CBusJS – JavaScript Robotics

By Scott Preston

About Me

- Robotics Hobbyist Since 1990's
- Few Books The Definitive Guide To Building Java Robots, 2006 & HTML5 & JavaScript Web Apps – Apress 2011
- Web, Mobile & Java Consultant In Columbus, Ohio

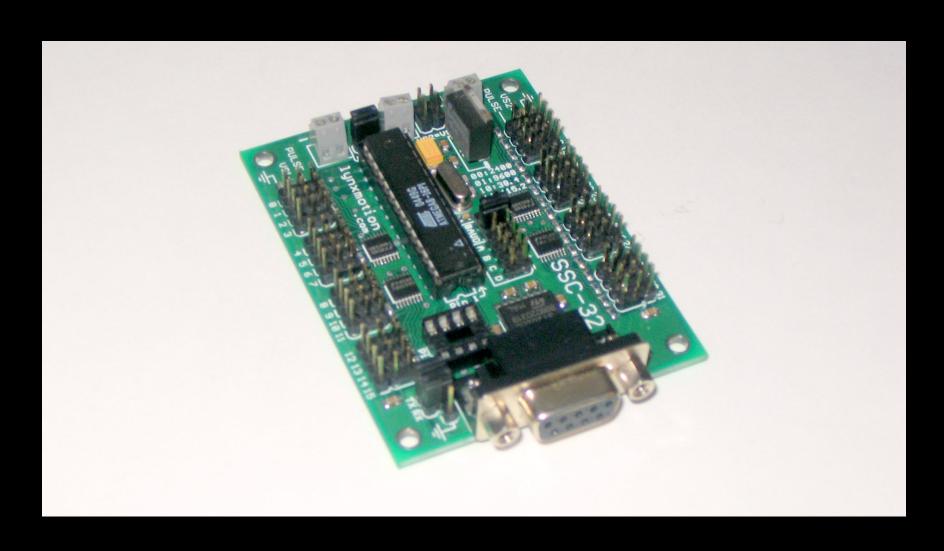
Overview

- The Hardware
- Node.JS
- Proxy
- Client Code
- All Code & Presentation on GitHub.

USB-Serial Adapter



Servo Controllers ~ \$40



4 Servos



2 Pan & Tilt Kits



2 Network Cameras



Ubuntu / VMWare / Node.JS

- Ubuntu 12.04 More Stable Hardware Interface OS
- VMWare Fusion For my OSX Machine
- Node.JS 0.8.20 (latest)
- NPM Serial Port (npm install serialport)

server.js

```
var http = require('http');
var url = require('url');
var linux serial = "/dev/ttyUSBO";
var SerialPort = require("serialport").SerialPort;
var sp = new SerialPort(linux serial, {
  baudrate:9600
});
```

server.js cont

```
function write(pin, pos) {
  if (pin >= 0 \&\& pos >= 0) {
    var b = [255, pin, pos];
    sp.write(b);
    console.log("serial port writing on pin=" +
pin + ", position = " + pos);
```

server.js cont

```
var server = http.createServer(function (request,
response) {
  response.writeHead(200, {"Content-
Type":"text/plain"});
  var url parts = url.parse(request.url, true);
write(url parts.query.pin, url parts.query.pos);
});
server.listen(8000);
```

PHP Based Proxy

```
<?php
$cam = $ GET['cam'];
$url = "http://$cam/IMAGE.JPG?" . date('U');
$image = file_get_contents($url);
header('Access-Control-Allow-Origin:http://svr');
header ('access-control-allow-credentials:true');
header('Content-type: image/jpeg');
echo $image;
```

Client Code

- SSC Abstract Access to servo controller
- Eye Individual Control of each eye
- Head Control of both eyes
- Basic Image Processing
- Misc Glue Timers, Loaders, Etc.

SSC Client

```
var Ssc = function () {
  return {
    move:function (pin, pos) {
      var url = "http://ubuntu-dev:8000/?pin=" +
pin + "&pos=" + pos;
      $.get(url, function (data) { // do nothing});
```

Eye

```
var Eye = function (panPin, tiltPin) {
  var ssc = new Ssc();
  var panPos = 0;
  var tiltPos = 0;
  return {
    pan:function (pos) {
       panPos = pos;
       ssc.move(panPin, pos);
    }...}
```

Head

```
var Head = function (leftEye, rightEye) {
  return {
    pan:function (pos) {
       leftEye.pan(pos);
       rightEye.pan(pos);
```

Image Processing

```
function isBlue(r, g, b) {
  return (b > r + 75 && b > g + 75);
function isRed(r, g, b) {
  return (r > g + 75 \&\& r > b + 75);
```

Examples & Real Code

Thank You!

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