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1: # VexCode-2020
2: Codebase for the Vex 2020-2021 Change Up season
3: ## Included Projects
4: Autonomous Period Simulator
5:
6: Code Generator
7:
8: Macros for Documentation
9:
10: PID Debugger
11:
12: Code Printing
13:
14: Robot Code
15:
16: Automated Scouting
17:
18: ## License
19: [gpl-3.0](https://opensource.org/licenses/lgpl-3.0.html)
```

## ../Print/DirectoryTree.py

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Fri Jun  7 10:22:26 2019
5:
6: @author: aiden
7:
8:
9: import os
10: import treelib
11:
12:
13: class DirectoryTree:
14:     """
15:     contains methods for making a treelib tree structure of a
16:     given directory tree
17:     meant to be inherited but can be a stand alone class
18:
19:     @params = None
20:     @return = None
21:     """
22:
23:     def __init__(self):
24:         self.__directories = [] #will contain all directories and subdirectories
25:         self.__directory_tree = treelib.Tree() #will contain all directories ordered according
26:             #to 'config.txt'
27:
28:
29:
30:     def __get_dirs(self, parent_directory, storage_list):
31:         """
32:         recursively prints all files in parent directory
33:         put in list given
34:
35:         @params = directory to start at, directory to write output to
36:         @return = None
37:         """
38:
39:         dirs = [f.path for f in os.scandir(parent_directory) if f.is_dir()]
40:
41:         for directory in dirs:
42:             storage_list.append(directory)
43:             self.__get_dirs(directory, storage_list)
44:
45:
46:
47:
48:     def __get_all(self, parent_directory, storage_list):
49:         """
50:         recursively prints all files in parent directory
51:         put in list given
52:
53:         @params = directory to start at, directory to write output to
54:         @return = None
55:         """
56:
57:         dirs = [f.path for f in os.scandir(parent_directory) if f.is_dir()]
58:         files = [f.path for f in os.scandir(parent_directory)]
59:
60:         for file in files:
61:             storage_list.append(file)
62:
63:         for directory in dirs:
64:             storage_list.append(directory)
65:             self.__get_all(directory, storage_list)
66:
67:
68:
69:     def __make_tree(self):
70:         """
71:         add directories found to a treelib structure
72:         the parent directory is set in "config.txt"
73:
74:         @params = None
75:         @return = None
76:         """
77:         depth = self.__directory_tree.depth()
78:
79:         #splits path of directory and makes nodes of partial paths until
80:         #it reaches the end of the path given
81:         #the resulting tree is saved in "self.__directory_tree"
82:         for path in self.__directories:
83:             path_split = path.split("/")
84:
85:             i = depth
86:
87:             while i < len(path_split):
88:                 try:
89:                     if i > 0:
90:                         name = path_split[i]
91:                         node_id = "/" + join(path_split[0:i + 1])
92:                         parent = "/" + join(path_split[0:i])
93:                     else:
94:                         name = path_split[i]
95:                         node_id = path_split[i]
96:                         parent = None
97:
98:                     self.__directory_tree.create_node(tag=name, identifier=node_id, parent=parent)
99:
100:                 except treelib.exceptions.NodeIDAbsentError:
101:                     pass
102:                 except treelib.exceptions.DuplicatedNodeIDError:
103:                     pass
104:
105:                 i = i + 1
106:
107:
108:
109:     def return_directory_tree(self, parent_directory):
110:         """
111:         makes and returns a treelib tree structure of a directory
112:         tree based on a parent directory given only directories are
113:         included
```

```
114:
115:     @params = string of parent directory to start node at
116:     @return = treelib tree structure of directory tree,
117:             list of directories found
118:     """
119:     self.__directory_tree = treelib.Tree()
120:     self.__directories = []
121:
122:     self.__get_dirs(parent_directory, self.__directories)
123:     self.__make_tree()
124:
125:     return self.__directory_tree, self.__directories
126:
127:
128:
129: def return_tree(self, parent_directory):
130:     """
131:     makes and returns a treelib tree structure of a directory
132:     tree based on a parent directory given
133:     everything is included
134:
135:     @params = string of parent directory to start node at
136:     @return = treelib tree structure of directory tree,
137:             list of directories found
138:     """
139:     self.__directory_tree = treelib.Tree()
140:     self.__directories = []
141:
142:     self.__get_all(parent_directory, self.__directories)
143:     self.__make_tree()
144:
145:     return self.__directory_tree, self.__directories
```

## ../Print/PostScript.py

```

1:  #!/usr/bin/env python3
2:  # -*- coding: utf-8 -*-
3:  """
4:  Created on Wed Jun  5 19:13:03 2019
5:  """
6:  @author: aiden
7:  """
8:
9:  import math
10: import os
11: import shutil
12:
13:
14: class PostScript:
15:     """
16:     class for converting code to pictures
17:     """
18:     def __init__(self):
19:         self.alldirs = ["."] #list declaration that will contain all
20:         #directories. Parent directory is included in it
21:         #because there is code to be printed in it
22:         #
23:         #list will contain all directories that contain
24:         #files to be printed
25:
26:         self.allfiles = [] #list declaration that will contain all files that
27:         #must be converted to postscript
28:
29:         self.pictures_dir = "../Pictures/" #parent directory of where pictures
30:         #will be placed
31:
32:         self.pictures = [] #contains locations of pictures
33:
34:         self.directory_exceptions = [ #directories that contain no files to
35:         #be printed
36:         "./AutonSimulator/_pycache_",
37:         "./CodeGenerator/_pycache_",
38:         "./Pictures",
39:         "./PIDDebugging/_pycache_",
40:         "./Print/_pycache_",
41:         "./Prototypes",
42:         "./RobotCode/bin",
43:         "./RobotCode/firmware",
44:         "./RobotCode/include/display",
45:         "./RobotCode/include/okapi",
46:         "./RobotCode/include/pros",
47:         "./RobotCode/lib",
48:         "./RobotCode/d",
49:         "./RobotCode/src/JSONLibrary",
50:         "./RobotCode/src/objects/lcdCode/fonts",
51:         "./Scouting/_pycache_",
52:         "./Cascades",
53:         "./git"
54:         ]
55:
56:         self.file_exceptions = [ #files in included directories of acceptable
57:         #extensions that should not be converted to
58:         #postscript to be printed
59:         "./license.html",
60:         "./PIDDebugging/ut.txt",
61:         "./PIDDebugging/test.txt",
62:         "./Print/tree.txt",
63:         "./Print/tree.rtf",
64:         "./RobotCode/include/main.h",
65:         "./RobotCode/include/api.h",
66:         "./RobotCode/compile_commands.json",
67:         "./RobotCode/src/objects/lcdCode/DriverControl/logo.c"
68:         ]
69:
70:         self.valid_extensions = [ #files with this extension will be allowed to
71:         #be printed
72:         "py",
73:         "c",
74:         "cpp",
75:         "hpp",
76:         "h",
77:         "sh",
78:         "txt",
79:         "json",
80:         ".md"
81:         ]
82:
83:         if not os.path.isdir(self.pictures_dir):
84:             os.mkdir(self.pictures_dir) #makes directory for pictures
85:
86:
87:     def __get_directories_recursively(self, parent_directory, storage_list):
88:         """
89:         recursively prints all files in parent directory
90:         put in list "alldirs"
91:         """
92:
93:         @params = directory to start at, directory to write output to
94:         @return = None
95:         """
96:
97:         dirs = [f.path for f in os.scandir(parent_directory) if f.is_dir()]
98:
99:         for directory in dirs:
100:             storage_list.append(directory)
101:             self.__get_directories_recursively(directory, storage_list)
102:
103:
104:     def __find_files(self, directory):
105:         """
106:         finds all files that are not subdirectories in a given directory that
107:         are of a specific type
108:         """
109:
110:         @params = directory to look through
111:         @return = type list of files that are in the directory that are
112:         not sub directories
113:         """

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## ../Print/PostScript.py

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114: files = [] #contains all files that will be returned
115:
116: contents = [f.path for f in os.scandir(directory) if not f.is_dir()]
117: #returns everything in directory including
118: #sub directories
119:
120: for file in contents: #checks to make sure that only files that are not
121: #directories and have a valid extension are added
122: #to the list of files
123:     _extension = os.path.splitext(file)
124:     if extension in self.valid_extensions:
125:         files.append(file)
126:
127: return files
128:
129:
130:
131:
132:
133: def __convert_to_postscript(self, file):
134:     """
135:     converts the specified file to postscript format which is a printable
136:     code type. The files are placed inside of "../pictures/" in the same
137:     directories that they were originally in
138:
139:     @params = relative path of file to convert
140:     @return = None
141:     """
142:
143:     _extension = os.path.splitext(file)
144:     output_name = ((self.pictures_dir + file.split(extension)[0]
145:         + extension.upper().split(".")[1]).replace("../", ""))
146:         + ".ps")
147:
148:     self.pictures.append(output_name)
149:
150:     #get the highlight color that will be used by shell command
151:     #based on the type of file it is
152:     if extension == ".py":
153:         highlight_color = "--highlight=python"
154:
155:     elif extension in [".cpp", ".hpp"]:
156:         highlight_color = "--highlight=cpp"
157:
158:     elif extension in [".c", ".h"]:
159:         highlight_color = "--highlight=c"
160:
161:     elif extension == ".sh":
162:         highlight_color = "--highlight=bash"
163:
164:     else:
165:         highlight_color = "--highlight=mail"
166:
167:     #runs command that will convert a file to postscript
168:     #the output file location is in self.pictures
169:     os.system("enscript -G -line-numbers -o "
170:         + output_name +
171:         + highlight_color
172:         + " --color=1 -f Palatino-Roman5 --columns 1 "
173:         + file)
174:
175: def prepare_code(self):
176:     """
177:     prepares code to be printed by converting all code to
178:     postscript
179:
180:
181:     @params = None
182:     @return = None
183:     """
184:
185:     self.allfiles = [] #list declaration that will contain all files that
186:     #must be converted to postscript
187:
188:     self.pictures_dir = "../Pictures/" #parent directory of where pictures
189:     #will be placed
190:
191:     self.pictures = [] #contains locations of pictures
192:     shutil.rmtree(self.pictures_dir) #clean out pictures folder so that
193:     #nothing is there that shouldn't be
194:     os.mkdir(self.pictures_dir)
195:
196:     self.__get_directories_recursively(".", self.alldirs)
197:     #gets unrefined list of directories
198:     #saved in list "alldirs"
199:
200:     to_remove = []
201:     for directory in self.alldirs: #iterates through each directory
202:         #found
203:         for exception in self.directory_exceptions: #checks to see if
204:             #directory should
205:             #be excluded
206:             if exception in directory:
207:                 to_remove.append(directory) #do not remove items from list
208:                 #because changing the size
209:                 #while iterating through the
210:                 #list will cause
211:                 #unexpected results
212:
213:             break #end looking for exception because if one has
214:             #been found it is already in the to remove list
215:             #and no other cases will match it
216:
217:     alldirs = set(self.alldirs) #convert each list to type set
218:     #and find the difference between them
219:     #the difference will always be the
220:     #directories wanted because all the items
221:     #in "to_remove" will be in "alldirs" and all
222:     #that is left is the directories to keep
223:
224:     to_remove = set(to_remove)
225:
226:     alldirs = list(alldirs - to_remove) #find difference of the two
227:     #sets and convert back to type
228:     #list remaining list will be

```

## ../Print/PostScript.py

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227:                                     #the directories that contain
228:                                     #code to be printed
229:
230:
231:
232:
233:
234: for directory in alldirs:
235:     self.allfiles.append(self.__find_files(directory))
236:                                     #by adding
237:                                     #the list
238:                                     #directly to the all
239:                                     #files list, list will
240:                                     #be segmented and can
241:                                     #be printed in order
242:                                     #easier
243:
244:     #make directory under pictures directory for a picture of the code
245:     #to go
246:     if not os.path.isdir((self.pictures_dir + directory).replace("/", ".", "")):
247:         os.makedirs((self.pictures_dir + directory).replace("/", ".", ""))
248:
249: for fileset in self.allfiles:
250:     for file in fileset:
251:         if not file in self.file_exceptions:
252:             self.__convert_to_postscript(file)
253:
254:
255:
256: def get_page_count(self, files=None):
257:     """
258:     gets total size of all post script files in
259:     "Pictures" directory that was made on config file
260:     in "Pictures" directory
261:
262:     @params = (optional) type list of paths of files to print
263:     @return = int amount of pages
264:     """
265:     if files:
266:         self.pictures = files
267:
268:     elif not self.pictures and not files:
269:         #if pictures list contains any file locations
270:         #and if no files have been specified
271:         #if it does not, then program will find all the
272:         #files that are currently in the directory
273:         #useful if user does not want to overwrite
274:         #what is currently there
275:
276:         self.pictures.append(self.pictures_dir) #add parent directory
277:                                                 #because it will not be
278:                                                 #there to start
279:         self.__get_directories_recursively(self.pictures_dir, self.pictures)
280:
281:         self.valid_extensions.append(".ps") #temporarily add postscript to
282:                                             #acceptable extensions so that the
283:                                             #function used will not exclude it
284:                                             #entry is removed later
285:
286:         picture_files = []
287:         for directory in self.pictures: #find all files that are not
288:                                         #subdirectories
289:             for file in self.__find_files(directory):
290:                 picture_files.append(file)
291:
292:         self.valid_extensions.remove(".ps") #remove postscript from
293:                                             #acceptable extensions because
294:                                             #it is no longer needed
295:
296:         self.pictures = picture_files #self.pictures now contains
297:                                     #locations of files
298:
299:     total_pages = 0
300:     for picture in self.pictures: #iterate through and parse each file
301:                                     #looking for a keyword
302:                                     #keyword appears twice once with
303:                                     #parentheses and once without, so
304:                                     #algorithm makes sure it contains no
305:                                     #parentheses
306:         file = open(picture, "r")
307:         for line in file.readlines():
308:             if "%Pages:" in line and "not in line:
309:                 total_pages = (total_pages + math.ceil(int(line.split("%Pages:")[1].split("\n")[0]) / 2))
310:
311:     return total_pages

```

## ../Print/Print.py

```

1:  #!/usr/bin/env python3
2:  # -*- coding: utf-8 -*-
3:  """
4:  Created on Thu Jun  6 15:20:10 2019
5:  """
6:  @author: aiden
7:  """
8:
9:  import os
10: import treelib
11:
12: import DirectoryTree
13:
14:
15: class Print(DirectoryTree.DirectoryTree): #inherits DirectoryTree so that
16:     #a directory tree can be made
17:     """
18:     contains methods for printing code based on
19:     "config.txt"
20:     """
21: def __init__(self):
22:     DirectoryTree.DirectoryTree.__init__(self)
23:
24:     self.directory_tree = treelib.Tree() #will contain all directories ordered according
25:     #to "config.txt"
26:
27:     self.swap_tree = treelib.Tree() #used to re-arrange directories in
28:     #other node
29:
30:     self.parent = "" #will contain parent to append to file paths
31:     #in "config.txt"
32:     self.headers_only = 0 #option set in "config.txt"
33:     self.headers_first = 1 #option set in "config.txt"
34:
35:     self.dir_order = [] #will contain order of directories set in "config.txt"
36:     self.file_order = [] #will contain order of files set in "config.txt"
37:
38:     self.print_order = [] #will contain paths of all print items in order
39:
40:
41:
42:
43: @classmethod
44: def __get_file_type(cls, path):
45:     """
46:     takes a file converted to postscript and finds what file type it
47:     is (.cpp, .hpp, .sh)
48:
49:     @params = path name of file to get the type of
50:     @return = type string of extension (ex. ".cpp")
51:             type string of root path (ex. no directories and file type (CPP) cut off)
52:             type string of path without root path
53:     """
54:     valid_extensions = [ #files with this extension will be allowed to
55:         #be printed
56:         "py",
57:         "C",
58:         "CPP",
59:         "HPP",
60:         "H",
61:         "SH",
62:         "TXT",
63:         "JSON",
64:         "MD"
65:     ]
66:
67:     filename, _ = os.path.splitext(path) #remove extension
68:     filename = filename.split("/") #remove other directories
69:     filename = filename[len(filename) - 1]
70:
71:     one_char = filename[-1:]
72:     two_char = filename[-2:]
73:     three_char = filename[-3:]
74:     four_char = filename[-4:]
75:
76:     root_name = ""
77:
78:     if one_char in valid_extensions and two_char not in valid_extensions:
79:         #added checking for two char as well to fix cases SH and H
80:         extension = one_char
81:     elif two_char in valid_extensions:
82:         extension = two_char
83:     elif three_char in valid_extensions:
84:         extension = three_char
85:     elif four_char in valid_extensions:
86:         extension = four_char
87:     else:
88:         extension = "invalid"
89:
90:     if extension != "invalid":
91:         root_name = filename.split(extension)[0]
92:
93:     root_path = path.split(root_name + extension)[0]
94:
95:     return extension, root_name, root_path
96:
97:
98:
99:
100: def __get_rules(self):
101:     """
102:     gets rules based on "config.txt"
103:
104:     @params = None
105:     @return = None
106:     """
107:     #extract parent from "config.txt"
108:     with open("config.txt", "r") as config: #file closed at end of block
109:         for line in config.readlines():
110:             #makes sure all required elements are in the line
111:             #and that it is not a comment
112:             if "parent" in line and "!=" in line and "==" not in line:
113:                 self.parent = line.split("parent")[1].strip().strip("\n")

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114:         self.parent = self.parent.split("=")[1].strip().strip("\n")
115:
116:         #extract other parameters from "config.txt"
117:         param_names = ["HEADERS_FIRST", "ONLY_HEADERS"]
118:         with open("config.txt", "r") as config: #file closed at end of block
119:             for line in config.readlines():
120:                 #makes sure all required elements are in the line
121:                 #and that it is not a comment
122:                 if param_names[0] in line and "@" not in line:
123:                     line = line.split(param_names[0])[1].strip()
124:                     self.headers_first = int(line)
125:
126:                 elif param_names[1] in line and "@" not in line:
127:                     line = line.split(param_names[1])[1].strip()
128:                     self.headers_only = int(line.strip())
129:
130:         #read rules
131:         with open("config.txt", "r") as config: #file closed at end of block
132:             for line in config.readlines():
133:                 if '#' not in line:
134:                     if "dir" in line:
135:                         #convert to standard os path
136:                         directory = self.parent + "/" + (line.split("dir ")[1].rstrip())
137:                         directory = os.path.normpath(directory)
138:                         self.dir_order.append(directory)
139:                     elif "file" in line:
140:                         #convert to standard os path
141:                         file = self.parent + "/" + (line.split("file ")[1].rstrip())
142:                         file = os.path.normpath(file)
143:                         self.file_order.append(file)
144:
145:
146:
147:
148: def __order_directories(self):
149:     ###
150:     orders directories in "self.directory_tree"
151:     based on settings in "config.txt"
152:     makes new tree stored in "self.swap_tree"
153:
154:     @params = None
155:     @return = None
156:     ###
157:
158:     #iterate through each branch of the tree and sort it
159:     #moving directories to needed spot in "self.swap_tree"
160:     #standard path will be made from os module
161:     #so that no conflicts occur from directory separators
162:     #a two number string is added to all the tags in the node so that
163:     #the order is maintained. The order for nodes is in
164:     #alphabetical order, so no changes would occur if the numbers were
165:     #not added
166:
167:     #finds nodes in tree that have children
168:     parent_nodes = []
169:     for node in self.directory_tree.all_nodes():
170:         if not node.is_leaf(): #leaf has no children
171:             parent_nodes.append(node)
172:
173:     #adds the root node to the swap tree
174:     self.swap_tree.create_node("00" + parent_nodes[0].tag,
175:                               parent_nodes[0].identifier)
176:     parent_nodes.pop(0)
177:
178:     #sorts children of parent node
179:     #
180:     #a string of two numbers is added to the tag so that the tree is
181:     #in order, the id is not affected however
182:     #this means the max amount of directories in one node can only be 99
183:     #this should probably not be exceeded
184:     for node in parent_nodes:
185:         num = 0
186:         children = self.directory_tree.children(node.identifier)
187:         try: #adds parent of the node to the tree if it is not already there
188:             self.swap_tree.create_node("00" + node.tag,
189:                                       node.identifier,
190:                                       self.directory_tree.parent(node.identifier).identifier)
191:         except treelib.exceptions.DuplicatedNodeIdError: #node already exists
192:             pass
193:
194:     #get applicable rules
195:     applicable_rules = [] #contains identifier for nodes in order to
196:     #be sorted
197:     for rule in self.dir_order:
198:         dir_length = len(rule.split("/")) #checks to see if amount of
199:         #directories in path is the
200:         #same as the amount in the
201:         #tree
202:         #if it is, it is added to
203:         #applicable rules
204:
205:     offset = len(self.parent.split("/")) #offset is added to the
206:     #tree level because the
207:     #rules in "config.txt" do
208:     #not contain the parent
209:     #directory
210:     children_names = list(map(lambda x: x.identifier, children))
211:     tree_level = self.directory_tree.level(node.identifier) + offset
212:     if rule in children_names and dir_length == tree_level:
213:         applicable_rules.append(rule)
214:
215:     for child in applicable_rules: #add nodes to the tree that appear
216:     #in the given rules so that the order
217:     #wanted is kept
218:     num = str(num) #makes sure that "num" is two characters
219:     if len(num) < 2:
220:         num = "0" + str(num)
221:
222:     nid = self.directory_tree.get_node(child)
223:     self.swap_tree.create_node(str(num) + nid.tag,
224:                               nid.identifier,
225:                               node.identifier)
226:     num = int(num) + 1
227:     children.remove(self.directory_tree.get_node(child))

```



## ../Print/Print.py

```

227:
228:     while children: #adds other children to the new tree
229:         #order does not matter so they are added in order
230:         #of appearance
231:         num = str(num) #makes sure that "num" is two characters
232:         if len(num) < 2:
233:             num = "0" + num
234:
235:         self.swap_tree.create_node(str(num) + children[0].tag,
236:                                   children[0].identifier,
237:                                   parent=node.identifier)
238:         num = int(num) + 1
239:         children.pop(0)
240:
241:
242:
243:
244: def __order_headers(self, files):
245:     """
246:     takes a list of postscript files and orders it so that headers
247:     appear before implementation files in the list
248:
249:     @params = list of postscript files to sort putting headers before
250:               implementation file
251:     @return = sorted list of postscript files
252:     """
253:     #create dictionary with key of the root file name and then a value of
254:     #a list of the extensions with that root name
255:     file_dict = {}
256:
257:     for file in files:
258:         extension, root_name, root_path = self.__get_file_type(file)
259:         if root_name not in file_dict.keys():
260:             file_dict.update({root_name : [extension]})
261:         else: #if key exists then add value to the list
262:             file_dict[root_name].append(extension)
263:
264:     #iterate through dictionary placing hpp files ahead of cpp
265:     for extension_list in file_dict.values():
266:         extension_list.sort(reverse=self.headers_first)
267:
268:     #re construct list
269:     ordered_files = []
270:     for item in file_dict:
271:         extensions = file_dict.get(item)
272:         for extension in extensions:
273:             if extension != "invalid":
274:                 if not self.headers_only:
275:                     file = root_path + item + extension + ".ps"
276:                     ordered_files.append(file)
277:                 else: #if only headers are to be printed
278:                     if extension != ".CPP" or len(extensions) == 1:
279:                         file = root_path + item + extension + ".ps"
280:                         ordered_files.append(file)
281:
282:     return ordered_files
283:
284:
285:
286:
287: def __order_files(self):
288:     """
289:     creates a list of file names in the order that they are to be printed
290:
291:     @params = None
292:     @return = None
293:     """
294:     #get directories to look through
295:     directories = list(self.swap_tree.expand_tree())
296:     ordered_files = [] #holds list of all ordered files
297:
298:     for directory in directories:
299:         ordered_directory = [] #holds list of ordered files in a directory
300:
301:         #gets the files in a given directory
302:         files = list([f.path for f in os.scandir(directory) if not f.is_dir()])
303:         files.sort() #makes paths in alphabetical order
304:
305:         #gets rules for files in a directory
306:         applicable_rules = []
307:
308:         for rule in self.file_order:
309:             rule_directory = rule
310:             rule_directory = rule_directory.split("/")
311:             rule_directory.pop(-1)
312:             rule_directory = "/".join(rule_directory)
313:
314:             rule_dirs = len(rule.split("/")) - 1
315:
316:             #add one to the tree level because the level starts at 0 instead
317:             #of 1 like the method to find the height of other directories
318:             tree_level = self.swap_tree.level(self.swap_tree.get_node(directory).identifier) + 1
319:
320:             #if rule applies
321:             if rule_directory == directory and rule_dirs == tree_level:
322:                 applicable_rules.append(rule)
323:
324:         #adds files where a specified order has been given
325:         for file in applicable_rules:
326:             ordered_directory.append(file)
327:             files.remove(file)
328:
329:         #adds rest of files
330:         while files:
331:             ordered_directory.append(files[0])
332:             files.pop(0)
333:
334:         #sorts so that headers are first if that option
335:         #has been given
336:         #also checks if only headers will be printed
337:         ordered_directory = self.__order_headers(ordered_directory)
338:
339:         #adds item in the ordered files in a directory to all the ordered

```

## ../Print/Print.py

```

340:         #files
341:         for item in ordered_directory:
342:             ordered_files.append(item)
343:
344:
345:         #adds items in ordered_files to the final print order if the
346:         #extension is .ps
347:         for item in ordered_files:
348:             _extension = os.path.splitext(item)
349:             if extension == ".ps":
350:                 self.print_order.append(item)
351:
352:
353:
354: def order(self):
355:     """
356:     orders code based on "config.txt" with all the parameters set in
357:     it
358:
359:     @params = None
360:     @return = type list of files to print in order
361:     """
362:     #reset attributes
363:     self.directory_tree = treelib.Tree() #will contain all directories ordered according
364:     #to "config.txt"
365:     self.swap_tree = treelib.Tree() #used to re-arrange directories in
366:     #other node
367:     self.headers_only = 0 #option set in "config.txt"
368:     self.headers_first = 1 #option set in "config.txt"
369:     self.dir_order = [] #will contain order of directories set in "config.txt"
370:     self.file_order = [] #will contain order of files set in "config.txt"
371:     self.print_order = [] #will contain paths of all print items in order
372:
373:     #order code functions
374:     self.__get_rules()
375:     self.directory_tree, _ = self.return_directory_tree(self.parent)
376:
377:     self.__order_directories()
378:     self.__order_files()
379:
380:     return self.print_order
381:
382:
383:
384:
385: def print_code(self, files=None):
386:     """
387:     prints code by file and also barriers if they are in the list
388:
389:     @params = (optional) type list of path of files to print
390:     @return = None
391:     """
392:
393:     if files:
394:         self.print_order = files
395:
396:     for file in self.print_order: #adds print job to the printer queue
397:         #with shell command
398:         print("queuing ", file)
399:         command = "lpr -P HP-Color-LaserJet-M553 -o sides=two-sided-long-edge " + str(file)
400:         os.system(command)
401:
402: def output_pdf(self, files=None):
403:     """
404:     merges code by file and also barriers if they are in the list
405:
406:     @params = (optional) type list of path of files to print
407:     @return = None
408:     """
409:
410:     if not files:
411:         files = self.print_order
412:
413:     command = "psmerge " + " ".join(files) + " > all.ps; ps2pdf all.ps; rm all.ps"
414:     print(command)
415:     #os.system(command)
416:

```

```
1: #contains rules for print order
2: #all files are printed alphabetically unless otherwise specified
3:
4: #parent will specify which directory to start at. It should be set to where pictures are
5: parent = ../Pictures
6:
7:
8: #for rules: algorithm first finds all directories and sorts them according
9: #to rules. Directory rules starts with "dir" (can be in any order).
10:
11: #Once all directories and their subdirectories are sorted, algorithm
12: #will look for individual files rules specifies with "file"
13:
14: #formatting will look best as a directory tree
15: #only one rule per line
16:
17: #order for print goes directory, files in that directory, subdirectory,
18: #files in the subdirectories of that parent
19:
20:
21: #set to "1" if user wants headers to be printed before implementation files
22: HEADERS_FIRST 1
23:
24: #set to "1" if user only wants header files to be printed to save paper
25: #this will only keep implementation files that have no header
26: ONLY_HEADERS 0
27:
28:
29: #rules
30:
31: #for rules involving headers and implementation files
32: #specify both the HPP and CPP file
33: #by setting HEADERS_FIRST the HPP file will be printed first
34: #even if the CPP file is listed first
35:
36: dir Print
37: dir PIDDebugging
38:   file PIDDebugging/mainPY.ps
39: dir Prototypes
40: dir DocumentationMacros
41: dir CodeGenerator
42:   file CodeGenerator/code_genPY.ps
43:   file CodeGenerator/cpp_typesPY.ps
44:   file CodeGenerator/exceptionsPY.ps
45:   file CodeGenerator/configPY.ps
46: dir AutonSimulator
47:   file AutonSimulator/mainPY.ps
48: dir Scouting
49:   file Scouting/ReadmeMD.ps
50: dir RobotCode
51:   file RobotCode/lcdTestSH.ps
52:   file RobotCode/configJSON.ps
53:   file RobotCode/stacktraceSH.ps
54:   dir RobotCode/include
55:   dir RobotCode/src
56:     file RobotCode/src/mainCPP.ps
57:   dir RobotCode/src/objects/controller
58:   dir RobotCode/src/objects/motors
59:   dir RobotCode/src/objects/sensors
60:   dir RobotCode/src/objects/robotChassis
61:   dir RobotCode/src/objects/lift
62:   dir RobotCode/src/objects/tilter
63:   dir RobotCode/src/objects/writer
64:   dir RobotCode/src/objects/lcdCode
65:     file RobotCode/src/objects/lcdCode/Debug/DebugHPP.ps
66:     file RobotCode/src/objects/lcdCode/Debug/DebugCPP.ps
```

```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Tue Jun 11 14:26:00 2019
5:
6: @author: aiden
7: """
8:
9: import copy
10: import os
11:
12: import PostScript
13: import Print
14: import DirectoryTree
15:
16:
17: print("starting print process")
18: print("please be very careful because there is a lot of code")
19: print()
20:
21:
22: help_dict = {
23:     "help": "print help",
24:     "postscript": "convert files to postscript",
25:     "page_count": "prints amount of pages that code will be",
26:     "order": "prepare order to print in",
27:     "show_order": "shows current order of files to be printed in",
28:     "tree": "add cover sheet of tree to files",
29:     "print": "prints code",
30:     "pdf": "converts all code into one large pdf",
31:     "cancel": "cancels all printer jobs",
32:     "status": "shows current print jobs",
33:     "exit": "ends session"
34: }
35:
36:
37: ps = PostScript.PostScript()
38: printer = Print.Print()
39: Tree = DirectoryTree.DirectoryTree()
40:
41:
42: print_order = []
43:
44:
45: while 1:
46:     command = input("enter command ")
47:
48:     if command.upper() == "HELP":
49:         print()
50:
51:         for item in help_dict:
52:             string = item
53:             while len(string) < 20: #aligns help options with each other
54:                 string = string + " "
55:             print(string, help_dict.get(item), sep=" ")
56:
57:
58:     elif command.upper() == "POSTSCRIPT":
59:         ps.prepare_code()
60:
61:     elif command.upper() == "PAGE_COUNT":
62:         if not print_order:
63:             pages = ps.get_page_count()
64:         else:
65:             pages = ps.get_page_count(print_order)
66:
67:         print("number of pages: ", pages)
68:
69:     elif command.upper() == "ORDER":
70:         if len(print_order) > 1:
71:             print_order = []
72:
73:             to_add = printer.order()
74:
75:             for item in to_add:
76:                 print_order.append(item)
77:             print()
78:             print("please review this order carefully before printing")
79:             print("do not waste paper")
80:             print()
81:
82:             for item in print_order:
83:                 print(item)
84:
85:
86:     elif command.upper() == "SHOW_ORDER":
87:         for item in print_order:
88:             print(item)
89:
90:
91:     elif command.upper() == "TREE":
92:         file_tree, _ = Tree.return_tree(".")
93:         filtered_tree = copy.deepcopy(file_tree)
94:
95:         #sorts out nodes that are not being printed in three ways
96:         #Tree is copies to a new tree so that the tree does not
97:         #change during iteration
98:         #original is looked through and changes are made to the copy
99:         for node in file_tree.all_nodes():
100:             nid = node.identifier
101:             if os.path.isdir(nid): #sort out nodes by directory
102:                 if nid in ps.directory_exceptions and filtered_tree.get_node(nid):
103:                     filtered_tree.remove_node(nid)
104:             else:
105:                 _, extension = os.path.splitext(nid)
106:
107:                 #sort out nodes by file
108:                 if nid in ps.file_exceptions and filtered_tree.get_node(nid):
109:                     filtered_tree.remove_node(nid)
110:
111:                 #sort out nodes by extension
112:                 elif extension not in ps.valid_extensions and filtered_tree.get_node(nid):
113:                     filtered_tree.remove_node(nid)

```

```
114:         filtered_tree.get_node(".").tag = "VexCode-2019"
115:         filtered_tree.show()
116:         os.remove("tree.rtf")
117:
118:         filtered_tree.save2file("tree.rtf")
119:         filtered_tree.save2file("tree.txt")
120:         print_order.insert(0, "tree.rtf")
121:
122:
123:
124:     elif command.upper() == "PRINT":
125:         printer.print_code(print_order)
126:
127:     elif command.upper() == "PDF":
128:         printer.output_pdf(print_order)
129:
130:     elif command.upper() == "CANCEL":
131:         os.system("lprm -P HP-Color-LaserJet-M553 -")
132:
133:     elif command.upper() == "STATUS":
134:         os.system("lpstat -P HP-Color-LaserJet-M553")
135:
136:     elif command.upper() == "EXIT":
137:         break
138:
139:     else:
140:         print("invalid command")
141:
142:     print()
143:
```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Sun Jan  5 17:13:31 2020
5:
6: @author: aiden
7:
8: import streamlit as st
9:
10: import data_parser
11: import graph
12:
13: # if len(sys.argv) == 1:
14: #     file = input("enter file to parse: ")
15: # else:
16: #     file = sys.argv[1]
17: file = "/log.txt"
18:
19: # parser.gen_sample_data()
20: p = data_parser.Parser()
21: p.parse_file(file)
22: p.print_data()
23: g = graph.DebugGraph(
24:     p.get_data(),
25:     {
26:         "kP":p.get_data()["pid_constants"]["kP"],
27:         "kI":p.get_data()["pid_constants"]["kI"],
28:         "kD":p.get_data()["pid_constants"]["kD"],
29:         "I_max":p.get_data()["pid_constants"]["I_max"],
30:         "brakemode":p.get_data()["brakemode"],
31:         "gearset":p.get_data()["gearset"],
32:         "slew":p.get_data()["slew_rate"]
33:     }
34: )
35: y1 = st.sidebar.selectbox("Y1 data", ["velocity", "voltage", "heading", "position", "integral", "correction", "acceleration"], 1)
36: track_y1 = st.sidebar.checkbox("Graph Y1 setpoint")
37: y2 = st.sidebar.selectbox("Y2 data", ["velocity", "voltage", "heading", "position", "None"], 4)
38: track_y2 = st.sidebar.checkbox("Graph Y2 setpoint")
39: plot = g.make_graph(y1, y2, track_y1, track_y2)
40: st.plotly_chart(plot, use_container_width=True)
```

```

1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Sun Jan  5 15:35:01 2020
5:
6: @author: aiden
7:
8: import math
9: import random
10: import os
11:
12:
13: class Parser:
14:     """
15:     parses data from motors so that it can be graphed
16:     """
17:     def __init__(self):
18:         self.__voltage_data = {
19:             "back_right":[],
20:             "back_left":[],
21:             "front_right":[],
22:             "front_left":[]
23:         }
24:         self.__velocity_data = {
25:             "back_right":[],
26:             "back_left":[],
27:             "front_right":[],
28:             "front_left":[]
29:         }
30:         self.__time_data = []
31:         self.__integral_data = []
32:         self.__vel_setpoint_data = []
33:         self.__heading_sp_data = []
34:         self.__heading_data = []
35:         self.__position_sp = []
36:         self.__position_l_data = []
37:         self.__position_r_data = []
38:
39:         self.__correction_data = []
40:
41:         self.__brakemode = None
42:         self.__gearset = None
43:         self.__slew = 0
44:         self.__pid = {
45:             "kP":0,
46:             "kI":0,
47:             "kD":0,
48:             "I_max":0
49:         }
50:
51:         self.__brakemode_names = {
52:             0:"Coast",
53:             1:"Brake",
54:             2:"Hold",
55:         }
56:
57:
58:         self.__gearset_names = {
59:             0:"36:1",
60:             1:"18:1",
61:             2:"6:1"
62:         }
63:
64:
65:     def __get_data_point(self, line):
66:         """
67:         parses a line from the file and returns the data of voltage,
68:         velocity, integral value, and time in the form of a dictionary
69:
70:         sample line:
71:         [INFO] Motor 1, Brakemode: xxxx, Actual_Voltage: xxx, ...
72:         """
73:         try:
74:             line = line.split("[INFO]")[1]
75:             data = line.split(",")
76:             except IndexError: #ensures that line is an actual data line
77:                 return 0
78:         try:
79:             voltage1 = [ item.strip().split("Actual_Vol1")[1].split(":")[1] for item in data if "Actual_Vol1:" in item ]
80:             voltage2 = [ item.strip().split("Actual_Vol2")[1].split(":")[1] for item in data if "Actual_Vol2:" in item ]
81:             voltage3 = [ item.strip().split("Actual_Vol3")[1].split(":")[1] for item in data if "Actual_Vol3:" in item ]
82:             voltage4 = [ item.strip().split("Actual_Vol4")[1].split(":")[1] for item in data if "Actual_Vol4:" in item ]
83:
84:             velocity1 = [ item.strip().split("Actual_Vel1")[1].split(":")[1] for item in data if "Actual_Vel1:" in item ]
85:             velocity2 = [ item.strip().split("Actual_Vel2")[1].split(":")[1] for item in data if "Actual_Vel2:" in item ]
86:             velocity3 = [ item.strip().split("Actual_Vel3")[1].split(":")[1] for item in data if "Actual_Vel3:" in item ]
87:             velocity4 = [ item.strip().split("Actual_Vel4")[1].split(":")[1] for item in data if "Actual_Vel4:" in item ]
88:
89:             time = [ item.strip().split("Time:")[1] for item in data if "Time:" in item ]
90:             integral = [ item.strip().split("I:")[1] for item in data if "I:" in item ]
91:             vel_sp = [ item.strip().split("Vel_Sp:")[1] for item in data if "Vel_Sp:" in item ]
92:             heading_sp = [ item.strip().split("Heading_Sp:")[1] for item in data if "Heading_Sp:" in item ]
93:             relative_heading = [ item.strip().split("Relative_Heading:")[1] for item in data if "Relative_Heading:" in item ]
94:             position_sp = [ item.strip().split("Position_Sp:")[1] for item in data if "Position_Sp:" in item ]
95:             position_r = [ item.strip().split("position_r:")[1] for item in data if "position_r:" in item ]
96:             position_l = [ item.strip().split("position_l:")[1] for item in data if "position_l:" in item ]
97:
98:             correction = [ item.strip().split("Correction:")[1] for item in data if "Correction:" in item ]
99:
100:             data_dict = {
101:                 "voltage1":float(voltage1[0].strip()),
102:                 "voltage2":float(voltage2[0].strip()),
103:                 "voltage3":float(voltage3[0].strip()),
104:                 "voltage4":float(voltage4[0].strip()),
105:                 "velocity1":float(velocity1[0].strip()),
106:                 "velocity2":float(velocity2[0].strip()),
107:                 "velocity3":float(velocity3[0].strip()),
108:                 "velocity4":float(velocity4[0].strip()),
109:                 "time":float(time[0].strip()),
110:                 "integral":float(integral[0].strip()),
111:                 "heading_sp":float(heading_sp[0].strip()),
112:                 "relative_heading":float(relative_heading[0].strip()),
113:                 "position_sp":float(position_sp[0].strip()),

```

```

114:         "position_r_data":float(position_r[0].strip()),
115:         "correction":float(correction[0].strip()),
116:         "position_l_data":float(position_l[0].strip())
117:     }
118: except:
119:     return 0
120:
121: try:
122:     data_dict.update({"vel_setpoint":float(vel_sp[0].strip())})
123: except IndexError:
124:     data_dict.update({"vel_setpoint":[]})
125:
126:
127: return data_dict
128: # except IndexError:
129: #     return 0
130:
131:
132: def parse_file(self, file):
133:     """
134:     parses a file line by line and adds data to list
135:     """
136:     is_first_line = True
137:     with open(file) as f:
138:         #find first valid line
139:         for line in f:
140:             if is_first_line:
141:                 data = self.__get_data_point(line)
142:                 print(data)
143:                 if data:
144:                     self.__voltage_data["back_right"].append(data.get("voltage4"))
145:                     self.__voltage_data["back_left"].append(data.get("voltage3"))
146:                     self.__voltage_data["front_right"].append(data.get("voltage2"))
147:                     self.__voltage_data["front_left"].append(data.get("voltage1"))
148:
149:                     self.__velocity_data["back_right"].append(data.get("velocity4"))
150:                     self.__velocity_data["back_left"].append(data.get("velocity3"))
151:                     self.__velocity_data["front_right"].append(data.get("velocity2"))
152:                     self.__velocity_data["front_left"].append(data.get("velocity1"))
153:
154:                     self.__time_data.append(data.get("time"))
155:                     self.__integral_data.append(data.get("integral"))
156:                     self.__vel_setpoint_data.append(data.get("vel_setpoint"))
157:                     self.__heading_sp_data.append(data.get("heading_sp"))
158:                     self.__heading_data.append(data.get("relative_heading"))
159:                     self.__position_sp_data.append(data.get("position_sp"))
160:                     self.__position_r_data.append(data.get("position_r_data"))
161:                     self.__position_l_data.append(data.get("position_l_data"))
162:
163:                     self.__correction_data.append(data.get("correction"))
164:
165:                     first_line = line.split("[INFO]") [1]
166:                     data = first_line.split(",")
167:
168:                     self.__brakemode = int([ item.strip().split("Brake:")[1].strip() for item in data if "Brake:" in item ][0])
169:                     self.__gearset = int([ item.strip().split("Gear:")[1].strip() for item in data if "Gear:" in item ][0])
170:                     self.__slew = int([ int(item.strip().split("Slew:")[1].strip()) for item in data if "Slew:" in item ][0])
171:                     # self.__slew = 120
172:
173:
174:                     self.__brakemode = self.__brakemode_names.get(self.__brakemode, "??")
175:                     self.__gearset = self.__gearset_names.get(self.__gearset, "??")
176:
177:                     self.__pid["kP"] = float([ float(item.strip().split("kP:")[1].strip()) for item in data if "kP:" in item ][0])
178:                     self.__pid["kI"] = float([ float(item.strip().split("kI:")[1].strip()) for item in data if "kI:" in item ][0])
179:                     self.__pid["kD"] = float([ float(item.strip().split("kD:")[1].strip()) for item in data if "kD:" in item ][0])
180:                     self.__pid["I_max"] = float([ float(item.strip().split("I_max:")[1].strip()) for item in data if "I_max:" in item ][0])
181:                     is_first_line = False
182:                 continue
183:
184:
185:     data = self.__get_data_point(line)
186:     if data:
187:         self.__voltage_data["back_right"].append(data.get("voltage4"))
188:         self.__voltage_data["back_left"].append(data.get("voltage3"))
189:         self.__voltage_data["front_right"].append(data.get("voltage2"))
190:         self.__voltage_data["front_left"].append(data.get("voltage1"))
191:
192:         self.__velocity_data["back_right"].append(data.get("velocity4"))
193:         self.__velocity_data["back_left"].append(data.get("velocity3"))
194:         self.__velocity_data["front_right"].append(data.get("velocity2"))
195:         self.__velocity_data["front_left"].append(data.get("velocity1"))
196:
197:         self.__time_data.append(data.get("time"))
198:         self.__integral_data.append(data.get("integral"))
199:         self.__vel_setpoint_data.append(data.get("vel_setpoint"))
200:         self.__heading_sp_data.append(data.get("heading_sp"))
201:         self.__heading_data.append(data.get("relative_heading"))
202:         self.__position_sp_data.append(data.get("position_sp"))
203:         self.__position_r_data.append(data.get("position_r_data"))
204:         self.__position_l_data.append(data.get("position_l_data"))
205:         self.__correction_data.append(data.get("correction"))
206:
207:
208: def print_data(self):
209:     """
210:     prints data
211:
212:     useful for debugging
213:     """
214:     print("\nVoltage Data:", len(self.__voltage_data), "data points")
215:     for item in self.__voltage_data:
216:         print(item)
217:
218:     print("\nVelocity Data:", len(self.__velocity_data), "data points")
219:     for item in self.__velocity_data:
220:         print(item)
221:
222:     print("\nIntegral Data:", len(self.__integral_data), "data points")
223:     for item in self.__integral_data:
224:         print(item)
225:
226:

```



```

227: print("\nTime Data:", len(self.__time_data), "data points")
228: for item in self.__time_data:
229:     print(item)
230:
231: print("\nVelocity Setpoint Data:", len(self.__vel_setpoint_data), "data points")
232: for item in self.__vel_setpoint_data:
233:     print(item)
234:
235: print("\nHeading Setpoint Data:", len(self.__heading_sp_data), "data points")
236: for item in self.__heading_sp_data:
237:     print(item)
238:
239: print("\nRelative Heading Data:", len(self.__heading_data), "data points")
240: for item in self.__heading_data:
241:     print(item)
242:
243: print("\nPosition Setpoint:", len(self.__position_sp), "data points")
244: for item in self.__position_sp:
245:     print(item)
246:
247: # print("\nPosition Data:", len(self.__position_data), "data points")
248: # for item in self.__position_data:
249: #     print(item)
250:
251:
252: print("\nPID constants:")
253: for key in self.__pid:
254:     print(key, ":", self.__pid[key])
255:
256:
257: print("\nBrakemode:", self.__brakemode)
258: print("Gearset:", self.__gearset)
259: print("Slew Rate:", self.__slew)
260:
261:
262: def get_data(self):
263:     """
264:     returns a dictionary of the data that was parsed
265:     """
266:     data = {
267:         "voltage":self.__voltage_data,
268:         "velocity":self.__velocity_data,
269:         "integral":self.__integral_data,
270:         "vel_setpoint":self.__vel_setpoint_data,
271:         "heading_setpoint":self.__heading_sp_data,
272:         "heading_data":self.__heading_data,
273:         "position_sp":self.__position_sp,
274:         "position_r":self.__position_r_data,
275:         "position_l":self.__position_l_data,
276:         "time":self.__time_data,
277:         "brakemode":self.__brakemode,
278:         "gearset":self.__gearset,
279:         "slew_rate":self.__slew,
280:         "correction":self.__correction_data,
281:         "pid_constants":self.__pid
282:     }
283:
284:     return data
285:
286:
287:
288: def gen_sample_data(num_data_pts=1000, setpoint=100, file="ut.txt"):
289:     """
290:     makes a random set of data that can be used for a unit test
291:     """
292:     if os.path.isfile(file):
293:         os.remove(file)
294:     f = open(file, "a")
295:
296:     step = setpoint / num_data_pts #setpoint / ...
297:     min_vel = 0
298:     for i in range(num_data_pts):
299:         vel = (random.randint(int(min_vel), int(min_vel + step)) ** 1 / ((i+setpoint)/num_data_pts)) + setpoint/10
300:         vol = (((vel + 200) * (12000 + 12000)) / (200 + 200)) - 12000 + random.randint(-600, 600); #scale vel to voltage range and add jitter
301:         data = "[INFO] Motor 1, Actual_Vol: " + str(vol)
302:         data += ", Brake: 1, Gear: 1, I_max: 1000, I: 100, kD: 0, kI: 0, "
303:         data += "kP: 1.0, Slew: 40, Time: " + str(i)
304:         data += ", Heading_Sp: 0.0, Relative_Heading: " + str((0 + (random.randrange(-100, 100, 1) / 100)))
305:         data += ", Position_Sp: 1000, Position: 1000"
306:         data += ", Vel_Sp: " + str(setpoint) + ", Vel: " + str(vel) + "\n"
307:
308:         f.write(data)
309:
310:         min_vel += step
311:
312:
313:     f.close()
314:
315: # unit test
316:
317: # gen_sample_data(file="test.txt")
318: # P = Parser()
319: # P.parse_file("test.txt")
320: # P.print_data()
321:
322:

```

```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Sun Dec 29 12:38:16 2019
5:
6: @author: aiden
7: """
8: import plotly.graph_objects as go
9: from plotly.subplots import make_subplots
10: import numpy as np
11: import math
12:
13: class DebugGraph:
14:     """
15:     class for making a graph for debugging PID data
16:     """
17:     def __init__(self, data_dict, parameters):
18:         self.time_data = data_dict.get("time")
19:         self.vel_data = data_dict.get("velocity")
20:         self.vol_data = data_dict.get("voltage")
21:         self.vel_sp = data_dict.get("vel_sp")
22:         self.heading_sp = data_dict.get("heading_sp")
23:         self.heading_data = data_dict.get("heading_data")
24:         self.position_sp = data_dict.get("position_sp")
25:         self.position_r_data = data_dict.get("position_r")
26:         self.position_l_data = data_dict.get("position_l")
27:         self.integral_data = data_dict.get("integral")
28:         self.correction_data = data_dict.get("correction")
29:
30:         #add legend for constants
31:         self.constants_text = "kP: " + str(parameters.get("kP")) + "\n"
32:         self.constants_text += "kI: " + str(parameters.get("kI")) + "\n"
33:         self.constants_text += "kD: " + str(parameters.get("kD")) + "\n"
34:         self.constants_text += "Integral Max: " + str(parameters.get("I_max")) + "\n"
35:         self.constants_text += "\n"
36:         self.constants_text += "Brakemode: " + str(parameters.get("brakemode")) + "\n"
37:         self.constants_text += "Gearset: " + str(parameters.get("gearset")) + "\n"
38:         self.constants_text += "Slew Rate (mV/ms): " + str(parameters.get("slew")) + "\n"
39:
40:     def __to_in_per_sec2(self, degrees_per_ms2, wheel_diameter=3.25):
41:         circumference = math.pi * wheel_diameter
42:         revolutions_per_ms2 = degrees_per_ms2 / 360
43:         linear_distance = revolutions_per_ms2 * circumference
44:         in_per_sec2 = linear_distance * 1000 # convert ms to sec
45:         return in_per_sec2
46:
47:     def make_graph(self, y1, y2=None, track_y1_sp=True, track_y2_sp=True):
48:         """
49:         returns a graph object with given axis parameters
50:         """
51:         title = "PID Tuning - "
52:         x = self.time_data
53:         if y1 == "velocity":
54:             y1_data = [self.vel_data.get("back_right"), self.vel_data.get("front_right"), self.vel_data.get("back_left"), self.vel_data.get("front_left")]
55:             y1_sp = self.vel_sp
56:             y1_title = "Velocity (RPM)"
57:             name1 = ["Back Right Velocity", "Front Right Velocity", "Back Left Velocity", "Front Left Velocity"]
58:             title += "Velocity"
59:         elif y1 == "voltage":
60:             y1_data = [self.vol_data.get("back_right"), self.vol_data.get("front_right"), self.vol_data.get("back_left"), self.vol_data.get("front_left")]
61:             y1_sp = []
62:             y1_title = "Voltage (mV)"
63:             name1 = ["Back Right Voltage", "Front Right Voltage", "Back Left Voltage", "Front Left Voltage"]
64:             title += "Voltage"
65:         elif y1 == "heading":
66:             y1_data = [self.heading_data]
67:             y1_sp = self.heading_sp
68:             y1_title = "Relative Heading (Degrees)"
69:             name1 = ["Relative Heading of Robot"]
70:             title += "Relative Heading of Robot"
71:         elif y1 == "position":
72:             y1_data = [self.position_l_data, self.position_r_data]
73:             y1_sp = self.position_sp
74:             y1_title = "Position"
75:             name1 = ["Position of Right Sensor", "Position of Left Sensor"]
76:             title += "Position of Sensor"
77:         elif y1 == "integral":
78:             y1_data = [self.integral_data]
79:             y1_title = "Integral"
80:             y1_sp = []
81:             name1 = ["Integral Value"]
82:             title += "Integral"
83:         elif y1 == "correction":
84:             y1_data = [self.correction_data]
85:             y1_title = "correction"
86:             y1_sp = []
87:             name1 = ["Correction"]
88:             title += "Correction"
89:         elif y1 == "acceleration":
90:             vel_data_l = np.diff(self.position_l_data) / np.diff(x)
91:             vel_data_r = np.diff(self.position_r_data) / np.diff(x)
92:             accel_data_l = []
93:             accel_data_r = []
94:             for i, r in zip(np.diff(vel_data_l) / np.diff(x[:-1]), np.diff(vel_data_r) / np.diff(x[:-1])):
95:                 accel_data_l.append(self.__to_in_per_sec2(l))
96:                 accel_data_r.append(self.__to_in_per_sec2(r))
97:             y1_data = [accel_data_l, accel_data_r]
98:             x = x[:-2]
99:             y1_title = "Acceleration"
100:             y1_sp = []
101:             name1 = ["Acceleration of Right Sensor", "Acceleration of Left Sensor"]
102:             title += "Acceleration"
103:         else:
104:             y1_data = []
105:             y1_sp = []
106:             y1_title = ""
107:             name1 = ""
108:
109:         if y2 == "velocity":
110:             y2_data = [self.vel_data.get("back_right"), self.vel_data.get("front_right"), self.vel_data.get("back_left"), self.vel_data.get("front_left")]
111:             y2_sp = self.vel_sp
112:             y2_title = "Velocity (RPM)"
113:

```

## ..PIDDebugging/graph.py

```

114:     name2 = ["Back Right Velocity", "Front Right Velocity", "Back Left Velocity", "Front Left Velocity"]
115:     title += "Velocity"
116:     elif y2 == "voltage":
117:         y2_data = [self.vol_data.get("back_right"), self.vol_data.get("front_right"), self.vol_data.get("back_left"), self.vol_data.get("front_left")]
118:         y2_sp = []
119:         y2_title = "Voltage (mV)"
120:         name2 = ["Back Right Voltage", "Front Right Voltage", "Back Left Voltage", "Front Left Voltage"]
121:         title += "Voltage"
122:     elif y2 == "heading":
123:         y2_data = [self.heading_data]
124:         y2_sp = self.heading_sp
125:         y2_title = "Relative Heading (Degrees)"
126:         name2 = ["Relative Heading of Robot"]
127:         title += "Relative Heading of Robot"
128:     elif y2 == "position":
129:         y2_data = [self.position_l_data, self.position_r_data]
130:         y2_sp = self.position_sp
131:         y2_title = "Position"
132:         name2 = ["Position of Right Sensor", "Position of Left Sensor"]
133:         title += "Position of Sensor"
134:     elif y2 == "integral":
135:         y2_data = [self.integral_data]
136:         y2_sp = []
137:         name2 = ["Integral Value"]
138:         title += "Integral"
139:     else:
140:         y2_data = []
141:         y2_sp = []
142:         y2_title = ""
143:         name2 = ""
144:
145:     if y2_data:
146:         plot = make_subplots(specs=[[{"secondary_y": True}]]))
147:     else:
148:         plot = go.Figure()
149:
150:     for data, name in zip(y1_data, name1):
151:         plot.add_trace(
152:             go.Scatter(
153:                 x=x,
154:                 y=data,
155:                 mode="lines",
156:                 line=dict(dash='solid', color='blue'),
157:                 name=name,
158:                 yaxis='y1',
159:             )
160:         )
161:     if track_y1_sp:
162:         plot.add_trace(
163:             go.Scatter(
164:                 x=x,
165:                 y=y1_sp,
166:                 mode="lines",
167:                 line=dict(dash='dash', color='blue'),
168:                 name="Setpoint",
169:                 yaxis='y1',
170:             )
171:         )
172:
173:     if y2_data:
174:         for data, name in zip(y2_data, name2):
175:             plot.add_trace(
176:                 go.Scatter(
177:                     x=x,
178:                     y=data,
179:                     mode="lines",
180:                     line=dict(dash='solid', color='green'),
181:                     name=name,
182:                 ),
183:             ),
184:             secondary_y=True
185:         )
186:     if track_y2_sp:
187:         plot.add_trace(
188:             go.Scatter(
189:                 x=x,
190:                 y=y2_sp,
191:                 mode="lines",
192:                 line=dict(dash='dash', color='green'),
193:                 name="Setpoint",
194:             ),
195:             secondary_y=True
196:         )
197:
198:     title += " vs Time"
199:     plot.update_layout(
200:         title=title,
201:         xaxis=dict(
202:             title="Time (ms)"
203:         ),
204:         font=dict(
205:             family="Courier New, monospace",
206:             size=14,
207:             color="#7f7f7f"
208:         ),
209:         showlegend=True,
210:         legend=dict(x=1.2, y=1.1),
211:         plot_bgcolor="rgb(255, 255, 255)"
212:     )
213:
214:
215:     plot.update_xaxes(
216:         tickangle=45,
217:         showgrid=False,
218:         mirror=True,
219:         ticks='outside',
220:         showline=True
221:     )
222:
223:     plot.update_yaxes(
224:         tickangle=0,
225:         showgrid=False,
226:         zeroline=True,

```

```
227:         zerolinewidth=2,
228:         zerolinecolor="black",
229:         mirror=True,
230:         ticks='outside',
231:         showline=True
232:
233:     )
234:
235:     if y2_data:
236:         plot.update_yaxes(title_text=y1_title, secondary_y=False, color="blue")
237:         plot.update_yaxes(title_text=y2_title, secondary_y=True, color="green")
238:     else:
239:         plot.update_yaxes(title_text=y1_title)
240:     pass
241:
242:     return plot
243:
244:
245: #unit test
246: #
247: #import numpy as np
248: #
249: #time = range(50)
250: #velocity = [20 * np.sin(x) for x in time]
251: #voltage = [x * 60 for x in velocity]
252: #pid = ("kP":1.0,"kI":.001,"kD":.25,"kl_max":5,"brakemode": "Brake", "gearset": "18:1", "slew":400)
253: #x = DebugGraph(time, velocity, voltage, 12, pid)
254: #x.get_graph().show()
255: #x.get_graph().savefig("test.png", bbox_inches='tight')
256:
```

## ../PIDDebugging/lcd.py

```

1:  #!/usr/bin/env python3
2:  # -*- coding: utf-8 -*-
3:  """
4:  Created on Mon Jan 6 22:38:31 2020
5:
6:  @author: aiden
7:  """
8:  class LCD:
9:      """
10:     class for communicating with the vex lcd via serial communication
11:     """
12:     def __init__(self, serial_write, serial_read):
13:         self.lcd_screen = serial_write
14:         self.lcd_buttons = serial_read
15:
16:         self.__flags = 0x00
17:         self.__line_1 = "" * 16
18:         self.__line_2 = "" * 16
19:
20:         self.__num_chars = 16
21:
22:
23:     def __write_line(self):
24:         """
25:         Writes to the lcd. Runs from thread, not called by user
26:
27:         Returns
28:         -----
29:         int
30:         1 on success.
31:         """
32:
33:         #line 1 bytearray
34:         send_array = bytearray()
35:         send_array.append(0xAA)
36:         send_array.append(0x55)
37:         send_array.append(0x1E)
38:         send_array.append(0x12)
39:         send_array.append(0x00)
40:         checksum = 0x00
41:
42:         for char in self.__line_1:
43:             send_array.append(ord(char))
44:             checksum += (ord(char))
45:
46:         self.lcd_screen.write(send_array)
47:
48:         #line 2 bytearray
49:         send_array = bytearray()
50:         send_array.append(0xAA)
51:         send_array.append(0x55)
52:         send_array.append(0x1E)
53:         send_array.append(0x12)
54:         send_array.append(0x01)
55:         checksum = 0x01
56:
57:         for char in self.__line_1:
58:             send_array.append(ord(char))
59:             checksum += (ord(char))
60:
61:         self.lcd_screen.write(send_array)
62:
63:         return 1
64:
65:
66:
67:
68:     def write_string(self, string, ln=0, align="left"):
69:         """
70:         writes a string to the lcd
71:         handles multiline writing by keeping track of line one and line two
72:         and adding a newline character between them
73:
74:         returns 0 on unsuccessful write and 1 if completed successfully
75:         """
76:         buffer = self.__num_chars - len(string)
77:         if align == "center":
78:             left_spaces = round(buffer/2, 0)
79:             right_spaces = self.__num_chars - len(string) - left_spaces
80:             if right_spaces < 0:
81:                 right_spaces = 0
82:             string = (" " * left_spaces) + string + (" " * right_spaces)
83:
84:         elif align == "right":
85:             left_spaces = self.__num_chars - len(string)
86:             if left_spaces < 0:
87:                 left_spaces = 0
88:             string = (" " * left_spaces) + string
89:
90:         elif align == "left":
91:             string = string
92:
93:         else:
94:             return 0
95:
96:         if len(string) > self.__num_chars: #cap string length to the number of characters on the lcd
97:             string = string[:self.__num_chars]
98:
99:
100:         if ln == 0:
101:             self.__line_1 = string
102:         elif ln == 1:
103:             self.__line_2 = string
104:
105:         return 1
106:
107:
108:
109:
110:     def clear(self, line):
111:         """
112:         clears a line on the lcd by sending spaces
113:         """

```

```
114: Parameters
115: -----
116: line : int
117:     the line to clear.
118:
119: Returns
120: -----
121: int
122:     1 on success, 0 on failure.
123:
124: """
125: string = " " * 16
126: ret = self.write_string(string, ln=line)
127:
128: if not ret:
129:     return 0
130:
131: return 1
132:
133:
```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Sun Oct 13 21:14:17 2019
5:
6: @author: aiden
7:
8:
9: import time
10: import pyautogui
11:
12: time.sleep(.5)
13:
14: pyautogui.typewrite("/s+")
15: pyautogui.press("enter")
16:
17: pyautogui.typewrite(" * @param:")
18: pyautogui.press("enter")
19:
20: pyautogui.typewrite(" * @param:")
21: pyautogui.press("enter")
22:
23: pyautogui.typewrite(" * @return:")
24: pyautogui.press("enter")
25:
26: pyautogui.typewrite(" *")
27: pyautogui.press("enter")
28:
29: pyautogui.typewrite(" * @see:")
30: pyautogui.press("enter")
31:
32: pyautogui.typewrite(" * @see:")
33: pyautogui.press("enter")
34:
35: pyautogui.typewrite(" *")
36: pyautogui.press("enter")
37:
38: pyautogui.typewrite(" * description_of_function_line_1")
39: pyautogui.press("enter")
40:
41: pyautogui.typewrite(" * description_of_function_line_2")
42: pyautogui.press("enter")
43:
44: pyautogui.typewrite(" * description_of_function_line_3")
45: pyautogui.press("enter")
46:
47: pyautogui.typewrite(" *")
48: pyautogui.press("enter")
49:
50: pyautogui.typewrite(" *")
51: pyautogui.press("enter")
52:
53: pyautogui.press("backspace")
```

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Sun Oct 13 21:20:16 2019
5:
6: @author: aiden
7: """
8:
9: import time
10: import pyautogui
11:
12: time.sleep(.5)
13:
14: pyautogui.typewrite("/s+m")
15: pyautogui.press("enter")
16:
17: pyautogui.typewrite(" * how_function_works_line_1")
18: pyautogui.press("enter")
19:
20: pyautogui.typewrite("\n how_function_works_line_2")
21: pyautogui.press("enter")
22:
23: pyautogui.typewrite("\n how_function_works_line_3")
24: pyautogui.press("enter")
25:
26:
27: pyautogui.typewrite("\n")
28: pyautogui.press("enter")
29:
30: pyautogui.press("backspace")
```



```
1: #!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3: """
4: Created on Sun Oct 13 21:23:07 2019
5:
6: @author: aiden
7: """
8:
9: import time
10: import pyautogui
11:
12: time.sleep(.5)
13:
14: pyautogui.typewrite("/s+")
15: pyautogui.press("enter")
16:
17: pyautogui.typewrite(" * @see:")
18: pyautogui.press("enter")
19:
20: pyautogui.typewrite(" * @see:")
21: pyautogui.press("enter")
22:
23: pyautogui.typewrite(" *")
24: pyautogui.press("enter")
25:
26: pyautogui.typewrite(" * purpose_of_class_line_1")
27: pyautogui.press("enter")
28:
29: pyautogui.typewrite(" * purpose_of_class_line_2")
30: pyautogui.press("enter")
31:
32: pyautogui.typewrite(" * purpose_of_class_line_3")
33: pyautogui.press("enter")
34:
35: pyautogui.typewrite(" *")
36: pyautogui.press("enter")
37:
38: pyautogui.press("backspace")
```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Sun Oct 13 20:50:03 2019
5:
6: @author: aiden
7:
8:
9: import time
10: import pyautogui
11:
12: time.sleep(.5)
13:
14: pyautogui.typewrite('/')
15: pyautogui.press('enter')
16:
17: pyautogui.typewrite('* @file:')
18: pyautogui.press('enter')
19:
20: pyautogui.typewrite('* @author:')
21: pyautogui.press('enter')
22:
23: pyautogui.typewrite('* @reviewed_on:')
24: pyautogui.press('enter')
25:
26: pyautogui.typewrite('* @reviewed_by:')
27: pyautogui.press('enter')
28:
29: pyautogui.typewrite('TODO:')
30: pyautogui.press('enter')
31:
32: pyautogui.typewrite('')
33: pyautogui.press('enter')
34:
35: pyautogui.typewrite('description_of_contents_line_1')
36: pyautogui.press('enter')
37:
38: pyautogui.typewrite('description_of_contents_line_2')
39: pyautogui.press('enter')
40:
41: pyautogui.typewrite('description_of_contents_line_3')
42: pyautogui.press('enter')
43:
44: pyautogui.typewrite('')
45: pyautogui.press('enter')
46:
47: pyautogui.typewrite('')
48: pyautogui.press('enter')
49:
50: pyautogui.press('backspace')
```

```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Thu Aug 15 10:16:03 2019
5:
6: @author: aiden
7: """
8: import inspect
9: import colorama
10: import fcntl
11: import os
12: import readline
13: import struct
14: import termios
15:
16: import cpp_types
17: import config
18: import exceptions
19:
20:
21: class HeaderGen:
22:     """
23:     Wrapper class for working with cpp types and header files
24:     used to easily generate code based on user input
25:     """
26:     def __init__(self, header_obj):
27:         self.header = header_obj
28:         self.children = header_obj.get_children()
29:         self.focus = header_obj
30:         self.current_type = "header"
31:         self.loc = "/" + self.header.file_name
32:
33:         self.commands = {
34:             "ls": self.__ls,
35:             "view": self.__view,
36:             "cd": self.__change_focus,
37:             "exit": self.__exit,
38:             "new": self.__new,
39:             "write": self.__write,
40:             "add": self.__add,
41:             "help": self.__help
42:         }
43:
44:     @classmethod
45:     def __exit(cls, *_):
46:         """
47:         exit function for shell
48:         """
49:         raise exceptions.Exit
50:
51:     def __ls(self, *_):
52:         """
53:         lists data on focused object
54:         """
55:         print(self.focus.list_data() + "\n")
56:
57:     def __view(self, *args):
58:         """
59:         shows the generated text of the focused object
60:         param bool header_text sets the view to either
61:         the generated header text or the generated implementation
62:         file text
63:         """
64:
65:         if args[0] == []:
66:             header_text = True
67:         elif str(args[0][0].upper()) == "HEADER":
68:             header_text = True
69:         elif str(args[0][0].upper()) == "IMPLEMENTATION":
70:             header_text = False
71:         else:
72:             raise exceptions.UnknownOption
73:
74:         text = self.focus.gen_header_text() if header_text else self.focus.gen_impl_text()
75:         print(text + "\n")
76:
77:     def __change_focus(self, *args):
78:         """
79:         changes focus to user specified input
80:         no return
81:         """
82:         name = args[0][0]
83:         if name == "":
84:             self.focus = self.focus.parent
85:             self.update_type(self.focus)
86:             self.children = self.focus.get_children()
87:         elif self.focus.has_children():
88:             if name in self.children.keys():
89:                 self.focus = self.children.get(name)
90:                 self.update_type(self.focus)
91:                 self.children = self.focus.get_children()
92:             else:
93:                 print("invalid selection")
94:         else:
95:             print("focused object has no children")
96:
97:
98:         path = [self.focus]
99:         while len(path) == len(set(path)):
100:             path.insert(0, path[0].parent)
101:         path.pop(0)
102:         path.pop(0)
103:         self.loc = "/" + self.header.file_name + "/" + ".".join(x.name for x in path)
104:
105:
106:     def __new_class(self, name):
107:         """
108:         adds a class object to a header file object
109:         param name = type str of name of the class
110:
111:         throws invalid addition if not currently focused on header object
112:         """
113:

```

```

114:         if self.current_type == "header":
115:             obj = cpp_types.cpp_class(name, self.focus)
116:             self.header.classes.append(obj)
117:         else:
118:             raise exceptions.InvalidAddition
119:
120:
121: def __new_func(self, loc, return_type, name, static=False):
122:     """
123:     adds a function object to a header file or class object
124:     param name = type str of name of the function
125:     param return_type = type of function
126:     param static = is the function static or not
127:
128:     throws invalid addition if incorrect params are passed
129:     """
130:     obj = cpp_types.cpp_func(name, return_type, static, self.focus)
131:
132:     if self.current_type == "header":
133:         self.focus.funcs.append(obj)
134:     elif self.current_type == "class":
135:         if static:
136:             if loc.upper() == "PUBLIC":
137:                 self.focus.public["static_func"].append(obj)
138:             elif loc.upper() in ["PROT", "PROTECTED"]:
139:                 self.focus.protected["static_func"].append(obj)
140:             else:
141:                 self.focus.private["static_func"].append(obj)
142:         else:
143:             if loc.upper() == "PUBLIC":
144:                 self.focus.public["func"].append(obj)
145:             elif loc.upper() in ["PROT", "PROTECTED"]:
146:                 self.focus.protected["func"].append(obj)
147:             else:
148:                 self.focus.private["func"].append(obj)
149:         else:
150:             raise exceptions.InvalidAddition
151:
152: def __new_var(self, loc, var_type, name, static=False):
153:     """
154:     adds a function object to a header file or class object
155:     param name = type str of name of the function
156:     param var_type = type of variable
157:     param static = is the variable static or not
158:
159:     throws invalid addition if incorrect params are passed
160:     """
161:     obj = cpp_types.cpp_variable(name, var_type, static, self.focus)
162:
163:     if self.current_type == "header":
164:         self.focus.static_vars.append(obj)
165:     elif self.current_type == "class":
166:         if static == "static":
167:             if loc.upper() == "PUBLIC":
168:                 self.focus.public["static_var"].append(obj)
169:             elif loc.upper() in ["PROT", "PROTECTED"]:
170:                 self.focus.protected["static_var"].append(obj)
171:             else:
172:                 self.focus.private["static_var"].append(obj)
173:         else:
174:             if loc.upper() == "PUBLIC":
175:                 self.focus.public["var"].append(obj)
176:             elif loc.upper() in ["PROT", "PROTECTED"]:
177:                 self.focus.protected["var"].append(obj)
178:             else:
179:                 self.focus.private["var"].append(obj)
180:         else:
181:             raise exceptions.InvalidAddition
182:
183:
184:
185: def __new_include(self, include_type, name):
186:     """
187:     adds an include to a header file
188:     param type (lib, user) - type of include
189:     param name - name of include
190:
191:     throws invalid addition if incorrect params are passed
192:     """
193:     if include_type == "user":
194:         self.header.user_includes.append(name.strip())
195:     elif include_type == "lib":
196:         self.header.lib_includes.append(name.strip())
197:     else:
198:         raise exceptions.InvalidAddition
199:
200:
201:
202: def __new(self, *args):
203:     """
204:     adds a type of object to another type of object
205:     checks to see if addition is valid
206:     ex. if creating a class the parent must be of type header
207:
208:     throws InvalidAddition if the addition failed
209:     """
210:     func_dict = {
211:         "class": self.__new_class,
212:         "var": self.__new_var,
213:         "func": self.__new_func,
214:         "function": self.__new_func,
215:         "include": self.__new_include
216:     }
217:
218:     if not args[0]:
219:         raise exceptions.InvalidAddition("invalid parameters were passed")
220:
221:     obj_type = args[0][0].strip()
222:     params = list(map(lambda x: x.strip(), args[0][1:]))
223:
224:     func = func_dict.get(obj_type)
225:     if func:
226:         num_args = len(inspect.signature(func).parameters)

```

```

227:         if num_args > len(params):
228:             params.insert(0, "")
229:         while num_args > len(params):
230:             params.append("")
231:
232:     elif func_dict.get(args[0][1].strip()): #if argument in second position
233:         #is a valid command then switch
234:         #param in first position to front
235:         #of params list
236:         func = func_dict.get(args[0][1].strip())
237:         params = list(map(lambda x: x.strip(), args[0][2:]))
238:
239:         num_args = len(inspect.signature(func).parameters)
240:         if num_args > len(params):
241:             params.insert(0, args[0][0].strip())
242:         while num_args > len(params):
243:             params.append("")
244:
245:     else:
246:         raise exceptions.InvalidAddition("invalid function call")
247:
248:     func(*params[:num_args])
249:     self.children = self.focus.get_children()
250:
251:
252:
253: def __add_function_param(self, param_type, param_name):
254:     """
255:     adds parameters to a function
256:     @param param_type - type str of the cpp type
257:     @param param_name - name of the parameter
258:     throws Invalid Addition on failure or invalid params
259:     """
260:     if self.current_type != "function":
261:         raise exceptions.InvalidAddition
262:
263:     param = param_type.strip() + " " + param_name.strip()
264:     self.focus.params.append(param)
265:
266:
267: def __add(self, *args):
268:     """
269:     used to add attributes such as parameters to a function
270:
271:     throws invalid addition if the addition failed
272:     """
273:     func_dict = {
274:         "param": self.__add_function_param
275:     }
276:
277:     if not args[0]:
278:         raise exceptions.InvalidAddition("invalid parameters were passed")
279:
280:     obj_type = args[0][0].strip()
281:     params = list(map(lambda x: x.strip(), args[0][1:]))
282:
283:     func = func_dict.get(obj_type)
284:
285:     if func:
286:         num_args = len(inspect.signature(func).parameters)
287:         while num_args > len(params):
288:             params.append("")
289:
290:         func(*params[:num_args])
291:         self.children = self.focus.get_children()
292:
293:     else:
294:         raise exceptions.InvalidAddition("invalid function call")
295:
296:
297:
298:
299: def __write(self, *_):
300:     """
301:     writes the text generated from the header file into an actual file
302:     as well as generating and writing the text for an implementation
303:     file
304:     """
305:     header_file_name = self.header.file_name
306:     impl_file_name, _ = os.path.splitext(self.header.file_name)
307:     impl_file_name += ".cpp"
308:
309:     with open(header_file_name, "a") as file:
310:         file.write(self.header.gen_header_text())
311:
312:     with open(impl_file_name, "a") as file:
313:         file.write(self.header.gen_impl_text())
314:
315:
316:
317:
318: def __help(self, *_):
319:     """
320:     prints docstrings for each function
321:     """
322:     #get terminal size to set max chars per line
323:     _, columns, _, _ = struct.unpack('HHHH',
324:                                     fcntl.ioctl(0, termios.TIOCGWINSZ,
325:                                                  struct.pack('HHHH', 0, 0, 0, 0)))
326:
327:     max_chars = columns - 5
328:     help_msg = ""
329:     spaces = len(max(list(self.commands.keys()), key=len))
330:
331:     for key in self.commands:
332:         doc_str = str(self.commands.get(key).__doc__).strip().replace("\n", " ")
333:         words = doc_str.split(" ")
334:         words = list(filter(lambda a: a != "", words))
335:
336:         line = key + (" " * (spaces - len(key))) + " - "
337:         indentation = len(line) * " "
338:         for word in words:
339:             if (len(word) + len(line)) < max_chars:

```

```

340:         line += word + " "
341:     else:
342:         help_msg += line + "\n"
343:         line = indentation + word + " "
344:         help_msg += line + "\n\n"
345:
346: print(help_msg)
347:
348:
349:
350:
351: def update_type(self, obj):
352:     """
353:     updates self.current_type to the type of obj
354:     """
355:     types = {cpp_types.cpp_class:"class",
356:             cpp_types.cpp_func:"function",
357:             cpp_types.HeaderFile:"header",
358:             cpp_types.cpp_variable:"variable"
359:             }
360:     self.current_type = types.get(type(obj))
361:
362:
363:
364:
365: def execute_command(self, command):
366:     """
367:     executes a command from the given api
368:     api commands are stored in self.commands
369:     """
370:     cmd = self.commands.get(command.split(" ")[0].strip())
371:     args = command.split(" ")[1:]
372:     for arg in args:
373:         arg.strip()
374:
375:     try:
376:         if not cmd:
377:             raise exceptions.UnknownOption
378:         cmd(args)
379:     except exceptions.UnknownOption:
380:         pass
381:     except exceptions.InvalidAddition:
382:         pass
383:
384:
385:
386: #TODO: add dynamically changing autocomplete
387: class Shell:
388:     """
389:     contains shell like interface for generating code
390:     """
391:     def __init__(self):
392:         self.loc = ""
393:         self.functions = sorted(["new",
394:                                 "class",
395:                                 "edit",
396:                                 "ls",
397:                                 "include",
398:                                 "user",
399:                                 "lib",
400:                                 "func",
401:                                 "view",
402:                                 "exit",
403:                                 "add"])
404:
405:
406: def auto_complete(self, text, state):
407:     """
408:     function that will attempt to autocomplete user input
409:     on <tab> to s member in self.functions
410:     returns type str of first matched string
411:     """
412:     if state == 0: # on first trigger, build possible matches
413:         if text: # cache matches (entries that start with entered text)
414:             matches = [s for s in self.functions if s and s.startswith(text)]
415:         else: # no text entered, all matches possible
416:             matches = self.functions[:]
417:
418:     # return match indexed by state
419:     try:
420:         return matches[state]
421:     except IndexError:
422:         return None
423:
424:
425: def get_command(self):
426:     """
427:     gets command from user
428:     returns type str of command
429:     """
430:     print("")
431:
432:     colorama.init()
433:     readline.set_completer(self.auto_complete)
434:     readline.parse_and_bind("tab: complete")
435:
436:     command = input((config.SHELL_COLOR
437:                     + "\n"
438:                     + config.CURSOR_UP_ONE
439:                     + config.ERASE_LINE
440:                     + self.loc + " <command> "
441:                     + colorama.Fore.RESET))
442:     return command
443:
444:
445:
446: #def unit_test():
447: #    h = cpp_types.HeaderFile("MyHeader.hpp")
448: #
449: #    c = cpp_types.cpp_class("MyClass")
450: #    c.protected["func"].append(cpp_types.cpp_func("my_func", "int", 1))
451: #    c.public["var"].append("int x")
452: #    h.static_vars.append("int y")

```

```
453: # h.classes.append(c)
454: #
455: # t = h.gen_header_text()
456: # print(t)
457:
458:
459:
460:
461: file_name = input(config.SHELL_COLOR
462:     + "\n"
463:     + config.CURSOR_UP_ONE
464:     + config.ERASE_LINE
465:     + "Enter name of Header File to Create "
466:     + colorama.Fore.RESET)
467:
468: if not any(s in file_name and s[-len(s):] == file_name[-len(s):] for s in ['.hpp', '.h']):
469:     raise exceptions.InvalidFileName
470:
471:
472:
473: header = cpp_types.HeaderFile(file_name)
474: s = Shell()
475: s.loc += file_name + "\n"
476: header_gen = HeaderGen(header)
477:
478:
479: while 1:
480:     try:
481:         try:
482:             usr_command = s.get_command()
483:         except KeyboardInterrupt:
484:             print()
485:             raise exceptions.Exit
486:
487:         header_gen.execute_command(usr_command)
488:         s.loc = header_gen.loc
489:
490:     except exceptions.Exit:
491:         break
492:
493:
494:
495: #unit_test()
496:
```

```

1:  #!/usr/bin/env python3
2:  # -*- coding: utf-8 -*-
3:  """
4:  Created on Sat Aug 17 19:52:41 2019
5:  """
6:  @author: aiden
7:  """
8:  import os
9:  import config
10:
11:  class cpp_class:
12:  """
13:  contains methods and data for a cpp class
14:  generates text for header and implementation files
15:  """
16:  def __init__(self, name, parent):
17:      self.name = name
18:
19:      self.has_children = True
20:      self.parent = parent
21:
22:      self.private = {
23:          "func": [],
24:          "static_func": [],
25:          "var": [],
26:          "static_var": []
27:      }
28:      self.protected = {
29:          "func": [],
30:          "static_func": [],
31:          "var": [],
32:          "static_var": []
33:      }
34:      self.public = {
35:          "func": [],
36:          "static_func": [],
37:          "var": [],
38:          "static_var": []
39:      }
40:
41:
42:
43:  @classmethod
44:  def __keys_empty(cls, section):
45:  """
46:  checks if all keys in a dictionary have no value
47:  returns True if empty, False otherwise
48:  """
49:  for key in section:
50:      if section.get(key):
51:          return False
52:
53:  return True
54:
55:
56:
57:
58:  def list_data(self):
59:  """
60:  lists the data in the class by category
61:  returns type str of data
62:  """
63:
64:  text = ""
65:  sections = [self.private,
66:              self.protected,
67:              self.public]
68:  section_names = ["private:\n",
69:                  "protected:\n",
70:                  "public:\n"]
71:
72:  for i, section in enumerate(sections):
73:      text += section_names[i] + "\nstatic variables\n"
74:      for static_var in section.get("static_var"):
75:          text += "\t\t\t" + static_var.var_type + " " + static_var.name + "\n"
76:
77:      text += "\nvariables\n"
78:      for var in section.get("var"):
79:          text += "\t\t\t" + var.var_type + " " + var.name + "\n"
80:
81:      text += "\nstatic functions\n"
82:      for static_func in section.get("static_func"):
83:          text += "\t\t\t" + static_func.type + " " + static_func.name + "\n"
84:
85:      text += "\nifunctions\n"
86:      for func in section.get("func"):
87:          text += "\t\t\t" + func.type + " " + func.name + "\n"
88:
89:  return text
90:
91:
92:
93:  def get_children(self):
94:  """
95:  returns a dict of children names and their object
96:  ex. {name1:obj1,
97:       name2:obj2,
98:       name3:obj3,
99:       ...}
100:  """
101:
102:  children = {}
103:  sections = [self.private, self.protected, self.public]
104:
105:  for section in sections:
106:      for static_var in section.get("static_var"):
107:          children.update({static_var.name:static_var})
108:
109:      for var in section.get("var"):
110:          children.update({var.name:var})
111:
112:      for static_func in section.get("static_func"):
113:          children.update({static_func.name:static_func})

```



```

114:         for func in section.get("func"):
115:             children.update({func.name:func})
116:
117:     return children
118:
119:
120: def gen_header_text(self):
121:     """
122:     takes data in the class and generates text for a class in
123:     a header file
124:     returns type str of text
125:     """
126:     text = "class " + self.name + "\n\n\tprivate:\n"
127:
128:     TODO: condense, function too long, too many branches
129:     for member in self.private.get("static_func"):
130:         text += "\t\t" + member.gen_header_text()
131:     if self.private.get("static_func"):
132:         text += "\n\n"
133:
134:     for member in self.private.get("func"):
135:         text += "\t\t" + member.gen_header_text()
136:     if self.private.get("func"):
137:         text += "\n\n"
138:
139:     for member in self.private.get("static_var"):
140:         text += "\t\t" + member.gen_header_text()
141:     if self.private.get("static_var"):
142:         text += "\n\n"
143:
144:     for member in self.private.get("var"):
145:         text += "\t\t" + member.gen_header_text()
146:     if self.private.get("var"):
147:         text += "\n\n"
148:
149:
150:     prot_txt = ""
151:     if not self.__keys_empty(self.protected):
152:         if not empty
153:         prot_txt = "\tprotected:\n"
154:         for member in self.protected.get("static_func"):
155:             prot_txt += "\t\t" + member.gen_header_text()
156:         if self.protected.get("static_func"):
157:             prot_txt += "\n\n"
158:
159:         for member in self.protected.get("func"):
160:             prot_txt += "\t\t" + member.gen_header_text()
161:         if self.protected.get("func"):
162:             prot_txt += "\n\n"
163:
164:         for member in self.protected.get("static_var"):
165:             prot_txt += "\t\t" + member.gen_header_text()
166:         if self.protected.get("static_var"):
167:             prot_txt += "\n\n"
168:
169:         for member in self.protected.get("var"):
170:             prot_txt += "\t\t" + member.gen_header_text()
171:         if self.protected.get("var"):
172:             prot_txt += "\n\n"
173:     elif self.__keys_empty(self.protected) and not config.REMOVE_PROTECTED_IF_EMPTY:
174:         if empty and dont remove protected
175:         prot_txt = "\tprotected:\n"
176:
177:     text += prot_txt + "\tpublic:\n\t\t" + self.name + "();\n\t\t" + self.name + "();\n\n"
178:
179:
180:     for member in self.public.get("static_func"):
181:         text += "\t\t" + member.gen_header_text()
182:     if self.public.get("static_func"):
183:         text += "\n\n"
184:
185:     for member in self.public.get("func"):
186:         text += "\t\t" + member.gen_header_text()
187:     if self.public.get("func"):
188:         text += "\n\n"
189:
190:     for member in self.public.get("static_var"):
191:         text += "\t\t" + member.gen_header_text()
192:     if self.public.get("static_var"):
193:         text += "\n\n"
194:
195:     for member in self.public.get("var"):
196:         text += "\t\t" + member.gen_header_text()
197:     if self.public.get("var"):
198:         text += "\n\n"
199:
200:     text += "};\n"
201:
202:     tab = ""
203:     for _ in range(config.TAB_SIZE):
204:         tab += " "
205:     text = text.replace("\t", tab)
206:
207:     return text
208:
209:
210:
211: def gen_impl_text(self):
212:     """
213:     generates text for a class in an implementation file
214:     returns type str of text
215:     """
216:     text = ""
217:
218:
219:     sections = [self.private, self.protected, self.public]
220:     for section in sections:
221:         for static_var in section.get("static_var"):
222:             text += static_var.gen_impl_text()
223:
224:     text += "\n\n\n" + self.name + "::" + self.name + "()\n\n\n"
225:     text += "\n\n\n" + self.name + "::" + self.name + "()\n\n\n\n\n\n\n"
226:

```

```

227:     for section in sections:
228:         for static_func in section.get("static_func"):
229:             text += static_func.gen_impl_text() + "\n\n"
230:
231:         for func in section.get("func"):
232:             text += func.gen_impl_text() + "\n\n"
233:
234:     return text
235:
236:
237:
238:
239: class cpp_func:
240:     """
241:     contains data about a cpp function type
242:     can be either static or not and has methods to
243:     generate text in both header and implementation file
244:     """
245:     def __init__(self, name, return_type, static, parent):
246:         self.type = return_type
247:         self.name = name
248:         self.static = bool(static)
249:
250:         self.has_children = False
251:         self.parent = parent
252:
253:         self.params = []
254:
255:
256:
257:
258:     def get_children(self):
259:         """
260:         returns a dict of children names and their object
261:         ex. {name1:obj1,
262:             name2:obj2,
263:             name3:obj3,
264:             ...}
265:         since there are no accesible children, an empty
266:         list is returned
267:         """
268:         return {}
269:
270:
271:
272:     def list_data(self):
273:         """
274:         lists the data in the function by category
275:         returns type str of data
276:         """
277:         text = "type:\n\t" + self.type + "\nname:\n\t" + self.name + "\nstatic:\n\t"
278:         text += "yes\n" if self.static else "no\n"
279:         text += "parameters:\n"
280:         for param in self.params:
281:             text += "\t" + param + "\n"
282:
283:         return text
284:
285:
286:
287:
288:     def gen_header_text(self):
289:         """
290:         generates text for a function with given dataset to be placed
291:         in a header file
292:         returns type str of text for header file
293:         """
294:         text = ""
295:         if self.static:
296:             text += "static "
297:
298:         text += self.type + " "
299:         text += self.name + "{ "
300:         for param in self.params:
301:             text += param + ", "
302:         k = text.rfind(',')
303:         if k > 0:
304:             text = text[k] + text[k+1:]
305:             text += ";\n"
306:
307:         return text
308:
309:
310:
311:
312:     def gen_impl_text(self, class_name=""):
313:         """
314:         generates text for a function with a given dataset to be placed
315:         in an implementation file
316:         returns type str of text for implementation file
317:         """
318:         text = ""
319:
320:         text += self.type + " "
321:         if class_name:
322:             text += class_name + "::" + self.name + "{ "
323:         else:
324:             text += self.name + "{ "
325:
326:         for param in self.params:
327:             text += param + ", "
328:         k = text.rfind(',')
329:         if k > 0:
330:             text = text[k] + text[k+1:]
331:
332:         text += ";\n\n"
333:
334:         return text
335:
336:
337:
338:
339: class cpp_variable:

```

```

340: """
341: contains data about a cpp variable type
342: can be either static or not and has methods to
343: generate text in both header and implementation file
344: """
345: def __init__(self, name, var_type, static, parent):
346:     self.var_type = var_type
347:     self.name = name
348:     self.static = bool(static)
349:
350:     self.has_children = False
351:     self.parent = parent
352:
353:
354:
355: def get_children(self):
356:     """
357:     returns a dict of children names and their object
358:     ex. {name1:obj1,
359:         name2:obj2,
360:         name3:obj3,
361:         ...}
362:     since there are no accesible children, an empty
363:     list is returned
364:     """
365:     return {}
366:
367:
368:
369: def list_data(self):
370:     """
371:     lists the data in the variable by category
372:     returns type str of data
373:     """
374:
375:     text = "type:\n\t" + self.var_type + "\nname:\n\t" + self.name + "\nstatic:\n\t"
376:     text += "yes\n" if self.static else "no\n"
377:
378:     return text
379:
380:
381:
382:
383: def gen_header_text(self):
384:     """
385:     generates text for a variable with given dataset to be placed
386:     in a header file
387:     returns type str of text for header file
388:     """
389:     text = "static " if self.static else ""
390:
391:     text += self.var_type + " " + self.name + ";"
392:
393:     return text
394:
395:
396:
397:
398: def gen_impl_text(self):
399:     """
400:     generates text for a variable with a given dataset to be placed
401:     in an implementation file
402:     returns type str of text for implementation file
403:     """
404:     return self.var_type + " " + self.name + " = ;\n"
405:
406:
407:
408:
409:
410: class HeaderFile:
411:     """
412:     contains data for a cpp header file
413:     data can also be used to generate an implementation file
414:     """
415:     def __init__(self, file_name):
416:         self.file_name = file_name
417:
418:         self.parent = self
419:         self.has_children = True
420:
421:         self.user_includes = []
422:         self.lib_includes = []
423:         self.classes = []
424:         self.static_vars = []
425:         self.funcs = []
426:
427:
428:
429:
430: def list_data(self):
431:     """
432:     lists the data in the header file by category
433:     returns type str of data
434:     """
435:     text = "file name:\n\t" + self.file_name + "\nlibrary includes:\n"
436:     for include in self.lib_includes:
437:         text += "\t" + include + "\n"
438:
439:     text += "user includes:\n"
440:     for include in self.user_includes:
441:         text += "\t" + include + "\n"
442:
443:     text += "classes:\n"
444:     for cpp_cls in self.classes:
445:         text += "\t" + cpp_cls.name + "\n"
446:
447:     text += "variables:\n"
448:     for static_var in self.static_vars:
449:         text += "\t" + static_var.gen_header_text() + "\n"
450:
451:     text += "functions:\n"
452:     for func in self.funcs:

```

```

453:         text += "\t" + func.type + " " + func.name + "\n"
454:
455:     return text
456:
457:
458:
459:
460:
461: def get_children(self):
462:     """
463:     returns a dict of children names and their object
464:     ex. {name1:obj1,
465:         name2:obj2,
466:         name3:obj3,
467:         ...}
468:     """
469:     children = {}
470:
471:     for cpp_cls in self.classes:
472:         children.update({cpp_cls.name:cpp_cls})
473:
474:     for static_var in self.static_vars:
475:         children.update({static_var.name:static_var})
476:
477:     for func in self.funcs:
478:         children.update({func.name:func})
479:
480:     return children
481:
482:
483:
484:
485: def gen_header_text(self):
486:     """
487:     generates text for a header file
488:     returns type str of text
489:     """
490:     #add header guards
491:     guard, _ = os.path.splitext(self.file_name)
492:     guard = guard.split("/")[-1]
493:
494:     text = "#ifndef __" + guard.upper() + "_HPP__\n"
495:     text += "#define __" + guard.upper() + "_HPP__\n\n"
496:
497:     for include in sorted(self.lib_includes):
498:         text += "#include <" + include + ">\n"
499:
500:     text += '\n#include "main.h"\n\n'
501:
502:     for include in sorted(self.user_includes):
503:         text += "#include '" + include + "'\n"
504:
505:     text += "\n\n"
506:
507:     for c in self.classes:
508:         text += c.gen_header_text() + "\n\n\n\n"
509:
510:     for func in self.funcs:
511:         text += func.gen_header_text() + "\n"
512:     if self.funcs:
513:         text += "\n\n\n\n"
514:
515:     for var in self.static_vars:
516:         text += var.gen_header_text()
517:     if self.static_vars:
518:         text += "\n\n\n\n"
519:
520:     text += "#endif\n"
521:
522:     return text
523:
524:
525:
526:
527: def gen_impl_text(self):
528:     """
529:     generates text for an implementation file
530:     returns type str of text
531:     """
532:     text = ""
533:     for include in sorted(self.lib_includes):
534:         text += "#include <" + include + ">\n"
535:
536:     text += '\n#include "main.h"\n\n'
537:
538:     text += '#include "' + self.file_name + "'\n\n"
539:
540:     for include in sorted(self.user_includes):
541:         text += "#include '" + include + "'\n"
542:
543:     text += "\n\n"
544:
545:     for var in self.static_vars:
546:         text += var.gen_impl_text()
547:     if self.static_vars:
548:         text += "\n\n\n\n"
549:
550:     for c in self.classes:
551:         text += c.gen_impl_text() + "\n\n\n\n"
552:
553:     for func in self.funcs:
554:         text += func.gen_impl_text()
555:     if self.funcs:
556:         text += "\n\n\n\n"
557:
558:     return text

```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Tue Aug 20 16:48:22 2019
5:
6: @author: aiden
7:
8:
9: class Exit(Exception):
10:
11:     thrown for graceful program termination
12:     stack trace might not be shown if raised
13:
14:     pass
15:
16: class UnknownOption(Exception):
17:
18:     thrown when an invalid parameter or and invalid command is given
19:
20:     def __init__(self):
21:         msg = "Unknown option given"
22:         super().__init__(msg)
23:         print(msg)
24:
25: class InvalidFileName(Exception):
26:
27:     exception for and invalid file name given
28:
29:     def __init__(self):
30:         msg = ("Invalid file name given:\n"
31:               + "must end in valid header extension type ex:'.hpp' or '.h'")
32:
33:         super().__init__(msg)
34:         print(msg)
35:         raise Exit
36:
37: class InvalidAddition(Exception):
38:
39:     addition of object failed
40:
41:     def __init__(self, msg=None):
42:         if not msg:
43:             msg = ("adding of object failed: check to see that parent is of a valid type\n"
44:                   + "and that parameters were passed correctly")
45:         super().__init__(msg)
46:         print(msg)
```

05/19/20  
18:55:20

../CodeGenerator/config.py

1

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: '''
4: Created on Sat Aug 17 19:53:35 2019
5: '''
6: @author: aiden
7: '''
8: import colorama
9:
10: TAB_SIZE = 4
11: REMOVE_PROTECTED_IF_EMPTY = True
12: SHELL_COLOR = colorama.Fore.LIGHTGREEN_EX
13: CURSOR_UP_ONE = '\x1b[1A'
14: ERASE_LINE = '\x1b[2K'
```

05/19/20  
18:55:20

../CodeGenerator/codegen.sh

1

```
1: #!/bin/bash  
2: #move this to /bin and give executable permissions  
3: #to be able to run python script from anywhere  
4: python3 /home/aiden/Documents/VexCode-2019/CodeGen/code_gen.py
```

```

1: import tkinter as tk
2:
3: import robot
4: import field
5: import fieldObjects
6: import autonomous
7: import runningFrame
8: import robotInfoFrame
9: import controlPanelFrame
10:
11:
12: #user defines
13: X_RES = 1600
14: Y_RES = 900
15: ROBOT_START_TILE = [0, 1]
16: ROBOT_START = [0, 6]
17: ROBOT_START_ANGLE = 0
18:
19:
20:
21: #sets up and draws field
22: f = field.Field(X_RES, Y_RES)
23: f.drawField()
24: f.drawGrid()
25: f.fieldInfo()
26: field = f.field
27: fieldSize = f.distance
28: robotCoordinates = field[ROBOT_START_TILE[0]][ROBOT_START_TILE[1]].placeRobot([ROBOT_START[0], ROBOT_START[1]])
29:
30: fieldObjects.main(field)
31:
32:
33:
34: #gets canvas and tkinter object
35: canvas = f.canvas
36: master = f.master
37:
38:
39:
40: #sets up GUI further
41: master.title("Autonomous Simulator")
42: master.wm_title("Autonomous Simulator")
43: icon = tk.Image("photo", file="autonSimulator.png")
44: # master.tk.call('wm', 'iconphoto', master._w, icon)
45: master.resizable(0, 0)
46:
47:
48: #sets up buttons and labels
49: runningPane = runningFrame.runningFrame(master)
50: robotInfoPane = robotInfoFrame.robotInfoFrame(master)
51: controlPanelPane = controlPanelFrame.controlPanelFrame(master, runningPane)
52:
53: runningPane.placeObjects()
54: robotInfoPane.placeObjects()
55: controlPanelPane.placeObjects()
56:
57:
58:
59: #moves robot to start location
60: bot = robot.robot(fieldSize=fieldSize, tkobj=master, canvas=canvas, controlPanelFrame=controlPanelPane, robotInfoFrame=robotInfoPane)
61: bot.show(angle=ROBOT_START_ANGLE, position=robotCoordinates)
62:
63:
64: def motion(event):
65:     x, y = event.x, event.y
66:     screen_offset_x = (X_RES - (Y_RES - 100)) / 2
67:     screen_offset_y = 50
68:     offset_x = bot.x_offset_in
69:     offset_y = bot.y_offset_in
70:     # print(bot.inches(x), bot.x_offset_in)
71:     corrected_coords = [bot.inches(x) - bot.y_offset_in, bot.inches(y) - bot.x_offset_in]
72:     print('{0}, {1}'.format(corrected_coords[0], corrected_coords[1]))
73:
74: def forward(event):
75:     bot.forward(25)
76:
77: def backward(event):
78:     bot.backward(25)
79:
80: def turnRight(event):
81:     bot.turnRight(2)
82:
83: def turnLeft(event):
84:     bot.turnLeft(2)
85:
86:
87: #runs autonomous
88: try:
89:     master.bind('<Motion>', motion)
90:     master.bind('w', forward)
91:     master.bind('s', backward)
92:     master.bind('a', turnLeft)
93:     master.bind('d', turnRight)
94:
95:     auton = autonomous.auton(bot, master, controlPanelPane, robotInfoPane)
96:     auton.commands()
97:
98: except tk.TclError:
99:     pass
100:
101: finally:
102:     try: #finished all the way through
103:         controlPanelPane.disable()
104:
105:         controlPanelPane.idle()
106:
107:     except tk.TclError: #window closed
108:         print("finished")
109:
110:
111:
112:
113:

```



01/15/21  
08:11:07

../AutonSimulator/main.py

2

114:  
115:  
116:  
117:  
118:

