

MindGame

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Contents

Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

__main__	..	??
game	..	??
game.game	..	??
game.i2c	..	??
game.Player	..	??
webBack	..	??

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Game	??
object	
player	??
ServerSentEvent	??

Chapter 3

Data Structure Index

3.1 Data Structures

Here are the data structures with brief descriptions:

Game	??
player	??
ServerSentEvent	??

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

/home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/	__main__.py	??
/home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/	webBack.py	??
/home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/	__init__.py	??
/home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/	game.py	??
/home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/	i2c.py	??
/home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/	Player.py	??

Chapter 5

Namespace Documentation

5.1 __main__ Namespace Reference

Functions

- def `startServer` ()
- def `whiletrue` ()

Variables

- `go` = `Game`("piet","pol","normal","subtile")
- bool `gameRunning` = False
- `db` = `MySQLdb.connect`("localhost","root","root","MindGame")
- `dbc` = `db.cursor`()
- string `sql` = "DELETE FROM `Game`;"
- `thread` = `Thread`(target = `startServer`, args = ())
- `whiletruethread` = `Thread`(target = `whiletrue`, args = ())

5.1.1 Function Documentation

5.1.1.1 `startServer()`

```
def __main__.startServer ( )
```

5.1.1.2 `whiletrue()`

```
def __main__.whiletrue ( )
```

5.1.2 Variable Documentation

5.1.2.1 `db`

```
db = MySQLdb.connect ("localhost","root","root","MindGame" )
```

5.1.2.2 dbc

```
dbc = db.cursor()
```

5.1.2.3 gameRunning

```
bool gameRunning = False
```

5.1.2.4 go

```
go = Game("piet", "pol", "normal", "subtile")
```

5.1.2.5 sql

```
string sql = "DELETE FROM Game;"
```

5.1.2.6 thread

```
thread = Thread(target = startServer, args = ())
```

5.1.2.7 whiletruethread

```
whiletruethread = Thread(target = whiletrue, args = ())
```

5.2 game Namespace Reference

Namespaces

- [game](#)
- [i2c](#)
- [Player](#)

5.3 game.game Namespace Reference

Data Structures

- class [Game](#)

5.4 game.i2c Namespace Reference

Functions

- def [setinputs](#) ()
- def [resetAverage](#) ()
- def [getAverage](#) (sensor)
- def [readSensor](#) (person)
- def [readballs](#) (person)
- def [setLedStripTime](#) (person, percentage)
- def [setActiveTimeColor](#) (person, R, G, B)
- def [setPassiveTimeColor](#) (person, R, G, B)
- def [getActiveTimeColor](#) (person)
- def [getPassiveTimeColor](#) (person)
- def [setBallsLeds](#) (person, hole, R, B)
- def [setHeadsetColor](#) (person, R, G, B)
- def [initialize](#) ()
- def [startgame](#) ()

Variables

- int [sensor1](#) = 128
- int [sensor2](#) = 128
- int [holes1](#) = 0
- int [holes2](#) = 0
- [bus](#) = smbus.SMBus(1)
- int [address](#) = 0x04
- int [teller1](#) = 2
- int [teller2](#) = 2
- [p1active](#) = Color(255,0,0)
- [p1passive](#) = Color(0,0,0)
- [p2active](#) = Color(255,0,0)
- [p2passive](#) = Color(0,0,0)
- int [LED_COUNT](#) = 82
- int [LED_PIN](#) = 18
- int [LED_FREQ_HZ](#) = 800000
- int [LED_DMA](#) = 5
- int [LED_BRIGHTNESS](#) = 255
- bool [LED_INVERT](#) = False
- [strip](#) = Adafruit_NeoPixel([LED_COUNT](#), [LED_PIN](#), [LED_FREQ_HZ](#), [LED_DMA](#), [LED_INVERT](#), [LED_BRIGHTNESS](#))
- int [averagecounter](#) = 0
- int [sensor1Average](#) = 0
- int [sensor2Average](#) = 0

5.4.1 Function Documentation

5.4.1.1 [getActiveTimeColor\(\)](#)

```
def game.i2c.getActiveTimeColor (
    person )
```

5.4.1.2 getAverage()

```
def game.i2c.getAverage (
    sensor )
```

5.4.1.3 getPassiveTimeColor()

```
def game.i2c.getPassiveTimeColor (
    person )
```

5.4.1.4 initialize()

```
def game.i2c.initialize ( )
```

5.4.1.5 readballs()

```
def game.i2c.readballs (
    person )
```

5.4.1.6 readSensor()

```
def game.i2c.readSensor (
    person )
```

5.4.1.7 resetAverage()

```
def game.i2c.resetAverage ( )
```

5.4.1.8 setActiveTimeColor()

```
def game.i2c.setActiveTimeColor (
    person,
    R,
    G,
    B )
```

