

SPARC

Code Review

	SPARC_4585.c Revision 2	SPARC_4585.c: Working Copy
1	<pre>while (BuscandoHomeX == 0) { MOV_L_PASOS_X(300, 0); //Puts X in the origin } while (BuscandoHomeY == 0) { MOV_L_PASOS_Y(300, 0); //Puts Y in the origin }</pre>	<pre>while (BuscandoHomeX == 0) { MOV_L_PASOS_X(300, 0); //Puts X in the origin } while (BuscandoHomeY == 0) { MOV_L_PASOS_Y(300, 0); //Puts Y in the origin }</pre>
2	<pre>while (AjusteZ == 0) { UP_PLATFORM(); //Move platform up DOWN_PLATFORM(); //Move platform down if (PORTAbits.RA5 == 1) { //If button ok is pressed AjusteZ = 1; //The adjust is ready } } while (1) { while (TaskReceive == 0) { //Meanwhile Task is not receive Task = RECEIVE_UART(); //The task is receive and save } if (Task != 72 && Task != 71 && Task != 84 && Task != 85) { ERROR_NO_COMANDO(); //The command is wrong } }</pre>	<pre>INTCONbits.GIE = 0; //Disable interruptions while (AjusteZ == 0) { UP_PLATFORM(); //Move platform up DOWN_PLATFORM(); //Move platform down if (PORTAbits.RA5 == 1) { //If button ok is pressed AjusteZ = 1; //The adjust is ready } } while (1) { while (TaskReceive == 0) { //Meanwhile Task is not receive PORTEbits.RE0 = 0; //Actuator deactivation Task = RECEIVE_UART(); //The task is receive and save } if (Task != 72 && Task != 71 && Task != 84 && Task != 85) { ERROR_NO_COMANDO(); //The command is wrong } }</pre>

1. Se tuvieron que apagar las interrupciones después de la inicialización y acomodo de la plataforma, ya que hubo un problema de electrónica el cual provocaba la activación de las interrupciones por culpa del actuador.
2. También se agregó una desactivación del actuador por que una vez que terminaba de hacer un sweep este se quedaba activado provocando que se calentara.

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3	<pre>TERMINADO(); //Process is done TaskReceive = 0; //A new task is needed XReceive = 1; //X was received YReceive = 1; //Y was received } NoNull = 0; RCREG = 0; //Clean of receive register } } void interrupt() INT_isr(void) { if (INTCONbits.INT0IF == 1) { MOV_L_PASOS_X(PosicionX, 0); //Move X to the left MOV_L_PASOS_Y(PosicionY, 0); //Move Y to the left INTCONbits.INT0IF = 0; //Clear Interruption Flag 0 INTCON3bits.INT1IF = 0; //Clear Interruption Flag 1 INTCON3bits.INT2IF = 0; //Clear Interruption Flag 1 } if (INTCON3bits.INT1IF == 1) { MOV_R_PASOS_X(0, 10); //Adjust X BuscandoHomeX = 1; //HomeX was found INTCONbits.INT0IF = 0; //Clear Interruption Flag 0 INTCON3bits.INT1IF = 0; //Clear Interruption Flag 1 INTCON3bits.INT2IF = 0; //Clear Interruption Flag 1 } }</pre>	<pre>TERMINADO(); //Process is done TaskReceive = 0; //A new task is needed XReceive = 1; //X was received YReceive = 1; //Y was received } NoNull = 0; RCREG = 0; //Clean of receive register } } void interrupt() INT_isr(void) { if (INTCONbits.INT0IF == 1) { MOV_L_PASOS_X(PosicionX, 0); //Move X to the left MOV_L_PASOS_Y(PosicionY, 0); //Move Y to the left INTCONbits.INT0IF = 0; //Clear Interruption Flag 0 INTCON3bits.INT1IF = 0; //Clear Interruption Flag 1 INTCON3bits.INT2IF = 0; //Clear Interruption Flag 1 } if (INTCON3bits.INT1IF == 1) { MOV_R_PASOS_X(0, 20); //Adjust X BuscandoHomeX = 1; //HomeX was found INTCONbits.INT0IF = 0; //Clear Interruption Flag 0 INTCON3bits.INT1IF = 0; //Clear Interruption Flag 1 INTCON3bits.INT2IF = 0; //Clear Interruption Flag 1 } }</pre>
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3. Se limpia el registro de datos que se reciben para evitar que se quede basura una vez que termina el proceso.
4. Se aumento la distancia de reacomo del SPARC para que quede dentro del espacio de trabajo.

Se agradece a los compañeros que ayudaron en la evaluación del código.