```

1:  #!/usr/bin/env python3
2:  # -*- coding: utf-8 -*-
3:  import time
4:
5:  class auton:
6:      #####
7:      contains autonomous commands
8:      #####
9:  def __init__(self, robotObj, master, controlPanelFrame, robotInfoFrame):
10:      self.controlPanelFrame = controlPanelFrame
11:      self.robotInfoFrame = robotInfoFrame
12:      self.robot = robotObj
13:      self.master = master
14:
15:      self.orientationLabelText = self.robotInfoFrame.orientationLabelText
16:      self.orientationLabelText.set("orientation: " + str(self.robot.orientationDegrees))
17:
18:      self.controlPanelFrame.runningLabelText.set(self.controlPanelFrame.options.get(str(self.controlPanelFrame.keepRunning)))
19:
20:
21:
22:  def nextFrame(self, waitTime=0):
23:      #####
24:      updates tkinter canvas and allows for a wait
25:      time
26:      #####
27:
28:      self.master.update()
29:
30:      timeSlept = 0
31:      while timeSlept <= waitTime:
32:          if self.controlPanelFrame.keepRunning:
33:              time.sleep(0.1)
34:              timeSlept += 0.1
35:              self.master.update()
36:          else: #sets robot to idle
37:              time.sleep(0.1)
38:              self.master.update()
39:
40:
41:  def intakeStart(self, rotations):
42:      #####
43:      for translator
44:      #####
45:      pass
46:
47:  def outakeStart(self, rotations):
48:      #####
49:      for translator
50:      #####
51:      pass
52:
53:  def intakeEnd(self, Time):
54:      #####
55:      for translator
56:      #####
57:      pass
58:
59:  def catapult(self, rotations):
60:      #####
61:      for translator
62:      #####
63:      pass
64:
65:  def capFlipper(self, rotations):
66:      #####
67:      for translator
68:      #####
69:      pass
70:
71:
72:  def commands(self):
73:      #####
74:      autonomous commands
75:      #####
76:      self.nextFrame(1)
77:
78:      self.robot.drive_to_point(0, 27)
79:      self.nextFrame(25)
80:
81:      self.robot.drive_to_point(27.2, 5.5, 1)
82:      self.nextFrame(25)
83:
84:      self.robot.drive_to_point(0, 27)
85:      self.nextFrame(25)
86:
87:      self.robot.drive_to_point(-22.5, 4.8, 1)
88:      self.nextFrame(25)
89:
90:      # self.robot.forward(350)
91:      # self.nextFrame(25)
92:
93:      #self.robot.turnLeft(10)
94:      #self.nextFrame(25)
95:
96:
97:      # self.robot.drive_to_point(0, 30)
98:      # self.nextFrame(25)
99:
100:
101:      # self.robot.drive_to_point(0, 0)
102:      # self.nextFrame(1)
103:
104:
105:
106:
107:
108:
109:  ##### unit test #####
110:  # import random #
111:  # for x in range(0,4): #
112:  # self.robot.forward(500) #
113:  # self.nextFrame(1) #

```

```

114: # # #
115: # self.robot.turnLeft(90) #
116: # self.nextFrame(1) #
117: # # #
118: # self.robot.turnLeft(45) #
119: # self.nextFrame(1) #
120: # # #
121: # for x in range(0,4): #
122: # self.robot.forward(400) #
123: # self.nextFrame(1) #
124: # # #
125: # self.robot.turnRight(90) #
126: # self.nextFrame(1) #
127: # # #
128: # self.robot.turnRight(45) #
129: # self.nextFrame(1) #
130: # # #
131: # # #
132: # for x in range(0, 6): #
133: # self.robot.forward(500) #
134: # self.nextFrame(1) #
135: # # #
136: # self.robot.turnRight(random.randint(10,90)) #
137: # self.nextFrame(1) #
138: # # #
139: #####
140:
141:
142:

```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4:#!/usr/bin/env python3
5: #-*- coding: utf-8 -*-
6:import smtplib
7:import getpass
8:
9:
10:SEND_EMAIL = 0
11:FILE = 'autonomous.py'
12:
13:
14:class email():
15:    def __init__(self):
16:        self.passwd = None
17:        self.user_email = 'jg570144@gmail.com'
18:        self.recipients = []
19:
20:        self.message = None
21:
22:        self.smtpObj = None
23:        self.check = None
24:        self.subject = None
25:        self.body = None
26:        self.sent = 0
27:
28:
29:    def getCredentials(self):
30:        #self.user_email = input("email address:\n")
31:        self.passwd = getpass.getpass()
32:
33:
34:    def getMessage(self, oldCode, newCode):
35:        r = int(input("\nEnter number of recipients\n"))
36:
37:        for x in range(r):
38:            remail = input("enter recipient email\n")
39:            self.recipients.append(remail)
40:
41:        self.subject = "translated autonomous code"
42:
43:        self.body = "old auton code:\n\n"
44:
45:        for i in oldCode:
46:            self.body = self.body + i + '\n'
47:            print("")
48:
49:        self.body = self.body + '\n\n\nnew auton code:\n\n'
50:
51:        for i in finalCode:
52:            self.body = self.body + i + '\n'
53:
54:        self.body = self.body + '\n\n\nthis is an automated message\ncourtesy of Aiden'
55:        print("")
56:
57:
58:
59:    def login(self):
60:        self.smtpObj = smtplib.SMTP("smtp.gmail.com:587")
61:        self.smtpObj.starttls()
62:        self.smtpObj.ehlo()
63:        self.smtpObj.login(self.user_email, self.passwd)
64:
65:
66:    def send(self):
67:        print('sent: ')
68:
69:        message = "Subject: " + self.subject + "\n" + self.body
70:
71:        self.check = self.smtpObj.sendmail(self.user_email, self.recipients, message)
72:
73:    def close(self):
74:        self.smtpObj.quit()
75:
76:
77:
78:
79:
80:
81:
82:
83:
84:
85:
86:class Translator:
87:
88:    def __init__(self, file):
89:        self.file = open(file)
90:        self.code = self.file.readlines()
91:
92:        self.oldCode = []
93:        self.newCode = []
94:
95:        self.conversion = {
96:            "turnRight": "turnRightV",
97:            "turnLeft": "turnLeftV",
98:            "rightSide": "rs",
99:            "leftSide": "ls",
100:            "forward": "driveForward",
101:            "backward": "driveForward",
102:            "reverse": "changeDirection",
103:            "intakeStart": "intakeStart",
104:            "intakeEnd": "intakeEnd",
105:            "outake": "intakeStart",
106:            "catapult": "shootBall",
107:            "capFlipper": "flip"
108:        }
109:
110:
111:        self.functionMap = {
112:            "value": self.value,
113:            "sleep100RPM": self.sleep100RPM,
```

05/19/20  
18:55:20

```
../AutonSimulator/codeConvertor.py
```

2

```

114:         "sleep200RPM": self.sleep200RPM,
115:         "sleep600RPM": self.sleep600RPM,
116:         "negativeValue": self.negativeValue,
117:         "noParam": self.noParam
118:     }
119:
120:
121:     self.specialInstructions = {
122:         "forward": ["value", "sleep200RPM"],
123:         "backward": ["negativeValue", "sleep200RPM"],
124:         "turnLeft": ["noParam"],
125:         "turnRight": ["noParam"],
126:         "intakeStart": ["negativeValue"],
127:         "outakeStart": ["value"],
128:         "intakeEnd": ["sleep600"],
129:         "catapult": ["value", "sleep100"],
130:         "capFlipper": ["value"],
131:     }
132:
133:
134:
135:     self.parameterValue = ""
136:     self.sleepTime = ""
137:     self.separator = ""
138:     self.instructions = []
139:
140:
141: def value(self):
142:     self.parameterValue = str(self.parameterValue)
143:     self.sleepTime = ""
144:     self.separator = ""
145:
146: def sleep100RPM(self):
147:     RPM = 100
148:     RPS = RPM / 60
149:     revolutions = (abs(float(self.parameterValue)) / 360)
150:     self.sleepTime = (1000 * (revolutions / RPS)) + 50
151:     #self.sleepTime = str(int((1000 * abs(float(self.parameterValue))/360)) + 200)
152:     if len(self.instructions) == 1:
153:         self.parameterValue = ""
154:         self.separator = ""
155:     else:
156:         self.separator = ", "
157:
158: def sleep200RPM(self):
159:     RPM = 200
160:     RPS = RPM / 60
161:     revolutions = (abs(float(self.parameterValue)) / 360)
162:     self.sleepTime = (1000 * (revolutions / RPS)) + 50
163:     if len(self.instructions) == 1:
164:         self.parameterValue = ""
165:         self.separator = ""
166:     else:
167:         self.separator = ", "
168:
169: def sleep600RPM(self):
170:     RPM = 600
171:     RPS = RPM / 60
172:     revolutions = (abs(float(self.parameterValue)) / 360)
173:     self.sleepTime = (1000 * (revolutions / RPS)) + 50
174:     if len(self.instructions) == 1:
175:         self.parameterValue = ""
176:         self.separator = ""
177:     else:
178:         self.separator = ", "
179:
180:
181: def negativeValue(self):
182:     self.parameterValue = str(0 - float(self.parameterValue))
183:     self.sleepTime = ""
184:     self.separator = ""
185:
186: def noParam(self):
187:     self.parameterValue = ""
188:     self.sleepTime = ""
189:     self.separator = ""
190:
191:
192:
193:
194:
195: def translate(self):
196:
197:     for i in self.code:
198:
199:         try:
200:             oldCommand = i.split("(")[1]
201:             try:
202:                 rawCommand = i.split("(",")[2]
203:                 oldCommand = oldCommand + "," + rawCommand
204:             except:
205:                 rawCommand = i.split("(")[1]
206:
207:             oldCommand = oldCommand.split(")")
208:             oldCommand = 'self.' + oldCommand + ")"
209:
210:             command = rawCommand.split("(")[0]
211:             value = rawCommand.split("(")[1]
212:             self.parameterValue = value.split(")")
213:
214:             self.instructions = list(self.specialInstructions.get(command))
215:             for j in self.instructions:
216:                 self.functionMap[str(j)]()
217:
218:             newCommand = self.conversion.get(command)
219:             newCommand = (newCommand
220:                 + "(" + str(self.parameterValue)
221:                 + str(self.separator)
222:                 + str(self.sleepTime)
223:                 + ")")
224:
225:             self.oldCode.append(oldCommand)

```

```
227:         self.newCode.append(newCommand)
228:         self.parameterValue = ""
229:         self.sleep = ""
230:         self.separator = ""
231:
232:     except:
233:         self.parameterValue = ""
234:         self.sleep = ""
235:         self.separator = ""
236:
237:     return self.oldCode, self.newCode
238:
239:
240:
241: t = Translator(FILE)
242: oldCode, finalCode = t.translate()
243:
244:
245: if SEND_EMAIL:
246:     s = email()
247:     s.getCredentials()
248:     s.getMessage(oldCode, finalCode)
249:     s.login()
250:     s.send()
251:     s.close()
252:
253:     print("")
254:     print("")
255:     print("done")
256:
257: else:
258:     for i in oldCode:
259:         print(i)
260:     print("")
261:     for i in finalCode:
262:         print(i)
263:
264:
265:
266:
267:
268:
269:
270:
271:
272:
273:
274:
```

## ../AutonSimulator/controlPanelFrame.py

```

1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3: import tkinter as tk
4: import time
5:
6: class controlPanelFrame:
7:     """
8:     makes frame object for all labels and buttons
9:     """
10:     def __init__(self, master, runningFrame):
11:         self.runningLabelText = runningFrame.runningLabelText
12:         self.master = master
13:
14:         self.guiFrame = tk.Frame(self.master)
15:         self.guiFrame.grid(row=1, column=0, sticky='news')
16:
17:         self.speed = 7
18:         self.keepRunning = True
19:
20:         self.options = {
21:             "True": "running",
22:             "False": "paused "
23:         }
24:
25:         self.pauseButtonTextOptions = {
26:             "True": "pause ",
27:             "False": "resume"
28:         }
29:
30:
31:         ##### labels #####
32:
33:         #speed label
34:         self.speedLabelText = tk.StringVar()
35:         self.speedLabel = tk.Label(self.guiFrame, textvariable=self.speedLabelText)
36:
37:
38:         ##### buttons #####
39:
40:         self.fasterButton = tk.Button(self.guiFrame, text='+', command=self.__faster)
41:         self.slowerButton = tk.Button(self.guiFrame, text='-', command=self.__slower)
42:
43:         self.pauseButtonText = tk.StringVar()
44:         self.pauseButton = tk.Button(self.guiFrame, textvariable=self.pauseButtonText, command=self.__pause)
45:         self.master.bind("<space>", self.__pause)
46:
47:
48:
49:
50:     def __changeSpeedLabel(self):
51:         self.speedLabelText.set(" speed: " + str(self.speed))
52:
53:
54:
55:     def __faster(self):
56:         if self.speed < 10:
57:             self.speed = self.speed + 1
58:             self.__changeSpeedLabel()
59:
60:     def __slower(self):
61:         if self.speed > 1:
62:             self.speed = self.speed - 1
63:             self.__changeSpeedLabel()
64:
65:     def __pause(self, event=None):
66:         """
67:         pauses robot actions
68:         """
69:         self.keepRunning = not self.keepRunning
70:
71:         self.runningLabelText.set(self.options.get(str(self.keepRunning)))
72:         self.pauseButtonText.set(self.pauseButtonTextOptions.get(str(self.keepRunning)))
73:
74:         self.master.update()
75:
76:
77:     def idle(self):
78:         """
79:         sends canvas into idle state
80:         """
81:         while 1:
82:             time.sleep(0.1)
83:             self.master.update()
84:
85:     def disable(self):
86:         self.pauseButton.config(state="disabled")
87:         self.fasterButton.config(state="disabled")
88:         self.slowerButton.config(state="disabled")
89:
90:         self.master.unbind("<space>")
91:
92:     def placeObjects(self):
93:         """
94:         places all buttons and labels
95:         """
96:
97:         self.pauseButton.grid(row=0, column=2, columnspan=4, rowspan=2, sticky='news', padx=30)
98:
99:         self.speedLabel.grid(row=2, column=2, columnspan=4, rowspan=1, sticky='news')
100:
101:         self.slowerButton.grid(row=0, column=0, rowspan=3, columnspan=2, sticky='news')
102:         self.fasterButton.grid(row=0, column=6, rowspan=3, columnspan=2, sticky='news')
103:
104:
105:         #sets default value of labels
106:         self.pauseButtonText.set(self.pauseButtonTextOptions.get(str(self.keepRunning)))
107:         self.speedLabelText.set(" speed: " + str(self.speed))
108:         self.runningLabelText.set(self.options.get(str(self.keepRunning)))
109:
110:

```

## ../AutonSimulator/fieldObjects.py

```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3:
4:
5: def main(field):
6:     main
7:     creates field elements
8:
9:     #draw white line auton line
10:    for num in range(0,6):
11:        field[2][num].drawRectangle(vertexes=[[47,0],[47,47],[47,47],[47,0]], color="ffffff", width=10, outline="ffffff")
12:
13:    #draw red alliance starting line
14:    for num in range(0,6):
15:        field[4][num].drawRectangle(vertexes=[[47,0],[47,47],[47,47],[47,0]], color="ffffff", width=7, outline="ffffff")
16:
17:    #draw blue alliance starting line
18:    for num in range(0,6):
19:        field[0][num].drawRectangle(vertexes=[[47,0],[47,47],[47,47],[47,0]], color="ffffff", width=7, outline="ffffff")
20:
21:    field[0][3].drawRectangle(vertexes=[[0,0],[47,0],[47,0],[0,0]], color="ffffff", width=10, outline="ffffff")
22:    field[5][3].drawRectangle(vertexes=[[0,0],[47,0],[47,0],[0,0]], color="ffffff", width=10, outline="ffffff")
23:
24:    #corner goal
25:    field[0][0].drawObjectFieldElementCircle(position=[11, 11], color='919191', size=10)
26:    field[5][0].drawObjectFieldElementCircle(position=[36, 10], color='919191', size=10)
27:    field[0][5].drawObjectFieldElementCircle(position=[11, 38], color='919191', size=10)
28:    field[5][5].drawObjectFieldElementCircle(position=[36, 38], color='919191', size=10)
29:
30:    #cross goals
31:    field[3][0].drawObjectFieldElementCircle(position=[0, 10], color='919191', size=10)
32:    field[3][3].drawObjectFieldElementCircle(position=[0, 0], color='919191', size=10)
33:    field[3][5].drawObjectFieldElementCircle(position=[0, 38], color='919191', size=10)
34:
35:    field[0][3].drawObjectFieldElementCircle(position=[10, 0], color='919191', size=10)
36:    field[5][3].drawObjectFieldElementCircle(position=[36, 0], color='919191', size=10)
37:
38:    #game objects
39:
40:    #corner balls
41:    field[0][0].drawObjectFieldElementCircle(position=[24, 24], color='blue', size=7)
42:    field[0][5].drawObjectFieldElementCircle(position=[24, 24], color='blue', size=7)
43:
44:    field[5][0].drawObjectFieldElementCircle(position=[24, 24], color='red', size=7)
45:    field[5][5].drawObjectFieldElementCircle(position=[24, 24], color='red', size=7)
46:
47:    #middle balls
48:    field[3][2].drawObjectFieldElementCircle(position=[0, 29], color='blue', size=7)
49:    field[3][3].drawObjectFieldElementCircle(position=[18, 0], color='blue', size=7)
50:
51:    field[3][3].drawObjectFieldElementCircle(position=[0, 18], color='red', size=7)
52:    field[2][3].drawObjectFieldElementCircle(position=[29, 0], color='red', size=7)
53:
54:    #other balls
55:    field[3][1].drawObjectFieldElementCircle(position=[0, 24], color='blue', size=7)
56:    field[3][4].drawObjectFieldElementCircle(position=[0, 24], color='red', size=7)
57:
58:

```



```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: import tkinter as tk
4:
5:
6: class Tile:
7:     """
8:     gives ability to draw objects on each tile
9:     """
10:     def __init__(self, x, y, distance, canvas):
11:         self.canvas = canvas
12:
13:         self.distance = distance
14:
15:         self.P1 = [x, y]
16:         self.P2 = [x + distance, y]
17:         self.P3 = [x, y + distance]
18:         self.P4 = [x + distance, y + distance]
19:
20:
21:         self.grid = []
22:         x = self.P1[0]
23:         increment = self.distance/47
24:         for i in range(0, 48): #makes grid with coordinates
25:             column = []
26:             y = self.P1[1]
27:             for j in range(0, 48):
28:                 coords = [x, y]
29:                 column.append(coords)
30:                 y = y + increment
31:                 x = x + increment
32:             self.grid.append(column)
33:
34:
35:
36:     def __makeCenteredGrid(self, size):
37:         centeredGrid = []
38:         x = self.P1[0]
39:         increment = (self.distance - size) / 2
40:         for i in range(0, 3): #makes grid with coordinates
41:             column = []
42:             y = self.P1[1]
43:             for j in range(0, 3):
44:                 coords = [x, y]
45:                 column.append(coords)
46:                 y = y + increment
47:                 x = x + increment
48:             centeredGrid.append(column)
49:
50:         return centeredGrid
51:
52:
53:     def drawObjectTiles(self, position=[23, 23], size=24, color="#cccccc", outline=None, width=None):
54:         """
55:         draws object to fill a square of the grid in inches
56:         """
57:         x1 = self.grid[position[0]][position[1]][0]
58:         y1 = self.grid[position[0]][position[1]][1]
59:
60:         s = self.distance / 25
61:         for i in range(0, size):
62:             s = s + (self.distance / 25)
63:
64:         x1 = x1 - (s/2)
65:         y1 = y1 - (s/2)
66:
67:         x2 = self.grid[position[0]][position[1]][0] + (s/2)
68:         y2 = self.grid[position[0]][position[1]][1] + (s/2)
69:
70:         self.canvas.create_rectangle(x1, y1, x2, y2, outline=outline, fill=color, width=width)
71:
72:
73:
74:     def drawObjectFieldElementSquare(self, position=[1, 1], size=8, color="#cccccc", outline=None, width=None):
75:         """
76:         draws object centered on the coordinate chosen in inches
77:         """
78:         x1 = self.grid[position[0]][position[1]][0]
79:         y1 = self.grid[position[0]][position[1]][1]
80:
81:         s = self.distance / 25
82:         for i in range(0, size):
83:             s = s + (self.distance / 25)
84:
85:         x1 = x1 - (s/2)
86:         y1 = y1 - (s/2)
87:
88:         x2 = self.grid[position[0]][position[1]][0] + (s/2)
89:         y2 = self.grid[position[0]][position[1]][1] + (s/2)
90:
91:         self.canvas.create_rectangle(x1, y1, x2, y2, outline=outline, fill=color, width=width)
92:
93:
94:     def drawObjectFieldElementCircle(self, position=[1, 1], size=8, color="#cccccc", outline=None, width=None):
95:         """
96:         draws object centered on the coordinate chosen in inches
97:         """
98:         x1 = self.grid[position[0]][position[1]][0]
99:         y1 = self.grid[position[0]][position[1]][1]
100:
101:         s = self.distance / 25
102:         for i in range(0, size):
103:             s = s + (self.distance / 25)
104:
105:         x1 = x1 - (s/2)
106:         y1 = y1 - (s/2)
107:
108:         x2 = self.grid[position[0]][position[1]][0] + (s/2)
109:         y2 = self.grid[position[0]][position[1]][1] + (s/2)
110:
111:         self.canvas.create_oval(x1, y1, x2, y2, outline=outline, fill=color, width=width)
112:
113:

```

## ./AutonSimulator/field.py

```

114:
115:
116: def drawObjectFieldElementCentered(self, position=[1, 1], size=8, color="#ccccc", outline=None, width=None):
117:     """
118:     draws object contained only in tile in inches
119:     """
120:     s = self.distance / 25
121:     for i in range(0, size):
122:         s = s + (self.distance / 25)
123:
124:     centeredGrid = self.__makeCenteredGrid(s)
125:
126:     x1 = centeredGrid[position[0]][position[0]][0]
127:     y1 = centeredGrid[position[0]][position[1]][1]
128:
129:     x2 = centeredGrid[position[0]][position[0]][0] + s
130:     y2 = centeredGrid[position[0]][position[1]][1] + s
131:
132:     self.canvas.create_rectangle(x1, y1, x2, y2, outline=outline, fill=color, width=width)
133:
134:
135: def drawRectangle(self, vertexes=[[0, 1], [2, 1], [2, 1], [0, 1]], color="#ccccc", outline="white", width=3):
136:     """
137:     draws a rectangle given four vertices
138:     """
139:     points = [
140:         [
141:             self.grid[vertexes[0][0]][vertexes[0][0]][0],
142:             self.grid[vertexes[0][1]][vertexes[0][1]][1]
143:         ],
144:         [
145:             self.grid[vertexes[1][0]][vertexes[1][0]][0],
146:             self.grid[vertexes[1][1]][vertexes[1][1]][1]
147:         ],
148:         [
149:             self.grid[vertexes[2][0]][vertexes[2][0]][0],
150:             self.grid[vertexes[2][1]][vertexes[2][1]][1]
151:         ],
152:         [
153:             self.grid[vertexes[3][0]][vertexes[3][0]][0],
154:             self.grid[vertexes[3][1]][vertexes[3][1]][1]
155:         ]
156:     ]
157:
158:     self.canvas.create_polygon(points, outline=outline, fill=color, width=width)
159:
160:
161:
162:
163: def placeRobot(self, position=[1, 1], size=17):
164:     """
165:     draws robot in tile in inches
166:     """
167:     s = self.distance / 25
168:     for i in range(0, size):
169:         s = s + (self.distance / 25)
170:
171:     #centeredGrid = self.__makeCenteredGrid(s)
172:
173:     x1 = self.grid[position[0]][position[0]][0]
174:     y1 = self.grid[position[0]][position[1]][1]
175:
176:     x2 = self.grid[position[0]][position[0]][0] + s
177:     y2 = self.grid[position[0]][position[1]][1] + s
178:
179:     coords = [[x1, y1], [x2, y2]]
180:     return coords
181:
182:
183:
184:
185:
186:
187:
188:
189: class Field:
190:     """
191:     creates the field
192:     """
193:     def __init__(self, width, height):
194:         master = tk.Tk()
195:         self.master = master
196:         self.canvas = tk.Canvas(master, width=width, height=height)
197:         self.canvas.grid(row=0, column=0, columnspan=3)
198:
199:         self.canvas.create_rectangle(0, 0, width, height, fill="#ffffff")
200:
201:         distance = height - 100
202:         self.P1 = (((width-distance)/2), 50)
203:         self.P2 = (((width-distance)/2) + (distance)), 50)
204:         self.P3 = (((width-distance)/2), (50+distance))
205:         self.P4 = (((width-distance)/2) + (distance)), (50+distance))
206:
207:         self.width = width
208:         self.height = height
209:         self.distance = distance
210:
211:         self.field = []
212:
213:
214:
215:
216: def drawField(self):
217:     """
218:     draws the field based on the resolution given
219:     """
220:     self.canvas.create_rectangle(self.P1[0], self.P1[1], self.P4[0], self.P4[1], fill="#ccccc")
221:
222:     self.canvas.create_line(self.P1[0], self.P1[1], self.P2[0], self.P2[1], fill="black", width=7) #horizontal
223:     self.canvas.create_line(self.P1[0], self.P1[1] - 3, self.P3[0], self.P3[1] + 4, fill="black", width=7) #vertical
224:
225:     self.canvas.create_line(self.P2[0], self.P2[1] - 3, self.P4[0], self.P4[1] + 4, fill="black", width=7) #vertical
226:     self.canvas.create_line(self.P3[0], self.P3[1], self.P4[0], self.P4[1], fill="black", width=7) #horizontal

```

```
227:
228:
229:
230: def drawGrid(self):
231:     """
232:     draws grid on the field
233:     """
234:     start = (self.width - self.distance) / 2
235:     increment = self.distance / 6
236:
237:     for x in range(0, 6): #vertical lines
238:         P1 = [start + (increment*x), 50]
239:         P2 = [start + (increment*x), (50+self.distance)]
240:
241:         self.canvas.create_line(P1[0], P1[1], P2[0], P2[1], fill="black", width=2)
242:
243:     start = 50
244:     for x in range(0, 6): #horizontal lines
245:         P1 = [((self.width - self.distance) / 2), start + (increment*x)]
246:         P2 = [(((self.width - self.distance) / 2) + self.distance), start + (increment*x)]
247:
248:         self.canvas.create_line(P1[0], P1[1], P2[0], P2[1], fill="black", width=2)
249:
250:
251: def fieldInfo(self):
252:     """
253:     creates objects of each tile and appends them to a list
254:     so that it is possible to create objects on the field
255:     """
256:     distance = self.distance/6
257:     x = ((self.width-self.distance)/2)
258:
259:     for i in range(0, 6): #columns
260:         column = []
261:         y = 50
262:         for j in range(0, 6): #rows
263:             tileObject = Tile(x, y, distance, self.canvas)
264:             column.append(tileObject)
265:
266:             y = y + distance
267:             x = x + distance
268:
269:         self.field.append(column)
270:
271:
272:
273:
274:
275:
276:
277:
278:
279:
280:
```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Tue Jan 5 08:40:28 2021
5:
6: @author: aiden
7:
8: import math
9: def to_radians(degrees):
10:     return ((degrees * math.pi) / 180)
11:
12: def to_degrees(radians):
13:     return ((radians * 180) / math.pi)
14:
15: current_x = -36
16: current_y = 0
17: current_angle = to_radians(-135)
18:
19: end_x = 0
20: end_y = 0
21:
22:
23: dx = end_x - current_x
24: dy = end_y - current_y
25: print(to_degrees(math.atan2(dy, dx)))
26: dtheta = (math.atan2(dy, dx))
27: if dtheta < 0:
28:     dtheta += 2 * math.pi
29:
30: if current_angle < 0:
31:     current_angle += 2 * math.pi
32:
33: current_angle = -current_angle + (math.pi/2)
34: to_turn = current_angle - dtheta
35: print(to_degrees(current_angle), to_degrees(dtheta))
36: if to_turn > math.pi:
37:     to_turn = (-2 * math.pi) + to_turn
38: if to_turn < -math.pi:
39:     to_turn = (2 * math.pi) + to_turn
40:
41: print(to_degrees(to_turn))
```

**12/01/20**  
**18:46:56**

../AutonSimulator/requirements.txt

**1**

1: smtplib  
2: getpass  
3: tkinter  
4:

```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3:
4: import tkinter as tk
5:
6: class robotInfoFrame:
7:     """
8:     makes frame object for all labels and buttons
9:     """
10:     def __init__(self, master):
11:         self.master = master
12:
13:         self.guiFrame = tk.Frame(self.master)
14:         self.guiFrame.grid(row=1, column=2, sticky='news')
15:
16:
17:         ##### labels #####
18:
19:         # position label
20:         self.positionLabelText = tk.StringVar()
21:         self.positionLabel = tk.Label(self.guiFrame, textvariable=self.positionLabelText)
22:
23:         #orientation label
24:         self.orientationLabelText = tk.StringVar()
25:         self.orientationLabel = tk.Label(self.guiFrame, textvariable=self.orientationLabelText)
26:
27:         #distance moved label
28:         self.distanceMovedLabelText = tk.StringVar()
29:         self.distanceMovedLabel = tk.Label(self.guiFrame, textvariable=self.distanceMovedLabelText)
30:
31:         #current command label
32:         self.commandLabelText = tk.StringVar()
33:         self.commandLabel = tk.Label(self.guiFrame, textvariable=self.commandLabelText)
34:
35:         #white space
36:         self.whiteSpaceLabel = tk.Label(self.guiFrame)
37:
38:         #trailing white space
39:         self.trailingWhiteSpaceLabel = tk.Label(self.guiFrame)
40:
41:
42:
43:
44:     def placeObjects(self):
45:         """
46:         places all labels and sets default value
47:         """
48:         self.positionLabel.grid(row=0, column=8, columnspan=1, sticky='w')
49:         self.orientationLabel.grid(row=1, column=8, columnspan=1, sticky='w')
50:         self.distanceMovedLabel.grid(row=2, column=8, columnspan=1, sticky='w')
51:         self.commandLabel.grid(row=3, column=8, columnspan=1, sticky='w')
52:
53:         self.whiteSpaceLabel.grid(row=0, column=0, columnspan=7, rowspan=3, sticky='news')
54:         self.trailingWhiteSpaceLabel.grid(row=0, column=4, sticky='news')
55:
56:
57:         #configures trailing white space to be eaten
58:         self.guiFrame.grid_columnconfigure(4, weight=1)
59:
60:         self.positionLabelText.set("(x: ?, y: ?)")
61:         self.orientationLabelText.set("orientation: ")
62:         self.distanceMovedLabelText.set("distance moved: N/A")
63:         self.commandLabelText.set("command: ")
64:
65:
66:
67:
68:

```

```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: from PIL import Image
4: import io
5: import time
6: import math
7: import stopwatch
8:
9:
10: class robot:
11:     """
12:     contains all robot move functions
13:     """
14:     def __init__(self, fieldSize=None, tkobj=None, canvas=None, diameterOfWheel=4.1, controlPanelFrame=None, robotInfoFrame=None):
15:         self.controlPanelFrame = controlPanelFrame
16:         self.robotInfoFrame = robotInfoFrame
17:
18:         self.canvas = canvas
19:         self.master = tkobj
20:
21:         self.diameterOfWheel = diameterOfWheel
22:         self.fieldSize = fieldSize
23:         self.reversed = 0
24:
25:         self.sqaure = None
26:         self.line = None
27:
28:         self.squareVertexes = []
29:         self.lineVertexes = []
30:
31:         self.iteration = 0
32:
33:         self.x_offset_in = 0
34:         self.y_offset_in = 0
35:         self.theta_offset_deg = 0
36:
37:     def __calcSleepTime(self, distance, iterations):
38:         return (distance / (10*(2 ** self.controlPanelFrame.speed))) / iterations
39:
40:
41:     def __generate_postscript(self):
42:         # ps = self.canvas.postscript(colormode="color")
43:         # im = Image.open(io.BytesIO(ps.encode('utf-8')))
44:         # im.save("ps/test" + str(self.iteration) + ".jpg")
45:         # self.iteration += 1
46:         pass
47:
48:     def __calcCenters(self):
49:         """
50:         returns center of each polygon
51:         """
52:         xVals = []
53:         yVals = []
54:
55:         for i in range(0, len(self.squareVertexes)): #calculates square center
56:             xVals.append(self.squareVertexes[i][0])
57:             yVals.append(self.squareVertexes[i][1])
58:
59:         xVals.sort(reverse=True)
60:         yVals.sort(reverse=True)
61:
62:         greatestX = xVals[0]
63:         greatestY = yVals[0]
64:
65:         xVals.sort()
66:         yVals.sort()
67:
68:         leastX = xVals[0]
69:         leastY = yVals[0]
70:
71:         x = abs((greatestX - leastX)/2)) + leastX
72:         y = abs((greatestY - leastY)/2)) + leastY
73:
74:         center = [x, y]
75:
76:         return center
77:
78:
79:
80:
81:
82:
83:     def __rotate(self, Angle, pivotPoint):
84:         """
85:         rotates the robot simulating one side of the
86:         chassis moving
87:         """
88:         center = (pivotPoint[0], pivotPoint[1])
89:         angle = math.radians(Angle)
90:         cos_val = math.cos(angle)
91:         sin_val = math.sin(angle)
92:         cx, cy = center
93:
94:         new_points = []
95:         for x_old, y_old in self.squareVertexes:
96:             x_old -= cx
97:             y_old -= cy
98:             x_new = x_old * cos_val - y_old * sin_val
99:             y_new = x_old * sin_val + y_old * cos_val
100:             new_points.append([x_new + cx, y_new + cy])
101:
102:
103:         angle = math.radians(Angle)
104:         cos_val = math.cos(angle)
105:         sin_val = math.sin(angle)
106:         cx, cy = center
107:
108:         new_points2 = []
109:         for x_old, y_old in self.lineVertexes:
110:             x_old -= cx
111:             y_old -= cy
112:             x_new = x_old * cos_val - y_old * sin_val
113:             y_new = x_old * sin_val + y_old * cos_val

```

```

114:         new_points2.append([x_new + cx, y_new + cy])
115:
116:     self.squareVertexes = new_points
117:     self.lineVertexes = new_points2
118:
119:
120:
121:
122: def __rotateInPlace(self, Angle):
123:     """
124:     rotates the robot in place simulating both sides of the chassis
125:     moving
126:     """
127:     center = self.__calcCenters()
128:
129:
130:     center = (center[0], center[1])
131:
132:     angle = math.radians(Angle) #moves square
133:     cos_val = math.cos(angle)
134:     sin_val = math.sin(angle)
135:     cx, cy = center
136:     new_points = []
137:     for x_old, y_old in self.squareVertexes:
138:         x_old -= cx
139:         y_old -= cy
140:         x_new = x_old * cos_val - y_old * sin_val
141:         y_new = x_old * sin_val + y_old * cos_val
142:         new_points.append([x_new + cx, y_new + cy])
143:
144:     angle = math.radians(Angle) #moves line
145:     cos_val = math.cos(angle)
146:     sin_val = math.sin(angle)
147:     cx, cy = center
148:     new_points2 = []
149:     for x_old, y_old in self.lineVertexes:
150:         x_old -= cx
151:         y_old -= cy
152:         x_new = x_old * cos_val - y_old * sin_val
153:         y_new = x_old * sin_val + y_old * cos_val
154:         new_points2.append([x_new + cx, y_new + cy])
155:
156:
157:     self.squareVertexes = new_points
158:     self.lineVertexes = new_points2
159:
160:
161:
162: def __move(self, units):
163:     """
164:     simulates the robot moving in a straight line
165:     """
166:     quadrants = { #quadrant: [xVal, yVal]
167:         1:[1, 1],
168:         2:[-1, 1],
169:         3:[-1, -1],
170:         4:[1, -1]
171:     }
172:
173:
174:     #determine quadrant of final position
175:     #used to determine if robot needs to add or subtract
176:     #x and y value to move in that direction
177:
178:     if units > 0 and (self.orientationDegrees >= 0 and self.orientationDegrees < 90):
179:         quadrant = 1
180:     elif units < 0 and (self.orientationDegrees >= 180 and self.orientationDegrees <= 270):
181:         quadrant = 1
182:
183:     elif units > 0 and (self.orientationDegrees >= 90 and self.orientationDegrees <= 180):
184:         quadrant = 2
185:     elif units < 0 and (self.orientationDegrees >= 270 and self.orientationDegrees <= 360):
186:         quadrant = 2
187:
188:     elif units > 0 and (self.orientationDegrees >= 180 and self.orientationDegrees < 270):
189:         quadrant = 3
190:     elif units < 0 and (self.orientationDegrees >= 0 and self.orientationDegrees <= 90):
191:         quadrant = 3
192:
193:     elif units > 0 and (self.orientationDegrees >= 270 and self.orientationDegrees < 360):
194:         quadrant = 4
195:     elif units < 0 and (self.orientationDegrees >= 90 and self.orientationDegrees < 180):
196:         quadrant = 4
197:
198:
199:
200:     vals = quadrants.get(quadrant)
201:     xPol = vals[0]
202:     yPol = vals[1]
203:
204:     #absolute value simulates reference angle
205:     #trig functions of reference angles are positive
206:     x = xPol * abs(math.cos(math.radians(self.orientationDegrees)))
207:     y = yPol * abs(math.sin(math.radians(self.orientationDegrees)))
208:
209:     d = (math.sqrt((x**2) + (y**2)))
210:     distanceMoved = 0
211:
212:     stp = stopwatch.stopwatch()
213:     stp.start()
214:
215:     iterations = int(abs(units)/d)
216:     for i in range(0, iterations): #move animation
217:         if not self.controlPanelFrame.keepRunning: #allows for pause
218:             while not self.controlPanelFrame.keepRunning:
219:                 time.sleep(0.1)
220:                 self.master.update()
221:
222:     self.canvas.move(self.square, x, y)
223:     self.canvas.move(self.line, x, y)
224:
225:     self.master.update()
226:     self.__generate_postscript()

```



```

227:         time.sleep(self.__calcSleepTime(self.__encoderTicks(abs(units)), iterations))
228:
229:         eus = self.__encoderTicks(d) # shows distance moved
230:         distanceMoved = distanceMoved + eus
231:
232:         #updates vertices of square and line
233:         xChange = (xPol * abs(math.cos(math.radians(self.orientationDegrees))) * abs(units))) / iterations
234:         yChange = (yPol * abs(math.sin(math.radians(self.orientationDegrees))) * abs(units))) / iterations
235:
236:         self.squareVertexes = [
237:             [self.squareVertexes[0][0] + xChange, self.squareVertexes[0][1] + yChange],
238:             [self.squareVertexes[1][0] + xChange, self.squareVertexes[1][1] + yChange],
239:             [self.squareVertexes[2][0] + xChange, self.squareVertexes[2][1] + yChange],
240:             [self.squareVertexes[3][0] + xChange, self.squareVertexes[3][1] + yChange]
241:         ]
242:
243:         self.lineVertexes = [
244:             [self.lineVertexes[0][0] + xChange, self.lineVertexes[0][1] + yChange],
245:             [self.lineVertexes[1][0] + xChange, self.lineVertexes[1][1] + yChange],
246:             [self.lineVertexes[2][0] + xChange, self.lineVertexes[2][1] + yChange],
247:             [self.lineVertexes[3][0] + xChange, self.lineVertexes[3][1] + yChange]
248:         ]
249:
250:         self.__update()
251:
252:         self.__updateDistanceLabel(str(round(distanceMoved, 2)), "encoder ticks")
253:         self.__update_position_label()
254:
255:
256:
257:
258:
259: def __update(self):
260:     updates tkinter canvas so robot can be seen moving
261:     and also allows for a pause
262:
263:
264:     self.canvas.delete(self.square)
265:     self.canvas.delete(self.line)
266:
267:     self.square = self.canvas.create_polygon(self.squareVertexes,
268:                                             outline="black",
269:                                             fill="#949596",
270:                                             width=3)
271:
272:     self.line = self.canvas.create_polygon(self.lineVertexes, width=3)
273:
274:
275:     if not self.controlPanelFrame.keepRunning: #allows for pause during turns
276:         while not self.controlPanelFrame.keepRunning:
277:             time.sleep(0.1)
278:             self.master.update()
279:
280:     self.master.update()
281:
282:
283: def __updateDistanceLabel(self, distance=0, units=""):
284:     updates distance travelled label
285:
286:
287:     text = "distance moved: " + str(distance) + " " + units
288:     while len(text) < 38:
289:         text = text + " "
290:     self.robotInfoFrame.distanceMovedLabelText.set(text)
291:
292:     self.master.update()
293:
294: def __update_orientation_label(self, units="degrees"):
295:     angle = self.orientationDegrees
296:     if units == "radians":
297:         angle = self.__to_radians(angle)
298:     text = "Orientation: " + str(angle)
299:     self.robotInfoFrame.orientationLabelText.set(text)
300:
301:
302: def __update_position_label(self):
303:     x = round(self.inches(self.__calcCenters()[1]) - self.x_offset_in, 2)
304:     y = round(self.inches(self.__calcCenters()[0]) - self.y_offset_in, 2)
305:
306:     text = "(x: " + str(x) + ", y: " + str(y) + ")"
307:
308:     self.robotInfoFrame.positionLabelText.set(text)
309:
310:
311: def __pixels(self, rotationUnits):
312:     converts encoder ticks to pixels
313:
314:
315:     revolutions = rotationUnits / 360
316:     inches = revolutions * (self.diameterOfWheel * math.pi)
317:     pixelsToMove = (inches * self.fieldSize) / 144
318:     # print(rotationUnits, pixelsToMove)
319:     return pixelsToMove
320:
321:
322: def __encoderTicks(self, pixels):
323:     converts pixels to encoder ticks
324:
325:
326:     inches = pixels * (144 / self.fieldSize)
327:     revolutions = inches / (self.diameterOfWheel * math.pi)
328:     encoderTicks = revolutions * 360
329:
330:     return encoderTicks
331:
332: def __to_radians(self, degrees):
333:     return ((degrees * math.pi) / 180)
334:
335: def __to_degrees(self, radians):
336:     return ((radians * 180) / math.pi)
337:
338: def __in_to_encoder_ticks(self, inches):
339:     circumference = (self.diameterOfWheel * math.pi);

```

## ../AutonSimulator/robot.py

```

340:     revolutions = inches / circumference;
341:     encoder_ticks = revolutions * 360;
342:
343:     return encoder_ticks;
344:
345:
346: def inches(self, pixels):
347:     """
348:     converts pixels to inches
349:     """
350:     inches = pixels * (144 / self.fieldSize)
351:
352:     return inches
353:
354:
355: def show(self, angle=0, position=[[0, 0], [0, 0]]):
356:     """
357:     starting function that shows the robot based on two coordinates
358:     if more than two coordinates are given use different show function
359:     """
360:
361:     #if len(position) > 2:
362:     if 1:
363:         x1 = position[0][0]
364:         y1 = position[0][1]
365:         x2 = position[1][0]
366:         y2 = position[1][1]
367:
368:         self.orientationDegrees = 90
369:         self.squareVertexes = [
370:             [x1, y1],
371:             [x2, y1],
372:             [x2, y2],
373:             [x1, y2]
374:         ]
375:
376:         self.sizeOfSquare = abs(self.squareVertexes[0][0] - self.squareVertexes[1][0])
377:
378:         y2 = (y2 - y1) / 4
379:         self.lineVertexes = [
380:             [x1, y1+y2],
381:             [x2, y1+y2],
382:             [x2, y1+y2+4],
383:             [x1, y1+y2+4]
384:         ]
385:
386:     # else:
387:     #     x1 = position[0][0]
388:     #     x2 = position[1][0]
389:     #     x3 = position[2][0]
390:     #     x4 = position[3][0]
391:     #
392:     #     y1 = position[0][1]
393:     #     y2 = position[1][1]
394:     #     y3 = position[2][1]
395:     #     y4 = position[3][1]
396:     #
397:     #     self.squareVertexes = position
398:     #     self.lineVertexes = []
399:
400:
401:     self.square = self.canvas.create_polygon(self.squareVertexes,
402:                                              outline="black",
403:                                              fill="#949596",
404:                                              width=3)
405:
406:     turn = 90 - (angle % 360)
407:
408:     self.line = self.canvas.create_polygon(self.lineVertexes, width=3)
409:     self.__rotateInPlace(turn)
410:     self.__update()
411:     self.__generate_postscript()
412:
413:     self.orientationDegrees = angle % 360
414:
415:
416:     self.x_offset_in = self.inches(self.__calcCenters()[1])
417:     self.y_offset_in = self.inches(self.__calcCenters()[0])
418:     self.theta_offset_deg = self.orientationDegrees
419:
420:
421:
422:
423: def reverse(self):
424:     """
425:     reverses orientation of the robot
426:     """
427:     self.reversed = not(self.reversed)
428:
429:
430:
431:
432: def forward(self, rotationUnits):
433:     """
434:     moves the robot forward and straight
435:     """
436:     self.robotInfoFrame.commandLabelText.set("forward " + str(rotationUnits))
437:
438:     if self.reversed:
439:         rotationUnits = 0 - rotationUnits
440:
441:     pixelsToMove = self.__pixels((rotationUnits))
442:
443:     self.__move(pixelsToMove)
444:     self.__update()
445:
446:
447:
448:
449: def backward(self, rotationUnits):
450:     """
451:     moves the robot backwards and straight
452:     """

```

```

453:     self.robotInfoFrame.commandLabelText.set(("backward " + str(rotationUnits)))
454:
455:     rotationUnits = 0 - rotationUnits
456:     if self.reversed:
457:         rotationUnits = 0 - rotationUnits
458:
459:     pixelsToMove = self.__pixels(rotationUnits)
460:
461:
462:     self.__move(pixelsToMove)
463:     self.__update()
464:
465:
466: def leftSide(self, angle):
467:     """
468:     turns the robot right so that only one side is moving
469:     """
470:     self.robotInfoFrame.commandLabelText.set(("leftSide " + str(angle)))
471:
472:     if self.reversed:
473:         angle = 0 - angle
474:
475:     pivotPoints = self.squareVertexes[2]
476:
477:     turned = 0
478:     orientation = angle / abs(angle) #to account for negative turns
479:     toMove = orientation * .5
480:     while turned < abs(angle): #turn to specified angle
481:         self.__rotate(toMove, pivotPoints)
482:         self.__update()
483:         self.__generate_postscript()
484:
485:         time.sleep(self.__calcSleepTime(angle, angle))
486:
487:         turned += .5
488:         self.__updateDistanceLabel(str(round(turned, 2)), "degrees")
489:
490:     self.orientationDegrees = (self.orientationDegrees - toMove) % 360
491:     self.robotInfoFrame.orientationLabelText.set("orientation: " + str(self.orientationDegrees))
492:     self.__update_position_label()
493:
494:
495: def rightSide(self, angle):
496:     """
497:     turns the robot left so that only the right side is moving
498:     """
499:     self.robotInfoFrame.commandLabelText.set(("rightSide " + str(angle)))
500:
501:     angle = 0 - angle
502:     if self.reversed:
503:         angle = 0 - angle
504:
505:     pivotPoints = self.squareVertexes[3]
506:
507:     turned = 0
508:     orientation = angle / abs(angle) #to account for negative turns
509:     toMove = (-1 * orientation) * .5
510:     while turned < abs(angle): #turn to specified angle
511:         self.__rotate(toMove, pivotPoints)
512:         self.__update()
513:         self.__generate_postscript()
514:
515:         time.sleep(self.__calcSleepTime(angle, angle))
516:         turned += .5
517:         self.__updateDistanceLabel(str(round(turned, 2)), "degrees")
518:
519:     self.orientationDegrees = (self.orientationDegrees + toMove) % 360
520:     self.__update_orientation_label()
521:     self.__update_position_label()
522:
523:
524:
525: def turnLeft(self, angle):
526:     """
527:     turn in place left
528:     """
529:     self.robotInfoFrame.commandLabelText.set(("turnLeft " + str(angle)))
530:
531:     if self.reversed:
532:         angle = 0 - angle
533:
534:     turned = 0
535:     orientation = angle / abs(angle) #to account for negative turns
536:     toMove = -1 * orientation * .5
537:
538:     while turned < abs(angle): #turn to specified angle
539:         self.__rotateInPlace(toMove)
540:         self.__update()
541:         self.__generate_postscript()
542:
543:         time.sleep(self.__calcSleepTime(angle, angle))
544:         turned += .5
545:         self.__updateDistanceLabel(str(round(turned, 2)), "degrees")
546:
547:     self.orientationDegrees = (self.orientationDegrees + toMove) % 360
548:     self.__update_orientation_label()
549:     self.__update_position_label()
550:
551:
552:
553:
554: def turnRight(self, angle):
555:     """
556:     turn in place right
557:     """
558:     self.robotInfoFrame.commandLabelText.set(("turnRight " + str(angle)))
559:
560:     if self.reversed:
561:         angle = 0 - angle
562:
563:     turned = 0
564:     orientation = angle / abs(angle) #to account for negative turns
565:     toMove = .5 * orientation

```

```

566:
567: while turned < abs(angle): #turn to specified angle
568:     self.__rotateInPlace(toMove)
569:     self.__update()
570:     self.__generate_postscript()
571:
572:     time.sleep(self.__calcSleepTime(angle*2, angle))
573:     turned += .5
574:     self.__updateDistanceLabel(str(round(turned, 2)), "degrees")
575:
576:
577:     self.orientationDegrees = (self.orientationDegrees + toMove) % 360
578:     self.__update_orientation_label()
579:     self.__update_position_label()
580:
581:
582:
583:
584: def drive_to_point(self, x, y, explicit_direction=0):
585:     """
586:     drive to a point
587:     """
588:     self.robotInfoFrame.commandLabelText.set(("drive_to_point (" + str(x) + ", " + str(y) + ")"))
589:
590:
591:     current_x = self.inches(self.__calcCenters()[1]) - self.x_offset_in
592:     current_y = self.inches(self.__calcCenters()[0]) - self.y_offset_in
593:     current_angle = self.__to_radians(self.orientationDegrees - self.theta_offset_deg)
594:
595:     end_x = x
596:     end_y = y
597:
598:
599:     dx = end_x - current_x
600:     dy = end_y - current_y
601:     print("current coords: ", current_x, current_y, self.orientationDegrees - self.theta_offset_deg)
602:     print("dx,dy:", dx, dy)
603:     print("end coords:", end_x, end_y)
604:     # print(self.__to_degrees(math.atan2(dy, dx)))
605:     dtheta = (math.atan2(dy, dx))
606:     if dtheta < 0:
607:         dtheta += 2 * math.pi
608:
609:     if current_angle < 0:
610:         current_angle += 2 * math.pi
611:
612:     current_angle = -current_angle + (math.pi/2)
613:     to_turn_face_forwards = current_angle - dtheta
614:     to_turn_face_backwards = to_turn_face_forwards - math.pi
615:     # print(self.__to_degrees(current_angle), self.__to_degrees(dtheta))
616:     if to_turn_face_forwards > math.pi:
617:         to_turn_face_forwards = (-2 * math.pi) + to_turn_face_forwards
618:     elif to_turn_face_forwards < -math.pi:
619:         to_turn_face_forwards = (2 * math.pi) + to_turn_face_forwards
620:
621:     if to_turn_face_backwards > math.pi:
622:         to_turn_face_backwards = (-2 * math.pi) + to_turn_face_backwards
623:     elif to_turn_face_backwards < -math.pi:
624:         to_turn_face_backwards = (2 * math.pi) + to_turn_face_backwards
625:
626:     if explicit_direction == 1:
627:         to_turn = to_turn_face_forwards
628:         direction = 1
629:     elif explicit_direction == -1:
630:         to_turn = to_turn_face_backwards
631:         direction = -1
632:     elif abs(to_turn_face_forwards) < abs(to_turn_face_backwards):
633:         to_turn = to_turn_face_forwards
634:         direction = 1
635:     else:
636:         to_turn = to_turn_face_backwards
637:         direction = -1
638:
639:     to_drive_inches = math.sqrt((dx**2) + (dy**2))
640:     to_drive_enc = direction * self.__in_to_encoder_ticks(to_drive_inches)
641:
642:
643:     # perform turn command
644:     angle = self.__to_degrees(to_turn)
645:     print("to turn: ", angle)
646:     if angle != 0:
647:         if self.reversed:
648:             angle = 0 - angle
649:
650:     turned = 0
651:     orientation = angle / abs(angle) #to account for negative turns
652:     toMove = .5 * orientation
653:
654:     while turned < abs(angle): #turn to specified angle
655:         self.__rotateInPlace(toMove)
656:         self.__update()
657:         self.__generate_postscript()
658:
659:         time.sleep(self.__calcSleepTime(angle*2, angle))
660:         turned += .5
661:         self.__updateDistanceLabel(str(round(turned, 2)), "degrees")
662:
663:
664:         self.orientationDegrees = (self.orientationDegrees + toMove) % 360
665:         self.__update_orientation_label()
666:         self.__update_position_label()
667:
668:
669:
670:     # perform drive command
671:     if self.reversed:
672:         to_drive_enc = 0 - to_drive_enc
673:
674:     pixelsToMove = self.__pixels((to_drive_enc))
675:
676:     self.__move(pixelsToMove)
677:     self.__update()

```

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3:
4: import tkinter as tk
5:
6: class runningFrame:
7:     """
8:     makes frame for running label
9:     """
10:     def __init__(self, master):
11:         self.master = master
12:
13:         self.guiFrame = tk.Frame(self.master)
14:         self.guiFrame.grid(row=2, column=0, sticky='news')
15:
16:
17:         ##### labels #####
18:
19:         #running label
20:         self.runningLabelText = tk.StringVar()
21:         self.runningLabel = tk.Label(self.guiFrame, textvariable=self.runningLabelText, font=("Courier", 15))
22:
23:
24:
25:     def placeObjects(self):
26:         """
27:         places labels
28:         """
29:
30:         self.runningLabel.grid(sticky='w', row=0, column=0)
31:
32:         self.guiFrame.grid_columnconfigure(0, weight=1)
```

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3:
4: import time
5:
6: class stopwatch:
7:
8:     def __init__(self):
9:         self.beginning = None
10:
11:     def start(self):
12:         """
13:         starts stopwatch
14:         """
15:         self.beginning = time.time()
16:
17:     def stop(self):
18:         """
19:         stops stopwatch and returns
20:         time elapsed
21:         """
22:         end = time.time()
23:         timeElapsed = end - self.beginning
24:
25:         return timeElapsed
```

05/19/20  
18:55:20

../Scouting/Readme.md

1

- 1: [Update creds.json](#) for google docs spreadsheet that will be modified
- 2:
- 3: in "Scout.py" change sku in class constructor to sku of tournament

```

1:  #!/usr/bin/env python3
2:  # -*- coding: utf-8 -*-
3:  """
4:  Created on Wed Apr 24 22:08:27 2019
5:  """
6:  @author: aiden
7:  """
8:
9:  import requests
10: import json
11: import stopwatch
12: from usefultools import split
13: import multiprocessing as mp
14: import gspread
15: from oauth2client.client import SignedJwtAssertionCredentials
16: import time
17:
18:
19: class GetData:
20:     def __init__(self):
21:         self.sku = ""
22:
23:         self.sheet_name = ""
24:
25:         self.matchesWonUrl = 'https://api.vexdb.io/v1/get_matches?round=2'
26:         self.skillsUrl = 'https://api.vexdb.io/v1/get_skills?'
27:         self.pointsUrl = 'https://api.vexdb.io/v1/get_rankings?sku=' + self.sku
28:
29:         self.teams = []
30:         self.allTeams = []
31:         self.ranges = {}
32:
33:         self.matchesWonData = []
34:         self.matchesWonOverallData = {}
35:         self.combinedSkillsScoreData = {}
36:         self.driverSkillsScoreData = {}
37:         self.pointsData = {}
38:         self.rankingData = {}
39:
40:         self.NUM_PROCESSES = 20
41:         self.TEAM_NUM_COL = 2
42:
43:         self.sheet = None
44:
45:     def __calcWin(self, team, data):
46:         """
47:         calculates if a match was won or not by finding what
48:         color a team was and the score of the match
49:         it is a win if the teams color score more points
50:         """
51:
52:         colors = ['red1', 'red2', 'blue1', 'blue2']
53:         teamColor = ""
54:         for color in colors:
55:             if data.get(color) == team:
56:                 c = color.split(' ')[0]
57:                 c = c.split('2')[0]
58:                 teamColor = c
59:                 break
60:
61:         redScore = data.get('redscore')
62:         blueScore = data.get('bluescore')
63:
64:         if redScore != blueScore:
65:             if redScore > blueScore:
66:                 winner = 'red'
67:             else:
68:                 winner = 'blue'
69:
70:             if teamColor == 'red' and winner == 'red':
71:                 return 1
72:             elif teamColor == 'blue' and winner == 'blue':
73:                 return 1
74:             else:
75:                 return 0
76:
77:         elif redScore == blueScore and (redScore != 0 and blueScore != 0):
78:             return -1
79:
80:         else:
81:             return None
82:
83:
84:
85:     def __getMatchesWon(self, teams, q):
86:         """
87:         gets win/loss/tie data for a team
88:         """
89:
90:         for team in teams:
91:             team = team.split('\n')[0]
92:             url = self.matchesWonUrl + '&team=' + team + '&season=Tower Takeover'
93:
94:             data = requests.get(url)
95:             if data.status_code == 200 and team != '':
96:
97:                 winStruct = {'wins': 0,
98:                             'losses': 0,
99:                             'ties': 0
100:                             }
101:
102:                 data = json.loads(data.content.decode('utf-8'))
103:                 data = data.get('result')
104:
105:                 for entry in data:
106:                     #
107:                     print(team, entry)
108:                     x = self.__calcWin(team, entry)
109:                     if x == 1:
110:                         winStruct['wins'] = winStruct.get('wins') + 1
111:                     elif x == 0:
112:                         winStruct['losses'] = winStruct.get('losses') + 1
113:                     elif x == -1:
114:                         winStruct['ties'] = winStruct.get('ties') + 1

```



```

114:         else:
115:             pass
116:         q.put((team: winStruct))
117:
118:
119:
120: def __getDriverSkillsScore(self, teams, q):
121:     """
122:     gets driver skills score for a team
123:     """
124:     for team in teams:
125:         team = team.split('\n')[0]
126:         url = self.skillsUrl + 'team=' + team + '&season=Tower Takeover&type=0'
127:
128:         data = requests.get(url)
129:         if data.status_code == 200:
130:
131:             data = json.loads(data.content.decode('utf-8'))
132:             data = data.get('result')
133:             highest = 0
134:
135:             for item in data:
136:                 value = item.get('score')
137:                 if value > highest:
138:                     highest = value
139:
140:             q.put((team: highest))
141:
142:
143: def __getCombinedSkillsScore(self, teams, q):
144:     """
145:     gets the combined skills score for a team
146:     (driver and programming)
147:     """
148:     for team in teams:
149:         team = team.split('\n')[0]
150:         url2 = self.skillsUrl + 'team=' + team + '&season=Tower Takeover&type=2'
151:
152:         data = requests.get(url2)
153:         if data.status_code == 200:
154:
155:             data = json.loads(data.content.decode('utf-8'))
156:             data = data.get('result')
157:             highest = 0
158:
159:             for item in data:
160:                 value = item.get('score')
161:                 if value > highest:
162:                     highest = value
163:
164:             q.put((team: highest))
165:
166:
167: def __getPoints(self, teams, q):
168:     """
169:     gets win points/auton points/strength points/calculated
170:     contribution to win margin data for a team
171:     """
172:     for team in teams:
173:         team = team.split('\n')[0]
174:         url = self.pointsUrl + '&team=' + team + '&season=Tower Takeover&type=2'
175:
176:         data = requests.get(url)
177:         if data.status_code == 200:
178:             try:
179:                 data = json.loads(data.content.decode('utf-8'))
180:                 data = data.get('result')[0]
181:                 pointsStruct = {
182:                     'wp': data.get('wp'),
183:                     'ap': data.get('ap'),
184:                     'sp': data.get('sp'),
185:                     'ccwm': data.get('ccwm')
186:                 }
187:                 q.put((team: pointsStruct))
188:
189:             except IndexError:
190:                 q.put((team: 'N/A'))
191:
192: def __getRanking(self, teams, q):
193:     """
194:     gets the ranking of a team at an event
195:     """
196:     for team in teams:
197:         team = team.split('\n')[0]
198:         url = self.pointsUrl + '&team=' + team + '&season=Tower Takeover&type=2'
199:         #print(url)
200:
201:         data = requests.get(url)
202:         if data.status_code == 200:
203:
204:             data = json.loads(data.content.decode('utf-8'))
205:             try:
206:                 data = data.get('result')[0]
207:                 q.put((team: data.get('rank'))))
208:
209:             except IndexError:
210:                 q.put((team: 'N/A'))
211:
212:
213: def __parralellise(self, func, returnDict):
214:     """
215:     processes the data in parallel so that if there is a lot of
216:     teams the operation can be performed quickly
217:     """
218:     queues = []
219:     processes = []
220:     for i in range(len(self.teams)):
221:         queues.append(mp.Queue(1))
222:         p = mp.Process(target=func, args=(self.teams[i], queues[i]))
223:         processes.append(p)
224:         p.daemon = True
225:         p.start()
226:     for process in processes:

```

## ../Scouting/Scout.py

```

227:         process.join()
228:
229:     for q in queues:
230:         while not q.empty():
231:             returnDict.update(q.get(timeout=.1))
232:
233:
234:
235:
236:
237: def openSheet(self):
238:     """
239:     opens the sheet
240:     need to change workbook to the sheet that will be edited
241:     and the sheet name to the sheet that corresponds with the
242:     data that will be collected
243:     """
244:     json_key = json.load(open('/home/aiden/Documents/google_credentials/creds.json'))
245:     scope = ['https://spreadsheets.google.com/feeds',
246:             'https://www.googleapis.com/auth/drive']
247:
248:     credentials = SignedJwtAssertionCredentials(json_key['client_email'], json_key['private_key'].encode(), scope)
249:
250:     file = gspread.authorize(credentials)
251:     workbook = file.open("536C_Scouting")
252:     self.sheet = workbook.worksheet(self.sheet_name)
253:
254:
255:
256:
257:
258: def getTeams(self):
259:     """
260:     gets the teams by reading the data in the sheet
261:     this looks for data to find by comparing the first
262:     row to a list of valid headers then removes the headers
263:     from the list of cells to be updated
264:     """
265:     valid_headers = [
266:         'Rank',
267:         'WP/AP/SP/CCWM',
268:         'W-L-T (today)',
269:         'W-L-T (overall season)',
270:         'driver skills',
271:         'combined skills score'
272:     ]
273:
274:     self.allTeams = self.sheet.col_values(1) #column that teams are stored in
275:     self.allTeams.pop(0) #remove header
276:     headers = self.sheet.row_values(1) #remove header
277:     row = 2
278:     column = 1
279:     for header in headers:
280:         if header in valid_headers:
281:             start = chr(ord('@')+column) + str(row)
282:             end = chr(ord('@')+column) + str((len(self.allTeams) + 1))
283:             string = start + ':' + end
284:             range_ = self.sheet.range(string)
285:             self.ranges.update((header.range_))
286:             column += 1
287:
288:     #limits num processes to the number of teams
289:     if self.NUM_PROCESSES > len(self.allTeams):
290:         self.NUM_PROCESSES = len(self.allTeams)
291:
292:     self.teams = list(split.split(self.allTeams, self.NUM_PROCESSES))
293:
294:
295:
296:
297:
298: def collect(self):
299:     """
300:     collects all the data if that data is a valid header
301:     """
302:     if 'W-L-T (overall season)' in self.ranges.keys():
303:         self.__parralellise(self.__getMatchesWon, self.matchesWonOverallData)
304:
305:     self.matchesWonUrl = self.matchesWonUrl + '&sku=' + self.sku
306:
307:     if 'W-L-T (today)' in self.ranges.keys():
308:         self.__parralellise(self.__getMatchesWon, self.matchesWonData)
309:
310:     if 'combined skills score' in self.ranges.keys():
311:         self.__parralellise(self.__getCombinedSkillsScore, self.combinedSkillsScoreData)
312:     if 'driver skills' in self.ranges.keys():
313:         self.__parralellise(self.__getDriverSkillsScore, self.driverSkillsScoreData)
314:     if 'WP/AP/SP/CCWM' in self.ranges.keys():
315:         self.__parralellise(self.__getPoints, self.pointsData)
316:     if 'Rank' in self.ranges.keys():
317:         self.__parralellise(self.__getRanking, self.rankingData)
318:
319:
320:
321: def printData(self):
322:     """
323:     prints the data for each team to be used for debugging
324:     purposes
325:     """
326:     if self.matchesWonData:
327:         #print("w-l-t")
328:         for team in self.matchesWonData.keys():
329:             try:
330:                 wins = self.matchesWonData.get(team)
331:                 record = [wins.get('wins'), wins.get('losses'), wins.get('ties')]
332:                 formattedRecord = str(record[0]) + ':' + str(record[1]) + ':' + str(record[2])
333:                 print(formattedRecord)
334:             except AttributeError:
335:                 print(N/A)
336:         for i in range(20):
337:             print("")
338:
339:     if self.combinedSkillsScoreData:

```

## ../Scouting/Scout.py

```

340:     print("combined skills")
341:     for team in self.combinedSkillsScoreData.keys():
342:         print(self.combinedSkillsScoreData.get(team))
343:
344:
345:     for i in range(20):
346:         print("")
347:
348: if self.driverSkillsScoreData:
349:     print("driver skills")
350:     for team in self.driverSkillsScoreData.keys():
351:         print(self.driverSkillsScoreData.get(team))
352:
353:     for i in range(20):
354:         print("")
355:
356:
357: if self.rankingData:
358:     print("ranking")
359:     for team in self.rankingData.keys():
360:         print(self.rankingData.get(team))
361:
362:     for i in range(20):
363:         print("")
364:
365:
366: if self.pointsData:
367:     print("point values")
368:     for team in self.pointsData.keys():
369:         try:
370:             val = self.pointsData.get(team)
371:             points = (str(val.get('wp')) + ' / '
372:                      + str(val.get('ap')) + ' / '
373:                      + str(val.get('sp')) + ' / '
374:                      + str(val.get('ccwm')))
375:         except:
376:             print(points)
377:         except AttributeError:
378:             print('N/A')
379:     for i in range(6):
380:         print("")
381:
382:
383:
384:
385:
386: def writeData(self):
387:     """
388:     writes the data in one chunk because the google api
389:     only allows so many edits
390:     by making it only one edit once all the data is collected
391:     this constraining can be worked around
392:     """
393:     cell_list = self.ranges.get('Rank') #write rank
394:     row = 0
395:     for cell in cell_list:
396:         try:
397:             team = self.allTeams[row].split('\n')[0]
398:             data = self.rankingData.get(team)
399:         except:
400:             data = "N/A"
401:         cell.value = data
402:         row += 1
403:
404:     self.sheet.update_cells(cell_list)
405:
406:
407:     cell_list = self.ranges.get('WP/AP/SP/CCWM') #write points
408:     row = 0
409:     for cell in cell_list:
410:         try:
411:             team = self.allTeams[row].split('\n')[0]
412:             val = self.pointsData.get(team)
413:             data = (str(val.get('wp')) + ' / '
414:                    + str(val.get('ap')) + ' / '
415:                    + str(val.get('sp')) + ' / '
416:                    + str(val.get('ccwm')))
417:         except:
418:             cell.value = data
419:         except AttributeError:
420:             cell.value = 'N/A'
421:         except IndexError:
422:             cell.value = 'N/A'
423:         row += 1
424:     self.sheet.update_cells(cell_list)
425:
426:
427:
428:     cell_list = self.ranges.get('W-L-T (today)') #write w-l-t
429:     row = 0
430:     for cell in cell_list:
431:         try:
432:             team = self.allTeams[row].split('\n')[0]
433:             wins = self.matchesWonData.get(team)
434:             record = [wins.get('wins'), wins.get('losses'), wins.get('ties')]
435:             data = str(record[0]) + ' - ' + str(record[1]) + ' - ' + str(record[2])
436:
437:             cell.value = data
438:         except AttributeError:
439:             cell.value = 'N/A'
440:         row += 1
441:
442:     self.sheet.update_cells(cell_list)
443:
444:
445:
446:     cell_list = self.ranges.get('W-L-T (overall season)') #write w-l-t for
447:     row = 0
448:     #overall season
449:     for cell in cell_list:
450:         try:
451:             team = self.allTeams[row].split('\n')[0]
452:             wins = self.matchesWonOverallData.get(team)
453:             record = [wins.get('wins'), wins.get('losses'), wins.get('ties')]

```

```
453:         data = str(record[0]) + '/' + str(record[1]) + '/' + str(record[2])
454:
455:         cell.value = data
456:     except AttributeError:
457:         cell.value = 'N/A'
458:         row += 1
459:
460: self.sheet.update_cells(cell_list)
461:
462:
463:
464:
465: cell_list = self.ranges.get('driver skills')#write driver skills
466: row = 0
467: for cell in cell_list:
468:     team = self.allTeams[row].split('\n')[0]
469:     data = self.driverSkillsScoreData.get(team)
470:     cell.value = data
471:
472:     row += 1
473:
474: self.sheet.update_cells(cell_list)
475:
476:
477:
478: cell_list = self.ranges.get('combined skills score') #write combined skills
479: row = 0
480: for cell in cell_list:
481:     team = self.allTeams[row].split('\n')[0]
482:     data = self.combinedSkillsScoreData.get(team)
483:     cell.value = data
484:
485:     row += 1
486:
487: self.sheet.update_cells(cell_list)
488:
489:
490:
491:
492:
493:
494:
495:
496: while 1: #collect data every so often
497:     stp = stopwatch.stopwatch()
498:     stp.start()
499:     d = getData()
500:     d.openSheet()
501:
502:     d.getTeams()
503:     d.collect()
504:     #print(d.rankingData)
505:     d.writeData()
506:     print("time taken:", stp.stop(), "sec")
507:
508: time.sleep(45)
509:
510:
511:
```

## ../Scouting/getTeamsAtTourney.py

```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Sun Apr 28 11:36:52 2019
5:
6: @author: aiden
7: """
8: import requests
9: import json
10: import stopwatch
11: from usefultools import split
12: import multiprocessing as mp
13: import gspread
14: from oauth2client.client import SignedJwtAssertionCredentials
15: import time
16:
17:
18: class getTeams:
19:     """
20:     class for getting teams at a tournament
21:     based on the tournaments sku
22:     """
23:     def __init__(self):
24:         self.sheet_name = ""
25:
26:         sku = ""
27:
28:         self.url = "https://api.vexdb.io/v1/get_teams?round=5?&sku=" + sku
29:         self.elimsUrl = "https://api.vexdb.io/v1/get_teams?round=5?&sku=" + sku + '&matchnum='
30:
31:         #legacy version that only works if matches have started
32:         #self.url = 'https://api.vexdb.io/v1/get_matches?round=2?&sku=' + sku
33:         #self.elimsUrl = 'https://api.vexdb.io/v1/get_matches?&sku=' + sku + '&matchnum='
34:
35:         self.allTeams = []
36:         self.elimTeams = []
37:
38:         self.COLLECT_ELIMS = 0
39:         self.COLLECT_TEAMS = 1
40:
41:         self.NUM_PROCESSES = 50
42:
43:         self.sheet = None
44:
45:     def __getAllTeams(self, dicts, queue):
46:         """
47:         gets all teams that are registered
48:         """
49:         for entry in dicts:
50:             print(entry.get("number"))
51:             queue.put(entry.get("number"))
52:
53:
54:
55:     def __getElimTeams(self, dicts, queue):
56:         """
57:         gets teams that are in the elimination matches
58:         does not work need to update
59:         """
60:         print(dicts)
61:         for entry in dicts:
62:             print(entry.get("number"))
63:             queue.put(entry.get("number"))
64:
65:
66:     def __parallellise(self, func, returnList, dicts):
67:         """
68:         starts threads that look through lists of entries
69:         for teams that are at the tournament
70:         this is used so that at events like worlds it does
71:         not take forever to run
72:         """
73:         queues = []
74:         processes = []
75:         for i in range(len(dicts)):
76:             queues.append(mp.Queue())
77:             p = mp.Process(target=func, args=(dicts[i], queues[i]))
78:             processes.append(p)
79:             p.daemon = True
80:             p.start()
81:         for process in processes:
82:             process.join()
83:
84:         for q in queues:
85:             while not q.empty():
86:                 returnList.append(q.get(timeout=1))
87:
88:
89:     def collect(self):
90:         """
91:         collects the data from vexdb and splits it into
92:         entries based on self.NUM_PROCESSES so that data
93:         can be parsed faster especially for events like worlds
94:         """
95:         data = requests.get(self.url)
96:         if data.status_code == 200 and self.COLLECT_TEAMS:
97:             data = json.loads(data.content.decode('utf-8'))
98:             data = data.get('result')
99:             data = list(split.split(data, self.NUM_PROCESSES))
100:
101:             self.__parallellise(self.__getAllTeams, self.allTeams, data)
102:
103:             self.allTeams = list(set(self.allTeams))
104:
105:
106:         if self.COLLECT_ELIMS:
107:             links = []
108:             for num in range(1, 9):
109:                 match = 'R16 #' + str(num) + '-1'
110:                 link = self.elimsUrl + match
111:                 links.append(link)
112:
113:             data = []

```

```

114:
115:     for url in links:
116:         response = requests.get(url)
117:         if response.status_code == 200:
118:             response = json.loads(response.content.decode('utf-8'))
119:             allData = response.get('result') + data #merge lists
120:
121:
122:     # data = requests.get(self.elimsUrl)
123:     # if data.status_code == 200 and self.COLLECT_ELIMS:
124:     #     data = json.loads(data.content.decode('utf-8'))
125:     #     data = data.get('result')
126:     data = list(split.split(allData, self.NUM_PROCESSES))
127:
128:     self.__parralellise(self.__getElimTeams, self.elimTeams, data)
129:
130:     self.elimTeams = list(set(self.elimTeams))
131:
132:
133:
134:
135:
136:
137:
138:
139: def printTeams(self):
140:     prints the teams out
141:     used for debugging
142:
143:
144:     for team in self.allTeams:
145:         print(team)
146:
147:     print("")
148:     print("")
149:
150:     for team in self.elimTeams:
151:         print(team)
152:
153:
154:
155: def openSheet(self):
156:     opens the sheet and loads the work book
157:     need to change the workbook to the file name
158:     and the sheet to the sheet that will be edited
159:
160:
161:     json_key = json.load(open('/home/aiden/Documents/google_credentials/creds.json'))
162:     scope = ['https://spreadsheets.google.com/feeds',
163:             'https://www.googleapis.com/auth/drive']
164:
165:     credentials = SignedJwtAssertionCredentials(json_key['client_email'], json_key['private_key'].encode(), scope)
166:
167:     file = gspread.authorize(credentials)
168:     workbook = file.open('536C_Scouting')
169:     self.sheet = workbook.worksheet(self.sheet_name)
170:
171:
172: def writeData(self, column):
173:     writes the data in one chunk because the api only allows
174:     so many operations
175:
176:
177:     if self.COLLECT_TEAMS:
178:         #leave room for header by setting to two and adding 1
179:         start = chr(ord('@')+column) + '2'
180:         end = chr(ord('@')+column) + str(len(self.allTeams) + 1)
181:         rang = start + ':' + end
182:         print(rang)
183:         cell_list = self.sheet.range(rang)
184:
185:         x = 0
186:         for cell in cell_list:
187:             cell.value = self.allTeams[x]
188:             x += 1
189:
190:         self.sheet.update_cells(cell_list)
191:
192:
193:     if self.COLLECT_ELIMS:
194:         start = chr(ord('@')+column) + '2'
195:         end = chr(ord('@')+column) + str(len(self.elimTeams) + 1)
196:         rang = start + ':' + end
197:         print(rang)
198:         cell_list = self.sheet.range(rang)
199:
200:         x = 0
201:         for cell in cell_list:
202:             cell.value = self.elimTeams[x]
203:             x += 1
204:
205:         self.sheet.update_cells(cell_list)
206:
207:
208:
209:
210: g = getTeams()
211: g.collect()
212: g.printTeams()
213: g.openSheet()
214: print('sheet opened')
215: g.writeData(1)

```

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3:
4: import time
5:
6: class stopwatch:
7:
8:     def __init__(self):
9:         self.beginning = None
10:
11:     def start(self):
12:         """
13:         starts stopwatch
14:         """
15:         self.beginning = time.time()
16:
17:     def stop(self):
18:         """
19:         stops stopwatch and returns
20:         time elapsed
21:         """
22:         end = time.time()
23:         timeElapsed = end - self.beginning
24:
25:         return timeElapsed
```

**05/19/20**  
**18:55:20**

../RobotCode/lcdTest.sh

1

```
1: #!/bin/bash
2: prosv5 make
3: prosv5 upload --slot 2
4: prosv5 v5 run 2
5: prosv5 terminal
```



```
1: {  
2:   "internal_motor_pid": [1, 0, 0, 0],  
3:   "tilter_pid_consts": [1, 0, 0, 0],  
4:  
5:   "front_right_port": 20,  
6:   "back_left_port": 4,  
7:   "front_left_port": 18,  
8:   "back_right_port": 2,  
9:   "left_intake_port": 6,  
10:  "right_intake_port": 8,  
11:  "tilter_port": 19,  
12:  "lift_port": 9,  
13:  
14:  "front_right_reversed": 0,  
15:  "back_left_reversed": 1,  
16:  "front_left_reversed": 1,  
17:  "back_right_reversed": 0,  
18:  "left_intake_reversed": 1,  
19:  "right_intake_reversed": 0,  
20:  "tilter_reversed": 1,  
21:  "lift_reversed": 0,  
22:  
23:  "tilter_setpoints": [100, 300, 400, 500],  
24:  "lift_setpoints": [100, 300, 400, 500],  
25:  "intake_speeds": [-63, -30, 0, 30, 63],  
26:  
27:  "autons": {  
28:    "auton1": "location_of_auton1.json",  
29:    "auton2": "location_of_auton2.json",  
30:    "auton3": "location_of_auton3.json",  
31:    "auton4": "location_of_auton4.json"  
32:  }  
33: }
```

05/19/20  
18:55:20

../RobotCode/stacktrace.sh

1

```
1: #!/bin/bash
2: echo "paste stack locations"
3: while true;
4: do
5:     read -p "" stack
6:     arm-none-eabi-addr2line --demangle --inlines -faps -e bin/monolith.elf $stack
7: done
8:
```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Sun Mar 1 13:05:32 2020
5:
6: @author: aiden
7:
8:
9: import datetime
10: import glob
11:
12: header_files = glob.glob("src/**/*.h", recursive=True)
13: impl_files = glob.glob("src/**/*.cpp", recursive=True)
14:
15: files = sorted(header_files + impl_files)
16: todo_comments = []
17: review_dates = []
18: for file in files:
19:     todo_comments.update([file:[]])
20:     with open(file) as f:
21:         for line in f.readlines():
22:             if "TODO:" in line:
23:                 comment = line.split("TODO: ")[-1].strip()
24:                 todo_comments[file].append(comment)
25:             elif "@reviewed_on:" in line:
26:                 date = line.split("@reviewed_on: ")[-1].strip()
27:                 if date:
28:                     try:
29:                         date = datetime.datetime.strptime(date, "%m/%d/%Y")
30:                     except ValueError:
31:                         date = datetime.datetime.strptime(date, "%m/%d/%y")
32:                 else:
33:                     date = False
34:                 review_dates.update([file:date])
35:
36: i1 = 0
37: i2 = 0
38:
39: for file in todo_comments:
40:     if todo_comments.get(file):
41:         print(file)
42:         for comment in todo_comments.get(file):
43:             print('\t' + comment)
44:             i1 += 1
45:
46: to_review = []
47: for file in review_dates:
48:     if not review_dates.get(file): # skip if no date is provided
49:         to_review.append([file, 999999999])
50:     continue
51: days_elapsed = abs(datetime.datetime.now() - review_dates.get(file)).days
52: if days_elapsed > 30:
53:     to_review.append([file, days_elapsed])
54:
55: print("\n")
56:
57: to_review = sorted(to_review, key=lambda x: (x[1], x[0]))
58: for file in to_review:
59:     if file[1] == 999999999:
60:         print(file[0], ": ", "never", sep="")
61:     else:
62:         print(file[0], ": ", file[1], " days", sep="")
63:     i2 += 1
64:
65: print("\n")
66:
67: print("number of todo comments:", i1)
68: print("number of files needing review:", i2)
69:
```

01/30/21  
13:39:17

../RobotCode/log.txt

1

```
1: 24953 [INFO] 24953 Byte read from stdin: '
2: 24953 [INFO] 24953 Byte read from stdin: s
3: 24953 [INFO] 24953 Byte read from stdin: o
4: 24953 [INFO] 24953 Byte read from stdin: u
5: 24953 [INFO] 24953 Byte read from stdin: t
6: 24953 [INFO] 24953 Byte read from stdin: -
7: 24953 [INFO] 24953 Byte read from stdin: 3
8: 24953 [INFO] 24953 Byte read from stdin: .
9: 24953 [INFO] 24953 Byte read from stdin: 8
10: 24953 [INFO] 24953 Byte read from stdin: 6
11: 24953 [INFO] 24953 Byte read from stdin: 4
12: 24953 [INFO] 24953 Byte read from stdin: 5
13: 24953 [INFO] 24953 Byte read from stdin: 3
14: 24953 [INFO] 24953 Byte read from stdin: 3
15: 24953 [INFO] 24953 Byte read from stdin: 3
16: 24953 [INFO] 24953 Byte read from stdin: .
17:
18:
19:
20:
21:  Powered by PROS for VEX V5
22: Version: 3.3.1
23: Uptime: 29.974 s
24: Compiled: Unknown
25: Directory:
26:
27:
28: 2776 [INFO] 2, motor added at 0x38e63d8
29: 2776 [INFO] 2, motor added at 0x38e6370
30: 2776 [INFO] 2, motor added at 0x38e6308
31: 2776 [INFO] 2, motor added at 0x38e66a8
32: 2776 [INFO] 2, motor added at 0x38e6440
33: 2776 [INFO] 2, motor added at 0x38e64a8
34: 2776 [INFO] 2, motor added at 0x38e6578
35: 2776 [INFO] 2, motor added at 0x38e6510
36: 2776 [INFO] CHASSIS_PID_TURN, Time: 2118, Actual_Vol1: 6.000000, Actual_Vol2: 0.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 0.000000, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 0.000000, Absolute_Angle: -0.000144, error history: 1, history size: 20, time out time: -2147481531, error difference: 0.000000, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
37: 2776 [INFO] CHASSIS_PID_TURN, Time: 2128, Actual_Vol1: -6.000000, Actual_Vol2: -6.000000, Actual_Vol3: -12.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 900.011435, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.001143, Absolute_Angle: -0.000164, error history: 2, history size: 20, time out time: -2147481531, error difference: 0.001143, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
38: 2776 [INFO] CHASSIS_PID_TURN, Time: 2138, Actual_Vol1: 0.000000, Actual_Vol2: 0.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1800.035220, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.002378, Absolute_Angle: -0.000186, error history: 3, history size: 20, time out time: -2147481531, error difference: 0.002378, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
39: 2776 [INFO] CHASSIS_PID_TURN, Time: 2148, Actual_Vol1: 0.000000, Actual_Vol2: 0.000000, Actual_Vol3: -12.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 2700.071856, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.003664, Absolute_Angle: -0.000208, error history: 4, history size: 20, time out time: -2147481531, error difference: 0.003664, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
40: 2776 [INFO] CHASSIS_PID_TURN, Time: 2158, Actual_Vol1: 0.000000, Actual_Vol2: 0.000000, Actual_Vol3: -80.000000, Actual_Vol4: -80.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3600.122100, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Relative_Heading: -0.005024, Absolute_Angle: -0.000232, error history: 5, history size: 20, time out time: -2147481531, error difference: 0.005024, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
41: 2776 [INFO] CHASSIS_PID_TURN, Time: 2168, Actual_Vol1: 0.000000, Actual_Vol2: 0.000000, Actual_Vol3: 277.000000, Actual_Vol4: -277.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 4500.187036, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.006494, Absolute_Angle: -0.000258, error history: 6, history size: 20, time out time: -2147481531, error difference: 0.006494, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
42: 2770 [INFO] CHASSIS_PID_TURN, Time: 2178, Actual_Vol1: 0.000000, Actual_Vol2: 0.000000, Actual_Vol3: 320.000000, Actual_Vol4: -320.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 5400.267413, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.008038, Absolute_Angle: -0.000285, error history: 7, history size: 20, time out time: -2147481531, error difference: 0.008038, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
43: 2770 [INFO] CHASSIS_PID_TURN, Time: 2188, Actual_Vol1: 265.000000, Actual_Vol2: -259.000000, Actual_Vol3: 653.000000, Actual_Vol4: -659.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 6300.364161, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.009675, Absolute_Angle: -0.000313, error history: 8, history size: 20, time out time: -2147481531, error difference: 0.009675, over slew: 1, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: 8.200000, Actual_Vel4: 0.000000
44: 2770 [INFO] CHASSIS_PID_TURN, Time: 2198, Actual_Vol1: 499.000000, Actual_Vol2: -499.000000, Actual_Vol3: 770.000000, Actual_Vol4: -912.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 7200.477785, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.011362, Absolute_Angle: -0.000343, error history: 9, history size: 20, time out time: -2147481531, error difference: 0.011362, over slew: 1, Actual_Vel: 20.800000, Actual_Vel2: -0.000000, Actual_Vel3: 12.200000, Actual_Vel4: -12.200000
45: 2772 [INFO] CHASSIS_PID_TURN, Time: 2208, Actual_Vol1: 795.000000, Actual_Vol2: -869.000000, Actual_Vol3: 1195.000000, Actual_Vol4: -1220.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 8100.608902, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.013112, Absolute_Angle: -0.000373, error history: 10, history size: 20, time out time: -2147481531, error difference: 0.013112, over slew: 1, Actual_Vel: 20.800000, Actual_Vel2: -0.000000, Actual_Vel3: 17.400000, Actual_Vel4: -18.400000
46: 2772 [INFO] CHASSIS_PID_TURN, Time: 2218, Actual_Vol1: 1318.000000, Actual_Vol2: -1392.000000, Actual_Vol3: 1540.000000, Actual_Vol4: -1614.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 9000.758792, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.014989, Absolute_Angle: -0.000406, error history: 11, history size: 20, time out time: -2147481531, error difference: 0.014989, over slew: 1, Actual_Vel: 20.000000, Actual_Vel2: -7.200000, Actual_Vel3: 36.200000, Actual_Vel4: -31.400000
47: 2772 [INFO] CHASSIS_PID_TURN, Time: 2228, Actual_Vol1: 1836.000000, Actual_Vol2: -1829.000000, Actual_Vol3: 1940.000000, Actual_Vol4: -2088.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 9900.927480, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.016869, Absolute_Angle: -0.000439, error history: 12, history size: 20, time out time: -2147481531, error difference: 0.016869, over slew: 1, Actual_Vel: 55.200000, Actual_Vel2: -19.800000, Actual_Vel3: 70.000000, Actual_Vel4: -56.000000
48: 2774 [INFO] CHASSIS_PID_TURN, Time: 2238, Actual_Vol1: 2285.000000, Actual_Vol2: -2353.000000, Actual_Vol3: 2248.000000, Actual_Vol4: -2384.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 10801.111978, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.018450, Absolute_Angle: -0.000466, error history: 13, history size: 20, time out time: -2147481531, error difference: 0.018450, over slew: 1, Actual_Vel: 91.200000, Actual_Vel2: -51.600000, Actual_Vel3: 88.000000, Actual_Vel4: -90.200000
49: 2774 [INFO] CHASSIS_PID_TURN, Time: 2248, Actual_Vol1: 2643.000000, Actual_Vol2: -2920.000000, Actual_Vol3: 2513.000000, Actual_Vol4: -2766.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 11701.312031, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.020005, Absolute_Angle: -0.000493, error history: 14, history size: 20, time out time: -2147481531, error difference: 0.020005, over slew: 1, Actual_Vel: 105.800000, Actual_Vel2: -81.400000, Actual_Vel3: 101.000000, Actual_Vel4: -106.800000
50: 2774 [INFO] CHASSIS_PID_TURN, Time: 2258, Actual_Vol1: 2914.000000, Actual_Vol2: -3333.000000, Actual_Vol3: 2834.000000, Actual_Vol4: -3006.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 12601.525177, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.021315, Absolute_Angle: -0.000516, error history: 15, history size: 20, time out time: -2147481531, error difference: 0.021315, over slew: 1, Actual_Vel: 131.800000, Actual_Vel2: -105.000000, Actual_Vel3: 74.200000, Actual_Vel4: -117.400000
51: 2776 [INFO] CHASSIS_PID_TURN, Time: 2268, Actual_Vol1: 3049.000000, Actual_Vol2: -3653.000000, Actual_Vol3: 3616.000000, Actual_Vol4: -3160.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 13501.632044, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: -0.010687, Absolute_Angle: -0.000331, error history: 16, history size: 20, time out time: -2147481531, error difference: 0.021315, over slew: 1, Actual_Vel: 126.800000, Actual_Vel2: -96.800000, Actual_Vel3: 35.600000, Actual_Vel4: -117.400000
52: 2776 [INFO] CHASSIS_PID_TURN, Time: 2278, Actual_Vol1: 3129.000000, Actual_Vol2: -3881.000000, Actual_Vol3: 4306.000000, Actual_Vol4: -3345.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 14401.451417, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 0.018063, Absolute_Angle: 0.000171, error history: 17, history size: 20, time out time: -2147481531, error difference: 0.039372, over slew: 1, Actual_Vel: 103.600000, Actual_Vel2: -87.200000, Actual_Vel3: 25.600000, Actual_Vel4: -83.600000
53: 2776 [INFO] CHASSIS_PID_TURN, Time: 2288, Actual_Vol1: 3511.000000, Actual_Vol2: -4503.000000, Actual_Vol3: 4990.000000, Actual_Vol4: -3665.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 15300.670815, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 0.078060, Absolute_Angle: 0.001218, error history: 18, history size: 20, time out time: -2147481531, error difference: 0.099375, over slew: 1, Actual_Vel: 68.800000, Actual_Vel2: -33.600000, Actual_Vel3: 33.400000, Actual_Vel4: -70.000000
54: 2778 [INFO] CHASSIS_PID_TURN, Time: 2298, Actual_Vol1: 4121.000000, Actual_Vol2: -4977.000000, Actual_Vol3: 5624.000000, Actual_Vol4: -4059.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 16198.571932, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 0.209888, Absolute_Angle: 0.003519, error history: 19, history size: 20, time out time: -2147481531, error difference: 0.231203, over slew: 1, Actual_Vel: 28.600000, Actual_Vel2: -33.600000, Actual_Vel3: 57.200000, Actual_Vel4: -79.600000
55: 2778 [INFO] CHASSIS_PID_TURN, Time: 2308, Actual_Vol1: 4916.000000, Actual_Vol2: -5735.000000, Actual_Vol3: 6222.000000, Actual_Vol4: -4491.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 17094.890460, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 0.368147, Absolute_Angle: 0.006281, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.389462, over slew: 1, Actual_Vel: 65.000000, Actual_Vel2: -23.400000, Actual_Vel3: 64.200000, Actual_Vel4: -90.200000
56: 2778 [INFO] CHASSIS_PID_TURN, Time: 2318, Actual_Vol1: 5433.000000, Actual_Vol2: -6462.000000, Actual_Vol3: 6733.000000, Actual_Vol4: -4792.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 17989.316281, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 0.557418, Absolute_Angle: 0.009585, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.578732, over slew: 1, Actual_Vel: 79.800000, Actual_Vel2: -52.400000, Actual_Vel3: 78.400000, Actual_Vel4: -113.600000
57: 2780 [INFO] CHASSIS_PID_TURN, Time: 2328, Actual_Vol1: 5883.000000, Actual_Vol2: -6991.000000, Actual_Vol3: 7164.000000, Actual_Vol4: -5094.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 18881.531910, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 0.778437, Absolute_Angle: 0.013442, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.799752, over slew: 1, Actual_Vel: 69.200000, Actual_Vel2: -57.200000, Actual_Vel3: 101.600000, Actual_Vel4: -138.600000
58: 2780 [INFO] CHASSIS_PID_TURN, Time: 2338, Actual_Vol1: 6437.000000, Actual_Vol2: -7626.000000, Actual_Vol3: 7515.000000, Actual_Vol4: -5291.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 19769.960788, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 0.000000, Heading_Sp: 90.000000, Relative_Heading: 1.157112, Absolute_Angle: 0.020051, error history: 20, history size: 20, time out time: -2147481531, error difference: 1.178422, over slew: 1, Actual_Vel: 172.200000, Actual_Vel2: -56.800000, Actual_Vel3: 111.600000, Actual_Vel4: -162.200000
59: 2780 [INFO] CHASSIS_PID_TURN, Time: 2348, Actual_Vol1: 6942.000000, Actual_Vol2: -8020.000000, Actual_Vol3: 7872.000000, Actual_Vol4: -5390.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 20653.967137, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 1.000000, Heading_Sp: 90.000000, Relative_Heading: 1.599365, Absolute_Angle: 0.027770, error history: 20, history size: 20, time out time: -2147481531, error difference: 1.620680, over slew: 1, Actual_Vel: 100.600000, Actual_Vel2: -62.200000, Actual_Vel3: 120.800000, Actual_Vel4: -187.400000
60: 2782 [INFO] CHASSIS_PID_TURN, Time: 2358, Actual_Vol1: 7330.000000, Actual_Vol2: -8676.000000, Actual_Vol3: 7928.000000, Actual_Vol4: -5371.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 21531.034134, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 2.000000, Heading_Sp: 90.000000, Relative_Heading: 2.293300, Absolute_Angle: 0.039881, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.314615, over slew: 1, Actual_Vel: 114.000000, Actual_Vel2: -63.600000, Actual_Vel3: 144.400000, Actual_Vel4: -193.400000
61: 2782 [INFO] CHASSIS_PID_TURN, Time: 2368, Actual_Vol1: 7669.000000, Actual_Vol2: -8252.000000, Actual_Vol3: 7706.000000, Actual_Vol4: -5125.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 22401.649649, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1.000000, position_r: 2.000000, Heading_Sp: 90.000000, Relative_Heading: 2.938449, Absolute_Angle: 0.051141, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.959763, over slew: 1, Actual_Vel: 135.000000, Actual_Vel2: -46.400000, Actual_Vel3: 146.200000, Actual_Vel4: -180.200000
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## ../RobotCode/log.txt