5.4.1.9 setBallsLeds()

```
def game.i2c.setBallsLeds (
    person,
    hole,
    R,
    B )
```


5.4.1.10 setHeadsetColor()

```
def game.i2c.setHeadsetColor (
    person,
    R,
    G,
    B )
```

5.4.1.11 setinputs()

```
def game.i2c.setinputs ( )
```

5.4.1.12 setLedStripTime()

```
def game.i2c.setLedStripTime (
    person,
    percentage )
```

5.4.1.13 setPassiveTimeColor()

```
def game.i2c.setPassiveTimeColor (
    person,
    R,
    G,
    B )
```

5.4.1.14 startgame()

```
def game.i2c.startgame ( )
```

5.4.2 Variable Documentation

5.4.2.1 address

```
int address = 0x04
```

5.4.2.2 averagecounter

```
int averagecounter = 0
```

5.4.2.3 bus

```
bus = smbus.SMBus(1)
```

5.4.2.4 holes1

```
int holes1 = 0
```

5.4.2.5 holes2

```
int holes2 = 0
```

5.4.2.6 LED_BRIGHTNESS

```
int LED_BRIGHTNESS = 255
```

5.4.2.7 LED_COUNT

```
int LED_COUNT = 82
```

5.4.2.8 LED_DMA

```
int LED_DMA = 5
```

5.4.2.9 LED_FREQ_HZ

```
int LED_FREQ_HZ = 800000
```

5.4.2.10 LED_INVERT

```
bool LED_INVERT = False
```

5.4.2.11 LED_PIN

```
int LED_PIN = 18
```

5.4.2.12 p1active

```
p1active = Color(255,0,0)
```

5.4.2.13 p1passive

```
p1passive = Color(0,0,0)
```

5.4.2.14 p2active

```
p2active = Color(255,0,0)
```

5.4.2.15 p2passive

```
p2passive = Color(0,0,0)
```

5.4.2.16 sensor1

```
int sensor1 = 128
```

5.4.2.17 sensor1Average

```
int sensor1Average = 0
```

5.4.2.18 sensor2

```
int sensor2 = 128
```

5.4.2.19 sensor2Average

```
int sensor2Average = 0
```

5.4.2.20 strip

```
strip = Adafruit_NeoPixel(LED_COUNT, LED_PIN, LED_FREQ_HZ, LED_DMA, LED_INVERT, LED_BRIGHTNESS)
```

5.4.2.21 teller1

```
int teller1 = 2
```

5.4.2.22 teller2

```
int teller2 = 2
```

5.5 game.Player Namespace Reference

Data Structures

- class [player](#)

5.6 webBack Namespace Reference

Data Structures

- class [ServerSentEvent](#)

Functions

- def [send_css](#) (path)
- def [send_pics](#) (path)
- def [send_pics_stats](#) (path)
- def [send_js](#) (path)
- def [send_fonts](#) (path)
- def [index](#) ()
- def [inGame](#) (path)
- def [stats](#) ()
- def [startInfo](#) ()
- def [gameInfo](#) (path)
- def [debug](#) ()
- def [startgame](#) ()
- def [statinfo](#) ()

Variables

- bool [noFurtherRequests](#) = True
- [app](#) = Flask(__name__, static_url_path="", static_path="",static_folder="")
- [debug](#)
- [use_reloader](#)
- [threaded](#)

5.6.1 Function Documentation

5.6.1.1 [debug\(\)](#)

```
def webBack.debug ( )
```

5.6.1.2 [gameInfo\(\)](#)

```
def webBack.gameInfo (
    path )
```

5.6.1.3 [index\(\)](#)

```
def webBack.index ( )
```

5.6.1.4 inGame()

```
def webBack.inGame (
    path )
```

5.6.1.5 send_css()

```
def webBack.send_css (
    path )
```

5.6.1.6 send_fonts()

```
def webBack.send_fonts (
    path )
```

5.6.1.7 send_js()

```
def webBack.send_js (
    path )
```

5.6.1.8 send_pics()

```
def webBack.send_pics (
    path )
```

5.6.1.9 send_pics_stats()

```
def webBack.send_pics_stats (
    path )
```

5.6.1.10 startgame()

```
def webBack.startgame ( )
```

5.6.1.11 startInfo()

```
def webBack.startInfo ( )
```

5.6.1.12 statinfo()

```
def webBack.statinfo ( )
```

5.6.1.13 stats()

```
def webBack.stats ( )
```

5.6.2 Variable Documentation

5.6.2.1 app

```
app = Flask(__name__, static_url_path='', static_path='',static_folder='')
```

