# User manual for V2I modeled environment

## Launching the application on a single computer.

## Modify setup file:

The startup settings for the application are located in different JSON files. For the use of a single computer see the file "botsInitSettings.json":

The file contains a json list of all mBots that can be connected to.

## See example:

AdressBT: is the bluetooth address of the bluetooth card on the mBot.

**BotName:** is a string that gives the bot a name, it could be a string of any value.

To add a mBots add a new object to the file with bluetooth address and a unique name for the mbot.

To remove a mBot simply remove the object from the file.

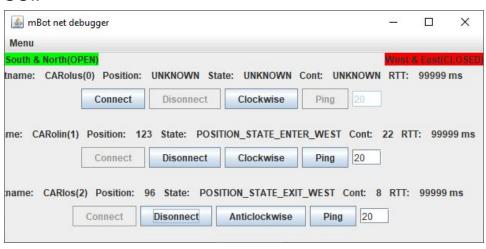
# Start the application:

- 1. Place the mBots at the positions marked C or AC on the track, C for clockwise and AC for anticlockwise.
- 2. Turn on the mBots
- 3. Make sure the mBots are paired with the computer
- 4. Run "mBotNetDebugger.jar". (Make sure that the setting file exists in the same directory)

- 5. Then using the menu bar to choose the algorithm that is to be used, shown by pressing the menu button.
- 6. Use the clockwise/anticlockwise button to choose what direction each mBot is traveling in. (*The direction shown on the button is the set direction*)
- 7. Use the button connect to connect and start each mBot. Alternativ use the menu bar option "connect to all". (They will start running after a connection is made)

If the jar-files are run using command line they will print a log of the communication and data collected during the runtime. (These will also be saved in a log file in the directory "logs" in the same folder as the jarfile)

#### GUI:



#### Data information

- Botname: The name of the mBot
- Position: The number of dashed lines the mBot has passed
- State: The mBots position state on the track
- Cont: The number of continues dashed lines the mBot has passed
- RTT: The time it takes for a mBot to reply to a bluetooth message that it receives from the computer.

#### **Buttons**

- Connect: Establish a BT connection between the mBot and the vehicle computer
- Disconnect: Close the BT connection between the mBot and the vehicle computer
- Clockwise/Anticlockwise: Toggles whether the mBot is on the C lane or the AC lane.
- Ping: Sends a BT-message to the mBot and calculates the time it takes for the mBot to reply.
- Menu: By pressing the menu button these options will be shown.
  - o Connect All: Used to connect to all mBots.
  - Set TrafficLight alg.: Used to set the running algorithm to the traffic light algorithm
  - Set Queue alg.: Used to set the running algorithm to the Queue algorithm

# Launching the application on independent systems.

## Modify setup file:

For the use of independent systems see the files "botSettings.json", one for each separate mbot and computer.

### Example:

```
{
    "adressRSU": "10.90.131.51",
    "adressBT": "000D19033AF9",
    "botName": "CARolus(0)",
    "clockwise": true,
    "baseMotorSpeed": 20
}
```

adressRSU: The IP-address of the system that is running the RSU software.

adressBT: is the bluetooth address of the bluetooth card on the mBot.

**botName:** is a string that gives the bot a name, it could be a string of any value.

clockwise: set to true if the vehicle is in the clockwise track lane and set to false if

the mBot is in the anticlockwise lane.

baseMotorSpeed: sets the base speed variable of the motors. interval (0-100).

To add a new mBot all fields are required in the setting file.

# Start the application:

- 1. Place the mBots at the positions marked C or AC on the track, C for clockwise and AC for anticlockwise. (as defined in the setup file)
- 2. After this turn on the mBots.
- 3. Make sure the mBots are paired with the computer
- 4. Run "VehicleComputer.jar" on seperate computers one for each mBot in use. (Make sure that the setting file exists in the same directory)
- 5. Then start the RSU, with the jar file named "RSU.jar".
- 6. When the mBots has connected to the RSU, they begin to drive.

If the jar-files are run using command line they will print a log of the communication and data collected during the runtime. (These will also be saved in a log file in the directory "logs" in the same folder as the jarfile)