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62: 27782 [INFO] CHASSIS_PID_TURN, Time: 2378, Actual_Vol1: 7774.000000, Actual_Vol2: -6733.000000, Actual_Vol3: 7632.000000, Actual_Vol4: -4971.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 23264.271918, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 10.000000, position_r: -2.000000, Heading_Sp: 90.000000, Relative_Heading: 3.737773, Absolute Angle: 0.065092, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.759088, o
ver slew: 1, Actual_Vel1: 145.800000, Actual_Vel2: -58.000000, Actual_Vel3: 140.200000, Actual_Vel4: -173.200000
63: 27784 [INFO] CHASSIS_PID_TURN, Time: 2388, Actual_Vol1: 7903.000000, Actual_Vol2: -6930.000000, Actual_Vol3: 7798.000000, Actual_Vol4: -4601.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 24119.287181, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 13.000000, position_r: -3.000000, Heading_Sp: 90.000000, Relative_Heading: 4.498474, Absolute Angle: 0.078369, error history: 20, history size: 20, time out time: -2147481531, error difference: 4.519788, o
ver slew: 1, Actual_Vel1: 168.200000, Actual_Vel2: -84.200000, Actual_Vel3: 159.400000, Actual_Vel4: -144.200000
64: 27784 [INFO] CHASSIS_PID_TURN, Time: 2398, Actual_Vol1: 7835.000000, Actual_Vol2: -7503.000000, Actual_Vol3: 7798.000000, Actual_Vol4: -4571.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 24964.056953, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 16.000000, position_r: -4.000000, Heading_Sp: 90.000000, Relative_Heading: 5.523023, Absolute Angle: 0.096251, error history: 20, history size: 20, time out time: -2147481531, error difference: 5.544337, o
ver slew: 1, Actual_Vel1: 168.800000, Actual_Vel2: -94.800000, Actual_Vel3: 154.200000, Actual_Vel4: -140.000000
65: 27784 [INFO] CHASSIS_PID_TURN, Time: 2408, Actual_Vol1: 7983.000000, Actual_Vol2: -7232.000000, Actual_Vol3: 8039.000000, Actual_Vol4: -4564.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 25797.979380, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 19.000000, position_r: -5.000000, Heading_Sp: 90.000000, Relative_Heading: 6.607757, Absolute Angle: 0.115183, error history: 20, history size: 20, time out time: -2147481531, error difference: 6.629072, o
ver slew: 1, Actual_Vel1: 183.800000, Actual_Vel2: -99.400000, Actual_Vel3: 180.200000, Actual_Vel4: -139.200000
66: 27786 [INFO] CHASSIS_PID_TURN, Time: 2418, Actual_Vol1: 7694.000000, Actual_Vol2: -7515.000000, Actual_Vol3: 8193.000000, Actual_Vol4: -4817.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 26620.547837, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 22.000000, position_r: -6.000000, Heading_Sp: 90.000000, Relative_Heading: 7.743154, Absolute Angle: 0.134999, error history: 20, history size: 20, time out time: -2147481531, error difference: 7.764469, o
ver slew: 1, Actual_Vel1: 183.600000, Actual_Vel2: -97.800000, Actual_Vel3: 201.400000, Actual_Vel4: -155.600000
67: 27786 [INFO] CHASSIS_PID_TURN, Time: 2428, Actual_Vol1: 7503.000000, Actual_Vol2: -7373.000000, Actual_Vol3: 8082.000000, Actual_Vol4: -4854.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 27431.227228, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 25.000000, position_r: -6.000000, Heading_Sp: 90.000000, Relative_Heading: 8.932061, Absolute Angle: 0.155750, error history: 20, history size: 20, time out time: -2147481531, error difference: 8.953376, o
ver slew: 1, Actual_Vel1: 187.000000, Actual_Vel2: -110.600000, Actual_Vel3: 203.400000, Actual_Vel4: -168.800000
68: 27786 [INFO] CHASSIS_PID_TURN, Time: 2438, Actual_Vol1: 7226.000000, Actual_Vol2: -7614.000000, Actual_Vol3: 7706.000000, Actual_Vol4: -4805.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 28230.461524, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 29.000000, position_r: -8.000000, Heading_Sp: 90.000000, Relative_Heading: 10.076570, Absolute Angle: 0.175725, error history: 20, history size: 20, time out time: -2147481531, error difference: 10.097885, o
ver slew: 1, Actual_Vel1: 197.000000, Actual_Vel2: -124.200000, Actual_Vel3: 195.000000, Actual_Vel4: -174.000000
69: 27788 [INFO] CHASSIS_PID_TURN, Time: 2448, Actual_Vol1: 7059.000000, Actual_Vol2: -7595.000000, Actual_Vol3: 7343.000000, Actual_Vol4: -4583.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 29014.765327, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 33.000000, position_r: -8.000000, Heading_Sp: 90.000000, Relative_Heading: 11.569620, Absolute Angle: 0.201784, error history: 20, history size: 20, time out time: -2147481531, error difference: 11.590934, o
ver slew: 1, Actual_Vel1: 192.400000, Actual_Vel2: -123.600000, Actual_Vel3: 188.000000, Actual_Vel4: -180.200000
70: 27788 [INFO] CHASSIS_PID_TURN, Time: 2458, Actual_Vol1: 6733.000000, Actual_Vol2: -7922.000000, Actual_Vol3: 7102.000000, Actual_Vol4: -4410.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 29785.610472, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 37.000000, position_r: -9.000000, Heading_Sp: 90.000000, Relative_Heading: 12.915486, Absolute Angle: 0.225274, error history: 20, history size: 20, time out time: -2147481531, error difference: 12.926172, o
ver slew: 1, Actual_Vel1: 188.600000, Actual_Vel2: -124.600000, Actual_Vel3: 199.400000, Actual_Vel4: -183.000000
71: 27788 [INFO] CHASSIS_PID_TURN, Time: 2468, Actual_Vol1: 6548.000000, Actual_Vol2: -7657.000000, Actual_Vol3: 6856.000000, Actual_Vol4: -4300.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 30541.645449, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 42.000000, position_r: -10.000000, Heading_Sp: 90.000000, Relative_Heading: 14.396502, Absolute Angle: 0.251122, error history: 20, history size: 20, time out time: -2147481531, error difference: 14.378440
, over slew: 1, Actual_Vel1: 185.800000, Actual_Vel2: -116.200000, Actual_Vel3: 221.800000, Actual_Vel4: -190.400000
72: 27790 [INFO] CHASSIS_PID_TURN, Time: 2478, Actual_Vol1: 6271.000000, Actual_Vol2: -7614.000000, Actual_Vol3: 6462.000000, Actual_Vol4: -4090.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 31281.596530, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 46.000000, position_r: -10.000000, Heading_Sp: 90.000000, Relative_Heading: 16.004892, Absolute Angle: 0.279194, error history: 20, history size: 20, time out time: -2147481531, error difference: 15.926832
, over slew: 1, Actual_Vel1: 188.600000, Actual_Vel2: -125.000000, Actual_Vel3: 206.200000, Actual_Vel4: -192.600000
73: 27790 [INFO] CHASSIS_PID_TURN, Time: 2488, Actual_Vol1: 6043.000000, Actual_Vol2: -8002.000000, Actual_Vol3: 6098.000000, Actual_Vol4: -3838.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 32007.198633, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 50.000000, position_r: -12.000000, Heading_Sp: 90.000000, Relative_Heading: 17.439790, Absolute Angle: 0.304238, error history: 20, history size: 20, time out time: -2147481531, error difference: 17.229901
, over slew: 1, Actual_Vel1: 206.800000, Actual_Vel2: -135.000000, Actual_Vel3: 190.200000, Actual_Vel4: -195.600000
74: 27790 [INFO] CHASSIS_PID_TURN, Time: 2498, Actual_Vol1: 5772.000000, Actual_Vol2: -8051.000000, Actual_Vol3: 5914.000000, Actual_Vol4: -3647.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 32716.206349, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 54.000000, position_r: -13.000000, Heading_Sp: 90.000000, Relative_Heading: 19.099228, Absolute Angle: 0.333200, error history: 20, history size: 20, time out time: -2147481531, error difference: 18.731081
, over slew: 1, Actual_Vel1: 210.000000, Actual_Vel2: -147.200000, Actual_Vel3: 194.000000, Actual_Vel4: -182.400000
75: 27792 [INFO] CHASSIS_PID_TURN, Time: 2508, Actual_Vol1: 5562.000000, Actual_Vol2: -7971.000000, Actual_Vol3: 5673.000000, Actual_Vol4: -3431.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 33409.465182, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 59.000000, position_r: -14.000000, Heading_Sp: 90.000000, Relative_Heading: 20.674117, Absolute Angle: 0.360687, error history: 20, history size: 20, time out time: -2147481531, error difference: 20.116699
, over slew: 1, Actual_Vel1: 189.400000, Actual_Vel2: -136.000000, Actual_Vel3: 210.000000, Actual_Vel4: -179.600000
76: 27792 [INFO] CHASSIS_PID_TURN, Time: 2518, Actual_Vol1: 5217.000000, Actual_Vol2: -8242.000000, Actual_Vol3: 5365.000000, Actual_Vol4: -3259.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 34085.853712, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 63.000000, position_r: -16.000000, Heading_Sp: 90.000000, Relative_Heading: 22.361147, Absolute Angle: 0.390131, error history: 20, history size: 20, time out time: -2147481531, error difference: 21.582710
, over slew: 1, Actual_Vel1: 179.200000, Actual_Vel2: -153.000000, Actual_Vel3: 216.600000, Actual_Vel4: -178.800000
77: 27792 [INFO] CHASSIS_PID_TURN, Time: 2528, Actual_Vol1: 5039.000000, Actual_Vol2: -8267.000000, Actual_Vol3: 5026.000000, Actual_Vol4: -3018.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 34745.199622, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 67.000000, position_r: -17.000000, Heading_Sp: 90.000000, Relative_Heading: 24.065409, Absolute Angle: 0.419876, error history: 20, history size: 20, time out time: -2147481531, error difference: 22.908297
, over slew: 1, Actual_Vel1: 183.200000, Actual_Vel2: -142.600000, Actual_Vel3: 201.600000, Actual_Vel4: -172.600000
78: 27794 [INFO] CHASSIS_PID_TURN, Time: 2538, Actual_Vol1: 4829.000000, Actual_Vol2: -8193.000000, Actual_Vol3: 4682.000000, Actual_Vol4: -2852.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 35388.418998, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 71.000000, position_r: -18.000000, Heading_Sp: 90.000000, Relative_Heading: 25.678062, Absolute Angle: 0.448022, error history: 20, history size: 20, time out time: -2147481531, error difference: 24.078697
, over slew: 1, Actual_Vel1: 189.600000, Actual_Vel2: -138.400000, Actual_Vel3: 184.000000, Actual_Vel4: -169.400000
79: 27794 [INFO] CHASSIS_PID_TURN, Time: 2548, Actual_Vol1: 4614.000000, Actual_Vol2: -8013.000000, Actual_Vol3: 4392.000000, Actual_Vol4: -2772.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 36015.456502, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 76.000000, position_r: -20.000000, Heading_Sp: 90.000000, Relative_Heading: 27.296250, Absolute Angle: 0.476265, error history: 20, history size: 20, time out time: -2147481531, error difference: 25.002949
, over slew: 1, Actual_Vel1: 195.600000, Actual_Vel2: -143.000000, Actual_Vel3: 177.400000, Actual_Vel4: -162.000000
80: 27794 [INFO] CHASSIS_PID_TURN, Time: 2558, Actual_Vol1: 4226.000000, Actual_Vol2: -8217.000000, Actual_Vol3: 4183.000000, Actual_Vol4: -2729.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 36624.418762, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 79.000000, position_r: -22.000000, Heading_Sp: 90.000000, Relative_Heading: 29.103774, Absolute Angle: 0.507812, error history: 20, history size: 20, time out time: -2147481531, error difference: 26.165325
, over slew: 0, Actual_Vel1: 175.400000, Actual_Vel2: -153.200000, Actual_Vel3: 182.000000, Actual_Vel4: -162.200000
81: 27796 [INFO] CHASSIS_PID_TURN, Time: 2568, Actual_Vol1: 4084.000000, Actual_Vol2: -8402.000000, Actual_Vol3: 4010.000000, Actual_Vol4: -2667.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 37217.332056, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 83.000000, position_r: -24.000000, Heading_Sp: 90.000000, Relative_Heading: 30.708671, Absolute Angle: 0.535823, error history: 20, history size: 20, time out time: -2147481531, error difference: 26.970898
, over slew: 0, Actual_Vel1: 169.200000, Actual_Vel2: -164.000000, Actual_Vel3: 186.000000, Actual_Vel4: -155.800000
82: 27796 [INFO] CHASSIS_PID_TURN, Time: 2578, Actual_Vol1: 3850.000000, Actual_Vol2: -8279.000000, Actual_Vol3: 3819.000000, Actual_Vol4: -2661.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 37793.115962, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 87.000000, position_r: -26.000000, Heading_Sp: 90.000000, Relative_Heading: 32.421609, Absolute Angle: 0.565720, error history: 20, history size: 20, time out time: -2147481531, error difference: 27.923136
, over slew: 0, Actual_Vel1: 171.400000, Actual_Vel2: -162.200000, Actual_Vel3: 182.400000, Actual_Vel4: -153.800000
83: 27796 [INFO] CHASSIS_PID_TURN, Time: 2588, Actual_Vol1: 3665.000000, Actual_Vol2: -8273.000000, Actual_Vol3: 3671.000000, Actual_Vol4: -2624.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 38351.699728, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 89.000000, position_r: -28.000000, Heading_Sp: 90.000000, Relative_Heading: 34.141623, Absolute Angle: 0.595739, error history: 20, history size: 20, time out time: -2147481531, error difference: 28.618601
, over slew: 0, Actual_Vel1: 170.600000, Actual_Vel2: -174.400000, Actual_Vel3: 167.400000, Actual_Vel4: -150.000000
84: 27798 [INFO] CHASSIS_PID_TURN, Time: 2598, Actual_Vol1: 3591.000000, Actual_Vol2: -8642.000000, Actual_Vol3: 3542.000000, Actual_Vol4: -2581.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 38895.055902, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 92.000000, position_r: -32.000000, Heading_Sp: 90.000000, Relative_Heading: 35.664383, Absolute Angle: 0.622317, error history: 20, history size: 20, time out time: -2147481531, error difference: 29.056625
, over slew: 0, Actual_Vel1: 173.600000, Actual_Vel2: -174.400000, Actual_Vel3: 162.000000, Actual_Vel4: -147.800000
85: 27798 [INFO] CHASSIS_PID_TURN, Time: 2608, Actual_Vol1: 3437.000000, Actual_Vol2: -8667.000000, Actual_Vol3: 3456.000000, Actual_Vol4: -2563.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 39420.325254, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 96.000000, position_r: -34.000000, Heading_Sp: 90.000000, Relative_Heading: 37.473065, Absolute Angle: 0.653884, error history: 20, history size: 20, time out time: -2147481531, error difference: 29.729910
, over slew: 0, Actual_Vel1: 158.600000, Actual_Vel2: -172.400000, Actual_Vel3: 157.400000, Actual_Vel4: -144.800000
86: 27798 [INFO] CHASSIS_PID_TURN, Time: 2618, Actual_Vol1: 3351.000000, Actual_Vol2: -8285.000000, Actual_Vol3: 3400.000000, Actual_Vol4: -2593.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 39928.568954, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 100.000000, position_r: -37.000000, Heading_Sp: 90.000000, Relative_Heading: 39.175630, Absolute Angle: 0.683599, error history: 20, history size: 20, time out time: -2147481531, error difference: 30.243569
, over slew: 0, Actual_Vel1: 143.600000, Actual_Vel2: -167.200000, Actual_Vel3: 161.800000, Actual_Vel4: -145.200000
87: 27800 [INFO] CHASSIS_PID_TURN, Time: 2628, Actual_Vol1: 3302.000000, Actual_Vol2: -8241.000000, Actual_Vol3: 3308.000000, Actual_Vol4: -2630.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 40419.826318, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 102.000000, position_r: -40.000000, Heading_Sp: 90.000000, Relative_Heading: 40.874264, Absolute Angle: 0.713246, error history: 20, history size: 20, time out time: -2147481531, error difference: 30.79769
3, over slew: 0, Actual_Vel1: 140.800000, Actual_Vel2: -172.000000, Actual_Vel3: 158.600000, Actual_Vel4: -143.800000
88: 27800 [INFO] CHASSIS_PID_TURN, Time: 2638, Actual_Vol1: 3382.000000, Actual_Vol2: -8846.000000, Actual_Vol3: 3179.000000, Actual_Vol4: -2587.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 40894.107657, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 106.000000, position_r: -44.000000, Heading_Sp: 90.000000, Relative_Heading: 42.571866, Absolute Angle: 0.742875, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.00224
6, over slew: 0, Actual_Vel1: 148.400000, Actual_Vel2: -197.800000, Actual_Vel3: 153.600000, Actual_Vel4: -145.600000
89: 27800 [INFO] CHASSIS_PID_TURN, Time: 2648, Actual_Vol1: 3376.000000, Actual_Vol2: -8778.000000, Actual_Vol3: 3043.000000, Actual_Vol4: -2519.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 41351.548194, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 107.000000, position_r: -46.000000, Heading_Sp: 90.000000, Relative_Heading: 44.255946, Absolute Angle: 0.772268, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.34046
1, over slew: 0, Actual_Vel1: 151.200000, Actual_Vel2: -186.800000, Actual_Vel3: 142.200000, Actual_Vel4: -142.600000
90: 27802 [INFO] CHASSIS_PID_TURN, Time: 2658, Actual_Vol1: 3203.000000, Actual_Vol2: -8575.000000, Actual_Vol3: 3012.000000, Actual_Vol4: -2482.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 41793.148995, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 109.000000, position_r: -50.000000, Heading_Sp: 90.000000, Relative_Heading: 45.839920, Absolute Angle: 0.799913, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.44341
8, over slew: 0, Actual_Vel1: 145.000000, Actual_Vel2: -167.400000, Actual_Vel3: 143.800000, Actual_Vel4: -144.800000
91: 27802 [INFO] CHASSIS_PID_TURN, Time: 2668, Actual_Vol1: 3000.000000, Actual_Vol2: -8753.000000, Actual_Vol3: 3006.000000, Actual_Vol4: -2458.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 42217.863240, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 111.000000, position_r: -54.000000, Heading_Sp: 90.000000, Relative_Heading: 47.528576, Absolute Angle: 0.829386, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.52368
4, over slew: 0, Actual_Vel1: 132.000000, Actual_Vel2: -185.400000, Actual_Vel3: 143.200000, Actual_Vel4: -137.600000
92: 27802 [INFO] CHASSIS_PID_TURN, Time: 2678, Actual_Vol1: 2981.000000, Actual_Vol2: -8310.000000, Actual_Vol3: 2963.000000, Actual_Vol4: -2433.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 42625.742256, kd: 35.00000
0, kt: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 113.000000, position_r: -58.000000, Heading_Sp: 90.000000, Relative_Heading: 49.212098, Absolute Angle: 0.858769, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.77230
9, over slew: 0, Actual_Vel1: 132.000000, Actual_V
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01/30/21  
13:39:17

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../RobotCode/log.txt
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over slew: 0, Actual_Vel: 99.200000, Actual_Vel2: -173.400000, Actual_Vol: 104.600000, Actual_Vol2: -108.000000,
100: 27808 [INFO] CHASSIS_PID_TURN, Turn: 2788, Actual_Vol: 2723.000000, Actual_Vol2: -6326.000000, Actual_Vol3: 2378.000000, Actual_Vol4: -1663.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 45303.874626, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 120.000000, position_r: -95.000000, Heading_Sp: 90.000000, Relative_Heading: 62.121492, Absolute Angle: 1.084080, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.41282
1, over slew: 0, Actual_Vel: 98.800000, Actual_Vel2: -173.000000, Actual_Vol: 106.800000, Actual_Vol2: -100.600000
101: 27808 [INFO] CHASSIS_PID_TURN, Turn: 2788, Actual_Vol: 2575.000000, Actual_Vol2: -5852.000000, Actual_Vol3: 2279.000000, Actual_Vol4: -1608.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 45567.733878, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 120.000000, position_r: -101.000000, Heading_Sp: 90.000000, Relative_Heading: 63.614075, Absolute Angle: 1.110131, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.1924
66, over slew: 0, Actual_Vel: 95.200000, Actual_Vel2: -164.800000, Actual_Vol: 108.400000, Actual_Vel2: -94.000000
102: 27810 [INFO] CHASSIS_PID_TURN, Turn: 2778, Actual_Vol: 2556.000000, Actual_Vol2: -5359.000000, Actual_Vol3: 2187.000000, Actual_Vol4: -1565.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 45815.884714, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 120.000000, position_r: -106.000000, Heading_Sp: 90.000000, Relative_Heading: 65.184916, Absolute Angle: 1.137547, error history: 20, history size: 20, time out time: -2147481531, error difference: 31.0432
93, over slew: 0, Actual_Vel: 98.400000, Actual_Vel2: -165.600000, Actual_Vol: 102.200000, Actual_Vel2: -92.000000
103: 27810 [INFO] CHASSIS_PID_TURN, Turn: 2788, Actual_Vol: 2470.000000, Actual_Vol2: -4885.000000, Actual_Vol3: 2045.000000, Actual_Vol4: -1435.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 46049.611903, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 121.000000, position_r: -110.000000, Heading_Sp: 90.000000, Relative_Heading: 66.627281, Absolute Angle: 1.162721, error history: 20, history size: 20, time out time: -2147481531, error difference: 30.9628
98, over slew: 0, Actual_Vel: 97.200000, Actual_Vel2: -158.000000, Actual_Vol: 91.800000, Actual_Vel2: -89.000000
104: 27810 [INFO] CHASSIS_PID_TURN, Turn: 2798, Actual_Vol: 2365.000000, Actual_Vol2: -4386.000000, Actual_Vol3: 1885.000000, Actual_Vol4: -1417.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 46269.140671, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 121.000000, position_r: -114.000000, Heading_Sp: 90.000000, Relative_Heading: 68.047123, Absolute Angle: 1.187502, error history: 20, history size: 20, time out time: -2147481531, error difference: 30.5740
58, over slew: 0, Actual_Vel: 91.000000, Actual_Vel2: -158.600000, Actual_Vol: 83.000000, Actual_Vel2: -85.800000
105: 27812 [INFO] CHASSIS_PID_TURN, Turn: 2808, Actual_Vol: 2187.000000, Actual_Vol2: -3905.000000, Actual_Vol3: 1780.000000, Actual_Vol4: -1343.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 46475.692715, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 122.000000, position_r: -117.000000, Heading_Sp: 90.000000, Relative_Heading: 69.344796, Absolute Angle: 1.210151, error history: 20, history size: 20, time out time: -2147481531, error difference: 30.1691
66, over slew: 0, Actual_Vel: 82.800000, Actual_Vel2: -144.400000, Actual_Vol: 81.200000, Actual_Vel2: -95.000000
106: 27812 [INFO] CHASSIS_PID_TURN, Turn: 2818, Actual_Vol: 2094.000000, Actual_Vol2: -3055.000000, Actual_Vol3: 1700.000000, Actual_Vol4: -1207.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 46661.433960, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 122.000000, position_r: -121.000000, Heading_Sp: 90.000000, Relative_Heading: 71.425876, Absolute Angle: 1.246472, error history: 20, history size: 20, time out time: -2147481531, error difference: 30.5516
12, over slew: 0, Actual_Vel: 73.200000, Actual_Vel2: -117.800000, Actual_Vol: 77.600000, Actual_Vel2: -91.000000
107: 27812 [INFO] CHASSIS_PID_TURN, Turn: 2828, Actual_Vol: 2057.000000, Actual_Vol2: -2686.000000, Actual_Vol3: 1663.000000, Actual_Vol4: -979.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 46835.470646, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 122.000000, position_r: -125.000000, Heading_Sp: 90.000000, Relative_Heading: 72.596331, Absolute Angle: 1.266901, error history: 20, history size: 20, time out time: -2147481531, error difference: 30.0246
5, over slew: 0, Actual_Vel: 65.000000, Actual_Vel2: -107.800000, Actual_Vol: 72.800000, Actual_Vel2: -82.000000
108: 27814 [INFO] CHASSIS_PID_TURN, Turn: 2838, Actual_Vol: 1990.000000, Actual_Vol2: -2384.000000, Actual_Vol3: 1651.000000, Actual_Vol4: -825.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 46998.214738, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 122.000000, position_r: -129.000000, Heading_Sp: 90.000000, Relative_Heading: 73.725591, Absolute Angle: 1.286610, error history: 20, history size: 20, time out time: -2147481531, error difference: 29.4694
5, over slew: 0, Actual_Vel: 63.200000, Actual_Vel2: -99.000000, Actual_Vol: 67.800000, Actual_Vel2: -75.600000
109: 27814 [INFO] CHASSIS_PID_TURN, Turn: 2848, Actual_Vol: 1854.000000, Actual_Vol2: -2057.000000, Actual_Vol3: 1639.000000, Actual_Vol4: -764.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 47150.059294, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 122.000000, position_r: -132.000000, Heading_Sp: 90.000000, Relative_Heading: 74.811944, Absolute Angle: 1.305571, error history: 20, history size: 20, time out time: -2147481531, error difference: 28.9702
4, over slew: 0, Actual_Vel: 55.600000, Actual_Vel2: -87.600000, Actual_Vol: 64.400000, Actual_Vel2: -70.800000
110: 27814 [INFO] CHASSIS_PID_TURN, Turn: 2858, Actual_Vol: 2008.000000, Actual_Vol2: -1817.000000, Actual_Vol3: 1466.000000, Actual_Vol4: -
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01/30/21  
13:39:17

4

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../RobotCode/log.txt
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0, over slew: 0, Actual_Vol: 3.000000, Position_Slew: 0, position: 142.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 84.477639, Absolute_Angle: 1.474269, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.18488
0, over slew: 0, Actual_Vol: 30.200000, Actual_Vel2: -19.000000, Actual_Vel3: 33.200000, Actual_Vel4: -39.000000
138: 27834 [INFO] CHASSIS_PID_TURN, Time: 3138, Actual_Vol: 3647.000000, Actual_Vol2: -4263.000000, Actual_Vol3: 2790.000000, Actual_Vol4: -1214.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49473.600384, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 143.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 84.685850, Absolute_Angle: 1.477902, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.76107
4, over slew: 0, Actual_Vol: 32.400000, Actual_Vel2: -19.000000, Actual_Vel3: 32.600000, Actual_Vel4: -30.600000
139: 27834 [INFO] CHASSIS_PID_TURN, Time: 3148, Actual_Vol: 3776.000000, Actual_Vol2: -4466.000000, Actual_Vol3: 2852.000000, Actual_Vol4: -1337.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49524.480807, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 144.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 84.911958, Absolute_Angle: 1.481849, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.79032
8, over slew: 0, Actual_Vol: 34.600000, Actual_Vel2: -11.600000, Actual_Vel3: 39.600000, Actual_Vel4: -24.600000
140: 27834 [INFO] CHASSIS_PID_TURN, Time: 3158, Actual_Vol: 3807.000000, Actual_Vol2: -4688.000000, Actual_Vol3: 2852.000000, Actual_Vol4: -1595.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49572.891563, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 145.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 85.158924, Absolute_Angle: 1.486159, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.87360
6, over slew: 0, Actual_Vol: 43.400000, Actual_Vel2: -9.600000, Actual_Vel3: 41.800000, Actual_Vel4: -20.600000
141: 27836 [INFO] CHASSIS_PID_TURN, Time: 3168, Actual_Vol: 3819.000000, Actual_Vol2: -4897.000000, Actual_Vol3: 2889.000000, Actual_Vol4: -1669.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49618.651791, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 146.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 85.423977, Absolute_Angle: 1.490785, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.90994
8, over slew: 0, Actual_Vol: 44.600000, Actual_Vel2: -9.600000, Actual_Vel3: 41.200000, Actual_Vel4: -22.600000
142: 27836 [INFO] CHASSIS_PID_TURN, Time: 3178, Actual_Vol: 3838.000000, Actual_Vol2: -5168.000000, Actual_Vol3: 2932.000000, Actual_Vol4: -1780.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49661.641180, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 148.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 85.701061, Absolute_Angle: 1.495621, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.98112
4, over slew: 0, Actual_Vol: 44.400000, Actual_Vel2: -9.600000, Actual_Vel3: 46.000000, Actual_Vel4: -33.000000
143: 27836 [INFO] CHASSIS_PID_TURN, Time: 3188, Actual_Vol: 3942.000000, Actual_Vol2: -5341.000000, Actual_Vol3: 2932.000000, Actual_Vol4: -1885.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49700.753904, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 149.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 86.088728, Absolute_Angle: 1.502387, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.27869
2, over slew: 0, Actual_Vol: 48.600000, Actual_Vel2: -16.200000, Actual_Vel3: 50.800000, Actual_Vel4: -37.800000
144: 27838 [INFO] CHASSIS_PID_TURN, Time: 3198, Actual_Vol: 3942.000000, Actual_Vol2: -5378.000000, Actual_Vol3: 2932.000000, Actual_Vol4: -1940.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49736.784071, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 150.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 86.396983, Absolute_Angle: 1.507768, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.31714
1, over slew: 0, Actual_Vol: 56.600000, Actual_Vel2: -21.800000, Actual_Vel3: 49.200000, Actual_Vel4: -41.000000
145: 27838 [INFO] CHASSIS_PID_TURN, Time: 3208, Actual_Vol: 3702.000000, Actual_Vol2: -5513.000000, Actual_Vol3: 2901.000000, Actual_Vol4: -1947.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49769.467573, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 151.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 86.731650, Absolute_Angle: 1.513609, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.59732
9, over slew: 0, Actual_Vol: 57.800000, Actual_Vel2: -34.400000, Actual_Vel3: 49.200000, Actual_Vel4: -43.000000
146: 27838 [INFO] CHASSIS_PID_TURN, Time: 3218, Actual_Vol: 3708.000000, Actual_Vol2: -5692.000000, Actual_Vol3: 2858.000000, Actual_Vol4: -1959.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49798.618332, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 152.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 87.084924, Absolute_Angle: 1.519774, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.81335
6, over slew: 0, Actual_Vol: 46.800000, Actual_Vel2: -31.200000, Actual_Vel3: 50.000000, Actual_Vel4: -47.000000
147: 27840 [INFO] CHASSIS_PID_TURN, Time: 3228, Actual_Vol: 3788.000000, Actual_Vol2: -5760.000000, Actual_Vol3: 2778.000000, Actual_Vol4: -1829.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 49824.108344, kD: 35.00000
0, k: 0.000700, KP: 3.000000, Position_Slew: 0, position: 153.000000, position_r: -150.000000, Heading_Slew: 90.000000, Relative_Heading: 87.450999, Absolute_Angle: 1.526164, error history: 20, history size: 20, time out time: -2147481531, error difference: 4.05259
5, over slew: 0, Actual_Vol: 52.200000, Actual_Vel2: -39.
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01/30/21  
13:39:17

5

../RobotCode/log.txt

176: 27858 [INFO] CHASSIS\_PID\_TURN, Time: 3508, Actual\_Vol: 1220.000000, Actual\_Volt: 2569.000000, Actual\_Volt: 308.000000, Actual\_Volt: 376.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48847.519744, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.486699, Absolute Angle: 1.701324, error history: 20, history size: 20, time out time: -2147481531, error difference: 6.017154, over slew: 0, Actual\_Vel: 14.400000, Actual\_Vel2: -18.600000, Actual\_Vel3: 16.000000, Actual\_Vel4: -16.000000

176: 27858 [INFO] CHASSIS\_PID\_TURN, Time: 3518, Actual\_Vol: 1250.000000, Actual\_Volt: 2655.000000, Actual\_Volt: 388.000000, Actual\_Volt: 382.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48772.094316, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.542543, Absolute Angle: 1.702294, error history: 20, history size: 20, time out time: -2147481531, error difference: 5.369690, over slew: 0, Actual\_Vel: 14.400000, Actual\_Vel2: -18.600000, Actual\_Vel3: 16.000000, Actual\_Vel4: -16.000000

177: 27860 [INFO] CHASSIS\_PID\_TURN, Time: 3528, Actual\_Vol: 1257.000000, Actual\_Volt: 2717.000000, Actual\_Volt: 437.000000, Actual\_Volt: 265.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48696.299860, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.594446, Absolute Angle: 1.702938, error history: 20, history size: 20, time out time: -2147481531, error difference: 5.048595, over slew: 0, Actual\_Vel: 14.400000, Actual\_Vel2: -19.200000, Actual\_Vel3: 13.000000, Actual\_Vel4: -8.800000

178: 27860 [INFO] CHASSIS\_PID\_TURN, Time: 3538, Actual\_Vol: 1318.000000, Actual\_Volt: 2606.000000, Actual\_Volt: 419.000000, Actual\_Volt: 216.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48620.253571, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.604629, Absolute Angle: 1.703378, error history: 20, history size: 20, time out time: -2147481531, error difference: 4.556418, over slew: 0, Actual\_Vel: 14.400000, Actual\_Vel2: -19.200000, Actual\_Vel3: 13.000000, Actual\_Vel4: -8.800000

179: 27860 [INFO] CHASSIS\_PID\_TURN, Time: 3548, Actual\_Vol: 1337.000000, Actual\_Volt: 2673.000000, Actual\_Volt: 419.000000, Actual\_Volt: 302.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48544.124725, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.612885, Absolute Angle: 1.703522, error history: 20, history size: 20, time out time: -2147481531, error difference: 4.256731, over slew: 0, Actual\_Vel: 14.400000, Actual\_Vel2: -20.000000, Actual\_Vel3: 10.400000, Actual\_Vel4: -8.800000

180: 27862 [INFO] CHASSIS\_PID\_TURN, Time: 3558, Actual\_Vol: 1343.000000, Actual\_Volt: 2544.000000, Actual\_Volt: 394.000000, Actual\_Volt: 320.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48468.107629, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.601710, Absolute Angle: 1.703327, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.749280, over slew: 0, Actual\_Vel: 14.400000, Actual\_Vel2: -20.000000, Actual\_Vel3: 10.400000, Actual\_Vel4: -8.800000

181: 27862 [INFO] CHASSIS\_PID\_TURN, Time: 3568, Actual\_Vol: 1411.000000, Actual\_Volt: 2513.000000, Actual\_Volt: 314.000000, Actual\_Volt: 400.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48392.262733, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.584490, Absolute Angle: 1.703026, error history: 20, history size: 20, time out time: -2147481531, error difference: 3.363107, over slew: 0, Actual\_Vel: 9.400000, Actual\_Vel2: -20.000000, Actual\_Vel3: 10.400000, Actual\_Vel4: -8.400000

182: 27862 [INFO] CHASSIS\_PID\_TURN, Time: 3578, Actual\_Vol: 1435.000000, Actual\_Volt: 2649.000000, Actual\_Volt: 394.000000, Actual\_Volt: 444.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48316.540486, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.572225, Absolute Angle: 1.702812, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.990268, over slew: 0, Actual\_Vel: 9.400000, Actual\_Vel2: -20.000000, Actual\_Vel3: 10.400000, Actual\_Vel4: -8.400000

183: 27864 [INFO] CHASSIS\_PID\_TURN, Time: 3588, Actual\_Vol: 1540.000000, Actual\_Volt: 2717.000000, Actual\_Volt: 419.000000, Actual\_Volt: 480.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48240.898340, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.553959, Absolute Angle: 1.702494, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.205827, over slew: 0, Actual\_Vel: 9.400000, Actual\_Vel2: -17.600000, Actual\_Vel3: 10.400000, Actual\_Vel4: -8.400000

184: 27864 [INFO] CHASSIS\_PID\_TURN, Time: 3598, Actual\_Vol: 1565.000000, Actual\_Volt: 2710.000000, Actual\_Volt: 468.000000, Actual\_Volt: 505.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48165.358755, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 168.000000, position\_r: -164.000000, Heading\_Sp: 90.000000, Relative\_Heading: 97.539599, Absolute Angle: 1.702494, error history: 20, history size: 20, time out time: -2147481531, error difference: 2.205827, over slew: 0, Actual\_Vel: 9.400000, Actual\_Vel2: -17.600000, Actual\_Vel3: 9.600000, Actual\_Vel4: -8.000000

185: 27864 [INFO] CHASSIS\_PID\_TURN, Time: 3608, Actual\_Vol: 1577.000000, Actual\_Volt: 2784.000000, Actual\_Volt: 511.000000, Actual\_Volt: 468.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 48089.902415, kD: 35.000000, kI: 0.000700



01/30/21  
13:39:17

6

../RobotCode/log.txt

213: 27884 [INFO] CHASSIS\_PID\_TURN, Time: 3888, Actual\_Vol: 2581.000000, Actual\_Vol2: -4127.000000, Actual\_Vol3: 1417.000000, Actual\_Vol4: -536.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45903.733560, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -166.000000, Heading: 30.000000, Relative\_Heading: 98.162964, Absolute Angle: 1.713123, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.421716, over slew: 0, Actual\_Vel1: 14.000000, Actual\_Vel2: -8.600000, Actual\_Vel3: 17.200000, Actual\_Vel4: -34.600000

214: 27884 [INFO] CHASSIS\_PID\_TURN, Time: 3898, Actual\_Vol: 2717.000000, Actual\_Vol2: -4096.000000, Actual\_Vol3: 1417.000000, Actual\_Vol4: -511.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45821.844177, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -166.000000, Heading: 30.000000, Relative\_Heading: 98.188938, Absolute Angle: 1.713576, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.437995, over slew: 0, Actual\_Vel1: 14.000000, Actual\_Vel2: -12.600000, Actual\_Vel3: 17.200000, Actual\_Vel4: -28.000000

215: 27884 [INFO] CHASSIS\_PID\_TURN, Time: 3908, Actual\_Vol: 2760.000000, Actual\_Vol2: -4146.000000, Actual\_Vol3: 1540.000000, Actual\_Vol4: -462.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45739.650011, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -166.000000, Heading: 30.000000, Relative\_Heading: 98.219417, Absolute Angle: 1.714108, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.459728, over slew: 0, Actual\_Vel1: 14.000000, Actual\_Vel2: -12.600000, Actual\_Vel3: 17.200000, Actual\_Vel4: -28.000000

216: 27886 [INFO] CHASSIS\_PID\_TURN, Time: 3918, Actual\_Vol: 2784.000000, Actual\_Vol2: -4146.000000, Actual\_Vol3: 1552.000000, Actual\_Vol4: -474.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45657.167732, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -167.000000, Heading: 30.000000, Relative\_Heading: 98.248228, Absolute Angle: 1.714611, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.476909, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -12.600000, Actual\_Vel3: 8.000000, Actual\_Vel4: -32.200000

217: 27886 [INFO] CHASSIS\_PID\_TURN, Time: 3928, Actual\_Vol: 2556.000000, Actual\_Vol2: -4158.000000, Actual\_Vol3: 1571.000000, Actual\_Vol4: -511.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45573.456799, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -167.000000, Heading: 30.000000, Relative\_Heading: 98.371093, Absolute Angle: 1.716755, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.592399, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -12.600000, Actual\_Vel3: 8.000000, Actual\_Vel4: -32.200000

218: 27886 [INFO] CHASSIS\_PID\_TURN, Time: 3938, Actual\_Vol: 2476.000000, Actual\_Vol2: -4158.000000, Actual\_Vol3: 1571.000000, Actual\_Vol4: -474.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45489.508852, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -167.000000, Heading: 30.000000, Relative\_Heading: 98.394795, Absolute Angle: 1.717169, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.616204, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -12.600000, Actual\_Vel3: 9.400000, Actual\_Vel4: -29.800000

219: 27888 [INFO] CHASSIS\_PID\_TURN, Time: 3948, Actual\_Vol: 2470.000000, Actual\_Vol2: -4158.000000, Actual\_Vol3: 1448.000000, Actual\_Vol4: -468.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45405.290958, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -168.000000, Heading: 30.000000, Relative\_Heading: 98.421789, Absolute Angle: 1.717640, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.634388, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -11.000000, Actual\_Vel3: 9.400000, Actual\_Vel4: -17.600000

220: 27888 [INFO] CHASSIS\_PID\_TURN, Time: 3958, Actual\_Vol: 2587.000000, Actual\_Vol2: -4152.000000, Actual\_Vol3: 1423.000000, Actual\_Vol4: -456.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45319.727269, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -168.000000, Heading: 30.000000, Relative\_Heading: 98.556369, Absolute Angle: 1.719989, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.764916, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -11.000000, Actual\_Vel3: 9.400000, Actual\_Vel4: -17.600000

221: 27888 [INFO] CHASSIS\_PID\_TURN, Time: 3968, Actual\_Vol: 2717.000000, Actual\_Vol2: -4139.000000, Actual\_Vol3: 1540.000000, Actual\_Vol4: -450.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45233.833637, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -168.000000, Heading: 30.000000, Relative\_Heading: 98.589363, Absolute Angle: 1.720655, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.789208, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -11.000000, Actual\_Vel3: 9.400000, Actual\_Vel4: -17.600000

222: 27890 [INFO] CHASSIS\_PID\_TURN, Time: 3978, Actual\_Vol: 2753.000000, Actual\_Vol2: -4152.000000, Actual\_Vol3: 1429.000000, Actual\_Vol4: -456.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45147.635518, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -168.000000, Heading: 30.000000, Relative\_Heading: 98.619812, Absolute Angle: 1.721096, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.807934, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -11.200000, Actual\_Vel3: 12.400000, Actual\_Vel4: -17.600000

223: 27890 [INFO] CHASSIS\_PID\_TURN, Time: 3988, Actual\_Vol: 2821.000000, Actual\_Vol2: -4152.000000, Actual\_Vol3: 1417.000000, Actual\_Vol4: -480.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 45061.136110, kD: 35.000000, kI: 0.000700, Position: 30, position: 17.000000, position: -168.000000, Heading: 30.000000, Relative\_Heading: 98.649941, Absolute Angle: 1.721622, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.825439, over slew: 0, Actual\_Vel1: 14.200000, Actual\_Vel2: -

01/30/21  
13:39:17

7

../RobotCode/log.txt

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0.00700, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.957964, Absolute Angle: 1.726998, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.040952, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: -11.200000
251: 27908 [INFO] CHASSIS_PID_TURN, Turn: 4268, Actual_Vol: 92.000000, Actual_Vol2: -136.000000, Actual_Vol3: 431.000000, Actual_Vol4: -425.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 42565.377039, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.959708, Absolute Angle: 1.727028, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.040952, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: -11.200000
252: 27910 [INFO] CHASSIS_PID_TURN, Turn: 4278, Actual_Vol: 191.000000, Actual_Vol2: -216.000000, Actual_Vol3: 499.000000, Actual_Vol4: -505.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 42475.774832, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.960221, Absolute Angle: 1.727037, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.040952, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: -11.200000
253: 27910 [INFO] CHASSIS_PID_TURN, Turn: 4288, Actual_Vol: 222.000000, Actual_Vol2: -246.000000, Actual_Vol3: 517.000000, Actual_Vol4: -517.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 42386.182342, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.959249, Absolute Angle: 1.727020, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.040952, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: -11.200000
254: 27910 [INFO] CHASSIS_PID_TURN, Turn: 4298, Actual_Vol: 228.000000, Actual_Vol2: -246.000000, Actual_Vol3: 517.000000, Actual_Vol4: -517.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 42296.609836, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.957251, Absolute Angle: 1.726986, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.040952, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: -11.200000
255: 27912 [INFO] CHASSIS_PID_TURN, Turn: 4308, Actual_Vol: 222.000000, Actual_Vol2: -240.000000, Actual_Vol3: 517.000000, Actual_Vol4: -517.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 42207.050096, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.955974, Absolute Angle: 1.726963, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.035572, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: -11.200000
256: 27912 [INFO] CHASSIS_PID_TURN, Turn: 4318, Actual_Vol: 228.000000, Actual_Vol2: -246.000000, Actual_Vol3: 517.000000, Actual_Vol4: -517.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 42117.481242, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.956885, Absolute Angle: 1.726979, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.020166, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
257: 27912 [INFO] CHASSIS_PID_TURN, Turn: 4328, Actual_Vol: 222.000000, Actual_Vol2: -246.000000, Actual_Vol3: 517.000000, Actual_Vol4: -517.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 42027.942363, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.953888, Absolute Angle: 1.726927, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.012860, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
258: 27914 [INFO] CHASSIS_PID_TURN, Turn: 4338, Actual_Vol: 228.000000, Actual_Vol2: -246.000000, Actual_Vol3: 524.000000, Actual_Vol4: -511.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 41938.398771, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.954359, Absolute Angle: 1.726935, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.012860, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
259: 27914 [INFO] CHASSIS_PID_TURN, Turn: 4348, Actual_Vol: 228.000000, Actual_Vol2: -246.000000, Actual_Vol3: 517.000000, Actual_Vol4: -517.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 41848.864117, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.953465, Absolute Angle: 1.726920, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.012860, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
260: 27914 [INFO] CHASSIS_PID_TURN, Turn: 4358, Actual_Vol: 302.000000, Actual_Vol2: -308.000000, Actual_Vol3: 598.000000, Actual_Vol4: -591.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 41759.300926, kD: 35.000000, kI:
0.007000, kI: 3.000000, Position: Sp: 0, position: 171.000000, position: -168.000000, Heading: Sp: 90.000000, Relative_Heading: 98.956319, Absolute Angle: 1.726969, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.012577, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
261: 27916 [INFO] CHASSIS_PID_TURN, Turn: 4368, Actual_Vol: 308.000
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01/30/21  
13:39:17

8

../RobotCode/log.txt

[illegible]

01/30/21  
13:39:17

../RobotCode/log.txt

9

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0 Actual_Vel: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
327: 27958 [INFO] CHASSIS_PID_TURN, Time: 5018, Actual_Vol1: -86.000000, Actual_Vol2: 363.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35845.904096, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.929550, Absolute Angle: 1.726502, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.034440, over sle
w: 0, Actual_Vel1: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
327: 27960 [INFO] CHASSIS_PID_TURN, Time: 5028, Actual_Vol1: -86.000000, Actual_Vol2: 320.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35756.633572, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.927052, Absolute Angle: 1.726459, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.036938, over sle
w: 0, Actual_Vel1: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
327: 27962 [INFO] CHASSIS_PID_TURN, Time: 5038, Actual_Vol1: -86.000000, Actual_Vol2: 363.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35667.345778, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.928779, Absolute Angle: 1.726489, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.036938, over sle
w: 0, Actual_Vel1: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
327: 27964 [INFO] CHASSIS_PID_TURN, Time: 5048, Actual_Vol1: -86.000000, Actual_Vol2: 363.000000, Actual_Vol3: -6.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35578.064756, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.928102, Absolute Angle: 1.726477, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.036938, over sle
w: 0, Actual_Vel1: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
327: 27966 [INFO] CHASSIS_PID_TURN, Time: 5058, Actual_Vol1: -92.000000, Actual_Vol2: 333.000000, Actual_Vol3: 0.000000, Actual_Vol4: -6.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35488.754425, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.931033, Absolute Angle: 1.726528, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.036938, over sle
w: 0, Actual_Vel1: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
331: 27968 [INFO] CHASSIS_PID_TURN, Time: 5068, Actual_Vol1: -92.000000, Actual_Vol2: 320.000000, Actual_Vol3: 0.000000, Actual_Vol4: -6.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35399.396677, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.935775, Absolute Angle: 1.726611, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.036938, over sle
w: 0, Actual_Vel1: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
327: 27970 [INFO] CHASSIS_PID_TURN, Time: 5078, Actual_Vol1: -92.000000, Actual_Vol2: 326.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35310.014605, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.938207, Absolute Angle: 1.726653, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.035455, over sle
w: 0, Actual_Vel1: -24.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
333: 27974 [INFO] CHASSIS_PID_TURN, Time: 5088, Actual_Vol1: -92.000000, Actual_Vol2: 363.000000, Actual_Vol3: 6.000000, Actual_Vol4: -6.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35220.660700, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.935390, Absolute Angle: 1.726604, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.035455, over sle
w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
333: 27976 [INFO] CHASSIS_PID_TURN, Time: 5098, Actual_Vol1: -92.000000, Actual_Vol2: 363.000000, Actual_Vol3: -6.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35131.324033, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.933667, Absolute Angle: 1.726574, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.035455, over sle
w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
335: 27978 [INFO] CHASSIS_PID_TURN, Time: 5108, Actual_Vol1: -86.000000, Actual_Vol2: 363.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 35041.977290, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.000000, position_r- -168.000000, Heading_Sp: 90.000000, Relative_Heading: 98.934674, Absolute Angle: 1.726592, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.031595, over sle
w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
336: 27980 [INFO] CHASSIS_PID_TURN, Time: 5118, Actual_Vol1: -92.000000, Actual_Vol2: 363.000000, Actual_Vol3: 0.000000, Actual_Vol4: 0.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 34952.593748, kD: 35.000000, ki: 0.000
700, kp: 3.000000, Position_Sp: 0, position_r: 171.
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01/30/21  
13:39:17

10

../RobotCode/log.txt

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7000, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.915822, Absolute Angle: 1.726263, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.022581, over
slew: 0, Actual_Vel1: -9.800000, Actual_Vel2: 9.000000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
364: 27984 [INFO] CHASSIS_PID_TURN, Time: 5398, Actual_Vol1: -99.000000, Actual_Vol2: 536.000000, Actual_Vol3: -160.000000, Actual_Vol4: 86.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 32452.632276, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.911349, Absolute Angle: 1.726184, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.022826, over
slew: 0, Actual_Vel1: -9.800000, Actual_Vel2: 9.000000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
365: 27984 [INFO] CHASSIS_PID_TURN, Time: 5408, Actual_Vol1: -290.000000, Actual_Vol2: 579.000000, Actual_Vol3: -216.000000, Actual_Vol4: 209.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 32363.534246, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.909803, Absolute Angle: 1.726157, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024371, over
slew: 0, Actual_Vel1: -9.800000, Actual_Vel2: 9.000000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
366: 27986 [INFO] CHASSIS_PID_TURN, Time: 5418, Actual_Vol1: -326.000000, Actual_Vol2: 634.000000, Actual_Vol3: -240.000000, Actual_Vol4: 234.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 32274.386473, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.914777, Absolute Angle: 1.726244, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024371, over
slew: 0, Actual_Vel1: -16.800000, Actual_Vel2: 9.000000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
367: 27986 [INFO] CHASSIS_PID_TURN, Time: 5428, Actual_Vol1: -370.000000, Actual_Vol2: 641.000000, Actual_Vol3: -234.000000, Actual_Vol4: 234.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 32185.245290, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.914118, Absolute Angle: 1.726233, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024371, over
slew: 0, Actual_Vel1: -16.800000, Actual_Vel2: 9.000000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
368: 27986 [INFO] CHASSIS_PID_TURN, Time: 5438, Actual_Vol1: -376.000000, Actual_Vol2: 610.000000, Actual_Vol3: -228.000000, Actual_Vol4: 228.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 32096.139350, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.910594, Absolute Angle: 1.726171, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024371, over
slew: 0, Actual_Vel1: -7.600000, Actual_Vel2: 8.600000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
369: 27988 [INFO] CHASSIS_PID_TURN, Time: 5448, Actual_Vol1: -148.000000, Actual_Vol2: 561.000000, Actual_Vol3: -228.000000, Actual_Vol4: 234.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 32007.018162, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.912119, Absolute Angle: 1.726198, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024371, over
slew: 0, Actual_Vel1: -10.600000, Actual_Vel2: 8.600000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
370: 27988 [INFO] CHASSIS_PID_TURN, Time: 5458, Actual_Vol1: -111.000000, Actual_Vol2: 548.000000, Actual_Vol3: -265.000000, Actual_Vol4: 234.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 31917.952951, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.906521, Absolute Angle: 1.726100, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.027653, over
slew: 0, Actual_Vel1: -10.600000, Actual_Vel2: 8.600000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
371: 27988 [INFO] CHASSIS_PID_TURN, Time: 5468, Actual_Vol1: -99.000000, Actual_Vol2: 598.000000, Actual_Vol3: -314.000000, Actual_Vol4: 308.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 31828.889803, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.906315, Absolute Angle: 1.726097, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.027860, over
slew: 0, Actual_Vel1: -10.600000, Actual_Vel2: 8.600000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
372: 27990 [INFO] CHASSIS_PID_TURN, Time: 5478, Actual_Vol1: -86.000000, Actual_Vol2: 628.000000, Actual_Vol3: -363.000000, Actual_Vol4: 320.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 31739.833474, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.905633, Absolute Angle: 1.726085, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.028542, over
slew: 0, Actual_Vel1: -10.600000, Actual_Vel2: 8.200000, Actual_Vel3: -0.000000, Actual_Vel4: 37.000000
373: 27990 [INFO] CHASSIS_PID_TURN, Time: 5488, Actual_Vol1: -86.000000, Actual_Vol2: 647.000000, Actual_Vol3: -363.000000, Actual_Vol4: 333.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 31650.807550, kd: 35.000000, ki: 0.000700, kp: 3.000000, Position, sp: 0, position: 171.000000, position_r: -168.000000, Heading, sp: 90.000000, Relative_Heading: 98.902592, Absolute Angle: 1.726032, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.030758, over
slew: 0, Actual_Vel1: -10.600000, Actual_Vel2: 8.200000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
374: 27990 [INFO] CHASSIS_PID_TURN, Time: 5498, Actual_Vol1: -9
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01/30/21  
13:39:17

11

../RobotCode/log.txt

01: 28008 [INFO] CHASSIS\_PID\_TURN, Time: 5768, Actual\_Vol: -92.000000, Actual\_Vol2: 856.000000, Actual\_Vol3: -376.000000, Actual\_Vol4: 444.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 29162.593883, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.853428, Absolute Angle: 1.725174, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.057342, o ver slew: 0, Actual\_Vel1: -12.400000, Actual\_Vel2: 37.400000, Actual\_Vel3: -40.400000, Actual\_Vel4: 98.400000

40: 28010 [INFO] CHASSIS\_PID\_TURN, Time: 5778, Actual\_Vol: -222.000000, Actual\_Vol2: 1004.000000, Actual\_Vol3: -431.000000, Actual\_Vol4: 462.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 29074.046506, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.854688, Absolute Angle: 1.725196, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.057342, o ver slew: 0, Actual\_Vel1: -12.400000, Actual\_Vel2: 37.400000, Actual\_Vel3: -12.400000, Actual\_Vel4: 98.400000

40: 28010 [INFO] CHASSIS\_PID\_TURN, Time: 5788, Actual\_Vol: -308.000000, Actual\_Vol2: 1041.000000, Actual\_Vol3: -444.000000, Actual\_Vol4: 499.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28985.430171, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.861633, Absolute Angle: 1.725317, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.057432, o ver slew: 0, Actual\_Vel1: -12.400000, Actual\_Vel2: 37.400000, Actual\_Vel3: -14.600000, Actual\_Vel4: 98.400000

40: 28010 [INFO] CHASSIS\_PID\_TURN, Time: 5798, Actual\_Vol: -326.000000, Actual\_Vol2: 1047.000000, Actual\_Vol3: -320.000000, Actual\_Vol4: 561.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28896.820636, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.860954, Absolute Angle: 1.725305, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.052116, o ver slew: 0, Actual\_Vel1: -10.800000, Actual\_Vel2: -0.000000, Actual\_Vel3: -14.600000, Actual\_Vel4: 98.400000

40: 28012 [INFO] CHASSIS\_PID\_TURN, Time: 5808, Actual\_Vol: -326.000000, Actual\_Vol2: 973.000000, Actual\_Vol3: -259.000000, Actual\_Vol4: 530.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28808.202645, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.861799, Absolute Angle: 1.725320, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.052216, o ver slew: 0, Actual\_Vel1: -10.800000, Actual\_Vel2: 52.800000, Actual\_Vel3: -14.600000, Actual\_Vel4: 20.400000

40: 28012 [INFO] CHASSIS\_PID\_TURN, Time: 5818, Actual\_Vol: -413.000000, Actual\_Vol2: 1029.000000, Actual\_Vol3: -283.000000, Actual\_Vol4: 450.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28719.579633, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.862301, Absolute Angle: 1.725328, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.052116, o ver slew: 0, Actual\_Vel1: -10.800000, Actual\_Vel2: 52.800000, Actual\_Vel3: -14.600000, Actual\_Vel4: 20.400000

40: 28012 [INFO] CHASSIS\_PID\_TURN, Time: 5828, Actual\_Vol: -450.000000, Actual\_Vol2: 1053.000000, Actual\_Vol3: -326.000000, Actual\_Vol4: 431.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28630.910586, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.866905, Absolute Angle: 1.725409, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.049558, o ver slew: 0, Actual\_Vel1: -10.800000, Actual\_Vel2: 52.800000, Actual\_Vel3: -14.600000, Actual\_Vel4: 20.400000

40: 28014 [INFO] CHASSIS\_PID\_TURN, Time: 5838, Actual\_Vol: -456.000000, Actual\_Vol2: 1047.000000, Actual\_Vol3: -302.000000, Actual\_Vol4: 425.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28542.318690, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.859190, Absolute Angle: 1.725274, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.046086, o ver slew: 0, Actual\_Vel1: -16.800000, Actual\_Vel2: 52.800000, Actual\_Vel3: -14.000000, Actual\_Vel4: 13.800000

40: 28014 [INFO] CHASSIS\_PID\_TURN, Time: 5848, Actual\_Vol: -413.000000, Actual\_Vol2: 1047.000000, Actual\_Vol3: -302.000000, Actual\_Vol4: 388.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28453.734081, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.858461, Absolute Angle: 1.725261, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.044035, o ver slew: 0, Actual\_Vel1: -16.800000, Actual\_Vel2: 52.800000, Actual\_Vel3: -14.000000, Actual\_Vel4: 14.400000

40: 28014 [INFO] CHASSIS\_PID\_TURN, Time: 5858, Actual\_Vol: -376.000000, Actual\_Vol2: 1152.000000, Actual\_Vol3: -302.000000, Actual\_Vol4: 388.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28365.193451, kD: 35.000000, kI: 0.007000, kP: 3.000000, Position\_Sp: 0, position: 1.171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.854063, Absolute Angle: 1.725185, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.044035, o ver slew: 0, Actual\_Vel1: -14.600000, Actual\_Vel2: 52.800000, Actual\_Vel3: -11.600000, Actual\_Vel4: 14.400000

41: 28016 [INFO] CHASSIS\_PID\_TURN, Time: 5868, Actual\_Vol: -370.000000, Actual\_Vol2: 1177.000000, Actual\_Vol3: -265.000000, Actual\_Vol4: 370.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 28276

01/30/21  
13:39:17

../RobotCode/log.txt

12

439: 28034 [INFO] CHASSIS\_PID\_TURN, Time: 6148, Actual\_Vol1: -499.000000, Actual\_Vol2: 1435.000000, Actual\_Vol3: -542.000000, Actual\_Vol4: 450.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25798.502533, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.840377, Absolute\_Angle: 1.729496, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.020887, o ver\_slew: 0, Actual\_Vel1: -12.400000, Actual\_Vel2: 27.000000, Actual\_Vel3: -17.800000, Actual\_Vel4: 11.800000

440: 28034 [INFO] CHASSIS\_PID\_TURN, Time: 6158, Actual\_Vol1: -511.000000, Actual\_Vol2: 1411.000000, Actual\_Vol3: -487.000000, Actual\_Vol4: 493.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25710.116081, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.838645, Absolute\_Angle: 1.724916, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.021914, o ver\_slew: 0, Actual\_Vel1: -12.400000, Actual\_Vel2: 31.400000, Actual\_Vel3: -17.800000, Actual\_Vel4: 14.200000

441: 28036 [INFO] CHASSIS\_PID\_TURN, Time: 6168, Actual\_Vol1: -530.000000, Actual\_Vol2: 1331.000000, Actual\_Vol3: -480.000000, Actual\_Vol4: 542.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25621.753442, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.836264, Absolute\_Angle: 1.724874, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024296, o ver\_slew: 0, Actual\_Vel1: -12.400000, Actual\_Vel2: 29.800000, Actual\_Vel3: -17.800000, Actual\_Vel4: 14.200000

442: 28036 [INFO] CHASSIS\_PID\_TURN, Time: 6178, Actual\_Vol1: -585.000000, Actual\_Vol2: 1164.000000, Actual\_Vol3: -505.000000, Actual\_Vol4: 554.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25533.447218, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.830622, Absolute\_Angle: 1.724776, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.029937, o ver\_slew: 0, Actual\_Vel1: -12.400000, Actual\_Vel2: 29.800000, Actual\_Vel3: -17.800000, Actual\_Vel4: 10.800000

443: 28036 [INFO] CHASSIS\_PID\_TURN, Time: 6188, Actual\_Vol1: -622.000000, Actual\_Vol2: 1177.000000, Actual\_Vol3: -505.000000, Actual\_Vol4: 567.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25445.140879, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.830634, Absolute\_Angle: 1.724776, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.023711, o ver\_slew: 0, Actual\_Vel1: -13.800000, Actual\_Vel2: 21.600000, Actual\_Vel3: -10.800000, Actual\_Vel4: 10.200000

444: 28038 [INFO] CHASSIS\_PID\_TURN, Time: 6198, Actual\_Vol1: -616.000000, Actual\_Vol2: 1072.000000, Actual\_Vol3: -456.000000, Actual\_Vol4: 524.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25356.865868, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.827501, Absolute\_Angle: 1.724721, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024714, o ver\_slew: 0, Actual\_Vel1: -13.800000, Actual\_Vel2: 21.600000, Actual\_Vel3: -10.800000, Actual\_Vel4: 10.200000

445: 28038 [INFO] CHASSIS\_PID\_TURN, Time: 6208, Actual\_Vol1: -665.000000, Actual\_Vol2: 1158.000000, Actual\_Vol3: -474.000000, Actual\_Vol4: 487.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25268.601636, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.826423, Absolute\_Angle: 1.724702, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.025026, o ver\_slew: 0, Actual\_Vel1: -10.200000, Actual\_Vel2: 16.000000, Actual\_Vel3: -10.800000, Actual\_Vel4: 11.000000

446: 28038 [INFO] CHASSIS\_PID\_TURN, Time: 6218, Actual\_Vol1: -653.000000, Actual\_Vol2: 1177.000000, Actual\_Vol3: -517.000000, Actual\_Vol4: 456.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25180.345854, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.825578, Absolute\_Angle: 1.724687, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024345, o ver\_slew: 0, Actual\_Vel1: -10.200000, Actual\_Vel2: 18.000000, Actual\_Vel3: -10.800000, Actual\_Vel4: 12.600000

447: 28040 [INFO] CHASSIS\_PID\_TURN, Time: 6228, Actual\_Vol1: -665.000000, Actual\_Vol2: 1170.000000, Actual\_Vol3: -567.000000, Actual\_Vol4: 394.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25092.212236, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.813362, Absolute\_Angle: 1.724474, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.036561, o ver\_slew: 0, Actual\_Vel1: -10.200000, Actual\_Vel2: 18.000000, Actual\_Vel3: -10.600000, Actual\_Vel4: 12.600000

448: 28040 [INFO] CHASSIS\_PID\_TURN, Time: 6238, Actual\_Vol1: -708.000000, Actual\_Vol2: 1244.000000, Actual\_Vol3: -616.000000, Actual\_Vol4: 431.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 25004.088807, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000, Heading\_Sp: 90.000000, Relative\_Heading: 98.812343, Absolute\_Angle: 1.724456, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.037580, o ver\_slew: 0, Actual\_Vel1: -10.200000, Actual\_Vel2: 18.000000, Actual\_Vel3: -10.600000, Actual\_Vel4: 13.200000

449: 28040 [INFO] CHASSIS\_PID\_TURN, Time: 6248, Actual\_Vol1: -702.000000, Actual\_Vol2: 1263.000000, Actual\_Vol3: -622.000000, Actual\_Vol4: 413.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 24916.008324, kD: 35.000000, kI: 0.000700, Position\_Sp: 0, position: 1: 171.000000, position\_r: -168.000000,



01/30/21  
13:39:17

13

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../RobotCode/log.txt
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0, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.486520, Absolute Angle: 1.718770, error history: 20, time out time: -2147481531, error difference: 0.296296
, over slew: 0, Actual_Vel: -18.400000, Actual_Vel2: 16.400000, Actual_Vel3: -24.600000, Actual_Vel4: 16.800000
477: 28606 [INFO] CHASSIS_PID_TURN, Time: 6528, Actual_Vol: -1294.000000, Actual_Vol2: 2014.000000, Actual_Vol3: -1454.000000, Actual_Vol4: 622.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 22475.498954, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.467693, Absolute Angle: 1.718441, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.315124
, over slew: 0, Actual_Vel: -18.400000, Actual_Vel2: 16.400000, Actual_Vel3: -24.600000, Actual_Vel4: 16.800000
478: 28606 [INFO] CHASSIS_PID_TURN, Time: 6538, Actual_Vol: -1318.000000, Actual_Vol2: 2144.000000, Actual_Vol3: -1552.000000, Actual_Vol4: 671.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 22390.979511, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.451944, Absolute Angle: 1.718166, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.327511
, over slew: 0, Actual_Vel: -18.400000, Actual_Vel2: 16.400000, Actual_Vel3: -24.600000, Actual_Vel4: 16.800000
479: 28606 [INFO] CHASSIS_PID_TURN, Time: 6548, Actual_Vol: -1337.000000, Actual_Vol2: 2193.000000, Actual_Vol3: -1583.000000, Actual_Vol4: 708.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 22306.596291, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.438322, Absolute Angle: 1.717929, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.338482
, over slew: 0, Actual_Vel: -18.400000, Actual_Vel2: 15.600000, Actual_Vel3: -24.600000, Actual_Vel4: 19.200000
480: 28606 [INFO] CHASSIS_PID_TURN, Time: 6558, Actual_Vol: -1417.000000, Actual_Vol2: 2359.000000, Actual_Vol3: -1669.000000, Actual_Vol4: 678.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 22222.315306, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.428099, Absolute Angle: 1.717750, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.344311
, over slew: 0, Actual_Vel: -18.400000, Actual_Vel2: 15.600000, Actual_Vel3: -24.600000, Actual_Vel4: 19.200000
481: 28606 [INFO] CHASSIS_PID_TURN, Time: 6568, Actual_Vol: -1429.000000, Actual_Vol2: 2396.000000, Actual_Vol3: -1762.000000, Actual_Vol4: 715.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 22138.147880, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.416743, Absolute Angle: 1.717552, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.344842
, over slew: 0, Actual_Vel: -14.600000, Actual_Vel2: 15.600000, Actual_Vel3: -16.000000, Actual_Vel4: 15.400000
482: 28606 [INFO] CHASSIS_PID_TURN, Time: 6578, Actual_Vol: -1361.000000, Actual_Vol2: 2402.000000, Actual_Vol3: -1774.000000, Actual_Vol4: 708.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 22054.139384, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.400850, Absolute Angle: 1.717275, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.349371
, over slew: 0, Actual_Vel: -14.600000, Actual_Vel2: 11.600000, Actual_Vel3: -16.000000, Actual_Vel4: 15.400000
483: 28606 [INFO] CHASSIS_PID_TURN, Time: 6588, Actual_Vol: -1417.000000, Actual_Vol2: 2458.000000, Actual_Vol3: -1786.000000, Actual_Vol4: 721.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 21970.283071, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.385631, Absolute Angle: 1.717009, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.352801
, over slew: 0, Actual_Vel: -14.600000, Actual_Vel2: 10.400000, Actual_Vel3: -16.000000, Actual_Vel4: 15.400000
484: 28606 [INFO] CHASSIS_PID_TURN, Time: 6598, Actual_Vol: -1435.000000, Actual_Vol2: 2470.000000, Actual_Vol3: -1712.000000, Actual_Vol4: 825.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 21886.548662, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.373441, Absolute Angle: 1.716796, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.355685
, over slew: 0, Actual_Vel: -14.600000, Actual_Vel2: 10.400000, Actual_Vel3: -16.000000, Actual_Vel4: 15.400000
485: 28606 [INFO] CHASSIS_PID_TURN, Time: 6608, Actual_Vol: -1558.000000, Actual_Vol2: 2513.000000, Actual_Vol3: -1706.000000, Actual_Vol4: 881.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 21803.005613, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.354305, Absolute Angle: 1.716462, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.371006
, over slew: 0, Actual_Vel: -13.000000, Actual_Vel2: 11.200000, Actual_Vel3: -16.000000, Actual_Vel4: 15.400000
486: 28606 [INFO] CHASSIS_PID_TURN, Time: 6618, Actual_Vol: -1571.000000, Actual_Vol2: 2519.000000, Actual_Vol3: -1688.000000, Actual_Vol4: 930.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 21719.668685, kd: 35.000000
, k: 0.000700, kp: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 98.33693, Absolute Angle: 1.716102, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.382200
, over slew: 0, Actual_Vel: -13.000000, Actual_Vel2: 11
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01/30/21  
13:39:17

14

../RobotCode/log.txt

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41: 28084 [INFO] CHASSIS_PID_TURN, Time: 6898, Actual_Vol: -2113.000000, Actual_Volt: 2907.000000, Actual_Volts: 2248.000000, Actual_Volt: 1349.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 19489.750380, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.550785, Absolute Angle: 1.702438, error history: 20, time out time: -2147481531, error difference: 0.580959
1, over slew: 0, Actual_Vel: -20.200000, Actual_Vel2: 12.000000, Actual_Vel3: -44.600000, Actual_Vel4: 21.000000
515: 28084 [INFO] CHASSIS_PID_TURN, Time: 6908, Actual_Vol: -2094.000000, Actual_Volt: 3000.000000, Actual_Volts: 2279.000000, Actual_Volt: 1343.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 19414.628522, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.512186, Absolute Angle: 1.701764, error history: 20, time out time: -2147481531, error difference: 0.59134
0, over slew: 0, Actual_Vel: -20.200000, Actual_Vel2: 12.000000, Actual_Vel3: -36.200000, Actual_Vel4: 21.000000
516: 28086 [INFO] CHASSIS_PID_TURN, Time: 6918, Actual_Vol: -2211.000000, Actual_Volt: 3135.000000, Actual_Volts: 2156.000000, Actual_Volt: 1386.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 19339.893009, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.473551, Absolute Angle: 1.701909, error history: 20, time out time: -2147481531, error difference: 0.59907
2, over slew: 0, Actual_Vel: -20.200000, Actual_Vel2: 12.000000, Actual_Vel3: -36.200000, Actual_Vel4: 21.000000
517: 28086 [INFO] CHASSIS_PID_TURN, Time: 6928, Actual_Vol: -2255.000000, Actual_Volt: 3172.000000, Actual_Volts: 2008.000000, Actual_Volt: 1423.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 19265.584254, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.430875, Absolute Angle: 1.700345, error history: 20, time out time: -2147481531, error difference: 0.60454
2, over slew: 0, Actual_Vel: -20.200000, Actual_Vel2: 15.000000, Actual_Vel3: -36.200000, Actual_Vel4: 21.000000
518: 28086 [INFO] CHASSIS_PID_TURN, Time: 6938, Actual_Vol: -2353.000000, Actual_Volt: 3092.000000, Actual_Volts: 2211.000000, Actual_Volt: 1386.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 19191.800149, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.378411, Absolute Angle: 1.699430, error history: 20, time out time: -2147481531, error difference: 0.61214
9, over slew: 0, Actual_Vel: -42.400000, Actual_Vel2: 20.800000, Actual_Vel3: -17.000000, Actual_Vel4: 27.400000
519: 28088 [INFO] CHASSIS_PID_TURN, Time: 6948, Actual_Vol: -2255.000000, Actual_Volt: 2932.000000, Actual_Volts: 2051.000000, Actual_Volt: 1349.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 19118.534870, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.326528, Absolute Angle: 1.698524, error history: 20, time out time: -2147481531, error difference: 0.64139
3, over slew: 0, Actual_Vel: -29.800000, Actual_Vel2: 20.800000, Actual_Vel3: -15.400000, Actual_Vel4: 23.000000
520: 28088 [INFO] CHASSIS_PID_TURN, Time: 6958, Actual_Vol: -2107.000000, Actual_Volt: 2994.000000, Actual_Volts: 2002.000000, Actual_Volt: 1349.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 19045.788150, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.274672, Absolute Angle: 1.697619, error history: 20, time out time: -2147481531, error difference: 0.66677
5, over slew: 0, Actual_Vel: -29.800000, Actual_Vel2: 20.800000, Actual_Vel3: -15.400000, Actual_Vel4: 23.000000
521: 28088 [INFO] CHASSIS_PID_TURN, Time: 6968, Actual_Vol: -2230.000000, Actual_Volt: 3154.000000, Actual_Volts: 2008.000000, Actual_Volt: 1343.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 18973.535126, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.225302, Absolute Angle: 1.696757, error history: 20, time out time: -2147481531, error difference: 0.69898
8, over slew: 0, Actual_Vel: -29.800000, Actual_Vel2: 20.800000, Actual_Vel3: -15.400000, Actual_Vel4: 23.000000
522: 28090 [INFO] CHASSIS_PID_TURN, Time: 6978, Actual_Vol: -2255.000000, Actual_Volt: 3105.000000, Actual_Volts: 2002.000000, Actual_Volt: 1392.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 18901.800732, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.173439, Absolute Angle: 1.695852, error history: 20, time out time: -2147481531, error difference: 0.73025
8, over slew: 0, Actual_Vel: -29.800000, Actual_Vel2: 22.800000, Actual_Vel3: -10.400000, Actual_Vel4: 23.000000
523: 28090 [INFO] CHASSIS_PID_TURN, Time: 6988, Actual_Vol: -2267.000000, Actual_Volt: 2938.000000, Actual_Volts: 2008.000000, Actual_Volt: 1435.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 18830.648053, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading: 97.115268, Absolute Angle: 1.694837, error history: 20, time out time: -2147481531, error difference: 0.77510
3, over slew: 0, Actual_Vel: -27.000000, Actual_Vel2: 22.800000, Actual_Vel3: -10.400000, Actual_Vel4: 23.800000
524: 28090 [INFO] CHASSIS_PID_TURN, Time: 6998, Actual_Vol: -2255.000000, Actual_Volt: 2920.000000, Actual_Volts: 2008.000000, Actual_Volt: 1404.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 18760.018225, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_rn -167.000000, Heading_Sp: 90.000000, Relative_Heading
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01/30/21  
13:39:17

../RobotCode/log.txt

15

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over slew: 0, Actual_Vel: -16.000000, Actual_Vel2: 8.800000, Actual_Vel3: -16.200000, Actual_Vel4: 19.400000
552: 28110 [INFO] CHASSIS_PID_TURN, Time: 7278, Actual_Vol: -1879.000000, Actual_Vol2: 2710.000000, Actual_Vol3: -1866.000000, Actual_Vol4: 986.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16987.074088, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.758090, Absolute Angle: 1.671150, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.851030
over slew: 0, Actual_Vel: -16.000000, Actual_Vel2: 8.800000, Actual_Vel3: -18.200000, Actual_Vel4: 19.400000
553: 28110 [INFO] CHASSIS_PID_TURN, Time: 7288, Actual_Vol: -1866.000000, Actual_Vol2: 2735.000000, Actual_Vol3: -1799.000000, Actual_Vol4: 1016.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16929.739933, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.734161, Absolute Angle: 1.670719, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.81595
over slew: 0, Actual_Vel: -16.000000, Actual_Vel2: 8.800000, Actual_Vel3: -18.200000, Actual_Vel4: 19.400000
554: 28110 [INFO] CHASSIS_PID_TURN, Time: 7298, Actual_Vol: -1860.000000, Actual_Vol2: 2741.000000, Actual_Vol3: -1768.000000, Actual_Vol4: 1023.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16872.628174, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.711176, Absolute Angle: 1.670331, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.77913
over slew: 0, Actual_Vel: -16.000000, Actual_Vel2: 24.600000, Actual_Vel3: -18.200000, Actual_Vel4: 14.800000
555: 28112 [INFO] CHASSIS_PID_TURN, Time: 7308, Actual_Vol: -1971.000000, Actual_Vol2: 2729.000000, Actual_Vol3: -1762.000000, Actual_Vol4: 979.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16815.792085, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.683609, Absolute Angle: 1.669850, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.747581
over slew: 0, Actual_Vel: -16.000000, Actual_Vel2: 24.600000, Actual_Vel3: -18.200000, Actual_Vel4: 17.800000
556: 28112 [INFO] CHASSIS_PID_TURN, Time: 7318, Actual_Vol: -2051.000000, Actual_Vol2: 2747.000000, Actual_Vol3: -1848.000000, Actual_Vol4: 930.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16759.239316, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.655277, Absolute Angle: 1.669355, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.715125
over slew: 0, Actual_Vel: -16.000000, Actual_Vel2: 24.600000, Actual_Vel3: -18.200000, Actual_Vel4: 17.800000
557: 28112 [INFO] CHASSIS_PID_TURN, Time: 7328, Actual_Vol: -2070.000000, Actual_Vol2: 2741.000000, Actual_Vol3: -1860.000000, Actual_Vol4: 973.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16702.943962, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.629535, Absolute Angle: 1.668960, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.687596
over slew: 0, Actual_Vel: -12.000000, Actual_Vel2: 54.200000, Actual_Vel3: -18.200000, Actual_Vel4: 17.800000
558: 28114 [INFO] CHASSIS_PID_TURN, Time: 7338, Actual_Vol: -2076.000000, Actual_Vol2: 2618.000000, Actual_Vol3: -1866.000000, Actual_Vol4: 973.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16646.846913, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.609705, Absolute Angle: 1.668560, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.657830
over slew: 0, Actual_Vel: -12.000000, Actual_Vel2: 54.200000, Actual_Vel3: -31.600000, Actual_Vel4: 21.800000
559: 28114 [INFO] CHASSIS_PID_TURN, Time: 7348, Actual_Vol: -2082.000000, Actual_Vol2: 2532.000000, Actual_Vol3: -1799.000000, Actual_Vol4: 936.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16591.008960, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.583795, Absolute Angle: 1.668180, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.637890
over slew: 0, Actual_Vel: -12.000000, Actual_Vel2: 54.200000, Actual_Vel3: -31.600000, Actual_Vel4: 21.800000
560: 28114 [INFO] CHASSIS_PID_TURN, Time: 7358, Actual_Vol: -2224.000000, Actual_Vol2: 2593.000000, Actual_Vol3: -1768.000000, Actual_Vol4: 930.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16535.441837, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.556712, Absolute Angle: 1.667635, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.618588
over slew: 0, Actual_Vel: -12.000000, Actual_Vel2: 54.200000, Actual_Vel3: -31.600000, Actual_Vel4: 21.800000
561: 28116 [INFO] CHASSIS_PID_TURN, Time: 7368, Actual_Vol: -2242.000000, Actual_Vol2: 2667.000000, Actual_Vol3: -1842.000000, Actual_Vol4: 930.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 16480.104536, kD: 35.000000
, kd: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 171.000000, position_r: -167.000000, Heading_Sp: 90.000000, Relative_Heading: 95.533730, Absolute Angle: 1.667234, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.591274
over slew: 0, Actual_Vel: -22.000000, Actual_Vel2: 54.200000, Actual_Vel3: -14.200000, Actual_Vel4: 21.800000
562: 28116 [INFO] CHASSIS_PID_TURN, Time: 7378, Actual_Vol: -1959.000000, Actual_Vol2: 2717.000000, Actual_Vol3: -1793.000000, Actual_Vol4: 973.000000,
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01/30/21  
13:39:17

16

../RobotCode/log.txt

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1,kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.937873, Absolute Angle: 1.656834, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.367738,
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 11.000000, Actual_Vel3: -0.000000, Actual_Vel4: 23.800000
590: 28134 [INFO] CHASSIS_PID_TURN, Time: 7658, Actual_Vol1: -2365.000000, Actual_Vol2: 2698.000000, Actual_Vol3: -1971.000000, Actual_Vol4: 832.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14978.297407, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -167.000000, Heading: Sp, 90.000000, Relative_Heading: 94.922112, Absolute Angle: 1.656559, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.360682
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 11.000000, Actual_Vel3: -0.000000, Actual_Vel4: 15.800000
591: 28136 [INFO] CHASSIS_PID_TURN, Time: 7668, Actual_Vol1: -2365.000000, Actual_Vol2: 2575.000000, Actual_Vol3: -1996.000000, Actual_Vol4: 844.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14929.189940, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.910747, Absolute Angle: 1.656361, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.349749
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 9.000000, Actual_Vel3: -33.600000, Actual_Vel4: 15.800000
592: 28136 [INFO] CHASSIS_PID_TURN, Time: 7678, Actual_Vol1: -2341.000000, Actual_Vol2: 2513.000000, Actual_Vol3: -1928.000000, Actual_Vol4: 850.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14881.243700, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.794624, Absolute Angle: 1.654334, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.446578
over slew: 0, Actual_Vel: 7.200000, Actual_Vel2: 9.000000, Actual_Vel3: -33.600000, Actual_Vel4: 15.800000
593: 28136 [INFO] CHASSIS_PID_TURN, Time: 7688, Actual_Vol1: -2267.000000, Actual_Vol2: 2495.000000, Actual_Vol3: -1873.000000, Actual_Vol4: 918.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14833.455263, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.778844, Absolute Angle: 1.654059, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.438886
over slew: 0, Actual_Vel: 7.200000, Actual_Vel2: 9.000000, Actual_Vel3: -33.600000, Actual_Vel4: 15.800000
594: 28138 [INFO] CHASSIS_PID_TURN, Time: 7698, Actual_Vol1: -610.000000, Actual_Vol2: 782.000000, Actual_Vol3: -425.000000, Actual_Vol4: 179.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14785.806834, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.764843, Absolute Angle: 1.653814, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.429999,
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 4.200000, Actual_Vel3: -33.600000, Actual_Vel4: 15.800000
595: 28138 [INFO] CHASSIS_PID_TURN, Time: 7708, Actual_Vol1: -136.000000, Actual_Vol2: 197.000000, Actual_Vol3: -80.000000, Actual_Vol4: 37.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14738.271980, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.753485, Absolute Angle: 1.653616, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.409936,
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 15.800000
596: 28138 [INFO] CHASSIS_PID_TURN, Time: 7718, Actual_Vol1: -92.000000, Actual_Vol2: 296.000000, Actual_Vol3: -18.000000, Actual_Vol4: 12.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14690.784542, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.748744, Absolute Angle: 1.653533, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.385545,
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 8.000000
597: 28140 [INFO] CHASSIS_PID_TURN, Time: 7728, Actual_Vol1: -277.000000, Actual_Vol2: 431.000000, Actual_Vol3: -80.000000, Actual_Vol4: 6.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14643.245777, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.753877, Absolute Angle: 1.653623, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.356734,
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: 6.800000, Actual_Vel4: 8.000000
598: 28140 [INFO] CHASSIS_PID_TURN, Time: 7738, Actual_Vol1: -38.000000, Actual_Vol2: 450.000000, Actual_Vol3: -92.000000, Actual_Vol4: 6.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14595.546183, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.769959, Absolute Angle: 1.653904, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.353520,
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -4.200000, Actual_Vel3: 6.800000, Actual_Vel4: 8.000000
599: 28140 [INFO] CHASSIS_PID_TURN, Time: 7748, Actual_Vol1: -314.000000, Actual_Vol2: 456.000000, Actual_Vol3: -92.000000, Actual_Vol4: 6.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 14547.612216, kD: 35.000000,
kl: 0.000700, kP: 3.000000, Position: Sp, 0 position: 1, 171.000000, position: -166.000000, Heading: Sp, 90.000000, Relative_Heading: 94.793397, Absolute Angle: 1.654313, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.311580,
over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -4.200000, Actual_Vel3: 6.800000, Actual_Vel4: 0.000000

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01/30/21  
13:39:17

17

../RobotCode/log.txt

2: 28160 [INFO] CHASSIS\_PID\_TURN, Time: 8028, Actual\_Vol: -912.000000, Actual\_Volt: 1035.000000, Actual\_Volt: -505.000000, Actual\_Volt: 431.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 13199.646593, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.804343, Absolute Angle: 1.654504, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

628: 28160 [INFO] CHASSIS\_PID\_TURN, Time: 8038, Actual\_Vol: -924.000000, Actual\_Volt: 1041.000000, Actual\_Volt: -517.000000, Actual\_Volt: 450.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 13151.568288, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.807830, Absolute Angle: 1.654659, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

629: 28160 [INFO] CHASSIS\_PID\_TURN, Time: 8048, Actual\_Vol: -924.000000, Actual\_Volt: 1047.000000, Actual\_Volt: -517.000000, Actual\_Volt: 444.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 13103.490114, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.807830, Absolute Angle: 1.654659, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

630: 28162 [INFO] CHASSIS\_PID\_TURN, Time: 8058, Actual\_Vol: -967.000000, Actual\_Volt: 1090.000000, Actual\_Volt: -517.000000, Actual\_Volt: 456.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 13055.409430, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.808068, Absolute Angle: 1.654659, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

631: 28162 [INFO] CHASSIS\_PID\_TURN, Time: 8068, Actual\_Vol: -1010.000000, Actual\_Volt: 1158.000000, Actual\_Volt: -598.000000, Actual\_Volt: 524.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 13007.267906, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.814152, Absolute Angle: 1.654675, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

632: 28162 [INFO] CHASSIS\_PID\_TURN, Time: 8078, Actual\_Vol: -1029.000000, Actual\_Volt: 1170.000000, Actual\_Volt: -616.000000, Actual\_Volt: 536.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 12959.153057, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.811485, Absolute Angle: 1.654628, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

633: 28164 [INFO] CHASSIS\_PID\_TURN, Time: 8088, Actual\_Vol: -1016.000000, Actual\_Volt: 1158.000000, Actual\_Volt: -610.000000, Actual\_Volt: 542.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 12911.038301, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.811476, Absolute Angle: 1.654628, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

634: 28164 [INFO] CHASSIS\_PID\_TURN, Time: 8098, Actual\_Vol: -1023.000000, Actual\_Volt: 1170.000000, Actual\_Volt: -610.000000, Actual\_Volt: 536.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 12862.882038, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.815626, Absolute Angle: 1.654701, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

635: 28164 [INFO] CHASSIS\_PID\_TURN, Time: 8108, Actual\_Vol: -1060.000000, Actual\_Volt: 1214.000000, Actual\_Volt: -610.000000, Actual\_Volt: 616.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 12814.804135, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.807790, Absolute Angle: 1.654564, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.015247, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

636: 28166 [INFO] CHASSIS\_PID\_TURN, Time: 8118, Actual\_Vol: -1103.000000, Actual\_Volt: 1257.000000, Actual\_Volt: -696.000000, Actual\_Volt: 622.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 12766.771454, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0, position: 1: 171.000000, position\_r: -166.000000, Heading\_Sp: 90.000000, Relative\_Heading: 94.803268, Absolute Angle: 1.654485, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.016034, o ver\_slew: 0, Actual\_Vel: 0.000000, Actual\_Vel2: -0.000000, Actual\_Vel3: -0.000000, Actual\_Vel4: 0.000000

637: 28166 [INFO] CHASSIS\_PID\_TURN, Time: 8128, Actual\_Vol: -1152.000000, Actual\_Volt: 1263.000000, Actual\_Volt: -702.000000, Actual\_Volt: 628.000000, Slew: 15.000000, Brake: 1, Gear: 2, I\_max: 2147483647.000000, I: 12718.777104, kD: 35.000000, k: 0.000700, kP: 3.000000, Position\_Sp: 0

01/30/21  
13:39:17

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../RobotCode/log.txt
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18

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over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: -0.000000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
665: 28184 [INFO] CHASSIS_PID_TURN, Time: 8408, Actual_Vol: -1860.000000, Actual_Vol3: -1460.000000, Actual_Vol4: 1257.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11375.607290, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.781782, Absolute Angle: 1.654110, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.02689
8, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: -0.000000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
666: 28186 [INFO] CHASSIS_PID_TURN, Time: 8418, Actual_Vol: -1928.000000, Actual_Vol2: 1947.000000, Actual_Vol3: -1454.000000, Actual_Vol4: 1257.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11327.823362, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.778393, Absolute Angle: 1.654051, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03028
7, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: -0.000000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
667: 28186 [INFO] CHASSIS_PID_TURN, Time: 8428, Actual_Vol: -1965.000000, Actual_Vol2: 1977.000000, Actual_Vol3: -1577.000000, Actual_Vol4: 1324.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11280.088308, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.773505, Absolute Angle: 1.653965, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03384
4, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: -0.000000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
668: 28186 [INFO] CHASSIS_PID_TURN, Time: 8438, Actual_Vol: -1977.000000, Actual_Vol2: 1953.000000, Actual_Vol3: -1589.000000, Actual_Vol4: 1343.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11232.375681, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.771263, Absolute Angle: 1.653926, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03146
9, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: 17.800000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
669: 28188 [INFO] CHASSIS_PID_TURN, Time: 8448, Actual_Vol: -2088.000000, Actual_Vol2: 1959.000000, Actual_Vol3: -1589.000000, Actual_Vol4: 1343.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11184.709671, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.766601, Absolute Angle: 1.653845, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03040
3, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: 17.800000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
670: 28188 [INFO] CHASSIS_PID_TURN, Time: 8458, Actual_Vol: -2218.000000, Actual_Vol2: 1990.000000, Actual_Vol3: -1737.000000, Actual_Vol4: 1423.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11137.064974, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.764470, Absolute Angle: 1.653808, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03253
4, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: 17.800000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
671: 28188 [INFO] CHASSIS_PID_TURN, Time: 8468, Actual_Vol: -2242.000000, Actual_Vol2: 2008.000000, Actual_Vol3: -1768.000000, Actual_Vol4: 1435.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11089.393564, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.767141, Absolute Angle: 1.653854, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03253
4, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: 17.800000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
672: 28190 [INFO] CHASSIS_PID_TURN, Time: 8478, Actual_Vol: -2248.000000, Actual_Vol2: 1996.000000, Actual_Vol3: -1774.000000, Actual_Vol4: 1448.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 11041.753320, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.764024, Absolute Angle: 1.653800, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03166
5, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: 17.800000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
673: 28190 [INFO] CHASSIS_PID_TURN, Time: 8488, Actual_Vol: -2261.000000, Actual_Vol2: 2107.000000, Actual_Vol3: -1780.000000, Actual_Vol4: 1478.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 10994.139135, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.761419, Absolute Angle: 1.653755, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.03259
3, over slew: 0, Actual_Vol: -7.200000, Actual_Vel2: 17.800000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
674: 28190 [INFO] CHASSIS_PID_TURN, Time: 8498, Actual_Vol: -2248.000000, Actual_Vol2: 2236.000000, Actual_Vol3: -1854.000000, Actual_Vol4: 1571.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 10946.616701, kD: 35.000000
0, k: 0.000700, kP: 3.000000, Position_Sp: 0, position: 171.000000, position_r: -166.000000, Heading_Sp: 90.000000, Relative_Heading: 94.752243, Absolute Angle: 1.653594, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.04176
8, over slew: 0, Actual_Vol: -7.200000, Actual_Vel2: 17.800000, Actual_Vol3: -0.000000, Actual_Vel4: 18.800000
675: 28192 [INFO] CHASSIS_PID_TURN, Time: 8508, Actual_Vol: -2255.000000, Actual_Vol2: 2267.000000, Actual_Vol3: -1873.000000, Actual_Vol4: 1583.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.00
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01/30/21  
13:39:17

../RobotCode/log.txt

19

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01.000700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.937721, Absolute Angle: 1.639378, error history: 20, time out time: -2147481531, error difference: 0.542134,
over slew: 0, Actual_Vel: -12.200000, Actual_Vel2: 8.800000, Actual_Vel3: -30.800000, Actual_Vel4: 12.000000
703: 28210 [INFO] CHASSIS_PID_TURN, Time: 8788, Actual_Vol: -2464.000000, Actual_Vol2: 2513.000000, Actual_Vol3: -2076.000000, Actual_Vol4: 1577.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9688.250017, kD: 35.000000
01.000700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.825700, Absolute Angle: 1.637423, error history: 20, time out time: -2147481531, error difference: 0.619814
, over slew: 0, Actual_Vel: -12.200000, Actual_Vel2: 9.200000, Actual_Vel3: -30.800000, Actual_Vel4: 12.000000
704: 28210 [INFO] CHASSIS_PID_TURN, Time: 8798, Actual_Vol: -1423.000000, Actual_Vol2: 2470.000000, Actual_Vol3: -2014.000000, Actual_Vol4: 1491.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9650.108517, kD: 35.000000
01.000700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.814150, Absolute Angle: 1.637222, error history: 20, time out time: -2147481531, error difference: 0.597329
, over slew: 0, Actual_Vel: -12.200000, Actual_Vel2: 9.200000, Actual_Vel3: -30.800000, Actual_Vel4: 14.600000
705: 28212 [INFO] CHASSIS_PID_TURN, Time: 8808, Actual_Vol: -308.000000, Actual_Vol2: 610.000000, Actual_Vol3: -505.000000, Actual_Vol4: 326.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9612.111502, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.799702, Absolute Angle: 1.636969, error history: 20, time out time: -2147481531, error difference: 0.584328, over
slew: 0, Actual_Vel: 7.000000, Actual_Vel2: 9.200000, Actual_Vel3: -30.800000, Actual_Vel4: 14.600000
706: 28212 [INFO] CHASSIS_PID_TURN, Time: 8818, Actual_Vol: -209.000000, Actual_Vol2: 142.000000, Actual_Vol3: -99.000000, Actual_Vol4: 68.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9574.284811, kD: 35.000000, kI: 0.00700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.782669, Absolute Angle: 1.636672, error history: 20, time out time: -2147481531, error difference: 0.581279, over s
lew: 0, Actual_Vel: 7.000000, Actual_Vel2: 3.400000, Actual_Vel3: -0.000000, Actual_Vel4: 7.000000
707: 28212 [INFO] CHASSIS_PID_TURN, Time: 8828, Actual_Vol: -376.000000, Actual_Vol2: 142.000000, Actual_Vol3: -18.000000, Actual_Vol4: 74.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9536.572311, kD: 35.000000, kI: 0.00700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.771250, Absolute Angle: 1.636473, error history: 20, time out time: -2147481531, error difference: 0.568791, over s
lew: 0, Actual_Vel: 7.000000, Actual_Vel2: 3.400000, Actual_Vel3: 13.800000, Actual_Vel4: 7.000000
708: 28214 [INFO] CHASSIS_PID_TURN, Time: 8838, Actual_Vol: -431.000000, Actual_Vol2: 290.000000, Actual_Vol3: -86.000000, Actual_Vol4: 92.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9498.876339, kD: 35.000000, kI: 0.00700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.769597, Absolute Angle: 1.636444, error history: 20, time out time: -2147481531, error difference: 0.549597, over s
lew: 0, Actual_Vel: 7.000000, Actual_Vel2: 3.400000, Actual_Vel3: 13.800000, Actual_Vel4: 7.000000
709: 28214 [INFO] CHASSIS_PID_TURN, Time: 8848, Actual_Vol: -431.000000, Actual_Vol2: 326.000000, Actual_Vol3: -86.000000, Actual_Vol4: 80.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9461.090957, kD: 35.000000, kI: 0.00700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.778538, Absolute Angle: 1.636660, error history: 20, time out time: -2147481531, error difference: 0.536508, over s
lew: 0, Actual_Vel: 7.000000, Actual_Vel2: 3.400000, Actual_Vel3: 13.800000, Actual_Vel4: 7.000000
710: 28214 [INFO] CHASSIS_PID_TURN, Time: 8858, Actual_Vol: -437.000000, Actual_Vol2: 363.000000, Actual_Vol3: -105.000000, Actual_Vol4: 92.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9423.068570, kD: 35.000000, kI: 0.00700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.802239, Absolute Angle: 1.637014, error history: 20, time out time: -2147481531, error difference: 0.520088, over
slew: 0, Actual_Vel: 7.000000, Actual_Vel2: 3.400000, Actual_Vel3: 13.800000, Actual_Vel4: 6.200000
711: 28216 [INFO] CHASSIS_PID_TURN, Time: 8868, Actual_Vol: -437.000000, Actual_Vol2: 363.000000, Actual_Vol3: -99.000000, Actual_Vol4: 92.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9384.852787, kD: 35.000000, kI: 0.00700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.821578, Absolute Angle: 1.637351, error history: 20, time out time: -2147481531, error difference: 0.502824, over s
lew: 0, Actual_Vel: 7.000000, Actual_Vel2: 3.400000, Actual_Vel3: 13.800000, Actual_Vel4: 6.200000
712: 28216 [INFO] CHASSIS_PID_TURN, Time: 8878, Actual_Vol: -431.000000, Actual_Vol2: 376.000000, Actual_Vol3: -99.000000, Actual_Vol4: 80.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 9346.463682, kD: 35.000000, kI: 0.00700, kP: 3.000000, Position: 3p, 0, position: 1, 171.000000, position_r: -163.000000, Heading: 3p: 90.000000, Relative_Heading: 93.838910, Absolute Angle: 1.637654, error history: 20, time out time: -2147481531, error difference: 0.480968, over s
lew: 0, Actual_Vel: 7.000000, Actual_Vel2: -0.000000, Actual_Vel3: 13.800000, Actual_Vel4: 6.200000
713: 28216 [INFO] CHASSIS_PID_TURN, Time: 8888, Actual_Vol: -431.000000, Actual_V
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01/30/21  
13:39:17

20

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../RobotCode/log.txt
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0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.832242, Absolute_Angle: 1.637537, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
741: 28236 [INFO] CHASSIS_PID_TURN, Time: 9168, Actual_Vol1: -1195.000000, Actual_Vol2: 1084.000000, Actual_Vol3: -573.000000, Actual_Vol4: 622.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 8234.952886, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.832982, Absolute_Angle: 1.637550, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
742: 28236 [INFO] CHASSIS_PID_TURN, Time: 9178, Actual_Vol1: -1238.000000, Actual_Vol2: 1158.000000, Actual_Vol3: -610.000000, Actual_Vol4: 696.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 8196.613676, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.833921, Absolute_Angle: 1.637567, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
743: 28236 [INFO] CHASSIS_PID_TURN, Time: 9188, Actual_Vol1: -1244.000000, Actual_Vol2: 1164.000000, Actual_Vol3: -616.000000, Actual_Vol4: 708.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 8158.281592, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.833208, Absolute_Angle: 1.637554, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
744: 28238 [INFO] CHASSIS_PID_TURN, Time: 9198, Actual_Vol1: -1244.000000, Actual_Vol2: 1158.000000, Actual_Vol3: -622.000000, Actual_Vol4: 715.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 8119.942452, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.833914, Absolute_Angle: 1.637567, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
745: 28238 [INFO] CHASSIS_PID_TURN, Time: 9208, Actual_Vol1: -1294.000000, Actual_Vol2: 1207.000000, Actual_Vol3: -659.000000, Actual_Vol4: 708.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 8081.592165, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.835029, Absolute_Angle: 1.637586, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
746: 28238 [INFO] CHASSIS_PID_TURN, Time: 9218, Actual_Vol1: -1343.000000, Actual_Vol2: 1257.000000, Actual_Vol3: -696.000000, Actual_Vol4: 887.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 8043.263630, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.832854, Absolute_Angle: 1.637548, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
747: 28240 [INFO] CHASSIS_PID_TURN, Time: 9228, Actual_Vol1: -1337.000000, Actual_Vol2: 1263.000000, Actual_Vol3: -708.000000, Actual_Vol4: 930.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 8004.978617, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.828501, Absolute_Angle: 1.637472, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014199, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
748: 28240 [INFO] CHASSIS_PID_TURN, Time: 9238, Actual_Vol1: -1343.000000, Actual_Vol2: 1263.000000, Actual_Vol3: -708.000000, Actual_Vol4: 936.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 7966.739377, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.832924, Absolute_Angle: 1.637392, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014585, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
749: 28240 [INFO] CHASSIS_PID_TURN, Time: 9248, Actual_Vol1: -1380.000000, Actual_Vol2: 1300.000000, Actual_Vol3: -832.000000, Actual_Vol4: 936.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 7928.478380, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.826100, Absolute_Angle: 1.637430, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.014585, o
v, s, l, e, w: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -9.800000, Actual_Vel4: 0.000000
750: 28242 [INFO] CHASSIS_PID_TURN, Time: 9258, Actual_Vol1: -1429.000000, Actual_Vol2: 1349.000000, Actual_Vol3: -912.000000, Actual_Vol4: 1004.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 7890.183104, kD: 35.000000, k
0: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.71.000000, position_r: -163.000000, Heading_Sp: 90.000000, Relative_Heading: 93.829528, Absolute_Angle: 1.637490, error history: 20, history size: 20, time out time
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01/30/21  
13:39:17

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../RobotCode/log.txt
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21