5.6.2.2 debug

```
debug
```

5.6.2.3 noFurtherRequests

```
bool noFurtherRequests = True
```

5.6.2.4 threaded

```
threaded
```

5.6.2.5 use_reloader

```
use_reloader
```

Chapter 6

Data Structure Documentation

6.1 Game Class Reference

Public Member Functions

- def `__init__` (self, `player1`, `player2`, `GameMode`, `lightMode`)
- def `startGame` (self)
- def `getPlayer1Name` (self)
- def `getPlayer2Name` (self)

Data Fields

- `player1`
- `player2`
- `GameMode`
- `lightMode`
- `countdown`
- `p1`
- `p2`

6.1.1 Constructor & Destructor Documentation

6.1.1.1 `__init__()`

```
def __init__ (
    self,
    player1,
    player2,
    GameMode,
    lightMode )
```

6.1.2 Member Function Documentation

6.1.2.1 `getPlayer1Name()`

```
def getPlayer1Name (
    self )
```

6.1.2.2 getPlayer2Name()

```
def getPlayer2Name (
    self )
```

6.1.2.3 startGame()

```
def startGame (
    self )
```

6.1.3 Field Documentation

6.1.3.1 countdown

countdown

6.1.3.2 GameMode

GameMode

6.1.3.3 lightMode

lightMode

6.1.3.4 p1

p1

6.1.3.5 p2

p2

6.1.3.6 player1

player1

6.1.3.7 player2

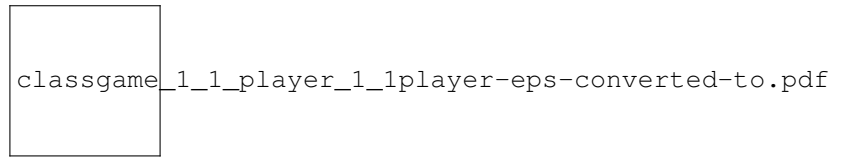
player2

The documentation for this class was generated from the following file:

- /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/[game.py](#)

6.2 player Class Reference

Inheritance diagram for player:



Public Member Functions

- def `__init__` (self, gameobj, [GameMode](#), [LightMode](#), [Name](#), [pin](#))
- def [startTime](#) (self)
- def [timeLooping](#) (self)
- def [updateLooping](#) (self)
- def [endGame](#) (self)
- def [writeToSql](#) (self, sql)
- def [setAllBallsLeds](#) (self, R, G)
- def [setBalls](#) (self, pos)
- def [setBrilColor](#) (self, R, G, B)
- def [getBalls](#) (self)
- def [getName](#) (self)

Data Fields

- [Name](#)
- [time](#)
- [maxTime](#)
- [GameMode](#)
- [LightMode](#)
- [pin](#)
- [stress](#)
- [balls](#)
- [points](#)
- [timethread](#)
- [updatethread](#)
- [updateloop](#)
- [holescores](#)
- [brilkleur](#)
- [blinkBril](#)
- [blinkOn](#)
- [game](#)

6.2.1 Constructor & Destructor Documentation

6.2.1.1 `__init__()`

```

def __init__ (
    self,
    gameobj,
    GameMode,
    LightMode,
    Name,
    pin )
  
```

6.2.2 Member Function Documentation

6.2.2.1 endGame()

```
def endGame (
    self )
```

6.2.2.2 getBalls()

```
def getBalls (
    self )
```

6.2.2.3 getName()

```
def getName (
    self )
```

6.2.2.4 setAllBallsLeds()

```
def setAllBallsLeds (
    self,
    R,
    G )
```

6.2.2.5 setBalls()

```
def setBalls (
    self,
    pos )
```

6.2.2.6 setBrilColor()

```
def setBrilColor (
    self,
    R,
    G,
    B )
```

6.2.2.7 startTime()

```
def startTime (
    self )
```

6.2.2.8 timeLooping()

```
def timeLooping (
    self )
```

6.2.2.9 updateLooping()

```
def updateLooping (
    self )
```

6.2.2.10 writeToSql()

```
def writeToSql (
    self,
    sql )
```

6.2.3 Field Documentation

6.2.3.1 balls

balls

6.2.3.2 blinkBril

blinkBril

6.2.3.3 blinkOn

blinkOn

6.2.3.4 brilkleur

brilkleur

6.2.3.5 game

game

6.2.3.6 GameMode

GameMode

6.2.3.7 holescores

holescores

6.2.3.8 LightMode

LightMode

6.2.3.9 maxTime

maxTime

6.2.3.10 Name

Name

6.2.3.11 pin

pin

6.2.3.12 points

points

6.2.3.13 stress

stress

6.2.3.14 time

time

6.2.3.15 timethread

timethread

6.2.3.16 updateloop

updateloop

6.2.3.17 updatethread

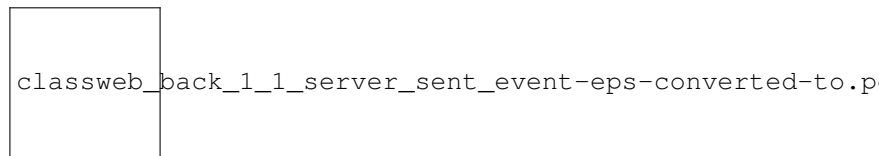
updatethread

The documentation for this class was generated from the following file:

