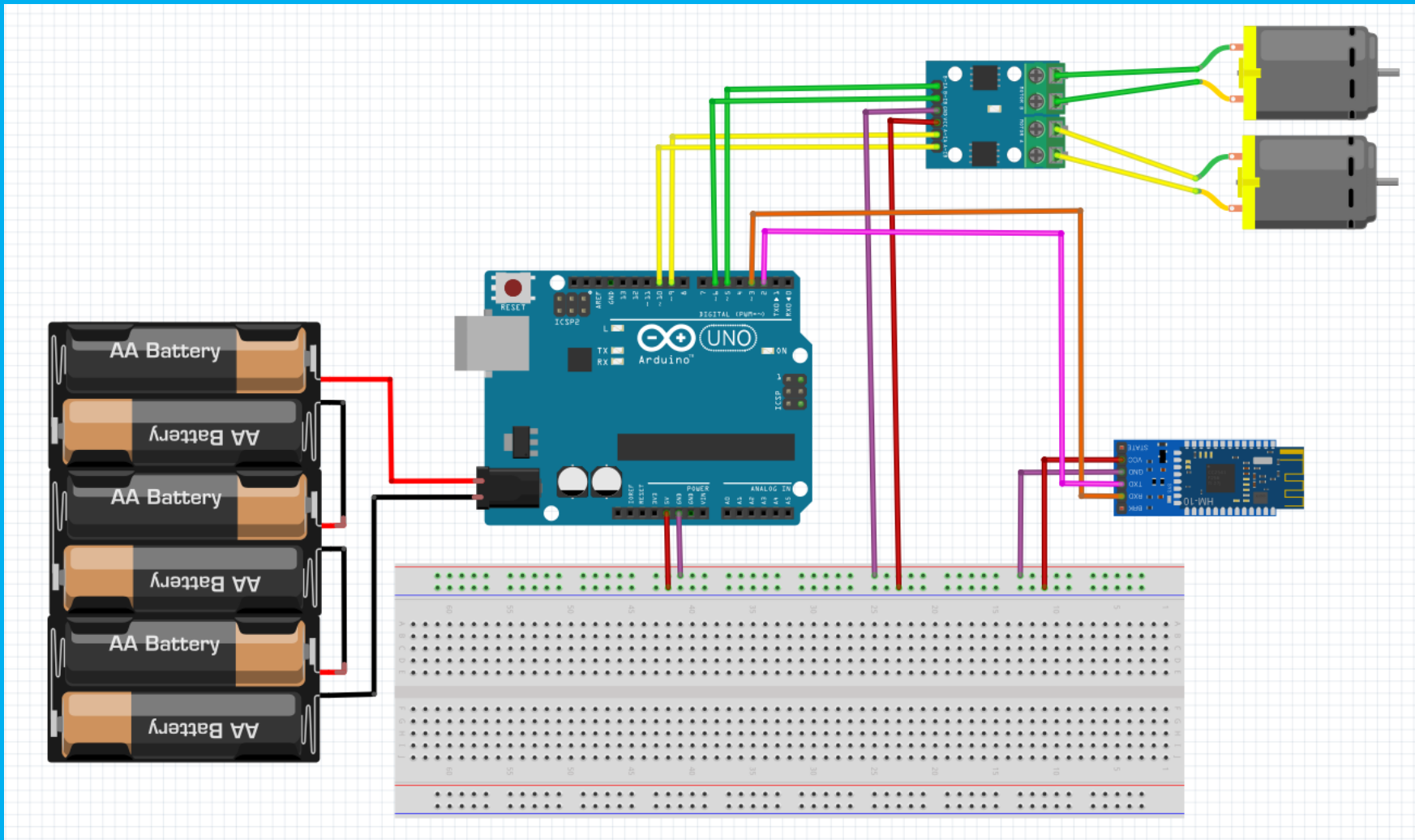


「Fritzing 회로」



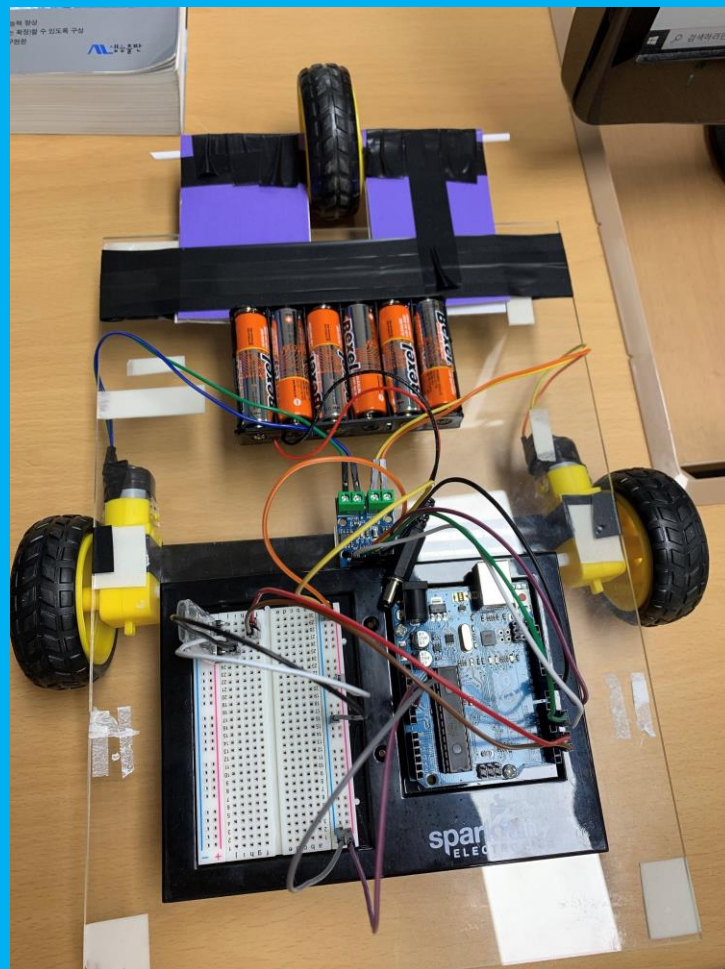
조종기 회로 실물

「Fritzing 회로」



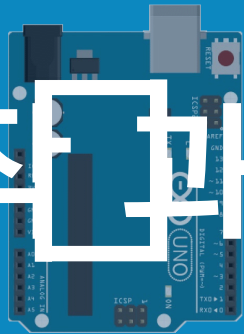
본체 회로

「Fritzing 회로」

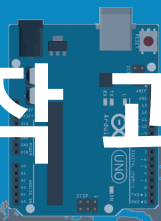