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779: 2862 [INFO] CHASSIS_PID_TURN, Time: 9568, Actual_Vol1: -2384.000000, Actual_Vol2: 2341.000000, Actual_Vol3: -1768.000000, Actual_Vol4: 1866.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6716.564862, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.000000, Relative_Heading: 93.731859, Absolute Angle: 1.635785, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.070679
,over slew: 0, Actual_Vel1: -16.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.400000, Actual_Vel4: 0.000000
779: 2862 [INFO] CHASSIS_PID_TURN, Time: 9578, Actual_Vol1: -2445.000000, Actual_Vol2: 2390.000000, Actual_Vol3: -1811.000000, Actual_Vol4: 2039.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6679.228762, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.000000, Relative_Heading: 93.733610, Absolute Angle: 1.635816, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.062189
,over slew: 0, Actual_Vel1: -16.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.400000, Actual_Vel4: 7.200000
780: 2864 [INFO] CHASSIS_PID_TURN, Time: 9588, Actual_Vol1: -2464.000000, Actual_Vol2: 2402.000000, Actual_Vol3: -1848.000000, Actual_Vol4: 1934.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6641.997507, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.000000, Relative_Heading: 93.723126, Absolute Angle: 1.635633, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.067433
,over slew: 0, Actual_Vel1: -16.600000, Actual_Vel2: -0.000000, Actual_Vel3: -0.400000, Actual_Vel4: 7.200000
781: 2864 [INFO] CHASSIS_PID_TURN, Time: 9598, Actual_Vol1: -2470.000000, Actual_Vol2: 2409.000000, Actual_Vol3: -1860.000000, Actual_Vol4: 1879.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6604.854088, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.000000, Relative_Heading: 93.714342, Absolute Angle: 1.635480, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.072982
,over slew: 0, Actual_Vel1: -13.800000, Actual_Vel2: -0.000000, Actual_Vel3: -0.400000, Actual_Vel4: 8.800000
782: 2864 [INFO] CHASSIS_PID_TURN, Time: 9608, Actual_Vol1: -2464.000000, Actual_Vol2: 2452.000000, Actual_Vol3: -1934.000000, Actual_Vol4: 1780.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6567.803698, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.000000, Relative_Heading: 93.705039, Absolute Angle: 1.635317, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.079944
,over slew: 0, Actual_Vel1: -13.800000, Actual_Vel2: -0.000000, Actual_Vel3: -0.400000, Actual_Vel4: 8.800000
783: 2866 [INFO] CHASSIS_PID_TURN, Time: 9618, Actual_Vol1: -2458.000000, Actual_Vol2: 2489.000000, Actual_Vol3: -1983.000000, Actual_Vol4: 1836.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6530.813847, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.000000, Relative_Heading: 93.698985, Absolute Angle: 1.635212, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.080654
,over slew: 0, Actual_Vel1: -13.800000, Actual_Vel2: -0.000000, Actual_Vel3: -0.400000, Actual_Vel4: 8.800000
784: 2866 [INFO] CHASSIS_PID_TURN, Time: 9628, Actual_Vol1: -2458.000000, Actual_Vol2: 2464.000000, Actual_Vol3: -2033.000000, Actual_Vol4: 1866.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6494.001859, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.681199, Absolute Angle: 1.634901, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.098441
,over slew: 0, Actual_Vel1: -13.800000, Actual_Vel2: 40.800000, Actual_Vel3: -0.400000, Actual_Vel4: 8.800000
785: 2866 [INFO] CHASSIS_PID_TURN, Time: 9638, Actual_Vol1: -2464.000000, Actual_Vol2: 2452.000000, Actual_Vol3: -2076.000000, Actual_Vol4: 1959.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6457.294575, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -163.000000, Heading_Slew: 93.000000, Relative_Heading: 93.670728, Absolute Angle: 1.634718, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.108911
,over slew: 0, Actual_Vel1: -13.800000, Actual_Vel2: 40.800000, Actual_Vel3: -0.400000, Actual_Vel4: 8.800000
786: 2868 [INFO] CHASSIS_PID_TURN, Time: 9648, Actual_Vol1: -2464.000000, Actual_Vol2: 2489.000000, Actual_Vol3: -2088.000000, Actual_Vol4: 2039.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6420.712424, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -162.000000, Heading_Slew: 93.000000, Relative_Heading: 93.658215, Absolute Angle: 1.634500, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.117273
,over slew: 0, Actual_Vel1: -13.800000, Actual_Vel2: 40.800000, Actual_Vel3: -14.400000, Actual_Vel4: 8.800000
787: 2868 [INFO] CHASSIS_PID_TURN, Time: 9658, Actual_Vol1: -2464.000000, Actual_Vol2: 2489.000000, Actual_Vol3: -2094.000000, Actual_Vol4: 2057.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6385.265999, kD: 35.000000,
,kl: 0.000700, kI: 3.000000, Position_Slew: 0, position: 1: 171.000000, position_r: -162.000000, Heading_Slew: 93.000000, Relative_Heading: 93.544642, Absolute Angle: 1.632518, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.225837
,over slew: 0, Actual_Vel1: -13.800000, Actual_Vel2: 40.800000, Actual_Vel3: -14.400000, Actual_Vel4: 10.000000
788: 2868 [INFO] CHASSIS_PID_TURN, Time: 9668, Actual_Vol1: -2464.000000, Actual_Vol2: 2464.000000, Actual_Vol3: -2082.000000, Actual_Vol4: 1996.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 6350.005335, kD: 35.00000
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01/30/21  
13:39:17

22

../RobotCode/log.txt

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0, Actual_Vel: 3.000000, Position_Sp: 0, position: 170.000000, Actual_Vol: 61.000000, Heading_Sp: 90.000000, Relative_Heading: 93.001033, Absolute Angle: 1.623030, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.307752, over s  
lew: 0, Actual_Vel: 45.000000, Actual_Vel2: -179.800000, Actual_Vol: 15.800000, Actual_Vol4: -17.800000  
816: 28288 [INFO] CHASSIS_PID_TURN, Time: 9948, Actual_Vol1: -991.000000, Actual_Vol2: 444.000000, Actual_Vol3: -99.000000, Actual_Vol4: 68.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5478.744807, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.991502, Absolute Angle: 1.622864, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.277681, over s  
lew: 0, Actual_Vel: 24.200000, Actual_Vel2: -179.800000, Actual_Vol: 15.800000, Actual_Vol4: -17.800000  
817: 28288 [INFO] CHASSIS_PID_TURN, Time: 9958, Actual_Vol1: -610.000000, Actual_Vol2: 456.000000, Actual_Vol3: -99.000000, Actual_Vol4: 80.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5448.801152, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.994365, Absolute Angle: 1.622914, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.250101, over s  
lew: 0, Actual_Vel: 24.200000, Actual_Vel2: -179.800000, Actual_Vol: 15.800000, Actual_Vol4: -17.800000  
818: 28288 [INFO] CHASSIS_PID_TURN, Time: 9968, Actual_Vol1: -604.000000, Actual_Vol2: 456.000000, Actual_Vol3: -99.000000, Actual_Vol4: 86.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5418.822919, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.997823, Absolute Angle: 1.622974, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.221689, over s  
lew: 0, Actual_Vel: 24.200000, Actual_Vel2: -179.800000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000  
819: 28290 [INFO] CHASSIS_PID_TURN, Time: 9978, Actual_Vol1: -616.000000, Actual_Vol2: 493.000000, Actual_Vol3: -99.000000, Actual_Vol4: 86.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5388.816034, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 93.000689, Absolute Angle: 1.623024, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.195815, over s  
lew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000  
820: 28290 [INFO] CHASSIS_PID_TURN, Time: 9988, Actual_Vol1: -678.000000, Actual_Vol2: 536.000000, Actual_Vol3: -203.000000, Actual_Vol4: 86.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5358.829322, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.998671, Absolute Angle: 1.622989, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.169241, over s  
lew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000  
821: 28290 [INFO] CHASSIS_PID_TURN, Time: 9998, Actual_Vol1: -702.000000, Actual_Vol2: 536.000000, Actual_Vol3: -216.000000, Actual_Vol4: 92.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5328.843241, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.998608, Absolute Angle: 1.622988, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.097646, over s  
lew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000  
822: 28292 [INFO] CHASSIS_PID_TURN, Time: 10008, Actual_Vol1: -702.000000, Actual_Vol2: 542.000000, Actual_Vol3: -222.000000, Actual_Vol4: 86.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5298.832414, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 93.001083, Absolute Angle: 1.623031, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.097646, over s  
lew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000  
823: 28292 [INFO] CHASSIS_PID_TURN, Time: 10018, Actual_Vol1: -696.000000, Actual_Vol2: 579.000000, Actual_Vol3: -222.000000, Actual_Vol4: 80.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5268.782984, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 93.004943, Absolute Angle: 1.623098, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.097646, over s  
lew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000  
824: 28292 [INFO] CHASSIS_PID_TURN, Time: 10028, Actual_Vol1: -875.000000, Actual_Vol2: 628.000000, Actual_Vol3: -290.000000, Actual_Vol4: 197.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5238.708014, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 93.007497, Absolute Angle: 1.623143, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.097646, over s  
lew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000  
825: 28294 [INFO] CHASSIS_PID_TURN, Time: 10038, Actual_Vol1: -912.000000, Actual_Vol2: 634.000000, Actual_Vol3: -302.000000, Actual_Vol4: 222.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 5208.611632, kD: 35.000000, kI: 0.0  
00700, kP: 3.000000, Position_Sp: 0, position: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 93.009638, Absolute Angle: 1.623180, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.097646, over s  
lew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vol: 0.000000, Actual_Vol4: 0.000000
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01/30/21  
13:39:17

23

../RobotCode/log.txt

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85: 28312 [INFO] CHASSIS_PID_TURN, Time: 10318, Actual_Vol: -1669.000000, Actual_Vol2: 1454.000000, Actual_Vol3: -1096.000000, Actual_Vol4: 992.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4367.297690, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.991836, Absolute_Angle: 1.622869, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.012808
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
854: 28312 [INFO] CHASSIS_PID_TURN, Time: 10328, Actual_Vol: -1675.000000, Actual_Vol2: 1454.000000, Actual_Vol3: -1152.000000, Actual_Vol4: 1023.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4337.347626, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.995006, Absolute_Angle: 1.622925, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01706
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
855: 28314 [INFO] CHASSIS_PID_TURN, Time: 10338, Actual_Vol: -1675.000000, Actual_Vol2: 1534.000000, Actual_Vol3: -1047.000000, Actual_Vol4: 1023.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4307.376159, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.997147, Absolute_Angle: 1.622962, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01706
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
856: 28314 [INFO] CHASSIS_PID_TURN, Time: 10348, Actual_Vol: -1743.000000, Actual_Vol2: 1577.000000, Actual_Vol3: -1103.000000, Actual_Vol4: 1072.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4277.369182, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 93.000698, Absolute_Angle: 1.623024, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01706
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
857: 28314 [INFO] CHASSIS_PID_TURN, Time: 10358, Actual_Vol: -1756.000000, Actual_Vol2: 1595.000000, Actual_Vol3: -1152.000000, Actual_Vol4: 1146.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4247.381476, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.998771, Absolute_Angle: 1.622991, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01706
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
858: 28316 [INFO] CHASSIS_PID_TURN, Time: 10368, Actual_Vol: -1756.000000, Actual_Vol2: 1589.000000, Actual_Vol3: -1152.000000, Actual_Vol4: 1158.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4217.443767, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.993771, Absolute_Angle: 1.622903, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01706
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
859: 28316 [INFO] CHASSIS_PID_TURN, Time: 10378, Actual_Vol: -1799.000000, Actual_Vol2: 1632.000000, Actual_Vol3: -1158.000000, Actual_Vol4: 1152.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4187.541115, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.990265, Absolute_Angle: 1.622842, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01850
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
860: 28316 [INFO] CHASSIS_PID_TURN, Time: 10388, Actual_Vol: -1848.000000, Actual_Vol2: 1682.000000, Actual_Vol3: -1232.000000, Actual_Vol4: 1195.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4157.609994, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.993112, Absolute_Angle: 1.622892, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01850
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
861: 28318 [INFO] CHASSIS_PID_TURN, Time: 10398, Actual_Vol: -1854.000000, Actual_Vol2: 1688.000000, Actual_Vol3: -1244.000000, Actual_Vol4: 1250.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4127.704872, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.990512, Absolute_Angle: 1.622846, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01850
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
862: 28318 [INFO] CHASSIS_PID_TURN, Time: 10408, Actual_Vol: -1854.000000, Actual_Vol2: 1682.000000, Actual_Vol3: -1257.000000, Actual_Vol4: 1257.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4097.847226, kD: 35.000000, kI: 0.000700, kP: 3.000000, Position_Sp: 0, position: 1: 170.000000, position_r: -161.000000, Heading_Sp: 90.000000, Relative_Heading: 92.985765, Absolute_Angle: 1.622764, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.02188
, over slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -7.000000, Actual_Vel4: 0.000000
863: 28318 [INFO] CHASSIS_PID_TURN, Time: 10418, Actual_Vol: -1928.000000, Actual_Vol2: 1719.000000, Actual_Vol3: -1257.000000, Actual_Vol4: 1257.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 4068.000169, kD: 35.000000, kI: 0.0007
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01/30/21  
13:39:17

24

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../RobotCode/log.txt
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over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -14.400000, Actual_Vel4: 8.000000
891: 28338 [INFO] CHASSIS_PID_TURN, Time: 10698, Actual_Vol1: -2717.000000, Actual_Vol2: 2612.000000, Actual_Vol3: -1990.000000, Actual_Vol4: 2039.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3245.901738, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -161.000000, Heading: sp: 90.000000, Relative_Heading: 92.856418, Absolute Angle: 1.620506, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.11657
3, over slew: 0, Actual_Vol: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -14.400000, Actual_Vel4: 14.200000
892: 28338 [INFO] CHASSIS_PID_TURN, Time: 10708, Actual_Vol1: -2723.000000, Actual_Vol2: 2661.000000, Actual_Vol3: -2070.000000, Actual_Vol4: 2027.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3217.480992, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -161.000000, Heading: sp: 90.000000, Relative_Heading: 92.842075, Absolute Angle: 1.620256, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.12276
9, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: -0.000000, Actual_Vel3: -14.400000, Actual_Vel4: 13.600000
893: 28338 [INFO] CHASSIS_PID_TURN, Time: 10718, Actual_Vol1: -2649.000000, Actual_Vol2: 2704.000000, Actual_Vol3: -2076.000000, Actual_Vol4: 2020.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3189.241403, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -161.000000, Heading: sp: 90.000000, Relative_Heading: 92.839599, Absolute Angle: 1.619939, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.14086
5, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 7.800000, Actual_Vel3: -14.400000, Actual_Vel4: 13.600000
894: 28340 [INFO] CHASSIS_PID_TURN, Time: 10728, Actual_Vol1: -2643.000000, Actual_Vol2: 2544.000000, Actual_Vol3: -2076.000000, Actual_Vol4: 1983.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3161.121995, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -161.000000, Heading: sp: 90.000000, Relative_Heading: 92.811941, Absolute Angle: 1.619730, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.14508
10, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 7.800000, Actual_Vel3: -14.400000, Actual_Vel4: 13.600000
895: 28340 [INFO] CHASSIS_PID_TURN, Time: 10738, Actual_Vol1: -2704.000000, Actual_Vol2: 2643.000000, Actual_Vol3: -2070.000000, Actual_Vol4: 1977.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3133.175294, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -160.000000, Heading: sp: 90.000000, Relative_Heading: 92.794670, Absolute Angle: 1.619428, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.15368
1, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 7.800000, Actual_Vel3: -14.400000, Actual_Vel4: 13.600000
896: 28340 [INFO] CHASSIS_PID_TURN, Time: 10748, Actual_Vol1: -2797.000000, Actual_Vol2: 2667.000000, Actual_Vol3: -2070.000000, Actual_Vol4: 2008.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3106.339340, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -160.000000, Heading: sp: 90.000000, Relative_Heading: 92.683595, Absolute Angle: 1.617490, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.25674
7, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 7.800000, Actual_Vel3: -14.400000, Actual_Vel4: 13.600000
897: 28342 [INFO] CHASSIS_PID_TURN, Time: 10758, Actual_Vol1: -2846.000000, Actual_Vol2: 2704.000000, Actual_Vol3: -2070.000000, Actual_Vol4: 2064.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3079.633009, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -160.000000, Heading: sp: 90.000000, Relative_Heading: 92.670633, Absolute Angle: 1.617263, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.26413
6, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 7.800000, Actual_Vel3: -14.400000, Actual_Vel4: 13.600000
898: 28342 [INFO] CHASSIS_PID_TURN, Time: 10768, Actual_Vol1: -2846.000000, Actual_Vol2: 2772.000000, Actual_Vol3: -2150.000000, Actual_Vol4: 2039.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3053.101534, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -160.000000, Heading: sp: 90.000000, Relative_Heading: 92.653148, Absolute Angle: 1.616958, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.27155
2, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 10.200000, Actual_Vel3: -14.400000, Actual_Vel4: 21.000000
899: 28342 [INFO] CHASSIS_PID_TURN, Time: 10778, Actual_Vol1: -2858.000000, Actual_Vol2: 2710.000000, Actual_Vol3: -2230.000000, Actual_Vol4: 1990.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3026.763809, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -159.000000, Heading: sp: 90.000000, Relative_Heading: 92.633772, Absolute Angle: 1.616620, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.28716
8, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 10.200000, Actual_Vel3: -76.000000, Actual_Vel4: 17.000000
900: 28344 [INFO] CHASSIS_PID_TURN, Time: 10788, Actual_Vol1: -2864.000000, Actual_Vol2: 2710.000000, Actual_Vol3: -2255.000000, Actual_Vol4: 1977.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 3001.576437, kD: 35.000000
0, kI: 0.000700, kP: 3.000000, Position: sp, 0 position: 1.770.000000, position_r: -159.000000, Heading: sp: 90.000000, Relative_Heading: 92.518737, Absolute Angle: 1.614612, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.39702
8, over slew: 0, Actual_Vol: -16.200000, Actual_Vel2: 9.000000, Actual_Vel3: -76.000000, Actual_Vel4: 17.000000
901: 28344 [INFO] CHASSIS_PID_TURN, Time: 10798, Actual_Vol1: -2852.000000, Actual_Vol2: 2544.000000, Actual_Vol3: -2255.
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01/30/21  
13:39:17

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../RobotCode/log.txt
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25

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0, Actual_Vol: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.268805, Absolute Angle: 1.610250, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.178892, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
929: 28362 [INFO] CHASSIS_PID_TURN, Time: 11078, Actual_Vol1: -610.000000, Actual_Vol2: 628.000000, Actual_Vol3: -228.000000, Actual_Vol4: 216.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2332.375137, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.266931, Absolute Angle: 1.610217, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.098826, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
930: 28364 [INFO] CHASSIS_PID_TURN, Time: 11088, Actual_Vol1: -616.000000, Actual_Vol2: 634.000000, Actual_Vol3: -228.000000, Actual_Vol4: 222.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2309.657884, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.271725, Absolute Angle: 1.610301, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.098826, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
931: 28364 [INFO] CHASSIS_PID_TURN, Time: 11098, Actual_Vol1: -616.000000, Actual_Vol2: 671.000000, Actual_Vol3: -234.000000, Actual_Vol4: 228.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2286.921791, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.273609, Absolute Angle: 1.610334, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.098826, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
932: 28364 [INFO] CHASSIS_PID_TURN, Time: 11108, Actual_Vol1: -622.000000, Actual_Vol2: 721.000000, Actual_Vol3: -265.000000, Actual_Vol4: 222.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2264.216998, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.270479, Absolute Angle: 1.610279, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.098826, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
933: 28366 [INFO] CHASSIS_PID_TURN, Time: 11118, Actual_Vol1: -684.000000, Actual_Vol2: 752.000000, Actual_Vol3: -302.000000, Actual_Vol4: 296.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2241.562151, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.265485, Absolute Angle: 1.610192, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.098826, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
934: 28366 [INFO] CHASSIS_PID_TURN, Time: 11128, Actual_Vol1: -702.000000, Actual_Vol2: 752.000000, Actual_Vol3: -308.000000, Actual_Vol4: 308.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2218.878395, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.268376, Absolute Angle: 1.610243, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.090437, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
935: 28366 [INFO] CHASSIS_PID_TURN, Time: 11138, Actual_Vol1: -702.000000, Actual_Vol2: 752.000000, Actual_Vol3: -308.000000, Actual_Vol4: 308.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2196.144145, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.273425, Absolute Angle: 1.610331, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.072690, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
936: 28368 [INFO] CHASSIS_PID_TURN, Time: 11148, Actual_Vol1: -696.000000, Actual_Vol2: 832.000000, Actual_Vol3: -382.000000, Actual_Vol4: 308.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2173.422322, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.272182, Absolute Angle: 1.610309, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.049458, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
937: 28368 [INFO] CHASSIS_PID_TURN, Time: 11158, Actual_Vol1: -887.000000, Actual_Vol2: 918.000000, Actual_Vol3: -419.000000, Actual_Vol4: 419.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2150.709711, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.271261, Absolute Angle: 1.610293, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.030311, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
938: 28368 [INFO] CHASSIS_PID_TURN, Time: 11168, Actual_Vol1: -918.000000, Actual_Vol2: 942.000000, Actual_Vol3: -431.000000, Actual_Vol4: 425.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, I: 2127.971100, kD: 35.000000, kI:
0.000700, kP: 3.000000, Position_Sp: 0, position: 1.699.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.273861, Absolute Angle: 1.610338, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.030311, ov
er slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
939: 2
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01/30/21  
13:39:17

26

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../RobotCode/log.txt
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0, k: 263888 [INFO] CHASSIS_PID_TURN, Time: 11448, Actual_Vol: -1663.000000, Actual_Volt: 1583.000000, Actual_Vols: 1244.000000, Actual_Volt: 1152.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1493.587058, kd: 35.000000, over_slew: 0, Actual_Vel: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.254940, Absolute_Angle: 1.610088, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01498
967: 26388 [INFO] CHASSIS_PID_TURN, Time: 11458, Actual_Vol: -1669.000000, Actual_Volt: 1583.000000, Actual_Vols: 1214.000000, Actual_Volt: 1152.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1471.005361, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.258170, Absolute_Angle: 1.610065, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01374
2, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 7.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
968: 26388 [INFO] CHASSIS_PID_TURN, Time: 11468, Actual_Vol: -1712.000000, Actual_Volt: 1626.000000, Actual_Vols: 1207.000000, Actual_Volt: 1146.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1448.421418, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.258394, Absolute_Angle: 1.610068, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01374
2, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 7.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
969: 26390 [INFO] CHASSIS_PID_TURN, Time: 11478, Actual_Vol: -1756.000000, Actual_Volt: 1682.000000, Actual_Vols: 1195.000000, Actual_Volt: 1195.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1425.873969, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.254745, Absolute_Angle: 1.610005, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01377
2, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 7.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
970: 26390 [INFO] CHASSIS_PID_TURN, Time: 11488, Actual_Vol: -1762.000000, Actual_Volt: 1682.000000, Actual_Vols: 1250.000000, Actual_Volt: 1238.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1403.360266, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.251370, Absolute_Angle: 1.609946, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01686
2, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 7.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
971: 26390 [INFO] CHASSIS_PID_TURN, Time: 11498, Actual_Vol: -1768.000000, Actual_Volt: 1688.000000, Actual_Vols: 1250.000000, Actual_Volt: 1250.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1380.809447, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.255082, Absolute_Angle: 1.610011, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01686
2, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 7.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
972: 26392 [INFO] CHASSIS_PID_TURN, Time: 11508, Actual_Vol: -1805.000000, Actual_Volt: 1731.000000, Actual_Vols: 1300.000000, Actual_Volt: 1257.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1358.268386, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.254106, Absolute_Angle: 1.609994, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01686
2, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 7.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
973: 26392 [INFO] CHASSIS_PID_TURN, Time: 11518, Actual_Vol: -1848.000000, Actual_Volt: 1768.000000, Actual_Vols: 1331.000000, Actual_Volt: 1294.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1335.707196, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.256119, Absolute_Angle: 1.610029, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01525
1, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: 7.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
974: 26392 [INFO] CHASSIS_PID_TURN, Time: 11528, Actual_Vol: -1854.000000, Actual_Volt: 1780.000000, Actual_Vols: 1343.000000, Actual_Volt: 1331.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1313.180007, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.252719, Absolute_Angle: 1.609969, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01525
1, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
975: 26394 [INFO] CHASSIS_PID_TURN, Time: 11538, Actual_Vol: -1860.000000, Actual_Volt: 1780.000000, Actual_Vols: 1349.000000, Actual_Volt: 1343.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1290.687918, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.249209, Absolute_Angle: 1.609908, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.01741
2, over_slew: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vels: 9.400000, Actual_Vel4: 0.000000
976: 26394 [INFO] CHASSIS_PID_TURN, Time: 11548, Actual_Vol: -1922.000000, Actual_Volt: 1817.000000, Actual_Vols: 1386.000000, Actual_Volt: 1343.000000, Slew: 15.000000, Brake: 1, Gear: 2, L_max: 2147483647.000000, I: 1268.195764, kd: 35.000000
0, k: 0.000700, k: 3.000000, Position_Sp: 0, position: 1.69.000000, position_r: -159.000000, Heading_Sp: 90.000000, Relative_Heading: 92.249215, Absolute_Angle: 1.609908, error history: 20, history size: 20, time out time: -214748153
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01/30/21  
13:39:17

27

../RobotCode/log.txt

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00000, Actual_Vel2: 0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1004: 28414 [INFO] CHASSIS_PID_TURN, Time: 11828, Actual_Vol1: 2735.000000, Actual_Vol2: 2772.000000, Actual_Vol3: -2347.000000, Actual_Vol4: 2156.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 648.406536, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.192943, Absolute Angle: 1.608926, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.033849
over slew: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1005: 28414 [INFO] CHASSIS_PID_TURN, Time: 11838, Actual_Vol1: 2815.000000, Actual_Vol2: 2790.000000, Actual_Vol3: -2390.000000, Actual_Vol4: 2236.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 626.468837, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.193770, Absolute Angle: 1.608941, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.029362
over slew: 0, Actual_Vel1: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1006: 28414 [INFO] CHASSIS_PID_TURN, Time: 11848, Actual_Vol1: 2747.000000, Actual_Vol2: 2797.000000, Actual_Vol3: -2402.000000, Actual_Vol4: 2261.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 604.545971, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.192287, Absolute Angle: 1.608915, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.026558
over slew: 0, Actual_Vel1: -9.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1007: 28414 [INFO] CHASSIS_PID_TURN, Time: 11858, Actual_Vol1: 2766.000000, Actual_Vol2: 2797.000000, Actual_Vol3: -2427.000000, Actual_Vol4: 2261.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 582.637322, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.190865, Absolute Angle: 1.608890, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.026251
over slew: 0, Actual_Vel1: -9.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1008: 28416 [INFO] CHASSIS_PID_TURN, Time: 11868, Actual_Vol1: 2840.000000, Actual_Vol2: 2864.000000, Actual_Vol3: -2421.000000, Actual_Vol4: 2335.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 560.773214, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.186411, Absolute Angle: 1.608812, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024680
over slew: 0, Actual_Vel1: -9.000000, Actual_Vel2: -0.000000, Actual_Vel3: -15.800000, Actual_Vel4: 117.800000
1009: 28416 [INFO] CHASSIS_PID_TURN, Time: 11878, Actual_Vol1: 2846.000000, Actual_Vol2: 2883.000000, Actual_Vol3: -2396.000000, Actual_Vol4: 2328.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 538.959165, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.181405, Absolute Angle: 1.608725, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.027104
over slew: 0, Actual_Vel1: -9.000000, Actual_Vel2: -0.000000, Actual_Vel3: -15.800000, Actual_Vel4: 117.800000
1010: 28416 [INFO] CHASSIS_PID_TURN, Time: 11888, Actual_Vol1: 2852.000000, Actual_Vol2: 2895.000000, Actual_Vol3: -2396.000000, Actual_Vol4: 2267.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 517.246283, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.171288, Absolute Angle: 1.608548, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.033770
over slew: 0, Actual_Vel1: -9.000000, Actual_Vel2: 238.000000, Actual_Vel3: -15.800000, Actual_Vel4: 18.000000
1011: 28418 [INFO] CHASSIS_PID_TURN, Time: 11898, Actual_Vol1: 2858.000000, Actual_Vol2: 2815.000000, Actual_Vol3: -2384.000000, Actual_Vol4: 2162.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 495.699678, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.154660, Absolute Angle: 1.608258, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.050256
over slew: 0, Actual_Vel1: -9.000000, Actual_Vel2: 238.000000, Actual_Vel3: -31.600000, Actual_Vel4: 19.200000
1012: 28418 [INFO] CHASSIS_PID_TURN, Time: 11908, Actual_Vol1: 2846.000000, Actual_Vol2: 2864.000000, Actual_Vol3: -2378.000000, Actual_Vol4: 2088.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 474.395587, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 169.000000, position_r: -159.000000, Heading: Sp: 90.000000, Relative_Heading: 92.130409, Absolute Angle: 1.607835, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.074508
over slew: 0, Actual_Vel1: -8.600000, Actual_Vel2: 16.800000, Actual_Vel3: -31.600000, Actual_Vel4: 19.200000
1013: 28418 [INFO] CHASSIS_PID_TURN, Time: 11918, Actual_Vol1: 2840.000000, Actual_Vol2: 2871.000000, Actual_Vol3: -2384.000000, Actual_Vol4: 2076.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 453.413222, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 168.000000, position_r: -158.000000, Heading: Sp: 90.000000, Relative_Heading: 92.098237, Absolute Angle: 1.607273, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.105771
over slew: 0, Actual_Vel1: -8.600000, Actual_Vel2: 16.800000, Actual_Vel3: -16.200000, Actual_Vel4: 16.000000
1014: 28420 [INFO] CHASSIS_PID_TURN, Time: 11928, Actual_Vol1: 2846.000000, Actual_Vol2: 2803.000000, Actual_Vol3: -2378.000000, Actual_Vol4: 2076.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, f: 434.834477, kD: 35.000000,
kf: 0.000700, Position: Sp, 0, position: 1: 168.000000, position_r: -158.000000, Heading: Sp: 
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01/30/21  
13:39:17

28

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../RobotCode/log.txt
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09: kAct_Vel: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.263025, Absolute Angle: 1.592696, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.183304, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1042: 28438 [INFO] CHASSIS_PID_TURN, Time: 12208, Actual_Vol1: -517.000000, Actual_Vol2: 450.000000, Actual_Vol3: -92.000000, Actual_Vol4: 80.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: 56.325654, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.265989, Absolute Angle: 1.592748, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.989093, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1043: 28438 [INFO] CHASSIS_PID_TURN, Time: 12218, Actual_Vol1: -579.000000, Actual_Vol2: 493.000000, Actual_Vol3: -92.000000, Actual_Vol4: 80.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: 43.682894, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.264276, Absolute Angle: 1.592718, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.989093, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1044: 28440 [INFO] CHASSIS_PID_TURN, Time: 12228, Actual_Vol1: -610.000000, Actual_Vol2: 530.000000, Actual_Vol3: -197.000000, Actual_Vol4: 191.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: 31.063019, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.261987, Absolute Angle: 1.592678, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.989093, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1045: 28440 [INFO] CHASSIS_PID_TURN, Time: 12238, Actual_Vol1: -604.000000, Actual_Vol2: 536.000000, Actual_Vol3: -216.000000, Actual_Vol4: 222.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: 18.443358, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.261966, Absolute Angle: 1.592678, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.089140, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1046: 28440 [INFO] CHASSIS_PID_TURN, Time: 12248, Actual_Vol1: -604.000000, Actual_Vol2: 530.000000, Actual_Vol3: -228.000000, Actual_Vol4: 228.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: 5.796962, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.264640, Absolute Angle: 1.592724, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.065854, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1047: 28442 [INFO] CHASSIS_PID_TURN, Time: 12258, Actual_Vol1: -604.000000, Actual_Vol2: 536.000000, Actual_Vol3: -222.000000, Actual_Vol4: 222.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: -6.812050, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.260901, Absolute Angle: 1.592659, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.035097, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1048: 28442 [INFO] CHASSIS_PID_TURN, Time: 12268, Actual_Vol1: -616.000000, Actual_Vol2: 536.000000, Actual_Vol3: -234.000000, Actual_Vol4: 216.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: -19.411581, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.259953, Absolute Angle: 1.592642, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.028877, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1049: 28442 [INFO] CHASSIS_PID_TURN, Time: 12278, Actual_Vol1: -616.000000, Actual_Vol2: 579.000000, Actual_Vol3: -228.000000, Actual_Vol4: 216.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: -32.036665, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.262508, Absolute Angle: 1.592687, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.028877, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1050: 28444 [INFO] CHASSIS_PID_TURN, Time: 12288, Actual_Vol1: -684.000000, Actual_Vol2: 628.000000, Actual_Vol3: -296.000000, Actual_Vol4: 290.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: -44.668342, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.263177, Absolute Angle: 1.592699, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.024367, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1051: 28444 [INFO] CHASSIS_PID_TURN, Time: 12298, Actual_Vol1: -696.000000, Actual_Vol2: 634.000000, Actual_Vol3: -302.000000, Actual_Vol4: 302.000000, Slew: 15.000000, Brake: 1, Gear: 2, I_max: 2147483647.000000, i: -57.293692, kd: 35.000000, kf: 0.00700, kp: 3.000000, Position_Sp: 0, position: 167.000000, position_r: -157.000000, Heading_Sp: 90.000000, Relative_Heading: 91.262526, Absolute Angle: 1.592687, error history: 20, history size: 20, time out time: -2147481531, error difference: 0.023595, over slw: 0, Actual_Vel: 0.000000, Actual_Vel2: -0.000000, Actual_Vel3: -0.000000, Actual_Vel4: 0.000000
1052: 28444 [INFO] CHASSIS_PID_TURN, Time: 12308, Actual_Vol1: -696.000000, Actual_Vol2: 634.000000, Actual_Vol3: -302.000000, Actual_Vol4: 308.000
```

```
1:  /*
2:   * @file: ../RobotCode/include/fonts/fonts.h
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/16/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: ../src/objects/lcdCode/fonts/
8:   *
9:   * contains definitions for fonts to use for logl
10:  * this is used to make gui more interesting and provide more contrast and have
11:  * the ability to fit more data because of a smaller font
12:  */
13:
14: #ifndef __FONTS_H__
15: #define __FONTS_H__
16:
17:
18: #ifdef USE_DEJAVU_9
19: LV_FONT_DECLARE(dejavu_9);
20: extern lv_font_t dejavu_9;
21: #endif
22:
23: #ifdef USE_DEJAVU_12
24: LV_FONT_DECLARE(dejavu_12);
25: extern lv_font_t dejavu_12;
26: #endif
27:
28: #ifdef USE_DEJAVU_16
29: LV_FONT_DECLARE(dejavu_16);
30: extern lv_font_t dejavu_16;
31: #endif
32:
33: #endif
```



## ../RobotCode/src/main.cpp

```

1: #include <signal>
2:
3: #include "main.h"
4:
5: #include "Autons.hpp"
6: #include "Configuration.hpp"
7: #include "DriverControl.hpp"
8: #include "objects/controller/controller.hpp"
9: #include "objects/lcdCode/DriverControl/AutonomousLCD.hpp"
10: #include "objects/lcdCode/DriverControl/DriverControlLCD.hpp"
11: #include "objects/lcdCode/gui.hpp"
12: #include "objects/lcdCode/TemporaryScreen.hpp"
13: #include "objects/motors/Motors.hpp"
14: #include "objects/motors/MotorThread.hpp"
15: #include "objects/position_tracking/PositionTracker.hpp"
16: #include "objects/serial/Logger.hpp"
17: #include "objects/serial/Server.hpp"
18: #include "objects/subsystems/chassis.hpp"
19:
20: int final_auton_choice;
21: AutonomousLCD auton_lcd;
22:
23: /**
24:  * Runs initialization code. This occurs as soon as the program is started.
25:  *
26:  * All other competition modes are blocked by initialize; it is recommended
27:  * to keep execution time for this mode under a few seconds.
28:  */
29: void initialize()
30: {
31:     pros::rc::serctl(SERCTL_ACTIVATE, 0); //I think this enables stdin (necessary to start server)
32:
33:     Motors::register_motors();
34:     MotorThread::get_instance()->start_thread();
35:
36:     pros::delay(100); //wait for terminal to start and lvgl
37:     Configuration* config = Configuration::get_instance();
38:     config->init();
39:     config->print_config_options();
40:
41:     final_auton_choice = chooseAuton();
42:     Autons auton;
43:     config->filter_color = auton.AUTONOMOUS_COLORS.at(final_auton_choice);
44:     auton.set_autonomous_number(final_auton_choice);
45:
46:     Sensors::calibrate_imu();
47:
48:     //std::cout << OptionsScreen::cnfg.use_hardcoded << '\n';
49:     //std::cout << OptionsScreen::cnfg.gyro_turn << '\n';
50:     //std::cout << OptionsScreen::cnfg.acceleration_ctrl << '\n';
51:     //std::cout << OptionsScreen::cnfg.check_motor_tmp << '\n';
52:     //std::cout << OptionsScreen::cnfg.use_previous_macros << '\n';
53:     //std::cout << OptionsScreen::cnfg.record << '\n';
54:
55:     std::cout << "initialize finished" << "\n";
56:     lv_scr_load(tempScreen:temp_screen);
57: }
58:
59:
60:
61:
62: /**
63:  * Runs while the robot is in the disabled state of Field Management System or
64:  * the VEX Competition Switch, following either autonomous or opcontrol. When
65:  * the robot is enabled, this task will exit.
66:  */
67: void disabled() {}
68:
69:
70:
71: /**
72:  * Runs after initialize(), and before autonomous when connected to the Field
73:  * Management System or the VEX Competition Switch. This is intended for
74:  * competition-specific initialization routines, such as an autonomous selector
75:  * on the LCD.
76:  *
77:  * This task will exit when the robot is enabled and autonomous or opcontrol
78:  * starts.
79:  */
80: void competition_initialize() {
81:     Autons auton;
82:     auton_lcd.update_labels(auton.get_autonomous_number());
83: }
84:
85:
86:
87: /**
88:  * Runs the user autonomous code. This function will be started in its own task
89:  * with the default priority and stack size whenever the robot is enabled via
90:  * the Field Management System or the VEX Competition Switch in the autonomous
91:  * mode. Alternatively, this function may be called in initialize or opcontrol
92:  * for non-competition testing purposes.
93:  *
94:  * If the robot is disabled or communications is lost, the autonomous task
95:  * will be stopped. Re-enabling the robot will restart the task, not re-start it
96:  * from where it left off.
97:  */
98: void autonomous() {
99:     Autons auton;
100:     auton.run_autonomous();
101: }
102:
103:
104: void log_thread_fn( void* )
105: {
106:     //TODO: add back imu functionality when imu is mounted
107:     Logger logger;
108:     Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
109:
110:     Configuration* config = Configuration::get_instance();
111:     double kP = config->chassis_pid.kP;
112:     double kI = config->chassis_pid.kI;
113:     double kD = config->chassis_pid.kD;

```

```

114:     double L_max = config->chassis_pid.L_max;
115:
116:     int l_id = Sensors::left_encoder.get_unique_id();
117:     int r_id = Sensors::right_encoder.get_unique_id();
118:     // double prev_l_encoder = std::get<0>(chassis.get_average_encoders(l_id, r_id));
119:     // double prev_r_encoder = std::get<1>(chassis.get_average_encoders(l_id, r_id));
120:     // double initial_angle = Sensors::imu.get_heading();
121:     // double prev_angle = Sensors::imu.get_heading();
122:     // double relative_angle = 0;
123:     //
124:     while ( 1 )
125:     {
126:         // double delta_l = std::get<0>(chassis.get_average_encoders(l_id, r_id)) - prev_l_encoder;
127:         // double delta_r = std::get<1>(chassis.get_average_encoders(l_id, r_id)) - prev_r_encoder;
128:         // double delta_theta = chassis.calc_delta_theta(prev_angle, delta_l, delta_r);
129:         // prev_angle = prev_angle + delta_theta;
130:         // relative_angle = relative_angle + delta_theta;
131:         //
132:
133:         std::string msg = (
134:             "INFO]" + std::string("CHASSIS_PID ")
135:             + " Actual_Vol1: " + std::to_string(Motors::front_left.get_actual_voltage())
136:             + " Actual_Vol2: " + std::to_string(Motors::front_right.get_actual_voltage())
137:             + " Actual_Vol3: " + std::to_string(Motors::back_left.get_actual_voltage())
138:             + " Actual_Vol4: " + std::to_string(Motors::back_right.get_actual_voltage())
139:             + " Slew: " + std::to_string(0)
140:             + " Brake: " + std::to_string(Motors::front_left.get_brake_mode())
141:             + " Gear: " + std::to_string(Motors::front_left.get_gearset())
142:             + " L_max: " + std::to_string(L_max)
143:             + " L: " + std::to_string(0)
144:             + " kD: " + std::to_string(kD)
145:             + " kI: " + std::to_string(kI)
146:             + " kP: " + std::to_string(kP)
147:             + " Time: " + std::to_string(pros::millis())
148:             + " Position_Sp: " + std::to_string(1269.32)
149:             + " position_l: " + std::to_string(Sensors::left_encoder.get_position(l_id))
150:             + " position_r: " + std::to_string(Sensors::right_encoder.get_position(r_id))
151:             + " Heading_Sp: " + std::to_string(0)
152:             + " Relative_Heading: " + std::to_string(0)
153:             + " Actual_Vel1: " + std::to_string(Motors::front_left.get_actual_velocity())
154:             + " Actual_Vel2: " + std::to_string(Motors::front_right.get_actual_velocity())
155:             + " Actual_Vel3: " + std::to_string(Motors::back_left.get_actual_velocity())
156:             + " Actual_Vel4: " + std::to_string(Motors::back_right.get_actual_velocity())
157:         );
158:         // std::cout << msg << "\n";
159:         pros::delay(10);
160:     }
161: }
162:
163:
164:
165: void Exit( int signal )
166: {
167:     //Writer writer;
168:     std::cerr << "program caught " << signal << "\n" << std::flush;
169:     std::cerr << "errno: " << errno << "\n" << std::flush;
170:     std::cerr << "strerror: " << std::strerror(errno) << "\n" << std::flush;
171:     pros::delay(100); // wait for stdout to be flushed
172:     raise(signal);
173: }
174:
175:
176:
177: /**
178:  * Runs the operator control code. This function will be started in its own task
179:  * with the default priority and stack size whenever the robot is enabled via
180:  * the Field Management System or the VEX Competition Switch in the operator
181:  * control mode.
182:  *
183:  * If no competition control is connected, this function will run immediately
184:  * following initialize().
185:  *
186:  * If the robot is disabled or communications is lost, the
187:  * operator control task will be stopped. Re-enabling the robot will restart the
188:  * task, not resume it from where it left off.
189:  */
190: void opcontrol() {
191:     // pros::AD[AnalogIn I1 (1);
192:     // pros::AD[AnalogIn I2 (2);
193:     // pros::AD[AnalogIn I3 (3);
194:     // while(1) {
195:     //     std::cout << I1.get_value() << " " << I2.get_value() << " " << I3.get_value() << "\n";
196:     //     pros::delay(50);
197:     // }
198:     // Logger logger;
199:     // pros::AD[DigitalIn limit_switch('A');
200:
201:
202:     // pros::Task write_task(log_thread_fn,
203:     //     (void*)NULL,
204:     //     TASK_PRIORITY_DEFAULT,
205:     //     TASK_STACK_DEPTH_DEFAULT,
206:     //     "logger_thread");
207:
208:
209:
210:     Server server;
211:     server.clear_stdin();
212:     server.start_server();
213:     server.set_debug_mode(true);
214:
215:     // int stop = pros::millis() + 8000;
216:     //
217:     // Lift lift(Motors::lift, 10, 800);
218:     // while ( pros::millis() < stop )
219:     // {
220:     //     lift.move_to(900, false, true);
221:     //     pros::delay(10);
222:     // }
223:     // stop = pros::millis() + 2000;
224:     // while ( pros::millis() < stop )
225:     // {
226:     //     lift.move_to(0, false, true);

```

## ../RobotCode/src/main.cpp

```

227: // pros::delay(10);
228: //}
229: //logger.dump();
230: //logger.dump();
231: //logger.dump();
232: //logger.dump();
233: //logger.dump();
234: //logger.dump();
235: //logger.dump();
236: //logger.dump();
237: //
238: // Chassis chassis(Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, 12.4 );
239: // int stop = pros::millis() + 8000;
240: //
241: // chassis.turn_left(13, 12000, INT32_MAX, true, false, true);
242: //
243: // while ( pros::millis() < stop )
244: // {
245: //   chassis.turn_left(13, 12000, INT32_MAX, false, false, true );
246: //   pros::delay(10);
247: // }
248:
249: std::cout << "opcontrol started\n";
250:
251: std::signal(SIGSEGV, Exit);
252: std::signal(SIGTERM, Exit);
253: std::signal(SIGINT, Exit);
254: std::signal(SIGILL, Exit);
255: std::signal(SIGABRT, Exit);
256: std::signal(SIGFPE, Exit);
257: std::signal(SIGBUS, Exit);
258: std::signal(SIGALRM, Exit);
259: std::signal(SIGSTOP, Exit);
260: std::signal(SIGUSR1, Exit);
261: std::signal(SIGUSR2, Exit);
262: std::signal(SIGKILL, Exit);
263:
264: pros::delay(100);
265:
266: lv_scr_load(tempScreen::temp_screen);
267:
268:
269: Controller controllers;
270: // while(1) {
271: //   Motors::left_intake.user_move(controllers.master.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_Y));
272: //   Motors::right_intake.user_move(controllers.master.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_Y));
273: //   std::cout << Motors::left_intake.get_torque() << " " << Motors::left_intake.get_efficiency() << " " << Motors::left_intake.get_actual_voltage() << "\n";
274: //   std::cout << Motors::right_intake.get_torque() << " " << Motors::right_intake.get_efficiency() << " " << Motors::right_intake.get_actual_voltage() << "\n";
275: //   std::cout << "\n";
276: //   pros::delay(10);
277: // }
278:
279:
280: // Motors motors;
281: // Motors::record_macro();
282: //
283: // Writer writer;
284: // while( writer.get_count() > 0 )
285: // {
286: //   std::cout << pros::millis() << " " << writer.get_count() << "\n";
287: //   pros::delay(1);
288: // }
289: //
290: // std::cout << "done\n";
291:
292: //update controller with color of cube and if it is loaded or not
293:
294: // Controller controllers;
295: // std::string controller_text = "no cube loaded";
296: // std::string prev_controller_text = "";
297:
298: // PositionTracker* tracker = PositionTracker::get_instance();
299: // tracker->start_thread();
300: // std::cout << pros::Task::get_count() << "\n";
301: // Chassis chassis(Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, Sensors::imu, 12.75, 5/3, 3.25);
302:
303: DriverControlLCD lcd;
304: // lcd.update_labels();
305: // chassis.generate_profiles();
306:
307: // chassis.turn_left(90); // passing
308: // pros::delay(1000);
309: //
310: // chassis.turn_right(90); // passing
311: // pros::delay(1000);
312: //
313: // chassis.turn_left(45); // passing
314: // pros::delay(1000);
315: //
316: // chassis.turn_right(45); // passing
317: // pros::delay(1000);
318: //
319: // chassis.turn_left(30); // passing
320: // pros::delay(1000);
321: //
322: // chassis.turn_right(30); // passing
323: // pros::delay(1000);
324: //
325: // chassis.turn_left(10); // passing
326: // pros::delay(1000);
327: //
328: // chassis.turn_right(10); // passing
329: // pros::delay(1000);
330:
331: // chassis.turn_right(270); // passing
332: // pros::delay(1000);
333: //
334: // chassis.turn_left(270); // passing
335: // pros::delay(1000);
336: //
337:
338: // chassis.turn_to_angle(90); // passing
339: // pros::delay(1000);

```

## ../RobotCode/src/main.cpp

```

340: //
341: //chassis.turn_to_angle(270); // passing
342: //pros::delay(1000);
343: //
344: //chassis.turn_to_angle(0); // passing
345: //pros::delay(1000);
346: //
347: //chassis.turn_to_angle(-90); // passing
348: //pros::delay(1000);
349: //
350: //chassis.turn_to_point(36, 0); // passing
351: //pros::delay(1000);
352: //chassis.turn_to_point(-36, 0); // passing
353: //pros::delay(1000);
354: //chassis.turn_to_point(0, 36); // passing
355: //pros::delay(1000);
356: //chassis.turn_to_point(-36, -36); // passing
357: //
358: //chassis.drive_to_point(0, 36); // passing
359: //pros::delay(1000);
360: //chassis.drive_to_point(36, 36); // passing
361: //pros::delay(1000);
362: //chassis.drive_to_point(36, 0); // passing
363: //pros::delay(1000);
364: //chassis.drive_to_point(0, 0); // passing
365: //
366: //tracker->stop_logging();
367: lcd.update_labels();
368: Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
369: PositionTracker* tracker = PositionTracker::get_instance();
370: tracker->enable_imu();
371: tracker->start_thread();
372: //chassis.turn_left(90);
373: Autons autons;
374: autons.skills2();
375: //
376: // gather data from position tracker
377: //tracker->start_logging();
378: //while(1) {
379: //    pros::delay(10);
380: //}
381:
382: pros::Task driver_control_task (driver_control,
383:                                (void*)NULL,
384:                                TASK_PRIORITY_DEFAULT,
385:                                TASK_STACK_DEPTH_DEFAULT,
386:                                "DriverControlTask");
387:
388:
389:
390: // double prev_angle = std::fmod(Sensors::imu.get_heading() + 360, 360);
391: // double ref_angle = std::fmod(Sensors::imu.get_heading() + 360, 360);
392: int l_id = Sensors::left_encoder.get_unique_id();
393: int r_id = Sensors::right_encoder.get_unique_id();
394: int s_id = Sensors::strafe_encoder.get_unique_id();
395: // double prev_l = Sensors::left_encoder.get_position(l_id);
396: // double prev_r = Sensors::right_encoder.get_position(r_id);
397: //pros::delay(1);
398: //chassis.straight_drive(-1000, 0, 12000, 10000);
399: //Sensors::bull_detector.start_logging();
400: //Logger::stop_queueing();
401: while(1)
402: {
403:     // print encoder values
404:
405:     //std::cout << "r: " << Sensors::right_encoder.get_position(r_id) << " | l: " << Sensors::left_encoder.get_position(l_id) << " | s: " << Sensors::strafe_encoder.get_position(s_id) << "\n";
406:     //double delta_theta = chassis.calc_delta_theta(prev_angle, ref_angle, Sensors::left_encoder.get_position(l_id) - prev_l, Sensors::right_encoder.get_position(r_id) - prev_r);
407:     //prev_angle = prev_angle + delta_theta;
408:     //prev_l = Sensors::left_encoder.get_position(l_id);
409:     //prev_r = Sensors::right_encoder.get_position(r_id);
410:     //
411:     //std::cout << "delta theta: " << delta_theta << " | new angle: " << prev_angle << "\n";
412:     //std::cout << tracker->get_position().x_pos << " " << tracker->get_position().y_pos << " " << tracker->to_degrees(tracker->get_position().theta) << "\n";
413:     lcd.update_labels();
414:     //server.handle_requests(50);
415:     //std::cout << "handling requests\n";
416:     //logger.dump();
417:
418:     pros::delay(20);
419: }
420: }

```

```

1:  /**
2:   * @file: ../RobotCode/src/Autons.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 12/5/19
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains class that holds data about the autonomous period as well as
8:   * structs for configuration data
9:   */
10:
11: #ifndef __AUTONS_HPP__
12: #define __AUTONS_HPP__
13:
14: #include <unordered_map>
15:
16: #include "main.h"
17:
18:
19: typedef struct
20: {
21:     bool use_hardcoded = 0;
22:     bool gyro_turn = 1;
23:     bool acceleration_ctrl = 1;
24:     bool check_motor_tmp = 0;
25:     bool use_previous_macros = 1;
26:     bool record = 0;
27: } autonConfig;
28:
29:
30:
31: /**
32:  * @see: Motors.hpp
33:  * @see: ./objects/lcdCode
34:  *
35:  * contains data for the autonomous period as well as functions to run the
36:  * selected autonomous
37:  */
38: class Autons
39: {
40: private:
41:     static int selected_number;
42:
43: public:
44:     Autons();
45:     ~Autons();
46:
47:
48:     int debug_auton_num;    //change if more autons are added
49:                             //debugger should be last option
50:     int driver_control_num;
51:
52:     const std::unordered_map<int, const char*> AUTONOMOUS_NAMES = {
53:         {1, "Driver Control"}, //used to find name of auton
54:         {2, "one_pt"},        //to keep title the same
55:         {3, "skills-47"},
56:         {4, "skills-66"},
57:         {5, "blue north"},
58:         {6, "blue north 2"},
59:         {7, "red north"},
60:         {8, "Debugger"}
61:     };
62:     const std::unordered_map<int, const char*> AUTONOMOUS_DESCRIPTIONS = { //used to find color of auton
63:         {1, "goes directly to \ndriver control"}, //selected to keep background the same
64:         {2, "drives forward and \nbackwards"},
65:         {3, "skills auton that scores 47 points"},
66:         {4, "skills auton that scores 66 points"},
67:         {5, "Goes to cap middle wall \ntower and then cycle \nstarting tower"},
68:         {6, "cycles closest tower, turns left"},
69:         {7, "cycles closest tower, turns right"},
70:         {8, "opens debugger"}
71:     };
72:     const std::unordered_map<int, std::string> AUTONOMOUS_COLORS = {
73:         {1, "none"}, //used to find color of auton
74:         {2, "none"}, //selected to keep background the same
75:         {3, "none"},
76:         {4, "none"},
77:         {5, "blue"},
78:         {6, "blue"},
79:         {7, "red"},
80:         {8, "none"}
81:     };
82:
83:     void set_autonomous_number(int n);
84:     int get_autonomous_number();
85:
86:
87:     /**
88:      * @return: None
89:      *
90:      * @see: Motors.hpp
91:      * @see: Chassis.hpp
92:      *
93:      * get robot ready for auton
94:      */
95:     void deploy();
96:
97:     /**
98:      * @param: autonConfig cnfg -> the configuration to use for the auton
99:      * @return: None
100:      *
101:      * @see: Motors.hpp
102:      *
103:      * drives forward
104:      */
105:     void one_pt();
106:
107:     /**
108:      * @param: autonConfig cnfg -> the configuration to use for the auton
109:      * @return: None
110:      *
111:      * @see: Motors.hpp
112:      *
113:      * runs skills

```

```
114:  */  
115:  void skills();  
116:  
117:  void skills2();  
118:  
119:  
120:  void blue_north();  
121:  void blue_north_2();  
122:  void red_north();  
123:  
124:  void run_autonomous();  
125: };  
126:  
127:  
128:  
129:  
130: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/Autons.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 12/5/19
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: Autons.hpp
8:   *
9:   * contains implementation for autonomous options
10:  */
11:
12: #include <unordered_map>
13:
14: #include "main.h"
15:
16: #include "Autons.hpp"
17: #include "objects/motors/Motors.hpp"
18: #include "objects/motors/MotorThread.hpp"
19: #include "objects/position_tracking/PositionTracker.hpp"
20: #include "objects/subsystems/chassis.hpp"
21: #include "objects/subsystems/Indexer.hpp"
22: #include "objects/subsystems/intakes.hpp"
23: #include "objects/lcdCode/DriverControl/AutonomousLCD.hpp"
24:
25:
26: int Autons::selected_number = 1;
27:
28: Autons::Autons()
29: {
30:     debug_auton_num = 8;
31:     driver_control_num = 1;
32: }
33:
34:
35:
36: Autons::~Autons() {}
37:
38:
39:
40: void Autons::set_autonomous_number(int n) {
41:     selected_number = n;
42: }
43:
44: int Autons::get_autonomous_number() {
45:     return selected_number;
46: }
47:
48: /**
49:  * deploys by outtaking and running top roller
50:  */
51: void Autons::deploy() {
52:     Indexer indexer(Motors::upper_indexer, Motors::lower_indexer, Sensors::ball_detector, "none");
53:     Intakes intakes(Motors::left_intake, Motors::right_intake);
54:
55:     intakes.rocket_outwards();
56:     indexer.run_upper_roller();
57:
58:     pros::delay(1000);
59:
60:     intakes.stop();
61:     indexer.stop();
62: }
63:
64:
65: /**
66:  * drives forward to score in the zone, then drive backward
67:  * to stop touching the cube
68:  */
69: void Autons::one_pt() {
70:
71:     deploy();
72: }
73:
74:
75:
76: /**
77:  * runs unit test
78:  * 180 degree, 90 degree, 45 degree, 45 degree
79:  * tilter movement
80:  * straight drive moving
81:  */
82: void Autons::skills() {
83:     Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
84:     Indexer indexer(Motors::upper_indexer, Motors::lower_indexer, Sensors::ball_detector, "blue");
85:     Intakes intakes(Motors::left_intake, Motors::right_intake);
86:     PositionTracker* tracker = PositionTracker::get_instance();
87:     tracker->start_thread();
88:     tracker->enable_imu();
89:     tracker->set_log_level(0);
90:     tracker->set_position([0, 0, 0]);
91:
92:     deploy();
93:
94:
95:     // tower one
96:     int uid = chassis.profiled_straight_drive(1000, 450, 3000, true);
97:     while(!chassis.is_finished(uid)) {
98:         intakes.intake();
99:         indexer.auto_increment();
100:         pros::delay(10);
101:     }
102:
103:     intakes.stop();
104:     indexer.stop();
105:
106:     chassis.turn_left(82, 450, 2500);
107:
108:     chassis.profiled_straight_drive(975, 450, 2500);
109:
110:     indexer.index();
111:     pros::delay(300);
112:     indexer.stop();
113: }

```

```

114: //tower two
115: chassis.profiled_straight_drive(-1000, 450, 2500);
116: chassis.turn_right(107, 450, 3500);
117:
118: intakes.hold_outward();
119: chassis.pid_straight_drive(1225, 0, 450, 3500);
120:
121: uid = chassis.pid_straight_drive(500, 0, 300, 3000, true);
122: while(!chassis.is_finished(uid)) {
123:     intakes.intake();
124:     indexer.auto_increment();
125:     pros::delay(10);
126: }
127:
128: intakes.stop();
129: indexer.stop();
130:
131: chassis.turn_left(62, 450, 2000);
132:
133: chassis.pid_straight_drive(345, 0, 450, 2000);
134:
135: indexer.index();
136: pros::delay(300);
137: indexer.stop();
138:
139: pros::delay(500);
140:
141: indexer.index();
142: pros::delay(300);
143: indexer.stop();
144:
145: //tower 3
146: chassis.pid_straight_drive(-450, 0, 450, 2000);
147: chassis.turn_right(78, 450, 2000);
148:
149: intakes.hold_outward();
150: chassis.pid_straight_drive(1500, 0, 450, 3500);
151:
152: uid = chassis.pid_straight_drive(600, 0, 300, 3000, true);
153: while(!chassis.is_finished(uid)) {
154:     intakes.intake();
155:     indexer.auto_increment();
156:     pros::delay(10);
157: }
158:
159:
160: chassis.turn_left(62, 450, 2000);
161:
162: chassis.pid_straight_drive(1175, 0, 450, 2000);
163:
164: indexer.index();
165: pros::delay(300);
166: indexer.stop();
167:
168: //
169: //chassis.drive_to_point(15, 15, 0, 0, 150, INT32_MAX, false);
170: //chassis.pid_straight_drive(400);
171: }
172:
173: void Autons::skills2() {
174:     Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
175:     Indexer indexer(Motors::upper_indexer, Motors::lower_indexer, Sensors::ball_detector, "blue");
176:     Intakes intakes(Motors::left_intake, Motors::right_intake);
177:     PositionTracker* tracker = PositionTracker::get_instance();
178:     tracker->start_thread();
179:     tracker->enable_imu();
180:     tracker->set_log_level(0);
181:     tracker->set_position(0, 0, 0);
182:
183:     deploy();
184:
185: //tower one
186: int uid = chassis.profiled_straight_drive(1000, 450, 3000, true);
187: while(!chassis.is_finished(uid)) {
188:     intakes.intake();
189:     indexer.auto_increment();
190:     pros::delay(10);
191: }
192:
193: intakes.stop();
194: indexer.stop();
195:
196: chassis.turn_left(82, 450, 2500);
197:
198: chassis.profiled_straight_drive(975, 450, 2500);
199:
200: indexer.index();
201: pros::delay(300);
202: indexer.stop();
203:
204: //tower two
205: chassis.profiled_straight_drive(-1000, 450, 2500);
206: chassis.turn_right(107, 450, 3500);
207:
208: uid = chassis.pid_straight_drive(2000, 0, 450, 5000, true);
209: while(!chassis.is_finished(uid)) {
210:     intakes.intake();
211:     indexer.auto_increment();
212:     pros::delay(10);
213: }
214: }
215:
216:
217:
218: void Autons::blue_north() {
219:     Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
220:     Indexer indexer(Motors::upper_indexer, Motors::lower_indexer, Sensors::ball_detector, "blue");
221:     indexer.update_filter_color("red");
222:     Intakes intakes(Motors::left_intake, Motors::right_intake);
223:     PositionTracker* tracker = PositionTracker::get_instance();
224:     tracker->start_thread();
225:     tracker->enable_imu();
226:     tracker->set_log_level(0);

```



```

227:     tracker->set_position([0, 0, 0]);
228:
229:     deploy();
230:
231:     chassis.drive_to_point(0, 27);
232:
233:     chassis.drive_to_point(27.2, 5.5, 0, 1, 125, INT32_MAX, false);
234:
235:     chassis.turn_right(51);
236:     chassis.pid_straight_drive(235);
237:
238:     // chassis.pid_straight_drive(200, 0, 80, INT32_MAX, false, false);
239:
240:     for(int i=0; i < 50; i++) { // score preload
241:         indexer.auto_index();
242:         pros::delay(10);
243:     }
244:
245:     chassis.drive_to_point(0, 27);
246:
247:     intakes.hold_outward();
248:
249:     chassis.drive_to_point(-17.7, 9.7, 0, 1, 100, INT32_MAX, false);
250:     // chassis.pid_straight_drive(1100, 0, 150, INT32_MAX, false, false);
251:
252:     int uid = chassis.pid_straight_drive(450, 0, 80, 2000, true, false);
253:     while(!chassis.is_finished(uid)) {
254:         indexer.auto_increment();
255:         intakes.intake();
256:     }
257:
258:     // intakes.intake();
259:     // indexer.index_until_filtered();
260:     // pros::delay(100);
261:     // intakes.stop();
262:     //
263:     for(int i=0; i < 100; i++) { // index a little bit longer
264:         indexer.auto_index();
265:         pros::delay(10);
266:     }
267:
268:     chassis.pid_straight_drive(-500, 0, 200, INT32_MAX, false, false);
269: }
270:
271:
272: void Autons::blue_north_2() {
273:     Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
274:     Indexer indexer( Motors::upper_indexer, Motors::lower_indexer, Sensors::ball_detector, "blue");
275:     indexer.update_filter_color("blue");
276:     Intakes intakes( Motors::left_intake, Motors::right_intake);
277:     PositionTracker* tracker = PositionTracker::get_instance();
278:     tracker->start_thread();
279:     tracker->enable_imu();
280:     tracker->set_log_level(0);
281:     tracker->set_position([0, 0, 0]);
282:
283:     deploy();
284:
285:     chassis.pid_straight_drive(560, 0, 100);
286:     chassis.turn_left(136, 100, 5000);
287:
288:     intakes.hold_outward();
289:     // chassis.pid_straight_drive(300, 0, 80, 2000, false, true);
290:
291:
292:     intakes.intake();
293:     indexer.auto_increment();
294:     chassis.pid_straight_drive(900, 0, 80, 2000, false, false);
295:     indexer.stop();
296:     // indexer.index_until_filtered();
297:     intakes.stop();
298:
299:     for(int i=0; i < 150; i++) { // index a little bit longer
300:         // intakes.intake();
301:         indexer.index_no_backboard();
302:         pros::delay(10);
303:     }
304:
305:     //
306:     // for(int i=0; i < 100; i++) { // index a little bit longer
307:     //     // intakes.intake();
308:     //     // indexer.index();
309:     //     pros::delay(10);
310:     // }
311:
312:     indexer.fix_ball();
313:     pros::delay(1000);
314:     indexer.stop();
315:     for(int i=0; i < 40; i++) { // index a little bit longer
316:         intakes.intake();
317:         // indexer.auto_index();
318:         pros::delay(10);
319:     }
320:     intakes.stop();
321:
322:     intakes.hold_outward();
323:     chassis.pid_straight_drive(-400, 0, 80);
324: }
325:
326:
327: void Autons::red_north() {
328:     Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
329:     Indexer indexer( Motors::upper_indexer, Motors::lower_indexer, Sensors::ball_detector, "blue");
330:     indexer.update_filter_color("blue");
331:     Intakes intakes( Motors::left_intake, Motors::right_intake);
332:     PositionTracker* tracker = PositionTracker::get_instance();
333:     tracker->start_thread();
334:     tracker->enable_imu();
335:     tracker->set_log_level(0);
336:     tracker->set_position([0, 0, 0]);
337:
338:     deploy();
339: }

```

```
340: chassis.pid_straight_drive(560, 0, 100);
341: chassis.turn_right(136, 100, 5000);
342:
343: intakes.hold_outward();
344: //chassis.pid_straight_drive(300, 0, 80, 2000, false, true);
345:
346:
347: intakes.intake();
348: indexer.auto_increment();
349: chassis.pid_straight_drive(900, 0, 80, 2000, false, false);
350: indexer.stop();
351: //indexer.index_until_filtered();
352: intakes.stop();
353:
354: for(int i=0; i < 150; i++) { //index a little bit longer
355:     //intakes.intake();
356:     indexer.index_no_backboard();
357:     pros::delay(10);
358: }
359:
360: //
361: //for(int i=0; i < 100; i++) { //index a little bit longer
362: //    //intakes.intake();
363: //    //indexer.index();
364: //    pros::delay(10);
365: //}
366:
367: indexer.fix_ball();
368: pros::delay(1000);
369: indexer.stop();
370: for(int i=0; i < 40; i++) { //index a little bit longer
371:     intakes.intake();
372:     //indexer.auto_index();
373:     pros::delay(10);
374: }
375: intakes.stop();
376:
377: intakes.hold_outward();
378: chassis.pid_straight_drive(-400, 0, 80);
379:
380:
381: void Autons::run_autonomous() {
382:     switch(selected_number)
383:     {
384:         case 1:
385:             break;
386:
387:         case 2:
388:             one_pt();
389:             break;
390:
391:         case 3:
392:             skills();
393:             break;
394:
395:         case 4:
396:             skills2();
397:             break;
398:
399:         case 5:
400:             blue_north();
401:             break;
402:
403:         case 6:
404:             blue_north_2();
405:             break;
406:
407:         case 7:
408:             red_north();
409:     }
410: }
```

```

1:  /**
2:   * @file: ../RobotCode/src/Configuration.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains class static variables for runtime configuration
8:   *
9:   */
10:
11: #ifndef _CONFIGURATION_HPP_
12: #define _CONFIGURATION_HPP_
13:
14: #include <iostream>
15: #include <vector>
16:
17: #include "main.h"
18:
19: #include "../lib/json.hpp"
20:
21:
22: #define LEFT_ENC_TOP_PORT    'G'
23: #define LEFT_ENC_BOTTOM_PORT 'H'
24: #define RIGHT_ENC_TOP_PORT  'A'
25: #define RIGHT_ENC_BOTTOM_PORT 'B'
26: #define STRAFE_ENC_TOP_PORT  'E'
27: #define STRAFE_ENC_BOTTOM_PORT 'F'
28: #define DETECTOR_MIDDLE_PORT 'C'
29: #define POTENTIOMETER_PORT   'Z'
30:
31: #define DETECTOR_BOTTOM_PORT 'Z' // no port available but still wanted in code
32: #define DETECTOR_TOP_PORT    'D' // no port available but still wanted in code
33:
34: #define OPTICAL_PORT        5
35: #define IMU_PORT            10
36:
37:
38: typedef struct
39: {
40:     double kP = 0;
41:     double kI = 0;
42:     double kD = 0;
43:     double l_max = 0;
44:     void print() {
45:         std::cout << "kP: " << this->kP << "\n";
46:         std::cout << "kI: " << this->kI << "\n";
47:         std::cout << "kD: " << this->kD << "\n";
48:         std::cout << "l_max: " << this->l_max << "\n";
49:     }
50: } pid;
51:
52:
53:
54: /**
55:  * @see: ../lib/json.hpp
56:  *
57:  * Singleton class
58:  * contains class to read data from config file on sd card for better runtime config
59:  * useful so that a clean build is not always necessary
60:  * contains static variables used throughout rest of project
61:  */
62: class Configuration
63: {
64: private:
65:     Configuration();
66:     static Configuration *config_obj;
67:
68: public:
69:     ~Configuration();
70:
71:     /**
72:     * @return: Configuration -> instance of class to be used throughout program
73:     *
74:     * give user the instance of the singleton class or creates it if it does
75:     * not yet exist
76:     */
77:     static Configuration* get_instance();
78:
79:     pid internal_motor_pid;
80:     pid lift_pid;
81:     pid chassis_pid;
82:
83:     int front_right_port;
84:     int back_left_port;
85:     int front_left_port;
86:     int back_right_port;
87:     int left_intake_port;
88:     int right_intake_port;
89:     int upper_indexer_port;
90:     int lower_indexer_port;
91:
92:     bool front_right_reversed;
93:     bool back_left_reversed;
94:     bool front_left_reversed;
95:     bool back_right_reversed;
96:     bool left_intake_reversed;
97:     bool right_intake_reversed;
98:     bool upper_indexer_reversed;
99:     bool lower_indexer_reversed;
100:
101:     std::vector<int> lift_setpoints;
102:     std::vector<int> tilter_setpoints;
103:     std::vector<int> intake_speeds;
104:
105:     int filter_threshold;
106:     std::string filter_color; // color to remove
107:
108:
109:     /**
110:     * @return: int -> 1 if file was successfully read, 0 if no changes were made
111:     *
112:     * @see: ../lib/json.hpp
113:     */

```

```
114:      * parses json file looking for data to set variables to
115:      */
116:      int init();
117:
118:
119:      /**
120:       * @return: None
121:       *
122:       * @see: typedef struct pid
123:       *
124:       * prints all the variables in the class
125:       * used for debugging to make sure values are what they are
126:       * supposed to be
127:       */
128:      void print_config_options();
129:
130: };
131:
132:
133:
134:
135: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/Configuration.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * @see: Configuration.hpp
8:   *
9:   * contains implementation for configuration class
10:  */
11:
12: #include <vector>
13: #include <fstream>
14:
15: #include "main.h"
16:
17: #include "../lib/json.hpp"
18: #include "Configuration.hpp"
19:
20:
21: Configuration *Configuration::config_obj = NULL;
22:
23:
24: Configuration::Configuration()
25: {
26:     //set default values for constants in case file can't be read
27:     internal_motor_pid.kP = 30;
28:     internal_motor_pid.kI = 37;
29:     internal_motor_pid.kD = 11;
30:     internal_motor_pid.I_max = INT32_MAX;
31:
32:     lift_pid.kP = 1;
33:     lift_pid.kI = 0.0001;
34:     lift_pid.kD = 0;
35:     lift_pid.I_max = INT32_MAX;
36:
37:     chassis_pid.kP = .0035;
38:     chassis_pid.kI = 0;
39:     chassis_pid.kD = 0;
40:     chassis_pid.I_max = INT32_MAX;
41:
42:     //536C motor config
43:     front_right_port = 12;
44:     back_left_port = 15;
45:     front_left_port = 16;
46:     back_right_port = 13;
47:     left_intake_port = 8;
48:     right_intake_port = 7;
49:     upper_indexer_port = 9;
50:     lower_indexer_port = 17;
51:
52:     front_right_reversed = 1;
53:     back_left_reversed = 1;
54:     front_left_reversed = 0;
55:     back_right_reversed = 0;
56:     left_intake_reversed = 0;
57:     right_intake_reversed = 1;
58:     upper_indexer_reversed = 0;
59:     lower_indexer_reversed = 0;
60:
61:     filter_threshold = 2880;
62:     filter_color = "blue";
63:
64:
65:     //536D motor config
66:     //front_right_port = 13;
67:     //back_left_port = 1;
68:     //front_left_port = 20;
69:     //back_right_port = 19;
70:     //left_intake_port = 2;
71:     //right_intake_port = 11;
72:     //tilter_port = 17;
73:     //lift_port = 12;
74:     //
75:     //front_right_reversed = 1;
76:     //back_left_reversed = 0;
77:     //front_left_reversed = 0;
78:     //back_right_reversed = 1;
79:     //left_intake_reversed = 0;
80:     //right_intake_reversed = 1;
81:     //tilter_reversed = 1;
82:     //lift_reversed = 0;
83:
84:
85:     //536A motor config
86:     //front_right_port = 20;
87:     //back_left_port = 2;
88:     //front_left_port = 5;
89:     //back_right_port = 4;
90:     //left_intake_port = 8;
91:     //right_intake_port = 1;
92:     //tilter_port = 13;
93:     //lift_port = 11;
94:     //
95:     //front_right_reversed = 1;
96:     //back_left_reversed = 1;
97:     //front_left_reversed = 1;
98:     //back_right_reversed = 1;
99:     //left_intake_reversed = 0;
100:    //right_intake_reversed = 1;
101:    //tilter_reversed = 0;
102:    //lift_reversed = 0;
103:
104:    std::vector<int> vec1 {100, 300, 400, 500};
105:    std::vector<int> vec2 {100, 300, 400, 500};
106:    std::vector<int> vec3 {-63, -30, 0, 30, 63};
107:
108:    tilter_setpoints = vec1;
109:    lift_setpoints = vec2;
110:    intake_speeds = vec3;
111: }
112:
113:

```

```

114:
115: Configuration::Configuration()
116: {
117:
118: }
119:
120:
121:
122: /**
123:  * inits object if object is not already initialized based on a static bool
124:  * sets bool if it is not set
125:  */
126: Configuration* Configuration::get_instance()
127: {
128:     if ( config_obj == NULL )
129:     {
130:         config_obj = new Configuration;
131:     }
132:     return config_obj;
133: }
134:
135:
136: /**
137:  * reads json file into memory in the form of a json object supported by
138:  * a library
139:  * parses json array to get pid constants and setpoints by looking at the size
140:  * sets other variables by looking at their value
141:  */
142: int Configuration::init()
143: {
144:     std::ifstream input("/usrd/config.json"); //open file with library
145:     if (input.fail())
146:     {
147:         std::cerr << "[ERROR], " << pros::millis() << " , configuration file could not be opened\n";
148:         return 0;
149:     }
150:     nlohmann::json contents;
151:     input >> contents;
152:
153:
154:     std::vector<double> constants1; //read pid constants for different systems
155:     std::vector<double> constants2;
156:
157:     for ( int i1 = 0; i1 < 4; i1++)
158:     {
159:         double value1 = contents["internal_motor_pid"][i1];
160:         double value2 = contents["lift_pid"][i1];
161:
162:         std::cout << value1 << "\n";
163:         constants1.push_back(value1);
164:         constants2.push_back(value2);
165:     }
166:
167:     internal_motor_pid.kP = constants1.at(0);
168:     internal_motor_pid.kI = constants1.at(1);
169:     internal_motor_pid.kD = constants1.at(2);
170:     internal_motor_pid.I_max = constants1.at(3);
171:
172:     lift_pid.kP = constants2.at(0);
173:     lift_pid.kI = constants2.at(1);
174:     lift_pid.kD = constants2.at(2);
175:     lift_pid.I_max = constants2.at(3);
176:
177:
178:
179:
180:     front_right_port = contents["front_right_port"]; //read motor port definitions
181:     back_left_port = contents["back_left_port"];
182:     front_left_port = contents["front_left_port"];
183:     back_right_port = contents["back_right_port"];
184:     left_intake_port = contents["left_intake_port"];
185:     right_intake_port = contents["right_intake_port"];
186:     upper_indexer_port = contents["upper_indexer_port"];
187:     lower_indexer_port = contents["lower_indexer_port"];
188:
189:     front_right_reversed = contents["front_right_reversed"] == 1 ? true : false; //read motor port reversals
190:     back_left_reversed = contents["back_left_reversed"] == 1 ? true : false;
191:     front_left_reversed = contents["front_left_reversed"] == 1 ? true : false;
192:     back_right_reversed = contents["back_right_reversed"] == 1 ? true : false;
193:     left_intake_reversed = contents["left_intake_reversed"] == 1 ? true : false;
194:     right_intake_reversed = contents["right_intake_reversed"] == 1 ? true : false;
195:     upper_indexer_reversed = contents["upper_indexer_reversed"] == 1 ? true : false;
196:     lower_indexer_reversed = contents["lower_indexer_reversed"] == 1 ? true : false;
197:
198:     filter_threshold = contents["filter_threshold"];
199:
200:     lift_setpoints.clear();
201:     for ( int i2 = 0; i2 < contents["lift_setpoints"].size(); i2++)
202:     {
203:         lift_setpoints.push_back(contents["lift_setpoints"][i2]);
204:     }
205:
206:
207:     intake_speeds.clear();
208:     for ( int i3 = 0; i3 < contents["intake_speeds"].size(); i3++)
209:     {
210:         intake_speeds.push_back(contents["intake_speeds"][i3]);
211:     }
212:
213:
214:     return 1;
215: }
216:
217:
218:
219:
220: /**
221:  * prints all the variables and what they are so that they can be debugged
222:  * makes use of internal pid print function
223:  */
224: void Configuration::print_config_options()
225: {
226:     std::cout << "drive PID constants\n";

```

```
227: internal_motor_pid.print();
228: std::cout << "lift PID constants\n";
229: lift_pid.print();
230:
231: std::cout << "\n";
232:
233: std::cout << "front_right_port: " << front_right_port << "\n";
234: std::cout << "back_left_port: " << back_left_port << "\n";
235: std::cout << "front_left_port: " << front_left_port << "\n";
236: std::cout << "back_right_port: " << back_right_port << "\n";
237: std::cout << "left_intake_port: " << left_intake_port << "\n";
238: std::cout << "right_intake_port: " << right_intake_port << "\n";
239: std::cout << "upper_indexer_port: " << upper_indexer_port << "\n";
240: std::cout << "lower_indexer_port: " << lower_indexer_port << "\n";
241:
242: std::cout << "front_right_reversed: " << front_right_reversed << "\n";
243: std::cout << "back_left_reversed: " << back_left_reversed << "\n";
244: std::cout << "front_left_reversed: " << front_left_reversed << "\n";
245: std::cout << "back_right_reversed: " << back_right_reversed << "\n";
246: std::cout << "left_intake_reversed: " << left_intake_reversed << "\n";
247: std::cout << "right_intake_reversed: " << right_intake_reversed << "\n";
248: std::cout << "upper_indexer_reversed: " << upper_indexer_reversed << "\n";
249: std::cout << "lower_indexer_reversed: " << lower_indexer_reversed << "\n";
250:
251: std::cout << "\nfilter threshold: " << filter_threshold << "\n";
252:
253:
254: std::cout << "\nlift_setpoints: ";
255: for ( int i = 0; i < lift_setpoints.size() - 1; i++ )
256: {
257:     std::cout << lift_setpoints.at(i) << ", ";
258: }
259: std::cout << lift_setpoints.at(lift_setpoints.size() - 1) << "\n";
260:
261:
262: std::cout << "\nintake_speeds: ";
263: for ( int i = 0; i < intake_speeds.size() - 1; i++ )
264: {
265:     std::cout << intake_speeds.at(i) << ", ";
266: }
267: std::cout << intake_speeds.at(intake_speeds.size() - 1) << "\n";
268: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/DriverControl.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * Contains robot move functions. Meant to be run in pros task
8:   *
9:   */
10:
11: #ifndef __DRIVERCONTROL_HPP__
12: #define __DRIVERCONTROL_HPP__
13:
14: #include <cstdlib>
15:
16: #include "../include/main.h"
17:
18: #include "objects/subsystems/chassis.hpp"
19: #include "objects/controller/controller.hpp"
20: #include "objects/motors/Motors.hpp"
21:
22: #define AUTON_DEBUG
23:
24:
25: /**
26:  * @param: void* -> not used
27:  * @return: None
28:  *
29:  * @see: Motors.hpp
30:  * @see: Controller.hpp
31:  *
32:  * meant to be run on task
33:  * function cycles through and allows user to controll robot
34:  *
35:  */
36: void driver_control(void*);
37:
38:
39: #endif
```



```

1:
2:  /**
3:   * @file: ../RobotCode/src/DriverControl.cpp
4:   * @author: Aiden Carney
5:   * @reviewed_on: 10/15/2019
6:   * @reviewed_by: Aiden Carney
7:   *
8:   * @see: DriverControl.hpp
9:   *
10:  */
11:
12: #include <cstdlib>
13: #include <cmath>
14:
15: #include "../include/main.h"
16:
17: #include "objects/lcdCode/gui.hpp"
18: #include "objects/subsystems/chassis.hpp"
19: #include "objects/subsystems/Indexer.hpp"
20: #include "objects/subsystems/intakes.hpp"
21: #include "objects/controller/controller.hpp"
22: #include "objects/motors/Motors.hpp"
23: #include "objects/sensors/Sensors.hpp"
24: #include "Configuration.hpp"
25: #include "DriverControl.hpp"
26: #include "Configuration.hpp"
27:
28:
29:
30:  /**
31:   * uses if statements to control motor based on controller settings
32:   * checks to set it to zero based on if static var in Motors class allows it
33:   * this is to make sure that other tasks can controll Motors too
34:   */
35: void driver_control(void*)
36: {
37:     Configuration *config = Configuration::get_instance();
38:
39:     Controller controllers;
40:
41:     Chassis chassis( Motors::front_left, Motors::front_right, Motors::back_left, Motors::back_right, Sensors::left_encoder, Sensors::right_encoder, 16, 3/5);
42:     Indexer indexer(Motors::upper_indexer, Motors::lower_indexer, Sensors::ball_detector, config->filter_color);
43:     Intakes intakes(Motors::left_intake, Motors::right_intake);
44:
45:     int left_analog_y = 0;
46:     int right_analog_y = 0;
47:
48:     bool auto_filter = true;
49:     bool hold_intakes_out = true;
50:     int intake_start_time = 0; // no possible way to think indexer should run at the start of driver control
51:
52:     controllers.master.print(0, 0, "Auto Filter %s", config->filter_color);
53:
54:     while ( true ) {
55:         controllers.update_button_history();
56:
57:         // section for front roller intake movement
58:         if(controllers.btn_is_pressing(pros::E_CONTROLLER_DIGITAL_R1)) { // define velocity for main intake
59:             intakes.intake();
60:             intake_start_time = pros::millis();
61:         } else if(hold_intakes_out) { // rest state is outward with motor power
62:             intakes.hold_outward();
63:         } else { // rest state is no motor power
64:             intakes.stop();
65:         }
66:
67:         if(controllers.btn_get_release(pros::E_CONTROLLER_DIGITAL_R2)) {
68:             hold_intakes_out = !hold_intakes_out;
69:         }
70:
71:         // section for indexer motion
72:         if(controllers.btn_is_pressing(pros::E_CONTROLLER_DIGITAL_L1) && auto_filter) { // define movement for indexer subsystem
73:             indexer.auto_index();
74:         } else if(controllers.btn_is_pressing(pros::E_CONTROLLER_DIGITAL_L1) && !auto_filter) {
75:             indexer.index();
76:         } else if(controllers.btn_is_pressing(pros::E_CONTROLLER_DIGITAL_LEFT)) {
77:             indexer.filter();
78:         } else if(controllers.btn_is_pressing(pros::E_CONTROLLER_DIGITAL_L2) && auto_filter) {
79:             indexer.auto_increment();
80:         } else if(controllers.btn_is_pressing(pros::E_CONTROLLER_DIGITAL_L2) && !auto_filter) {
81:             indexer.increment();
82:         } else if(controllers.master.get_digital_new_press(pros::E_CONTROLLER_DIGITAL_RIGHT)) {
83:             indexer.fix_ball(true);
84:         } else if(controllers.btn_is_pressing(pros::E_CONTROLLER_DIGITAL_X)) {
85:             indexer.index_no_backboard();
86:         } else if (pros::millis() < intake_start_time + 1000) {
87:             indexer.auto_increment();
88:         } else {
89:             indexer.hard_stop();
90:         }
91:
92:         if(controllers.btn_get_release(pros::E_CONTROLLER_DIGITAL_LEFT)) {
93:             auto_filter = !auto_filter;
94:             if(auto_filter) { // give different message if not auto filtering
95:                 controllers.master.print(0, 0, "Auto Filter %s", config->filter_color);
96:             } else {
97:                 controllers.master.print(0, 0, "Man Filter %s", config->filter_color);
98:             }
99:         }
100:
101:         // section for setting filter color
102:         if(controllers.btn_get_release(pros::E_CONTROLLER_DIGITAL_A)) { // cycle filter colors
103:             if(config->filter_color == "red") {
104:                 config->filter_color = "blue";
105:             } else if(config->filter_color == "blue") {
106:                 config->filter_color = "none";
107:             } else if(config->filter_color == "none") {
108:                 config->filter_color = "red";
109:             }
110:
111:             if(auto_filter) { // give different message if not auto filtering
112:                 controllers.master.print(0, 0, "Auto Filter %s", config->filter_color);
113:             } else {

```

## ../RobotCode/src/DriverControl.cpp

```
114:     controllers.master.print(0, 0, "Man Filter %s", config->filter_color);
115: }
116: std::cout << "filtering " << config->filter_color << "\n";
117: indexer.update_filter_color(config->filter_color);
118: }
119:
120:
121: // section for chassis movement
122: if(std::abs(controllers.master.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_Y)) < 5) { // define deadzone for left analog input on the y axis
123:     left_analog_y = 0;
124: } else {
125:     left_analog_y = controllers.master.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_Y);
126: }
127:
128: if(std::abs(controllers.master.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_Y)) < 5) { // define deadzone for right analog input on the y axis
129:     right_analog_y = 0;
130: } else {
131:     right_analog_y = controllers.master.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_Y);
132: }
133:
134: //float corrected_speed = ( .000043326431866017 * std::pow( leftDriveSpeed, 3 ) ) + ( 0.29594689028631 * leftDriveSpeed);
135: Motors::front_left.user_move(left_analog_y);
136: Motors::back_left.user_move(left_analog_y);
137:
138: //float corrected_speed = ( .000043326431866017 * std::pow( rightDriveSpeed, 3 ) ) + ( 0.29594689028631 * rightDriveSpeed);
139: Motors::front_right.user_move(right_analog_y);
140: Motors::back_right.user_move(right_analog_y);
141:
142:
143: if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_DOWN) ) {
144:     Autons auton;
145:     auton.deploy();
146: }
147:
148: pros::delay(5);
149:
150: }
151: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/controller/controller.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 11/8/19
5:   * @reviewed_by: Aiden Carney
6:   * TODO: remove static members and replace with singleton class
7:   *
8:   * contains class that has data about controllers
9:   */
10:
11: #include <unordered_map>
12: #include <string>
13: #include <deque>
14:
15: #include "../include/main.h"
16: #include "../include/api.h"
17: #include "../include/pros/rtos.hpp"
18: #include "../include/pros/motors.hpp"
19:
20: #ifndef _CONTROLLER_HPP_
21: #define _CONTROLLER_HPP_
22:
23: /**
24:  * contains controller objects as well as unordered maps that hold information
25:  * about what the controller does
26:  * TODO: move unordered maps to configuration and make more robust so it does not have to be updated
27:  */
28: class Controller
29: {
30: private:
31:     static std::unordered_map <pros::controller_digital_e_t, std::deque<bool>* > master_btn_history;
32:     static std::unordered_map <pros::controller_digital_e_t, std::deque<bool>* > partner_btn_history;
33:
34: public:
35:     Controller();
36:     ~Controller();
37:
38:     static pros::Controller master;
39:     static pros::Controller partner;
40:
41:     static std::unordered_map <pros::controller_analog_e_t, std::string> MASTER_CONTROLLER_ANALOG_MAPPINGS;
42:     static std::unordered_map <pros::controller_analog_e_t, std::string> PARTNER_CONTROLLER_ANALOG_MAPPINGS;
43:     static std::unordered_map <pros::controller_digital_e_t, std::string> MASTER_CONTROLLER_DIGITAL_MAPPINGS;
44:     static std::unordered_map <pros::controller_digital_e_t, std::string> PARTNER_CONTROLLER_DIGITAL_MAPPINGS;
45:
46:     void update_button_history();
47:
48:     bool btn_get_release(pros::controller_digital_e_t btn, int controller=0);
49:     bool btn_get_start_press(pros::controller_digital_e_t btn, int controller=0);
50:     bool btn_is_pressing(pros::controller_digital_e_t btn, int controller=0);
51:
52: };
53:
54:
55:
56: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/controller/controller.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 11/8/19
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: controller.hpp
8:   *
9:   * contains definitions for static members of class
10:  */
11:
12: #include <unordered_map>
13: #include <string>
14:
15: #include ".././include/main.h"
16: #include ".././include/api.h"
17: #include ".././include/pros/rtos.hpp"
18: #include ".././include/pros/motors.hpp"
19:
20: #include "controller.hpp"
21:
22:
23:
24: std::unordered_map<pros::controller_digital_e_t, std::deque<bool>* > Controller::master_btn_history = {
25:     {pros::E_CONTROLLER_DIGITAL_L1, new std::deque<bool>},
26:     {pros::E_CONTROLLER_DIGITAL_L2, new std::deque<bool>},
27:     {pros::E_CONTROLLER_DIGITAL_R2, new std::deque<bool>},
28:     {pros::E_CONTROLLER_DIGITAL_R1, new std::deque<bool>},
29:     {pros::E_CONTROLLER_DIGITAL_UP, new std::deque<bool>},
30:     {pros::E_CONTROLLER_DIGITAL_DOWN, new std::deque<bool>},
31:     {pros::E_CONTROLLER_DIGITAL_LEFT, new std::deque<bool>},
32:     {pros::E_CONTROLLER_DIGITAL_RIGHT, new std::deque<bool>},
33:     {pros::E_CONTROLLER_DIGITAL_X, new std::deque<bool>},
34:     {pros::E_CONTROLLER_DIGITAL_B, new std::deque<bool>},
35:     {pros::E_CONTROLLER_DIGITAL_Y, new std::deque<bool>},
36:     {pros::E_CONTROLLER_DIGITAL_A, new std::deque<bool>}
37: };
38:
39: std::unordered_map<pros::controller_digital_e_t, std::deque<bool>* > Controller::partner_btn_history = {
40:     {pros::E_CONTROLLER_DIGITAL_L1, new std::deque<bool>},
41:     {pros::E_CONTROLLER_DIGITAL_L2, new std::deque<bool>},
42:     {pros::E_CONTROLLER_DIGITAL_R2, new std::deque<bool>},
43:     {pros::E_CONTROLLER_DIGITAL_R1, new std::deque<bool>},
44:     {pros::E_CONTROLLER_DIGITAL_UP, new std::deque<bool>},
45:     {pros::E_CONTROLLER_DIGITAL_DOWN, new std::deque<bool>},
46:     {pros::E_CONTROLLER_DIGITAL_LEFT, new std::deque<bool>},
47:     {pros::E_CONTROLLER_DIGITAL_RIGHT, new std::deque<bool>},
48:     {pros::E_CONTROLLER_DIGITAL_X, new std::deque<bool>},
49:     {pros::E_CONTROLLER_DIGITAL_B, new std::deque<bool>},
50:     {pros::E_CONTROLLER_DIGITAL_Y, new std::deque<bool>},
51:     {pros::E_CONTROLLER_DIGITAL_A, new std::deque<bool>}
52: };
53:
54: pros::Controller Controller::master(pros::E_CONTROLLER_MASTER);
55: pros::Controller Controller::partner(pros::E_CONTROLLER_PARTNER);
56:
57: //mappings for each controller
58: std::unordered_map<pros::controller_analog_e_t, std::string> Controller::MASTER_CONTROLLER_ANALOG_MAPPINGS = {
59:     {pros::E_CONTROLLER_ANALOG_LEFT_X, "None"},
60:     {pros::E_CONTROLLER_ANALOG_LEFT_Y, "Left Side Chassis"},
61:     {pros::E_CONTROLLER_ANALOG_RIGHT_X, "None"},
62:     {pros::E_CONTROLLER_ANALOG_RIGHT_Y, "Right Side Chassis"}
63: };
64:
65: std::unordered_map<pros::controller_analog_e_t, std::string> Controller::PARTNER_CONTROLLER_ANALOG_MAPPINGS = {
66:     {pros::E_CONTROLLER_ANALOG_LEFT_X, "None"},
67:     {pros::E_CONTROLLER_ANALOG_LEFT_Y, "None"},
68:     {pros::E_CONTROLLER_ANALOG_RIGHT_X, "None"},
69:     {pros::E_CONTROLLER_ANALOG_RIGHT_Y, "None"}
70: };
71:
72: std::unordered_map<pros::controller_digital_e_t, std::string> Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS = {
73:     {pros::E_CONTROLLER_DIGITAL_L1, "lift up"},
74:     {pros::E_CONTROLLER_DIGITAL_L2, "lift down"},
75:     {pros::E_CONTROLLER_DIGITAL_R2, "Outake"},
76:     {pros::E_CONTROLLER_DIGITAL_R1, "Intake"},
77:     {pros::E_CONTROLLER_DIGITAL_UP, "Tilter up"},
78:     {pros::E_CONTROLLER_DIGITAL_DOWN, "Tilter down"},
79:     {pros::E_CONTROLLER_DIGITAL_LEFT, "None"},
80:     {pros::E_CONTROLLER_DIGITAL_RIGHT, "None"},
81:     {pros::E_CONTROLLER_DIGITAL_X, "auto deploy"},
82:     {pros::E_CONTROLLER_DIGITAL_B, "Toggle brakes"},
83:     {pros::E_CONTROLLER_DIGITAL_Y, "auto dump"},
84:     {pros::E_CONTROLLER_DIGITAL_A, "run auton"}
85: };
86:
87: std::unordered_map<pros::controller_digital_e_t, std::string> Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS = {
88:     {pros::E_CONTROLLER_DIGITAL_L1, "None"},
89:     {pros::E_CONTROLLER_DIGITAL_L2, "None"},
90:     {pros::E_CONTROLLER_DIGITAL_R2, "None"},
91:     {pros::E_CONTROLLER_DIGITAL_R1, "None"},
92:     {pros::E_CONTROLLER_DIGITAL_UP, "None"},
93:     {pros::E_CONTROLLER_DIGITAL_DOWN, "None"},
94:     {pros::E_CONTROLLER_DIGITAL_LEFT, "None"},
95:     {pros::E_CONTROLLER_DIGITAL_RIGHT, "None"},
96:     {pros::E_CONTROLLER_DIGITAL_X, "None"},
97:     {pros::E_CONTROLLER_DIGITAL_B, "None"},
98:     {pros::E_CONTROLLER_DIGITAL_Y, "None"},
99:     {pros::E_CONTROLLER_DIGITAL_A, "None"}
100: };
101:
102:
103:
104:
105: Controller::Controller()
106: {
107: }
108:
109:
110: Controller::~Controller()
111: {
112: }
113:

```

```

114:
115:
116: void Controller::update_button_history()
117: {
118:     for (std::pair<pros::controller_digital_e_t, std::deque<bool>*> element : master_btn_history) {
119:         element.second->push_back(master_get_digital(element.first));
120:         if(element.second->size() > 3) {
121:             element.second->pop_front();
122:         }
123:
124:         while(element.second->size() < 3) { // forces deque size to be no less than 3
125:             element.second->push_back(master_get_digital(element.first));
126:         }
127:     }
128:
129:     for (std::pair<pros::controller_digital_e_t, std::deque<bool>*> element : partner_btn_history) {
130:         element.second->push_back(master_get_digital(element.first));
131:         if(element.second->size() > 3) {
132:             element.second->pop_front();
133:         }
134:
135:         while(element.second->size() < 3) { // forces deque size to be no less than 3
136:             element.second->push_back(master_get_digital(element.first));
137:         }
138:     }
139: }
140:
141:
142: bool Controller::btn_get_release(pros::controller_digital_e_t btn, int controller /** 0 */) {
143:     bool pressed_and_released = false;
144:     if(!controller) {
145:         if(master_btn_history.at(btn)->at(1) and !master_btn_history.at(btn)->at(2)) {
146:             pressed_and_released = true;
147:         }
148:     }
149:     else {
150:         if(partner_btn_history.at(btn)->at(1) and !partner_btn_history.at(btn)->at(2)) {
151:             pressed_and_released = true;
152:         }
153:     }
154:     return pressed_and_released;
155: }
156:
157:
158: bool Controller::btn_get_start_press(pros::controller_digital_e_t btn, int controller /** 0 */) {
159:     bool press_start = false;
160:     if(!controller) {
161:         if(master_btn_history.at(btn)->at(1) and master_btn_history.at(btn)->at(2)) {
162:             press_start = true;
163:         }
164:     }
165:     else {
166:         if(partner_btn_history.at(btn)->at(1) and partner_btn_history.at(btn)->at(2)) {
167:             press_start = true;
168:         }
169:     }
170:
171:     return press_start;
172: }
173:
174:
175: bool Controller::btn_is_pressing(pros::controller_digital_e_t btn, int controller /** 0 */) {
176:     bool pressing = false;
177:     if(!controller) {
178:         pressing = master_btn_history.at(btn)->at(2);
179:     }
180:     else {
181:         pressing = partner_btn_history.at(btn)->at(2);
182:     }
183:
184:     return pressing;
185: }

```