- /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/[Player.py](#)

6.3 ServerSentEvent Class Reference

Inheritance diagram for ServerSentEvent:



Public Member Functions

- def `__init__` (self, [id](#), [event](#), [data](#), [retry](#))
- def [encode](#) (self)

Data Fields

- [data](#)
- [event](#)
- [id](#)
- [retry](#)
- [desc_map](#)

6.3.1 Constructor & Destructor Documentation

6.3.1.1 `__init__()`

```
def __init__ (
    self,
    id,
    event,
    data,
    retry )
```

6.3.2 Member Function Documentation

6.3.2.1 `encode()`

```
def encode (
    self )
```

6.3.3 Field Documentation

6.3.3.1 data

data

6.3.3.2 desc_map

desc_map

6.3.3.3 event

event

6.3.3.4 id

id

6.3.3.5 retry

retry

The documentation for this class was generated from the following file:

- </home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/webBack.py>

Chapter 7

File Documentation

7.1 /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/___main___.py File Reference

Namespaces

- [__main__](#)

Functions

- def [startServer](#) ()
- def [whiletrue](#) ()

Variables

- [go](#) = Game("piet","pol","normal","subtile")
- bool [gameRunning](#) = False
- [db](#) = MySQLdb.connect("localhost","root","root","MindGame")
- [dbc](#) = db.cursor()
- string [sql](#) = "DELETE FROM Game;"
- [thread](#) = Thread(target = startServer, args = ())
- [whiletruethread](#) = Thread(target = whiletrue, args = ())

7.2 /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/___init____.py File Reference

Namespaces

- [game](#)

7.3 /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/game.py File Reference

Data Structures

- class [Game](#)

Namespaces

- [game.game](#)

7.4 /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/i2c.py File Reference

Namespaces

- [game.i2c](#)

Functions

- def [setinputs](#) ()
- def [resetAverage](#) ()
- def [getAverage](#) (sensor)
- def [readSensor](#) (person)
- def [readballs](#) (person)
- def [setLedStripTime](#) (person, percentage)
- def [setActiveTimeColor](#) (person, R, G, B)
- def [setPassiveTimeColor](#) (person, R, G, B)
- def [getActiveTimeColor](#) (person)
- def [getPassiveTimeColor](#) (person)
- def [setBallsLeds](#) (person, hole, R, B)
- def [setHeadsetColor](#) (person, R, G, B)
- def [initialize](#) ()
- def [startgame](#) ()

Variables

- int [sensor1](#) = 128
- int [sensor2](#) = 128
- int [holes1](#) = 0
- int [holes2](#) = 0
- [bus](#) = smbus.SMBus(1)
- int [address](#) = 0x04
- int [teller1](#) = 2
- int [teller2](#) = 2
- [p1active](#) = Color(255,0,0)
- [p1passive](#) = Color(0,0,0)
- [p2active](#) = Color(255,0,0)

- `p2passive` = `Color(0,0,0)`
- `int LED_COUNT` = 82
- `int LED_PIN` = 18
- `int LED_FREQ_HZ` = 800000
- `int LED_DMA` = 5
- `int LED_BRIGHTNESS` = 255
- `bool LED_INVERT` = `False`
- `strip` = `Adafruit_NeoPixel(LED_COUNT, LED_PIN, LED_FREQ_HZ, LED_DMA, LED_INVERT, LED_BRIGHTNESS)`
- `int averagecounter` = 0
- `int sensor1Average` = 0
- `int sensor2Average` = 0

7.5 /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/game/Player.py File Reference

Data Structures

- class `player`

Namespaces

- `game.Player`

7.6 /home/pieter-jan/Dropbox/School/2016-2017/Embedded prototyping/Python/webBack.py File Reference

Data Structures

- class `ServerSentEvent`

Namespaces

- `webBack`

Functions

- `def send_css (path)`
- `def send_pics (path)`
- `def send_pics_stats (path)`
- `def send_js (path)`
- `def send_fonts (path)`
- `def index ()`
- `def inGame (path)`
- `def stats ()`
- `def startInfo ()`
- `def gameInfo (path)`
- `def debug ()`
- `def startgame ()`
- `def statinfo ()`

Variables

- bool `noFurtherRequests` = True
- `app` = Flask(__name__, static_url_path="", static_path="",static_folder=")
- `debug`
- `use_reloader`
- `threaded`