import pygame

import math

from PodSixNet.Connection import ConnectionListener, connection

from time import sleep

import serial

import os

class QuadGame(ConnectionListener):

def Network\_close(self, data):

exit()

def Network\_gamepad(self, data):

if data["type"] == 10:

#print "Pressed button "

#print data["info"]["button"]

if data["info"]["button"] == 0:

os.system('/root/rc\_wheeled\_auto/rc\_wheeled\_auto ' + str(0) + ' ' + str(1))

if data["info"]["button"] == 5:

os.system('/root/rc\_wheeled\_auto/rc\_wheeled\_auto ' + str(10) + ' ' + str(0))

if data["info"]["button"] == 4:

os.system('/root/rc\_wheeled\_auto/rc\_wheeled\_auto ' + str(-10) + ' ' + str(0))

def \_\_init\_\_(self):

address=raw\_input("Address of Server: ")

try:

if not address:

host, port="localhost", 8000

else:

host,port=address.split(":")

self.Connect((host, int(port)))

except:

print "Error Connecting to Server"

print "Usage:", "host:port"

print "e.g.", "localhost:31425"

exit()

print "Quad client started"

self.running=False

while not self.running:

self.Pump()

connection.Pump()

sleep(0.01)

bg=QuadGame()

while 1:

if bg.update()==1:

break

bg.finished()