```

1:  /**
2:   * @file: ../RobotCode/src/objects/motors/Motor.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   * TODO:
7:   *
8:   * contains a wrapper class for a pros::Motor
9:   */
10:
11: #ifndef __MOTOR_HPP__
12: #define __MOTOR_HPP__
13:
14: #include <atomic>
15:
16: #include "main.h"
17:
18: #include "../Configuration.hpp"
19:
20:
21: typedef enum {
22:     e_builtin_velocity_pid,
23:     e_voltage,
24:     e_custom_velocity_pid
25: } motor_mode;
26:
27: /**
28:  * @see: pros::Motor
29:  * @see: ../Configuration.hpp
30:  *
31:  * wrapper class for pros::Motor
32:  * contains implementation for better runtime port configuration
33:  * contains easier implementation for slew rate control
34:  * contains a pid velocity controller that can be enabled for consistent motor output
35:  */
36: class Motor
37: {
38: private:
39:     int motor_port;
40:
41:     pros::Motor *motor;
42:
43:     int log_level;
44:
45:     bool slew_enabled;
46:     int slew_rate;
47:
48:     bool velocity_pid_enabled;
49:     int prev_velocity;
50:     pid internal_motor_pid;
51:     double integral;
52:     double prev_error;
53:
54:     motor_mode mode = e_voltage;
55:     int voltage_setpoint;
56:     int prev_voltage_setpoint;
57:     int velocity_setpoint;
58:
59:
60:     int to_voltage(int velocity);
61:     int to_velocity(int voltage);
62:
63: /**
64:  * @param: int voltage -> the voltage to set the motor to
65:  * @return: int -> if setting motor voltage was successful or not
66:  *
67:  * @see: pros::Motor
68:  *
69:  * sets voltage of motor on interval [-12000,12000]
70:  */
71:     int set_voltage_setpoint( int voltage );
72:
73:
74:     int set_velocity_setpoint(int new_velocity);
75:
76:
77: /**
78:  * @param int target -> the new voltage that could be requested
79:  * @param int previous -> the previous voltage to calculate change in voltage over time
80:  * @param in delta_t -> the time that has elapsed
81:  * @return: int -> the rate of the voltage set based on time elapsed and previous voltage
82:  *
83:  * @see: set_voltage_setpoint()
84:  *
85:  * calculates the rate of change of the voltage (mv/ms) that the new
86:  * voltage is trying to reach
87:  */
88:     int calc_target_rate( int target, int previous, int delta_t );
89:
90: /**
91:  * @param: int voltage -> a possible motor voltage in mv on interval [-12000,12000]
92:  * @return: int -> the corresponding velocity for a given voltage
93:  *
94:  * TODO: add checking if the voltage is not on the interval
95:  *
96:  * calculates the corresponding velocity for a given voltage in mv
97:  * the velocity range corresponds to the gearsel of the motor
98:  * velocity ranges are ~20% higher than what they are rated for
99:  * because motors can achieve this velocity when supplied 12V
100:  */
101:     int calc_target_velocity( int voltage );
102:
103: /**
104:  * @return: int -> the voltage that the motor will be set at
105:  *
106:  * @see: slew rate functions contained in this class
107:  *
108:  * returns the target voltage based on the voltage set by the user
109:  * but that is either increased or decreased by the velocity pid if that
110:  * is enabled, or the slew rate code which limits the rate that the
111:  * voltage can increase
112:  */
113:     int get_target_voltage( int delta_t );

```

```
114:
115:
116:     std::atomic<bool> lock; //protect motor functions from concurrent access
117:     bool allow_driver_control;
118:
119:
120: public:
121:     Motor(int port, pros::motor_gearset_e_t gearset, bool reversed);
122:     Motor(int port, pros::motor_gearset_e_t gearset, bool reversed, pid pid_consts);
123:     ~Motor();
124:
125: //accessor functions
126:
127: /**
128:  * @return: double -> the actual velocity of the motor
129:  *
130:  * @see: pros::Motor
131:  *
132:  * returns the actual velocity of the motor as calculated internally by
133:  * the pros::Motor
134:  */
135: double get_actual_velocity();
136:
137: /**
138:  * @return: double -> the actual voltage of the motor
139:  *
140:  * @see: pros::Motor
141:  *
142:  * returns the actual voltage of the motor as calculated internally by
143:  * the pros::Motor
144:  */
145: double get_actual_voltage();
146:
147: /**
148:  * @return: int -> the actual current being supplied to the motor
149:  *
150:  * @see: pros::Motor
151:  *
152:  * returns the actual current being supplied to the motor as calculated internally by
153:  * the pros::Motor
154:  */
155: int get_current_draw();
156:
157: /**
158:  * @return: double -> the encoder value of the motor
159:  *
160:  * @see: pros::Motor
161:  *
162:  * returns the encoder position of the motor in degrees as calculated internally by
163:  * the pros::Motor
164:  */
165: double get_encoder_position();
166:
167: /**
168:  * @return: pros::motor_gearset_e_t -> the gearing of the motor
169:  *
170:  * @see: pros::Motor
171:  *
172:  * returns the gearset internally used by the motor per the pros::Motor
173:  */
174: pros::motor_gearset_e_t get_gearset();
175:
176: /**
177:  * @return: pros::motor_brake_mode_e_t -> the brakemode of the motor
178:  *
179:  * @see: pros::Motor
180:  *
181:  * returns the brakemode internally used by the motor per the pros::Motor
182:  */
183: pros::motor_brake_mode_e_t get_brake_mode();
184:
185: /**
186:  * @return: int -> the port of the motor
187:  *
188:  * returns the port that the motor is set on
189:  */
190: int get_port();
191:
192: /**
193:  * @return: pid -> struct of pid constants
194:  *
195:  * returns the pid constants in use by the motor
196:  */
197: pid get_pid();
198:
199: /**
200:  * @return: int -> the slew rate in use by the motor
201:  *
202:  * returns the slew rate in mV/ms in use by the motor
203:  */
204: int get_slew_rate();
205:
206: /**
207:  * @return: double -> the power drawn by the motor
208:  *
209:  * @see: pros::Motor
210:  *
211:  * returns the power that the motor is drawing in Watts
212:  */
213: double get_power();
214:
215: /**
216:  * @return: double -> the temperature of the motor
217:  *
218:  * @see: pros::Motor
219:  *
220:  * returns the temperature of the motor in degrees C
221:  */
222: double get_temperature();
223:
224: /**
225:  * @return: double -> the torque output of the motor
226:  *
```

```
227:      * @see: pros::Motor
228:      *
229:      * returns the torque output of the motor in Nm
230:      */
231:      double get_torque( );
232:
233:      /**
234:      * @return: int -> the direction the motor is spinning
235:      *
236:      * @see: pros::Motor
237:      *
238:      * returns the direction of the motor
239:      * 1 for moving in the positive direction
240:      * -1 for moving in the negative direction
241:      */
242:      int get_direction( );
243:
244:      /**
245:      * @return: int -> the efficiency of the motor
246:      *
247:      * @see: pros::Motor
248:      *
249:      * returns the efficiency of the motor as a percentage
250:      */
251:      int get_efficiency( );
252:
253:      /**
254:      * @return: int -> if the motor is a rest
255:      *
256:      * @see: pros::Motor
257:      *
258:      * returns 1 if the motor is not moving and 0 if the motor is moving
259:      */
260:      int is_stopped( );
261:
262:      /**
263:      * @return: int -> if the motor has been reversed or not
264:      *
265:      * @see: pros::Motor
266:      *
267:      * returns 1 if the motor has been reversed and 0 if the motor was not reversed
268:      */
269:      int is_reversed( );
270:
271:
272:
273:
274: //setter functions
275:      /**
276:      * @param: int port -> the new port for the motor
277:      * @return: int -> if the change was successful or not
278:      *
279:      * @see: pros::Motor
280:      *
281:      * returns 1 on success
282:      */
283:      int set_port( int port );
284:
285:      /**
286:      * @return: int -> if function was successful or not
287:      *
288:      * @see: pros::Motor
289:      *
290:      * returns 1 on success
291:      */
292:      int tare_encoder( );
293:
294:      /**
295:      * @param: pros::motor_brake_mode_e_t -> the new brake mode for the motor
296:      * @return: int -> if the change was successful or not
297:      *
298:      * @see: pros::Motor
299:      *
300:      * returns 1 on success
301:      */
302:      int set_brake_mode( pros::motor_brake_mode_e_t brake_mode );
303:
304:      /**
305:      * @param: pros::motor_gearset_e_t -> the new gearset for the motor
306:      * @return: int -> if the change was successful or not
307:      *
308:      * @see: pros::Motor
309:      *
310:      * returns 1 on success
311:      */
312:      int set_gearing( pros::motor_gearset_e_t gearset );
313:
314:      /**
315:      * @return: int -> if motor was reversed or not
316:      *
317:      * @see: pros::Motor
318:      *
319:      * returns 1 on success
320:      */
321:      int reverse_motor( );
322:
323:      /**
324:      * @param: pid_pid_consts -> the new pid constants for the motor
325:      * @return: int -> if the change was successful or not
326:      *
327:      * @see: pros::Motor
328:      *
329:      * returns 1 on success
330:      */
331:      int set_pid( pid_pid_consts );
332:
333:      /**
334:      * @param: int logging -> the new log level, 0-5, 5 is most verbose
335:      * @return: None
336:      *
337:      * @see: pros::Motor
338:      *
339:      * updates how verbose the logging is, 0 is no logging, 5 is very
```



```
340:     * verbose
341:     */
342:     void set_log_level( int logging );
343:
344:
345:
346:
347: //movement functions
348: /**
349:  * @param: int voltage -> the voltage to set the motor to
350:  * @return: int -> if setting motor voltage was successful or not
351:  *
352:  * @see: pros::Motor
353:  *
354:  * takes range [-127,127] and scales it to [-12000,12000]
355:  * makes it easier to map to controller input
356:  */
357:     int move( int voltage );
358:
359: /**
360:  * @param: int voltage -> the voltage to set the motor to
361:  * @return: int -> if the motor voltage was set or not
362:  *
363:  * @see: pros::Motor
364:  *
365:  * takes range [-127,127] and scales it to [-12000,12000]
366:  * makes it easier to map to controller input. This function acts as
367:  * a wrapper to move but with a check to see if the driver control lock
368:  * is taken. Use this function when using the controller in driver control
369:  * to set the motor value.
370:  */
371:     int user_move( int voltage );
372:
373: /**
374:  * @param: int velocity -> the velocity to set the motor to
375:  * @return: int -> if setting motor velocity was successful or not
376:  *
377:  * @see: pros::Motor
378:  *
379:  * takes range [-gearset_min + ~20%, gearset_min + ~20%] and scales it
380:  * to [-12000,12000]
381:  * used to make motor performance more consistent when velocity pid is
382:  * enabled
383:  * doesn't use built in pid because max motor output is limited by
384:  * approximately 20%
385:  */
386:     int move_velocity( int velocity );
387:
388:     int set_voltage(int voltage);
389:
390:
391: //slew rate control functions
392: /**
393:  * @param: int rate -> the new slew rate in mv/ms
394:  * @return: int -> 1 on success
395:  *
396:  * @see: pros::Motor
397:  *
398:  * sets the new rate that the voltage can increase at
399:  * used for either acceleration control for less wheel slippage
400:  * or to protect motors from voltage spikes
401:  */
402:     int set_slew( int rate );
403:
404: /**
405:  * @return: None
406:  *
407:  * @see: pros::Motor
408:  *
409:  * sets slew rate code to be used to limit voltage change rate
410:  */
411:     void enable_slew( );
412:
413: /**
414:  * @return: None
415:  *
416:  * @see: pros::Motor
417:  *
418:  * sets slew rate code to not be used to limit voltage change rate
419:  */
420:     void disable_slew( );
421:
422:
423:
424:
425: //velocity pid control functions
426: /**
427:  * @return: None
428:  *
429:  * @see: pros::Motor
430:  *
431:  * sets new mode for the motor to follow
432:  */
433:     void set_motor_mode(motor_mode new_mode);
434:
435:
436:
437: //driver control lock setting and clearing functions
438: /**
439:  * @return: None
440:  *
441:  * @see: pros::Motor
442:  *
443:  * sets a lock that can be used to prevent controller from being able
444:  * to set motor voltage
445:  */
446:     void enable_driver_control( );
447:
448: /**
449:  * @return: None
450:  *
451:  * @see: pros::Motor
452:  *
```

```
453:      * clears a lock that can be used to prevent controller from being able
454:      * to set motor voltage
455:      */
456:      void disable_driver_control();
457:
458:      /**
459:       * @return: int -> if driver control lock is cleared
460:       *
461:       * @see: pros::Motor
462:       *
463:       * returns 1 if lock is cleared, 0 otherwise
464:       */
465:      int driver_control_allowed();
466:
467:
468:      //function to run on thread
469:      /**
470:       * @param: int delta_t -> the amount of time elapsed since the last time the function was called
471:       * @return: int -> the voltage to set the motor to
472:       *
473:       * @see: pros::Motor
474:       *
475:       * used to be run on long living thread so that motor can have PID and
476:       * slew rate code built into it easier
477:       * also contains logging implementation and adds to logger queue
478:       */
479:      int run( int delta_t);
480: };
481:
482:
483:
484:
485: #endif
```

## ../RobotCode/src/objects/motors/Motor.cpp

```

1:  /*
2:   * @file: ../RobotCode/src/objects/motors/Motor.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   * TODO: Clean up how logging message is set
7:   *
8:   * contains a implementation for wrapper class for a pros::Motor
9:   */
10:
11: #include <atomic>
12:
13: #include "main.h"
14:
15: #include "../Configuration.hpp"
16: #include "../serial/Logger.hpp"
17: #include "Motor.hpp"
18:
19:
20:
21: Motor::Motor( int port, pros::motor_gearset_e_t gearset, bool reversed )
22: {
23:     lock = ATOMIC_VAR_INIT(false);
24:     allow_driver_control = true;
25:
26:     while ( lock.exchange( true ) ); //acquire motor lock
27:
28:     motor_port = port;
29:
30:     motor = new pros::Motor(port, gearset, reversed, pros::E_MOTOR_ENCODER_DEGREES);
31:
32:     prev_velocity = 0;
33:
34:     log_level = 0;
35:
36:     slew_enabled = false; // default slew rate to false
37:     slew_rate = 30; //approx. 5% voltage per 20ms == 400ms to reach full voltage
38:
39:     prev_voltage_setpoint = 0;
40:     voltage_setpoint = 0;
41:     velocity_setpoint = 0;
42:
43:     Configuration *configuration = Configuration::get_instance();
44:     internal_motor_pid.kP = configuration->internal_motor_pid.kP;
45:     internal_motor_pid.kI = configuration->internal_motor_pid.kI;
46:     internal_motor_pid.kD = configuration->internal_motor_pid.kD;
47:     internal_motor_pid.I_max = configuration->internal_motor_pid.I_max;
48:     integral = 0;
49:     prev_error = 0;
50:
51:     lock.exchange(false);
52: }
53:
54:
55: Motor::Motor(int port, pros::motor_gearset_e_t gearset, bool reversed, pid pid_consts)
56: {
57:     lock = ATOMIC_VAR_INIT(false);
58:     allow_driver_control = true;
59:
60:     while ( lock.exchange( true ) ); //acquire motor lock
61:
62:     motor_port = port;
63:
64:     motor = new pros::Motor(port, gearset, reversed, pros::E_MOTOR_ENCODER_DEGREES);
65:
66:     prev_velocity = 0;
67:
68:     log_level = 0;
69:
70:     slew_enabled = false;
71:     slew_rate = 30; //approx. 5% voltage per 20ms == 400ms to reach full voltage
72:
73:     prev_voltage_setpoint = 0;
74:     voltage_setpoint = 0;
75:     velocity_setpoint = 0;
76:
77:     internal_motor_pid.kP = pid_consts.kP;
78:     internal_motor_pid.kI = pid_consts.kI;
79:     internal_motor_pid.kD = pid_consts.kD;
80:     internal_motor_pid.I_max = pid_consts.I_max;
81:     integral = 0;
82:     prev_error = 0;
83:
84:     lock.exchange(false);
85: }
86:
87:
88: Motor::~Motor()
89: {
90:     delete motor;
91: }
92:
93:
94:
95: int Motor::to_voltage(int velocity) {
96:     pros::motor_gearset_e_t gearset = motor->get_gearing();
97:
98:     int prev_max;
99:     int prev_min;
100:
101:     if ( gearset == pros::E_MOTOR_GEARSET_36 ) //100 RPM Motor
102:     {
103:         prev_max = 120;
104:         prev_min = -120;
105:     }
106:     if ( gearset == pros::E_MOTOR_GEARSET_06 ) //600 RPM Motor
107:     {
108:         prev_max = 720;
109:         prev_min = -720;
110:     }
111:     else //default to 200 RPM motor because that is most commonly used
112:     {
113:         prev_max = 240;

```

```

114:     prev_min = -240;
115: }
116:
117: int new_max = 12000;
118: int new_min = -12000;
119:
120: int voltage = (((velocity - prev_min) * (new_max - new_min)) / (prev_max - prev_min)) + new_min;
121:
122: return voltage;
123: }
124:
125:
126: int Motor::to_velocity(int voltage) {
127:     int prev_max = 12000;
128:     int prev_min = -12000;
129:
130:     pros::motor_gearset_e_t gearset = motor->get_gearing();
131:
132:     int new_max;
133:     int new_min;
134:
135:     if (gearset == pros::E_MOTOR_GEARSET_36) //100 RPM Motor
136:     {
137:         new_max = 120;
138:         new_min = -120;
139:     }
140:     if (gearset == pros::E_MOTOR_GEARSET_06) //600 RPM Motor
141:     {
142:         new_max = 720;
143:         new_min = -720;
144:     }
145:     else //default to 200 RPM motor because that is most commonly used
146:     {
147:         new_max = 240;
148:         new_min = -240;
149:     }
150:
151:     int velocity = (((voltage - prev_min) * (new_max - new_min)) / (prev_max - prev_min)) + new_min;
152:
153:     return velocity;
154: }
155:
156:
157:
158: /**
159:  * calculates the rate that the motor would be set to with a target the previous
160:  * voltage, and how much time has passed
161:  * returns rate in mv/ms
162:  */
163: int Motor::calc_target_rate( int target, int previous, int delta_t)
164: {
165:     int delta_v = target - previous;
166:     int rate;
167:     if (delta_t == 0 && delta_v == 0)
168:     {
169:         rate = 0;
170:     }
171:     else if (delta_t == 0 && delta_v != 0)
172:     {
173:         rate = INT32_MAX; //essentially undefined but still represented as integer
174:     }
175:     else
176:     {
177:         rate = delta_v / delta_t;
178:     }
179:
180:     return rate;
181: }
182:
183:
184: /**
185:  * returns the target voltage set to the motor after performing PID and slew rate
186:  * calculations on it
187:  */
188: int Motor::get_target_voltage( int delta_t )
189: {
190:     double kP = internal_motor_pid.kP;
191:     double kI = internal_motor_pid.kI;
192:     double kD = internal_motor_pid.kD;
193:     double I_max = internal_motor_pid.I_max;
194:
195:     int voltage;
196:     int calculated_target_voltage = voltage_setpoint;
197:
198:     //velocity pid is enabled when the target voltage does not change
199:     if (mode == e_custom_velocity_pid && voltage_setpoint == prev_voltage_setpoint)
200:     {
201:         int error = to_velocity(voltage_setpoint) - get_actual_velocity();
202:         if (std::abs(integral) > I_max)
203:         {
204:             integral = 0;
205:         }
206:         else
207:         {
208:             integral = integral + error;
209:         }
210:         double derivative = error - prev_error;
211:         prev_error = error;
212:
213:
214:         calculated_target_voltage = (kP * error) + (kI * integral) + (kD * derivative);
215:     }
216:
217:     //ensure that voltage range is allowed by the slew rate set
218:     int rate = calc_target_rate(calculated_target_voltage, get_actual_voltage(), delta_t);
219:     if (slew_enabled && std::abs(rate) > slew_rate)
220:     {
221:         int max_delta_v = slew_rate * delta_t;
222:         int polarity = 1; // rate will be positive or negative if motor is gaining
223:         if (rate < 0) // or losing velocity
224:         { // the polarity ensures that the max voltage is added
225:             polarity = -1; // in the correct direction so that the motor's velocity
226:         } // will increase in the correct direction

```

```
227:         voltage = get_actual_voltage() + (polarity * max_delta_v);
228:     }
229:     else if ( voltage_setpoint == 0 )
230:     {
231:         voltage = 0;
232:     }
233:     else if ( calculated_target_voltage != 0 )
234:     {
235:         voltage = calculated_target_voltage;
236:     }
237: }
238:
239: prev_voltage_setpoint = voltage_setpoint;
240:
241:
242: return voltage;
243: }
244:
245:
246:
247:
248: //accessor functions
249:
250: /**
251:  * returns velocity of motor
252:  */
253: double Motor::get_actual_velocity()
254: {
255:     return motor->get_actual_velocity();
256: }
257:
258:
259: /**
260:  * returns voltage of motor
261:  */
262: double Motor::get_actual_voltage()
263: {
264:     return motor->get_voltage();
265: }
266:
267:
268: /**
269:  * returns current drawn by motor in mA
270:  */
271: int Motor::get_current_draw()
272: {
273:     return motor->get_current_draw();
274: }
275:
276:
277: /**
278:  * returns encoder position of motor in degrees
279:  */
280: double Motor::get_encoder_position()
281: {
282:     return motor->get_position();
283: }
284:
285:
286: /**
287:  * returns gearset of motor
288:  */
289: pros::motor_gearset_e_t Motor::get_gearset()
290: {
291:     return motor->get_gearing();
292: }
293:
294:
295: /**
296:  * returns brake mode of motor
297:  */
298: pros::motor_brake_mode_e_t Motor::get_brake_mode()
299: {
300:     return motor->get_brake_mode();
301: }
302:
303:
304: /**
305:  * returns port of motor
306:  */
307: int Motor::get_port()
308: {
309:     return motor_port;
310: }
311:
312:
313: /**
314:  * returns pid constants used by motor
315:  */
316: pid Motor::get_pid()
317: {
318:     return internal_motor_pid;
319: }
320:
321:
322: /**
323:  * returns slew rate used by motor
324:  */
325: int Motor::get_slew_rate()
326: {
327:     return slew_rate;
328: }
329:
330:
331: /**
332:  * returns power of motor in watts
333:  */
334: double Motor::get_power()
335: {
336:     return motor->get_power();
337: }
338:
339:
```

```

340:  /**
341:   * returns temperature of motor in degrees C
342:   */
343:  double Motor::get_temperature()
344:  {
345:      return motor->get_temperature();
346:  }
347:
348:
349:  /**
350:   * returns torque of motor in Nm
351:   */
352:  double Motor::get_torque()
353:  {
354:      return motor->get_torque();
355:  }
356:
357:
358:  /**
359:   * returns direction motor is spinning
360:   */
361:  int Motor::get_direction()
362:  {
363:      return motor->get_direction();
364:  }
365:
366:
367:  /**
368:   * returns efficiency of motor as a percent
369:   */
370:  int Motor::get_efficiency()
371:  {
372:      return motor->get_efficiency();
373:  }
374:
375:
376:  /**
377:   * returns true if motor is at rest
378:   */
379:  int Motor::is_stopped()
380:  {
381:      return motor->is_stopped();
382:  }
383:
384:
385:  /**
386:   * returns true if the motor has been reversed internally
387:   */
388:  int Motor::is_reversed()
389:  {
390:      return motor->is_reversed();
391:  }
392:
393:
394:
395:
396:
397:  //setter functions
398:
399:  /**
400:   * aquires lock and creates a new motor on a different port
401:   * exception safe to always release lock
402:   */
403:  int Motor::set_port( int port )
404:  {
405:      pros::motor_gearset_e_t gearset = motor->get_gearing();
406:      bool reversed = motor->is_reversed();
407:
408:      while ( lock.exchange( true ) );
409:
410:      try
411:      {
412:          delete motor;
413:          motor = new pros::Motor(port, gearset, reversed, pros::E_MOTOR_ENCODER_DEGREES);
414:          motor_port = port;
415:      }
416:      catch(...) //ensure lock will be released
417:      {
418:          Logger logger;
419:          log_entry entry;
420:          entry.content = "[ERROR] " + std::to_string(pros::millis()) + ", could not set port on motor port " + std::to_string(motor_port);
421:          entry.stream = "cerr";
422:          logger.add(entry);
423:
424:          lock.exchange(false);
425:          return 0;
426:      }
427:
428:      lock.exchange(false);
429:      return 1;
430:  }
431:
432:
433:  /**
434:   * aquires lock and sets zero position of motor
435:   * exception safe to always release lock
436:   */
437:  int Motor::tare_encoder()
438:  {
439:      while ( lock.exchange( true ) );
440:
441:      try
442:      {
443:          motor->tare_position();
444:      }
445:      catch(...) //ensure lock will be released
446:      {
447:          Logger logger;
448:          log_entry entry;
449:          entry.content = "[ERROR] " + std::to_string(pros::millis()) + ", could not tare encoder on motor port " + std::to_string(motor_port);
450:          entry.stream = "cerr";
451:          logger.add(entry);
452:

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```

453:     lock.exchange(false);
454:     return 0;
455: }
456:
457: lock.exchange(false);
458:
459: return 1;
460: }
461:
462:
463: /**
464:  * acquires lock and sets new brake mode for motor
465:  * exception safe to always release lock
466:  */
467: int Motor::set_brake_mode( pros::motor_brake_mode_e_t brake_mode )
468: {
469:     while ( lock.exchange( true ) );
470:
471:     try
472:     {
473:         motor->set_brake_mode(brake_mode);
474:     }
475:     catch(...) //ensure lock will be released
476:     {
477:         Logger logger;
478:         log_entry entry;
479:         entry.content = "[ERROR]" + std::to_string(pros::millis()) + ", could not set brakemode on motor port " + std::to_string(motor_port);
480:         entry.stream = "cerr";
481:         logger.add(entry);
482:
483:         lock.exchange(false);
484:         return 0;
485:     }
486:
487:     lock.exchange(false);
488:
489:     return 1;
490: }
491:
492:
493: /**
494:  * acquires lock and sets new gearing for motor
495:  * exception safe to always release lock
496:  */
497: int Motor::set_gearing( pros::motor_gearset_e_t gearset )
498: {
499:     while ( lock.exchange( true ) );
500:
501:     try
502:     {
503:         motor->set_gearing(gearset);
504:     }
505:     catch(...) //ensure lock will be released
506:     {
507:         Logger logger;
508:         log_entry entry;
509:         entry.content = "[ERROR]" + std::to_string(pros::millis()) + ", could not set gearing on motor port " + std::to_string(motor_port);
510:         entry.stream = "cerr";
511:         logger.add(entry);
512:
513:         lock.exchange(false);
514:         return 0;
515:     }
516:
517:     lock.exchange(false);
518:
519:     return 1;
520: }
521:
522:
523: /**
524:  * acquires lock and internally reverses motor
525:  * exception safe to always release lock
526:  */
527: int Motor::reverse_motor()
528: {
529:     while ( lock.exchange( true ) );
530:
531:     try
532:     {
533:         motor->set_reversed(!motor->is_reversed());
534:     }
535:     catch(...) //ensure lock will be released
536:     {
537:         Logger logger;
538:         log_entry entry;
539:         entry.content = "[ERROR]" + std::to_string(pros::millis()) + ", could not reverse motor on port " + std::to_string(motor_port);
540:         entry.stream = "cerr";
541:         logger.add(entry);
542:
543:         lock.exchange(false);
544:         return 0;
545:     }
546:
547:     lock.exchange(false);
548:
549:     return 1;
550: }
551:
552:
553: /**
554:  * acquires lock and sets new PID constants for the motor
555:  * exception safe to always release lock
556:  */
557: int Motor::set_pid( pid_pid_consts )
558: {
559:     while ( lock.exchange( true ) );
560:
561:     try
562:     {
563:         internal_motor_pid.kP = pid_consts.kP;
564:         internal_motor_pid.kI = pid_consts.kI;
565:         internal_motor_pid.kD = pid_consts.kD;

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566:     internal_motor_pid.I_max = pid_consts.I_max;
567: }
568: catch(...) //ensure lock will be released
569: {
570:     Logger logger;
571:     log_entry entry;
572:     entry.content = "[ERROR], " + std::to_string(pros::millis()) + ", could not set motor pid on motor port " + std::to_string(motor_port);
573:     entry.stream = "cerr";
574:     logger.add(entry);
575:
576:     lock.exchange(false);
577:     return 0;
578: }
579:
580: lock.exchange(false);
581:
582: return 1;
583: }
584:
585:
586: /**
587: * sets a new log level for the motor, caps it between 0 and 5
588: */
589: void Motor::set_log_level( int logging )
590: {
591:     if ( logging > 5 )
592:     {
593:         log_level = 5;
594:     }
595:     else if ( logging < 0 )
596:     {
597:         log_level = 0;
598:     }
599:     else
600:     {
601:         log_level = logging;
602:     }
603: }
604:
605:
606:
607:
608: //movement functions
609:
610: /**
611: * sets new voltage by scaling from interval +/- 127 to +/- 12000
612: */
613: int Motor::move( int voltage )
614: {
615:     int prev_max = 127;
616:     int prev_min = -127;
617:     int new_max = 12000;
618:     int new_min = -12000;
619:
620:     int scaled_voltage = (((voltage - prev_min) * (new_max - new_min)) / (prev_max - prev_min)) + new_min;
621:     set_voltage_setpoint(scaled_voltage); //dont acquire lock because it will be acquired in this function
622:     set_velocity_setpoint(to_velocity(scaled_voltage));
623:
624:     return 1;
625: }
626:
627: int Motor::user_move( int voltage ) {
628:     if(allow_driver_control) {
629:         move(voltage);
630:         return 1;
631:     }
632:
633:     return 0;
634: }
635:
636:
637: /**
638: * sets new voltage by scaling from gearset interval to voltage range
639: * of +/- 12000
640: */
641: int Motor::move_velocity( int velocity )
642: {
643:     set_velocity_setpoint(velocity);
644:     set_voltage_setpoint(to_voltage(velocity));
645:
646:     return 1;
647: }
648:
649:
650: int Motor::set_voltage(int voltage) {
651:     set_voltage_setpoint(voltage);
652:     set_velocity_setpoint(to_velocity(voltage));
653:
654:     return 1;
655: }
656:
657:
658: /**
659: * acquires lock and sets new voltage setpoint for the motor
660: * exception safe to always release lock
661: */
662: int Motor::set_voltage_setpoint( int voltage )
663: {
664:     while ( lock.exchange( true ) );
665:     voltage_setpoint = voltage;
666:     if ( voltage_setpoint != prev_voltage_setpoint ) //reset integral for new setpoint
667:     {
668:         integral = 0;
669:     }
670:     lock.exchange(false);
671:
672:     return 1;
673: }
674:
675:
676: int Motor::set_velocity_setpoint(int new_velocity) {
677:     while ( lock.exchange( true ) );
678:     velocity_setpoint = new_velocity;

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679:     lock.exchange(false);
680:
681:     return 1;
682: }
683:
684:
685:
686:
687: //velocity pid control functions
688:
689: /**
690:  * acquires lock and sets flag for using velocity PID
691:  */
692: void Motor::set_motor_mode(motor_mode new_mode)
693: {
694:     while ( lock.exchange( true ) );
695:     mode = new_mode;
696:     lock.exchange(false);
697: }
698:
699:
700:
701: //slew control functions
702:
703: /**
704:  * acquires lock and sets new slew rate to be used in calculations
705:  */
706: int Motor::set_slew( int rate )
707: {
708:     while ( lock.exchange( true ) );
709:     slew_rate = rate;
710:     lock.exchange(false);
711:
712:     return 1;
713: }
714:
715:
716: /**
717:  * acquires lock and sets flag for using slew rate
718:  */
719: void Motor::enable_slew()
720: {
721:     while ( lock.exchange( true ) );
722:     slew_enabled = true;
723:     lock.exchange(false);
724: }
725:
726:
727: /**
728:  * acquires lock and clears flag for using slew rate
729:  */
730: void Motor::disable_slew()
731: {
732:     while ( lock.exchange( true ) );
733:     slew_enabled = false;
734:     lock.exchange(false);
735: }
736:
737:
738:
739:
740: //driver control lock setting and clearing functions
741:
742: /**
743:  * acquires lock and sets flag for allowing driver control
744:  */
745: void Motor::enable_driver_control()
746: {
747:     while ( lock.exchange( true ) );
748:     allow_driver_control = true;
749:     lock.exchange(false);
750: }
751:
752:
753: /**
754:  * acquires lock and clears flag for allowing driver control
755:  */
756: void Motor::disable_driver_control()
757: {
758:     while ( lock.exchange( true ) );
759:     allow_driver_control = false;
760:     lock.exchange(false);
761: }
762:
763:
764: /**
765:  * returns flag for allowing driver control
766:  */
767: int Motor::driver_control_allowed()
768: {
769:     if ( allow_driver_control )
770:     {
771:         return 1;
772:     }
773:     else
774:     {
775:         return 0;
776:     }
777: }
778:
779:
780:
781:
782: /**
783:  * gets the voltage to set the motor to based on pid and slew rate calculations
784:  * and internally sets motor voltage
785:  * calculates what log message is to be based on the log level set and adds it to
786:  * the logger queue
787:  */
788: int Motor::run( int delta_t )
789: {
790:     switch(mode) {
791:         case e_builtin_velocity_pid: {
```

```

792:     motor->move_velocity(velocity_setpoint);
793:     break;
794: } case e_voltage: {
795:     motor->move_voltage(voltage_setpoint);
796:     break;
797: } case e_custom_velocity_pid: {
798:     int voltage = get_target_voltage( delta_t );
799:     motor->move_voltage(voltage);
800:     break;
801: }
802: }
803:
804:
805:
806: std::string log_msg;
807: switch ( log_level )
808: {
809:     case 0:
810:         log_msg = "";
811:         break;
812:
813:     case 1:
814:         log_msg = (
815:             "[INFO]" + std::string(" Motor ") + std::to_string(motor_port)
816:             + ", Actual_Vol:" + std::to_string(get_actual_voltage())
817:             + ", Brake:" + std::to_string(get_brake_mode())
818:             + ", Gear:" + std::to_string(get_gearset())
819:             + ", I_max:" + std::to_string(internal_motor_pid.I_max)
820:             + ", I:" + std::to_string(integral)
821:             + ", kD:" + std::to_string(internal_motor_pid.kD)
822:             + ", kI:" + std::to_string(internal_motor_pid.kI)
823:             + ", kP:" + std::to_string(internal_motor_pid.kP)
824:             + ", Slew:" + std::to_string(get_slew_rate())
825:             + ", Time:" + std::to_string(pros::millis())
826:             + ", Vel_Sp:" + std::to_string(to_velocity(voltage_setpoint))
827:             + ", Vel:" + std::to_string(get_actual_velocity())
828:         );
829:         break;
830:
831:     case 2:
832:         log_msg = (
833:             "[INFO]" + std::string(" Motor ") + std::to_string(motor_port)
834:             + ", Actual_Vol:" + std::to_string(get_actual_voltage())
835:             + ", Brake:" + std::to_string(get_brake_mode())
836:             // + ", Calc_Target_Vol:" + std::to_string(voltage)
837:             + ", Gear:" + std::to_string(get_gearset())
838:             + ", I_max:" + std::to_string(internal_motor_pid.I_max)
839:             + ", I:" + std::to_string(integral)
840:             + ", kD:" + std::to_string(internal_motor_pid.kD)
841:             + ", kI:" + std::to_string(internal_motor_pid.kI)
842:             + ", kP:" + std::to_string(internal_motor_pid.kP)
843:             + ", Slew:" + std::to_string(get_slew_rate())
844:             + ", Target_Vol:" + std::to_string(voltage_setpoint)
845:             + ", Time:" + std::to_string(pros::millis())
846:             + ", Vel_Sp:" + std::to_string(to_velocity(voltage_setpoint))
847:             + ", Vel:" + std::to_string(get_actual_velocity())
848:         );
849:         break;
850:
851:     case 3:
852:         log_msg = (
853:             "[INFO]" + std::string(" Motor ") + std::to_string(motor_port)
854:             + ", Actual_Vol:" + std::to_string(get_actual_voltage())
855:             + ", Brake:" + std::to_string(get_brake_mode())
856:             // + ", Calc_Target_Vol:" + std::to_string(voltage)
857:             + ", Gear:" + std::to_string(get_gearset())
858:             + ", I_max:" + std::to_string(internal_motor_pid.I_max)
859:             + ", I:" + std::to_string(integral)
860:             + ", IME:" + std::to_string(get_encoder_position())
861:             + ", kD:" + std::to_string(internal_motor_pid.kD)
862:             + ", kI:" + std::to_string(internal_motor_pid.kI)
863:             + ", kP:" + std::to_string(internal_motor_pid.kP)
864:             + ", Slew:" + std::to_string(get_slew_rate())
865:             + ", Target_Vol:" + std::to_string(voltage_setpoint)
866:             + ", Time:" + std::to_string(pros::millis())
867:             + ", Vel_Sp:" + std::to_string(to_velocity(voltage_setpoint))
868:             + ", Vel:" + std::to_string(get_actual_velocity())
869:         );
870:         break;
871:
872:     case 4:
873:         log_msg = (
874:             "[INFO]" + std::string(" Motor ") + std::to_string(motor_port)
875:             + ", Actual_Vol:" + std::to_string(get_actual_voltage())
876:             + ", Brake:" + std::to_string(get_brake_mode())
877:             // + ", Calc_Target_Vol:" + std::to_string(voltage)
878:             + ", Dir:" + std::to_string(get_direction())
879:             + ", Gear:" + std::to_string(get_gearset())
880:             + ", I_max:" + std::to_string(internal_motor_pid.I_max)
881:             + ", I:" + std::to_string(integral)
882:             + ", IME:" + std::to_string(get_encoder_position())
883:             + ", kD:" + std::to_string(internal_motor_pid.kD)
884:             + ", kI:" + std::to_string(internal_motor_pid.kI)
885:             + ", kP:" + std::to_string(internal_motor_pid.kP)
886:             + ", Reversed:" + std::to_string(is_reversed())
887:             + ", Slew:" + std::to_string(get_slew_rate())
888:             + ", Target_Vol:" + std::to_string(voltage_setpoint)
889:             + ", Time:" + std::to_string(pros::millis())
890:             + ", Vel_Sp:" + std::to_string(to_velocity(voltage_setpoint))
891:             + ", Vel:" + std::to_string(get_actual_velocity())
892:         );
893:         break;
894:
895:     case 5:
896:         log_msg = (
897:             "[INFO]" + std::string(" Motor ") + std::to_string(motor_port)
898:             + ", Actual_Vol:" + std::to_string(get_actual_voltage())
899:             + ", Brake:" + std::to_string(get_brake_mode())
900:             // + ", Calc_Target_Vol:" + std::to_string(voltage)
901:             + ", Current:" + std::to_string(get_current_draw())
902:             + ", Dir:" + std::to_string(get_direction())
903:             + ", Gear:" + std::to_string(get_gearset())
904:             + ", I_max:" + std::to_string(internal_motor_pid.I_max)

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```
905:         + ", I: " + std::to_string(integral)
906:         + ", IME: " + std::to_string(get_encoder_position())
907:         + ", kD: " + std::to_string(internal_motor_pid.kD)
908:         + ", kI: " + std::to_string(internal_motor_pid.kI)
909:         + ", kP: " + std::to_string(internal_motor_pid.kP)
910:         + ", Reversed: " + std::to_string(is_reversed())
911:         + ", Slew: " + std::to_string(get_slew_rate())
912:         + ", Target_Vol: " + std::to_string(voltage_setpoint)
913:         + ", Temp: " + std::to_string(get_temperature())
914:         + ", Time: " + std::to_string(pros::millis())
915:         + ", Torque: " + std::to_string(get_torque())
916:         + ", Vel_Sp: " + std::to_string(to_velocity(voltage_setpoint))
917:         + ", Vel: " + std::to_string(get_actual_velocity())
918:     );
919:     break;
920:
921: }
922:
923: Logger logger;
924: log_entry entry;
925: entry.content = log_msg;
926: entry.stream = "log";
927: logger.add(entry);
928:
929: return 1;
930: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/motors/MotorThread.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   * TODO:
7:   *
8:   * contains functions that handle motor functions
9:   */
10:
11: #ifndef __MOTORTHREAD_HPP__
12: #define __MOTORTHREAD_HPP__
13:
14: #include <vector>
15: #include <atomic>
16:
17: #include "main.h"
18:
19: #include "../Configuration.hpp"
20: #include "Motor.hpp"
21:
22:
23: /**
24:  * @see: Motor.hpp
25:  *
26:  * contains singleton class for using motors in a thread
27:  * motors are added to a vector and iterated over in a thread so that the voltage
28:  * can be set
29:  */
30: class MotorThread
31: {
32: private:
33:     MotorThread();
34:     static MotorThread *thread_obj;
35:
36:     static std::vector<Motor*> motors;
37:     static std::atomic<bool> lock; //protect vector from concurrent access
38:
39:
40:     /**
41:      * @param: void* -> not used, but necessary to follow thread making constructor
42:      * @return: None
43:      *
44:      * the function to be run on a thread that calls the run function for
45:      * each motor that sets the voltage and performs logging
46:      */
47:     static void run(void*);
48:
49:     pros::Task *thread; // the motor thread
50:
51:
52: public:
53:     MotorThread();
54:
55:     /**
56:      * @return: MotorThread -> instance of class to be used throughout program
57:      *
58:      * give the instance of the singleton class or creates it if it does
59:      * not yet exist
60:      */
61:     static MotorThread* get_instance();
62:
63:
64:
65:
66:     /**
67:      * @return: None
68:      *
69:      * starts the thread or resumes it if it was stopped
70:      */
71:     void start_thread();
72:
73:     /**
74:      * @return: None
75:      *
76:      * stops the thread from being scheduled
77:      */
78:     void stop_thread();
79:
80:
81:
82:
83:     /**
84:      * @param: Motor &motor -> the motor to add to the vector
85:      * @return: int -> 1 if motor was successfully added, 0 otherwise
86:      *
87:      * adds a motor to the vector of motors to operate
88:      * logs that the motor was added to the logger queue
89:      */
90:     int register_motor( Motor &motor );
91:
92:     /**
93:      * @param: Motor &motor -> the motor to remove from the vector
94:      * @return: int -> 1 if motor was successfully added, 0 otherwise
95:      *
96:      * removes a motor from the vector of motors to operate
97:      * logs that the motor was removed to the logger queue
98:      */
99:     int unregister_motor( Motor &motor );
100:
101:     int is_registered(Motor &motor);
102:
103:
104: };
105:
106: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/objects/motors/MotorThread.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains implementation for functions that handle motor functions
8:   */
9:
10: #include <atomic>
11: #include <stdio.h>
12: #include <vector>
13:
14: #include "main.h"
15:
16: #include "../serial/Logger.hpp"
17: #include "Motor.hpp"
18: #include "MotorThread.hpp"
19:
20:
21: MotorThread *MotorThread::thread_obj = NULL;
22: std::vector<Motor> MotorThread::motors;
23: std::atomic<bool> MotorThread::lock = ATOMIC_VAR_INIT(false);
24:
25:
26: MotorThread::MotorThread()
27: {
28:     thread = new pros::Task( run, (void*)NULL, TASK_PRIORITY_DEFAULT, TASK_STACK_DEPTH_DEFAULT, "motor_thread");
29:     thread->suspend();
30: }
31:
32:
33: MotorThread::~MotorThread()
34: {
35:     thread->remove();
36:     delete thread;
37: }
38:
39:
40: void MotorThread::run(void*)
41: {
42:     int start = pros::millis();
43:     while (1) {
44:         while ( lock.exchange( true ) );
45:         for ( int i = 0; i < motors.size(); i++ ) {
46:             motors.at(i)->run( pros::millis() - start );
47:         }
48:         start = pros::millis();
49:         lock.exchange(false);
50:         pros::delay(5);
51:     }
52: }
53:
54:
55:
56: /**
57:  * inits object if object is not already initialized based on a static bool
58:  * sets bool if it is not set
59:  */
60: MotorThread* MotorThread::get_instance() {
61:     if ( thread_obj == NULL ) {
62:         thread_obj = new MotorThread;
63:     }
64:     return thread_obj;
65: }
66:
67:
68: void MotorThread::start_thread() {
69:     thread->resume();
70: }
71:
72: void MotorThread::stop_thread() {
73:     thread->suspend();
74: }
75:
76:
77: int MotorThread::register_motor( Motor &motor ) {
78:     while ( lock.exchange( true ) );
79:
80:     Logger logger;
81:     log_entry entry;
82:     char buffer[10];
83:
84:
85:     try
86:     {
87:         motors.push_back(&motor);
88:
89:         sprintf(buffer, "%p", &motor);
90:         entry.stream = "clog";
91:         entry.content = "INFO", " + std::to_string(pros::millis()) + ", motor added at " + buffer;
92:         logger.add(entry);
93:     }
94:     catch ( ... )
95:     {
96:         sprintf(buffer, "%p", &motor);
97:         entry.content = "WARNING", " + std::to_string(pros::millis()) + ", could not add motor at " + buffer;
98:         entry.stream = "cerr";
99:         logger.add(entry);
100:
101:         lock.exchange(false);
102:         return 0;
103:     }
104:
105:     lock.exchange(false);
106:     return 1;
107: }
108:
109:
110: int MotorThread::unregister_motor( Motor &motor )
111: {
112:     while ( lock.exchange( true ) );
113:

```

```
114:   Logger logger;
115:   log_entry entry;
116:   char buffer[10];
117:
118:   auto element = std::find(begin(motors), end(motors), &motor);
119:   if ( element != motors.end())
120:   {
121:       motors.erase(element);
122:
123:       sprintf(buffer, "%p", &motor);
124:       entry.stream = "clog";
125:       entry.content = "[INFO] " + std::to_string(pros::millis()) + ", motor removed at " + buffer;
126:       logger.add(entry);
127:   }
128:   else
129:   {
130:       sprintf(buffer, "%p", &motor);
131:       entry.content = "[WARNING] " + std::to_string(pros::millis()) + ", could not remove motor at " + buffer;
132:       entry.stream = "cerr";
133:       logger.add(entry);
134:
135:       lock.exchange(false);
136:       return 0;
137:   }
138:
139:   lock.exchange(false);
140:   return 1;
141: }
142: }
143:
144: int MotorThread::is_registered(Motor &motor) {
145:     int registered = 0;
146:
147:     while ( lock.exchange( true ) );
148:
149:     auto element = std::find(begin(motors), end(motors), &motor);
150:     if ( element != motors.end()) {
151:         registered = 1;
152:     }
153:
154:     lock.exchange(false);
155:
156:     return registered;
157: }
158: }
```

```
1:  /*
2:   * @file: ../RobotCode/src/motors/Motors.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains global struct for all motors
8:   */
9:
10: #ifndef __MOTORS_HPP__
11: #define __MOTORS_HPP__
12:
13: #include <array>
14:
15: #include "main.h"
16:
17: #include "../Configuration.hpp"
18: #include "Motor.hpp"
19:
20:
21: namespace Motors
22: {
23:     extern Motor front_right;
24:     extern Motor front_left;
25:     extern Motor back_right;
26:     extern Motor back_left;
27:     extern Motor left_intake;
28:     extern Motor right_intake;
29:     extern Motor upper_indexer;
30:     extern Motor lower_indexer;
31:
32:     extern double chassis_gear_ratio;
33:
34:     extern std::array<Motor*, 8> motor_array;
35:     extern std::array<std::string, 8> motor_names_array;
36:
37:     void enable_driver_control();
38:     void disable_driver_control();
39:     void set_brake_mode(pros::motor_brake_mode_e_t new_brakemode);
40:     void stop_all_motors();
41:     void set_log_level(int log_level);
42:     void register_motors();
43:     void unregister_motors();
44: };
45:
46:
47: #endif
```

## ../RobotCode/src/objects/motors/Motors.cpp

```

1:  /*
2:   * @file: ../RobotCode/src/motors/Motors.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains definition of global struct
8:   */
9:
10: #include "Motors.hpp"
11: #include "MotorThread.hpp"
12:
13: namespace Motors
14: {
15:     Motor front_right (Configuration::get_instance()->front_right_port, pros::E_MOTOR_GEARSET_06, Configuration::get_instance()->front_right_reversed);
16:     Motor front_left (Configuration::get_instance()->front_left_port, pros::E_MOTOR_GEARSET_06, Configuration::get_instance()->front_left_reversed);
17:     Motor back_right (Configuration::get_instance()->back_right_port, pros::E_MOTOR_GEARSET_06, Configuration::get_instance()->back_right_reversed);
18:     Motor back_left (Configuration::get_instance()->back_left_port, pros::E_MOTOR_GEARSET_06, Configuration::get_instance()->back_left_reversed);
19:     Motor left_intake (Configuration::get_instance()->left_intake_port, pros::E_MOTOR_GEARSET_36, Configuration::get_instance()->left_intake_reversed);
20:     Motor right_intake (Configuration::get_instance()->right_intake_port, pros::E_MOTOR_GEARSET_36, Configuration::get_instance()->right_intake_reversed);
21:     Motor upper_indexer (Configuration::get_instance()->upper_indexer_port, pros::E_MOTOR_GEARSET_06, Configuration::get_instance()->upper_indexer_reversed);
22:     Motor lower_indexer (Configuration::get_instance()->lower_indexer_port, pros::E_MOTOR_GEARSET_06, Configuration::get_instance()->lower_indexer_reversed);
23:
24:     double chassis_gear_ratio = 3 / 5;
25:
26:     std::array<Motor*, 8> motor_array = {
27:         &front_right,
28:         &front_left,
29:         &back_right,
30:         &back_left,
31:         &left_intake,
32:         &right_intake,
33:         &upper_indexer,
34:         &lower_indexer,
35:     };
36:
37:     std::array<std::string, 8> motor_names_array = {
38:         "Front Left",
39:         "Front Right",
40:         "Back Left",
41:         "Back Right",
42:         "Left Intake",
43:         "Right Intake",
44:         "Upper Indexer",
45:         "Lower Indexer",
46:     };
47:
48:     void enable_driver_control() {
49:         Motors::front_left.enable_driver_control();
50:         Motors::front_right.enable_driver_control();
51:         Motors::back_right.enable_driver_control();
52:         Motors::back_left.enable_driver_control();
53:         Motors::left_intake.enable_driver_control();
54:         Motors::right_intake.enable_driver_control();
55:         Motors::upper_indexer.enable_driver_control();
56:         Motors::lower_indexer.enable_driver_control();
57:     }
58:
59:     void disable_driver_control() {
60:         Motors::front_left.disable_driver_control();
61:         Motors::front_right.disable_driver_control();
62:         Motors::back_right.disable_driver_control();
63:         Motors::back_left.disable_driver_control();
64:         Motors::left_intake.disable_driver_control();
65:         Motors::right_intake.disable_driver_control();
66:         Motors::upper_indexer.disable_driver_control();
67:         Motors::lower_indexer.disable_driver_control();
68:     }
69:
70:     void set_brake_mode(pros::motor_brake_mode_e_t new_brakemode) {
71:         Motors::front_left.set_brake_mode(new_brakemode);
72:         Motors::front_right.set_brake_mode(new_brakemode);
73:         Motors::back_right.set_brake_mode(new_brakemode);
74:         Motors::back_left.set_brake_mode(new_brakemode);
75:         Motors::left_intake.set_brake_mode(new_brakemode);
76:         Motors::right_intake.set_brake_mode(new_brakemode);
77:         Motors::upper_indexer.set_brake_mode(new_brakemode);
78:         Motors::lower_indexer.set_brake_mode(new_brakemode);
79:     }
80:
81:     void stop_all_motors() {
82:         Motors::front_left.move(0);
83:         Motors::front_right.move(0);
84:         Motors::back_right.move(0);
85:         Motors::back_left.move(0);
86:         Motors::left_intake.move(0);
87:         Motors::right_intake.move(0);
88:         Motors::upper_indexer.move(0);
89:         Motors::lower_indexer.move(0);
90:     }
91:
92:     void set_log_level(int log_level) {
93:         Motors::front_right.set_log_level(log_level);
94:         Motors::front_left.set_log_level(log_level);
95:         Motors::back_right.set_log_level(log_level);
96:         Motors::back_left.set_log_level(log_level);
97:         Motors::left_intake.set_log_level(log_level);
98:         Motors::right_intake.set_log_level(log_level);
99:         Motors::upper_indexer.set_log_level(log_level);
100:        Motors::lower_indexer.set_log_level(log_level);
101:    }
102:
103:    void register_motors() {
104:        MotorThread* motor_thread = MotorThread::get_instance();
105:        motor_thread->register_motor(Motors::front_right);
106:        motor_thread->register_motor(Motors::front_left);
107:        motor_thread->register_motor(Motors::back_right);
108:        motor_thread->register_motor(Motors::back_left);
109:        motor_thread->register_motor(Motors::left_intake);
110:        motor_thread->register_motor(Motors::right_intake);
111:        motor_thread->register_motor(Motors::upper_indexer);
112:        motor_thread->register_motor(Motors::lower_indexer);
113:    }

```



```
114:
115: void unregister_motors() {
116:     MotorThread* motor_thread = MotorThread::get_instance();
117:     motor_thread->unregister_motor(Motors::front_right);
118:     motor_thread->unregister_motor(Motors::front_left);
119:     motor_thread->unregister_motor(Motors::back_right);
120:     motor_thread->unregister_motor(Motors::back_left);
121:     motor_thread->unregister_motor(Motors::left_intake);
122:     motor_thread->unregister_motor(Motors::right_intake);
123:     motor_thread->unregister_motor(Motors::upper_indexer);
124:     motor_thread->unregister_motor(Motors::lower_indexer);
125: }
126:
127: ;
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/sensors/AnalogInSensor.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains a wrapper class for ADI analog in sensor
8:   */
9:
10: #ifndef __ANALOGINSENSOR_HPP__
11: #define __ANALOGINSENSOR_HPP__
12:
13: #include <atomic>
14: #include <vector>
15:
16: #include "main.h"
17:
18:
19: class AnalogInSensor
20: {
21:     private:
22:         pros::ADIAalogIn *sensor;
23:         bool calibrated;
24:
25:     public:
26:         AnalogInSensor();
27:         AnalogInSensor(char port);
28:         AnalogInSensor(pros::ext_adi_port_pair_t port_pair);
29:         ~AnalogInSensor();
30:
31:         void set_port(char port);
32:         void set_port(pros::ext_adi_port_pair_t port_pair);
33:
34:         double get_raw_value();
35:         double get_value(bool high_res);
36:
37:         void calibrate();
38:         bool is_calibrated();
39: };
40:
41:
42:
43:
44:
45: #endif
```

```
1:  /*
2:   * @file: ../RobotCode/src/objects/sensors/AnalogInSensor.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains implementation for wrapper class for analog in sensor
8:   */
9:
10: #include "../serial/Logger.hpp"
11: #include "AnalogInSensor.hpp"
12:
13:
14:
15: AnalogInSensor::AnalogInSensor() {
16:     sensor = NULL;
17: }
18:
19: AnalogInSensor::AnalogInSensor(char port) {
20:     sensor = new pros::ADIAAnalogIn(port);
21: }
22:
23: AnalogInSensor::AnalogInSensor(pros::ext_adi_port_pair_t port_pair) {
24:     sensor = new pros::ADIAAnalogIn(port_pair);
25: }
26:
27: AnalogInSensor::~AnalogInSensor()
28: {
29:     if(sensor != NULL) {
30:         delete sensor;
31:     }
32: }
33:
34:
35: void AnalogInSensor::set_port(char port) {
36:     if(sensor != NULL) {
37:         delete sensor;
38:     }
39:
40:     sensor = new pros::ADIAAnalogIn(port);
41: }
42:
43:
44: void AnalogInSensor::set_port(pros::ext_adi_port_pair_t port_pair) {
45:     if(sensor != NULL) {
46:         delete sensor;
47:     }
48:
49:     sensor = new pros::ADIAAnalogIn(port_pair);
50: }
51:
52:
53: double AnalogInSensor::get_raw_value() {
54:     double value = sensor->get_value();
55:     return value;
56: }
57:
58:
59:
60: double AnalogInSensor::get_value(bool high_res) {
61:     if(!calibrated)
62:     {
63:         Logger logger;
64:         log_entry entry;
65:         entry.content = "[ERROR], " + std::to_string(pros::millis()) + ", could not read analog sensor (not calibrated) ";
66:         entry.stream = "cerr";
67:
68:         logger.add(entry);
69:
70:         return INT32_MAX;
71:     }
72:
73:     if(high_res)
74:     {
75:         return sensor->get_value_calibrated_HR();
76:     }
77:     else
78:     {
79:         return sensor->get_value_calibrated();
80:     }
81: }
82:
83:
84: void AnalogInSensor::calibrate() {
85:     sensor->calibrate();
86:     calibrated = true;
87: }
88:
89:
90:
91: bool AnalogInSensor::is_calibrated() {
92:     return calibrated;
93: }
```

```
1:  /*
2:   * @file: ../RobotCode/src/objects/sensors/BallDetector.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains a wrapper class for the encoders
8:   */
9:
10: #ifndef __BALLDETECTOR_HPP__
11: #define __BALLDETECTOR_HPP__
12:
13: #include <tuple>
14:
15: #include "main.h"
16:
17: #include "AnalogInSensor.hpp"
18:
19:
20: class BallDetector
21: {
22:     private:
23:         AnalogInSensor ball_detector_top;
24:         AnalogInSensor ball_detector_filter;
25:         AnalogInSensor ball_detector_bottom;
26:         pros::Optical* optical_sensor;
27:
28:         int time_since_last_ball;
29:         bool log_data;
30:
31:         int threshold;
32:
33:     public:
34:         BallDetector(
35:             AnalogInSensor& detector_top_left,
36:             AnalogInSensor& detector_filter,
37:             AnalogInSensor& detector_bottom,
38:             int optical_port,
39:             int detector_threshold
40:         );
41:         ~BallDetector();
42:
43:         int set_threshold(int new_threshold);
44:         int check_filter_level();
45:         std::vector<bool> locate_balls();
46:
47:         void set_led_brightness(int pct);
48:         void auto_set_led_brightness();
49:
50:         std::tuple<int, int> debug_color();
51:         void start_logging();
52:         void stop_logging();
53:
54: };
55:
56:
57:
58:
59:
60: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/sensors/BallDetector.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains implementation for ball detector class
8:   */
9:
10: #include "../serial/Logger.hpp"
11: #include "BallDetector.hpp"
12:
13:
14:
15: BallDetector::BallDetector(
16:     AnalogInSensor& detector_top_left,
17:     AnalogInSensor& detector_filter,
18:     AnalogInSensor& detector_bottom,
19:     int optical_port,
20:     int detector_threshold
21: ) {
22:     ball_detector_top = detector_top_left;
23:     ball_detector_filter = detector_filter;
24:     ball_detector_bottom = detector_bottom;
25:     optical_sensor = new pros::Optical(optical_port);
26:
27:     optical_sensor->disable_gesture();
28:     optical_sensor->set_led_pwm(50);
29:
30:     threshold = detector_threshold;
31:     time_since_last_ball = 0;
32:     log_data = false;
33: }
34:
35: BallDetector::~BallDetector() {
36:     delete optical_sensor;
37: }
38:
39:
40: int BallDetector::set_threshold(int new_threshold) {
41:     threshold = new_threshold;
42:     return 1;
43: }
44:
45:
46: int BallDetector::check_filter_level() {
47:     int return_code = 0;
48:     if(ball_detector_filter.get_raw_value() < threshold) { // ball is detected
49:         time_since_last_ball = 0; // ball detected so there is no time since last ball
50:
51:         double hue = optical_sensor->get_hue();
52:         if(hue > 170 && hue < 260) { // color is blue
53:             return_code = 1;
54:         } else if(hue > 335 || hue < 25) { // color is red
55:             return_code = 2;
56:         } else { // could not determine color based on ranges
57:             return_code = -1;
58:         }
59:     } else {
60:         time_since_last_ball = pros::millis() - time_since_last_ball; // get time elapsed
61:     }
62:
63:     if(log_data) {
64:         Logger logger;
65:         log_entry entry;
66:         entry.content = (
67:             "INFO" + std::string("BALL_DETECT_MIDDLE")
68:             + " Time: " + std::to_string(pros::millis())
69:             + " ball detected: " + std::to_string(return_code)
70:             + " time_since_last_ball " + std::to_string(time_since_last_ball)
71:             + " line_detector: " + std::to_string(ball_detector_filter.get_raw_value())
72:             + " threshold: " + std::to_string(threshold)
73:         );
74:         entry.stream = "clog";
75:         logger.add(entry);
76:     }
77:
78:
79:     return return_code; // no ball is detected
80: }
81:
82:
83:
84: std::vector<bool> BallDetector::locate_balls() {
85:     std::vector<bool> locations;
86:     if(ball_detector_top.get_raw_value() < threshold) {
87:         locations.push_back(true);
88:     } else {
89:         locations.push_back(false);
90:     }
91:
92:     if(ball_detector_filter.get_raw_value() < threshold) {
93:         locations.push_back(true);
94:     } else {
95:         locations.push_back(false);
96:     }
97:
98:     if(ball_detector_bottom.get_raw_value() < threshold) {
99:         locations.push_back(true);
100:     } else {
101:         locations.push_back(false);
102:     }
103:
104:     if(log_data) {
105:         Logger logger;
106:         log_entry entry;
107:         entry.content = (
108:             "INFO" + std::string("BALL_DETECT_MIDDLE")
109:             + " time: " + std::to_string(pros::millis())
110:             + " top_present: " + std::to_string(locations.at(0))
111:             + " middle_present: " + std::to_string(locations.at(1))
112:             + " bottom_present: " + std::to_string(locations.at(2))
113:             + " top: " + std::to_string(ball_detector_top.get_raw_value())

```

## ../RobotCode/src/objects/sensors/BallDetector.cpp

```
114:     + ", middle: " + std::to_string(ball_detector_filter.get_raw_value())
115:     + ", bottom: " + std::to_string(ball_detector_bottom.get_raw_value())
116:     + ", threshold: " + std::to_string(threshold)
117: );
118: entry.stream = "clog";
119: logger.add(entry);
120: }
121:
122:
123:     return locations;
124: }
125:
126:
127: void BallDetector::set_led_brightness(int pct) {
128:     optical_sensor->set_led_pwm(pct);
129: }
130:
131:
132: void BallDetector::auto_set_led_brightness() {
133:     int pct = 100 * std::abs(1 - optical_sensor->get_brightness()); // 1 to 1 scale
134:     optical_sensor->set_led_pwm(pct);
135: }
136:
137:
138: std::tuple<int, int> BallDetector::debug_color() {
139:     return std::make_tuple(ball_detector_filter.get_raw_value(), check_filter_level());
140: }
141:
142: void BallDetector::start_logging() {
143:     log_data = true;
144: }
145:
146: void BallDetector::stop_logging() {
147:     log_data = false;
148: }
```

```
1:  /*
2:   * @file: ../RobotCode/src/objects/sensors/Encoder.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains a wrapper class for the encoders
8:   */
9:
10: #ifndef __ENCODER_HPP__
11: #define __ENCODER_HPP__
12:
13: #include <atomic>
14: #include <unordered_map>
15:
16: #include "main.h"
17:
18:
19: class Encoder
20: {
21:     private:
22:         pros::ADIEncoder *encoder;
23:
24:         std::atomic<bool> lock; // protect map from concurrent access
25:         int latest_uid;
26:         std::unordered_map<int, double> zero_positions;
27:
28:     public:
29:         Encoder(char upper_port, char lower_port, bool reverse);
30:         Encoder();
31:
32:         int get_unique_id(bool zero=false);
33:
34:         double get_position(int unique_id);
35:         double get_absolute_position(bool scaled);
36:
37:         int reset(int unique_id);
38:
39:         void forget_position(int unique_id);
40:
41: };
42:
43:
44:
45:
46:
47: #endif
```

```
1:  /*
2:   * @file: ../RobotCode/src/objects/sensors/Encoder.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains implementation for wrapper class for Encoder
8:   */
9:
10: #include <atomic>
11: #include <vector>
12:
13: #include "main.h"
14:
15: #include "../serial/Logger.hpp"
16: #include "Encoder.hpp"
17:
18:
19:
20: Encoder::Encoder( char upper_port, char lower_port, bool reverse )
21: {
22:     lock = ATOMIC_VAR_INIT(false);
23:
24:     encoder = new pros::ADIEncoder(upper_port, lower_port, reverse);
25:
26:
27:     while ( lock.exchange( true ) ); //acquire lock
28:     latest_uid = 0;
29:     zero_positions[0] = encoder->get_value();
30:     lock.exchange(false); //release lock
31: }
32:
33:
34: Encoder::~Encoder()
35: {
36:     //TODO: figure out why checking for null pointer needs to be present to not crash when program starts
37:     if(encoder != NULL) //causes segfault when program begins if this is not present
38:     {
39:         delete encoder;
40:     }
41: }
42:
43:
44:
45: int Encoder::get_unique_id(bool zero /*false*/)
46: {
47:     while ( lock.exchange( true ) ); //acquire lock
48:
49:
50:     latest_uid += 1;
51:     int id = latest_uid;
52:     zero_positions[id] = zero_positions.at(0);
53:     lock.exchange(false); //release lock
54:
55:     if(zero) {
56:         reset(id);
57:     }
58:
59:     return id;
60: }
61:
62:
63:
64:
65: double Encoder::get_position(int unique_id)
66: {
67:     if(zero_positions.find(unique_id) == zero_positions.end())
68:     {
69:         Logger logger;
70:         log_entry entry;
71:         entry.content = "[ERROR], " + std::to_string(pros::millis()) + ", could not get encoder position with unique id " + std::to_string(unique_id);
72:         entry.stream = "cerr";
73:
74:         logger.add(entry);
75:
76:         return INT32_MAX;
77:     }
78:
79:     double position = get_absolute_position(false) - zero_positions.at(unique_id);
80:     return position;
81: }
82:
83:
84:
85:
86: double Encoder::get_absolute_position(bool scaled)
87: {
88:     double position = encoder->get_value() - zero_positions.at(0);
89:
90:     if(scaled)
91:     {
92:         position = ((int)position % 720) - 360; //scales to interval [-360,360]
93:     }
94:
95:     return position;
96: }
97:
98:
99:
100:
101: int Encoder::reset(int unique_id)
102: {
103:     if(zero_positions.find(unique_id) == zero_positions.end() || unique_id == 0)
104:     {
105:         Logger logger;
106:         log_entry entry;
107:         entry.content = "[ERROR], " + std::to_string(pros::millis()) + ", could not get encoder position with unique id " + std::to_string(unique_id);
108:         entry.stream = "cerr";
109:
110:         logger.add(entry);
111:
112:         return 0;
113:     }
```



```
114:
115:     zero_positions.at(unique_id) = encoder->get_value();
116:     return 1;
117: }
118:
119:
120: void Encoder::forget_position(int unique_id) {
121:     if(zero_positions.find(unique_id) == zero_positions.end() || unique_id == 0)
122:     {
123:         Logger logger;
124:         log_entry entry;
125:         entry.content = "[ERROR] " + std::to_string(pros::millis()) + ", could not remove zero position with unique id " + std::to_string(unique_id);
126:         entry.stream = "cerr";
127:
128:         logger.add(entry);
129:
130:     }
131:     zero_positions.erase(unique_id);
132: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/sensors/Sensors.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/29/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains a class for interacting with the ADI sensors on the robot
8:   */
9:
10: #ifndef __SENSORS_HPP__
11: #define __SENSORS_HPP__
12:
13: #include "main.h"
14:
15: #include "BallDetector.hpp"
16: #include "Encoder.hpp"
17: #include "AnalogInSensor.hpp"
18:
19:
20:
21: namespace Sensors
22: {
23:     extern Encoder right_encoder;
24:     extern Encoder left_encoder;
25:     extern Encoder strafe_encoder;
26:
27:     extern AnalogInSensor line_tracker_top;
28:     extern AnalogInSensor line_tracker_middle;
29:     extern AnalogInSensor line_tracker_bottom;
30:     extern pros::Optical optical;
31:     extern BallDetector ball_detector;
32:
33:     extern pros::Imu imu;
34:     extern bool imu_is_calibrated;
35:
36:     void calibrate_imu();
37:     void log_data();
38:     std::tuple<double, double> get_average_encoders(int l_id, int r_id);
39: }
40:
41:
42:
43:
44: #endif
```

## ../RobotCode/src/objects/sensors/Sensors.cpp

```

1:  /*
2:   * @file: ../RobotCode/src/objects/sensors/Sensors.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/29/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: Sensors.hpp
8:   *
9:   * contains definitions for sensors and implementation for sensor class
10:  */
11:
12: #include "Sensors.hpp"
13: #include "../motors/Motors.hpp"
14: #include "../Configuration.hpp"
15: #include "../serial/Logger.hpp"
16:
17:
18: namespace Sensors
19: {
20:     Encoder right_encoder(RIGHT_ENC_TOP_PORT, RIGHT_ENC_BOTTOM_PORT, false);
21:     Encoder left_encoder(LEFT_ENC_TOP_PORT, LEFT_ENC_BOTTOM_PORT, false);
22:     Encoder strafe_encoder(STRAFE_ENC_TOP_PORT, STRAFE_ENC_BOTTOM_PORT, true);
23:
24:     AnalogInSensor line_tracker_top(DETECTOR_TOP_PORT);
25:     AnalogInSensor line_tracker_middle(DETECTOR_MIDDLE_PORT);
26:     AnalogInSensor line_tracker_bottom(DETECTOR_BOTTOM_PORT);
27:
28:     // BallDetector ball_detector(DETECTOR_TOP_PORT, DETECTOR_MIDDLE_PORT, DETECTOR_BOTTOM_PORT, VISIONSENSOR_PORT, Configuration::get_instance()->filter_threshold);
29:     BallDetector ball_detector{
30:         line_tracker_top,
31:         line_tracker_middle,
32:         line_tracker_bottom,
33:         OPTICAL_PORT,
34:         Configuration::get_instance()->filter_threshold
35:     };
36:
37:     pros::Imu imu(IMU_PORT);
38:     bool imu_is_calibrated = false;
39:
40:     void calibrate_imu() {
41:         bool calibrated = false;
42:         while(!calibrated) { // block until imu is connected and calibrated
43:             imu.reset(); // calibrate imu
44:             while(imu.is_calibrating()) {
45:                 pros::delay(10);
46:                 calibrated = true;
47:             }
48:         }
49:         imu_is_calibrated = true;
50:     }
51:
52:     void log_data() {
53:         Logger logger;
54:         log_entry entry;
55:         entry.content = ("[INFO], " + std::to_string(pros::millis())
56:             + ", Sensor Data"
57:             + ", Right Enc: " + std::to_string(right_encoder.get_absolute_position(false))
58:             + ", Left Enc: " + std::to_string(left_encoder.get_absolute_position(false))
59:             + ", Top Detector" + std::to_string(ball_detector.locate_balls().at(0))
60:             + ", Middle Detector" + std::to_string(ball_detector.locate_balls().at(1))
61:             + ", Bottom Detector" + std::to_string(ball_detector.locate_balls().at(2))
62:         );
63:         entry.stream = "clog";
64:         logger.add(entry);
65:     }
66:
67:     /*
68:     * takes the average of each side of the drive encoders
69:     * hopefully to reduce error of encoders
70:     * returns tuple of encoder values
71:     */
72:     std::tuple<double, double> get_average_encoders(int l_id, int r_id) {
73:         // use a weighted average to merge all encoders on the robot for a hopefully more accurate reading
74:         double left_encoder_val = (0 * Motors::front_left.get_encoder_position() * Motors::chassis_gear_ratio) + (0 * Motors::back_left.get_encoder_position() * Motors::chassis_gear_ratio) + (1 * Sensors::left_encoder.get_position(l_id));
75:         double right_encoder_val = (0 * Motors::front_right.get_encoder_position() * Motors::chassis_gear_ratio) + (0 * Motors::back_right.get_encoder_position() * Motors::chassis_gear_ratio) + (1 * Sensors::right_encoder.get_position(r_id));
76:
77:         return {left_encoder_val, right_encoder_val};
78:     }
79:
80:
81: }

```

```

1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/Gimmicks.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: fix loading screen, it sometimes does not work
7:   *
8:   * contains lcd gimmicks that are used to enhance interface
9:   *
10:  */
11:
12: #ifndef _GIMMICKS_HPP_
13: #define _GIMMICKS_HPP_
14:
15: #include <string>
16:
17: #include ".././include/main.h"
18:
19: #include "Styles.hpp"
20:
21:
22: /**
23:  * @see: Styles.hpp
24:  * @see: ./lcdCode
25:  *
26:  * used to display warning box
27:  */
28: class WarningMessage : virtual Styles
29: {
30:     protected:
31:         /**
32:          * @param: lv_obj_t* mbox -> message box object
33:          * @param: const char* txt -> text for message box
34:          * @return: LV_RES_OK -> if finishes successfully
35:          *
36:          * @see: Styles.hpp
37:          * @see: ./lcdCode
38:          *
39:          * sets static int option to positive or negative based on feedback
40:          *
41:          */
42:         static lv_res_t mbox_apply_action(lv_obj_t * mbox, const char * txt);
43:         static const char* buttons[];
44:         static int option;
45:
46:         lv_obj_t *warn_box;
47:
48:     public:
49:         WarningMessage();
50:         virtual ~WarningMessage();
51:
52:         /**
53:          * @param: std::string warn_msg -> message that will appear as option
54:          * @param: lv_obj_t* parent -> the parent that the message box will appear on
55:          * @return: bool -> if user selected yes or no
56:          *
57:          * returns true or false based on what user selects
58:          * implementation of this is up to user
59:          *
60:          */
61:         bool warn(std::string warn_msg, lv_obj_t *parent);
62:
63: };
64:
65:
66: /**
67:  * @see: Styles.hpp
68:  * @see: ./lcdCode
69:  *
70:  * methods and objects for a loading bar
71:  */
72: class Loading : virtual Styles
73: {
74:     protected:
75:         lv_obj_t *loader;
76:
77:     public:
78:         Loading();
79:         ~Loading();
80:
81:         /**
82:          * @param: int estimated_duration -> duration that loading should take used to set speed of bar
83:          * @param: lv_obj_t* parent -> parent object that loading bar will go on
84:          * @param: int x -> x position of loading bar relative to parent
85:          * @param: int y -> y position of loading bar relative to parent
86:          * @return: None
87:          *
88:          * shows the loader and starts the action of it moving
89:          *
90:          */
91:         void show_load(int estimated_duration, lv_obj_t *parent, int x, int y); //starts the loader
92:
93:         /**
94:          * @return: None
95:          *
96:          * hides the loader
97:          * this should be about when the loader is finished
98:          * Used to keep a smooth transition
99:          *
100:          */
101:         void hide_load(); //ends the loader and hides it
102:
103: };
104:
105:
106:
107:
108:
109:
110:
111: #endif

```

```

1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/Gimmicks.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: Gimmicks.hpp
8:   *
9:   * contains implementation for header file
10:  */
11:
12:
13: #include ".././include/main.h"
14: #include ".././include/api.h"
15:
16: #include "Styles.hpp"
17: #include "Gimmicks.hpp"
18:
19:
20:
21: const char* WarningMessage::buttons[] = {"Back", "Continue", ""};
22:
23: //base classes
24: int WarningMessage::option = 0;
25:
26: WarningMessage::WarningMessage()
27: {
28:     option = 0;
29:
30:     warn_box = lv_mbox_create(lv_scr_act(), NULL);
31:     lv_mbox_set_text(warn_box, "None");
32:     lv_mbox_add_btns(warn_box, buttons, NULL);
33:     lv_mbox_set_action(warn_box, mbox_apply_action);
34:
35:     lv_mbox_set_style(warn_box, LV_MBOX_STYLE_BG, &warn_box_bg);
36:     lv_mbox_set_style(warn_box, LV_MBOX_STYLE_BTN_REL, &warn_box_released);
37:     lv_mbox_set_style(warn_box, LV_MBOX_STYLE_BTN_PR, &warn_box_pressed);
38:
39:     lv_obj_set_width(warn_box, 400);
40:     lv_obj_set_height(warn_box, 140);
41:
42:     lv_obj_align(warn_box, NULL, LV_ALIGN_CENTER, 0, -50);
43:
44: }
45:
46: WarningMessage::~WarningMessage()
47: {
48:     lv_obj_del(warn_box);
49: }
50:
51:
52: /**
53:  * compares text of message to set option to positive or negative
54:  */
55: lv_res_t WarningMessage::mbox_apply_action(lv_obj_t * mbox, const char * txt)
56: {
57:     if (txt == "Continue")
58:     {
59:         option = 1;
60:     }
61:
62:     else if (txt == "Back")
63:     {
64:         option = -1;
65:     }
66:
67:     return LV_RES_OK;
68: }
69:
70: /**
71:  * displays a message box and sets the text
72:  * user can choose "continue" or "back"
73:  * how function works line 3
74:  */
75: bool WarningMessage::warn( std::string warn_msg, lv_obj_t *parent )
76: {
77:     option = 0;
78:
79:     lv_obj_set_hidden(warn_box, false);
80:     lv_obj_set_parent(warn_box, parent);
81:     lv_mbox_set_text(warn_box, warn_msg.c_str());
82:
83:     while ( !(option) )
84:     {
85:         pros::delay(50);
86:     }
87:
88:     if ( option == 1 )
89:     {
90:         lv_obj_set_hidden(warn_box, true);
91:         return true;
92:     }
93:
94:     else
95:     {
96:         lv_obj_set_hidden(warn_box, true);
97:         return false;
98:     }
99:
100: }
101:
102:
103:
104:
105:
106:
107: Loading::Loading()
108: {
109:     loader = lv_bar_create(lv_scr_act(), NULL);
110:     lv_obj_set_size(loader, 100, 20);
111:     lv_bar_set_value(loader, 1);
112: }
113:

```

```
114: Loading::Loading()
115: {
116:     lv_obj_del(loader);
117: }
118:
119: /**
120:  * loader is shown on a parent at specified location
121:  * animation time is set by user, so this function only works if user knows
122:  * about how long the function will take
123:  * this function is meant as a filler so that if some initialization occurs
124:  * the gui does not appear like its hanging for no reason
125:  */
126: void Loading::show_load(int estimated_duration, lv_obj_t *parent, int x, int y)
127: {
128:     lv_obj_set_hidden(loader, false);
129:     lv_bar_set_value(loader, 1);
130:     lv_obj_set_parent(loader, parent);
131:     lv_obj_set_top(loader, true);
132:
133:     lv_obj_set_pos(loader, x, y);
134:
135:     lv_bar_set_value_anim(loader, 100, estimated_duration);
136: }
137:
138: /**
139:  * hides the loader for when the initialization by user is finished
140:  */
141: void Loading::hide_load()
142: {
143:     lv_obj_set_hidden(loader, true);
144: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/Styles.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains base class for styles of gui objects
8:   *
9:   */
10:
11: #ifndef _STYLES_
12: #define _STYLES_
13:
14:
15: #include ".././../include/main.h"
16:
17: //defines colors to use for each style
18: #define BLUE_BORDER LV_COLOR_BLUE
19: #define RED_BORDER LV_COLOR_RED
20: #define BG LV_COLOR_GRAY
21: #define BUTTON_REL LV_COLOR_SILVER
22: #define BUTTON_PR LV_COLOR_NAVY
23: #define TEXT LV_COLOR_WHITE
24: #define BODY_TEXT LV_COLOR_BLACK
25: #define SW_INDIC LV_COLOR_HEX(0x9fc8ef)
26:
27: //allows use of other fonts
28: #define USE_DEJAVU_12
29: #define USE_DEJAVU_16
30: #include ".././../include/fonts/fonts.h"
31:
32:
33: /**
34:  * @see: ../include/fonts/fonts.hpp
35:  * @see ../fonts/
36:  *
37:  * base class that contains different colors and styles to be used throughout
38:  * the gui
39:  * designed so that there is no repetition of styles and so they are all in one place
40:  * designed to be inherited
41:  */
42: class Styles
43: {
44:     protected:
45:         //styles
46:         lv_style_t blue;
47:         lv_style_t red;
48:         lv_style_t gray;
49:
50:         lv_style_t toggle_btn_released;
51:         lv_style_t toggle_btn_pressed;
52:
53:         lv_style_t toggle_tabbtn_released;
54:         lv_style_t toggle_tabbtn_pressed;
55:
56:         lv_style_t sw_toggled;
57:         lv_style_t sw_off;
58:         lv_style_t sw_bg;
59:         lv_style_t sw_indic;
60:
61:         lv_style_t heading_text;
62:         lv_style_t body_text;
63:         lv_style_t subheading_text;
64:
65:         lv_style_t lines;
66:
67:         lv_style_t warn_box_bg;
68:         lv_style_t warn_box_pressed;
69:         lv_style_t warn_box_released;
70:
71:         lv_style_t loader_style;
72:
73:     public:
74:         Styles();
75:         virtual ~Styles();
76:
77: };
78:
79: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/lcdCode/Styles.cpp
3:   * @author: Aidan Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aidan Carney
6:   *
7:   * @see: Styles.hpp
8:   *
9:   * contains base class for styles for gui
10:  */
11:
12:
13: #include ".././include/main.h"
14: #include ".././include/api.h"
15:
16: #include "Styles.hpp"
17:
18:
19: Styles::Styles()
20: {
21:     //red style
22:     lv_style_copy(&red, &lv_style_scr);
23:     red.body.main_color = LV_COLOR_RED;
24:     red.body.grad_color = LV_COLOR_RED;
25:     red.body.border_color = LV_COLOR_RED;
26:
27:     //blue style
28:     lv_style_copy(&blue, &lv_style_scr);
29:     blue.body.main_color = LV_COLOR_BLUE;
30:     blue.body.grad_color = LV_COLOR_BLUE;
31:     blue.body.border_color = LV_COLOR_BLUE;
32:
33:     //gray style
34:     lv_style_copy(&gray, &lv_style_scr);
35:     gray.body.main_color = BG;
36:     gray.body.grad_color = BG;
37:     gray.body.border_color = BG;
38:     gray.body.border.width = 10;
39:
40:     //style for when the button is not pressed
41:     lv_style_copy(&toggle_btn_released, &lv_style_plain);
42:     toggle_btn_released.body.main_color = BUTTON_REL;
43:     toggle_btn_released.body.grad_color = BUTTON_REL;
44:     toggle_btn_released.body.border_color = BUTTON_REL;
45:     toggle_btn_released.body.border.width = 2;
46:     toggle_btn_released.body.border.opa = LV_OPA_0;
47:     toggle_btn_released.body.radius = 5;
48:     toggle_btn_released.text.color = TEXT;
49:
50:     //style for when the button is pressed
51:     lv_style_copy(&toggle_btn_pressed, &lv_style_plain);
52:     toggle_btn_pressed.body.main_color = BUTTON_PR;
53:     toggle_btn_pressed.body.grad_color = BUTTON_PR;
54:     toggle_btn_pressed.body.border_color = BUTTON_REL;
55:     toggle_btn_pressed.text.color = TEXT;
56:
57:     //style for when tabview button is not pressed
58:     lv_style_copy(&toggle_tabbtn_released, &lv_style_plain);
59:     toggle_tabbtn_released.body.main_color = BUTTON_REL;
60:     toggle_tabbtn_released.body.grad_color = BUTTON_REL;
61:     toggle_tabbtn_released.body.border_color = BUTTON_REL;
62:     toggle_tabbtn_released.body.border.width = 2;
63:     toggle_tabbtn_released.body.border.opa = LV_OPA_0;
64:     toggle_tabbtn_released.text.color = TEXT;
65:     toggle_tabbtn_released.text.font = &dejavu_12;
66:
67:     //style for when tabview button is pressed
68:     lv_style_copy(&toggle_tabbtn_pressed, &lv_style_plain);
69:     toggle_tabbtn_pressed.body.main_color = BUTTON_PR;
70:     toggle_tabbtn_pressed.body.grad_color = BUTTON_PR;
71:     toggle_tabbtn_pressed.body.border_color = BUTTON_REL;
72:     toggle_tabbtn_pressed.text.color = TEXT;
73:     toggle_tabbtn_pressed.text.font = &dejavu_12;
74:
75:     //switch on
76:     lv_style_copy(&sw_toggled, &lv_style_pretty_color);
77:     sw_toggled.body.radius = LV_RADIUS_CIRCLE;
78:     sw_toggled.body.shadow.width = 4;
79:     sw_toggled.body.shadow.type = LV_SHADOW_BOTTOM;
80:
81:     //switch off
82:     lv_style_copy(&sw_off, &lv_style_pretty);
83:     sw_off.body.radius = LV_RADIUS_CIRCLE;
84:     sw_off.body.shadow.width = 4;
85:     sw_off.body.shadow.type = LV_SHADOW_BOTTOM;
86:
87:     //switch background
88:     lv_style_copy(&sw_bg, &lv_style_pretty);
89:     sw_bg.body.radius = LV_RADIUS_CIRCLE;
90:
91:     //switch indicator
92:     lv_style_copy(&sw_indic, &lv_style_pretty_color);
93:     sw_indic.body.radius = LV_RADIUS_CIRCLE;
94:     sw_indic.body.main_color = SW_INDIC;
95:     sw_indic.body.grad_color = SW_INDIC;
96:     sw_indic.body.padding.hor = 0;
97:     sw_indic.body.padding.ver = 0;
98:
99:     //heading text
100:    lv_style_copy(&heading_text, &lv_style_plain);
101:    heading_text.text.letter_space = 2;
102:    heading_text.text.line_space = 1;
103:    heading_text.text.color = TEXT;
104:    heading_text.text.font = &lv_font_dejavu_20;
105:
106:    //body text
107:    lv_style_copy(&body_text, &lv_style_plain);
108:    body_text.text.letter_space = 2;
109:    body_text.text.line_space = 1;
110:    body_text.text.color = BODY_TEXT;
111:    body_text.text.font = &dejavu_12;
112:
113:    //subheading text

```



```
114: lv_style_copy(&subheading_text, &lv_style_plain);
115: subheading_text.text.letter_space = 2;
116: subheading_text.text.line_space = 1;
117: subheading_text.text.color = BODY_TEXT;
118: subheading_text.text.font = &dejavu_16;
119:
120: //style for lines
121: lv_style_copy(&lines, &lv_style_plain);
122: lines.line.color = BUTTON_FR;
123: lines.line.width = 5;
124:
125: //styles for warning box
126: //background
127: lv_style_copy(&warn_box_bg, &lv_style_pretty);
128: warn_box_bg.body.main_color = LV_COLOR_MAKE(0xf5, 0xd5, 0x2e);
129: warn_box_bg.body.grad_color = LV_COLOR_MAKE(0xb9, 0x1d, 0x09);
130: warn_box_bg.body.border_color = LV_COLOR_MAKE(0x3f, 0x0a, 0x03);
131: warn_box_bg.text.color = LV_COLOR_WHITE;
132: warn_box_bg.body.padding.hor = 12;
133: warn_box_bg.body.padding.ver = 8;
134: warn_box_bg.body.shadow.width = 8;
135:
136: //button not pressed
137: lv_style_copy(&warn_box_released, &lv_style_btn_rel);
138: warn_box_released.body.empty = 1;
139: warn_box_released.body.border_color = LV_COLOR_WHITE;
140: warn_box_released.body.border.width = 2;
141: warn_box_released.body.border.opa = LV_OPA_70;
142: warn_box_released.body.padding.hor = 12;
143: warn_box_released.body.padding.ver = 8;
144:
145: //button being pressed
146: lv_style_copy(&warn_box_pressed, &warn_box_released);
147: warn_box_pressed.body.empty = 0;
148: warn_box_pressed.body.main_color = LV_COLOR_MAKE(0x5d, 0x0f, 0x04);
149: warn_box_pressed.body.grad_color = LV_COLOR_MAKE(0x5d, 0x0f, 0x04);
150:
151: //style for loader
152: lv_style_copy(&loader_style, &lv_style_plain);
153: loader_style.line.width = 10; //10 px thick arc
154: loader_style.line.color = LV_COLOR_HEX3(0x258); //Blueish arc color
155:
156: loader_style.body.border_color = LV_COLOR_HEX3(0xBBB); //Gray background color
157: loader_style.body.border.width = 10;
158: loader_style.body.padding.hor = 0;
159:
160: }
161:
162: Styles::Styles()
163: {
164:
165: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/TemporaryScreen.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: deprecate, possibly move somewhere else, file does very little and could be merged elsewhere
7:   *
8:   * contains a global static screen that can be loaded so that the one screen needs to
9:   * be loaded at all times rule is not broken
10:  *
11:  */
12:
13: #ifndef __TEMPORARYSCREEN_HPP__
14: #define __TEMPORARYSCREEN_HPP__
15:
16: #include "../..//include/main.h"
17:
18:
19: struct tempScreen
20: {
21:     static lv_obj_t *temp_screen;
22: };
23:
24:
25:
26: #endif
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/TemporaryScreen.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: TemporaryScreen.hpp
8:   *
9:   * global screen part of a struct that can be loaded
10:  * has no parent so that it is always valid
11:  *
12:  */
13:
14: #include "TemporaryScreen.hpp"
15: #include "Styles.hpp"
16: #include "../include/main.h"
17:
18:
19: lv_obj_t *tempScreen::temp_screen = lv_obj_create(NULL, NULL);
```

```
1:  /**
2:   * @file: ./RobotCode/src/objects/lcdCode/gui.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: clean up conditionals, add config file
7:   *
8:   * contains auton selector gui selection all put together in one function
9:   *
10:  */
11: #ifndef _GUI_HPP_
12: #define _GUI_HPP_
13:
14:
15: #include "../include/main.h"
16:
17: #include "AutonSelection/SelectionScreen.hpp"
18: #include "AutonSelection/OptionsScreen.hpp"
19: #include "AutonSelection/PrepScreen.hpp"
20: #include "AutonSelection/ActionsScreen.hpp"
21: #include "DriverControl/DriverControlLCD.hpp"
22: #include "../DriverControl.hpp"
23: #include "Debug/Debug.hpp"
24: #include "TemporaryScreen.hpp"
25:
26:
27: /**
28:  * @return: int -> number of auton selected
29:  *
30:  * @see: ./AutonSelection
31:  * @see: ./Debug
32:  *
33:  * TODO: add more meaningful config options, clean up conditionals
34:  *
35:  * iterates and interacts with user to find final auton choice, and config options
36:  *
37:  */
38: int chooseAuton();
39:
40:
41:
42:
43:
44: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/gui.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/25/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: gui.hpp
8:   *
9:   * contains implementation of gui
10:  */
11:
12:
13: #include "../././include/main.h"
14:
15: #include "gui.hpp"
16: #include ".././Autons.hpp"
17: #include ".././motors/MotorThread.hpp"
18: #include ".././DriverControl.hpp"
19: #include "TemporaryScreen.hpp"
20:
21:
22: /**
23:  * iterates through selecting for user to go through stages selecting an auton or the debugger
24:  * and then all the config options
25:  * loads all screens at start so there are no mem management issues
26:  * finishes when all options are chosen
27:  */
28: int chooseAuton()
29: {
30:     Autons auton_data;
31:
32:     //init screens so that loading time is faster
33:     SelectionScreen scr1;
34:     OptionsScreen scr2;
35:     PrepScreen scr3;
36:
37:     int finalAutonChoice = 0;
38:     int auton = 1;
39:     bool confirm = false;
40:     int interval = 20;
41:
42:     while ( !(finalAutonChoice) ) //allows user to go to previous screen
43:     {
44:         scr2.back = false;
45:
46:         auton = scr1.selectAuton( auton ); //get auton option
47:
48:         if ( auton == auton_data.driver_control_num ) { //if prog with no auton is selected
49:             finalAutonChoice = 1;
50:         } else if ( auton == auton_data.debug_auton_num ) { //if debugger is selected
51:             //starts driver control for debugging purposes
52:             MotorThread* motor_thread = MotorThread::get_instance();
53:             Motors::register_motors();
54:             motor_thread->start_thread();
55:
56:             pros::Task driver_control_task( driver_control,
57:                                             (void*)NULL,
58:                                             TASK_PRIORITY_DEFAULT,
59:                                             TASK_STACK_DEPTH_DEFAULT,
60:                                             "DriverControlTask");
61:
62:             debug();
63:
64:             //ends driver control because it should not be enabled when
65:             //auton is being selected
66:             driver_control_task.remove();
67:
68:             Motors::unregister_motors();
69:             motor_thread->stop_thread();
70:         } else {
71:             finalAutonChoice = auton;
72:         }
73:
74:         //selection screen has been removed temporarily because options are not in use
75:         //else
76:         // {
77:         //     while ( !(scr2.back) && !(finalAutonChoice) )
78:         //     // if user selects a program with an auton
79:         //     {
80:         //         autonConfig cnfg = scr2.getOptions( auton ); //get config options
81:         //
82:         //         if ( !(scr2.back) ) //if user does not want to go back from screen 2
83:         //         {
84:         //
85:         //             scr3.getConfirmation( auton ); //gets confirmation from user
86:         //             if ( scr3.confirm )
87:         //             {
88:         //                 finalAutonChoice = auton;
89:         //             }
90:         //
91:         //             //
92:         //             }
93:         //         else
94:         //         {
95:         //             break;
96:         //         }
97:         //     }
98:         // }
99:         // }
100:     }
101:
102: }
103:
104:
105:
106: return finalAutonChoice;
107: }

```

```
1:  /**
2:   * @file: ../RobotCode/src/lcdCode/DriverControl/AutonomousLCD.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains the lcd screen used during auton
8:   *
9:   */
10: #ifndef __AUTONOMOUSLCD_HPP__
11: #define __AUTONOMOUSLCD_HPP__
12:
13: #include "main.h"
14:
15: #include "../Styles.hpp"
16:
17:
18: /**
19:  * @see: ../Styles.hpp
20:  *
21:  * contains lcd to be used during driver control
22:  */
23: class AutonomousLCD : private Styles
24: {
25:     private:
26:         lv_obj_t *screen;
27:
28:         lv_obj_t *logo_img;
29:
30:
31:         //labels
32:         lv_obj_t *title_label;
33:         lv_obj_t *auton_label;
34:         lv_obj_t *description_label;
35:
36:
37:     public:
38:         AutonomousLCD();
39:         ~AutonomousLCD();
40:
41:
42:         /**
43:          * @param: int auton_number -> the autonomous number
44:          * @return: None
45:          *
46:          * TODO: add actual content to be updated
47:          *
48:          * function to be used to update the gui to keep data relevant
49:          */
50:         void update_labels(int auton_number);
51:
52:
53:         void log_to_lcd(std::string msg);
54:
55:
56: };
57:
58: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/DriverControl/AutonomousLCD.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * @see: DriverControlLCD.hpp
8:   *
9:   * contains methods for driver control lcd
10:  */
11:
12: #include "main.h"
13:
14: #include "../Autons.hpp"
15: #include "../serial/Logger.hpp"
16: #include "../position_tracking/PositionTracker.hpp"
17: #include "../AutonSelection/OptionsScreen.hpp"
18: #include "../Debug/Debug.hpp"
19: #include "AutonomousLCD.hpp"
20:
21: LV_IMG_DECLARE(logo);
22:
23:
24: AutonomousLCD::AutonomousLCD()
25: {
26:     screen = lv_obj_create(NULL, NULL);
27:     lv_obj_set_style(screen, &gray);
28:
29:     // init labels
30:     title_label = lv_label_create(screen, NULL);
31:     lv_obj_set_style(title_label, &heading_text);
32:     lv_obj_set_width(title_label, 300);
33:     lv_obj_set_height(title_label, 20);
34:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
35:     lv_label_set_text(title_label, "Autonomous");
36:
37:
38:     auton_label = lv_label_create(screen, NULL);
39:     lv_obj_set_style(auton_label, &subheading_text);
40:     lv_obj_set_width(auton_label, 300);
41:     lv_obj_set_height(auton_label, 20);
42:     lv_label_set_align(auton_label, LV_LABEL_ALIGN_CENTER);
43:     lv_label_set_text(auton_label, "");
44:
45:
46:     description_label = lv_label_create(screen, NULL);
47:     lv_obj_set_style(description_label, &subheading_text);
48:     lv_obj_set_width(description_label, 300);
49:     lv_obj_set_height(description_label, 20);
50:     lv_label_set_align(description_label, LV_LABEL_ALIGN_LEFT);
51:     lv_label_set_text(description_label, "");
52:
53:
54:     // init image area
55:     logo_img = lv_img_create(screen, NULL);
56:     lv_img_set_src(logo_img, &logo);
57:     lv_img_set_auto_size(logo_img, false);
58:     lv_obj_set_width(logo_img, 210);
59:     lv_obj_set_height(logo_img, 150);
60:
61:
62:     // place objects
63:     lv_obj_set_pos(title_label, 180, 9);
64:
65:     lv_obj_set_pos(logo_img, 30, 40);
66:
67:     lv_obj_set_pos(auton_label, 280, 40);
68:     lv_obj_set_pos(description_label, 280, 80);
69:
70: }
71:
72:
73: AutonomousLCD::~AutonomousLCD()
74: {
75:     lv_obj_del(screen);
76: }
77:
78:
79:
80:
81:
82: /**
83:  * updates colors and borders during driver control
84:  * keeps data relevant
85:  */
86: void AutonomousLCD::update_labels(int auton_number)
87: {
88:     Autons autons;
89:
90:     lv_scr_load(screen);
91:
92:     lv_label_set_text(auton_label, autons.AUTONOMOUS_NAMES.at(auton_number));
93:     lv_label_set_text(description_label, autons.AUTONOMOUS_DESCRIPTIONS.at(auton_number));
94: }
95:
96:
97: void AutonomousLCD::log_to_lcd(std::string msg) {
98:     lv_scr_load(screen);
99:     lv_label_set_text(description_label, msg.c_str());
100: }

```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/DriverControl/DriverControlLCD.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: add actual content instead of blank screen
7:   *
8:   * contains the lcd screen used during driver control
9:   *
10:  */
11: #ifndef __DRIVERCONTROLLCD_HPP__
12: #define __DRIVERCONTROLLCD_HPP__
13:
14: #include "main.h"
15:
16: #include "../Styles.hpp"
17:
18: /**
19:  * @see: ../Styles.hpp
20:  *
21:  * contains lcd to be used during driver control
22:  */
23:
24: class DriverControlLCD : private Styles
25: {
26: private:
27:     static bool log_data;
28:     static bool open_debugger;
29:     static std::string toggle_logging_text;
30:
31:     lv_obj_t *screen;
32:
33:     lv_obj_t *logo_img;
34:
35:
36:     //labels
37:     lv_obj_t *title_label;
38:     lv_obj_t *queue_size_label;
39:
40:     //buttons
41:     lv_obj_t *btn_debugger;
42:     lv_obj_t *btn_run_auton;
43:     lv_obj_t *btn_toggle_logging;
44:     lv_obj_t *btn_flush_queue;
45:
46:     lv_obj_t *btn_debugger_label;
47:     lv_obj_t *btn_run_auton_label;
48:     lv_obj_t *btn_toggle_logging_label;
49:     lv_obj_t *btn_flush_queue_label;
50:
51:
52: /**
53:  * @param: lv_obj_t* btn -> button that called the funtion
54:  * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
55:  *
56:  * button callback function used to open debugger
57:  */
58:     static lv_res_t btn_debugger_action(lv_obj_t *btn);
59:
60:
61: /**
62:  * @param: lv_obj_t* btn -> button that called the funtion
63:  * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
64:  *
65:  * button callback function used to run auton
66:  */
67:     static lv_res_t btn_run_auton_action(lv_obj_t *btn);
68:
69:
70: /**
71:  * @param: lv_obj_t* btn -> button that called the funtion
72:  * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
73:  *
74:  * button callback function used to toggle logging of motors and other various items
75:  */
76:     static lv_res_t btn_toggle_logging_action(lv_obj_t *btn);
77:
78:
79: /**
80:  * @param: lv_obj_t* btn -> button that called the funtion
81:  * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
82:  *
83:  * button callback function used to flush the logging queue
84:  */
85:     static lv_res_t btn_flush_queue_action(lv_obj_t *btn);
86:
87:
88: public:
89:     DriverControlLCD();
90:     ~DriverControlLCD();
91:
92:
93: /**
94:  * @return: None
95:  *
96:  * TODO: add actual content to be updated
97:  *
98:  * function to be used to update the gui to keep data relevant
99:  */
100:     void update_labels();
101:
102:
103: };
104:
105: #endif