본체 회로 실물

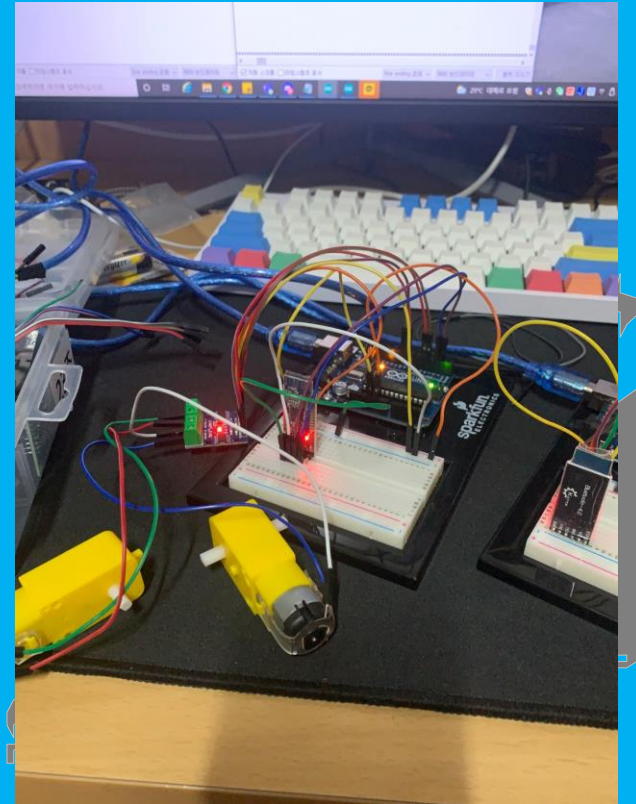
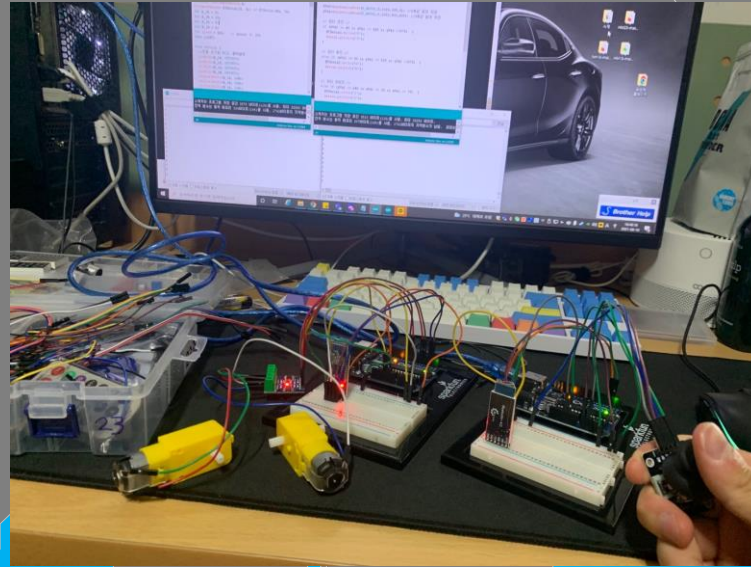
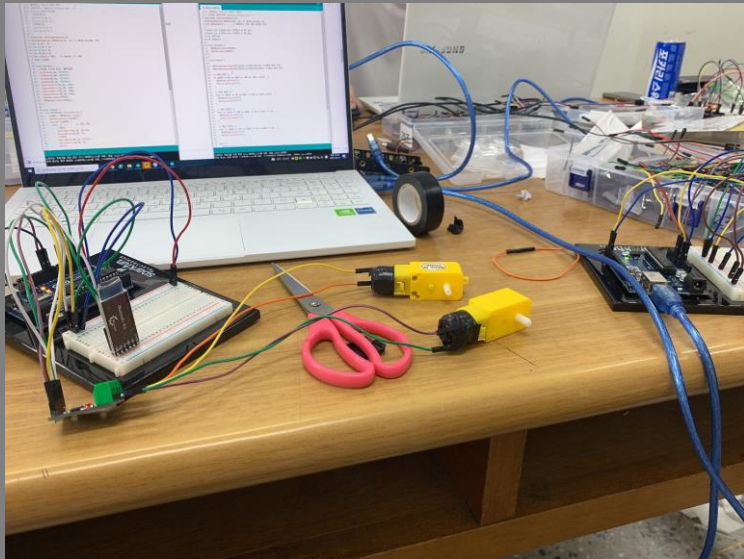
제작과정



「제작 과정」



제작 과정



「 제작 과정 」





Thank you for listening //

