

# k230 object detection

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## k230 object detection

K230 and Raspberry Pi communication

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## K230 and Raspberry Pi communication

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### 1. Experimental Prerequisites

This tutorial uses the Raspberry Pi 5 development board, and the corresponding routine path is [14.export\Raspberrypi-K230\14\_k230\_object\_detect.py].

K230 needs to run the [14.export\CanmvIDE-K230\14.object\_detect\_yolov8n.py] program to start the experiment. It is recommended to download it as an offline program.

Things you need:

Windows computer

Raspberry Pi 5 development board

microUSB cable

K230 visual module (including TF card with image burned in)

type-C cable

connection cable

### 2. Experimental wiring

k230 vision module	USB to TTL module
5V	VCC
GND	GND
TXD(IO9)	RxD
RXD(IO10)	TXD



```
print("object:x:%d, y:%d, w:%d, h:%d" % (x, y, w, h), "class:", msg)
```

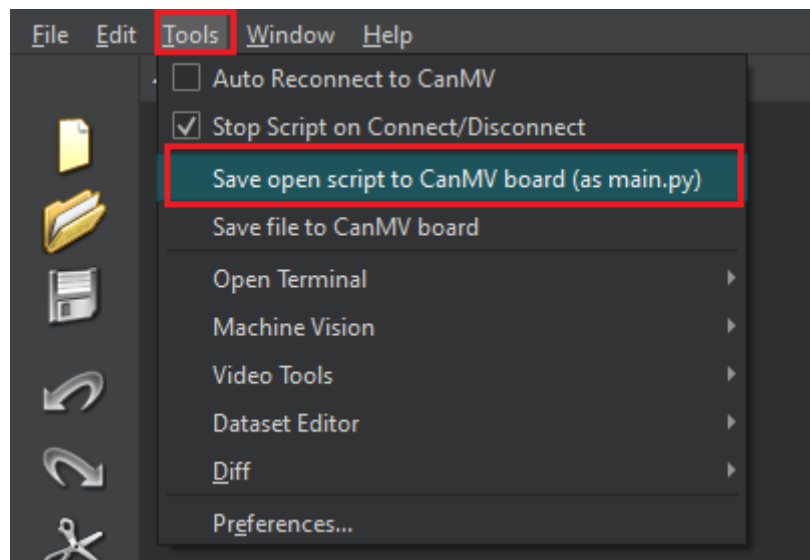
The above program is for parsing K230 data. Only when it complies with specific protocols can the corresponding data be parsed.

in

- x: is the horizontal coordinate of the upper left corner of the recognized box
- y: is the vertical coordinate of the upper left corner of the recognized box
- w: is the width of the recognized frame
- h: is the length of the recognized frame
- msg: is the type of the object

## 4. Experimental Phenomenon

1. After connecting the cables, the k230 visual module runs offline. After K230 is connected to Canmv IDE, open the corresponding program, click [Save open script to CanMV board (as main.py)] on the toolbar, and then restart K230.



2. Transfer the program file to the system, open the terminal and enter the corresponding directory, then run the following command to start the program.

```
python3 14_k230_object_detect.py
```

3. When the K230 camera image recognizes an object, the terminal will parse and print out the information transmitted by the K230.

in

- x: is the horizontal coordinate of the upper left corner of the recognized box
- y: is the vertical coordinate of the upper left corner of the recognized box
- w: is the width of the recognized frame
- h: is the length of the recognized frame
- msg: is the type of the object

As shown in the figure below

```
[2025-04-30 12:08:33.870]# RECV ASCII>  
object:x:0, y:156, w:635, h:238, class:'keyboard'
```

```
[2025-04-30 12:08:33.934]# RECV ASCII>  
object:x:0, y:156, w:635, h:238, class:'keyboard'
```

```
[2025-04-30 12:08:33.997]# RECV ASCII>  
object:x:0, y:152, w:635, h:245, class:'keyboard'
```

```
[2025-04-30 12:08:34.061]# RECV ASCII>  
object:x:0, y:141, w:635, h:238, class:'keyboard'
```

```
[2025-04-30 12:08:34.109]# RECV ASCII>  
object:x:0, y:111, w:635, h:238, class:'keyboard'
```

```
[2025-04-30 12:08:34.172]# RECV ASCII>  
object:x:0, y:81, w:635, h:252, class:'keyboard'
```