```



```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/DriverControl/DriverControlLCD.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: DriverControlLCD.hpp
8:   *
9:   * contains methods for driver control lcd
10:  */
11:
12: #include "main.h"
13:
14: #include "../Autons.hpp"
15: #include "../serial/Logger.hpp"
16: #include "../position_tracking/PositionTracker.hpp"
17: #include "../AutonSelection/OptionsScreen.hpp"
18: #include "../Debug/Debug.hpp"
19: #include "DriverControlLCD.hpp"
20:
21:
22: bool DriverControlLCD::log_data = false;
23: bool DriverControlLCD::open_debugger = false;
24: std::string DriverControlLCD::toggle_logging_text = "Start Logging";
25: LV_IMG_DECLARE(logo);
26:
27:
28: DriverControlLCD::DriverControlLCD()
29: {
30:     log_data = false;
31:
32:     screen = lv_obj_create(NULL, NULL);
33:     lv_obj_set_style(screen, &gray);
34:
35:     //init labels
36:     queue_size_label = lv_label_create(screen, NULL);
37:     lv_obj_set_style(queue_size_label, &subheading_text);
38:     lv_obj_set_width(queue_size_label, 300);
39:     lv_obj_set_height(queue_size_label, 20);
40:     lv_label_set_align(queue_size_label, LV_LABEL_ALIGN_CENTER);
41:     lv_label_set_text(queue_size_label, "Logger Queue Size: ");
42:
43:
44:     title_label = lv_label_create(screen, NULL);
45:     lv_obj_set_style(title_label, &heading_text);
46:     lv_obj_set_width(title_label, 300);
47:     lv_obj_set_height(title_label, 20);
48:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
49:     lv_label_set_text(title_label, "Driver Control");
50:
51:     //init image area
52:     logo_img = lv_img_create(screen, NULL);
53:     lv_img_set_src(logo_img, &logo);
54:     lv_img_set_auto_size(logo_img, false);
55:     lv_obj_set_width(logo_img, 210);
56:     lv_obj_set_height(logo_img, 150);
57:
58:     //init buttons
59:     //button
60:     btn_debugger = lv_btn_create(screen, NULL);
61:     lv_btn_set_style(btn_debugger, LV_BTN_STYLE_REL, &toggle_btn_released);
62:     lv_btn_set_style(btn_debugger, LV_BTN_STYLE_PR, &toggle_btn_pressed);
63:     lv_btn_set_action(btn_debugger, LV_BTN_ACTION_CLICK, btn_debugger_action);
64:     lv_obj_set_width(btn_debugger, 180);
65:     lv_obj_set_height(btn_debugger, 25);
66:
67:     //label
68:     btn_debugger_label = lv_label_create(btn_debugger, NULL);
69:     lv_obj_set_style(btn_debugger_label, &subheading_text);
70:     lv_label_set_text(btn_debugger_label, "Open Debugger");
71:
72:
73:     //button
74:     btn_run_auton = lv_btn_create(screen, NULL);
75:     lv_btn_set_style(btn_run_auton, LV_BTN_STYLE_REL, &toggle_btn_released);
76:     lv_btn_set_style(btn_run_auton, LV_BTN_STYLE_PR, &toggle_btn_pressed);
77:     lv_btn_set_action(btn_run_auton, LV_BTN_ACTION_CLICK, btn_run_auton_action);
78:     lv_obj_set_width(btn_run_auton, 180);
79:     lv_obj_set_height(btn_run_auton, 25);
80:
81:     //label
82:     btn_run_auton_label = lv_label_create(btn_run_auton, NULL);
83:     lv_obj_set_style(btn_run_auton_label, &subheading_text);
84:     lv_label_set_text(btn_run_auton_label, "Run Auton");
85:
86:
87:     //button
88:     btn_toggle_logging = lv_btn_create(screen, NULL);
89:     lv_btn_set_style(btn_toggle_logging, LV_BTN_STYLE_REL, &toggle_btn_released);
90:     lv_btn_set_style(btn_toggle_logging, LV_BTN_STYLE_PR, &toggle_btn_pressed);
91:     lv_btn_set_action(btn_toggle_logging, LV_BTN_ACTION_CLICK, btn_toggle_logging_action);
92:     lv_obj_set_width(btn_toggle_logging, 180);
93:     lv_obj_set_height(btn_toggle_logging, 25);
94:
95:     //label
96:     btn_toggle_logging_label = lv_label_create(btn_toggle_logging, NULL);
97:     lv_obj_set_style(btn_toggle_logging_label, &subheading_text);
98:     lv_label_set_text(btn_toggle_logging_label, toggle_logging_text.c_str());
99:
100:
101:     //button
102:     btn_flush_queue = lv_btn_create(screen, NULL);
103:     lv_btn_set_style(btn_flush_queue, LV_BTN_STYLE_REL, &toggle_btn_released);
104:     lv_btn_set_style(btn_flush_queue, LV_BTN_STYLE_PR, &toggle_btn_pressed);
105:     lv_btn_set_action(btn_flush_queue, LV_BTN_ACTION_CLICK, btn_flush_queue_action);
106:     lv_obj_set_width(btn_flush_queue, 180);
107:     lv_obj_set_height(btn_flush_queue, 25);
108:
109:     //label
110:     btn_flush_queue_label = lv_label_create(btn_flush_queue, NULL);
111:     lv_obj_set_style(btn_flush_queue_label, &subheading_text);
112:     lv_label_set_text(btn_flush_queue_label, "Flush Logger Queue");
113:

```

```

114:
115: // place objects
116: lv_obj_set_pos(title_label, 180, 9);
117: lv_obj_set_pos(queue_size_label, 280, 200);
118: lv_obj_set_pos(logo_img, 30, 40);
119:
120: lv_obj_set_pos(btn_debugger, 280, 40);
121: lv_obj_set_pos(btn_run_auton, 280, 80);
122: lv_obj_set_pos(btn_toggle_logging, 280, 120);
123: lv_obj_set_pos(btn_flush_queue, 280, 160);
124:
125: }
126:
127:
128:
129: DriverControlLCD::~DriverControlLCD()
130: {
131:     lv_obj_del(screen);
132: }
133:
134:
135:
136:
137: lv_res_t DriverControlLCD::btn_debugger_action(lv_obj_t *btn)
138: {
139:     open_debugger = true;
140:     return LV_RES_OK;
141: }
142:
143:
144:
145: lv_res_t DriverControlLCD::btn_run_auton_action(lv_obj_t *btn)
146: {
147:     pros::delay(3000);
148:     Autons auton_obj;
149:     Motors::disable_driver_control();
150:     auton_obj.run_autonomous();
151:     Motors::enable_driver_control();
152:     return LV_RES_OK;
153: }
154:
155:
156:
157:
158:
159:
160:
161:
162: lv_res_t DriverControlLCD::btn_toggle_logging_action(lv_obj_t *btn)
163: {
164:     if(log_data)
165:     {
166:         log_data = false;
167:     }
168:     else
169:     {
170:         log_data = true;
171:     }
172:     return LV_RES_OK;
173: }
174:
175:
176:
177: lv_res_t DriverControlLCD::btn_flush_queue_action(lv_obj_t *btn)
178: {
179:     Logger logger;
180:     while(logger.get_count() > 0)
181:     {
182:         logger.dump();
183:     }
184:     return LV_RES_OK;
185: }
186:
187:
188:
189:
190:
191: /**
192:  * updates colors and borders during driver control
193:  * keeps data relevant
194:  */
195: void DriverControlLCD::update_labels()
196: {
197:     lv_scr_load(screen);
198:
199:     Logger logger;
200:     // PositionTracker* pos_tracker = PositionTracker::get_instance();
201:
202:     // update toggle logging label text
203:     if(log_data)
204:     {
205:         lv_label_set_text(btn_toggle_logging_label, "Stop Logging");
206:         Motors::set_log_level(1);
207:
208:         // pos_tracker->start_logging();
209:
210:         Sensors::log_data();
211:     }
212:     else
213:     {
214:         lv_label_set_text(btn_toggle_logging_label, "Start Logging");
215:         Motors::set_log_level(0);
216:
217:         // pos_tracker->stop_logging();
218:     }
219:
220:     if(open_debugger)
221:     {
222:         debug();
223:         open_debugger = false;
224:     }
225:
226:     //update logger queue size label

```

12/19/20  
23:16:37

../RobotCode/src/objects/lcdCode/DriverControl/DriverControlLCD.cpp

3

```
227:     std::string text = std::string("Logger Queue Size: ") + std::to_string(logger.get_count());  
228:     lv_label_set_text(queue_size_label, text.c_str());  
229: }
```

```
1:  /*
2:   * @file: ../RobotCode/src/lcdCode/AutonSelecton/ActionsScreen.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: add actual content for when actions are decided on
7:   *
8:   * does nothing
9:   *
10:  */
11:
12:  #ifndef __ACTIONSSCREEN_HPP__
13:  #define __ACTIONSSCREEN_HPP__
14:
15:
16:  #include "../include/main.h"
17:
18:
19:
20:
21:  #endif
```

05/19/20  
18:55:20

../RobotCode/src/objects/lcdCode/AutonSelection/ActionsScreen.cpp

1

```
1:  /*
2:   * @file: ../RobotCode/src/lcdCode/AutonSelection/ActionsScreen.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: ActionsScreen.hpp
8:   *
9:   * does nothing
10:  *
11:  */
```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/AutonSelection/OptionsScreen.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: add correct options when they are decided on, deprecate static options to reduce coupling
7:   *
8:   * contains class with methods to decide on options for auton
9:   *
10:  */
11:
12: #ifndef __OPTIONSSCREEN_HPP__
13: #define __OPTIONSSCREEN_HPP__
14:
15:
16: #include ".././././include/main.h"
17:
18: #include "../././Autons.hpp"
19: #include ".././Styles.hpp"
20:
21: /**
22:  * @see: ../Styles.hpp
23:  * @see: ../AutonSelection
24:  * @see: ../gui.hpp
25:  *
26:  * contains methods to get options for auton period
27:  */
28: class OptionsScreen : private Styles
29: {
30: private:
31:     //screen
32:     lv_obj_t *options_screen;
33:
34:     //labels
35:     lv_obj_t *title_label;
36:
37:     lv_obj_t *sw_use_hardcoded_label;
38:     lv_obj_t *sw_gyro_turn_label;
39:     lv_obj_t *sw_acceleration_ctrl_label;
40:     lv_obj_t *sw_check_motor_tmp_label;
41:     lv_obj_t *sw_use_previous_macros_label;
42:     lv_obj_t *sw_record_label;
43:
44:     //buttons
45:     lv_obj_t *btn_confirm;
46:     lv_obj_t *btn_back;
47:
48:     //button labels
49:     lv_obj_t *btn_confirm_label;
50:     lv_obj_t *btn_back_label;
51:
52:
53:     //switches
54:     lv_obj_t *sw_use_hardcoded;
55:     lv_obj_t *sw_gyro_turn;
56:     lv_obj_t *sw_acceleration_ctrl;
57:     lv_obj_t *sw_check_motor_tmp;
58:     lv_obj_t *sw_use_previous_macros;
59:     lv_obj_t *sw_record;
60:
61:
62: public:
63:     OptionsScreen();
64:     ~OptionsScreen();
65:
66:     static autonConfig cnfg;
67:     static bool nextScreen;
68:     static bool back;
69:
70:
71:     //button functions
72:
73:     /**
74:      * @param: lv_obj_t* btn -> button that called the funtion
75:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
76:      *
77:      * button callback function used to set variable so that gui continues
78:      * to the next stage
79:      */
80:     static lv_res_t btn_confirm_action(lv_obj_t *btn);
81:
82:     /**
83:      * @param: lv_obj_t* btn -> button that called the funtion
84:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
85:      *
86:      * button callback function used to set variable so that gui goes back to
87:      * the previous stage
88:      */
89:     static lv_res_t btn_back_action(lv_obj_t *btn);
90:
91:
92:     //switch functions
93:
94:     /**
95:      * @param: lv_obj_t* sw -> switch object that was selected
96:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
97:      * TODO: merge with other functions to condense code and make it more expandable
98:      *
99:      * sets configuration option for using a compiled auton vs auton written on sd card
100:      */
101:     static lv_res_t sw_use_hardcoded_action(lv_obj_t *sw);
102:
103:     /**
104:      * @param: lv_obj_t* sw -> switch object that was selected
105:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
106:      * TODO: merge with other functions to condense code and make it more expandable
107:      *
108:      * sets configuration option for using gyro turns in auton
109:      */
110:     static lv_res_t sw_gyro_turn_action(lv_obj_t *sw);
111:
112:     /**
113:      * @param: lv_obj_t* sw -> switch object that was selected

```

```

114:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
115:      * TODO: merge with other functions to condense code and make it more expandable
116:      *
117:      * sets configuration option for using acceleration control code
118:      */
119:      static lv_res_t sw_acceleration_ctrl_action(lv_obj_t *sw);
120:
121:      /**
122:      * @param: lv_obj_t* sw -> switch object that was selected
123:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
124:      * TODO: merge with other functions to condense code and make it more expandable
125:      *
126:      * sets configuration option for limiting motor output based on temperature during the match
127:      */
128:      static lv_res_t sw_check_motor_tmp_action(lv_obj_t *sw);
129:
130:      /**
131:      * @param: lv_obj_t* sw -> switch object that was selected
132:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
133:      * TODO: merge with other functions to condense code and make it more expandable
134:      *
135:      * sets configuration option for allowing the use of previously recorded macros
136:      */
137:      static lv_res_t sw_use_previous_macros_action(lv_obj_t *sw);
138:
139:      /**
140:      * @param: lv_obj_t* sw -> switch object that was selected
141:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
142:      * TODO: merge with other functions to condense code and make it more expandable
143:      *
144:      * sets configuration option for recording match in the macro format
145:      */
146:      static lv_res_t sw_record_action(lv_obj_t *sw);
147:
148:
149:
150:      /**
151:      * @param: int auton -> number of auton selected, used to set color background of lcd
152:      * @return: autonConfig -> configuration struct with options based on how the switches were set
153:      *
154:      * @see: ../Structs.hpp
155:      * @see: ../Gui.hpp
156:      *
157:      * allows user to interact with the switches to set configuration options
158:      * user can choose to go back or continue with the options selected
159:      */
160:      autonConfig getOptions( int auton );
161:
162: };
163:
164:
165: #endif

```

```

1:  /*
2:   * @file: ../RobotCode/src/lcdCode/AutonSelection/OptionsScreen.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: OptionsScreen.hpp
8:   *
9:   * contains class with methods for getting a configuration struct for how
10:  * auton will be run
11:  */
12:
13: #include <unordered_map>
14:
15: #include "../././include/main.h"
16: #include "../././include/api.h"
17:
18: #include ".././Autons.hpp"
19: #include ".././controller/controller.hpp"
20: #include "OptionsScreen.hpp"
21:
22:
23: autonConfig OptionsScreen::cnfg;
24: bool OptionsScreen::nextScreen = false;
25: bool OptionsScreen::back = false;
26:
27:
28:
29: OptionsScreen::OptionsScreen()
30: {
31:     nextScreen = false;
32:     back = false;
33:
34:     options_screen = lv_obj_create(NULL, NULL);
35:
36:     //use hard coded autonomous
37:     //switch
38:     sw_use_hardcoded = lv_sw_create(options_screen, NULL); //switch template
39:     lv_sw_set_style(sw_use_hardcoded, LV_SW_STYLE_BG, &sw_bg);
40:     lv_sw_set_style(sw_use_hardcoded, LV_SW_STYLE_INDIC, &sw_indic);
41:     lv_sw_set_style(sw_use_hardcoded, LV_SW_STYLE_KNOB_ON, &sw_toggled);
42:     lv_sw_set_style(sw_use_hardcoded, LV_SW_STYLE_KNOB_OFF, &sw_off);
43:
44:     lv_sw_set_action(sw_use_hardcoded, sw_use_hardcoded_action); //map action
45:     lv_obj_set_width(sw_use_hardcoded, 40); //width
46:     lv_obj_set_height(sw_use_hardcoded, 20); //height
47:
48:     //label
49:     sw_use_hardcoded_label = lv_label_create(options_screen, NULL);
50:     lv_label_set_style(sw_use_hardcoded_label, &heading_text);
51:     lv_obj_set_width(sw_use_hardcoded_label, 10);
52:     lv_obj_set_height(sw_use_hardcoded_label, 20);
53:     lv_label_set_align(sw_use_hardcoded_label, LV_LABEL_ALIGN_LEFT);
54:     lv_label_set_text(sw_use_hardcoded_label, "Use Hardcoded Auton");
55:
56:
57:
58:     //gyro turns
59:     //switch
60:     sw_gyro_turn = lv_sw_create(options_screen, sw_use_hardcoded);
61:     lv_sw_set_action(sw_gyro_turn, sw_gyro_turn_action);
62:     lv_obj_set_width(sw_gyro_turn, 40);
63:     lv_obj_set_height(sw_gyro_turn, 20);
64:
65:     //label
66:     sw_gyro_turn_label = lv_label_create(options_screen, NULL);
67:     lv_label_set_style(sw_gyro_turn_label, &heading_text);
68:     lv_obj_set_width(sw_gyro_turn_label, 300);
69:     lv_obj_set_height(sw_gyro_turn_label, 20);
70:     lv_label_set_align(sw_gyro_turn_label, LV_LABEL_ALIGN_LEFT);
71:     lv_label_set_text(sw_gyro_turn_label, "Use Gyro Turns");
72:
73:
74:     //acceleration control
75:     //switch
76:     sw_acceleration_ctrl = lv_sw_create(options_screen, sw_use_hardcoded);
77:     lv_sw_set_action(sw_acceleration_ctrl, sw_acceleration_ctrl_action);
78:     lv_obj_set_width(sw_acceleration_ctrl, 40);
79:     lv_obj_set_height(sw_acceleration_ctrl, 20);
80:
81:     //label
82:     sw_acceleration_ctrl_label = lv_label_create(options_screen, NULL);
83:     lv_label_set_style(sw_acceleration_ctrl_label, &heading_text);
84:     lv_obj_set_width(sw_acceleration_ctrl_label, 300);
85:     lv_obj_set_height(sw_acceleration_ctrl_label, 20);
86:     lv_label_set_align(sw_acceleration_ctrl_label, LV_LABEL_ALIGN_LEFT);
87:     lv_label_set_text(sw_acceleration_ctrl_label, "Use Acceleration Control");
88:
89:
90:     //check motor temp
91:     //switch
92:     sw_check_motor_tmp = lv_sw_create(options_screen, sw_use_hardcoded);
93:     lv_sw_set_action(sw_check_motor_tmp, sw_check_motor_tmp_action);
94:     lv_obj_set_width(sw_check_motor_tmp, 40);
95:     lv_obj_set_height(sw_check_motor_tmp, 20);
96:
97:     //label
98:     sw_check_motor_tmp_label = lv_label_create(options_screen, NULL);
99:     lv_label_set_style(sw_check_motor_tmp_label, &heading_text);
100:    lv_obj_set_width(sw_check_motor_tmp_label, 300);
101:    lv_obj_set_height(sw_check_motor_tmp_label, 20);
102:    lv_label_set_align(sw_check_motor_tmp_label, LV_LABEL_ALIGN_LEFT);
103:    lv_label_set_text(sw_check_motor_tmp_label, "Limit Motor Temp");
104:
105:
106:    //use previous macros
107:    //switch
108:    sw_use_previous_macros = lv_sw_create(options_screen, sw_use_hardcoded);
109:    lv_sw_set_action(sw_use_previous_macros, sw_use_previous_macros_action);
110:    lv_obj_set_width(sw_use_previous_macros, 40);
111:    lv_obj_set_height(sw_use_previous_macros, 20);
112:
113:    //label

```



```

114:   sw_use_previous_macros_label = lv_label_create(options_screen, NULL);
115:   lv_label_set_style(sw_use_previous_macros_label, &heading_text);
116:   lv_obj_set_width(sw_use_previous_macros_label, 300);
117:   lv_obj_set_height(sw_use_previous_macros_label, 20);
118:   lv_label_set_align(sw_use_previous_macros_label, LV_LABEL_ALIGN_LEFT);
119:   lv_label_set_text(sw_use_previous_macros_label, "Use Previously Recorded Macros");
120:
121:
122: //record
123: //switch
124:   sw_record = lv_sw_create(options_screen, sw_use_hardcoded);
125:   lv_sw_set_action(sw_record, sw_record_action);
126:   lv_obj_set_width(sw_record, 40);
127:   lv_obj_set_height(sw_record, 20);
128:
129: //label
130:   sw_record_label = lv_label_create(options_screen, NULL);
131:   lv_label_set_style(sw_record_label, &heading_text);
132:   lv_obj_set_width(sw_record_label, 300);
133:   lv_obj_set_height(sw_record_label, 20);
134:   lv_label_set_align(sw_record_label, LV_LABEL_ALIGN_LEFT);
135:   lv_label_set_text(sw_record_label, "Record Motor Movements");
136:
137:
138: //confirm button
139: //button
140:   btn_confirm = lv_btn_create(options_screen, NULL);
141:   lv_btn_set_style(btn_confirm, LV_BTN_STYLE_REL, &toggle_btn_released);
142:   lv_btn_set_style(btn_confirm, LV_BTN_STYLE_PR, &toggle_btn_pressed);
143:   lv_btn_set_action(btn_confirm, LV_BTN_ACTION_CLICK, btn_confirm_action);
144:   lv_obj_set_width(btn_confirm, 300);
145:   lv_obj_set_height(btn_confirm, 25);
146:
147: //label
148:   btn_confirm_label = lv_label_create(btn_confirm, NULL);
149:   lv_obj_set_style(btn_confirm_label, &heading_text);
150:   lv_label_set_text(btn_confirm_label, "Confirm");
151:
152: //back button
153: //button
154:   btn_back = lv_btn_create(options_screen, NULL);
155:   lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
156:   lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
157:   lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
158:   lv_obj_set_width(btn_back, 50);
159:   lv_obj_set_height(btn_back, 25);
160:
161: //label
162:   btn_back_label = lv_label_create(btn_back, NULL);
163:   lv_obj_set_style(btn_back_label, &heading_text);
164:   lv_label_set_text(btn_back_label, "Back");
165:
166:
167: //title label
168:   title_label = lv_label_create(options_screen, NULL);
169:   lv_obj_set_style(title_label, &heading_text);
170:   lv_obj_set_width(title_label, 300);
171:   lv_obj_set_height(title_label, 20);
172:   lv_label_set_align(title_label, LV_LABEL_ALIGN_LEFT);
173:   lv_label_set_text(title_label, "Auton");
174:
175: //set position of widgets
176:   lv_obj_set_pos(sw_use_hardcoded, 400, 40);
177:   lv_obj_set_pos(sw_gyro_turn, 400, 65);
178:   lv_obj_set_pos(sw_acceleration_ctrl, 400, 90);
179:   lv_obj_set_pos(sw_check_motor_tmp, 400, 115);
180:   lv_obj_set_pos(sw_use_previous_macros, 400, 140);
181:   lv_obj_set_pos(sw_record, 400, 165);
182:
183:   lv_obj_set_pos(sw_use_hardcoded_label, 20, 40);
184:   lv_obj_set_pos(sw_gyro_turn_label, 20, 65);
185:   lv_obj_set_pos(sw_acceleration_ctrl_label, 20, 90);
186:   lv_obj_set_pos(sw_check_motor_tmp_label, 20, 115);
187:   lv_obj_set_pos(sw_use_previous_macros_label, 20, 140);
188:   lv_obj_set_pos(sw_record_label, 20, 165);
189:
190:   lv_obj_set_pos(btn_back, 40, 200);
191:   lv_obj_set_pos(btn_confirm, 100, 200);
192:   lv_obj_set_pos(title_label, 210, 20);
193: }
194:
195:
196: OptionsScreen::~OptionsScreen()
197: {
198:   lv_obj_del(sw_use_hardcoded_label);
199:   lv_obj_del(sw_gyro_turn_label);
200:   lv_obj_del(sw_acceleration_ctrl_label);
201:   lv_obj_del(sw_check_motor_tmp_label);
202:   lv_obj_del(sw_use_previous_macros_label);
203:   lv_obj_del(sw_record_label);
204:
205:   lv_obj_del(sw_use_hardcoded);
206:   lv_obj_del(sw_gyro_turn);
207:   lv_obj_del(sw_acceleration_ctrl);
208:   lv_obj_del(sw_check_motor_tmp);
209:   lv_obj_del(sw_use_previous_macros);
210:   lv_obj_del(sw_record);
211:
212:   lv_obj_del(btn_back_label);
213:   lv_obj_del(btn_confirm_label);
214:   lv_obj_del(title_label);
215:
216:   lv_obj_del(btn_back);
217:   lv_obj_del(btn_confirm);
218:
219:   lv_obj_del(options_screen);
220: }
221:
222:
223:
224:
225: /**
226:  * sets nextScreen so that main loop will break and go to next stage

```

```

227: */
228: lv_res_t OptionsScreen::btn_confirm_action(lv_obj_t *btn)
229: {
230:     nextScreen = true;
231:     back = false;
232:
233:     return LV_RES_OK;
234: }
235:
236: /**
237:  * sets nextScreen so that main loop will break and go to the previous stage
238:  */
239: lv_res_t OptionsScreen::btn_back_action(lv_obj_t *btn)
240: {
241:     nextScreen = true;
242:     back = true;
243:
244:     return LV_RES_OK;
245: }
246:
247:
248:
249:
250: /**
251:  * sets or clears config option for using hard coded autons based on the
252:  * switches previous state
253:  */
254: lv_res_t OptionsScreen::sw_use_hardcoded_action(lv_obj_t *sw)
255: {
256:     cnfg.use_hardcoded = !(cnfg.use_hardcoded);
257:     return LV_RES_OK;
258: }
259:
260: /**
261:  * sets or clears config option for using gyro turns based on the
262:  * switches previous state
263:  */
264: lv_res_t OptionsScreen::sw_gyro_turn_action(lv_obj_t *sw)
265: {
266:     cnfg.gyro_turn = !(cnfg.gyro_turn);
267:     return LV_RES_OK;
268: }
269:
270:
271: /**
272:  * sets or clears config option for using acceleration control code based on the
273:  * switches previous state
274:  */
275: lv_res_t OptionsScreen::sw_acceleration_ctrl_action(lv_obj_t *sw)
276: {
277:     cnfg.acceleration_ctrl = !(cnfg.acceleration_ctrl);
278:     return LV_RES_OK;
279: }
280:
281:
282: /**
283:  * sets or clears config option for limiting motor output based on the
284:  * switches previous state
285:  */
286: lv_res_t OptionsScreen::sw_check_motor_tmp_action(lv_obj_t *sw)
287: {
288:     cnfg.check_motor_tmp = !(cnfg.check_motor_tmp);
289:     return LV_RES_OK;
290: }
291:
292:
293: /**
294:  * sets or clears config option for allowing use of previously recorded macros based on the
295:  * switches previous state
296:  */
297: lv_res_t OptionsScreen::sw_use_previous_macros_action(lv_obj_t *sw)
298: {
299:     cnfg.use_previous_macros = !(cnfg.use_previous_macros);
300:     return LV_RES_OK;
301: }
302:
303:
304: /**
305:  * sets or clears config option for recorded the match as a macro based on the
306:  * switches previous state
307:  */
308: lv_res_t OptionsScreen::sw_record_action(lv_obj_t *sw)
309: {
310:     cnfg.record = !(cnfg.record);
311:     return LV_RES_OK;
312: }
313:
314:
315:
316: /**
317:  * runs loop where user can set auton configuration options with digital switches
318:  * loop breaks when user clicks the back or continue button
319:  * if user click the back button then the back flag is set
320:  */
321: autonConfig OptionsScreen::getOptions( int auton )
322: {
323:     Controller controllers;
324:     Autons auton_data;
325:
326:     lv_sw_off(sw_use_hardcoded); //reset switches and values
327:     lv_sw_on(sw_gyro_turn);
328:     lv_sw_on(sw_acceleration_ctrl);
329:     lv_sw_off(sw_check_motor_tmp);
330:     lv_sw_on(sw_use_previous_macros);
331:     lv_sw_off(sw_record);
332:
333:     cnfg.use_hardcoded = 0;
334:     cnfg.gyro_turn = 1;
335:     cnfg.acceleration_ctrl = 1;
336:     cnfg.check_motor_tmp = 0;
337:     cnfg.use_previous_macros = 1;
338:     cnfg.record = 0;
339:

```

```
340:
341: lv_label_set_text(title_label, auton_data.AUTONOMOUS_NAMES.at(auton));
342:
343: //load screen
344: lv_scr_load(options_screen);
345:
346: //set color of border
347: std::string color = auton_data.AUTONOMOUS_COLORS.at(auton);
348: if (color == "blue")
349: {
350:     gray.body.border.color = BLUE_BORDER;
351: }
352: else if (color == "red")
353: {
354:     gray.body.border.color = RED_BORDER;
355: }
356: else
357: {
358:     gray.body.border.color = BG;
359: }
360:
361: lv_obj_set_style(options_screen, &gray);
362:
363:
364: back = false;
365: nextScreen = false;
366:
367: pros::delay( 100 ); //add delay so that previous button clicks do not register
368:
369: while ( !(nextScreen) )
370: {
371:     //allow controller to press the buttons as well
372:     if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_A) )
373:     {
374:         btn_confirm_action( NULL );
375:         pros::delay(100);
376:     }
377:     else if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_B) )
378:     {
379:         btn_back_action( NULL );
380:         pros::delay(100);
381:     }
382:
383:     pros::delay(20);
384: }
385:
386: return cnfg;
387:
388: }
```

```
1: /**
2:  * @file: ../RobotCode/src/objects/lcdCode/AutonSelection/PrepScreen.hpp
3:  * @author: Aiden Carney
4:  * @reviewed_on: 10/15/2019
5:  * @reviewed_by: Aiden Carney
6:  * TODO: add actual preparation steps text
7:  * TODO: decouple initialization string, make it more configurable
8:  *
9:  * contains class with methods for showing the things that will occur
10:  * before the auton is run
11:  */
12:
13: #ifndef __PREP_SCREEN__
14: #define __PREP_SCREEN__
15:
16:
17: #include "../include/main.h"
18:
19: #include "../Styles.hpp"
20: #include "OptionsScreen.hpp"
21:
22:
23: /**
24:  * @see: ../Styles.hpp
25:  * @see: ../gui.hpp
26:  *
27:  * final confirmation steps for auton
28:  * shows the initialization that will occur after the user clicks continue
29:  */
30: class PrepScreen : private Styles
31: {
32:     private:
33:         //screen
34:         lv_obj_t *prep_screen;
35:
36:         //labels
37:         lv_obj_t *title_label;
38:
39:         lv_obj_t *actions_label;
40:
41:         //buttons
42:         lv_obj_t *btn_confirm;
43:         lv_obj_t *btn_back;
44:
45:         //button labels
46:         lv_obj_t *btn_confirm_label;
47:         lv_obj_t *btn_back_label;
48:
49:     public:
50:         PrepScreen();
51:         ~PrepScreen();
52:
53:         static bool nextScreen;
54:         static bool confirm;
55:
56:         //button functions
57:
58:         /**
59:          * @param: lv_obj_t* btn -> button that called the function
60:          * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
61:          *
62:          * button callback function used to set variable so that gui continues
63:          * to the next stage
64:          */
65:         static lv_res_t btn_confirm_action(lv_obj_t *btn);
66:
67:
68:
69:         /**
70:          * @param: lv_obj_t* btn -> button that called the function
71:          * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
72:          *
73:          * button callback function used to set variable so that gui goes
74:          * to the previous stage
75:          */
76:         static lv_res_t btn_back_action(lv_obj_t *btn);
77:
78:
79:         /**
80:          * @param: int auton -> auton number selected, used to set border color of gui based on side of color the auton is run on
81:          * @return: None
82:          *
83:          * @see: ../Structs.hpp
84:          * @see: ../Styles.hpp
85:          *
86:          * function used to get confirmation from user to continue to next stage
87:          * of the selection process
88:          */
89:         void getConfirmation( int auton );
90:
91: };
92: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/AutonSelection/PrepScreen.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: PrepScreen.hpp
8:   *
9:   * contains class methods seeking confirmation from user
10:  */
11:
12: #include <sstream>
13: #include <string>
14:
15: #include "../././include/main.h"
16: #include "../././include/api.h"
17:
18: #include ".././Autons.hpp"
19: #include ".././controller/controller.hpp"
20: #include "PrepScreen.hpp"
21:
22:
23: bool PrepScreen::nextScreen = false;
24: bool PrepScreen::confirm = false;
25:
26:
27:
28: PrepScreen::PrepScreen()
29: {
30:     nextScreen = false;
31:     confirm = false;
32:
33:     prep_screen = lv_obj_create(NULL, NULL);
34:
35:     //actions_label
36:     actions_label = lv_label_create(prepare_screen, NULL);
37:     lv_obj_set_style(actions_label, &heading_text);
38:     lv_obj_set_width(actions_label, 300);
39:     lv_obj_set_height(actions_label, 160);
40:     lv_label_set_align(actions_label, LV_LABEL_ALIGN_LEFT);
41:     lv_label_set_text(actions_label, "actions");
42:
43:
44:
45:     //confirm button
46:     //button
47:     btn_confirm = lv_btn_create(prepare_screen, NULL);
48:     lv_btn_set_style(btn_confirm, LV_BTN_STYLE_REL, &toggle_btn_released);
49:     lv_btn_set_style(btn_confirm, LV_BTN_STYLE_PR, &toggle_btn_pressed);
50:     lv_btn_set_action(btn_confirm, LV_BTN_ACTION_CLICK, btn_confirm_action);
51:     lv_obj_set_width(btn_confirm, 300);
52:     lv_obj_set_height(btn_confirm, 25);
53:
54:     //label
55:     btn_confirm_label = lv_label_create(btn_confirm, NULL);
56:     lv_obj_set_style(btn_confirm_label, &heading_text);
57:     lv_label_set_text(btn_confirm_label, "Confirm");
58:
59:     //back button
60:     //button
61:     btn_back = lv_btn_create(prepare_screen, NULL);
62:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
63:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
64:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
65:     lv_obj_set_width(btn_back, 50);
66:     lv_obj_set_height(btn_back, 25);
67:
68:     //label
69:     btn_back_label = lv_label_create(btn_back, NULL);
70:     lv_obj_set_style(btn_back_label, &heading_text);
71:     lv_label_set_text(btn_back_label, "Back");
72:
73:
74:     //title label
75:     title_label = lv_label_create(prepare_screen, NULL);
76:     lv_obj_set_style(title_label, &heading_text);
77:     lv_obj_set_width(title_label, 300);
78:     lv_obj_set_height(title_label, 20);
79:     lv_label_set_align(title_label, LV_LABEL_ALIGN_LEFT);
80:     lv_label_set_text(title_label, "Auton");
81:
82:
83:     lv_obj_set_pos(btn_back, 40, 200);
84:     lv_obj_set_pos(btn_confirm, 100, 200);
85:     lv_obj_set_pos(title_label, 210, 20);
86:     lv_obj_set_pos(actions_label, 40, 50);
87: }
88:
89:
90:
91:
92: PrepScreen::~PrepScreen()
93: {
94:     lv_obj_del(btn_back_label);
95:     lv_obj_del(btn_confirm_label);
96:     lv_obj_del(title_label);
97:
98:     lv_obj_del(btn_back);
99:     lv_obj_del(btn_confirm);
100:
101:     lv_obj_del(prepare_screen);
102: }
103:
104:
105:
106:
107: /**
108:  * sets nextScreen so that main loop will break and go to next stage
109:  */
110: lv_res_t PrepScreen::btn_confirm_action(lv_obj_t *btn)
111: {
112:     nextScreen = true;
113:     confirm = true;

```

```

114:
115:     return LV_RES_OK;
116: }
117:
118: /**
119:  * sets nextScreen so that main loop will break and go to the previous stage
120:  */
121: lv_res_t PrepScreen::btn_back_action(lv_obj_t *btn)
122: {
123:     nextScreen = true;
124:     confirm = false;
125:     return LV_RES_OK;
126: }
127:
128:
129:
130:
131: /**
132:  * runs loop where user can see what operations will be performed
133:  * loop breaks when user clicks the back or continue button
134:  * if user click the back button then the back flag is set
135:  */
136: void PrepScreen::getConfirmation( int auton )
137: {
138:     Controller controllers;
139:     Autons auton_data;
140:
141:     lv_label_set_text(title_label, auton_data.AUTONOMOUS_NAMES.at(auton));
142:
143:     //load screen
144:     lv_scr_load(prepare_screen);
145:
146:     //set color of border
147:     std::string color = auton_data.AUTONOMOUS_COLORS.at(auton);
148:     if (color == "blue")
149:     {
150:         gray.body.border.color = BLUE_BORDER;
151:     }
152:     else if (color == "red")
153:     {
154:         gray.body.border.color = RED_BORDER;
155:     }
156:     else
157:     {
158:         gray.body.border.color = BG;
159:     }
160:
161:     lv_obj_set_style(prepare_screen, &gray);
162:
163:     nextScreen = false;
164:
165:
166:     std::string label =
167:         "Initialize and Calibrate Gyro\n"
168:         "Initialize Other Sensors\n"
169:         "Initialize Motors\n"
170:         "Zero Motor Encoders\n"
171:         "Initialize Controllers\n";
172:     if ( OptionsScreen::cnfg.record )
173:     {
174:         label = label + "Start Recording Thread";
175:     }
176:
177:     //cast std::string to const char* and set text
178:     std::ostringstream text;
179:     text << label;
180:     lv_label_set_text(actions_label, text.str().c_str());
181:
182:     pros::delay( 100 ); //add delay so that button press from previous stage does not register
183:
184:     while ( !(nextScreen) )
185:     {
186:         if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_A) )
187:         {
188:             btn_confirm_action( NULL );
189:             pros::delay(200);
190:         }
191:         else if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_B) )
192:         {
193:             btn_back_action( NULL );
194:             pros::delay(200);
195:         }
196:         pros::delay(20);
197:     }
198:
199: }

```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/AutonSelection/SelectionScreen.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: add ability for controller to make selections
7:   *
8:   * contains first stage of auton selection--selecting the auton number
9:   *
10:  */
11:
12: #ifndef _SELECTIONSCREEN_HPP_
13: #define _SELECTIONSCREEN_HPP_
14:
15:
16: #include "../././include/main.h"
17:
18: #include "../Styles.hpp"
19:
20:
21:
22:
23: /**
24:  * @see: ../Styles.hpp
25:  *
26:  * contains methods for going through each auton and providing description
27:  * for user
28:  */
29: class SelectionScreen : private Styles
30: {
31: private:
32:
33:     //labels
34:     lv_obj_t *title_label;
35:     lv_obj_t *description_label;
36:     lv_obj_t *auton_number_label;
37:
38:     //buttons
39:     lv_obj_t *btn_right;
40:     lv_obj_t *btn_left;
41:     lv_obj_t *btn_select;
42:
43:     //button labels
44:     lv_obj_t *btn_right_label;
45:     lv_obj_t *btn_left_label;
46:     lv_obj_t *btn_select_label;
47:
48:
49: public:
50:     //screens
51:     static lv_obj_t *selection_screen;
52:     //variables
53:     static int auton_choice;
54:     static int final_choice;
55:     static bool update;
56:
57:     //button action functions
58:
59:     /**
60:      * @param: lv_obj_t* btn -> button that called the function
61:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
62:      *
63:      * button callback function used to set variable so that gui moves
64:      * autons to the right (increasing auton number by one and looping at end)
65:      */
66:     static lv_res_t btn_right_action(lv_obj_t *btn);
67:
68:
69:     /**
70:      * @param: lv_obj_t* btn -> button that called the function
71:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
72:      *
73:      * button callback function used to set variable so that gui moves
74:      * autons to the left (decreasing auton number by one and looping at end)
75:      */
76:     static lv_res_t btn_left_action(lv_obj_t *btn);
77:
78:
79:     /**
80:      * @param: lv_obj_t* btn -> button that called the function
81:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
82:      *
83:      * button callback function used to select the auton so that the gui continues
84:      * to the next stage
85:      */
86:     static lv_res_t btn_select_action(lv_obj_t *btn);
87:
88:     SelectionScreen();
89:     ~SelectionScreen();
90:
91:
92:
93:     /**
94:      * @return: None
95:      *
96:      * @see: int selectAuton()
97:      * @see: ../Structs.hpp
98:      *
99:      * sets the description, color, title, and auton number on the screen
100:      * used to update the auton selection based on the current number
101:      */
102:     void showSelection();
103:
104:
105:     /**
106:      * @param: int auton -> auton number to start the screen at
107:      * @return: int -> auton number that the screen was on when the user hit the select button
108:      *
109:      * loops through waiting for the auton number to change to update the screen
110:      */
111:     int selectAuton( int auton );
112:
113:

```

**05/19/20**  
**18:55:20**

../RobotCode/src/objects/lcdCode/AutonSelection/SelectionScreen.hpp

2

```
114: ;  
115:  
116:  
117:  
118: #endif
```



```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/AutonSelection/SelectionScreen.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: SelectionScreen.hpp
8:   *
9:   * contains methods for class that give user the ability to select an auton number
10:  */
11:
12: #include <sstream>
13: #include <string>
14:
15: #include ".././././include/main.h"
16:
17: #include "../././Autons.hpp"
18: #include "SelectionScreen.hpp"
19: #include ".././controller/controller.hpp"
20:
21: //init static vars
22: lv_obj_t *SelectionScreen::selection_screen;
23: int SelectionScreen::auton_choice = 1;
24: int SelectionScreen::final_choice = 0;
25: bool SelectionScreen::update = false;
26:
27:
28: //constructor
29: SelectionScreen::SelectionScreen()
30: {
31:     auton_choice = 1;
32:     final_choice = 0;
33:     update = false;
34:
35:     selection_screen = lv_obj_create(NULL, NULL);
36:
37:
38:
39: //init buttons and labels
40: title_label = lv_label_create(selection_screen, NULL);
41: description_label = lv_label_create(selection_screen, NULL);
42: auton_number_label = lv_label_create(selection_screen, NULL);
43:
44: btn_right = lv_btn_create(selection_screen, NULL);
45: btn_left = lv_btn_create(selection_screen, NULL);
46: btn_select = lv_btn_create(selection_screen, NULL);
47:
48: btn_right_label = lv_label_create(btn_right, NULL);
49: btn_left_label = lv_label_create(btn_left, NULL);
50: btn_select_label = lv_label_create(btn_select, NULL);
51:
52:
53: //sets style for widgets
54: lv_obj_set_style(selection_screen, &gray);
55:
56: lv_btn_set_style(btn_right, LV_BTN_STYLE_REL, &toggle_btn_released);
57: lv_btn_set_style(btn_left, LV_BTN_STYLE_REL, &toggle_btn_released);
58: lv_btn_set_style(btn_select, LV_BTN_STYLE_REL, &toggle_btn_released);
59:
60: lv_btn_set_style(btn_right, LV_BTN_STYLE_PR, &toggle_btn_pressed);
61: lv_btn_set_style(btn_left, LV_BTN_STYLE_PR, &toggle_btn_pressed);
62: lv_btn_set_style(btn_select, LV_BTN_STYLE_PR, &toggle_btn_pressed);
63:
64: lv_obj_set_style(btn_right_label, &heading_text);
65: lv_obj_set_style(btn_left_label, &heading_text);
66: lv_obj_set_style(btn_select_label, &heading_text);
67:
68: lv_label_set_style(title_label, &heading_text);
69: lv_label_set_style(description_label, &heading_text);
70: lv_label_set_style(auton_number_label, &heading_text);
71:
72: lv_label_set_long_mode(description_label, LV_LABEL_LONG_BREAK);
73: lv_label_set_align(auton_number_label, LV_LABEL_ALIGN_CENTER);
74:
75: lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
76: lv_label_set_align(description_label, LV_LABEL_ALIGN_CENTER);
77:
78:
79: //set size of widgets
80: lv_obj_set_width(btn_right, 80);
81: lv_obj_set_width(btn_left, 80);
82: lv_obj_set_width(btn_select, 120);
83: lv_obj_set_width(auton_number_label, 40);
84: lv_obj_set_width(title_label, 400);
85: lv_obj_set_width(description_label, 400);
86:
87: lv_obj_set_height(btn_right, 80);
88: lv_obj_set_height(btn_left, 80);
89: lv_obj_set_height(btn_select, 40);
90: lv_obj_set_height(auton_number_label, 40);
91: lv_obj_set_height(title_label, 30);
92: lv_obj_set_height(description_label, 80);
93:
94:
95: //set default text and move widgets to start location
96: lv_label_set_text(btn_right_label, SYMBOL_RIGHT);
97: lv_label_set_text(btn_left_label, SYMBOL_LEFT);
98: lv_label_set_text(btn_select_label, "Select");
99:
100: lv_obj_set_pos(btn_right, 390, 150);
101: lv_obj_set_pos(btn_left, 10, 150);
102: lv_obj_set_pos(btn_select, 180, 180);
103: lv_obj_set_pos(auton_number_label, 440, 20);
104: lv_obj_set_pos(title_label, 210, 20);
105: lv_obj_set_pos(description_label, 40, 60);
106:
107:
108: //set action for buttons
109: lv_btn_set_action(btn_right, LV_BTN_ACTION_CLICK, btn_right_action);
110: lv_btn_set_action(btn_left, LV_BTN_ACTION_CLICK, btn_left_action);
111: lv_btn_set_action(btn_select, LV_BTN_ACTION_CLICK, btn_select_action);
112:
113: }

```

```

114:
115:
116: //destructor
117: SelectionScreen::~SelectionScreen()
118: {
119:     lv_obj_del(auton_number_label);
120:     lv_obj_del(title_label);
121:     lv_obj_del(description_label);
122:     lv_obj_del(btn_right);
123:     lv_obj_del(btn_left);
124:     lv_obj_del(btn_select);
125:
126:     lv_obj_del(selection_screen);
127: }
128:
129:
130:
131: //button action functions
132:
133: /**
134:  * called when left button is clicked
135:  * decrements auton_choice and loops it back in range if not in range
136:  */
137: lv_res_t SelectionScreen::btn_left_action(lv_obj_t *btn)
138: {
139:     Autons auton_data;
140:
141:     auton_choice -= 1;
142:     if (auton_choice < 1)
143:     {
144:         auton_choice = auton_data.AUTONOMOUS_NAMES.size();
145:     }
146:
147:     update = true;
148:
149:     return LV_RES_OK;
150: }
151:
152:
153: /**
154:  * called when left button is clicked
155:  * increments auton_choice and loops it back in range if not in range
156:  */
157: lv_res_t SelectionScreen::btn_right_action(lv_obj_t *btn)
158: {
159:     std::cout << "function called\n";
160:     Autons auton_data;
161:
162:     auton_choice += 1;
163:     if (auton_choice > auton_data.AUTONOMOUS_NAMES.size())
164:     {
165:         auton_choice = 1;
166:     }
167:
168:     update = true;
169:
170:     return LV_RES_OK;
171: }
172:
173:
174: /**
175:  * breaks main loop by setting the final auton choice so that gui continues
176:  */
177: lv_res_t SelectionScreen::btn_select_action(lv_obj_t *btn)
178: {
179:     final_choice = auton_choice;
180:     update = true;
181:
182:     return LV_RES_OK;
183: }
184:
185:
186:
187:
188: //other functions
189:
190: /**
191:  * updates background color by looking at std::unordered_map
192:  * updates auton number label
193:  * waits for there to be an update to be implemented by the buttons before exiting
194:  */
195: void SelectionScreen::showSelection()
196: {
197:     Controller controllers;
198:     Autons auton_data;
199:
200:     lv_label_set_text(title_label, auton_data.AUTONOMOUS_NAMES.at(auton_choice));
201:     lv_label_set_text(description_label, auton_data.AUTONOMOUS_DESCRIPTIONS.at(auton_choice));
202:
203:
204: //get color
205: std::string color = auton_data.AUTONOMOUS_COLORS.at(auton_choice);
206: if (color == "blue")
207: {
208:     gray.body.border.color = BLUE_BORDER;
209: }
210: else if (color == "red")
211: {
212:     gray.body.border.color = RED_BORDER;
213: }
214: else
215: {
216:     gray.body.border.color = BG;
217: }
218:
219: lv_obj_set_style(selection_screen, &gray); //update background
220:
221: //cast int of auton choice to string
222: std::string str_auton_choice;
223: str_auton_choice = std::to_string(auton_choice);
224: lv_label_set_text(auton_number_label, str_auton_choice.c_str());
225:
226:

```

```

227: controllers.master.print( 0, 0, "          ");
228: pros::delay(50);
229: controllers.master.print( 0, 0, auton_data.AUTONOMOUS_NAMES.at(auton_choice) );
230:
231: while ( !(update) && !(final_choice) ) //waits for screen to change
232:     //so that time is not wasted
233: {
234:     //allow controller to press the buttons as well
235:     if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_R1) )
236:     {
237:         btn_right_action( NULL );
238:         pros::delay(200);
239:     }
240:     else if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_L1) )
241:     {
242:         btn_left_action( NULL );
243:         pros::delay(200);
244:     }
245:     else if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_A) )
246:     {
247:         btn_select_action( NULL );
248:         pros::delay(200);
249:     }
250:     pros::delay(100);
251: }
252: update = false;
253: }
254:
255:
256:
257:
258: /*
259: * waits in a loop for there to be an update to the gui implemented by
260: * button callback functions
261: * in the loop, the gui is updated until a final selection is made
262: * everytime there is a change ie. when a button is clicked
263: */
264: int SelectionScreen::selectAuton( int auton )
265: {
266:     auton_choice = auton;
267:     final_choice = 0;
268:     update = false;
269:
270:     //load screen
271:     lv_scr_load(selection_screen);
272:
273:     while ( !(final_choice) ) //waits for user to select an auton
274:     {
275:         //before going to next screen
276:         showSelection(); //showSelection contains delay
277:     }
278:
279:     gray.body.border.color = BG; //reset gray style
280:
281:     return final_choice;
282: }

```

```
1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/Debug.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * gives user the option to visit debugger tabs by selecting an option from a button
8:   * matrix
9:   */
10:
11: #ifndef __DEBUG_HPP__
12: #define __DEBUG_HPP__
13:
14: #include "BatteryDebug.hpp"
15: #include "ControllerDebug.hpp"
16: #include "FieldControlDebug.hpp"
17: #include "InternalMotorDebug.hpp"
18: #include "MotorsDebug.hpp"
19: #include "SensorsDebug.hpp"
20: #include "TitleScreen.hpp"
21: #include "Wiring.hpp"
22:
23:
24:
25: /**
26:  * @return: None
27:  *
28:  * @see: TitleScreen.hpp
29:  *
30:  * loads screens and switches the debugger option based on a what is clicked from
31:  * a button matrix
32:  */
33: void debug();
34:
35:
36: #endif
```

```
1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/Debug.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: Debug.hpp
8:   *
9:   * contains function for selecting debug screen
10:  */
11:
12:
13: #include "../././include/main.h"
14: #include "../././include/api.h"
15:
16: #include "Debug.hpp"
17:
18:
19:
20: /**
21:  * loads all screens at beginning
22:  * when on titlescreen a tab number is selected and a switch statement is used
23:  * to let a tab take over
24:  */
25: void debug()
26: {
27:     bool cont = true;
28:
29:     TitleScreen dbg1;
30:     MotorsDebug dbgM;
31:     SensorsDebug dbgS;
32:     ControllerDebug dbgC;
33:     BatteryDebug dbgB;
34:     FieldControlDebug dbgF;
35:     Wiring dbgW;
36:     InternalMotorDebug dbgP;
37:
38:
39:     while ( cont )
40:     {
41:         dbg1.chooseOption();
42:         if ( dbg1.option == -1 ) // -1 means go back
43:         {
44:             cont = false;
45:             break;
46:         }
47:
48:         switch (dbg1.option) // go to selected debug screen
49:         {
50:             case 1:
51:                 dbgM.debug();
52:                 break;
53:
54:             case 2:
55:                 dbgS.debug();
56:                 break;
57:
58:             case 3:
59:                 dbgC.debug();
60:                 break;
61:
62:             case 4:
63:                 dbgB.debug();
64:                 break;
65:
66:             case 5:
67:                 dbgF.debug();
68:                 break;
69:
70:             case 6:
71:                 dbgW.debug();
72:                 break;
73:             case 7:
74:                 dbgP.debug();
75:                 break;
76:         }
77:     }
78: }
79:
80: }
```

```
1: /**
2:  * @file: ../RobotCode/src/lcdCode/Debug/BatteryDebug.hpp
3:  * @author: Aiden Carney
4:  * @reviewed_on: 10/16/2019
5:  * @reviewed_by: Aiden Carney
6:  *
7:  * contains class for debugging the battery
8:  */
9:
10: #ifndef __BATTERYDEBUG_HPP__
11: #define __BATTERYDEBUG_HPP__
12:
13:
14: #include ".././././include/main.h"
15:
16: #include "../Styles.hpp"
17:
18:
19: /**
20:  * @see: ../Styles.hpp
21:  *
22:  * contains methods that show user data about the battery
23:  */
24: class BatteryDebug : private Styles
25: {
26:     private:
27:         lv_obj_t *battery_screen;
28:         lv_obj_t *title_label;
29:
30:         lv_obj_t *labels_label;
31:         lv_obj_t *info_label;
32:
33:
34:         //back button
35:         lv_obj_t *btn_back;
36:         lv_obj_t *btn_back_label;
37:
38:     /**
39:      * @param: lv_obj_t* btn -> button that called the funtion
40:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
41:      *
42:      * button callback function used to set cont to false meaning the
43:      * user wants to go to the title screen
44:      */
45:     static lv_res_t btn_back_action(lv_obj_t *btn);
46:
47:     public:
48:         static bool cont;
49:
50:         BatteryDebug();
51:         ~BatteryDebug();
52:
53:
54:     /**
55:      * @return: None
56:      *
57:      * allows user to see information about the state of field control
58:      */
59:     void debug();
60:
61: };
62:
63:
64:
65:
66: #endif
```

```
1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/BatteryDebug.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/16/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see BatteryDebug.hpp
8:   *
9:   * contains implementation for class for debugging the battery
10:  */
11:
12: #include "../././include/main.h"
13: #include "../././include/api.h"
14:
15: #include "../Styles.hpp"
16: #include "BatteryDebug.hpp"
17:
18:
19: bool BatteryDebug::cont = true;
20:
21: BatteryDebug::BatteryDebug()
22: {
23:     cont = true;
24:
25:     //screen
26:     battery_screen = lv_obj_create(NULL, NULL);
27:     lv_obj_set_style(battery_screen, &gray);
28:
29:     //init back button
30:     //button
31:     btn_back = lv_btn_create(battery_screen, NULL);
32:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
33:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
34:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
35:     lv_obj_set_width(btn_back, 75);
36:     lv_obj_set_height(btn_back, 25);
37:
38:     //label
39:     btn_back_label = lv_label_create(btn_back, NULL);
40:     lv_obj_set_style(btn_back_label, &heading_text);
41:     lv_label_set_text(btn_back_label, "Back");
42:
43:     //init title label
44:     title_label = lv_label_create(battery_screen, NULL);
45:     lv_label_set_style(title_label, &heading_text);
46:     lv_obj_set_width(title_label, 440);
47:     lv_obj_set_height(title_label, 20);
48:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
49:     lv_label_set_text(title_label, "Battery - Debug");
50:
51:     //init headers label
52:     labels_label = lv_label_create(battery_screen, NULL);
53:     lv_label_set_style(labels_label, &subheading_text);
54:     lv_obj_set_width(labels_label, 220);
55:     lv_obj_set_height(labels_label, 200);
56:     lv_label_set_align(labels_label, LV_LABEL_ALIGN_LEFT);
57:
58:     std::string labels_label_text = (
59:         "battery percentage\n"
60:         "current\n"
61:         "voltage\n"
62:         "temperature"
63:     );
64:
65:     lv_label_set_text(labels_label, labels_label_text.c_str());
66:
67:     //init values label
68:     info_label = lv_label_create(battery_screen, NULL);
69:     lv_label_set_style(info_label, &subheading_text);
70:     lv_obj_set_width(info_label, 220);
71:     lv_obj_set_height(info_label, 200);
72:     lv_label_set_align(info_label, LV_LABEL_ALIGN_LEFT);
73:
74:     std::string info_label_text = (
75:         "None\n"
76:         "None\n"
77:         "None\n"
78:         "None"
79:     );
80:
81:     lv_label_set_text(info_label, info_label_text.c_str());
82:
83:     //set positions
84:     lv_obj_set_pos(btn_back, 30, 210);
85:
86:     lv_obj_align(title_label, battery_screen, LV_ALIGN_IN_TOP_MID, 0, 10);
87:
88:     lv_obj_set_pos(labels_label, 20, 40);
89:     lv_obj_set_pos(info_label, 360, 40);
90:
91: }
92:
93:
94:
95: BatteryDebug::~BatteryDebug()
96: {
97:     lv_obj_del(battery_screen);
98: }
99:
100:
101:
102: /**
103:  * sets cont to false to break main loop so main function returns
104:  */
105:
106: lv_res_t BatteryDebug::btn_back_action(lv_obj_t *btn)
107: {
108:     cont = false;
109:     return LV_RES_OK;
110: }
111:
112:
113:
```

```
114:  /**
115:   * main loop that updates the battery information
116:   */
117: void BatteryDebug::debug()
118: {
119:     cont = true;
120:
121:     lv_scr_load(battery_screen);
122:
123:     while ( cont )
124:     {
125:         std::string info_label_text = (
126:             std::to_string(pros::battery::get_capacity()) + "%\n"
127:             + std::to_string(pros::battery::get_current()) + "\n"
128:             + std::to_string(pros::battery::get_voltage()) + "\n"
129:             + std::to_string(pros::battery::get_temperature()) + "\n"
130:         );
131:
132:         lv_label_set_text(info_label, info_label_text.c_str());
133:
134:
135:         pros::delay(100);
136:     }
137: }
```



```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/ControllerDebug.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/16/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO:
7:   *
8:   * contains classes to show data about controller on gui
9:   */
10:
11: #ifndef __CONTROLLERDEBUG_HPP__
12: #define __CONTROLLERDEBUG_HPP__
13:
14: #include <unordered_map>
15:
16: #include ".././././include/main.h"
17:
18: #include "../Styles.hpp"
19:
20: //user defines
21:
22: //sets size of container
23: #define CONTROLLER_CONTAINER_WIDTH 440
24: #define CONTROLLER_CONTAINER_HEIGHT 120
25:
26: //Base classes
27: //base classes are the tabs that will be loaded by the derived class
28: //this makes it easy to add new tabs while keeping the amount that has
29: //to go in one class to a minimum, especially since lvgl is not light
30:
31:
32:
33: /**
34:  * @see: ../Styls.hpp
35:  * @see: .././controller/controller.hpp
36:  *
37:  * contains general information about controllers and also allow
38:  * to test communication by sending rumbles and test strings
39:  */
40: class GeneralControllerDebug : virtual Styles
41: {
42: private:
43:     lv_obj_t *container;
44:
45:     lv_obj_t *controller_column;
46:     lv_obj_t *connected_column;
47:     lv_obj_t *capacity_column;
48:     lv_obj_t *level_column;
49:
50:
51:
52:     lv_obj_t *btn_test_string;
53:     lv_obj_t *btn_test_string_label;
54:
55:     /**
56:      * @param: lv_obj_t* btn -> button that called the function
57:      * @return: lv_res_t -> return LV_RES_OK because object still exists
58:      * TODO: sometimes string does not send to the write location, fix
59:      *
60:      * sends a simple string to the controller lcd to test where output is
61:      * when the user clicks a button
62:      */
63:     static lv_res_t btn_test_string_action(lv_obj_t *btn);
64:
65:
66:
67:     lv_obj_t *btn_clear_scr;
68:     lv_obj_t *btn_clear_scr_label;
69:
70:     /**
71:      * @param: lv_obj_t* btn -> button that called the function
72:      * @return: lv_res_t -> return LV_RES_OK because object still exists
73:      * TODO: sometimes doesn't actually work
74:      *
75:      * clears any output on the lcd controller when user clicks a button
76:      */
77:     static lv_res_t btn_clear_scr_action(lv_obj_t *btn);
78:
79:
80:
81:
82:     lv_obj_t *btn_test_rumble;
83:     lv_obj_t *btn_test_rumble_label;
84:
85:     /**
86:      * @param: lv_obj_t* btn -> button that called the function
87:      * @return: lv_res_t -> return LV_RES_OK because object still exists
88:      *
89:      * tells controller to rumble
90:      */
91:     static lv_res_t btn_test_rumble_action(lv_obj_t *btn);
92:
93:
94:
95:     lv_obj_t *controls_info;
96:     lv_obj_t *motor2_info;
97:
98: protected:
99:     /**
100:      * @return: None
101:      *
102:      * @see: .././controller/controller.hpp
103:      *
104:      * updates data for the controllers such as connected or not, and battery
105:      */
106:     void update_general_info();
107:
108: public:
109:     GeneralControllerDebug();
110:     virtual ~GeneralControllerDebug();
111:
112:     /**
113:      * @param: lv_obj_t* parent -> new parent for the main container

```

```

114:     * @return: None
115:     * TODO: depracate and fix method of inheritance, current method is not implemented well
116:     *
117:     * changes parent of container
118:     */
119:     void GeneralControllerDebugInit(lv_obj_t *parent);
120:
121: };
122:
123:
124:
125:
126: /**
127:  * @see: ../Styls.hpp
128:  * @see: ../controller/controller.hpp
129:  *
130:  * generic class for showing the functions or values of the controller for each button
131:  */
132: class ControllerTab : virtual Styles
133: {
134:     private:
135:         lv_obj_t *container;
136:
137:         //separated into two columns because LCD is not big enough
138:         //column one widgets
139:         lv_obj_t *button_names_one;
140:         lv_obj_t *button_col_one;
141:
142:         //column two widgets
143:         lv_obj_t *button_names_two;
144:         lv_obj_t *button_col_two;
145:
146:     public:
147:         ControllerTab(lv_obj_t *parent);
148:         virtual ~ControllerTab();
149:
150:
151:         /**
152:          * @param: pros::controller_id_e_t controller -> controller that the tab is looking at
153:          * @param: bool showing_values -> bool for if values should be shown or not
154:          * @return: None
155:          * TODO: make controller a member so that controller does not have to be a parameter
156:          *
157:          * shows either the values or the function the controller calls on the gui
158:          */
159:         void update(pros::controller_id_e_t controller, bool showing_values);
160: };
161:
162:
163:
164:
165:
166: //derived class
167:
168:
169: /**
170:  * @see: ../Styles.hpp
171:  *
172:  * tab for showing data about controllers
173:  */
174: class ControllerDebug :
175:     virtual private Styles,
176:     private GeneralControllerDebug
177: {
178:     private:
179:         static bool showing_values;
180:
181:
182:         //screen
183:         lv_obj_t *controller_debug_screen;
184:
185:         //title label
186:         lv_obj_t *title_label;
187:
188:
189:         lv_obj_t *btn_back;
190:         lv_obj_t *btn_back_label;
191:
192:         /**
193:          * @param: lv_obj_t * btn -> button that called the funtion
194:          * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
195:          *
196:          * button callback function used to set cont to false meaning the
197:          * user wants to go to the title screen
198:          */
199:         static lv_res_t btn_back_action(lv_obj_t *btn);
200:
201:
202:
203:         lv_obj_t *btn_show_values;
204:         static lv_obj_t *btn_show_values_label;
205:
206:         /**
207:          * @param: lv_obj_t * btn -> button that called the funtion
208:          * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
209:          *
210:          * button callback function switch between showing the functions or values of
211:          * for the controller
212:          */
213:         static lv_res_t btn_show_values_action(lv_obj_t *btn);
214:
215:
216:
217:         static lv_obj_t *tabview; //tabview object
218:
219:         //indivdiual tabs
220:         //content will come from base classes
221:         lv_obj_t *general_tab;
222:         lv_obj_t *master_tab;
223:         lv_obj_t *partner_tab;
224:
225:
226:     public:

```

```
227: ControllerDebug();
228: ~ControllerDebug();
229:
230: static bool cont; //checks whether to keep letting user
231: //cycle through tabs
232:
233:
234: /**
235:  * @return: None
236:  *
237:  * allows user to see information about the controller
238:  */
239: void debug();
240: };
241:
242:
243:
244:
245: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/lcdCode/Debug/ControllerDebug.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/16/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: ControllerDebug.hpp
8:   *
9:   * contains implementation for classes that show information about the controller
10:  */
11:
12: #include ".././././include/main.h"
13: #include ".././././include/api.h"
14:
15: #include <unordered_map>
16:
17: #include "../Styles.hpp"
18: #include "../././controller/controller.hpp"
19: #include "ControllerDebug.hpp"
20:
21:
22: //declare static members of all classes
23: bool ControllerDebug::showing_values = 0;
24: bool ControllerDebug::cont = true;
25: lv_obj_t *ControllerDebug::tabview;
26: lv_obj_t *ControllerDebug::btn_show_values_label;
27:
28:
29:
30: GeneralControllerDebug::GeneralControllerDebug()
31: {
32:     //init container
33:     container = lv_cont_create(lv_scr_act(), NULL);
34:     lv_cont_set_fit(container, false, false);
35:     lv_obj_set_style(container, &gray);
36:     lv_cont_set_fit(container, false, false);
37:     lv_obj_set_width(container, CONTROLLER_CONTAINER_WIDTH);
38:     lv_obj_set_height(container, CONTROLLER_CONTAINER_HEIGHT);
39:
40:     //default text for each column
41:     std::string text1 = (
42:         "Controller\n"
43:         "Master\n"
44:         "Partner"
45:     );
46:
47:     std::string text2 = (
48:         "Connected\n"
49:         "no\n"
50:         "no"
51:     );
52:
53:     std::string text3 = (
54:         "Battery Capacity\n"
55:         "0\n"
56:         "0"
57:     );
58:
59:     std::string text4 = (
60:         "Battery Percent\n"
61:         "0\n"
62:         "0"
63:     );
64:
65:     //init controller column label
66:     controller_column = lv_label_create(container, NULL);
67:     lv_obj_set_style(controller_column, &toggle_tabbtn_pressed);
68:     lv_obj_set_width(controller_column, (CONTROLLER_CONTAINER_WIDTH / 4));
69:     lv_obj_set_height(controller_column, CONTROLLER_CONTAINER_HEIGHT);
70:     lv_label_set_align(controller_column, LV_LABEL_ALIGN_LEFT);
71:     lv_label_set_text(controller_column, text1.c_str());
72:
73:     //init connected column label
74:     connected_column = lv_label_create(container, NULL);
75:     lv_obj_set_style(connected_column, &toggle_tabbtn_pressed);
76:     lv_obj_set_width(connected_column, (CONTROLLER_CONTAINER_WIDTH / 4));
77:     lv_obj_set_height(connected_column, CONTROLLER_CONTAINER_HEIGHT);
78:     lv_label_set_align(connected_column, LV_LABEL_ALIGN_LEFT);
79:     lv_label_set_text(connected_column, text2.c_str());
80:
81:     //init capacity column label
82:     capacity_column = lv_label_create(container, NULL);
83:     lv_obj_set_style(capacity_column, &toggle_tabbtn_pressed);
84:     lv_obj_set_width(capacity_column, (CONTROLLER_CONTAINER_WIDTH / 4));
85:     lv_obj_set_height(capacity_column, CONTROLLER_CONTAINER_HEIGHT);
86:     lv_label_set_align(capacity_column, LV_LABEL_ALIGN_LEFT);
87:     lv_label_set_text(capacity_column, text3.c_str());
88:
89:     //init battery percentage column label
90:     level_column = lv_label_create(container, NULL);
91:     lv_obj_set_style(level_column, &toggle_tabbtn_pressed);
92:     lv_obj_set_width(level_column, (CONTROLLER_CONTAINER_WIDTH / 4));
93:     lv_obj_set_height(level_column, CONTROLLER_CONTAINER_HEIGHT);
94:     lv_label_set_align(level_column, LV_LABEL_ALIGN_LEFT);
95:     lv_label_set_text(level_column, text4.c_str());
96:
97:
98:     //init send test string button
99:     //button
100:    btn_test_string = lv_btn_create(container, NULL);
101:    lv_btn_set_style(btn_test_string, LV_BTN_STYLE_REL, &toggle_btn_released);
102:    lv_btn_set_style(btn_test_string, LV_BTN_STYLE_PR, &toggle_btn_pressed);
103:    lv_btn_set_action(btn_test_string, LV_BTN_ACTION_CLICK, btn_test_string_action);
104:    lv_obj_set_width(btn_test_string, 130);
105:    lv_obj_set_height(btn_test_string, 25);
106:
107:    //label
108:    btn_test_string_label = lv_label_create(btn_test_string, NULL);
109:    lv_obj_set_style(btn_test_string_label, &subheading_text);
110:    lv_label_set_text(btn_test_string_label, "Send Test String");
111:
112:
113:    //init clear screen button

```

```

114: //button
115: btn_clear_scr = lv_btn_create(container, NULL);
116: lv_btn_set_style(btn_clear_scr, LV_BTN_STYLE_REL, &toggle_btn_released);
117: lv_btn_set_style(btn_clear_scr, LV_BTN_STYLE_PR, &toggle_btn_pressed);
118: lv_btn_set_action(btn_clear_scr, LV_BTN_ACTION_CLICK, btn_clear_scr_action);
119: lv_obj_set_width(btn_clear_scr, 130);
120: lv_obj_set_height(btn_clear_scr, 25);
121:
122: //label
123: btn_clear_scr_label = lv_label_create(btn_clear_scr, NULL);
124: lv_obj_set_style(btn_clear_scr_label, &subheading_text);
125: lv_label_set_text(btn_clear_scr_label, "Clear Screen");
126:
127:
128: //init send test rumble button
129: //button
130: btn_test_rumble = lv_btn_create(container, NULL);
131: lv_btn_set_style(btn_test_rumble, LV_BTN_STYLE_REL, &toggle_btn_released);
132: lv_btn_set_style(btn_test_rumble, LV_BTN_STYLE_PR, &toggle_btn_pressed);
133: lv_btn_set_action(btn_test_rumble, LV_BTN_ACTION_CLICK, btn_test_rumble_action);
134: lv_obj_set_width(btn_test_rumble, 130);
135: lv_obj_set_height(btn_test_rumble, 25);
136:
137: //label
138: btn_test_rumble_label = lv_label_create(btn_test_rumble, NULL);
139: lv_obj_set_style(btn_test_rumble_label, &subheading_text);
140: lv_label_set_text(btn_test_rumble_label, "Send Test Rumble");
141:
142:
143: //set positions relative to container
144: lv_obj_align(controller_column, container, LV_ALIGN_IN_TOP_LEFT, 10, 10);
145: lv_obj_align(connected_column, container, LV_ALIGN_IN_TOP_MID, -80, 10);
146: lv_obj_align(capacity_column, container, LV_ALIGN_IN_TOP_MID, 15, 10);
147: lv_obj_align(level_column, container, LV_ALIGN_IN_TOP_RIGHT, -30, 10);
148:
149:
150: lv_obj_align(btn_test_string, container, LV_ALIGN_IN_BOTTOM_LEFT, 20, -30);
151: lv_obj_align(btn_clear_scr, container, LV_ALIGN_IN_BOTTOM_MID, 0, -30);
152: lv_obj_align(btn_test_rumble, container, LV_ALIGN_IN_BOTTOM_RIGHT, -20, -30);
153:
154: }
155:
156:
157: GeneralControllerDebug::GeneralControllerDebug()
158: {
159:
160: }
161:
162:
163:
164: /**
165:  * sends test string to controller
166:  */
167: lv_res_t GeneralControllerDebug::btn_test_string_action(lv_obj_t *btn)
168: {
169:     Controller::master.print(0, 0, "This is a test message");
170:     Controller::partner.print(0, 0, "This is a test message");
171:     return LV_RES_OK;
172: }
173:
174:
175: /**
176:  * clears the screen on the controller
177:  */
178: lv_res_t GeneralControllerDebug::btn_clear_scr_action(lv_obj_t *btn)
179: {
180:     Controller::master.print(0, 0, "");
181:     Controller::partner.print(0, 0, "");
182:     Controller::master.clear_line(0);
183:     Controller::partner.clear_line(0);
184:     return LV_RES_OK;
185: }
186:
187:
188: /**
189:  * sends a test rumble to the controller
190:  */
191: lv_res_t GeneralControllerDebug::btn_test_rumble_action(lv_obj_t *btn)
192: {
193:     Controller::master.rumble("...");
194:     Controller::partner.rumble("...");
195:     return LV_RES_OK;
196: }
197:
198:
199:
200:
201: /**
202:  * updates data on the tab
203:  */
204: void GeneralControllerDebug::update_general_info()
205: {
206:     std::string text1 = (
207:         "Controller\n"
208:         "Master\n"
209:         "Partner"
210:     );
211:
212:     std::string master_text = "no";
213:     std::string partner_text = "no";
214:     if (Controller::master.is_connected())
215:     {
216:         master_text = "yes";
217:     }
218:     if (Controller::partner.is_connected())
219:     {
220:         partner_text = "yes";
221:     }
222:
223:     std::string text2 = (
224:         "Connected\n"
225:         + master_text + "\n"
226:         + partner_text

```

```

227:     };
228:
229:
230:     std::string text3 = (
231:         "Battery Capacity\n"
232:         + std::to_string(Controller::master.get_battery_level()) + "\n"
233:         + std::to_string(Controller::partner.get_battery_level())
234:     );
235:
236:     std::string text4 = (
237:         "Battery Percent\n"
238:         + std::to_string(Controller::master.get_battery_capacity()) + "\n"
239:         + std::to_string(Controller::partner.get_battery_capacity())
240:     );
241:
242:     lv_label_set_text(controller_column, text1.c_str());
243:     lv_label_set_text(connected_column, text2.c_str());
244:     lv_label_set_text(capacity_column, text3.c_str());
245:     lv_label_set_text(level_column, text4.c_str());
246: }
247:
248:
249:
250: /**
251:  * changes parent of all objects
252:  */
253: void GeneralControllerDebug::GeneralControllerDebugInit(lv_obj_t *parent)
254: {
255:     //sets parent of container to pointer of new parent
256:     //this is to allow separation of tabs into separate classes
257:     //reduce the quantity in one class and to allow for ease of adding
258:     //new or different tabs
259:
260:     lv_obj_set_parent(container, parent);
261:
262: }
263:
264:
265:
266:
267: ControllerTab::ControllerTab(lv_obj_t *parent)
268: {
269:     //init container
270:     container = lv_cont_create(parent, NULL);
271:     lv_cont_set_fit(container, false, false);
272:     lv_obj_set_style(container, &gray);
273:     lv_cont_set_fit(container, false, false);
274:     lv_obj_set_width(container, CONTROLLER_CONTAINER_WIDTH);
275:     lv_obj_set_height(container, CONTROLLER_CONTAINER_HEIGHT);
276:
277:     //text for names
278:     std::string ctrl_col1 = (
279:         "Analog Left X\n"
280:         "Analog Left Y\n"
281:         "Analog Right X\n"
282:         "Analog Right Y\n"
283:         "Digital L1\n"
284:         "Digital L2\n"
285:         "Digital R1\n"
286:         "Digital R2"
287:     );
288:
289:     std::string ctrl_col2 = (
290:         "Digital Up\n"
291:         "Digital Down\n"
292:         "Digital Left\n"
293:         "Digital Right\n"
294:         "Digital X\n"
295:         "Digital B\n"
296:         "Digital Y\n"
297:         "Digital A\n"
298:     );
299:
300:     //column one button names
301:     button_names_one = lv_label_create(container, NULL);
302:     lv_label_set_style(button_names_one, &toggle_tabbtn_pressed);
303:     lv_obj_set_width(button_names_one, CONTROLLER_CONTAINER_WIDTH / 4);
304:     lv_obj_set_height(button_names_one, 20);
305:     lv_label_set_align(button_names_one, LV_LABEL_ALIGN_LEFT);
306:     lv_label_set_text(button_names_one, ctrl_col1.c_str());
307:
308:
309:     //column two button names
310:     button_names_two = lv_label_create(container, NULL);
311:     lv_label_set_style(button_names_two, &toggle_tabbtn_pressed);
312:     lv_obj_set_width(button_names_two, CONTROLLER_CONTAINER_WIDTH / 4);
313:     lv_obj_set_height(button_names_two, 20);
314:     lv_label_set_align(button_names_two, LV_LABEL_ALIGN_LEFT);
315:     lv_label_set_text(button_names_two, ctrl_col2.c_str());
316:
317:
318:     //column one second part that contains function or values
319:     button_col_one = lv_label_create(container, NULL);
320:     lv_label_set_style(button_col_one, &toggle_tabbtn_pressed);
321:     lv_obj_set_width(button_col_one, CONTROLLER_CONTAINER_WIDTH / 4);
322:     lv_obj_set_height(button_col_one, 20);
323:     lv_label_set_align(button_col_one, LV_LABEL_ALIGN_LEFT);
324:
325:
326:     //column two second part that contains function or values
327:     button_col_two = lv_label_create(container, NULL);
328:     lv_label_set_style(button_col_two, &toggle_tabbtn_pressed);
329:     lv_obj_set_width(button_col_two, CONTROLLER_CONTAINER_WIDTH / 4);
330:     lv_obj_set_height(button_col_two, 20);
331:     lv_label_set_align(button_col_two, LV_LABEL_ALIGN_LEFT);
332:
333:
334:     //set positions relative to container
335:     lv_obj_align(button_names_one, container, LV_ALIGN_IN_TOP_LEFT, 10, 10);
336:     lv_obj_align(button_col_one, container, LV_ALIGN_IN_TOP_MID, -80, 10);
337:
338:     lv_obj_align(button_names_two, container, LV_ALIGN_IN_TOP_MID, 60, 10);
339:     lv_obj_align(button_col_two, container, LV_ALIGN_IN_TOP_RIGHT, -70, 10);

```

```

340:
341: |
342:
343:
344: ControllerTab::ControllerTab()
345: {
346:     lv_obj_del(button_names_one);
347:     lv_obj_del(button_names_two);
348:     lv_obj_del(button_col_one);
349:     lv_obj_del(button_col_two);
350:
351:     lv_obj_del(container);
352: }
353:
354:
355:
356: /**
357:  * updates the data for the controller tab for either the value of each button
358:  * or the function each button performs by looking at an std::unordered_map contained in
359:  * controller.hpp
360:  */
361: void ControllerTab::update(pros::controller_id_e_t controller, bool showing_values)
362: {
363:     std::string functions_col1 = "";
364:     std::string functions_col2 = "";
365:
366:     std::string values_col1 = "";
367:     std::string values_col2 = "";
368:
369:     if (controller == pros::E_CONTROLLER_MASTER)
370:     {
371:         //text for functions
372:         functions_col1 = (
373:             Controller::MASTER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_LEFT_X) + "\n"
374:             + Controller::MASTER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_LEFT_Y) + "\n"
375:             + Controller::MASTER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_RIGHT_X) + "\n"
376:             + Controller::MASTER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_RIGHT_Y) + "\n"
377:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_L1) + "\n"
378:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_L2) + "\n"
379:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_R2) + "\n"
380:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_R1)
381:         );
382:
383:         functions_col2 = (
384:             Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_UP) + "\n"
385:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_DOWN) + "\n"
386:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_LEFT) + "\n"
387:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_RIGHT) + "\n"
388:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_X) + "\n"
389:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_B) + "\n"
390:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_Y) + "\n"
391:             + Controller::MASTER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_A)
392:         );
393:
394:         values_col1 = (
395:             std::to_string(Controller::master.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_X)) + "\n"
396:             + std::to_string(Controller::master.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_Y)) + "\n"
397:             + std::to_string(Controller::master.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_X)) + "\n"
398:             + std::to_string(Controller::master.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_Y)) + "\n"
399:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_L1)) + "\n"
400:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_L2)) + "\n"
401:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_R2)) + "\n"
402:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_R1))
403:         );
404:
405:         values_col2 = (
406:             std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_UP)) + "\n"
407:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_DOWN)) + "\n"
408:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_LEFT)) + "\n"
409:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_RIGHT)) + "\n"
410:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_X)) + "\n"
411:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_B)) + "\n"
412:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_Y)) + "\n"
413:             + std::to_string(Controller::master.get_digital(pros::E_CONTROLLER_DIGITAL_A))
414:         );
415:
416:     }
417:
418:
419:     else if (controller == pros::E_CONTROLLER_PARTNER)
420:     {
421:         //text for functions
422:         functions_col1 = (
423:             Controller::PARTNER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_LEFT_X) + "\n"
424:             + Controller::PARTNER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_LEFT_Y) + "\n"
425:             + Controller::PARTNER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_RIGHT_X) + "\n"
426:             + Controller::PARTNER_CONTROLLER_ANALOG_MAPPINGS.at(pros::E_CONTROLLER_ANALOG_RIGHT_Y) + "\n"
427:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_L1) + "\n"
428:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_L2) + "\n"
429:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_R2) + "\n"
430:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_R1)
431:         );
432:
433:         functions_col2 = (
434:             Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_UP) + "\n"
435:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_DOWN) + "\n"
436:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_LEFT) + "\n"
437:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_RIGHT) + "\n"
438:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_X) + "\n"
439:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_B) + "\n"
440:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_Y) + "\n"
441:             + Controller::PARTNER_CONTROLLER_DIGITAL_MAPPINGS.at(pros::E_CONTROLLER_DIGITAL_A)
442:         );
443:
444:
445:         values_col1 = (
446:             std::to_string(Controller::partner.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_X)) + "\n"
447:             + std::to_string(Controller::partner.get_analog(pros::E_CONTROLLER_ANALOG_LEFT_Y)) + "\n"
448:             + std::to_string(Controller::partner.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_X)) + "\n"
449:             + std::to_string(Controller::partner.get_analog(pros::E_CONTROLLER_ANALOG_RIGHT_Y)) + "\n"
450:             + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_L1)) + "\n"
451:             + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_L2)) + "\n"
452:             + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_R2)) + "\n"

```

```

453:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_R1))
454: );
455:
456: values_col2 = (
457:     std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_UP)) + "\n"
458:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_DOWN)) + "\n"
459:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_LEFT)) + "\n"
460:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_RIGHT)) + "\n"
461:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_X)) + "\n"
462:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_B)) + "\n"
463:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_Y)) + "\n"
464:     + std::to_string(Controller::partner.get_digital(pros::E_CONTROLLER_DIGITAL_A))
465: );
466: }
467:
468: if ( showing_values )
469: {
470:     lv_label_set_text(button_col_one, values_col1.c_str());
471:     lv_label_set_text(button_col_two, values_col2.c_str());
472: }
473:
474: else
475: {
476:     lv_label_set_text(button_col_one, functions_col1.c_str());
477:     lv_label_set_text(button_col_two, functions_col2.c_str());
478: }
479: }
480:
481:
482:
483:
484:
485:
486: ControllerDebug::ControllerDebug()
487: {
488:     //reset statics
489:     cont = true;
490:     showing_values = 0;
491:
492:
493: //init screen
494:     controller_debug_screen = lv_obj_create(NULL, NULL);
495:     lv_obj_set_style(controller_debug_screen, &gray);
496:
497: //init title label
498:     title_label = lv_label_create(controller_debug_screen, NULL);
499:     lv_label_set_style(title_label, &heading_text);
500:     lv_obj_set_width(title_label, CONTROLLER_CONTAINER_WIDTH);
501:     lv_obj_set_height(title_label, 20);
502:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
503:     lv_label_set_text(title_label, "Controller - Debug");
504:
505: //init tabview
506:     tabview = lv_tabview_create(controller_debug_screen, NULL);
507:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BG, &gray);
508:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_REL, &toggle_tabbtn_released);
509:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_PR, &toggle_tabbtn_pressed);
510:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_INDIC, &sw_indic);
511:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_TGL_REL, &toggle_tabbtn_pressed);
512:     //lv_tabview_set_tab_load_action(tabview, tab_load_action);
513:     lv_obj_set_width(tabview, CONTROLLER_CONTAINER_WIDTH);
514:     lv_obj_set_height(tabview, 200);
515:
516: //init tabs
517:     general_tab = lv_tabview_add_tab(tabview, "General");
518:     master_tab = lv_tabview_add_tab(tabview, "Master Controller");
519:     partner_tab = lv_tabview_add_tab(tabview, "Partner Controller");
520:
521:
522: //init back button
523: //button
524:     btn_back = lv_btn_create(controller_debug_screen, NULL);
525:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
526:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
527:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
528:     lv_obj_set_width(btn_back, 75);
529:     lv_obj_set_height(btn_back, 25);
530:
531: //label
532:     btn_back_label = lv_label_create(btn_back, NULL);
533:     lv_obj_set_style(btn_back_label, &heading_text);
534:     lv_label_set_text(btn_back_label, "Back");
535:
536:
537: //init button to switch between showing values and functions
538: //button
539:     btn_show_values = lv_btn_create(controller_debug_screen, NULL);
540:     lv_btn_set_style(btn_show_values, LV_BTN_STYLE_REL, &toggle_btn_released);
541:     lv_btn_set_style(btn_show_values, LV_BTN_STYLE_PR, &toggle_btn_pressed);
542:     lv_btn_set_action(btn_show_values, LV_BTN_ACTION_CLICK, btn_show_values_action);
543:     lv_obj_set_width(btn_show_values, 150);
544:     lv_obj_set_height(btn_show_values, 25);
545:
546: //label
547:     btn_show_values_label = lv_label_create(btn_show_values, NULL);
548:     lv_obj_set_style(btn_show_values_label, &heading_text);
549:     lv_label_set_text(btn_show_values_label, "Show Values");
550:
551:     lv_obj_set_hidden(btn_show_values, true); //set hidden because button is
552:     //not needed on the default tab
553:
554:
555: //init tabs from other classes
556:     GeneralControllerDebugInit(general_tab);
557:
558:
559: //set positions
560:     lv_obj_set_pos(btn_back, 30, 210);
561:     lv_obj_align(btn_show_values, controller_debug_screen, LV_ALIGN_IN_BOTTOM_MID, 0, -5);
562:
563:     lv_obj_set_pos(title_label, 180, 5);
564:
565:     lv_obj_set_pos(tabview, 20, 25);

```



```

566: }
567:
568:
569:
570:
571: ControllerDebug::~ControllerDebug()
572: {
573:     lv_obj_del(controller_debug_screen);
574: }
575:
576:
577:
578:
579: /**
580:  * switches between showing values or function by setting variable to the
581:  * opposite of itself and then it updates the text label based on the new value
582:  */
583:
584: lv_res_t ControllerDebug::btn_show_values_action(lv_obj_t *btn)
585: {
586:     showing_values = !showing_values;
587:     if (showing_values)
588:     {
589:         lv_label_set_text(btn_show_values_label, "Show Functions");
590:     }
591:     else
592:     {
593:         lv_label_set_text(btn_show_values_label, "Show Values");
594:     }
595:
596:     return LV_RES_OK;
597: }
598:
599:
600:
601:
602: /**
603:  * callback function that exits main loop when button is pressed
604:  */
605: lv_res_t ControllerDebug::btn_back_action(lv_obj_t *btn)
606: {
607:     cont = false;
608:     return LV_RES_OK;
609: }
610:
611:
612:
613:
614: /**
615:  * main loop that updates controller information
616:  */
617: void ControllerDebug::debug()
618: {
619:     //used to check if user wants to continue cycling through
620:     //tabs. Will be set to zero and loop will break if user hits
621:     //the back button
622:     cont = true;
623:
624:     lv_tabview_set_tab_act(tabview, 0, NULL);
625:     lv_scr_load(controller_debug_screen);
626:
627:     //init tabs from other classes
628:     ControllerTab controller_tab(master_tab);
629:     ControllerTab controller_tab2(partner_tab);
630:
631:     while (cont)
632:     {
633:         switch (lv_tabview_get_tab_act(tabview)) //switches to tab user wants to go to
634:         {
635:             case 0:
636:                 lv_obj_set_hidden(btn_show_values, true);
637:                 update_general_info();
638:                 break;
639:             case 1:
640:                 lv_obj_set_hidden(btn_show_values, false);
641:                 controller_tab.update(pros::E_CONTROLLER_MASTER, showing_values);
642:                 break;
643:             case 2:
644:                 lv_obj_set_hidden(btn_show_values, false);
645:                 controller_tab2.update(pros::E_CONTROLLER_PARTNER, showing_values);
646:                 break;
647:         }
648:         pros::delay(200);
649:     }
650: }
651: }

```

```
1: /**
2:  * @file: ../RobotCode/src/lcdCode/Debug/FieldControlDebug.hpp
3:  * @author: Aiden Carney
4:  * @reviewed_on: 10/16/2019
5:  * @reviewed_by: Aiden Carney
6:  *
7:  * contains class with methods that allow the user to see info about the state
8:  * of the field control
9:  */
10:
11: #ifndef __FIELDCONTROLDEBUG_HPP__
12: #define __FIELDCONTROLDEBUG_HPP__
13:
14:
15: #include ".././././include/main.h"
16:
17: #include "../Styles.hpp"
18:
19:
20: /**
21:  * @see: ../Styles.hpp
22:  *
23:  * contains methods that show user data about the field control
24:  */
25: class FieldControlDebug : private Styles
26: {
27: private:
28:     lv_obj_t *field_ctrl_screen;
29:     lv_obj_t *title_label;
30:
31:     lv_obj_t *labels_label;
32:     lv_obj_t *info_label;
33:
34:     //back button
35:     lv_obj_t *btn_back;
36:     lv_obj_t *btn_back_label;
37:
38: /**
39:  * @param: lv_obj_t* btn -> button that called the funtion
40:  * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
41:  *
42:  * button callback function used to set cont to false meaning the
43:  * user wants to go to the title screen
44:  */
45:     static lv_res_t btn_back_action(lv_obj_t *btn);
46:
47: public:
48:     static bool cont;
49:
50:     FieldControlDebug();
51:     ~FieldControlDebug();
52:
53:
54: /**
55:  * @return: None
56:  * TODO: use ternary operator to condense and make more readable
57:  *
58:  * allows user to see information about the state of field control
59:  */
60:     void debug();
61:
62: };
63:
64:
65:
66:
67: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/FieldControlDebug.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/16/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: FieldControlDebug.hpp
8:   *
9:   * contains implementation for class with field control data
10:  */
11:
12: #include "../././include/main.h"
13: #include "../././include/api.h"
14:
15: #include "../Styles.hpp"
16: #include "FieldControlDebug.hpp"
17:
18:
19: bool FieldControlDebug::cont = true;
20:
21: FieldControlDebug::FieldControlDebug()
22: {
23:     cont = true;
24:
25:     //screen
26:     field_ctrl_screen = lv_obj_create(NULL, NULL);
27:     lv_obj_set_style(field_ctrl_screen, &gray);
28:
29:     //init back button
30:     //button
31:     btn_back = lv_btn_create(field_ctrl_screen, NULL);
32:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
33:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
34:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
35:     lv_obj_set_width(btn_back, 75);
36:     lv_obj_set_height(btn_back, 25);
37:
38:     //label
39:     btn_back_label = lv_label_create(btn_back, NULL);
40:     lv_obj_set_style(btn_back_label, &heading_text);
41:     lv_label_set_text(btn_back_label, "Back");
42:
43:     //init title label
44:     title_label = lv_label_create(field_ctrl_screen, NULL);
45:     lv_label_set_style(title_label, &heading_text);
46:     lv_obj_set_width(title_label, 440);
47:     lv_obj_set_height(title_label, 20);
48:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
49:     lv_label_set_text(title_label, "Field Control - Debug");
50:
51:     //init headers label
52:     labels_label = lv_label_create(field_ctrl_screen, NULL);
53:     lv_label_set_style(labels_label, &subheading_text);
54:     lv_obj_set_width(labels_label, 220);
55:     lv_obj_set_height(labels_label, 200);
56:     lv_label_set_align(labels_label, LV_LABEL_ALIGN_LEFT);
57:
58:     std::string labels_label_text = (
59:         "connected to competition switch\n"
60:         "disabled\n"
61:         "game state"
62:     );
63:
64:     lv_label_set_text(labels_label, labels_label_text.c_str());
65:
66:     //init values label
67:     info_label = lv_label_create(field_ctrl_screen, NULL);
68:     lv_label_set_style(info_label, &subheading_text);
69:     lv_obj_set_width(info_label, 220);
70:     lv_obj_set_height(info_label, 200);
71:     lv_label_set_align(info_label, LV_LABEL_ALIGN_LEFT);
72:
73:     std::string info_label_text = (
74:         "no\n"
75:         "no\n"
76:         "no"
77:     );
78:
79:     lv_label_set_text(info_label, info_label_text.c_str());
80:
81:     //set positions
82:     lv_obj_set_pos(btn_back, 30, 210);
83:
84:     lv_obj_align(title_label, field_ctrl_screen, LV_ALIGN_IN_TOP_MID, 0, 10);
85:
86:     lv_obj_set_pos(labels_label, 20, 40);
87:     lv_obj_set_pos(info_label, 360, 40);
88:
89: }
90:
91:
92: FieldControlDebug::~FieldControlDebug()
93: {
94:     lv_obj_del(field_ctrl_screen);
95: }
96:
97:
98: /**
99:  * sets cont to false to break main loop so main function returns
100:  */
101: lv_res_t FieldControlDebug::btn_back_action(lv_obj_t *btn)
102: {
103:     cont = false;
104:     return LV_RES_OK;
105: }
106:
107:
108: /**
109:  * main loop that updates the field control information
110:  */
111: void FieldControlDebug::debug()
112: {
113:     cont = true;

```

```
114:
115: lv_scr_load(field_ctrl_screen);
116:
117: while ( cont )
118: {
119:     std::string info_label_text = "";
120:
121:     if ( pros::competition::is_connected() )
122:     {
123:         info_label_text = info_label_text + "yes\n";
124:     }
125:     else
126:     {
127:         info_label_text = info_label_text + "no\n";
128:     }
129:
130:     if ( pros::competition::is_disabled() )
131:     {
132:         info_label_text = info_label_text + "yes\n";
133:     }
134:
135:     else
136:     {
137:         info_label_text = info_label_text + "no\n";
138:     }
139:
140:     if ( pros::competition::is_autonomous() )
141:     {
142:         info_label_text = info_label_text + "autonomous\n";
143:     }
144:
145:     else
146:     {
147:         info_label_text = info_label_text + "driver control\n";
148:     }
149:
150:     lv_label_set_text(info_label, info_label_text.c_str());
151:
152:
153:     pros::delay(100);
154: }
155: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/InternalMotorDebug.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains class that for debugging the internal Motor PID constants
8:   * from the lcd without having to recompile and upload code
9:   */
10:
11: #ifndef __INTERNALMOTORDEBUG_HPP__
12: #define __INTERNALMOTORDEBUG_HPP__
13:
14: #include "main.h"
15:
16: #include "../Styles.hpp"
17: #include "../Configuration.hpp"
18: #include "../motors/Motor.hpp"
19:
20:
21: /**
22:  * @see: ../motors/Motor.hpp
23:  *
24:  * allows user to tune pid constants by logging data and running unit tests
25:  * with given parameters
26:  */
27: class InternalMotorDebug : private Styles
28: {
29: private:
30:     static bool cont;
31:     static bool run;
32:
33:     Motor motor;
34:
35:     lv_obj_t *main_screen;
36:     lv_obj_t *title_label;
37:
38:     //parameter labels side one
39:     lv_obj_t *kp_label;
40:     lv_obj_t *kp_text_area;
41:
42:     lv_obj_t *ki_label;
43:     lv_obj_t *ki_text_area;
44:
45:     lv_obj_t *kd_label;
46:     lv_obj_t *kd_text_area;
47:
48:     lv_obj_t *I_max_label;
49:     lv_obj_t *I_max_text_area;
50:
51:     lv_obj_t *slew_label;
52:     lv_obj_t *slew_text_area;
53:
54:     lv_obj_t *setpoint_label;
55:     lv_obj_t *setpoint_text_area;
56:
57:     lv_obj_t *duration_label;
58:     lv_obj_t *duration_text_area;
59:
60:     //parameter labels side two
61:     //port
62:     lv_obj_t *port_label;
63:     lv_obj_t *port_text_area;
64:
65:     //gearset
66:     static pros::motor_gearset_e_t current_gearset;
67:     lv_obj_t *gearset_label;
68:     lv_obj_t *ddlist_gearset;
69:
70:     /**
71:      * @param: lv_obj_t* ddlist -> the dropdown list object for the callback function
72:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
73:      *
74:      * sets the brake mode for the motor set which will be updated in the main loop
75:      */
76:     static lv_res_t ddlist_gearset_action(lv_obj_t *ddlist);
77:
78:     //brake mode
79:     static pros::motor_brake_mode_e_t current_brake_mode;
80:     lv_obj_t *brakemode_label;
81:     lv_obj_t *ddlist_brake_mode;
82:
83:     /**
84:      * @param: lv_obj_t* ddlist -> the dropdown list object for the callback function
85:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
86:      *
87:      * sets the brake mode for the motor set which will be updated in the main loop
88:      */
89:     static lv_res_t ddlist_brake_mode_action(lv_obj_t *ddlist);
90:
91:     //information label
92:     lv_obj_t *information_label;
93:
94:     //keyboard
95:
96:     lv_obj_t *keyboard;
97:
98:
99:     //back button
100:     lv_obj_t *btn_back;
101:     lv_obj_t *btn_back_label;
102:
103:     /**
104:      * @param: lv_obj_t* btn -> button that called the function
105:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
106:      *
107:      * button callback function used to set cont to false meaning the
108:      * user wants to go to the title screen
109:      */
110:     static lv_res_t btn_back_action(lv_obj_t *btn);
111:
112:
113:     //run unit test button
```

```
114:     lv_obj_t *btn_run;
115:     lv_obj_t *btn_run_label;
116:
117:     /**
118:      * @param: lv_obj_t* btn -> button that called the funtion
119:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
120:      *
121:      * button to run unit_test and log data with the given parameters
122:      */
123:     static lv_res_t btn_run_action(lv_obj_t *btn);
124:
125:     //actual unit test function
126:     /**
127:      * @return: int -> 1 if motor was successfully tested, 0 otherwise
128:      *
129:      * reads values from text areas and performs a unit test with the
130:      * given parameters
131:      */
132:     int run_unit_test( );
133:
134:
135: public:
136:     InternalMotorDebug();
137:     ~InternalMotorDebug();
138:
139:     /**
140:      * @return: None
141:      *
142:      * start debugger
143:      */
144:     void debug();
145:
146: };
147:
148:
149:
150: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/lcdCode/Debug/InternalMotorDebug.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: InternalMotorDebug.hpp
8:   *
9:   * contains class implementation for tuning the motors internal velocity PID
10:  * controller
11:  */
12:
13: #include <stdexcept>
14: #include <string>
15:
16: #include "main.h"
17:
18: #include "InternalMotorDebug.hpp"
19: #include "../Styles.hpp"
20: #include "../Configuration.hpp"
21: #include "../motors/Motor.hpp"
22: #include "../motors/MotorThread.hpp"
23: #include "../serial/Logger.hpp"
24:
25:
26:
27: bool InternalMotorDebug::cont = true;
28: bool InternalMotorDebug::run = false;
29: pros::motor_gearset_e_t InternalMotorDebug::current_gearset = pros::E_MOTOR_GEARSET_18;
30: pros::motor_brake_mode_e_t InternalMotorDebug::current_brake_mode = pros::E_MOTOR_BRAKE_COAST;
31:
32:
33: InternalMotorDebug::InternalMotorDebug() :
34:     motor(1, pros::E_MOTOR_GEARSET_18, false)
35: {
36:     MotorThread* motor_thread = MotorThread::get_instance();
37:     motor_thread->register_motor(motor);
38:
39:
40:     cont = true;
41:     run = false;
42:
43: //screen
44:     main_screen = lv_obj_create(NULL, NULL);
45:     lv_obj_set_style(main_screen, &gray);
46:
47: //init title label
48:     title_label = lv_label_create(main_screen, NULL);
49:     lv_label_set_style(title_label, &heading_text);
50:     lv_obj_set_width(title_label, 440);
51:     lv_obj_set_height(title_label, 20);
52:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
53:     lv_label_set_text(title_label, "Velocity PID Controller - Debugger");
54:
55:
56: //init parameters side two
57: //port
58:     port_label = lv_label_create(main_screen, NULL);
59:     lv_label_set_style(port_label, &heading_text);
60:     lv_obj_set_width(port_label, 100);
61:     lv_obj_set_height(port_label, 40);
62:     lv_label_set_align(port_label, LV_LABEL_ALIGN_LEFT);
63:     lv_label_set_text(port_label, "Port");
64:
65:     port_text_area = lv_ta_create(main_screen, NULL);
66:     lv_obj_set_style(port_text_area, &subheading_text);
67:     lv_ta_set_accepted_chars(port_text_area, "0123456789");
68:     lv_obj_set_size(port_text_area, 80, 20);
69:     lv_ta_set_text(port_text_area, "1");
70:     lv_ta_set_one_line(port_text_area, true);
71:
72: //gearset
73:     current_gearset = pros::E_MOTOR_GEARSET_18;
74:
75:     gearset_label = lv_label_create(main_screen, NULL);
76:     lv_label_set_style(gearset_label, &heading_text);
77:     lv_obj_set_width(gearset_label, 100);
78:     lv_obj_set_height(gearset_label, 40);
79:     lv_label_set_align(gearset_label, LV_LABEL_ALIGN_LEFT);
80:     lv_label_set_text(gearset_label, "Gearset");
81:
82:     ddlist_gearset = lv_ddlist_create(main_screen, NULL);
83:     lv_ddlist_set_options(ddlist_gearset, "100\n200\n600");
84:     lv_obj_set_style(ddlist_gearset, &subheading_text);
85:     lv_obj_set_width(ddlist_gearset, 125);
86:     lv_obj_set_height(ddlist_gearset, 60);
87:     lv_ddlist_set_action(ddlist_gearset, ddlist_gearset_action);
88:     lv_ddlist_set_selected(ddlist_gearset, 1);
89:
90: //brakemode
91:     current_brake_mode = pros::E_MOTOR_BRAKE_COAST;
92:
93:     brakemode_label = lv_label_create(main_screen, NULL);
94:     lv_label_set_style(brakemode_label, &heading_text);
95:     lv_obj_set_width(brakemode_label, 100);
96:     lv_obj_set_height(brakemode_label, 40);
97:     lv_label_set_align(brakemode_label, LV_LABEL_ALIGN_LEFT);
98:     lv_label_set_text(brakemode_label, "Brakemode");
99:
100:     ddlist_brake_mode = lv_ddlist_create(main_screen, NULL);
101:     lv_ddlist_set_options(ddlist_brake_mode, "Coast\n"
102:                                     "Brake\n"
103:                                     "PID Hold");
104:     lv_obj_set_style(ddlist_brake_mode, &subheading_text);
105:     lv_obj_set_width(ddlist_brake_mode, 125);
106:     lv_obj_set_height(ddlist_brake_mode, 20);
107:     lv_ddlist_set_action(ddlist_brake_mode, ddlist_brake_mode_action);
108:
109:
110: //init parameters side one
111: //kp
112:     kp_label = lv_label_create(main_screen, NULL);
113:     lv_label_set_style(kp_label, &heading_text);

```

```
114: lv_obj_set_width(kp_label, 440);
115: lv_obj_set_height(kp_label, 20);
116: lv_label_set_align(kp_label, LV_LABEL_ALIGN_LEFT);
117: lv_label_set_text(kp_label, "kP");
118:
119: kp_text_area = lv_ta_create(main_screen, NULL);
120: lv_obj_set_style(kp_text_area, &subheading_text);
121: lv_ta_set_accepted_chars(kp_text_area, ".0123456789");
122: lv_obj_set_size(kp_text_area, 80, 15);
123: lv_ta_set_text(kp_text_area, std::to_string(motor.get_pid().kp).c_str());
124: lv_ta_set_one_line(kp_text_area, true);
125:
126: //kI
127: ki_label = lv_label_create(main_screen, NULL);
128: lv_label_set_style(ki_label, &heading_text);
129: lv_obj_set_width(ki_label, 100);
130: lv_obj_set_height(ki_label, 20);
131: lv_label_set_align(ki_label, LV_LABEL_ALIGN_LEFT);
132: lv_label_set_text(ki_label, "kI");
133:
134: ki_text_area = lv_ta_create(main_screen, NULL);
135: lv_obj_set_style(ki_text_area, &subheading_text);
136: lv_ta_set_accepted_chars(ki_text_area, ".0123456789");
137: lv_obj_set_size(ki_text_area, 80, 15);
138: lv_ta_set_text(ki_text_area, std::to_string(motor.get_pid().ki).c_str());
139: lv_ta_set_one_line(ki_text_area, true);
140:
141: //kD
142: kd_label = lv_label_create(main_screen, NULL);
143: lv_label_set_style(kd_label, &heading_text);
144: lv_obj_set_width(kd_label, 100);
145: lv_obj_set_height(kd_label, 20);
146: lv_label_set_align(kd_label, LV_LABEL_ALIGN_LEFT);
147: lv_label_set_text(kd_label, "kD");
148:
149: kd_text_area = lv_ta_create(main_screen, NULL);
150: lv_obj_set_style(kd_text_area, &subheading_text);
151: lv_ta_set_accepted_chars(kd_text_area, ".0123456789");
152: lv_obj_set_size(kd_text_area, 80, 15);
153: lv_ta_set_text(kd_text_area, std::to_string(motor.get_pid().kd).c_str());
154: lv_ta_set_one_line(kd_text_area, true);
155:
156: //I max
157: I_max_label = lv_label_create(main_screen, NULL);
158: lv_label_set_style(I_max_label, &heading_text);
159: lv_obj_set_width(I_max_label, 100);
160: lv_obj_set_height(I_max_label, 20);
161: lv_label_set_align(I_max_label, LV_LABEL_ALIGN_LEFT);
162: lv_label_set_text(I_max_label, "kI Max");
163:
164: I_max_text_area = lv_ta_create(main_screen, NULL);
165: lv_obj_set_style(I_max_text_area, &subheading_text);
166: lv_ta_set_accepted_chars(I_max_text_area, ".0123456789");
167: lv_obj_set_size(I_max_text_area, 80, 15);
168: lv_ta_set_text(I_max_text_area, std::to_string(motor.get_pid().I_max).c_str());
169: lv_ta_set_one_line(I_max_text_area, true);
170:
171: //slew rate
172: slew_label = lv_label_create(main_screen, NULL);
173: lv_label_set_style(slew_label, &heading_text);
174: lv_obj_set_width(slew_label, 100);
175: lv_obj_set_height(slew_label, 40);
176: lv_label_set_align(slew_label, LV_LABEL_ALIGN_LEFT);
177: lv_label_set_text(slew_label, "Slew Rate");
178:
179: slew_text_area = lv_ta_create(main_screen, NULL);
180: lv_obj_set_style(slew_text_area, &subheading_text);
181: lv_ta_set_accepted_chars(slew_text_area, "0123456789");
182: lv_obj_set_size(slew_text_area, 80, 15);
183: lv_ta_set_text(slew_text_area, std::to_string(motor.get_slew_rate()).c_str());
184: lv_ta_set_one_line(slew_text_area, true);
185:
186: //setpoint_label
187: setpoint_label = lv_label_create(main_screen, NULL);
188: lv_label_set_style(setpoint_label, &heading_text);
189: lv_obj_set_width(setpoint_label, 100);
190: lv_obj_set_height(setpoint_label, 40);
191: lv_label_set_align(setpoint_label, LV_LABEL_ALIGN_LEFT);
192: lv_label_set_text(setpoint_label, "Setpoint");
193:
194: setpoint_text_area = lv_ta_create(main_screen, NULL);
195: lv_obj_set_style(setpoint_text_area, &subheading_text);
196: lv_ta_set_accepted_chars(setpoint_text_area, "0123456789");
197: lv_obj_set_size(setpoint_text_area, 80, 15);
198: lv_ta_set_text(setpoint_text_area, "200");
199: lv_ta_set_one_line(setpoint_text_area, true);
200:
201: //duration
202: duration_label = lv_label_create(main_screen, NULL);
203: lv_label_set_style(duration_label, &heading_text);
204: lv_obj_set_width(duration_label, 100);
205: lv_obj_set_height(duration_label, 40);
206: lv_label_set_align(duration_label, LV_LABEL_ALIGN_LEFT);
207: lv_label_set_text(duration_label, "Duration");
208:
209: duration_text_area = lv_ta_create(main_screen, NULL);
210: lv_obj_set_style(duration_text_area, &subheading_text);
211: lv_ta_set_accepted_chars(duration_text_area, "0123456789");
212: lv_obj_set_size(duration_text_area, 80, 15);
213: lv_ta_set_text(duration_text_area, "10000");
214: lv_ta_set_one_line(duration_text_area, true);
215:
216:
217:
218: //information label
219: information_label = lv_label_create(main_screen, NULL);
220: lv_obj_set_style(information_label, &subheading_text);
221: lv_label_set_text(information_label, "Info");
222:
223:
224: //init back button
225: //button
226: btn_back = lv_btn_create(main_screen, NULL);
```



## ../RobotCode/src/objects/lcdCode/Debug/InternalMotorDebug.cpp

```

227: lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
228: lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
229: lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
230: lv_obj_set_width(btn_back, 75);
231: lv_obj_set_height(btn_back, 25);
232:
233: //label
234: btn_back_label = lv_label_create(btn_back, NULL);
235: lv_obj_set_style(btn_back_label, &heading_text);
236: lv_label_set_text(btn_back_label, "Back");
237:
238:
239: //init run button
240: //button
241: btn_run = lv_btn_create(main_screen, NULL);
242: lv_btn_set_style(btn_run, LV_BTN_STYLE_REL, &toggle_btn_released);
243: lv_btn_set_style(btn_run, LV_BTN_STYLE_PR, &toggle_btn_pressed);
244: lv_btn_set_action(btn_run, LV_BTN_ACTION_CLICK, btn_run_action);
245: lv_obj_set_width(btn_run, 150);
246: lv_obj_set_height(btn_run, 25);
247:
248: //label
249: btn_run_label = lv_label_create(btn_run, NULL);
250: lv_obj_set_style(btn_run_label, &heading_text);
251: lv_label_set_text(btn_run_label, "Run Unit Test");
252:
253:
254: //set up keyboard
255: keyboard = lv_kb_create(main_screen, NULL);
256: //lv_kb_set_ta(keyboard, kp_text_area);
257: //lv_kb_set_ta(keyboard, ki_text_area);
258: //lv_kb_set_ta(keyboard, kd_text_area);
259: //lv_kb_set_ta(keyboard, l_max_text_area);
260: //lv_kb_set_ta(keyboard, slew_text_area);
261:
262: //lv_ta_set_action(port_text_area, LV_EVENT_PRESSED);
263:
264: //set positions
265: //title
266: lv_obj_set_pos(title_label, 100, 5);
267:
268: //bottom buttons
269: lv_obj_set_pos(btn_back, 30, 210);
270: lv_obj_set_pos(btn_run, 300, 210);
271:
272: //parameters side 1
273: lv_obj_set_pos(kp_label, 20, 30);
274: lv_obj_set_pos(ki_label, 20, 55);
275: lv_obj_set_pos(kd_label, 20, 80);
276: lv_obj_set_pos(l_max_label, 20, 105);
277: lv_obj_set_pos(slew_label, 20, 130);
278: lv_obj_set_pos(setpoint_label, 20, 155);
279: lv_obj_set_pos(duration_label, 20, 180);
280:
281: lv_obj_set_pos(kp_text_area, 130, 23);
282: lv_obj_set_pos(ki_text_area, 130, 48);
283: lv_obj_set_pos(kd_text_area, 130, 73);
284: lv_obj_set_pos(l_max_text_area, 130, 98);
285: lv_obj_set_pos(slew_text_area, 130, 123);
286: lv_obj_set_pos(setpoint_text_area, 130, 148);
287: lv_obj_set_pos(duration_text_area, 130, 173);
288:
289: //parameters side 2
290: lv_obj_set_pos(port_label, 240, 40);
291: lv_obj_set_pos(gearset_label, 240, 75);
292: lv_obj_set_pos(brakemode_label, 240, 100);
293:
294: lv_obj_set_pos(port_text_area, 350, 33);
295: lv_obj_set_pos(ddlist_gearset, 350, 75);
296: lv_obj_set_pos(ddlist_brake_mode, 350, 100);
297:
298: //information
299: lv_obj_set_pos(information_label, 240, 140);
300:
301:
302:
303: }
304:
305: InternalMotorDebug::~InternalMotorDebug()
306: {
307:     MotorThread* motor_thread = MotorThread::get_instance();
308:     motor_thread->unregister_motor(motor);
309:
310:     lv_obj_del(main_screen);
311: }
312:
313:
314: /**
315:  * sets cont to false signifying user wants to go back, main loop will exit
316:  */
317: lv_res_t InternalMotorDebug::btn_back_action(lv_obj_t *btn)
318: {
319:     cont = false;
320:     return LV_RES_OK;
321: }
322:
323: lv_res_t InternalMotorDebug::btn_run_action(lv_obj_t *btn)
324: {
325:     lv_btn_set_state(btn, LV_BTN_STATE_INA);
326:     run = true;
327:     return LV_RES_OK;
328: }
329:
330:
331:
332: /**
333:  * looks at the string of the current drop down list option and compares it to
334:  * a string to see what gearset the user wants
335:  * sets gearset to this value
336:  */
337: lv_res_t InternalMotorDebug::ddlist_gearset_action(lv_obj_t *ddlist)
338: {
339:     //checks what the drop down list string is

```

```

340: char sel_cstr[32];
341: lv_ddlist_get_selected_str(ddlist, sel_cstr);
342:
343: std::string sel_str = std::string(sel_cstr); //convert to std::string so
344: //that the strings can be
345: //compared
346:
347: //sets brake mode for motor
348: if ( sel_str == "100" )
349: {
350:     current_gearset = pros::E_MOTOR_GEARSET_36;
351: }
352:
353: else if ( sel_str == "600" )
354: {
355:     current_gearset = pros::E_MOTOR_GEARSET_06;
356: }
357:
358: else
359: {
360:     current_gearset = pros::E_MOTOR_GEARSET_18;
361: }
362:
363: return LV_RES_OK; //Return OK because the drop down list was not deleted
364: }
365:
366:
367:
368:
369: /**
370:  * looks at the string of the current drop down list option and compares it to
371:  * a string to see what brakemode the user wants
372:  * sets brake mode to this value
373:  */
374: lv_res_t InternalMotorDebug::ddlist_brake_mode_action(lv_obj_t * ddlist)
375: {
376:     //checks what the drop down list string is
377:     char sel_cstr[32];
378:     lv_ddlist_get_selected_str(ddlist, sel_cstr);
379:
380:     std::string sel_str = std::string(sel_cstr); //convert to std::string so
381:     //that the strings can be
382:     //compared
383:
384:     //sets brake mode for motor
385:     if ( sel_str == "PID Hold" )
386:     {
387:         current_brake_mode = pros::E_MOTOR_BRAKE_HOLD;
388:     }
389:
390:     else if ( sel_str == "Brake" )
391:     {
392:         current_brake_mode = pros::E_MOTOR_BRAKE_BRAKE;
393:     }
394:
395:     else
396:     {
397:         current_brake_mode = pros::E_MOTOR_BRAKE_COAST;
398:     }
399:
400:     return LV_RES_OK; //Return OK if the drop down list is not deleted
401: }
402:
403:
404:
405:
406: /**
407:  * reads values from text areas and performs data validation, exits on invalid data
408:  * starts unit test and logs data
409:  * updates labels on lcd while waiting for duration to finish
410:  */
411: int InternalMotorDebug::run_unit_test()
412: {
413:     Logger logger;
414:
415:     pid_pid_constants;
416:
417:     int slew = 0;
418:     int setpoint = 0;
419:     int motor_port = 0;
420:
421:     int duration = 0;
422:
423:     //read info from text areas in exception safe way
424:     try
425:     {
426:         double kP = std::stod(lv_ta_get_text(kp_text_area));
427:         double kI = std::stod(lv_ta_get_text(ki_text_area));
428:         double kD = std::stod(lv_ta_get_text(kd_text_area));
429:         double I_max = std::stod(lv_ta_get_text(I_max_text_area));
430:
431:         pid_constants.kP = kP;
432:         pid_constants.kI = kI;
433:         pid_constants.kD = kD;
434:         pid_constants.I_max = I_max;
435:     }
436:     catch ( const std::invalid_argument& )
437:     {
438:         run = false;
439:
440:         log_entry entry;
441:         entry.content = "[ERROR] " + std::to_string(pros::millis()) + " invalid pid constants given to internal motor unit test";
442:         entry.stream = "cerr";
443:         logger.add(entry);
444:
445:         return 0;
446:     }
447:
448:     try
449:     {
450:         slew = std::stoi(lv_ta_get_text(slew_text_area));
451:     }
452:     catch ( const std::invalid_argument& )

```

```

453: {
454:     run = false;
455:
456:     log_entry entry;
457:     entry.content = "[ERROR]" + std::to_string(pros::millis()) + " invalid slew rate given to internal motor unit test";
458:     entry.stream = "cerr";
459:     logger.add(entry);
460:
461:     return 0;
462: }
463:
464: try
465: {
466:     setpoint = std::stoi(lv_ta_get_text(setpoint_text_area));
467: }
468: catch (const std::invalid_argument& )
469: {
470:     run = false;
471:
472:     log_entry entry;
473:     entry.content = "[ERROR]" + std::to_string(pros::millis()) + " invalid setpoint given to internal motor unit test";
474:     entry.stream = "cerr";
475:     logger.add(entry);
476:
477:     return 0;
478: }
479:
480: try
481: {
482:     motor_port = std::stoi(lv_ta_get_text(port_text_area));
483: }
484: catch (const std::invalid_argument& )
485: {
486:     run = false;
487:
488:     log_entry entry;
489:     entry.content = "[ERROR]" + std::to_string(pros::millis()) + " invalid motor port given to internal motor unit test";
490:     entry.stream = "cerr";
491:     logger.add(entry);
492:
493:     return 0;
494: }
495:
496: try
497: {
498:     duration = std::stoi(lv_ta_get_text(duration_text_area));
499: }
500: catch (const std::invalid_argument& )
501: {
502:     run = false;
503:
504:     log_entry entry;
505:     entry.content = "[ERROR]" + std::to_string(pros::millis()) + " invalid duration given to internal motor unit test";
506:     entry.stream = "cerr";
507:     logger.add(entry);
508:
509:     return 0;
510: }
511:
512: //set motor information
513: motor.set_port(motor_port);
514: motor.set_gearing(current_gearset);
515: motor.set_brake_mode(current_brake_mode);
516: //if( std::abs(slew) > 0 )
517: //{
518: //motor.enable_slew();
519: //motor.set_slew(30);
520: //}
521: //else
522: //{
523: //motor.disable_slew();
524: //}
525:
526: //motor.disable_velocity_pid();
527: motor.disable_driver_control();
528: motor.set_pid(pid_constants);
529: motor.set_motor_mode(e_custom_velocity_pid);
530: motor.set_log_level(1);
531: std::cout << motor.get_pid().kp << "\n";
532:
533: MotorThread * motor_thread = MotorThread::get_instance();
534: motor_thread->start_thread();
535:
536: int ut_end_time = pros::millis() + duration;
537: //motor.move_velocity(setpoint);
538: motor.move_velocity(200);
539:
540: //wait for unit test to finish and update gui in the meantime
541: while ( pros::millis() < ut_end_time )
542: {
543:     //update gui
544:     std::string info_str;
545:     info_str = "Voltage: " + std::to_string(motor.get_actual_voltage()) + "\n";
546:     info_str += "Velocity: " + std::to_string(motor.get_actual_velocity()) + "\n";
547:     info_str += "Error: " + std::to_string(setpoint - motor.get_actual_velocity());
548:
549:     lv_label_set_text(information_label, info_str.c_str());
550:     logger.dump();
551:     pros::delay(50);
552: }
553:
554: motor.set_voltage(0);
555: pros::delay(2000);
556: logger.dump();
557: logger.dump();
558: logger.dump();
559: logger.dump();
560: logger.dump();
561: logger.dump();
562: logger.dump();
563: logger.dump();
564: motor.set_log_level(0);
565:

```

```
566:
567:     return 1;
568: }
569:
570:
571:
572:
573: /**
574:  * waits for cont to be false which occurs when the user hits the back button
575:  */
576: void InternalMotorDebug::debug()
577: {
578:     std::string error_str = "-";
579:     cont = true;
580:     run = false;
581:
582:
583:     lv_scr_load(main_screen);
584:
585:     while ( cont )
586:     {
587:         //update information label
588:         std::string info_str;
589:         info_str = "Voltage: " + std::to_string(motor.get_actual_voltage()) + "\n";
590:         info_str += "Velocity: " + std::to_string(motor.get_actual_velocity()) + "\n";
591:         info_str += "Error: ";
592:         lv_label_set_text(information_label, info_str.c_str());
593:
594:         if ( run )
595:         {
596:             run_unit_test();
597:             run = false;
598:             lv_btn_set_state(btn_run, LV_BTN_STYLE_REL);
599:
600:         }
601:
602:
603:         pros::delay(100);
604:     }
605: }
606: }
```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/MotorsDebug.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/16/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains class that loads tabs to debug motors
8:   */
9:
10: #ifndef __MOTORDEBUG_HPP__
11: #define __MOTORDEBUG_HPP__
12:
13: #include <vector>
14:
15: #include "../././include/main.h"
16:
17: #include "../Styles.hpp"
18: #include "../motors/Motors.hpp"
19: #include "../motors/Motor.hpp"
20:
21: //user defines
22:
23: //sets size of container
24: #define MOTORS_CONTAINER_WIDTH 440
25: #define MOTORS_CONTAINER_HEIGHT 100
26:
27: //sets percent at which to step velocity at
28: //10 is reasonable because anything higher gives
29: //less control and anything lower will make it
30: //difficult to ramp up or down
31: #define STEP_PERCENT 10
32:
33:
34:
35: /**
36:  * @see: ../Styles.hpp
37:  *
38:  * general tab for one or two motors max
39:  * contains methods to show data and set velocity of motors
40:  * on this tab
41:  */
42: class MotorsDebugTab : virtual Styles
43: {
44:     private:
45:         lv_obj_t *container;
46:         lv_obj_t *motor1_label;
47:         lv_obj_t *motor2_label;
48:
49:         lv_obj_t *motor1_info;
50:         lv_obj_t *motor2_info;
51:
52:         std::vector<Motor*> motors;
53:         std::vector<std::string> titles;
54:
55:     public:
56:         MotorsDebugTab( std::vector<Motor*> motors_vec, std::vector<std::string> titles_vec, lv_obj_t *parent);
57:         ~MotorsDebugTab();
58:
59:         /**
60:          * @param: int target_velocity -> velocity the motor should be set to
61:          * @param: lv_obj_t* velocity_label -> label that current velocity will be written to
62:          * @return: None
63:          *
64:          * @see: ../Styles.hpp
65:          * @see: ../././motors/Motors.hpp
66:          *
67:          * updates text for the motors that the class was instantiated with
68:          * also sets the velocity of the motor to int target_velocity
69:          * data shown is current drawn, voltage, reversed or not, temperature, encoder value,
70:          * and torque
71:          */
72:         void update_label(int target_velocity, lv_obj_t *velocity_label);
73: };
74:
75:
76:
77:
78: /**
79:  * @see: class MotorsDebugTab
80:  * @see: ../Styles.hpp
81:  *
82:  * contains debugger for motors
83:  * gives data for each motor set ie. left chassis, right chassis, intake, etc.
84:  */
85: class MotorsDebug : virtual Styles
86: {
87:     private:
88:         //screen
89:         lv_obj_t *motor_debug_screen;
90:
91:         //title label
92:         lv_obj_t *title_label;
93:
94:         //back button
95:         lv_obj_t *btn_back;
96:         lv_obj_t *btn_back_label;
97:
98:         /**
99:          * @param: lv_obj_t* btn -> button that called the function
100:          * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
101:          *
102:          * button callback function used to set cont to false meaning the
103:          * user wants to go to the title screen
104:          */
105:         static lv_res_t btn_back_action(lv_obj_t *btn);
106:
107:
108:         static lv_obj_t *tabview; //tabview object
109:
110:         lv_obj_t *l_chassis_tab; //individual tabs
111:         lv_obj_t *r_chassis_tab; //content will come from base classes
112:         lv_obj_t *main_intake_tab;
113:         lv_obj_t *front_intake_tab;

```

```

114:
115: static uint16_t tab_loaded; // 0 = left chassis
116: // 1 = right chassis
117: // 2 = main intake
118: // 3 = front intake
119:
120: /**
121:  * @param: lv_obj_t* tabview -> tabview object for callback function
122:  * @param: uint16_t -> id of active tab
123:  * @return: lv_res_t -> return LV_RES_OK since object was not deleted
124:  */
125: * funtion to stop motor movements and set the ability for other threads
126: * to limit the speed of the motor ie. set it to zero in driver control
127: * also updates target velocity and the tab loaded
128: */
129: static lv_res_t tab_load_action(lv_obj_t *tabview, uint16_t act_id);
130:
131:
132: //velocity setting buttons
133: lv_obj_t *velocity_label;
134:
135: lv_obj_t *btn_pos_increase;
136: lv_obj_t *btn_neg_increase;
137: lv_obj_t *btn_stp;
138:
139: lv_obj_t *btn_pos_increase_label;
140: lv_obj_t *btn_neg_increase_label;
141: lv_obj_t *btn_stp_label;
142:
143:
144: /**
145:  * @param: lv_obj_t* btn -> button that called the funtion
146:  * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
147:  */
148: * @see: std::tuple<int, int> get_velocity_step()
149: *
150: * button callback function used to decrease the target velocity
151: */
152: static lv_res_t btn_pos_increase_action(lv_obj_t *btn);
153:
154:
155: /**
156:  * @param: lv_obj_t* btn -> button that called the funtion
157:  * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
158:  */
159: * @see: std::tuple<int, int> get_velocity_step()
160: *
161: * button callback function used to increase the target velocity
162: */
163: static lv_res_t btn_neg_increase_action(lv_obj_t *btn);
164:
165:
166: /**
167:  * @param: lv_obj_t* btn -> button that called the funtion
168:  * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
169:  */
170: * @see: std::tuple<int, int> get_velocity_step()
171: *
172: * button callback function used to set target velocity to zero
173: */
174: static lv_res_t btn_stp_action(lv_obj_t *btn);
175:
176:
177: /**
178:  * @return: std::tuple<int, int> -> tuple of step, a percentage of max velocity
179:  * based on STEP_PERCENT, and max velocity of the motor
180:  * TODO: update max velocity for motors and make more adaptable to changing motors
181:  */
182: * gets the amount the step should be and the max velocity for the motor
183: * the max velocity is higher than actual because the motor can go faster
184: * than the specified RPM
185: */
186: static std::tuple<int, int> get_velocity_step();
187:
188:
189: //static vars to help keep velocity
190: //need to be static because they will be modified by
191: //static function
192: static int target_velocity;
193:
194:
195: //brake mode option widgets
196: lv_obj_t *brake_mode_label;
197: lv_obj_t *ddlist_brake_mode;
198:
199:
200: /**
201:  * @param: lv_obj_t* ddlist -> the dropdown list object for the callback function
202:  * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
203:  */
204: * sets the brake mode for the motor set which will be updated in the main loop
205: */
206: static lv_res_t ddlist_brake_mode_action(lv_obj_t *ddlist);
207:
208: static pros::motor_brake_mode_e_t current_brake_mode;
209:
210: public:
211: MotorsDebug();
212: ~MotorsDebug();
213:
214: static bool cont; //checks whether to keep letting user
215: //cycle through tabs
216:
217: /**
218:  * @return: None
219:  */
220: * allows user to interact with tabs for each motor set that display
221: * data about those motors
222: */
223: void debug();
224:
225: };
226:

```

09/25/20  
16:43:09

../RobotCode/src/objects/lcdCode/Debug/MotorsDebug.hpp

3

227:  
228: `#endif`

```
../RobotCode/src/objects/lcdCode/Debug/MotorsDebug.cpp
```

```

1:  /**
2:   * @file: ./RobotCode/src/lcdCode/Debug/MotorsDebug.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/16/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: MotorsDebug.hpp
8:   *
9:   * contains classes and methods implementation that allow the gui to show
10:  * the user information about groups of motors seperated into tabs
11:  */
12:
13: #include <stdint>
14: #include <cmath>
15: #include <vector>
16:
17: #include ".././../include/main.h"
18: #include ".././../include/api.h"
19:
20: #include "../Styles.hpp"
21: #include ".././motors/MotorsDebug"
22: #include "MotorsDebug.hpp"
23:
24:
25: //declare static members of all classes
26: bool MotorsDebug::cont = true;
27: int MotorsDebug::target_velocity = 0;
28: lv_obj_t *MotorsDebug::tabview;
29: pros::motor_brake_mode_e_t MotorsDebug::current_brake_mode = pros::E_MOTOR_BRAKE_COAST;
30: uint16_t MotorsDebug::tab_loaded = 0;
31:
32:
33:
34: MotorsDebugTab::MotorsDebugTab(std::vector<Motor*> motors_vec, std::vector<std::string*> titles_vec, lv_obj_t *parent)
35: {
36:     for (int i = 0; i < motors_vec.size(); i++)
37:     {
38:         motors.push_back(motors_vec.at(i));
39:         titles.push_back(titles_vec.at(i));
40:     }
41:     //init container
42:     container = lv_cont_create(parent, NULL);
43:     lv_cont_set_fit(container, false, false);
44:     lv_obj_set_style(container, &gray;
45:     lv_cont_set_fit(container, false, false);
46:     lv_obj_set_width(container, MOTORS_CONTAINER_WIDTH);
47:     lv_obj_set_height(container, MOTORS_CONTAINER_HEIGHT);
48:
49:     //init motor 1 label
50:     motor1_label = lv_label_create(container, NULL);
51:     lv_obj_set_style(motor1_label, &toggle_tabbtn_pressed;
52:     lv_obj_set_width(motor1_label, (MOTORS_CONTAINER_WIDTH/2));
53:     lv_obj_set_height(motor1_label, 20);
54:     lv_label_set_align(motor1_label, LV_LABEL_ALIGN_CENTER);
55:     lv_label_set_text(motor1_label, titles.at(0).c_str());
56:
57:     //init motor 1 info label
58:     motor1_info = lv_label_create(container, NULL);
59:     lv_obj_set_style(motor1_info, &toggle_tabbtn_pressed;
60:     lv_obj_set_width(motor1_info, (MOTORS_CONTAINER_WIDTH/2));
61:     lv_obj_set_height(motor1_info, 20);
62:     lv_label_set_align(motor1_info, LV_LABEL_ALIGN_LEFT);
63:     lv_label_set_text(motor1_info, "None\nNone\nNone\nNone\nNone\nNone");
64:
65:     //init motor 2 label
66:     motor2_label = lv_label_create(container, NULL);
67:     lv_obj_set_style(motor2_label, &toggle_tabbtn_pressed;
68:     lv_obj_set_width(motor2_label, (MOTORS_CONTAINER_WIDTH/2));
69:     lv_obj_set_height(motor2_label, 20);
70:     lv_label_set_align(motor2_label, LV_LABEL_ALIGN_CENTER);
71:     lv_label_set_text(motor2_label, "");
72:
73:     motor2_info = lv_label_create(container, NULL);
74:     lv_obj_set_style(motor2_info, &toggle_tabbtn_pressed;
75:     lv_obj_set_width(motor2_info, (MOTORS_CONTAINER_WIDTH/2));
76:     lv_obj_set_height(motor2_info, 20);
77:     lv_label_set_align(motor2_info, LV_LABEL_ALIGN_LEFT);
78:     lv_label_set_text(motor2_info, "None");
79:
80:
81:
82:     if (motors.size() > 1)
83:     {
84:         lv_label_set_text(motor2_label, titles.at(1).c_str());
85:     }
86:
87:     //align objects on container
88:     lv_obj_set_pos(motor1_label, 60, 0);
89:     lv_obj_set_pos(motor1_info, 10, 15);
90:     if (motors.size() > 1)
91:     {
92:         lv_obj_set_pos(motor2_label, 315, 0);
93:         lv_obj_set_pos(motor2_info, 255, 15);
94:     }
95: }
96:
97: MotorsDebugTab::~MotorsDebugTab()
98: {
99:     lv_obj_del(motor1_label);
100:     lv_obj_del(motor1_info);
101:     lv_obj_del(motor2_label);
102:     lv_obj_del(motor2_info);
103:
104:     lv_obj_del(container);
105: }
106:
107:
108:
109: /**
110:  * function to be called in main loop so that data about motors will be updated
111:  * sets velocity, updates data, and updates velocity label
112:  */
113: void MotorsDebugTab::update_label(int target_velocity, lv_obj_t *velocity_label)

```



```

114: {
115:     std::string info1 = "";
116:     std::string info2 = "";
117:
118:     //set velocity to move at
119:     std::int32_t vel = target_velocity;
120:     motors.at(0)->move_velocity(vel);
121:     if (motors.size() > 1)
122:     {
123:         motors.at(1)->move_velocity(vel);
124:     }
125:
126:     //info for first motor
127:     info1 += "Current Draw: " + std::to_string(motors.at(0)->get_current_draw()) + "\n";
128:     info1 += "Voltage (mV): " + std::to_string(motors.at(0)->get_actual_voltage()) + "\n";
129:     info1 += "State: ";
130:     info1 += motors.at(0)->is_reversed() ? "reversed\n": "not reversed\n";
131:     info1 += "Temperature: " + std::to_string(motors.at(0)->get_temperature()) + "\n";
132:     info1 += "Encoder Position: " + std::to_string(motors.at(0)->get_encoder_position()) + "\n";
133:     info1 += "Torque (Nm): " + std::to_string(motors.at(0)->get_torque()) + "\n";
134:
135:     //info for second motor if it exists
136:     if (motors.size() > 1)
137:     {
138:         info2 += "Current Draw: " + std::to_string(motors.at(1)->get_current_draw()) + "\n";
139:         info2 += "Voltage (mV): " + std::to_string(motors.at(1)->get_actual_voltage()) + "\n";
140:         info2 += "State: ";
141:         info2 += motors.at(1)->is_reversed() ? "reversed\n": "not reversed\n";
142:         info2 += "Temperature: " + std::to_string(motors.at(1)->get_temperature()) + "\n";
143:         info2 += "Encoder Position: " + std::to_string(motors.at(1)->get_encoder_position()) + "\n";
144:         info2 += "Torque (Nm): " + std::to_string(motors.at(1)->get_torque()) + "\n";
145:     }
146:     //info for velocity label
147:     std::string velocity;
148:     velocity += titles.at(0) + ": " + std::to_string(motors.at(0)->get_actual_velocity()) + "\n";
149:     if (motors.size() > 1)
150:     {
151:         velocity += titles.at(1) + ": " + std::to_string(motors.at(1)->get_actual_velocity());
152:     }
153:
154:     //set labels
155:     //casts info strings to c strings to make them compatible with logf
156:     lv_label_set_text(motor1_info, info1.c_str());
157:     if (motors.size() > 1)
158:     {
159:         lv_label_set_text(motor2_info, info2.c_str());
160:     }
161:     lv_label_set_text(velocity_label, velocity.c_str());
162: }
163:
164:
165:
166:
167:
168: MotorsDebug::MotorsDebug()
169: {
170:     //set default for statics
171:     cont = true;
172:     target_velocity = 0;
173:     tab_loaded = 0;
174:
175:     //init screen
176:     motor_debug_screen = lv_obj_create(NULL, NULL);
177:     lv_obj_set_style(motor_debug_screen, &gray);
178:
179:     //init title label
180:     title_label = lv_label_create(motor_debug_screen, NULL);
181:     lv_label_set_style(title_label, &heading_text);
182:     lv_obj_set_width(title_label, MOTORS_CONTAINER_WIDTH);
183:     lv_obj_set_height(title_label, 20);
184:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
185:     lv_label_set_text(title_label, "Motors - Debug");
186:
187:     //init tabview
188:     tabview = lv_tabview_create(motor_debug_screen, NULL);
189:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BG, &gray);
190:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_REL, &toggle_tabbtn_released);
191:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_FR, &toggle_tabbtn_pressed);
192:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_INDIC, &sw_indic);
193:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_TGL_REL, &toggle_tabbtn_pressed);
194:     lv_tabview_set_tab_load_action(tabview, tab_load_action);
195:     lv_obj_set_width(tabview, MOTORS_CONTAINER_WIDTH);
196:     lv_obj_set_height(tabview, 200);
197:
198:     //init tabs
199:     l_chassis_tab = lv_tabview_add_tab(tabview, "Chassis (L)");
200:     r_chassis_tab = lv_tabview_add_tab(tabview, "Chassis (R)");
201:     main_intake_tab = lv_tabview_add_tab(tabview, "Main Intake");
202:     front_intake_tab = lv_tabview_add_tab(tabview, "Front Intakes");
203:
204:     //init back button
205:     //button
206:     btn_back = lv_btn_create(motor_debug_screen, NULL);
207:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
208:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
209:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
210:     lv_obj_set_width(btn_back, 75);
211:     lv_obj_set_height(btn_back, 25);
212:
213:     //label
214:     btn_back_label = lv_label_create(btn_back, NULL);
215:     lv_obj_set_style(btn_back_label, &heading_text);
216:     lv_label_set_text(btn_back_label, "Back");
217:
218:     //init velocity label
219:     velocity_label = lv_label_create(motor_debug_screen, NULL);
220:     lv_obj_set_style(velocity_label, &subheading_text);
221:     lv_obj_set_width(velocity_label, 100);
222:     lv_obj_set_height(velocity_label, 40);
223:     lv_label_set_align(velocity_label, LV_LABEL_ALIGN_LEFT);
224:     lv_label_set_text(velocity_label, "Velocity: ");
225:
226:     //init velocity increase button

```

## ..../RobotCode/src/objects/lcdCode/Debug/MotorsDebug.cpp

```

227: //button
228: btn_pos_increase = lv_btn_create(motor_debug_screen, NULL);
229: lv_btn_set_style(btn_pos_increase, LV_BTN_STYLE_REL, &toggle_btn_released);
230: lv_btn_set_style(btn_pos_increase, LV_BTN_STYLE_PR, &toggle_btn_pressed);
231: lv_btn_set_action(btn_pos_increase, LV_BTN_ACTION_CLICK, btn_pos_increase_action);
232: lv_obj_set_width(btn_pos_increase, 40);
233: lv_obj_set_height(btn_pos_increase, 25);
234:
235: //label
236: btn_pos_increase_label = lv_label_create(btn_pos_increase, NULL);
237: lv_obj_set_style(btn_pos_increase_label, &heading_text);
238: lv_label_set_text(btn_pos_increase_label, SYMBOL_RIGHT);
239:
240: //init velocity decrease button
241: //button
242: btn_neg_increase = lv_btn_create(motor_debug_screen, NULL);
243: lv_btn_set_style(btn_neg_increase, LV_BTN_STYLE_REL, &toggle_btn_released);
244: lv_btn_set_style(btn_neg_increase, LV_BTN_STYLE_PR, &toggle_btn_pressed);
245: lv_btn_set_action(btn_neg_increase, LV_BTN_ACTION_CLICK, btn_neg_increase_action);
246: lv_obj_set_width(btn_neg_increase, 40);
247: lv_obj_set_height(btn_neg_increase, 25);
248:
249: //label
250: btn_neg_increase_label = lv_label_create(btn_neg_increase, NULL);
251: lv_obj_set_style(btn_neg_increase_label, &heading_text);
252: lv_label_set_text(btn_neg_increase_label, SYMBOL_LEFT);
253:
254: //init zero velocity button
255: //button
256: btn_stp = lv_btn_create(motor_debug_screen, NULL);
257: lv_btn_set_style(btn_stp, LV_BTN_STYLE_REL, &toggle_btn_released);
258: lv_btn_set_style(btn_stp, LV_BTN_STYLE_PR, &toggle_btn_pressed);
259: lv_btn_set_action(btn_stp, LV_BTN_ACTION_CLICK, btn_stp_action);
260: lv_obj_set_width(btn_stp, 40);
261: lv_obj_set_height(btn_stp, 25);
262:
263: //label
264: btn_stp_label = lv_label_create(btn_stp, NULL);
265: lv_obj_set_style(btn_stp_label, &heading_text);
266: lv_label_set_text(btn_stp_label, SYMBOL_STOP);
267:
268: //init brake mode label
269: brake_mode_label = lv_label_create(motor_debug_screen, NULL);
270: lv_obj_set_style(brake_mode_label, &heading_text);
271: lv_obj_set_width(brake_mode_label, 100);
272: lv_obj_set_height(brake_mode_label, 20);
273: lv_label_set_align(brake_mode_label, LV_LABEL_ALIGN_CENTER);
274: lv_label_set_text(brake_mode_label, "Brakemode: ");
275:
276: //init drop down list
277: ddlist_brake_mode = lv_ddlist_create(motor_debug_screen, NULL);
278: lv_ddlist_set_options(ddlist_brake_mode, "Coast\n"
279:                                     "Brake\n"
280:                                     "PID Hold");
281: lv_obj_set_style(ddlist_brake_mode, &subheading_text);
282: lv_obj_set_width(ddlist_brake_mode, 125);
283: lv_obj_set_height(ddlist_brake_mode, 18);
284: lv_ddlist_set_action(ddlist_brake_mode, ddlist_brake_mode_action);
285:
286: //set positions
287: lv_obj_set_pos(btn_back, 30, 210);
288: lv_obj_set_pos(btn_pos_increase, 270, 210);
289: lv_obj_set_pos(btn_stp, 220, 210);
290: lv_obj_set_pos(btn_neg_increase, 170, 210);
291:
292: lv_obj_set_pos(velocity_label, 330, 177);
293:
294: lv_obj_set_pos(brake_mode_label, 60, 177);
295: lv_obj_set_pos(ddlist_brake_mode, 170, 177);
296:
297: lv_obj_set_pos(title_label, 180, 5);
298:
299: lv_obj_set_pos(tabview, 20, 25);
300:
301: }
302:
303:
304: MotorsDebug::~MotorsDebug()
305: {
306: //sets motors to off
307: Motors::stop_all_motors();
308:
309: //allow motor to go to zero for driver control if it is not set
310: //already
311: Motors::enable_driver_control();
312:
313: //deletes widgets instantiated by class
314: lv_obj_del(title_label);
315:
316: lv_obj_del(btn_back_label);
317: lv_obj_del(btn_back);
318:
319: lv_obj_del(l_chassis_tab);
320: lv_obj_del(r_chassis_tab);
321: lv_obj_del(main_intake_tab);
322: lv_obj_del(front_intake_tab);
323: lv_obj_del(tabview);
324:
325: lv_obj_del(velocity_label);
326:
327: lv_obj_del(btn_pos_increase_label);
328: lv_obj_del(btn_pos_increase);
329: lv_obj_del(btn_neg_increase_label);
330: lv_obj_del(btn_neg_increase);
331: lv_obj_del(btn_stp_label);
332: lv_obj_del(btn_stp);
333:
334: lv_obj_del(brake_mode_label);
335: lv_obj_del(ddlist_brake_mode);
336:
337:
338: lv_obj_del(motor_debug_screen);
339: }

```

```

340:
341:
342: /**
343:  * set cont to false to break main loop
344:  */
345: lv_res_t MotorsDebug::btn_back_action(lv_obj_t *btn)
346: {
347:     cont = false;
348:     return LV_RES_OK;
349: }
350:
351:
352: /**
353:  * callback function for when a new tab is selected
354:  * used to set motor to default ie. brakemode, velocity
355:  */
356: lv_res_t MotorsDebug::tab_load_action(lv_obj_t *tabview, uint16_t act_id)
357: {
358:     tab_loaded = act_id;
359:     target_velocity = 0;
360:
361:     //sets motors to off
362:     Motors::stop_all_motors();
363:
364:     //allow motor to go to zero for driver control if it is not set
365:     //already
366:     Motors::enable_driver_control();
367:
368:     return LV_RES_OK;
369: }
370:
371:
372:
373:
374: /**
375:  * looks at the current tab loaded to decide on max velocity because the motor
376:  * can be determined from that
377:  * gets the step percent by looking at what STEP_PERCENT is defined as
378:  */
379: std::tuple<int, int> MotorsDebug::get_velocity_step()
380: {
381:     int index = tab_loaded; // 0 = left chassis - 200RPM
382:                             // 1 = right chassis - 200RPM
383:                             // 2 = tilter - 100RPM
384:                             // 3 = intake - 100RPM
385:                             // 4 = lift - 100RPM
386:
387:     int max;
388:
389:     if ( index == 0 || index == 1 )
390:     {
391:         max = 250;
392:     }
393:
394:     else if (index == 2 || index == 3 || index == 4)
395:     {
396:         max = 130;
397:     }
398:
399:     else
400:     {
401:         max = 650;
402:     }
403:
404:     int step = static_cast<int>(max / STEP_PERCENT);
405:     return std::make_tuple(step, max);
406: }
407:
408: /**
409:  * increases velocity of motor by calling get_velocity_step but limits it to
410:  * the max velocity
411:  */
412: lv_res_t MotorsDebug::btn_pos_increase_action(lv_obj_t *btn)
413: {
414:     //increases velocity by user defined percent
415:     int step;
416:     int max;
417:
418:     std::tie(step, max) = get_velocity_step();
419:     if (target_velocity < max )
420:     {
421:         target_velocity = target_velocity + step;
422:     }
423:
424:     return LV_RES_OK;
425: }
426:
427:
428: /**
429:  * decreases velocity of motor by calling get_velocity_step but limits it to
430:  * the max velocity in the negative direction
431:  */
432: lv_res_t MotorsDebug::btn_neg_increase_action(lv_obj_t *btn)
433: {
434:     //decreases velocity by user defined percent
435:     int step;
436:     int max;
437:
438:     std::tie(step, max) = get_velocity_step();
439:     if (target_velocity > 0-max )
440:     {
441:         target_velocity = target_velocity - step;
442:     }
443:
444:     return LV_RES_OK;
445: }
446:
447:
448: /**
449:  * sets velocity of motor to zero, used so that user does not have to click
450:  * many times to stop the motor
451:  */
452: lv_res_t MotorsDebug::btn_stp_action(lv_obj_t *btn)

```

```

453: {
454:     target_velocity = 0;
455:     return LV_RES_OK;
456: }
457:
458:
459: /**
460:  * looks at the string of the current drop down list option and compares it to
461:  * a string to see what brakemode the user wants
462:  * sets brake mode to this value
463:  */
464: lv_res_t MotorsDebug::ddlist_brake_mode_action(lv_obj_t * ddlist)
465: {
466:     //checks what the drop down list string is
467:     char sel_cstr[32];
468:     lv_ddlist_get_selected_str(ddlist, sel_cstr);
469:
470:     std::string sel_str = std::string(sel_cstr); //convert to std::string so
471:                                                //that the strings can be
472:                                                //compared
473:
474:     //sets brake mode for motor
475:     if (sel_str == "PID Hold")
476:     {
477:         current_brake_mode = pros::E_MOTOR_BRAKE_HOLD;
478:     }
479:
480:     else if (sel_str == "Brake")
481:     {
482:         current_brake_mode = pros::E_MOTOR_BRAKE_BRAKE;
483:     }
484:
485:     else
486:     {
487:         current_brake_mode = pros::E_MOTOR_BRAKE_COAST;
488:     }
489:
490:     return LV_RES_OK; //Return OK if the drop down list is not deleted
491: }
492:
493:
494:
495: /**
496:  * has a main loop that updates internal data as user cycles through tabs
497:  * to keep data relevant and motors following the function they are supposed to
498:  * loads tabs for each motor set
499:  */
500: void MotorsDebug::debug()
501: {
502:     //used to check if user wants to continue cycling through
503:     //tabs. Will be set to zero and loop will break if user hits
504:     //the back button
505:     cont = true;
506:
507:     lv_tabview_set_tab_act(tabview, 0, NULL);
508:     lv_scr_load(motor_debug_screen);
509:
510:     MotorsDebugTab l_chassis_tab_debug( (&Motors::front_left, &Motors::back_left), ["Front Left", "Back Left"], l_chassis_tab );
511:     MotorsDebugTab r_chassis_tab_debug( (&Motors::front_right, &Motors::back_right), ["Front Right", "Back Right"], r_chassis_tab );
512:     MotorsDebugTab main_intake_tab_debug( (&Motors::upper_indexer, &Motors::lower_indexer), ["upper_indexer", "lower_indexer"], main_intake_tab );
513:     MotorsDebugTab front_intake_tab_debug( (&Motors::left_intake, &Motors::right_intake), ["Left Intake", "Right Intake"], front_intake_tab );
514:
515:     while ( cont )
516:     {
517:
518:         switch ( tab_loaded ) //switches to tab user wants to go to
519:         {
520:             case 0:
521:                 l_chassis_tab_debug.update_label(target_velocity, velocity_label);
522:                 break;
523:             case 1:
524:                 r_chassis_tab_debug.update_label(target_velocity, velocity_label);
525:                 break;
526:             case 2:
527:                 main_intake_tab_debug.update_label(target_velocity, velocity_label);
528:                 break;
529:             case 3:
530:                 front_intake_tab_debug.update_label(target_velocity, velocity_label);
531:                 break;
532:
533:         }
534:
535:         Motors::set_brake_mode(current_brake_mode);
536:
537:         pros::delay(200);
538:     }
539:
540:     //reallow motor to hit zero velocity for driver controll
541:     Motors::enable_driver_control();
542: }
543:
544:
545:
546:

```

```
1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/SensorsDebug.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   * TODO: condense, there are several classes that could be combined so that their is not so many
7:   *
8:   * contains classes for tabs of the sensors debugger tab
9:   */
10:
11: #ifndef __SENSORDEBUG_HPP__
12: #define __SENSORDEBUG_HPP__
13:
14: #include <string>
15:
16: #include "../././include/main.h"
17:
18: #include "../Styles.hpp"
19: #include "../Gimmicks.hpp"
20: #include "../motors/Motors.hpp"
21: #include ".././sensors/Sensors.hpp"
22:
23:
24: //user defines
25:
26: //sets size of container
27: #define SENSORS_CONTAINER_WIDTH 440
28: #define SENSORS_CONTAINER_HEIGHT 120
29:
30:
31: //Base classes
32: //base classes are the tabs that will be loaded by the derived class
33: //this makes it easy to add new tabs while keeping the amount that has
34: //to go in one class to a minimum, especially since logl is not light
35:
36:
37:
38: /**
39:  * @see: ../Styles.hpp
40:  *
41:  * shows tab of IMEs and allows user to tare encoders and see values
42:  */
43: //class IMEsDebugger :
44: //    virtual Styles
45: //
46: //    private:
47: //        lv_obj_t *container;
48: //        lv_obj_t *title;
49: //        lv_obj_t *info;
50: //
51: //        lv_obj_t *btn_tare;
52: //        lv_obj_t *btn_tare_label;
53: //
54: //    /**
55: //     * @param: lv_obj_t* btn -> button that called the funtion
56: //     * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
57: //     *
58: //     * button callback function used to tare all IMEs
59: //     */
60: //    static lv_res_t btn_tare_action(lv_obj_t *btn);
61: //
62: //
63: //    protected:
64: //    /**
65: //     * @return: None
66: //     *
67: //     * updates values for IMEs
68: //     */
69: //    void update_imes_info();
70: //
71: //    public:
72: //        IMEsDebugger();
73: //        virtual ~IMEsDebugger();
74: //
75: //    /**
76: //     * @param: lv_obj_t* parent -> parent of the tab
77: //     * @return: None
78: //     *
79: //     * objects are initially loaded onto a NULL parent to be updated later
80: //     * this sets it so that the parent of the objects is now the tab
81: //     */
82: //    void IMEsDebuggerInit(lv_obj_t *parent);
83: //
84: //};
85:
86:
87: /**
88:  * @see: ../Styles.
89:  *
90:  * show value for potentiometer
91:  */
92: //class PotentiometerDebugger :
93: //    virtual Styles
94: //
95: //    private:
96: //        lv_obj_t *container;
97: //
98: //        lv_obj_t *title1;
99: //        lv_obj_t *title2;
100: //        lv_obj_t *title3;
101: //
102: //        lv_obj_t *info1;
103: //        lv_obj_t *info2;
104: //        lv_obj_t *info3;
105: //
106: //        lv_obj_t *btn_calibrate;
107: //        lv_obj_t *btn_calibrate_label;
108: //
109: //    /**
110: //     * @param: lv_obj_t* btn -> button that called the funtion
111: //     * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
112: //     *
113: //     * button callback function used to calibrate sensor
```

```
114: // */
115: // static lv_res_t btn_calibrate_action(lv_obj_t *btn);
116: //
117: // protected:
118: // /**
119: //  * @return: None
120: //  *
121: //  * updates value of potentiometer
122: //  */
123: // void update_pot_info();
124: //
125: // public:
126: // PotentiometerDebugger();
127: // virtual ~PotentiometerDebugger();
128: //
129: // /**
130: //  * @param: lv_obj_t* parent -> parent of the tab
131: //  * @return: None
132: //  *
133: //  * objects are initially loaded onto a NULL parent to be updated later
134: //  * this sets it so that the parent of the objects is now the tab
135: //  */
136: // void PotentiometerDebuggerInit(lv_obj_t *parent);
137: //};
138: //
139: //
140: //
141: ///**
142: // * @see: ../Styles.
143: // *
144: // * show value for limit switch
145: // */
146: //class LimitSwitchDebugger :
147: // virtual Styles
148: // {
149: // private:
150: // lv_obj_t *container;
151: //
152: // lv_obj_t *title1;
153: // lv_obj_t *title2;
154: //
155: // lv_obj_t *info1;
156: // lv_obj_t *info2;
157: //
158: // protected:
159: // /**
160: //  * @return: None
161: //  *
162: //  * updates value of limit switch
163: //  */
164: // void update_limit_switch_info();
165: //
166: // public:
167: // LimitSwitchDebugger();
168: // virtual ~LimitSwitchDebugger();
169: //
170: // /**
171: //  * @param: lv_obj_t* parent -> parent of the tab
172: //  * @return: None
173: //  *
174: //  * objects are initially loaded onto a NULL parent to be updated later
175: //  * this sets it so that the parent of the objects is now the tab
176: //  */
177: // void LimitSwitchDebuggerInit(lv_obj_t *parent);
178: //};
179: //
180: //
181: //
182: ///**
183: // * @see: ../Styles.
184: // *
185: // * starts new page with debugger info for vision sensor because it needs more room
186: // */
187: //class VisionSensorDebugger : virtual Styles
188: // {
189: // private:
190: // lv_obj_t *title_label;
191: //
192: // lv_obj_t *vision_sensor_screen;
193: //
194: // //back button
195: // lv_obj_t *btn_back;
196: // lv_obj_t *btn_back_label;
197: //
198: // /**
199: //  * @param: lv_obj_t* btn -> button that called the funtion
200: //  * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
201: //  *
202: //  * button callback function used to go back from the new screen loaded by
203: //  * this tab because it is predicted to need more space
204: //  */
205: // static lv_res_t btn_back_action(lv_obj_t *btn);
206: //
207: // static bool cont;
208: //
209: // protected:
210: // /**
211: //  * @return: None
212: //  *
213: //  * loads a new page with debug info
214: //  */
215: // void load_vision_sensor_page();
216: //
217: // public:
218: // VisionSensorDebugger();
219: // virtual ~VisionSensorDebugger();
220: //};
221: //
222: //
223: //
224: //derived class
225: //
226: //
```

```
227:
228: /**
229:  * @see: ../Styles.
230:  *
231:  * starts tab object with all the sensor tabs that the user
232:  * can switch between
233:  */
234: class SensorsDebug :
235:     virtual private Styles
236: {
237:     private:
238:         //screen
239:         lv_obj_t *sensors_debug_screen;
240:
241:         //title label
242:         lv_obj_t *title_label;
243:
244:         //back button
245:         lv_obj_t *btn_back;
246:         lv_obj_t *btn_back_label;
247:
248:     /**
249:      * @param: lv_obj_t* btn -> button that called the funtion
250:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
251:      *
252:      * button callback function used to go back from the debug screen to
253:      * the title screen
254:      */
255:     static lv_res_t btn_back_action(lv_obj_t *btn);
256:
257:
258:     static lv_obj_t *tabview; //tabview object
259:
260:     lv_obj_t *imes_tab; //individual tabs
261:     lv_obj_t *analog_in_tab;
262:     lv_obj_t *digital_in_tab;
263:     lv_obj_t *imu_tab;
264:     lv_obj_t *encoders_tab;
265:     lv_obj_t *vision_sensor_tab;
266:
267:
268: public:
269:     SensorsDebug();
270:     ~SensorsDebug();
271:
272:     static bool all_cont; //checks whether to allow user to
273:         //cycle through tabs or not
274:
275:
276:     /**
277:      * @return: None
278:      *
279:      * contains methods for transition between tabs with checking sensors
280:      * for if they are calibrated or not
281:      * waits for user to go back in a loop while also switching tabs
282:      *
283:      */
284:     void debug();
285:
286: };
287:
288:
289:
290:
291: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/SensorsDebug.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: SensorsDebug.hpp
8:   *
9:   * contains all methods for tabs that contain ways to debug and check sensors
10:  */
11:
12: #include ".././././include/main.h"
13: #include ".././././include/api.h"
14:
15: #include "../Styles.hpp"
16: #include "../Gimmicks.hpp"
17: #include ".././motors/Motors.hpp"
18: #include ".././sensors/Sensors.hpp"
19: #include "../SensorsDebug.hpp"
20: #include "sensor_tabs/AnalogInTab.hpp"
21: #include "sensor_tabs/DigitalInTab.hpp"
22: #include "sensor_tabs/EncoderTab.hpp"
23: #include "sensor_tabs/IMUTab.hpp"
24: #include "sensor_tabs/IMUTab.hpp"
25: #include "sensor_tabs/VisionSensorTab.hpp"
26:
27: //base classes
28: //bool VisionSensorDebugger::cont = true;
29: bool SensorsDebug::all_cont = true;
30: lv_obj_t *SensorsDebug::tabview;
31:
32:
33: SensorsDebug::SensorsDebug()
34: {
35: //set default for statics
36:     all_cont = true;
37:
38: //init screen
39:     sensors_debug_screen = lv_obj_create(NULL, NULL);
40:     lv_obj_set_style(sensors_debug_screen, &gray);
41:
42: //init title label
43:     title_label = lv_label_create(sensors_debug_screen, NULL);
44:     lv_label_set_style(title_label, &heading_text);
45:     lv_obj_set_width(title_label, SENSORS_CONTAINER_WIDTH);
46:     lv_obj_set_height(title_label, 20);
47:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
48:     lv_label_set_text(title_label, "Sensors - Debug");
49:
50: //init tabview
51:     tabview = lv_tabview_create(sensors_debug_screen, NULL);
52:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BG, &gray);
53:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_REL, &toggle_tabbtn_released);
54:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_PR, &toggle_tabbtn_pressed);
55:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_INDIC, &sw_indic);
56:     lv_tabview_set_style(tabview, LV_TABVIEW_STYLE_BTN_TGL_REL, &toggle_tabbtn_pressed);
57:     //lv_tabview_set_tab_load_action(tabview, tab_load_action);
58:     lv_obj_set_width(tabview, SENSORS_CONTAINER_WIDTH);
59:     lv_obj_set_height(tabview, 200);
60:
61: //init tabs
62:     imes_tab = lv_tabview_add_tab(tabview, "IMEs");
63:     analog_in_tab = lv_tabview_add_tab(tabview, "Analog In");
64:     digital_in_tab = lv_tabview_add_tab(tabview, "Digital In");
65:     imu_tab = lv_tabview_add_tab(tabview, "IMU");
66:     encoders_tab = lv_tabview_add_tab(tabview, "Encoders");
67:     vision_sensor_tab = lv_tabview_add_tab(tabview, "Vision\nSensor");
68:
69:
70: //init back button
71: //button
72:     btn_back = lv_btn_create(sensors_debug_screen, NULL);
73:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
74:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
75:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
76:     lv_obj_set_width(btn_back, 75);
77:     lv_obj_set_height(btn_back, 25);
78:
79: //label
80:     btn_back_label = lv_label_create(btn_back, NULL);
81:     lv_obj_set_style(btn_back_label, &heading_text);
82:     lv_label_set_text(btn_back_label, "Back");
83:
84: //init tabs from other classes
85: //IMEsDebuggerInit(imes_tab);
86: //PotentiometerDebuggerInit(pot_tab);
87: //LimitSwitchDebuggerInit(limit_tab);
88:
89: //set positions
90:     lv_obj_set_pos(btn_back, 30, 210);
91:
92:     lv_obj_set_pos(title_label, 180, 5);
93:
94:     lv_obj_set_pos(tabview, 20, 25);
95: }
96:
97: SensorsDebug::~SensorsDebug()
98: {
99: //Deletes widgets instantiated by class
100:     lv_obj_del(title_label);
101:
102:
103:     lv_obj_del(btn_back_label);
104:     lv_obj_del(btn_back);
105:
106:     lv_obj_del(imes_tab);
107:     lv_obj_del(analog_in_tab);
108:     lv_obj_del(digital_in_tab);
109:     lv_obj_del(vision_sensor_tab);
110:
111:     lv_obj_del(tabview);
112:
113:     lv_obj_del(sensors_debug_screen);

```



```

114: }
115:
116:
117: /**
118:  * callback function that exits main loop when button is pressed
119:  */
120: lv_res_t SensorsDebug::btn_back_action(lv_obj_t *btn)
121: {
122:     all_cont = 0;
123:     return LV_RES_OK;
124: }
125:
126:
127:
128: /**
129:  * switches on tab loaded, this corresponds to a sensor tab
130:  * if this sensor needs to be calibrated then there is a warning box that
131:  * lets the user choose to calibrate the sensor, and will not allow the user
132:  * to access the tab until the sensor is calibrated
133:  */
134: void SensorsDebug::debug()
135: {
136:     //used to check if user wants to continue cycling through
137:     //tabs. Will be set to zero and loop will break if user hits
138:     //the back button
139:     all_cont = 1;
140:
141:     std::vector<Motor*> v1(Motors::motor_array.begin(), Motors::motor_array.end());
142:     std::vector<std::string> v2(Motors::motor_names_array.begin(), Motors::motor_names_array.end());
143:
144:     IMEsDebugger imes_debug(
145:         imes_tab,
146:         SENSORS_CONTAINER_WIDTH,
147:         SENSORS_CONTAINER_HEIGHT,
148:         v1,
149:         v2
150:     );
151:     AnalogInDebugger analog_in_debug(analog_in_tab, SENSORS_CONTAINER_WIDTH, SENSORS_CONTAINER_HEIGHT, [&Sensors::line_tracker_top, &Sensors::line_tracker_middle, &Sensors::line_tracker_bottom], ["Tracker Top", "Tracker
Middle", "Tracker Bottom"]);
152:     IMUDebugger imu_debug(imu_tab, SENSORS_CONTAINER_WIDTH, SENSORS_CONTAINER_HEIGHT, &Sensors::imu);
153:     EncoderDebugger encoder_debug(
154:         encoders_tab,
155:         SENSORS_CONTAINER_WIDTH,
156:         SENSORS_CONTAINER_HEIGHT,
157:         {
158:             &Sensors::right_encoder,
159:             &Sensors::left_encoder,
160:             &Sensors::strafe_encoder
161:         },
162:         {
163:             "R Encoder",
164:             "L Encoder",
165:             "S Encoder"
166:         }
167:     );
168:
169:     lv_tabview_set_tab_act(tabview, 0, NULL);
170:     lv_scr_load(sensors_debug_screen);
171:
172:     while ( all_cont )
173:     {
174:         switch ( lv_tabview_get_tab_act(tabview) ) //switches to tab user wants to go to
175:         {
176:             case 0:
177:                 imes_debug.update_info();
178:                 break;
179:
180:
181:             case 1:
182:                 analog_in_debug.update_info();
183:                 // if ( !Sensors::potentiometer.is_calibrated() ) //checks for sensor being
184:                 // //calibrated. If not warning
185:                 // //will appear
186:                 // {
187:                 //     lv_tabview_set_sliding(tabview, false); //disallows changing
188:                 //     //tab until user
189:                 //     //has selected a
190:                 //     //calibrate option
191:                 //     //
192:                 //     std::string msg = (
193:                 //         "Potentiometer has not been calibrated.\n"
194:                 //         "Click continue to calibrate, or back to\n"
195:                 //         "return to a previous screen\n\n"
196:                 //         "(Please keep sensor still while calibrating)\n"
197:                 //     );
198:                 //     //
199:                 //     WarningMessage warnmsg;
200:                 //     bool calibrated = warnmsg.warn(msg, sensors_debug_screen);
201:                 //     //
202:                 //     lv_tabview_set_sliding(tabview, true); //re-enables switching
203:                 //     //tabs
204:                 //     //
205:                 //     if ( calibrated )
206:                 //     {
207:                 //         Loading load;
208:                 //         load.show_load(500, sensors_debug_screen, 190, 125); //shows loading circle while calibrating
209:                 //         Sensors::potentiometer.calibrate();
210:                 //         load.hide_load();
211:                 //         //
212:                 //         update_pot_info();
213:                 //     }
214:                 //     //
215:                 //     else
216:                 //     {
217:                 //         lv_tabview_set_tab_act(tabview, 0, NULL);
218:                 //         //tab_loaded = 0;
219:                 //     }
220:                 //     //
221:                 //     //
222:                 //     //else //if Accelerometer is already calibrated
223:                 //     // {
224:                 //         update_pot_info();
225:                 //     }

```

```
226:
227:
228:
229:     break;
230:
231:     // case 2:
232:     //     digital_in_debug.update_info();
233:     //     break;
234:     //
235:     // case 3:
236:     //     load_vision_sensor_page();
237:     //     lv_scr_load(sensors_debug_screen);
238:     //
239:     // //switch to a different tab or user will be unable to leave
240:     // //vision sensor debugger
241:     // lv_tabview_set_tab_act(tabview, 0, NULL);
242:     // //tab_loaded = 0;
243:     // break;
244:
245:     case 2:
246:         imu_debug.update_info();
247:
248:     case 3:
249:         encoder_debug.update_info();
250:
251: }
252:
253: pros::delay(200);
254: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/Debug/TitleScreen.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains class that allows user to select a debug tab
8:   *
9:   */
10:
11: #ifndef __TITLES_SCREEN_HPP__
12: #define __TITLES_SCREEN_HPP__
13:
14:
15: #include ".././../include/main.h"
16:
17: #include "../Styles.hpp"
18:
19:
20: /**
21:  * @see: ../Styles.hpp
22:  * @see: Debug.hpp
23:  *
24:  * contains button matrix that has different debug tabs on it
25:  */
26: class TitleScreen : private Styles
27: {
28: private:
29:     //screen
30:     lv_obj_t *title_screen;
31:
32:     lv_obj_t *title_label;
33:
34:     lv_obj_t *btn_back;
35:     lv_obj_t *btn_back_label;
36:
37:     /**
38:      * @param: lv_obj_t* btn -> button that called the funtion
39:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
40:      *
41:      * button callback function used to set the debug option to -1 meaning the
42:      * user wants to go to the previous screen
43:      */
44:     static lv_res_t btn_back_action(lv_obj_t *btn);
45:
46:
47:     lv_obj_t *button_matrix; //button matrix object
48:     static const char *btnm_map[]; //map for button matrix
49:
50:     /**
51:      * @param: lv_obj_t* btn -> button that called the funtion
52:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
53:      *
54:      * button callback function used to set option of debug screen that user wants to go to
55:      */
56:     static lv_res_t button_matrix_action(lv_obj_t *btnm, const char *btn_txt);
57:
58:
59: public:
60:     TitleScreen();
61:     ~TitleScreen();
62:
63:     static int option;
64:
65:     /**
66:      * @return: None
67:      *
68:      * @see: btn_back_action
69:      * @see: button_matrix_action
70:      *
71:      * loads screen and waits in a loop with a delay for user to select
72:      * a button
73:      */
74:     void chooseOption();
75:
76: };
77:
78: #endif
```

```

1:  /**
2:   * @file: ../RobotCode/src/lcdCode/Debug/TitleScreen.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: TitleScreen.hpp
8:   *
9:   * contains class for selecting a debug screen or going to previous stage
10:  */
11:
12: #include "../././include/main.h"
13: #include "../././include/api.h"
14:
15: #include "TitleScreen.hpp"
16: #include ".././controller/controller.hpp"
17:
18:
19: int TitleScreen::option = 0;
20: const char* TitleScreen::btnm_map[] = {
21:     "Motors", "Sensors", "Controller", "Battery",
22:     "\n", "Field Control", "Wiring", "Internal\nMotor PID", ""
23: };
24:
25: TitleScreen::TitleScreen()
26: {
27:     option = 0;
28:
29:     title_screen = lv_obj_create(NULL, NULL);
30:     lv_obj_set_style(title_screen, &gray);
31:
32:     //init button matrix
33:     button_matrix = lv_btnm_create(title_screen, NULL);
34:     lv_btnm_set_map(button_matrix, btnm_map);
35:     lv_btnm_set_action(button_matrix, button_matrix_action);
36:     lv_obj_set_width(button_matrix, 440);
37:     lv_obj_set_height(button_matrix, 140);
38:
39:     //set styles of button matrix
40:     lv_btnm_set_style(button_matrix, LV_BTNM_STYLE_BTN_REL, &toggle_btn_released);
41:     lv_btnm_set_style(button_matrix, LV_BTNM_STYLE_BTN_PR, &toggle_btn_pressed);
42:
43:     //init title label
44:     title_label = lv_label_create(title_screen, NULL);
45:     lv_obj_set_style(title_label, &heading_text);
46:     lv_obj_set_width(title_label, 300);
47:     lv_obj_set_height(title_label, 20);
48:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
49:     lv_label_set_text(title_label, "Debugger");
50:
51:     //init back button
52:     //button
53:     btn_back = lv_btn_create(title_screen, NULL);
54:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
55:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
56:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
57:     lv_obj_set_width(btn_back, 75);
58:     lv_obj_set_height(btn_back, 25);
59:
60:     //label
61:     btn_back_label = lv_label_create(btn_back, NULL);
62:     lv_obj_set_style(btn_back_label, &heading_text);
63:     lv_label_set_text(btn_back_label, "Back");
64:
65:
66:     //set positions of widgets
67:     lv_obj_set_pos(btn_back, 210, 200);
68:     lv_obj_set_pos(title_label, 210, 20);
69:     lv_obj_set_pos(button_matrix, 20, 50);
70:
71: }
72:
73:
74: TitleScreen::~TitleScreen()
75: {
76:     lv_obj_del(btn_back_label);
77:     lv_obj_del(btn_back);
78:     lv_obj_del(title_label);
79:     lv_obj_del(button_matrix);
80:
81:     lv_obj_del(title_screen);
82: }
83:
84:
85:
86: /**
87:  * compares text of button to text of label to see what button was clicked
88:  * sets int option to value based on the button clicked
89:  */
90: lv_res_t TitleScreen::button_matrix_action(lv_obj_t *btnm, const char *btn_txt)
91: {
92:     if (btn_txt == "Motors")
93:     {
94:         option = 1;
95:     }
96:     else if (btn_txt == "Sensors")
97:     {
98:         option = 2;
99:     }
100:    else if (btn_txt == "Controller")
101:    {
102:        option = 3;
103:    }
104:    else if (btn_txt == "Battery")
105:    {
106:        option = 4;
107:    }
108:    else if (btn_txt == "Field Control")
109:    {
110:        option = 5;
111:    }
112:    else if (btn_txt == "Wiring")
113:    {

```

```
114:     option = 6;
115: }
116: else if (btn_txt == "Internal\nMotor PID")
117: {
118:     option = 7;
119: }
120: return LV_RES_OK;
121: }
122:
123:
124:
125: /**
126:  * sets option to -1 which is to be interpreted as user wanting to go back
127:  */
128: lv_res_t TitleScreen::btn_back_action(lv_obj_t *btn)
129: {
130:     option = -1;
131:     return LV_RES_OK;
132: }
133:
134:
135:
136: /**
137:  * waits for option to be non zero
138:  * this will happen once any button is clicked
139:  */
140: void TitleScreen::chooseOption()
141: {
142:     Controller controllers;
143:     option = 0;
144:
145:     lv_scr_load(title_screen);
146:     while ( !option )
147:     {
148:         //allow controller to press the buttons as well
149:         if ( controllers.master.get_digital(pros::E_CONTROLLER_DIGITAL_B) )
150:         {
151:             btn_back_action( NULL );
152:             pros::delay(100);
153:         }
154:         pros::delay(20);
155:     }
156: }
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/lcdCode/Debug/Wiring.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains class that shows the current wiring of the robot
8:   */
9:
10: #ifndef __WIRING_HPP__
11: #define __WIRING_HPP__
12:
13: #include "../Styles.hpp"
14:
15: #include "../motors/Motors.hpp"
16: #include "../sensors/Sensors.hpp"
17:
18:
19: /**
20:  * @see: ../Styles.hpp
21:  * @see: ../motors/Motors.hpp
22:  * @see: ../sensors/Sensors.hpp
23:  *
24:  * shows the ports that each motor or sensor is located on
25:  * purpose is to make it easier and more compact to wire the robot than having
26:  * to read off of separate computer screen
27:  */
28: class Wiring : private Styles
29: {
30: private:
31:     lv_obj_t *wiring_screen;
32:     lv_obj_t *title_label;
33:
34:     lv_obj_t *motor_info;
35:     lv_obj_t *sensors_info;
36:
37:     //back button
38:     lv_obj_t *btn_back;
39:     lv_obj_t *btn_back_label;
40:
41:     /**
42:      * @param: lv_obj_t* btn -> button that called the function
43:      * @return: lv_res_t -> LV_RES_OK on successful completion because object still exists
44:      *
45:      * button callback function used to set cont to false meaning the
46:      * user wants to go to the title screen
47:      */
48:     static lv_res_t btn_back_action(lv_obj_t *btn);
49:
50: public:
51:     static bool cont;
52:
53:     Wiring();
54:     ~Wiring();
55:
56:     /**
57:      * @return: None
58:      *
59:      * passive screen -- loads text and wait for user to go back
60:      */
61:     void debug();
62:
63: };
64:
65:
66: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/lcdCode/Debug/Wiring.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 10/15/2019
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: Wiring.hpp
8:   *
9:   * contains class that shows wiring configuration
10:  */
11:
12: #include "../././include/main.h"
13: #include "../././include/api.h"
14:
15: #include "JStyles.hpp"
16: #include "Wiring.hpp"
17:
18: #include ".././motors/Motors.hpp"
19: #include ".././sensors/Sensors.hpp"
20:
21:
22: bool Wiring::cont = true;
23:
24: Wiring::Wiring()
25: {
26:     Configuration* config = Configuration::get_instance();
27:
28:     cont = true;
29:
30:     //screen
31:     wiring_screen = lv_obj_create(NULL, NULL);
32:     lv_obj_set_style(wiring_screen, &gray);
33:
34:     //init back button
35:     //button
36:     btn_back = lv_btn_create(wiring_screen, NULL);
37:     lv_btn_set_style(btn_back, LV_BTN_STYLE_REL, &toggle_btn_released);
38:     lv_btn_set_style(btn_back, LV_BTN_STYLE_PR, &toggle_btn_pressed);
39:     lv_btn_set_action(btn_back, LV_BTN_ACTION_CLICK, btn_back_action);
40:     lv_obj_set_width(btn_back, 75);
41:     lv_obj_set_height(btn_back, 25);
42:
43:     //label
44:     btn_back_label = lv_label_create(btn_back, NULL);
45:     lv_obj_set_style(btn_back_label, &heading_text);
46:     lv_label_set_text(btn_back_label, "Back");
47:
48:     //init title label
49:     title_label = lv_label_create(wiring_screen, NULL);
50:     lv_label_set_style(title_label, &heading_text);
51:     lv_obj_set_width(title_label, 440);
52:     lv_obj_set_height(title_label, 20);
53:     lv_label_set_align(title_label, LV_LABEL_ALIGN_CENTER);
54:     lv_label_set_text(title_label, "Wiring");
55:
56:     //init motor info label
57:     motor_info = lv_label_create(wiring_screen, NULL);
58:     lv_label_set_style(motor_info, &subheading_text);
59:     lv_obj_set_width(motor_info, 220);
60:     lv_obj_set_height(motor_info, 200);
61:     lv_label_set_align(motor_info, LV_LABEL_ALIGN_LEFT);
62:
63:     std::string motors_text = (
64:         "front right    (200 RPM) - " + std::to_string(config->front_right_port) + "\n"
65:         "back right      (200 RPM) - " + std::to_string(config->back_left_port) + "\n"
66:         "front left      (200 RPM) - " + std::to_string(config->front_left_port) + "\n"
67:         "back left       (200 RPM) - " + std::to_string(config->back_right_port) + "\n"
68:         "left intake     (600 RPM) - " + std::to_string(config->left_intake_port) + "\n"
69:         "right intake    (600 RPM) - " + std::to_string(config->right_intake_port) + "\n"
70:         "upper indexer   (600 RPM) - " + std::to_string(config->upper_indexer_port) + "\n"
71:         "lower indexer   (600 RPM) - " + std::to_string(config->lower_indexer_port) + "\n"
72:     );
73:
74:     lv_label_set_text(motor_info, motors_text.c_str());
75:
76:     //init sensor info label
77:     sensors_info = lv_label_create(wiring_screen, NULL);
78:     lv_label_set_style(sensors_info, &subheading_text);
79:     lv_obj_set_width(sensors_info, 220);
80:     lv_obj_set_height(sensors_info, 200);
81:     lv_label_set_align(sensors_info, LV_LABEL_ALIGN_LEFT);
82:
83:     std::string sensors_text = (
84:         std::string("right enc top    - ") + RIGHT_ENC_TOP_PORT + "\n" +
85:         "right enc bottom - " + RIGHT_ENC_BOTTOM_PORT + "\n" +
86:         "left enc top     - " + LEFT_ENC_TOP_PORT + "\n" +
87:         "left enc bottom  - " + LEFT_ENC_BOTTOM_PORT + "\n" +
88:         "potentiometer    - " + POTENTIOMETER_PORT + "\n" +
89:         "top detector     - " + DETECTOR_TOP_PORT + "\n" +
90:         "middle detector  - " + DETECTOR_MIDDLE_PORT + "\n" +
91:         "bottom detector  - " + DETECTOR_BOTTOM_PORT + "\n" +
92:         "optical sensor   - " + std::to_string(OPTICAL_PORT) + "\n"
93:     );
94:
95:     lv_label_set_text(sensors_info, sensors_text.c_str());
96:
97:     //set positions
98:     lv_obj_set_pos(btn_back, 30, 210);
99:
100:     lv_obj_set_pos(title_label, 220, 5);
101:
102:     lv_obj_set_pos(motor_info, 20, 25);
103:     lv_obj_set_pos(sensors_info, 300, 25);
104:
105: }
106:
107:
108: Wiring::~Wiring()
109: {
110:     lv_obj_del(wiring_screen);
111: }
112:
113:

```

```
114:  /**  
115:   * sets cont to false signifying user wants to go back, main loop will exit  
116:   */  
117:  lv_res_t Wiring::btn_back_action(lv_obj_t *btn)  
118:  {  
119:      cont = false;  
120:      return LV_RES_OK;  
121:  }  
122:  
123:  
124:  /**  
125:   * waits for cont to be false which occurs when the user hits the back button  
126:   */  
127:  void Wiring::debug()  
128:  {  
129:      cont = true;  
130:  
131:      lv_scr_load(wiring_screen);  
132:  
133:      while ( cont )  
134:      {  
135:          pros::delay(100);  
136:      }  
137:  }
```



```
1: #ifndef __ANALOGINTAB_HPP__
2: #define __ANALOGINTAB_HPP__
3:
4: #include <string>
5: #include <vector>
6:
7: #include "main.h"
8:
9: #include ".././sensors/AnalogInSensor.hpp"
10: #include ".././Styles.hpp"
11:
12:
13: class AnalogInDebugger :
14:     virtual Styles
15: {
16:     private:
17:         lv_obj_t *container;
18:
19:         lv_obj_t *title1;
20:         lv_obj_t *title2;
21:         lv_obj_t *title3;
22:
23:         lv_obj_t *info1;
24:         lv_obj_t *info2;
25:         lv_obj_t *info3;
26:
27:         lv_obj_t *btn_calibrate;
28:         lv_obj_t *btn_calibrate_label;
29:
30:         static std::vector<AnalogInSensor*> sensors;
31:         static std::vector<std::string> names;
32:
33:         /**
34:          * @param: lv_obj_t* btn -> button that called the funtion
35:          * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
36:          *
37:          * button callback function used to calibrate sensor
38:          */
39:         static lv_res_t btn_calibrate_action(lv_obj_t *btn);
40:
41:     public:
42:         AnalogInDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<AnalogInSensor*> sensors_vec, std::vector<std::string> names_vec);
43:         ~AnalogInDebugger();
44:
45:         /**
46:          * @return: None
47:          *
48:          * updates value of sensors
49:          */
50:         void update_info();
51:
52: };
53:
54:
55:
56: #endif
```

# ../RobotCode/src/objects/lcdCode/Debug/sensor\_tabs/AnalogInTab.cpp

```

1: #include <string>
2: #include <vector>
3:
4: #include "main.h"
5:
6: #include "../Gimmicks.hpp"
7: #include "AnalogInTab.hpp"
8:
9: std::vector<AnalogInSensor*> AnalogInDebugger::sensors;
10: std::vector<std::string> AnalogInDebugger::names;
11:
12:
13: AnalogInDebugger::AnalogInDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<AnalogInSensor*> sensors_vec, std::vector<std::string> names_vec)
14: {
15:     for( int i = 0; i < sensors_vec.size(); i++)
16:     {
17:         sensors.push_back(sensors_vec.at(i));
18:         names.push_back(names_vec.at(i));
19:     }
20:
21:     //init container
22:     container = lv_cont_create(parent, NULL);
23:     lv_cont_set_fit(container, false, false);
24:     lv_obj_set_style(container, &gray);
25:     lv_cont_set_fit(container, false, false);
26:     lv_obj_set_width(container, x_dim);
27:     lv_obj_set_height(container, y_dim);
28:
29:     //title for columns
30:     //1
31:     title1 = lv_label_create(container, NULL);
32:     lv_obj_set_style(title1, &toggle_tabbtn_pressed);
33:     lv_obj_set_width(title1, (x_dim));
34:     lv_obj_set_height(title1, 20);
35:     lv_label_set_align(title1, LV_LABEL_ALIGN_CENTER);
36:     lv_label_set_text(title1, "None");
37:
38:     //2
39:     title2 = lv_label_create(container, NULL);
40:     lv_obj_set_style(title2, &toggle_tabbtn_pressed);
41:     lv_obj_set_width(title2, (x_dim/3));
42:     lv_obj_set_height(title2, 20);
43:     lv_label_set_align(title2, LV_LABEL_ALIGN_CENTER);
44:     lv_label_set_text(title2, "None");
45:
46:     //3
47:     title3 = lv_label_create(container, NULL);
48:     lv_obj_set_style(title3, &toggle_tabbtn_pressed);
49:     lv_obj_set_width(title3, (x_dim/3));
50:     lv_obj_set_height(title3, 20);
51:     lv_label_set_align(title3, LV_LABEL_ALIGN_CENTER);
52:     lv_label_set_text(title3, "None");
53:
54:     //info for columns
55:     //1
56:     info1 = lv_label_create(container, NULL);
57:     lv_obj_set_style(info1, &toggle_tabbtn_pressed);
58:     lv_obj_set_width(info1, (x_dim/3));
59:     lv_obj_set_height(info1, y_dim - 20);
60:     lv_label_set_align(info1, LV_LABEL_ALIGN_LEFT);
61:     lv_label_set_text(info1, "None");
62:
63:     //2
64:     info2 = lv_label_create(container, NULL);
65:     lv_obj_set_style(info2, &toggle_tabbtn_pressed);
66:     lv_obj_set_width(info2, (x_dim / 3));
67:     lv_obj_set_height(info2, y_dim - 20);
68:     lv_label_set_align(info2, LV_LABEL_ALIGN_LEFT);
69:     lv_label_set_text(info2, "None");
70:
71:     //3
72:     info3 = lv_label_create(container, NULL);
73:     lv_obj_set_style(info3, &toggle_tabbtn_pressed);
74:     lv_obj_set_width(info3, (x_dim/3));
75:     lv_obj_set_height(info3, y_dim - 20);
76:     lv_label_set_align(info3, LV_LABEL_ALIGN_LEFT);
77:     lv_label_set_text(info3, "None");
78:
79:     //calibrate button
80:     //button
81:     btn_calibrate = lv_btn_create(container, NULL);
82:     lv_btn_set_style(btn_calibrate, LV_BTN_STYLE_REL, &toggle_btn_released);
83:     lv_btn_set_style(btn_calibrate, LV_BTN_STYLE_PR, &toggle_btn_pressed);
84:     lv_btn_set_action(btn_calibrate, LV_BTN_ACTION_CLICK, btn_calibrate_action);
85:     lv_obj_set_width(btn_calibrate, 110);
86:     lv_obj_set_height(btn_calibrate, 25);
87:
88:     //label
89:     btn_calibrate_label = lv_label_create(btn_calibrate, NULL);
90:     lv_obj_set_style(btn_calibrate_label, &subheading_text);
91:     lv_label_set_text(btn_calibrate_label, "Calibrate");
92:
93:     //set positions relative to container
94:     lv_obj_align(title1, container, LV_ALIGN_IN_TOP_LEFT, 10, 10);
95:     lv_obj_align(info1, container, LV_ALIGN_IN_TOP_LEFT, 10, 30);
96:
97:     lv_obj_align(title2, container, LV_ALIGN_IN_TOP_MID, -15, 10);
98:     lv_obj_align(info2, container, LV_ALIGN_IN_TOP_MID, -15, 30);
99:
100:     lv_obj_align(title3, container, LV_ALIGN_IN_TOP_RIGHT, -100, 10);
101:     lv_obj_align(info3, container, LV_ALIGN_IN_TOP_RIGHT, -100, 30);
102:
103:     lv_obj_align(btn_calibrate, container, LV_ALIGN_IN_BOTTOM_RIGHT, -50, 0);
104: }
105:
106: AnalogInDebugger::~AnalogInDebugger()
107: {
108: }
109:
110:
111: /**
112:  * calibrates potentiometer and adds loading bar show gui doesn't appear to hang
113:  */

```

```
114: lv_res_t AnalogInDebugger::btn_calibrate_action(lv_obj_t *btn)
115: {
116:     Loading load;
117:     for(int i=0; i < sensors.size(); i++)
118:     {
119:         load.show_load(500, lv_scr_act(), 190, 240); //shows loading bar while calibrating
120:         sensors.at(i)->calibrate();
121:         load.hide_load();
122:     }
123:
124:     return LV_RES_OK;
125: }
126:
127:
128:
129: /**
130:  * updates potentiometer data with raw and corrected values
131:  */
132: void AnalogInDebugger::update_info()
133: {
134:     std::string names_text = "";
135:     std::string raw_text = "";
136:     std::string corrected_text = "";
137:     for(int i=0; i < sensors.size(); i++)
138:     {
139:         names_text += names.at(i) + "\n";
140:         raw_text += std::to_string(sensors.at(i)->get_raw_value()) + "\n";
141:         corrected_text += std::to_string(sensors.at(i)->get_value(false)) + "\n";
142:     }
143:
144:     lv_label_set_text(title1, "Sensor");
145:     lv_label_set_text(title2, "Raw Input");
146:     lv_label_set_text(title3, "Corrected Input");
147:     lv_label_set_text(info1, names_text.c_str());
148:     lv_label_set_text(info2, raw_text.c_str());
149:     lv_label_set_text(info3, corrected_text.c_str());
150: }
```

```
1: #ifndef __DIGITALINTAB_HPP__
2: #define __DIGITALINTAB_HPP__
3:
4: #include <string>
5: #include <vector>
6:
7: #include "main.h"
8:
9: #include "../Styles.hpp"
10:
11:
12: /**
13:  * @see: ../Styles.
14:  *
15:  * show value for limit switch
16:  */
17: class DigitalInDebugger :
18:     virtual Styles
19: {
20: private:
21:     lv_obj_t *container;
22:
23:     lv_obj_t *title1;
24:     lv_obj_t *title2;
25:
26:     lv_obj_t *info1;
27:     lv_obj_t *info2;
28:
29:     static std::vector<pros::ADIDigitalIn*> sensors;
30:     static std::vector<std::string> names;
31:
32: public:
33:     DigitalInDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<pros::ADIDigitalIn*> sensors_vec, std::vector<std::string> names_vec);
34:     DigitalInDebugger();
35:
36: /**
37:  * @return: None
38:  *
39:  * updates value of limit switch
40:  */
41:     void update_info();
42: };
43:
44:
45: #endif
```

```

1: #include <string>
2: #include <vector>
3:
4: #include "main.h"
5:
6: #include "../motors/Motor.hpp"
7: #include "../Styles.hpp"
8: #include "DigitalInTab.hpp"
9:
10:
11: std::vector<pros::ADIDigitalIn*> DigitalInDebugger::sensors;
12: std::vector<std::string> DigitalInDebugger::names;
13:
14:
15: DigitalInDebugger::DigitalInDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<pros::ADIDigitalIn*> sensors_vec, std::vector<std::string> names_vec)
16: {
17:     for( int i = 0; i < sensors_vec.size(); i++)
18:     {
19:         sensors.push_back(sensors_vec.at(i));
20:         names.push_back(names_vec.at(i));
21:     }
22:
23:     //init container
24:     container = lv_cont_create(parent, NULL);
25:     lv_cont_set_fit(container, false, false);
26:     lv_obj_set_style(container, &gray);
27:     lv_cont_set_fit(container, false, false);
28:     lv_obj_set_width(container, x_dim);
29:     lv_obj_set_height(container, y_dim);
30:
31:     //title for columns
32:     //1
33:     title1 = lv_label_create(container, NULL);
34:     lv_obj_set_style(title1, &toggle_tabbtn_pressed);
35:     lv_obj_set_width(title1, (x_dim));
36:     lv_obj_set_height(title1, 20);
37:     lv_label_set_align(title1, LV_LABEL_ALIGN_CENTER);
38:     lv_label_set_text(title1, "None");
39:
40:     //2
41:     title2 = lv_label_create(container, NULL);
42:     lv_obj_set_style(title2, &toggle_tabbtn_pressed);
43:     lv_obj_set_width(title2, (x_dim/3));
44:     lv_obj_set_height(title2, 20);
45:     lv_label_set_align(title2, LV_LABEL_ALIGN_CENTER);
46:     lv_label_set_text(title2, "None");
47:
48:     //info for columns
49:     //1
50:     info1 = lv_label_create(container, NULL);
51:     lv_obj_set_style(info1, &toggle_tabbtn_pressed);
52:     lv_obj_set_width(info1, (x_dim/3));
53:     lv_obj_set_height(info1, y_dim - 20);
54:     lv_label_set_align(info1, LV_LABEL_ALIGN_LEFT);
55:     lv_label_set_text(info1, "None");
56:
57:     //2
58:     info2 = lv_label_create(container, NULL);
59:     lv_obj_set_style(info2, &toggle_tabbtn_pressed);
60:     lv_obj_set_width(info2, (x_dim/3));
61:     lv_obj_set_height(info2, y_dim - 20);
62:     lv_label_set_align(info2, LV_LABEL_ALIGN_LEFT);
63:     lv_label_set_text(info2, "None");
64:
65:
66:     //set positions relative to container
67:     lv_obj_align(title1, container, LV_ALIGN_IN_TOP_LEFT, 10, 10);
68:     lv_obj_align(info1, container, LV_ALIGN_IN_TOP_LEFT, 10, 30);
69:
70:     lv_obj_align(title2, container, LV_ALIGN_IN_TOP_RIGHT, -100, 10);
71:     lv_obj_align(info2, container, LV_ALIGN_IN_TOP_RIGHT, -100, 30);
72: }
73:
74:
75: DigitalInDebugger::~DigitalInDebugger()
76: {
77:
78: }
79:
80:
81: /**
82:  * shows value of limit switch as either 0 or 1
83:  */
84: void DigitalInDebugger::update_info()
85: {
86:     std::string names_text;
87:     std::string val_text;
88:     for(int i=0; i < sensors.size(); i++)
89:     {
90:         names_text += names.at(i) + "\n";
91:         val_text += std::to_string(sensors.at(i)->get_value()) + "\n";
92:     }
93:
94:     lv_label_set_text(title1, "Limit Switch");
95:     lv_label_set_text(title2, "State");
96:     lv_label_set_text(info1, names_text.c_str());
97:     lv_label_set_text(info2, val_text.c_str());
98: }

```

```
1: #ifndef __ENCODERTAB_HPP__
2: #define __ENCODERTAB_HPP__
3:
4: #include <string>
5: #include <vector>
6:
7: #include "main.h"
8:
9: #include ".././sensors/Encoder.hpp"
10: #include ".././Styles.hpp"
11:
12:
13: class EncoderDebugger :
14:     virtual Styles
15: {
16:     private:
17:         lv_obj_t *container;
18:
19:         lv_obj_t *title1;
20:         lv_obj_t *title2;
21:         lv_obj_t *title3;
22:
23:         lv_obj_t *info1;
24:         lv_obj_t *info2;
25:         lv_obj_t *info3;
26:
27:         lv_obj_t *btn_tare;
28:         lv_obj_t *btn_tare_label;
29:
30:         static std::vector<Encoder*> encoders;
31:         static std::vector<std::string> names;
32:         static std::vector<int> unique_ids;
33:
34:         /**
35:          * @param: lv_obj_t* btn -> button that called the funtion
36:          * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
37:          *
38:          * button callback function used to tare encoder
39:          */
40:         static lv_res_t btn_tare_action(lv_obj_t *btn);
41:
42:     public:
43:         EncoderDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<Encoder*> encoders_vec, std::vector<std::string> names_vec);
44:         EncoderDebugger();
45:
46:         /**
47:          * @return: None
48:          *
49:          * updates value of sensors
50:          */
51:         void update_info();
52:
53: };
54:
55:
56:
57: #endif
```

```

1: #include <string>
2: #include <vector>
3:
4: #include "main.h"
5:
6: #include "../Gimmicks.hpp"
7: #include "EncoderTab.hpp"
8:
9: std::vector<Encoder*> EncoderDebugger::encoders;
10: std::vector<std::string> EncoderDebugger::names;
11: std::vector<int> EncoderDebugger::unique_ids;
12:
13:
14: EncoderDebugger::EncoderDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<Encoder*> encoders_vec, std::vector<std::string> names_vec)
15: {
16:     for (int i = 0; i < encoders_vec.size(); i++)
17:     {
18:         encoders.push_back(encoders_vec.at(i));
19:         unique_ids.push_back(encoders_vec.at(i)->get_unique_id());
20:         names.push_back(names_vec.at(i));
21:     }
22:
23:     //init container
24:     container = lv_cont_create(parent, NULL);
25:     lv_cont_set_fit(container, false, false);
26:     lv_obj_set_style(container, &gray);
27:     lv_cont_set_fit(container, false, false);
28:     lv_obj_set_width(container, x_dim);
29:     lv_obj_set_height(container, y_dim);
30:
31:     //title for columns
32:     //1
33:     title1 = lv_label_create(container, NULL);
34:     lv_obj_set_style(title1, &toggle_tabbtn_pressed);
35:     lv_obj_set_width(title1, (x_dim));
36:     lv_obj_set_height(title1, 20);
37:     lv_label_set_align(title1, LV_LABEL_ALIGN_CENTER);
38:     lv_label_set_text(title1, "None");
39:
40:     //2
41:     title2 = lv_label_create(container, NULL);
42:     lv_obj_set_style(title2, &toggle_tabbtn_pressed);
43:     lv_obj_set_width(title2, (x_dim/3));
44:     lv_obj_set_height(title2, 20);
45:     lv_label_set_align(title2, LV_LABEL_ALIGN_CENTER);
46:     lv_label_set_text(title2, "None");
47:
48:     //3
49:     title3 = lv_label_create(container, NULL);
50:     lv_obj_set_style(title3, &toggle_tabbtn_pressed);
51:     lv_obj_set_width(title3, (x_dim/3));
52:     lv_obj_set_height(title3, 20);
53:     lv_label_set_align(title3, LV_LABEL_ALIGN_CENTER);
54:     lv_label_set_text(title3, "None");
55:
56:     //info for columns
57:     //1
58:     info1 = lv_label_create(container, NULL);
59:     lv_obj_set_style(info1, &toggle_tabbtn_pressed);
60:     lv_obj_set_width(info1, (x_dim/3));
61:     lv_obj_set_height(info1, y_dim - 20);
62:     lv_label_set_align(info1, LV_LABEL_ALIGN_LEFT);
63:     lv_label_set_text(info1, "None");
64:
65:     //2
66:     info2 = lv_label_create(container, NULL);
67:     lv_obj_set_style(info2, &toggle_tabbtn_pressed);
68:     lv_obj_set_width(info2, (x_dim / 3));
69:     lv_obj_set_height(info2, y_dim - 20);
70:     lv_label_set_align(info2, LV_LABEL_ALIGN_LEFT);
71:     lv_label_set_text(info2, "None");
72:
73:     //3
74:     info3 = lv_label_create(container, NULL);
75:     lv_obj_set_style(info3, &toggle_tabbtn_pressed);
76:     lv_obj_set_width(info3, (x_dim/3));
77:     lv_obj_set_height(info3, y_dim - 20);
78:     lv_label_set_align(info3, LV_LABEL_ALIGN_LEFT);
79:     lv_label_set_text(info3, "None");
80:
81:     //calibrate button
82:     //button
83:     btn_tare = lv_btn_create(container, NULL);
84:     lv_btn_set_style(btn_tare, LV_BTN_STYLE_REL, &toggle_btn_released);
85:     lv_btn_set_style(btn_tare, LV_BTN_STYLE_PR, &toggle_btn_pressed);
86:     lv_btn_set_action(btn_tare, LV_BTN_ACTION_CLICK, btn_tare_action);
87:     lv_obj_set_width(btn_tare, 110);
88:     lv_obj_set_height(btn_tare, 25);
89:
90:     //label
91:     btn_tare_label = lv_label_create(btn_tare, NULL);
92:     lv_obj_set_style(btn_tare_label, &subheading_text);
93:     lv_label_set_text(btn_tare_label, "Calibrate");
94:
95:     //set positions relative to container
96:     lv_obj_align(title1, container, LV_ALIGN_IN_TOP_LEFT, 10, 10);
97:     lv_obj_align(info1, container, LV_ALIGN_IN_TOP_LEFT, 10, 30);
98:     lv_obj_align(title2, container, LV_ALIGN_IN_TOP_MID, -50, 10);
99:     lv_obj_align(info2, container, LV_ALIGN_IN_TOP_MID, -50, 30);
100:
101:     lv_obj_align(title3, container, LV_ALIGN_IN_TOP_RIGHT, -100, 10);
102:     lv_obj_align(info3, container, LV_ALIGN_IN_TOP_RIGHT, -100, 30);
103:
104:     lv_obj_align(btn_tare, container, LV_ALIGN_IN_BOTTOM_RIGHT, -50, 0);
105: }
106:
107: EncoderDebugger::~EncoderDebugger()
108: {
109: }
110:
111:
112:
113: **

```

```
114:  * calibrates potentiometer and adds loading bar show gui doesn't appear to hang
115:  */
116:  lv_res_t EncoderDebugger::btn_tare_action(lv_obj_t *btn)
117:  {
118:      Loading load;
119:      for(int i=0; i < encoders.size(); i++)
120:      {
121:          load.show_load(500, lv_scr_act(), 190, 240); //shows loading bar while calibrating
122:          encoders.at(i)->reset(unique_ids.at(i));
123:          load.hide_load();
124:      }
125:
126:      return LV_RES_OK;
127:  }
128:
129:
130:
131:  /**
132:   * updates potentiometer data with raw and corrected values
133:   */
134:  void EncoderDebugger::update_info()
135:  {
136:      std::string names_text = "";
137:      std::string raw_text = "";
138:      std::string corrected_text = "";
139:      for(int i=0; i < encoders.size(); i++)
140:      {
141:          names_text += names.at(i) + "\n";
142:          raw_text += std::to_string(encoders.at(i)->get_absolute_position(false)) + "°" + std::to_string(encoders.at(i)->get_absolute_position(true)) + "\n";
143:          corrected_text += std::to_string(encoders.at(i)->get_position(unique_ids.at(i))) + "\n";
144:      }
145:
146:      lv_label_set_text(title1, "Encoder");
147:      lv_label_set_text(title2, "Absolute Position");
148:      lv_label_set_text(title3, "Unique Position");
149:      lv_label_set_text(info1, names_text.c_str());
150:      lv_label_set_text(info2, raw_text.c_str());
151:      lv_label_set_text(info3, corrected_text.c_str());
152:  }
```



```
1: #ifndef __IMETAB_HPP__
2: #define __IMETAB_HPP__
3:
4: #include <string>
5: #include <vector>
6:
7: #include "main.h"
8:
9: #include "../Styles.hpp"
10: #include "../motors/Motor.hpp"
11:
12: /**
13:  * @see: ../Styles.hpp
14:  *
15:  * shows tab of IMEs and allows user to tare encoders and see values
16:  */
17: class IMEsDebugger :
18:     virtual Styles
19: {
20:     private:
21:         lv_obj_t *container;
22:         lv_obj_t *title;
23:         lv_obj_t *info;
24:
25:         lv_obj_t *btn_tare;
26:         lv_obj_t *btn_tare_label;
27:
28:         static std::vector<Motor*> motors;
29:         static std::vector<std::string> names;
30:
31:     /**
32:      * @param: lv_obj_t* btn -> button that called the funtion
33:      * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
34:      *
35:      * button callback function used to tare all IMEs
36:      */
37:     static lv_res_t btn_tare_action(lv_obj_t *btn);
38:
39:     public:
40:         IMEsDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<Motor*> motors_vec, std::vector<std::string> names_vec);
41:         ~IMEsDebugger();
42:
43:     /**
44:      * @return: None
45:      *
46:      * updates values for IMEs
47:      */
48:     void update_info();
49:
50:
51: };
52:
53:
54: #endif
```

```

1: #include <string>
2: #include <vector>
3:
4: #include "main.h"
5:
6: #include "../motors/Motor.hpp"
7: #include "../Styles.hpp"
8: #include "IMETab.hpp"
9:
10:
11: std::vector<Motor*> IMEsDebugger::motors;
12: std::vector<std::string> IMEsDebugger::names;
13:
14: IMEsDebugger::IMEsDebugger(lv_obj_t *parent, int x_dim, int y_dim, std::vector<Motor*> motors_vec, std::vector<std::string> names_vec)
15: {
16:     for( int i = 0; i < motors_vec.size(); i++ )
17:     {
18:         motors.push_back(motors_vec.at(i));
19:         names.push_back(names_vec.at(i));
20:     }
21:
22: //init container
23: container = lv_cont_create(parent, NULL);
24: lv_cont_set_fit(container, false, false);
25: lv_obj_set_style(container, &gray);
26: lv_cont_set_fit(container, false, false);
27: lv_obj_set_width(container, x_dim);
28: lv_obj_set_height(container, y_dim);
29:
30: //default text
31: std::string text = (
32:     "front right  -\n"
33:     "back right   -\n"
34:     "front left   -\n"
35:     "back left    -\n"
36:     "right lift   -\n"
37:     "left lift    -\n"
38:     "intake       -\n"
39:     "lift         - "
40: );
41:
42: //init integrated motor encoders label label
43: info = lv_label_create(container, NULL);
44: lv_obj_set_style(info, &toggle_tabbtn_pressed);
45: lv_obj_set_width(info, (x_dim));
46: lv_obj_set_height(info, (y_dim));
47: lv_label_set_align(info, LV_LABEL_ALIGN_LEFT);
48: lv_label_set_text(info, text.c_str());
49:
50:
51: //init tare encoders button
52: //button
53: btn_tare = lv_btn_create(container, NULL);
54: lv_btn_set_style(btn_tare, LV_BTN_STYLE_REL, &toggle_btn_released);
55: lv_btn_set_style(btn_tare, LV_BTN_STYLE_PR, &toggle_btn_pressed);
56: lv_btn_set_action(btn_tare, LV_BTN_ACTION_CLICK, btn_tare_action);
57: lv_obj_set_width(btn_tare, 110);
58: lv_obj_set_height(btn_tare, 25);
59:
60: //label
61: btn_tare_label = lv_label_create(btn_tare, NULL);
62: lv_obj_set_style(btn_tare_label, &subheading_text);
63: lv_label_set_text(btn_tare_label, "tare encoders");
64:
65:
66: //align objects on container
67: lv_obj_set_pos(info, 10, 0);
68: lv_obj_set_pos(btn_tare, 300, (y_dim - 30));
69: }
70:
71: IMEsDebugger::~IMEsDebugger()
72: {
73:
74: }
75:
76:
77: /**
78:  * tares encodes of all motors
79:  */
80: lv_res_t IMEsDebugger::btn_tare_action(lv_obj_t *btn)
81: {
82:     for( int i = 0; i < motors.size(); i++ )
83:     {
84:         motors.at(i)->tare_encoder();
85:     }
86:
87:     return LV_RES_OK;
88: }
89:
90:
91: /**
92:  * updates for each motor to current values
93:  */
94: void IMEsDebugger::update_info()
95: {
96:     int max_characters = 0;
97:     for( int i = 0; i < names.size(); i++ )
98:     {
99:         if(names.at(i).length() > max_characters)
100:         {
101:             max_characters = names.at(i).length();
102:         }
103:     }
104:
105:     std::string text;
106:     for( int i = 0; i < names.size(); i++ )
107:     {
108:         std::string spaces = "";
109:         for(int j = names.at(i).length(); j < max_characters + 3; j++)
110:         {
111:             spaces += " ";
112:         }
113:         text += names.at(i) + spaces + "- " + std::to_string(motors.at(i)->get_encoder_position()) + "\n";

```

08/26/20  
12:34:54

../RobotCode/src/objects/lcdCode/Debug/sensor\_tabs/IMETab.cpp

2

```
114:     }  
115:  
116:     lv_label_set_text(info, text_c_str());  
117: }
```

```
1: #ifndef __IMUTAB_HPP__
2: #define __IMUTAB_HPP__
3:
4: #include <string>
5: #include <vector>
6:
7: #include "main.h"
8:
9: #include "../sensors/AnalogInSensor.hpp"
10: #include "../Styles.hpp"
11:
12:
13: class IMUDebugger :
14:     virtual Styles
15: {
16:     private:
17:         lv_obj_t *container;
18:
19:         lv_obj_t *info1;
20:         lv_obj_t *info2;
21:
22:         lv_obj_t *btn_calibrate;
23:         lv_obj_t *btn_calibrate_label;
24:
25:         static pros::Imu *imu;
26:
27:         /**
28:          * @param: lv_obj_t* btn -> button that called the funtion
29:          * @return: lv_res_t -> LV_RES_OK on successfull completion because object still exists
30:          *
31:          * button callback function used to calibrate sensor
32:          */
33:         static lv_res_t btn_calibrate_action(lv_obj_t *btn);
34:
35:     public:
36:         IMUDebugger(lv_obj_t *parent, int x_dim, int y_dim, pros::Imu *imu_sensor);
37:         ~IMUDebugger();
38:
39:         /**
40:          * @return: None
41:          *
42:          * updates value of sensors
43:          */
44:         void update_info();
45:
46: };
47:
48:
49:
50: #endif
```

```

1: #include <string>
2: #include <vector>
3:
4: #include "main.h"
5:
6: #include "../Gimmicks.hpp"
7: #include "IMUTab.hpp"
8:
9: pros::Imu *IMUDebugger::imu;
10:
11: IMUDebugger::IMUDebugger(lv_obj_t *parent, int x_dim, int y_dim, pros::Imu *imu_sensor)
12: {
13:     imu = imu_sensor;
14:
15:     //init container
16:     container = lv_cont_create(parent, NULL);
17:     lv_cont_set_fit(container, false, false);
18:     lv_obj_set_style(container, &gray);
19:     lv_cont_set_fit(container, false, false);
20:     lv_obj_set_width(container, x_dim);
21:     lv_obj_set_height(container, y_dim);
22:
23:     //info for columns
24:     //1
25:     info1 = lv_label_create(container, NULL);
26:     lv_obj_set_style(info1, &toggle_tabbtn_pressed);
27:     lv_obj_set_width(info1, (x_dim/3));
28:     lv_obj_set_height(info1, y_dim - 20);
29:     lv_label_set_align(info1, LV_LABEL_ALIGN_LEFT);
30:     lv_label_set_text(info1, "None");
31:
32:     //2
33:     info2 = lv_label_create(container, NULL);
34:     lv_obj_set_style(info2, &toggle_tabbtn_pressed);
35:     lv_obj_set_width(info2, (x_dim / 3));
36:     lv_obj_set_height(info2, y_dim - 20);
37:     lv_label_set_align(info2, LV_LABEL_ALIGN_LEFT);
38:     lv_label_set_text(info2, "None");
39:
40:     //calibrate button
41:     //button
42:     btn_calibrate = lv_btn_create(container, NULL);
43:     lv_btn_set_style(btn_calibrate, LV_BTN_STYLE_REL, &toggle_btn_released);
44:     lv_btn_set_style(btn_calibrate, LV_BTN_STYLE_PR, &toggle_btn_pressed);
45:     lv_btn_set_action(btn_calibrate, LV_BTN_ACTION_CLICK, btn_calibrate_action);
46:     lv_obj_set_width(btn_calibrate, 110);
47:     lv_obj_set_height(btn_calibrate, 25);
48:
49:     //label
50:     btn_calibrate_label = lv_label_create(btn_calibrate, NULL);
51:     lv_obj_set_style(btn_calibrate_label, &subheading_text);
52:     lv_label_set_text(btn_calibrate_label, "Calibrate");
53:
54:     //set positions relative to container
55:     lv_obj_align(info1, container, LV_ALIGN_IN_TOP_LEFT, 10, 10);
56:     lv_obj_align(info2, container, LV_ALIGN_IN_TOP_MID, -15, 10);
57:
58:     lv_obj_align(btn_calibrate, container, LV_ALIGN_IN_BOTTOM_RIGHT, -50, 0);
59: }
60:
61: IMUDebugger::~IMUDebugger()
62: {
63: }
64:
65:
66:
67: /**
68:  * calibrates potentiometer and adds loading bar show gui doesn't appear to hang
69:  */
70: lv_res_t IMUDebugger::btn_calibrate_action(lv_obj_t *btn)
71: {
72:     Loading load;
73:
74:     load.show_load(2000, lv_scr_act(), 190, 240); //shows loading bar while calibrating
75:     if(!((imu->get_status() && 0xFF))
76:     {
77:         imu->reset();
78:         while(imu->is_calibrating())
79:         {
80:             pros::delay(25);
81:         }
82:         load.hide_load();
83:     }
84:     return LV_RES_OK;
85: }
86:
87:
88: /**
89:  * updates potentiometer data with raw and corrected values
90:  */
91: void IMUDebugger::update_info()
92: {
93:     std::string names_text;
94:     std::string data_text;
95:
96:     names_text += "heading\nrotation\npitch\nroll\nyaw\naccel x\naccel y\naccel z";
97:     data_text += std::to_string(imu->get_heading()) + "\n";
98:     data_text += std::to_string(imu->get_rotation()) + "\n";
99:     data_text += std::to_string(imu->get_pitch()) + "\n";
100:     data_text += std::to_string(imu->get_roll()) + "\n";
101:     data_text += std::to_string(imu->get_yaw()) + "\n";
102:     data_text += std::to_string(imu->get_accel().x) + "\n";
103:     data_text += std::to_string(imu->get_accel().y) + "\n";
104:     data_text += std::to_string(imu->get_accel().z) + "\n";
105:
106:     lv_label_set_text(info1, names_text.c_str());
107:     lv_label_set_text(info2, data_text.c_str());
108: }
109:

```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/serial/Logger.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/9/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * contains class for a writer queue that accepts writes and flushes them
8:   * to an output stream
9:   */
10:
11: #ifndef __LOGGER_HPP__
12: #define __LOGGER_HPP__
13:
14: #include <atomic>
15: #include <queue>
16: #include <string>
17:
18:
19: typedef struct
20: {
21:     std::string stream;
22:     std::string content;
23: } log_entry;
24:
25:
26: /**
27:  * Contains a queue that can be added to and dumped out so that data can
28:  * be gathered and exported
29:  *
30:  */
31: class Logger
32: {
33: private:
34:     static std::queue<log_entry> logger_queue;
35:     static std::atomic<bool> lock;
36:     static bool use_queue;
37:
38:     /**
39:      * @param: num_entries -> max number of entries to get
40:      * @return: std::vector<log_entry> -> the list of items gotten from queue
41:      *
42:      * gets an object from the logger queue
43:      * returns an empty string if the queue is empty
44:      */
45:     std::vector<log_entry> get_entries(int num_entries);
46:
47:     /**
48:      * @param: log_entry contents -> what to log
49:      * @return: bool -> true if the file was actually written to, false if an error occurred
50:      *
51:      * sends an entry on a given stream
52:      * currently supports cout, clog, and cerr
53:      */
54:     bool log( log_entry entry );
55:
56: public:
57:     Logger();
58:     ~Logger();
59:
60:     /**
61:      * @param: log_entry test_item -> item to add to the writer queue
62:      * @return: bool -> true on success and false if an error occurred in the process
63:      *
64:      * adds an item to the logger queue
65:      * the queue is protected using a spinlock implemented with an
66:      * std::atomic bool
67:      */
68:     bool add( log_entry entry );
69:
70:     /**
71:      * @return: None
72:      *
73:      * builds up a cache of items from the queue for 50ms so that they can be
74:      * logged at closer to the max speed
75:      */
76:     void dump( );
77:
78:     static void stop_queueing();
79:     static void start_queueing();
80:
81:
82:
83:     /**
84:      * @return: int -> number of items in the logger queue
85:      *
86:      * returns the size of the logger queue
87:      */
88:     static int get_count();
89: };
90:
91:
92:
93: #endif
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/serial/Logger.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/9/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see Logger.hpp
8:   *
9:   * contains implementation for the logger class
10:  */
11:
12: #include <atomic>
13: #include <iostream>
14: #include <queue>
15: #include <string>
16: #include <vector>
17:
18: #include "main.h"
19:
20: #include "Logger.hpp"
21:
22: std::queue<log_entry> Logger::logger_queue;
23: std::atomic<bool> Logger::lock = ATOMIC_VAR_INIT(false);
24: bool Logger::use_queue = true;
25:
26:
27: Logger::Logger() {}
28:
29:
30:
31:
32: Logger::~Logger() {}
33:
34:
35:
36:
37: /**
38:  * sends data on the given stream based on the log entry
39:  */
40: bool Logger::log( log_entry entry )
41: {
42:     if ( entry.stream == "cout" )
43:     {
44:         std::cout << pros::millis() << " " << entry.content << "\n";
45:     }
46:     else if ( entry.stream == "cerr" )
47:     {
48:         std::cerr << pros::millis() << " " << entry.content << "\n";
49:     }
50:     else if ( entry.stream == "clog" )
51:     {
52:         std::clog << pros::millis() << " " << entry.content << "\n";
53:     }
54:     else
55:     {
56:         return false;
57:     }
58:
59:     return true;
60: }
61:
62:
63:
64:
65: /**
66:  * add item to the queue by acquiring and releasing atomic lock
67:  */
68: bool Logger::add( log_entry entry )
69: {
70:     if ( !entry.stream.empty() && !entry.content.empty() )
71:     {
72:         if( use_queue ) { // save the message in a queue to be viewed later
73:             while ( lock.exchange( true ) ); // acquire lock
74:             logger_queue.push( entry );
75:             lock.exchange( false ); // release lock
76:         } else { // log the message right away
77:             log(entry);
78:         }
79:
80:         return true;
81:     }
82:
83:     return false;
84: }
85:
86:
87:
88:
89: /**
90:  * gets an item from the queue by acquiring the lock and releasing it
91:  */
92: std::vector<log_entry> Logger::get_entries(int num_entries)
93: {
94:     std::vector<log_entry> contents;
95:
96:     while ( lock.exchange( true ) ); // acquire lock
97:
98:     for(int i=0; i<num_entries; i++) {
99:         if ( !logger_queue.empty() ) {
100:             contents.push_back(logger_queue.front());
101:             logger_queue.pop();
102:         } else {
103:             break;
104:         }
105:     }
106:
107:     lock.exchange( false ); // release lock because there is no more iteration
108:     // with the queue
109:     return contents;
110: }
111:
112:
113:
```

```
114:
115:  /**
116:   * builds up a cache of items
117:   * this is used so that data can be sent at closer to the max speed
118:   */
119: void Logger::dump()
120: {
121:     std::vector<log_entry> entries = get_entries(50);
122:
123:     for ( int i = 0; i < entries.size(); i++ )
124:     {
125:         log(entries.at(i));
126:     }
127:
128: }
129:
130:
131: void Logger::start_queueing() {
132:     use_queue = true;
133: }
134:
135: void Logger::stop_queueing() {
136:     use_queue = false;
137: }
138:
139:
140: /**
141:  * gets the size of the writer queue
142:  */
143: int Logger::get_count()
144: {
145:     return logger_queue.size();
146: }
```



```
1:  /**
2:   * @file: ../RobotCode/src/objects/serial/Server.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains class for a server that works over serial communication
8:   */
9:
10: #ifndef __SERVER_HPP__
11: #define __SERVER_HPP__
12:
13: #include <atomic>
14: #include <queue>
15: #include <csdint>
16:
17:
18: typedef struct
19: {
20:     uint16_t return_id;
21:     uint16_t command_id;
22:     std::string msg;
23: } server_request;
24:
25: class Server
26: {
27: private:
28:     static std::atomic<bool> lock;
29:     static std::queue<Server_request> request_queue;
30:
31:     static pros::Task *read_thread; // the thread for reading stdin
32:
33:     static void read_stdin(void*);
34:
35:     static int num_instances;
36:     static bool debug;
37:
38:     static int delay;
39:
40:     int handle_request(server_request request);
41:
42: public:
43:     Server();
44:     ~Server();
45:
46:     /**
47:      * @return: None
48:      *
49:      * starts the thread or resumes it if it was stopped
50:      */
51:     void start_server();
52:
53:     /**
54:      * @return: None
55:      *
56:      * stops the thread from being scheduled
57:      */
58:     void stop_server();
59:
60:     void set_server_task_priority(int new_prio);
61:
62:     void set_debug_mode(bool debug_mode);
63:
64:     void clear_stdin();
65:
66:     int handle_requests(int max_requests=10);
67: };
68:
69:
70: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/serial/Server.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains implementation for server implementation
8:   */
9:  #include <atomic>
10: #include <cstdint>
11: #include <queue>
12: #include <string>
13:
14: #include "main.h"
15: #include "pros/apix.h"
16:
17: #include "../Configuration.hpp"
18: #include "../motors/Motors.hpp"
19: #include "../motors/MotorThread.hpp"
20: #include "Logger.hpp"
21: #include "Server.hpp"
22:
23: std::queue<server_request> Server::request_queue;
24: std::atomic<bool> Server::lock = ATOMIC_VAR_INIT(false);
25: pros::Task *Server::read_thread = NULL;
26: int Server::num_instances = 0;
27: bool Server::debug = false;
28: int Server::delay = 100;
29:
30:
31: Server::Server() {
32:     if(read_thread == NULL) {
33:         read_thread = new pros::Task( read_stdin, (void*)NULL, 2, TASK_STACK_DEPTH_DEFAULT, "server_thread");
34:         read_thread->suspend();
35:     }
36:
37:     num_instances += 1;
38: }
39:
40:
41:
42: Server::~Server() {
43:     std::cout << "destructor called on server\n";
44:     num_instances -= 1;
45:     if(num_instances == 0) {
46:         read_thread->remove();
47:         delete read_thread;
48:         read_thread = NULL;
49:     }
50: }
51:
52:
53:
54:
55: void Server::read_stdin(void*) {
56:     int read_check = 0;
57:     Logger logger;
58:     log_entry entry;
59:     int wait_check = 0;
60:
61:     while(1) {
62:         char byte = getchar_unlocked();
63:
64:         if(debug) {
65:             entry.stream = "clog";
66:             entry.content = "[INFO] " + std::to_string(pros::millis()) + " Byte read from stdin: " + byte;
67:             logger.add(entry);
68:         }
69:
70:         if(read_check == 0 && byte == '\xAA') {
71:             read_check = 1;
72:         } else if(read_check == 1 && byte == '\x55') {
73:             read_check = 2;
74:         } else if(read_check == 2 && byte == '\x1E') {
75:             read_check = 3;
76:         } else if(read_check == 3) {
77:             std::string msg;
78:             int len_msg = (int)byte - 4; // byte read will be length of bytes to follow
79:                                     // subtract 4 because next four bytes are handled different
80:                                     // because they are identifiers
81:             uint8_t return_msb = getchar_unlocked();
82:             uint8_t return_lsb = getchar_unlocked();
83:             uint8_t command_msb = getchar_unlocked();
84:             uint8_t command_lsb = getchar_unlocked();
85:
86:             uint16_t return_id = (return_msb << 8) | return_lsb;
87:             uint16_t command_id = (command_msb << 8) | command_lsb;
88:
89:             for(int i=0; i<len_msg; i++) { // read rest message
90:                 msg.push_back(getchar_unlocked());
91:             }
92:
93:             char checksum = getchar_unlocked(); // checksum is directly after end of message
94:
95:             if(debug) {
96:                 entry.stream = "clog";
97:                 entry.content = (
98:                     "[INFO],
99:                     + std::to_string(pros::millis())
100:                     + ", Return ID read: " + std::to_string(return_id)
101:                     + ", Command ID read: " + std::to_string(command_id)
102:                     + ", Msg read: " + msg
103:                     + ", Checksum read: " + checksum
104:                 );
105:                 logger.add(entry);
106:             }
107:
108:             if(checksum == '\xC6')
109:             {
110:                 server_request request;
111:                 request.return_id = return_id;
112:                 request.command_id = command_id;
113:                 request.msg = msg;

```

```

114:         while ( lock.exchange( true ) ); //acquire lock
115:         request_queue.push(request);
116:         msg = '\0';
117:         lock.exchange( false ); //release lock
118:     }
119:
120:
121:     read_check = 0;
122:     len_msg = 0;
123:     msg[0] = '\0';
124:
125: } else {
126:     read_check = 0;
127: }
128:
129:     wait_check += 1;
130:     if(wait_check > 1024) {
131:         wait_check = 0;
132:         pros::delay(10);
133:     }
134: }
135: }
136:
137:
138:
139: int Server::handle_request(server_request request) {
140:     //cases are defined in commands.ods
141:     Logger logger;
142:     log_entry entry;
143:     entry.stream = "clog";
144:
145:     std::string return_msg;
146:     return_msg.push_back('\xAA');
147:     return_msg.push_back('\x55');
148:     return_msg.push_back('\x1E');
149:
150:     std::string return_msg_body;
151:     int status;
152:
153:     switch(request.command_id) {
154:         //motor interaction post cases
155:         case 45232: { //0xB0 0xB0 Set voltage
156:             int motor_number = std::stoi(std::to_string(request.msg.at(0)));
157:             request.msg.erase(0);
158:             int voltage = std::stoi(request.msg);
159:
160:             status = Motors::motor_array.at(motor_number)->set_voltage(voltage);
161:         }
162:         break;
163:
164:         case 45233: { //0xB0 0xB1 Set Slew Rate
165:             int motor_number = std::stoi(std::to_string(request.msg.at(0)));
166:             request.msg.erase(0);
167:             int slew_rate = std::stoi(request.msg);
168:
169:             status = Motors::motor_array.at(motor_number)->set_slew(slew_rate);
170:         }
171:         break;
172:
173:         case 45234: { //0xB0 0xB2 Set Port
174:             int motor_number = std::stoi(std::to_string(request.msg.at(0)));
175:             request.msg.erase(0);
176:             int port = std::stoi(request.msg);
177:
178:             status = Motors::motor_array.at(motor_number)->set_port(port);
179:         }
180:         break;
181:
182:         case 45235: { //0xB0 0xB3 Tare IME
183:             int motor_number = std::stoi(std::to_string(request.msg.at(0)));
184:             request.msg.erase(0);
185:
186:             status = Motors::motor_array.at(motor_number)->tare_encoder();
187:         }
188:         break;
189:
190:         case 45236: { //0xB0 0xB4 Set Brakemode
191:             int motor_number = std::stoi(std::to_string(request.msg.at(0)));
192:             request.msg.erase(0);
193:             pros::motor_brake_mode_e_t new_brake_mode = static_cast<pros::motor_brake_mode_e_t>(std::stoi(request.msg));
194:
195:             status = Motors::motor_array.at(motor_number)->set_brake_mode(new_brake_mode);
196:         }
197:         break;
198:
199:         case 45237: { //0xB0 0xB5 Set Gearing
200:             int motor_number = std::stoi(std::to_string(request.msg.at(0)));
201:             request.msg.erase(0);
202:             pros::motor_gearset_e_t new_gearing = static_cast<pros::motor_gearset_e_t>(std::stoi(request.msg));
203:
204:             status = Motors::motor_array.at(motor_number)->set_gearing(new_gearing);
205:         }
206:         break;
207:
208:         case 45238: { //0xB0 0xB6 Set PID
209:             int motor_number = std::stoi(std::to_string(request.msg.at(0)));
210:             request.msg.erase(0);
211:
212:             char buffer1[8];
213:             char buffer2[8];
214:             char buffer3[8];
215:             char buffer4[8];
216:
217:             std::copy(request.msg.begin(), request.msg.begin() + 8, buffer1);
218:             std::copy(request.msg.begin() + 8, request.msg.begin() + 16, buffer2);
219:             std::copy(request.msg.begin() + 16, request.msg.begin() + 24, buffer3);
220:             std::copy(request.msg.begin() + 24, request.msg.begin() + 32, buffer4);
221:
222:             double n1 = *reinterpret_cast<double*>(buffer1);
223:             double n2 = *reinterpret_cast<double*>(buffer2);
224:             double n3 = *reinterpret_cast<double*>(buffer3);
225:             double n4 = *reinterpret_cast<double*>(buffer4);
226:

```

## ../RobotCode/src/objects/serial/Server.cpp

```

227:     pid_constants.kP = n1;
228:     pid_constants.kI = n2;
229:     pid_constants.kD = n3;
230:     pid_constants.I_max = n4;
231:
232:     status = Motors::motor_array.at(motor_number)->set_pid(pid_constants);
233: }
234: break;
235:
236:
237: case 45239: { //0xB0 0xB7 Reverse Motor
238:     int motor_number = std::stoi(std::to_string(request.msg.at(0)));
239:     request.msg.erase(0);
240:     int reversed = std::stoi(request.msg);
241:     status = Motors::motor_array.at(motor_number)->reverse_motor();
242: }
243: break;
244:
245: case 45240: { //0xB0 0xB8 Set Log Level
246:     int motor_number = std::stoi(std::to_string(request.msg.at(0)));
247:     request.msg.erase(0);
248:     int new_log_level = std::stoi(request.msg);
249:     Motors::motor_array.at(motor_number)->set_log_level(new_log_level);
250:     status = 1;
251: }
252: break;
253:
254: case 45241: { //0xB0 0xB9 Set Slew enabled/disabled
255:     int motor_number = std::stoi(std::to_string(request.msg.at(0)));
256:     request.msg.erase(0);
257:     int enabled = std::stoi(request.msg);
258:     if(enabled) {
259:         Motors::motor_array.at(motor_number)->enable_slew();
260:     } else {
261:         Motors::motor_array.at(motor_number)->disable_slew();
262:     }
263:     status = 1;
264: }
265: break;
266:
267: // motor interaction get cases
268: case 41120: { //0xA0 0xA0 Actual Velocity
269:     int motor_number = request.msg.at(0) - 48;
270:     request.msg.erase(0);
271:
272:     status = 1;
273:     return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_actual_velocity());
274: }
275: break;
276:
277: case 41121: { //0xA0 0xA1 Actual Voltage
278:     int motor_number = request.msg.at(0) - 48;
279:     request.msg.erase(0);
280:
281:     status = 1;
282:     return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_actual_voltage());
283: }
284: break;
285:
286: case 41122: { //0xA0 0xA2 Current Draw
287:     int motor_number = request.msg.at(0) - 48;
288:     request.msg.erase(0);
289:
290:     status = 1;
291:     return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_current_draw());
292: }
293: break;
294:
295: case 41123: { //0xA0 0xA3 Encoder Position
296:     int motor_number = request.msg.at(0) - 48;
297:     request.msg.erase(0);
298:
299:     status = 1;
300:     return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_encoder_position());
301: }
302: break;
303:
304: case 41124: { //0xA0 0xA4 Brakemode
305:     int motor_number = request.msg.at(0) - 48;
306:     request.msg.erase(0);
307:
308:     status = 1;
309:     return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_brake_mode());
310: }
311: break;
312:
313: case 41125: { //0xA0 0xA5 Gearset
314:     int motor_number = request.msg.at(0) - 48;
315:     request.msg.erase(0);
316:
317:     status = 1;
318:     return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_gearset());
319: }
320: break;
321:
322: case 41126: { //0xA0 0xA6 Port
323:     int motor_number = request.msg.at(0) - 48;
324:     request.msg.erase(0);
325:
326:     status = 1;
327:     return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_port());
328: }
329: break;
330:
331: case 41127: { //0xA0 0xA7 PID Constants
332:     int motor_number = request.msg.at(0) - 48;
333:     request.msg.erase(0);
334:
335:     status = 1;
336:     return_msg_body += std::to_string(Motors::motor_array.at(motor_number)->get_pid().kP);
337:     return_msg_body += " " + std::to_string(Motors::motor_array.at(motor_number)->get_pid().kI);
338:     return_msg_body += " " + std::to_string(Motors::motor_array.at(motor_number)->get_pid().kD);
339:     return_msg_body += " " + std::to_string(Motors::motor_array.at(motor_number)->get_pid().I_max);
340: }

```

## ../RobotCode/src/objects/serial/Server.cpp

```

340:         break;
341:
342:     case 41128: { // 0xA0 0xA8 Slew Rate
343:         int motor_number = request.msg.at(0) - 48;
344:         request.msg.erase(0);
345:
346:         status = 1;
347:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_slew_rate());
348:     }
349:     break;
350:
351:     case 41129: { // 0xA0 0xA9 Power
352:         int motor_number = request.msg.at(0) - 48;
353:         request.msg.erase(0);
354:
355:         status = 1;
356:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_power());
357:     }
358:     break;
359:
360:     case 41130: { // 0xA0 0xAA Temperature
361:         int motor_number = request.msg.at(0) - 48;
362:         request.msg.erase(0);
363:
364:         status = 1;
365:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_temperature());
366:     }
367:     break;
368:
369:     case 41131: { // 0xA0 0xAB Torque
370:         int motor_number = request.msg.at(0) - 48;
371:         request.msg.erase(0);
372:
373:         status = 1;
374:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_torque());
375:     }
376:     break;
377:
378:     case 41132: { // 0xA0 0xAC Direction
379:         int motor_number = request.msg.at(0) - 48;
380:         request.msg.erase(0);
381:
382:         status = 1;
383:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_direction());
384:     }
385:     break;
386:
387:     case 41133: { // 0xA0 0xAD Efficiency
388:         int motor_number = request.msg.at(0) - 48;
389:         request.msg.erase(0);
390:
391:         status = 1;
392:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->get_efficiency());
393:     }
394:     break;
395:
396:     case 41134: { // 0xA0 0xAE is stopped
397:         int motor_number = request.msg.at(0) - 48;
398:         request.msg.erase(0);
399:
400:         status = 1;
401:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->is_stopped());
402:     }
403:     break;
404:
405:     case 41135: { // 0xA0 0xAF is reversed
406:         int motor_number = request.msg.at(0) - 48;
407:         request.msg.erase(0);
408:
409:         status = 1;
410:         return_msg_body = std::to_string(Motors::motor_array.at(motor_number)->is_reversed());
411:     }
412:     break;
413:
414:     case 41376: { // 0xA1 0xA0 is registered
415:         int motor_number = request.msg.at(0) - 48;
416:         request.msg.erase(0);
417:
418:         status = 1;
419:
420:         MotorThread* motor_thread = MotorThread::get_instance();
421:         return_msg_body = std::to_string(motor_thread->is_registered("Motors::motor_array.at(motor_number)"));
422:     }
423:     break;
424:
425:     // encoder interaction post cases
426:     // encoder iteration get cases
427:
428:     // analog in sensor interaction post cases
429:     // analog in sensor interaction get cases
430:
431:     // imu interaction post cases
432:     // imu interaction get cases
433:
434:     // position tracker post cases
435:     // position tracker get cases
436:
437:     // sd card interaction post cases
438:
439:     // misc
440:     case 43936: // 0xAB 0xA0 debug
441:         status = 1;
442:         return_msg_body = " debug msg received: " + request.msg;
443:     break;
444:
445:     case 43937: // 0xAB 0xA1 init server
446:         status = 1;
447:         pros::c::serctl(SERCTL_DISABLE_COBS, NULL);
448:         set_server_task_priority(TASK_PRIORITY_DEFAULT); // more messages are sure to follow so give read task more CPU time
449:         delay = 10; // lower delay because of expected messages
450:         return_msg_body = "server is running";
451:     break;
452:

```

## ../RobotCode/src/objects/serial/Server.cpp

```
453:     case 43938: // 0xAB 0xA2 shutdown server
454:     {
455:         status = 1;
456:         pros::c::serctl(SERCTL_ENABLE_COBS, NULL);
457:         set_server_task_priority(2);
458:         delay = 100;
459:         return_msg_body = "server is no longer running";
460:         break;
461:
462:     default:
463:     {
464:         status = 1;
465:         return_msg_body = "[INFO], " + std::to_string(pros::millis()) + ", Invalid Command: " + request.msg;
466:         break;
467:     }
468:
469:     return_msg.push_back(return_msg_body.length() + 2);
470:     return_msg.push_back((char)(request.return_id >> 8) & 0xFF);
471:     return_msg.push_back((char)request.return_id & 0xFF);
472:     return_msg += return_msg_body;
473:     //return_msg += std::to_string(pros::millis());
474:     return_msg.push_back("\xC6");
475:
476:     entry.content = return_msg;
477:
478:     logger.add(entry);
479:
480:     return 1;
481: }
482:
483:
484:
485:
486: void Server::start_server() {
487:     read_thread->resume();
488: }
489:
490: void Server::stop_server() {
491:     read_thread->suspend();
492: }
493:
494: void Server::set_server_task_priority(int new_prio) {
495:     read_thread->set_priority(new_prio);
496: }
497:
498: void Server::set_debug_mode(bool debug_mode) {
499:     debug = debug_mode;
500: }
501:
502: void Server::clear_stdin() {
503:     fflush(stdin);
504:     std::cin.clear();
505: }
506:
507:
508:
509: int Server::handle_requests(int max_requests) {
510:     std::vector<server_request> requests;
511:
512:     if (!request_queue.empty()) {
513:         while (lock.exchange(true)); //acquire lock
514:         for(int i=0; i<max_requests; i++) {
515:             if (!request_queue.empty()) {
516:                 server_request request = request_queue.front();
517:                 request_queue.pop();
518:
519:                 requests.push_back(request);
520:             }
521:         }
522:         lock.exchange(false); //release lock
523:     }
524:
525:     for (int i=0; i<requests.size(); i++) {
526:         handle_request(requests.at(i));
527:     }
528:
529:     return requests.size();
530: }
```

```

1:  /**
2:   * @file: ../RobotCode/src/objects/position_tracking/PositionTracker.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * contains functions for calculating robot position
8:   *
9:   */
10:
11: #ifndef __POSITIONTRACKER_HPP__
12: #define __POSITIONTRACKER_HPP__
13:
14: #include <atomic>
15:
16: #include "main.h"
17:
18:
19: #define WHEEL_TRACK_R 2.47
20: #define WHEEL_TRACK_L 2.47
21: #define S_ENC_OFFSET 3.5
22:
23: typedef struct
24: {
25:     long double x_pos = 0;
26:     long double y_pos = 0;
27:     long double theta = 0;
28:     void print() {
29:         std::cout << "x pos: " << this->x_pos << "\n";
30:         std::cout << "y pos: " << this->y_pos << "\n";
31:         std::cout << "angle: " << this->theta << "\n";
32:     };
33: } position;
34:
35:
36: class PositionTracker
37: {
38: private:
39:     PositionTracker();
40:     static PositionTracker *tracker_obj;
41:
42:     static position current_position;
43:
44:     static long double initial_l_enc;
45:     static long double initial_r_enc;
46:     static long double initial_theta;
47:     static long double imu_offset;
48:
49:     static long double prev_l_enc;
50:     static long double prev_r_enc;
51:     static long double delta_theta_rad;
52:
53:     static int l_id;
54:     static int r_id;
55:
56:     static std::atomic<bool> lock; //protect position from concurrent access
57:
58:     static int log_level;
59:     static bool use_imu;
60:
61:
62:     static void calc_position(void*);
63:     pros::Task *thread; //the thread for keeping track of position
64:
65:
66: public:
67:     PositionTracker();
68:
69:     /**
70:      * @return: PositionTracker -> instance of class to be used throughout program
71:      *
72:      * give the instance of the singleton class or creates it if it does
73:      * not yet exist
74:      */
75:     static PositionTracker* get_instance();
76:
77:     static long double to_inches( long double encoder_ticks, long double wheel_size );
78:     static long double to_encoder_ticks(long double inches, long double wheel_size);
79:     static long double to_radians(long double degrees);
80:     static long double to_degrees(long double radians);
81:
82:     /**
83:      * @return: None
84:      *
85:      * starts the thread or resumes it if it was stopped
86:      */
87:     void start_thread();
88:
89:     /**
90:      * @return: None
91:      *
92:      * stops the thread from being scheduled
93:      */
94:     void stop_thread();
95:
96:     void set_log_level(int log_lvl);
97:
98:     void enable_imu();
99:     void disable_imu();
100:
101:     long double get_delta_theta_rad();
102:     long double get_heading_rad();
103:
104:     position get_position();
105:
106:     static void set_position(position robot_coordinates);
107: };
108:
109: #endif

```

## ../RobotCode/src/objects/position\_tracking/PositionTracker.cpp

```

1:  /**
2:   * @file: ../RobotCode/src/objects/position_tracking/PositionTracker.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   * TODO:
7:   *
8:   * contains implementation for functions that track position
9:   */
10:
11: #include <atomic>
12:
13: #include "main.h"
14:
15: #include "../serial/Logger.hpp"
16: #include "../sensors/Sensors.hpp"
17: #include "PositionTracker.hpp"
18:
19:
20: PositionTracker *PositionTracker::tracker_obj = NULL;
21: std::atomic<bool> PositionTracker::lock = ATOMIC_VAR_INIT(false);
22: position PositionTracker::current_position;
23:
24: long double PositionTracker::initial_l_enc;
25: long double PositionTracker::initial_r_enc;
26: long double PositionTracker::initial_theta;
27: long double PositionTracker::imu_offset;
28:
29: long double PositionTracker::prev_l_enc;
30: long double PositionTracker::prev_r_enc;
31: long double PositionTracker::delta_theta_rad;
32:
33: int PositionTracker::l_id = -1; // -1 is used as an invalid id
34: int PositionTracker::r_id = -1;
35:
36: int PositionTracker::log_level = 0;
37: bool PositionTracker::use_imu = false;
38:
39:
40: PositionTracker::PositionTracker() {
41:     thread = new pros::Task( calc_position, (void*)NULL, TASK_PRIORITY_DEFAULT, TASK_STACK_DEPTH_DEFAULT, "position_tracking");
42:     set_position({0, 0, 0});
43:     thread->suspend();
44: }
45:
46:
47: PositionTracker::~PositionTracker() {
48:     thread->remove();
49:     delete thread;
50: }
51:
52:
53: /**
54:  * inits object if object is not already initialized based on a static bool
55:  * sets bool if it is not set
56:  */
57: PositionTracker* PositionTracker::get_instance() {
58:     if ( tracker_obj == NULL )
59:     {
60:         tracker_obj = new PositionTracker;
61:     }
62:     return tracker_obj;
63: }
64:
65:
66:
67:
68: long double PositionTracker::to_inches( long double encoder_ticks, long double wheel_size ) {
69:     long double circumference = (wheel_size * M_PI);
70:     long double revolutions = encoder_ticks / 360.0;
71:     long double inches = circumference * revolutions;
72:
73:     return inches;
74: }
75:
76:
77: long double PositionTracker::to_encoder_ticks(long double inches, long double wheel_size) {
78:     long double circumference = (wheel_size * M_PI);
79:     long double revolutions = inches / circumference;
80:     long double encoder_ticks = revolutions * 360;
81:
82:     return encoder_ticks;
83: }
84:
85:
86: long double PositionTracker::to_degrees(long double radians) {
87:     return (radians * (180 / M_PI));
88: }
89:
90:
91: long double PositionTracker::to_radians(long double degrees) {
92:     return (degrees * (M_PI / 180));
93: }
94:
95:
96:
97: void PositionTracker::calc_position(void*)
98: {
99:     int s_id = Sensors::strafe_encoder.get_unique_id();
100:
101:     prev_l_enc = std::get<0>(Sensors::get_average_encoders(l_id, r_id));
102:     prev_r_enc = std::get<1>(Sensors::get_average_encoders(l_id, r_id));
103:     long double prev_s_enc = Sensors::strafe_encoder.get_position(s_id);
104:
105:     while(1)
106:     {
107:         while ( lock.exchange( true ) );
108:
109:         long double l_enc = std::get<0>(Sensors::get_average_encoders(l_id, r_id));
110:         long double r_enc = std::get<1>(Sensors::get_average_encoders(l_id, r_id));
111:         long double s_enc = Sensors::strafe_encoder.get_position(s_id);
112:         // std::cout << l_enc << " " << r_enc << " " << s_enc << "\n";
113:         long double delta_l_in = to_inches(l_enc - prev_l_enc, 3.25); // calculate change in each encoder in inches

```



# ../RobotCode/src/objects/position\_tracking/PositionTracker.cpp

```

114: long double delta_r_in = to_inches(r_enc - prev_r_enc, 3.25);
115: long double delta_s_in = to_inches(s_enc - prev_s_enc, 3.25);
116:
117: prev_l_enc = l_enc; // update previous encoder values
118: prev_r_enc = r_enc;
119: prev_s_enc = s_enc;
120:
121: // calculate total change in encoders
122: long double delta_l_total = to_inches(l_enc, 3.25) - to_inches(initial_l_enc, 3.25);
123: long double delta_r_total = to_inches(r_enc, 3.25) - to_inches(initial_r_enc, 3.25);
124: // std::cout << "encoder data: " << delta_l_total << " " << delta_r_total << " " << initial_l_enc << " " << initial_r_enc << "\n";
125:
126: // calculate absolute orientation (unbounded)
127: long double encoder_reading_rad = initial_theta + ((delta_l_total - delta_r_total) / (WHEEL_TRACK_L + WHEEL_TRACK_R)); // wheel track length
128: // wrap angle to [-pi, pi]
129: encoder_reading_rad = std::atan2(std::sin(encoder_reading_rad), std::cos(encoder_reading_rad));
130:
131:
132: long double new_abs_theta_rad;
133: long double imu_reading_rad;
134: if(use_imu) {
135:     imu_reading_rad = imu_offset + to_radians(Sensors::imu.get_heading());
136:     imu_reading_rad = std::atan2(std::sin(imu_reading_rad), std::cos(imu_reading_rad)); // wrap angle to [-pi, pi]
137:
138:     // make sure that imu_reading and theta from encoders have the same sign
139:     // to ensure that they are telling the same reading when merging
140:     // ie. imu = -359, enc = 1 == bad merge
141:     // imu = -10, enc = 2 == good merge
142:     if(encoder_reading_rad > 0 && imu_reading_rad < 0 && std::abs(encoder_reading_rad) + std::abs(imu_reading_rad) > (M_PI / 2)) {
143:         imu_reading_rad += 2 * M_PI;
144:     } else if(encoder_reading_rad < 0 && imu_reading_rad > 0 && std::abs(encoder_reading_rad) + std::abs(imu_reading_rad) > (M_PI / 2)) {
145:         imu_reading_rad -= 2 * M_PI;
146:     }
147:
148:     new_abs_theta_rad = (.7 * imu_reading_rad) + (.3 * encoder_reading_rad); // merge with imu
149: } else {
150:     new_abs_theta_rad = encoder_reading_rad;
151: }
152:
153: // calculate the change in angle from the previous position
154: delta_theta_rad = new_abs_theta_rad - current_position.theta;
155:
156: // calculate local offset
157: long double delta_local_x;
158: long double delta_local_y;
159: if(std::abs(delta_theta_rad) < 0.000001) {
160:     delta_local_x = delta_s_in;
161:     delta_local_y = delta_r_in; // note: delta_l == delta_r
162: } else {
163:     delta_local_x = (2 * std::sin((delta_theta_rad / 2))) * ((delta_s_in / delta_theta_rad) + S_ENC_OFFSET);
164:     delta_local_y = (2 * std::sin((delta_theta_rad / 2))) * ((delta_r_in / delta_theta_rad) + WHEEL_TRACK_R);
165: }
166:
167: // calculate average orientation for the cycle
168: double avg_theta_rad = current_position.theta + (delta_theta_rad / 2);
169:
170: // calculate global change in coordinates as the change in the local offset
171: // rotated by -avg_theta_rad
172: // Converts to polar coordinates, changes the angle, and converts back to cartesian
173: long double radius_pol = std::sqrt(std::pow(delta_local_x, 2) + std::pow(delta_local_y, 2));
174: long double theta_pol = std::atan2(delta_local_y, delta_local_x);
175: theta_pol = theta_pol - avg_theta_rad;
176: long double delta_global_x = radius_pol * std::cos(theta_pol);
177: long double delta_global_y = radius_pol * std::sin(theta_pol);
178:
179: if (std::isnan(delta_global_x)) {
180:     delta_global_x = 0;
181: }
182:
183: if (std::isnan(delta_global_y)) {
184:     delta_global_y = 0;
185: }
186:
187: if (std::isnan(new_abs_theta_rad)) {
188:     new_abs_theta_rad = 0;
189: }
190:
191: // don't use built in method to update position because that resets encoders, which is not necessary
192: current_position.x_pos = current_position.x_pos + delta_global_x;
193: current_position.y_pos = current_position.y_pos + delta_global_y;
194: current_position.theta = new_abs_theta_rad;
195:
196:
197: Logger logger;
198: log_entry entry;
199:
200: for(int i = 0; i <= log_level; i++) {
201:     switch(i) {
202:     case 0:
203:         entry.content = "";
204:         break;
205:     case 1:
206:         entry.content += ("[INFO], " + std::string("Position Tracking Data")
207:             + ", Time: " + std::to_string(pros.millis())
208:             + ", X_POS: " + std::to_string(current_position.x_pos)
209:             + ", Y_POS: " + std::to_string(current_position.y_pos)
210:             + ", Angle: " + std::to_string(to_degrees(current_position.theta))
211:         );
212:         break;
213:     case 2:
214:         entry.content += (
215:             "angle_from_imu_radians: " + std::to_string(imu_reading_rad)
216:             + "angle_from_encoders_radians: " + std::to_string(encoder_reading_rad)
217:             + "angle_from_imu_degrees: " + std::to_string(to_degrees(imu_reading_rad))
218:             + "angle_from_encoders_degrees: " + std::to_string(to_degrees(encoder_reading_rad))
219:         );
220:         break;
221:     case 3:
222:         entry.content += (
223:             "local_delta_y: " + std::to_string(delta_local_y)
224:             + "local_delta_x: " + std::to_string(delta_local_x)
225:             + "global_delta_y: " + std::to_string(delta_global_y)
226:             + "global_delta_x: " + std::to_string(delta_global_x)

```

```

227:         );
228:         break;
229:     case 4:
230:         entry.content += (
231:             "l_enc: " + std::to_string(l_enc)
232:             + "r_enc: " + std::to_string(r_enc)
233:             + "s_enc: " + std::to_string(s_enc)
234:             + "delta_l_enc_in: " + std::to_string(delta_l_in)
235:             + "delta_r_enc_in: " + std::to_string(delta_r_in)
236:             + "delta_s_enc_in: " + std::to_string(delta_s_in)
237:         );
238:         break;
239:     case 5:
240:         if(use_imu) {
241:             entry.content += (
242:                 "imu_reading: " + std::to_string(Sensors::imu.get_heading())
243:                 + "imu_offset: " + std::to_string(imu_offset)
244:             );
245:         }
246:         break;
247:     }
248: }
249:
250: entry.stream = "clog";
251: if(!entry.content.empty()) {
252:     logger.add(entry);
253: }
254:
255: lock.exchange(false);
256:
257: pros::delay(5);
258: }
259: }
260:
261:
262:
263:
264: void PositionTracker::start_thread()
265: {
266:     thread->resume();
267: }
268:
269: void PositionTracker::stop_thread()
270: {
271:     thread->suspend();
272: }
273:
274:
275:
276: void PositionTracker::set_log_level(int log_lvl) {
277:     while (lock.exchange( true ));
278:     log_level = log_lvl;
279:     lock.exchange(false);
280: }
281:
282:
283: void PositionTracker::enable_imu() {
284:     while (lock.exchange( true ));
285:     use_imu = true;
286:     lock.exchange(false);
287: }
288:
289: void PositionTracker::disable_imu() {
290:     while (lock.exchange( true ));
291:     use_imu = false;
292:     lock.exchange(false);
293: }
294:
295:
296: long double PositionTracker::get_delta_theta_rad() {
297:     while (lock.exchange( true ));
298:     long double d_theta_rad = delta_theta_rad;
299:     lock.exchange(false);
300:
301:     return d_theta_rad;
302: }
303:
304: long double PositionTracker::get_heading_rad() {
305:     while (lock.exchange( true ));
306:     long double heading = current_position.theta;
307:     lock.exchange(false);
308:     return heading;
309: }
310:
311: position PositionTracker::get_position()
312: {
313:     while (lock.exchange( true ));
314:     position pos;
315:     pos.x_pos = current_position.x_pos;
316:     pos.y_pos = current_position.y_pos;
317:     pos.theta = current_position.theta;
318:     lock.exchange(false);
319:
320:     return pos;
321: }
322:
323:
324:
325:
326: void PositionTracker::set_position(position robot_coordinates)
327: {
328:     while (lock.exchange( true ));
329:
330:     if(l_id != -1) {
331:         Sensors::left_encoder.forget_position(l_id);
332:     }
333:     if(r_id != -1) {
334:         Sensors::right_encoder.forget_position(r_id);
335:     }
336:     l_id = Sensors::left_encoder.get_unique_id(true);
337:     r_id = Sensors::right_encoder.get_unique_id(true);
338:
339:     initial_l_enc = std::get<0>(Sensors::get_average_encoders(l_id, r_id));

```

```
340:   initial_r_enc = std::get<1>(Sensors::get_average_encoders(l_id, r_id));
341:   initial_theta = robot_coordinates.theta;
342:
343:   if(use_imu) {
344:     imu_offset = initial_theta - to_radians(Sensors::imu.get_heading()); // offset + imu_reading = initial_theta
345:   } else {
346:     imu_offset = initial_theta;
347:   }
348:
349:   prev_l_enc = initial_l_enc;
350:   prev_r_enc = initial_r_enc;
351:
352:   delta_theta_rad = 0;
353:
354:   current_position = robot_coordinates;
355:
356:   lock.exchange(false);
357: }
```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/subsystems/Indexer.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * Contains class for the differential subsystem
8:   * has methods for brake and indexing
9:   */
10:
11: #ifndef _INDEXER_HPP_
12: #define _INDEXER_HPP_
13:
14: #include <tuple>
15: #include <queue>
16:
17: #include "main.h"
18:
19: #include "../motors/Motor.hpp"
20: #include "../sensors/Sensors.hpp"
21: #include "../sensors/BallDetector.hpp"
22:
23:
24:
25: struct ball_positions{
26:     bool top;
27:     bool middle;
28:     std::string middle_color;
29:     bool operator==(const ball_positions &state) {
30:         bool top_equal = (top == state.top);
31:         bool middle_equal = (middle == state.middle);
32:         bool middle_color_equal;
33:         if((middle_color == "present" && state.middle_color != "none") {
34:             middle_color_equal = true;
35:         } else if (middle_color == "any") {
36:             middle_color_equal = true;
37:         } else if (middle_color == "red" && state.middle_color == "red") {
38:             middle_color_equal = true;
39:         } else if (middle_color == "blue" && state.middle_color == "blue") {
40:             middle_color_equal = true;
41:         } else if (middle_color == "none" && state.middle_color == "none") {
42:             middle_color_equal = true;
43:         }
44:
45:         return (top_equal && middle_equal && middle_color_equal);
46:     }
47:     bool operator!=(const ball_positions &state) {
48:         bool top_equal = (top == state.top);
49:         bool middle_equal = (middle == state.middle);
50:         bool middle_color_equal;
51:         if((middle_color == "any" && state.middle_color != "none") {
52:             middle_color_equal = true;
53:         } else if (middle_color == "red" && state.middle_color == "red") {
54:             middle_color_equal = true;
55:         } else if (middle_color == "blue" && state.middle_color == "blue") {
56:             middle_color_equal = true;
57:         } else if (middle_color == "none" && state.middle_color == "none") {
58:             middle_color_equal = true;
59:         }
60:
61:         return !(top_equal && middle_equal && middle_color_equal);
62:     }
63: };
64:
65: typedef enum e_indexer_command {
66:     e_index,
67:     e_filter,
68:     e_auto_index,
69:     e_index_no_backboard,
70:     e_index_until_filtered,
71:     e_increment,
72:     e_auto_increment,
73:     e_index_to_state,
74:     e_fix_ball,
75:     e_run_upper,
76:     e_run_lower,
77:     e_stop
78: } indexer_command;
79:
80: typedef struct {
81:     ball_positions end_state;
82:     bool allow_filter;
83: } indexer_args;
84:
85: typedef struct {
86:     int uid;
87:     indexer_command command;
88:     indexer_args args;
89: } indexer_action;
90:
91:  /*
92:   * @see: Motors.hpp
93:   *
94:   * contains methods to allow for control of the indexer
95:   */
96: class Indexer
97: {
98: private:
99:     static Motor *upper_indexer;
100:    static Motor *lower_indexer;
101:    static BallDetector *ball_detector;
102:    static std::string filter_color;
103:
104:    static int num_instances;
105:
106:    pros::Task *thread; // the motor thread
107:    static std::queue<indexer_action> command_queue;
108:    static std::vector<int> commands_finished;
109:    static std::atomic<bool> command_start_lock;
110:    static std::atomic<bool> command_finish_lock;
111:
112:    int send_command(indexer_command command, indexer_args args={});
113:

```

```
114:     static bool auto_filter_ball();
115:     static void indexer_motion_task(void*);
116:
117: public:
118:     Indexer(Motor &upper, Motor &lower, BallDetector &detector, std::string color);
119:     ~Indexer();
120:
121:     void index();
122:     void filter();
123:     void auto_index();
124:     void index_no_backboard();
125:     int index_until_filtered(bool asynch=false);
126:     int index_to_state(bool allow_filter, ball_positions end_state, bool asynch=false);
127:
128:     void increment();
129:     void auto_increment();
130:
131:     void run_upper_roller();
132:     void run_lower_roller();
133:
134:     int fix_ball(bool asynch=true);
135:
136:     void hard_stop();
137:     void stop();
138:
139:     static ball_positions get_state();
140:
141:     void reset_command_queue();
142:     void update_filter_color(std::string new_color);
143:
144:     void wait_until_finished(int uid);
145:     bool is_finished(int uid);
146:
147:
148: };
149:
150:
151:
152:
153: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/subsystems/Indexer.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * Contains implementation for the differential subsystem
8:   * has methods for brake and indexing
9:   */
10:
11: #include "main.h"
12:
13:
14: #include "../serial/Logger.hpp"
15: #include "../sensors/BallDetector.hpp"
16: #include "Indexer.hpp"
17:
18: int Indexer::num_instances = 0;
19: std::queue<Indexer::action> Indexer::command_queue;
20: std::vector<int> Indexer::commands_finished;
21: std::atomic<bool> Indexer::command_start_lock = ATOMIC_VAR_INIT(false);
22: std::atomic<bool> Indexer::command_finish_lock = ATOMIC_VAR_INIT(false);
23:
24: Motor* Indexer::upper_indexer;
25: Motor* Indexer::lower_indexer;
26: BallDetector* Indexer::ball_detector;
27: std::string Indexer::filter_color;
28:
29:
30: Indexer::Indexer(Motor &upper, Motor &lower, BallDetector &detector, std::string color)
31: {
32:     upper_indexer = &upper;
33:     lower_indexer = &lower;
34:     ball_detector = &detector;
35:     filter_color = color;
36:
37:     upper_indexer->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
38:     lower_indexer->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
39:
40:     upper_indexer->set_motor_mode(e_voltage);
41:     lower_indexer->set_motor_mode(e_voltage);
42:
43:     upper_indexer->disable_slew();
44:     lower_indexer->disable_slew();
45:
46:     if(num_instances == 0 || thread == NULL) {
47:         thread = new pros::Task(indexer_motion_task, (void*)NULL, TASK_PRIORITY_DEFAULT, TASK_STACK_DEPTH_DEFAULT, "indexer_thread");
48:     }
49:
50:     num_instances += 1;
51: }
52:
53:
54: Indexer::~Indexer() {
55:     num_instances -= 1;
56:     if(num_instances == 0) {
57:         delete thread;
58:     }
59: }
60:
61:
62:
63:
64: bool Indexer::auto_filter_ball() {
65:     int color = ball_detector->check_filter_level();
66:     if((color == 1 && filter_color == "blue") || (color == 2 && filter_color == "red")) { // ball should be filtered
67:         upper_indexer->set_voltage(-12000);
68:         lower_indexer->set_voltage(12000);
69:         pros::delay(250); // let ball filter out
70:         upper_indexer->set_voltage(0);
71:         lower_indexer->set_voltage(0);
72:
73:         return true; // did filter out ball
74:     } else if(color < 0) { // ball was detected but color could not be determined; print error message and default to intaking
75:         Logger logger;
76:         log_entry entry;
77:         entry.content = "[ERROR], " + std::to_string(pros::millis()) + ", ball was detected but color could not be determined";
78:         entry.stream = "cerr";
79:         logger.add(entry);
80:     }
81:
82:     return false; // did not filter out ball
83: }
84:
85:
86:
87:
88: void Indexer::indexer_motion_task(void*) {
89:     while(1) {
90:         if(command_queue.empty()) { // delay until there is a command in the queue
91:             pros::delay(5);
92:             continue;
93:         }
94:
95:         // take lock and get command
96:         while (command_start_lock.exchange( true )); //acquire lock
97:         Indexer::action action = command_queue.front();
98:         command_queue.pop();
99:         command_start_lock.exchange( false ); //release lock
100:
101:         // execute command
102:         switch(action.command) {
103:             case e_filter: {
104:                 upper_indexer->set_voltage(-12000);
105:                 lower_indexer->set_voltage(12000);
106:                 break;
107:             } case e_auto_index: {
108:                 auto_filter_ball();
109:                 // fallthrough and index like normal now that it doesn't need to filter
110:             } case e_index: {
111:                 upper_indexer->set_voltage(12000);
112:                 lower_indexer->set_voltage(12000);
113:                 break;

```

```

114:     } case e_index_no_backboard: {
115:         upper_indexer->set_voltage(9000);
116:         lower_indexer->set_voltage(12000);
117:         break;
118:     } case e_index_until_filtered: {
119:         upper_indexer->set_voltage(12000);
120:         lower_indexer->set_voltage(12000);
121:
122:         bool filtered = false;
123:         do {
124:             filtered = auto_filter_ball();
125:         } while(filtered);
126:
127:         break;
128:     } case e_index_to_state: {
129:         ball_positions.current_state = get_state();
130:         do {
131:             current_state = get_state();
132:             int color = ball_detector->check_filter_level();
133:             if(action.args.allow_filter) {
134:                 auto_filter_ball(); // attempt to filter
135:             }
136:
137:             if(current_state.top != action.args.end_state.top) {
138:                 upper_indexer->set_voltage(12000);
139:             }
140:
141:             if(current_state.middle != action.args.end_state.middle) {
142:                 lower_indexer->set_voltage(12000);
143:             }
144:         } while(current_state != action.args.end_state);
145:
146:         break;
147:     } case e_auto_increment: {
148:         // try to filter out ball at second level if necessary
149:         auto_filter_ball();
150:         // full through if there is nothing to filter out
151:     } case e_increment: {
152:         std::vector<bool> locations = ball_detector->locate_balls();
153:
154:         if(locations.at(0)) { // move ball into top position
155:             upper_indexer->set_voltage(7500);
156:             lower_indexer->set_voltage(10500);
157:         } else if(locations.at(0) && !locations.at(1)) { // move ball from lowest/no position to middle position
158:             upper_indexer->set_voltage(0);
159:             lower_indexer->set_voltage(10500);
160:         } else { // indexer can't do anything to increment so don't run
161:             upper_indexer->set_voltage(0);
162:             lower_indexer->set_voltage(0);
163:         }
164:         break;
165:     } case e_fix_ball: {
166:         upper_indexer->set_voltage(-12000);
167:         pros::delay(250);
168:         upper_indexer->set_voltage(12000);
169:         pros::delay(500);
170:         upper_indexer->set_voltage(0);
171:         break;
172:     } case e_run_upper: {
173:         upper_indexer->set_voltage(12000);
174:         break;
175:     } case e_run_lower: {
176:         lower_indexer->set_voltage(12000);
177:         break;
178:     } case e_stop: {
179:         lower_indexer->set_voltage(0);
180:         upper_indexer->set_voltage(0);
181:         break;
182:     }
183: }
184:
185: if(action.command == e_index_until_filtered || action.command == e_index_to_state || action.command == e_fix_ball) {
186:     while (command_finish_lock.exchange( true )); //acquire lock
187:     commands_finished.push_back(action.uid);
188:     command_finish_lock.exchange( false ); //release lock
189: }
190: }
191:
192:
193: int Indexer::send_command(indexer_command command, indexer_args args /*!*/) {
194:     while (command_start_lock.exchange( true )); //acquire lock
195:     indexer_action action;
196:     action.command = command;
197:     action.args = args;
198:     action.uid = pros::millis() + lower_indexer->get_actual_voltage() + upper_indexer->get_actual_voltage();
199:     command_queue.push(action);
200:     command_start_lock.exchange( false ); //release lock
201:
202:     return action.uid;
203: }
204:
205: void Indexer::index() {
206:     send_command(e_index);
207: }
208:
209: void Indexer::filter() {
210:     send_command(e_filter);
211: }
212:
213: void Indexer::auto_index() {
214:     send_command(e_auto_index);
215: }
216:
217: void Indexer::index_no_backboard() {
218:     send_command(e_index_no_backboard);
219: }
220:
221: int Indexer::index_until_filtered(bool asynch /*false*/) {
222:     int uid = send_command(e_index_until_filtered);
223:
224:     if(!asynch) {
225:         wait_until_finished(uid);
226:     }

```

```

227:         return uid;
228:     }
229: }
230:
231: int Indexer::index_to_state(bool allow_filter, ball_positions end_state, bool asynch) {
232:     indexer_args args;
233:     args.allow_filter = allow_filter;
234:     args.end_state = end_state;
235:     int uid = send_command(e_index_to_state, args);
236:
237:     if(!asynch) {
238:         wait_until_finished(uid);
239:     }
240:
241:     return uid;
242: }
243:
244: void Indexer::increment() {
245:     send_command(e_increment);
246: }
247:
248: void Indexer::auto_increment() {
249:     send_command(e_auto_increment);
250: }
251:
252:
253:
254: void Indexer::run_upper_roller() {
255:     send_command(e_run_upper);
256: }
257:
258:
259: void Indexer::run_lower_roller() {
260:     send_command(e_run_lower);
261: }
262:
263:
264:
265: int Indexer::fix_ball(bool asynch /*true*/) {
266:     int uid = send_command(e_fix_ball);
267:
268:     if(!asynch) {
269:         wait_until_finished(uid);
270:     }
271:
272:     return uid;
273: }
274:
275:
276:
277: void Indexer::hard_stop() {
278:     reset_command_queue();
279:     send_command(e_stop);
280: }
281:
282: void Indexer::stop() {
283:     send_command(e_stop);
284: }
285:
286: ball_positions Indexer::get_state() {
287:     ball_positions state;
288:
289:     int color = ball_detector->check_filter_level();
290:     std::vector<bool> ball_locations = ball_detector->locate_balls();
291:     if(ball_locations.at(0)) {
292:         state.top = true;
293:     } else {
294:         state.top = false;
295:     }
296:     if(ball_locations.at(1)) {
297:         state.middle = true;
298:     } else {
299:         state.middle = false;
300:     }
301:
302:     if (color == 0) {
303:         state.middle_color = "none";
304:     } else if (color == 1) {
305:         state.middle_color = "blue";
306:     } else if (color == 2) {
307:         state.middle_color = "red";
308:     } else {
309:         state.middle_color = "unknown";
310:     }
311:
312:     return state;
313: }
314:
315: void Indexer::reset_command_queue() {
316:     while ( command_start_lock.exchange( true ) ); //acquire lock
317:     std::queue<indexer_action> empty_queue;
318:     std::swap( command_queue, empty_queue ); //replace command queue with an empty queue
319:     command_start_lock.exchange( false ); //release lock
320: }
321:
322:
323: void Indexer::update_filter_color(std::string new_color) {
324:     filter_color = new_color;
325: }
326:
327:
328: void Indexer::wait_until_finished(int uid) {
329:     while(std::find(commands_finished.begin(), commands_finished.end(), uid) == commands_finished.end()) {
330:         pros::delay(10);
331:     }
332:     while ( command_finish_lock.exchange( true ) ); //acquire lock
333:     commands_finished.erase(std::remove(commands_finished.begin(), commands_finished.end(), uid), commands_finished.end());
334:     command_finish_lock.exchange( false ); //release lock
335: }
336:
337:
338: bool Indexer::is_finished(int uid) {
339:     if(std::find(commands_finished.begin(), commands_finished.end(), uid) == commands_finished.end()) {

```



```
340: while ( command_finish_lock.exchange( true ) ); //acquire lock
341: commands_finished.erase(std::remove(commands_finished.begin(), commands_finished.end(), uid), commands_finished.end());
342: command_finish_lock.exchange( false ); //release lock
343:
344: return false; // command is not finished because it is not in the list
345: }
346: return true;
347: }
```

## ../RobotCode/src/objects/subsystems/chassis.hpp

```

1:  /**
2:   * @file: ../RobotCode/src/objects/subsystems/chassis.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * Contains class for the chassis subsystem
8:   * Has methods for driving during autonomous including turning and driving straight
9:   */
10:
11: #ifndef _CHASSIS_HPP_
12: #define _CHASSIS_HPP_
13:
14: #include <tuple>
15: #include <queue>
16:
17: #include "main.h"
18:
19: #include "../motors/Motor.hpp"
20: #include "../sensors/Sensors.hpp"
21:
22:
23: std::vector<double> generate_velocity_profile(int encoder_ticks, const std::function<double(double)>& max_acceleration, double max_deceleration, double max_velocity, double initial_velocity);
24:
25:
26: typedef enum {
27:     e_pid_straight_drive,
28:     e_profiled_straight_drive,
29:     e_turn,
30:     e_drive_to_point,
31:     e_turn_to_point,
32:     e_turn_to_angle
33: } chassis_commands;
34:
35: typedef struct {
36:     long double x;
37:     long double y;
38:     long double dx;
39:     long double dy;
40:     long double radius;
41:     long double dtheta;
42:     std::string get_string() {
43:         std::string str = (
44:             + "x: " + std::to_string(this->x)
45:             + " y: " + std::to_string(this->y)
46:             + " dx: " + std::to_string(this->dx)
47:             + " dy: " + std::to_string(this->dy)
48:             + " radius: " + std::to_string(this->radius)
49:             + " dtheta: " + std::to_string(this->dtheta)
50:             + "\n"
51:         );
52:         return str;
53:     }
54: } waypoint;
55:
56: typedef struct {
57:     double setpoint1=0;
58:     double setpoint2=0;
59:     double kP=1;
60:     double kI=.001;
61:     double kD=.001;
62:     double L_max=INT32_MAX;
63:     int max_velocity=150;
64:     int timeout=INT32_MAX;
65:     int recalculations=0;
66:     int explicit_direction=0;
67:     double motor_slew=INT32_MAX;
68:     bool correct_heading=true;
69:     bool log_data=false;
70: } chassis_params;
71:
72: typedef struct {
73:     chassis_params args;
74:     int command_uid;
75:     chassis_commands command;
76: } chassis_action;
77:
78:
79: /**
80:  * @see: Motors.hpp
81:  *
82:  * contains methods to allow for easy control of the robot during
83:  * the autonomous period
84:  */
85: class Chassis
86: {
87: private:
88:     static Motor *front_left_drive;
89:     static Motor *front_right_drive;
90:     static Motor *back_left_drive;
91:     static Motor *back_right_drive;
92:
93:     static Encoder* left_encoder;
94:     static Encoder* right_encoder;
95:
96:     pros::Task *thread; // the motor thread
97:     static std::queue<chassis_action> command_queue;
98:     static std::vector<int> commands_finished;
99:     static std::atomic<bool> command_start_lock;
100:     static std::atomic<bool> command_finish_lock;
101:     static int num_instances;
102:
103:     static void t_pid_straight_drive(chassis_params args); // functions called by thread for asynchronous movement
104:     static void t_profiled_straight_drive(chassis_params args);
105:     static void t_turn(chassis_params args);
106:     static void t_move_to_waypoint(chassis_params args, waypoint point);
107:
108:     static double wheel_diameter;
109:     static double width;
110:     static double gear_ratio;
111:
112:     static void chassis_motion_task(void*);
113:

```

## ../RobotCode/src/objects/subsystems/chassis.hpp

```

114:
115: public:
116:   Chassis( Motor &front_left, Motor &front_right, Motor &back_left, Motor &back_right, Encoder &l_encoder, Encoder &r_encoder, double chassis_width, double gearing=1, double wheel_size=4.05);
117:   ~Chassis();
118:
119:   int pid_straight_drive(double encoder_ticks, int relative_heading=0, int max_velocity=450, int timeout=INT32_MAX, bool asynch=false, bool correct_heading=true, double slew=0.2, bool log_data=true);
120:   int profiled_straight_drive(double encoder_ticks, int max_velocity=450, int timeout=INT32_MAX, bool asynch=false, bool correct_heading=true, int relative_heading=0, bool log_data=true);
121:   int uneven_drive(double l_enc_ticks, double r_enc_ticks, int max_velocity=450, int timeout=INT32_MAX, bool asynch=false, double slew=10, bool log_data=false);
122:   int turn_right(double degrees, int max_velocity=450, int timeout=INT32_MAX, bool asynch=false, double slew=15, bool log_data=true);
123:   int turn_left(double degrees, int max_velocity=450, int timeout=INT32_MAX, bool asynch=false, double slew=15, bool log_data=true);
124:   int drive_to_point(double x, double y, int recalculations=0, int explicit_direction=0, int max_velocity=450, int timeout=INT32_MAX, bool correct_heading=true, bool asynch=false, double slew=10, bool log_data=true);
125:   int turn_to_point(double x, double y, int max_velocity=450, int timeout=INT32_MAX, bool asynch = false, double slew=10, bool log_data=true);
126:   int turn_to_angle(double theta, int max_velocity=450, int timeout=INT32_MAX, bool asynch = false, double slew=10, bool log_data=true);
127:
128:   /**
129:    * @param: int voltage -> the voltage on interval [-127, 127] to set the motor to
130:    * @return: None
131:    *
132:    * sets voltage of chassis
133:    */
134:   void move( int voltage );
135:
136:   /**
137:    * @param: pros::motor_brake_mode_e_t new_brake_mode -> the new brakemode for the chassis
138:    * @return: None
139:    *
140:    * sets brake mode of all motors
141:    */
142:   void set_brake_mode( pros::motor_brake_mode_e_t new_brake_mode );
143:
144:
145:   /**
146:    * @return: None
147:    *
148:    *
149:    * @see: Motors.hpp
150:    *
151:    * changes the direction at the api motor level so that all the
152:    * motors in the chassis system are reversed
153:    * useful for allowing to change direction of drive in user control
154:    */
155:   void change_direction();
156:
157:   /**
158:    * @param: int speed -> the new speed the slew rate controller
159:    * @return: None
160:    *
161:    * sets the internal slew rate of the motor and enables it
162:    */
163:   void enable_slew( int rate=120 );
164:
165:   /**
166:    * @return: None
167:    *
168:    * disables internal slew rate of the motor
169:    */
170:   void disable_slew( );
171:
172:   void wait_until_finished(int uid);
173:   bool is_finished(int uid);
174:
175:
176: };
177:
178:
179: #endif

```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/subsystems/chassis.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on: 2/16/2020
5:   * @reviewed_by: Aiden Carney
6:   *
7:   * @see: chassis.hpp
8:   *
9:   * contains implementation for chassis subsystem class
10:  */
11:
12: #include <cmath>
13: #include <algorithm>
14: #include <deque>
15: #include <type_traits>
16:
17: #include "main.h"
18:
19: #include "../serial/Logger.hpp"
20: #include "../position_tracking/PositionTracker.hpp"
21: #include "chassis.hpp"
22:
23:
24:
25: std::vector<double> generate_velocity_profile(int encoder_ticks, const std::function<double(double)>& max_acceleration, double max_deceleration, double max_velocity, double initial_velocity) {
26:     if(encoder_ticks <= 0) {
27:         Logger logger;
28:         log_entry entry;
29:         entry.content = {
30:             "ERROR]" + std::string("PROFILE_CALCULATION")
31:             + ", Time: " + std::to_string(pros::millis())
32:             + ", Could not generate profile with negative or 0 encoder ticks"
33:             + ", enc_ticks: " + std::to_string(encoder_ticks)
34:             + ", max_velocity: " + std::to_string(max_velocity)
35:         };
36:         entry.stream = "clog";
37:         logger.add(entry);
38:         pros::delay(100); // add delay for msg to be logged
39:         throw std::invalid_argument("Cannot generate profile with negative or 0 encoder ticks");
40:     }
41:
42:     std::vector<double> profile = {initial_velocity};
43:
44:     int i = 0;
45:     while(i < encoder_ticks) {
46:         int ticks_left = encoder_ticks - i;
47:         int ticks_to_decelerate = profile.at(i) / max_deceleration;
48:         if(ticks_to_decelerate < ticks_left) {
49:             double step = profile.at(i) + max_acceleration(i);
50:             if(step > max_velocity) {
51:                 step = max_velocity;
52:             }
53:             profile.push_back(step);
54:         } else {
55:             profile.push_back(profile.at(i) - max_deceleration);
56:         }
57:
58:         i += 1;
59:     }
60:
61:     return profile;
62: }
63:
64:
65:
66: int Chassis::num_instances = 0;
67: std::queue<Chassis::action> Chassis::command_queue;
68: std::vector<int> Chassis::commands_finished;
69: std::atomic<bool> Chassis::command_start_lock = ATOMIC_VAR_INIT(false);
70: std::atomic<bool> Chassis::command_finish_lock = ATOMIC_VAR_INIT(false);
71:
72: Motor* Chassis::front_left_drive;
73: Motor* Chassis::front_right_drive;
74: Motor* Chassis::back_left_drive;
75: Motor* Chassis::back_right_drive;
76:
77: Encoder* Chassis::left_encoder;
78: Encoder* Chassis::right_encoder;
79: double Chassis::width;
80: double Chassis::gear_ratio;
81: double Chassis::wheel_diameter;
82:
83:
84: Chassis::Chassis(Motor &front_left, Motor &front_right, Motor &back_left, Motor &back_right, Encoder &l_encoder, Encoder &r_encoder, double chassis_width, double gearing /*1*/, double wheel_size /*4.05*/)
85: {
86:     front_left_drive = &front_left;
87:     front_right_drive = &front_right;
88:     back_left_drive = &back_left;
89:     back_right_drive = &back_right;
90:
91:     left_encoder = &l_encoder;
92:     right_encoder = &r_encoder;
93:
94:     wheel_diameter = wheel_size;
95:     gear_ratio = gearing;
96:     width = chassis_width;
97:
98:     if(num_instances == 0 || thread == NULL) {
99:         thread = new pros::Task(chassis_motion_task, (void*)NULL, TASK_PRIORITY_DEFAULT, TASK_STACK_DEPTH_DEFAULT, "chassis_thread");
100:     }
101:
102:     num_instances += 1;
103:
104:     front_left_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
105:     front_right_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
106:     back_left_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
107:     back_right_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
108:
109:     front_left_drive->set_motor_mode(e_voltage);
110:     front_right_drive->set_motor_mode(e_voltage);
111:     back_left_drive->set_motor_mode(e_voltage);
112:     back_right_drive->set_motor_mode(e_voltage);
113:

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

114: front_left_drive->disable_slew();
115: front_right_drive->disable_slew();
116: back_left_drive->disable_slew();
117: back_right_drive->disable_slew();
118: }
119:
120:
121:
122:
123: Chassis::~Chassis()
124: {
125:     num_instances -= 1;
126:     if(num_instances == 0) {
127:         delete thread;
128:     }
129: }
130:
131:
132: // void Chassis::generate_profiles() {
133: //     if(!profile_1.is_generated()) {
134: //         profile_1.generate_profile(
135: //             [(double n) -> double { return 183335300 + ((16.29262 - 183335300) / (1 + std::pow(n / 5807375), 1.381135))); },
136: //             [(double n) -> double { return 201.3993 - (0.07738232 * n) - (0.0001796556 * std::pow(n, 2)); },
137: //             [(double n) -> double { return (201.3993 - (0.0967279 * n) - (0.0002807118 * std::pow(n, 2))); },
138: //             [(double n) -> double { return -14.87879 + ((199.9947 - -14.87879) / (1 + std::pow(n / 216.5658), 1.756448))); }, // 700 endpoint
139: //             [(double n) -> double { return -718.7411 + ((200.0491 - -718.7411) / (1 + std::pow(n / 3436.08), 0.8049193))); }, // 700 endpoint
140: //             [(double n) -> double { return -39.01548 + ((195.369 - -39.01548) / (1 + std::pow(n / 978.0565), 2.266577))); }, // 1700 endpoint
141: //             [(double n) -> double { return (-0.2 * n + 1000); }, // 1000 endpoint
142: //             250,
143: //             820,
144: //             200,
145: //             0
146: //         );
147: //     }
148: // }
149:
150: void Chassis::chassis_motion_task(void*) {
151:     while(1) {
152:         if(command_queue.empty()) { // delay until there is a command in the queue
153:             pros::delay(10);
154:             continue;
155:         }
156:
157:         // take lock and get command
158:         while (command_start_lock.exchange( true )); //acquire lock
159:         chassis_action action = command_queue.front();
160:         command_queue.pop();
161:         command_start_lock.exchange( false ); //release lock
162:
163:         // execute command
164:         switch(action.command) {
165:             case e_pid_straight_drive:
166:                 t_pid_straight_drive(action.args);
167:                 break;
168:             case e_profiled_straight_drive:
169:                 t_profiled_straight_drive(action.args);
170:                 break;
171:             case e_turn:
172:                 t_turn(action.args);
173:                 break;
174:             case e_drive_to_point: {
175:                 PositionTracker* tracker = PositionTracker::get_instance();
176:                 std::vector<waypoint> waypoints; // calculate waypoints based on starting position
177:
178:                 long double dx = action.args.setpoint1 - tracker->get_position().x_pos;
179:                 long double dy = action.args.setpoint2 - tracker->get_position().y_pos;
180:                 std::cout << tracker->get_position().x_pos << " " << tracker->get_position().y_pos << "\n";
181:                 // convert end coordinates to polar and then calculate waypoints
182:                 long double delta_radius_polar = std::sqrt(std::pow(dx, 2) + std::pow(dy, 2));
183:                 long double delta_theta_polar = std::atan2(dy, dx);
184:
185:                 for(int i=action.args.recalculations + 1; i > 0; i--) { // calculate additional waypoints, start with last endpoint and go down
186:                     long double radius = (i * delta_radius_polar) / (action.args.recalculations + 1);
187:                     waypoint recalc_point;
188:                     recalc_point.x = tracker->get_position().x_pos + (radius * std::cos(delta_theta_polar)); // initial x + dx
189:                     recalc_point.y = tracker->get_position().y_pos + (radius * std::sin(delta_theta_polar)); // initial y + dy
190:                     std::cout << radius << " " << delta_theta_polar << " " << (radius * std::cos(delta_theta_polar)) << " " << (radius * std::sin(delta_theta_polar)) << "\n";
191:                     recalc_point.dx = radius * std::cos(delta_theta_polar);
192:                     recalc_point.dy = radius * std::sin(delta_theta_polar);
193:                     recalc_point.radius = radius;
194:                     recalc_point.dtheta = delta_theta_polar;
195:                     waypoints.insert(waypoints.begin(), recalc_point);
196:                 }
197:                 std::cout << "\n\n\n\n\n";
198:                 if(action.args.log_data) {
199:                     Logger logger;
200:                     log_entry entry;
201:                     std::string msg = (
202:                         "[INFO]" + std::string("CHASSIS_ODOM")
203:                         + ", Time: " + std::to_string(pros::millis())
204:                         + ", dx: " + std::to_string(dx)
205:                         + ", dy: " + std::to_string(dy)
206:                         + ", delta_theta_polar: " + std::to_string(delta_theta_polar)
207:                         + ", current x: " + std::to_string(tracker->get_position().x_pos)
208:                         + ", current y: " + std::to_string(tracker->get_position().y_pos)
209:                         + ", current theta: " + std::to_string(tracker->to_degrees(tracker->get_position().theta))
210:                     );
211:                     int i = 0;
212:                     for(waypoint point : waypoints) { // add waypoints to debug message
213:                         msg += ", waypoint " + std::to_string(i) + ": " + point.get_string();
214:                     }
215:                     entry.content = msg;
216:                     entry.stream = "clog";
217:                     logger.add(entry);
218:                 }
219:
220:                 int start = pros::millis();
221:                 for(waypoint point : waypoints) { // move to each generated waypoint
222:                     if(pros::millis() - start > action.args.timeout) { // end early if past the timeout point
223:                         break;
224:                     }
225:                     t_move_to_waypoint(action.args, point);
226:                 }

```

```

227:     }
228:     break;
229: } case e_turn_to_point: {
230:     PositionTracker* tracker = PositionTracker::get_instance();
231:
232:     long double dx = action.args.setpoint1 - tracker->get_position().x_pos;
233:     long double dy = action.args.setpoint2 - tracker->get_position().y_pos;
234:
235:     // convert end coordinates to polar to find the change in angle
236:     // long double dtheta = std::fmod((-M_PI / 2) + std::atan2(dy, dx), (2 * M_PI));
237:     long double dtheta = std::atan2(dy, dx);
238:     if(dtheta < 0) { // map to [0, 2pi]
239:         dtheta += 2 * M_PI;
240:     }
241:
242:     // current angle is bounded by [-pi, pi] re map it to [0, 2pi]
243:     long double current_angle = tracker->get_heading_rad();
244:     if(current_angle < 0) {
245:         current_angle += 2 * M_PI;
246:     }
247:     current_angle = (-current_angle) + (M_PI / 2);
248:
249:     // calculate how much the robot needs to turn to be at the angle
250:     long double to_turn_face_forwards = current_angle - dtheta; // change in robot angle
251:     long double to_turn_face_backwards = (current_angle - dtheta) - M_PI;
252:
253:     if(to_turn_face_forwards > M_PI) { // find minimal angle change and direction of change [-PI/2, PI/2]
254:         to_turn_face_forwards = (-2 * M_PI) + to_turn_face_forwards; // give negative value to turn left to point
255:     } else if(to_turn_face_forwards < -M_PI) {
256:         to_turn_face_forwards = (2 * M_PI) + to_turn_face_forwards; // give positive value to turn left to point
257:     }
258:
259:     if(to_turn_face_backwards > M_PI) { // find minimal angle change and direction of change [-PI/2, PI/2]
260:         to_turn_face_backwards = (-2 * M_PI) + to_turn_face_backwards; // give negative value to turn left to point
261:     } else if(to_turn_face_backwards < -M_PI) {
262:         to_turn_face_backwards = (2 * M_PI) + to_turn_face_backwards; // give positive value to turn left to point
263:     }
264:
265:
266:     long double to_turn;
267:     int direction;
268:     if(action.args.explicit_direction == 1) { // force positive direction
269:         to_turn = to_turn_face_forwards;
270:         direction = 1;
271:     } else if(action.args.explicit_direction == -1) { // force negative direction
272:         to_turn = to_turn_face_backwards;
273:         direction = -1;
274:     } else if(std::abs(to_turn_face_forwards) < std::abs(to_turn_face_backwards)) { // faster to go forwards
275:         to_turn = to_turn_face_forwards;
276:         direction = 1;
277:     } else { // faster to go backwards
278:         to_turn = to_turn_face_backwards;
279:         direction = -1;
280:     }
281:
282:     to_turn = tracker->to_degrees(to_turn);
283:
284:
285:     // set up turn
286:     chassis_params turn_args;
287:     turn_args.setpoint1 = to_turn;
288:     turn_args.max_velocity = action.args.max_velocity;
289:     turn_args.timeout = 15000; // TODO: add time estimation
290:     turn_args.kP = 2.8;
291:     turn_args.kI = 0.0005;
292:     turn_args.kD = 50;
293:     turn_args.l_max = INT32_MAX;
294:     turn_args.motor_slew = action.args.motor_slew;
295:     turn_args.log_data = action.args.log_data;
296:
297:     // perform turn
298:     std::cout << "starting turn\n";
299:     std::cout << to_turn << "\n";
300:     t_turn(turn_args);
301:     std::cout << "turn done\n";
302:
303:     if(action.args.log_data) {
304:         Logger logger;
305:         log_entry entry;
306:         entry.content = (
307:             "[INFO]" + std::string("CHASSIS_ODOM")
308:             + ", Time: " + std::to_string(pros::millis())
309:             + ", X: " + std::to_string(action.args.setpoint1)
310:             + ", Y: " + std::to_string(action.args.setpoint2)
311:             + ", ToTurnForwards: " + std::to_string(tracker->to_degrees(to_turn_face_forwards))
312:             + ", ToTurnBackwards: " + std::to_string(tracker->to_degrees(to_turn_face_backwards))
313:             + ", ToTurn: " + std::to_string(to_turn)
314:             + ", Direction: " + std::to_string(direction)
315:             + ", dx: " + std::to_string(dx)
316:             + ", dy: " + std::to_string(dy)
317:             + ", X: " + std::to_string(tracker->get_position().x_pos)
318:             + ", Y: " + std::to_string(tracker->get_position().y_pos)
319:             + ", Theta: " + std::to_string(tracker->to_degrees(tracker->get_position().theta))
320:         );
321:         entry.stream = "clog";
322:         logger.add(entry);
323:     }
324:
325:     pros::delay(100); // add delay for extra settling
326:
327:     break;
328: } case e_turn_to_angle: {
329:     PositionTracker* tracker = PositionTracker::get_instance();
330:
331:     // current angle is bounded by [-pi, pi] re map it to [0, pi]
332:     long double current_angle = tracker->get_heading_rad();
333:     if(current_angle < -M_PI) {
334:         current_angle += M_PI;
335:     }
336:
337:     // calculate how much the robot needs to turn to be at the angle
338:     long double to_turn = action.args.setpoint1 - current_angle; // change in robot angle
339:

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

340:         if(to_turn > M_PI) { //find minimal angle change and direction of change [-PI/2, PI/2]
341:             to_turn = (-2 * M_PI) + to_turn; //give negative value to turn left to point
342:         } else if(to_turn < -M_PI) {
343:             to_turn = (2 * M_PI) + to_turn; //give positive value to turn left to point
344:         }
345:         to_turn = tracker->to_degrees(to_turn);
346:
347:         std::cout << current_angle << " " << to_turn << "\n";
348:
349:         //set up turn
350:         chassis_params.turn_args;
351:         turn_args.setpoint1 = to_turn;
352:         turn_args.max_velocity = action.args.max_velocity;
353:         turn_args.timeout = action.args.timeout; //TODO: add time estimation
354:         turn_args.kP = 2.8;
355:         turn_args.kI = 0.0005;
356:         turn_args.kD = 50;
357:         turn_args.l_max = INT32_MAX;
358:         turn_args.motor_slew = action.args.motor_slew;
359:         turn_args.log_data = action.args.log_data;
360:
361:         if(action.args.log_data) {
362:             Logger logger;
363:             log_entry entry;
364:             std::string msg = (
365:                 "INFO" + std::string("CHASSIS_ODOM")
366:                 + ", Time: " + std::to_string(pros::millis())
367:                 + ", turning: " + std::to_string(to_turn)
368:                 + ", Current re-bounded angle: " + std::to_string(tracker->to_degrees(current_angle))
369:                 + ", Current angle: " + std::to_string(tracker->to_degrees(tracker->get_heading_rad()))
370:             );
371:             entry.content = msg;
372:             entry.stream = "clog";
373:             logger.add(entry);
374:         }
375:
376:         //perform turn
377:         t_turn(turn_args);
378:
379:         break;
380:     }
381: }
382:
383: while ( command_finish_lock.exchange( true ) ); //acquire lock
384: commands_finished.push_back(action.command_uid);
385: command_finish_lock.exchange( false ); //release lock
386: }
387: }
388:
389:
390:
391:
392: void Chassis::t_pid_straight_drive(chassis_params args) {
393:     PositionTracker* tracker = PositionTracker::get_instance();
394:     Configuration* config = Configuration::get_instance();
395:
396:     double kP_l = args.kP;
397:     double kI_l = args.kI;
398:     double kD_l = args.kD;
399:     double l_max_l = args.l_max;
400:
401:     double kP_r = kP_l;
402:     double kI_r = kI_l;
403:     double kD_r = kD_l;
404:     double l_max_r = l_max_l;
405:
406:     front_left_drive->disable_driver_control();
407:     front_right_drive->disable_driver_control();
408:     back_left_drive->disable_driver_control();
409:     back_right_drive->disable_driver_control();
410:
411:     front_left_drive->set_motor_mode(e_builtin_velocity_pid);
412:     front_right_drive->set_motor_mode(e_builtin_velocity_pid);
413:     back_left_drive->set_motor_mode(e_builtin_velocity_pid);
414:     back_right_drive->set_motor_mode(e_builtin_velocity_pid);
415:
416:     int r_id = right_encoder->get_unique_id(true);
417:     int l_id = left_encoder->get_unique_id(true);
418:
419:     double integral_l = 0;
420:     double integral_r = 0;
421:     double prev_error_l = 0;
422:     double prev_error_r = 0;
423:     double prev_velocity_l = 0;
424:     double prev_velocity_r = 0;
425:
426:     double prev_l_encoder = std::get<0>(Sensors::get_average_encoders(l_id, r_id));
427:     double prev_r_encoder = std::get<1>(Sensors::get_average_encoders(l_id, r_id));
428:
429:     long double relative_angle = 0;
430:     long double abs_angle = tracker->to_degrees(tracker->get_heading_rad());
431:     long double prev_abs_angle = abs_angle;
432:     long double integral_heading = 0;
433:     double prev_heading_error = 0;
434:
435:     bool settled = false;
436:     std::vector<double> previous_l_velocities;
437:     std::vector<double> previous_r_velocities;
438:     int velocity_history = 15;
439:     bool use_integral_l = true;
440:     bool use_integral_r = true;
441:
442:     int current_time = pros::millis();
443:     int start_time = current_time;
444:
445:     do {
446:         int dt = pros::millis() - current_time;
447:         //pid distance controller
448:         double error_l = args.setpoint1 - std::get<0>(Sensors::get_average_encoders(l_id, r_id));
449:         double error_r = args.setpoint2 - std::get<1>(Sensors::get_average_encoders(l_id, r_id));
450:
451:         if ( std::abs(integral_l) > l_max_l || !use_integral_l ) {
452:             integral_l = 0; //reset integral if greater than max allowable value

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

453:     use_integral_l = false;
454: } else {
455:     integral_l = integral_l + (error_l * dt);
456: }
457:
458: if ( std::abs(integral_r) > l_max_l || !use_integral_r ) {
459:     integral_r = 0; // reset integral if greater than max allowable value
460:     use_integral_r = false;
461: } else {
462:     integral_r = integral_r + (error_r * dt);
463: }
464:
465: current_time = pros::millis();
466:
467: double derivative_l = error_l - prev_error_l;
468: double derivative_r = error_r - prev_error_r;
469: prev_error_l = error_l;
470: prev_error_r = error_r;
471:
472: double left_velocity = (kP_l * error_l) + (kI_l * integral_l) + (kD_l * derivative_l);
473: double right_velocity = (kP_r * error_r) + (kI_r * integral_r) + (kD_r * derivative_r);
474:
475:
476: // slew rate code
477: double delta_velocity_l = left_velocity - prev_velocity_l;
478: double delta_velocity_r = right_velocity - prev_velocity_r;
479: double slew_rate = args.motor_slew;
480: if((std::abs(delta_velocity_l) > (dt * slew_rate) && (std::signbit(delta_velocity_l) == std::signbit(left_velocity)))) { // ignore deceleration
481:     int sign = std::abs(delta_velocity_l) / delta_velocity_l;
482:     std::cout << "l over slew: " << sign << " " << dt << " " << slew_rate << "\n";
483:     left_velocity = prev_velocity_l + (sign * dt * slew_rate);
484: }
485:
486: if((std::abs(delta_velocity_r) > (dt * slew_rate) && (std::signbit(delta_velocity_r) == std::signbit(right_velocity)))) {
487:     int sign = std::abs(delta_velocity_r) / delta_velocity_r;
488:     std::cout << "r over slew: " << sign << " " << dt << " " << slew_rate << "\n";
489:     right_velocity = prev_velocity_r + (sign * dt * slew_rate);
490: }
491:
492:
493: // p controller heading correction
494: abs_angle = tracker->get_heading_rad();
495: abs_angle = std::atan2(std::sin(abs_angle), std::cos(abs_angle));
496: long double delta_theta;
497: // account for angle wrap around ie. new = -1, prev = -359 == bad delta
498: if((prev_abs_angle > 0 && abs_angle < 0 && std::abs(tracker->to_radians(prev_abs_angle)) + std::abs(abs_angle) > (M_PI)) {
499:     delta_theta = tracker->to_degrees((2*M_PI) + abs_angle) - prev_abs_angle;
500: } else if((prev_abs_angle < 0 && abs_angle > 0 && std::abs(tracker->to_radians(prev_abs_angle)) + std::abs(abs_angle) > (M_PI)) {
501:     delta_theta = tracker->to_degrees(abs_angle - (2*M_PI)) - prev_abs_angle;
502: } else {
503:     delta_theta = tracker->to_degrees(abs_angle) - prev_abs_angle;
504: }
505:
506: relative_angle += delta_theta;
507: prev_abs_angle = tracker->to_degrees(abs_angle);
508:
509:
510: double heading_error = 0 - relative_angle; // 0 is the setpoint because we want to drive straight
511: integral_heading = integral_heading + (heading_error * dt);
512: double d_heading_error = heading_error - prev_heading_error;
513: prev_heading_error = heading_error;
514: // std::cout << "delta_theta: " << delta_theta << " | prev_angle: " << prev_angle << " | relative angle: " << relative_angle << " | heading_error: " << heading_error << "\n";
515: int velocity_correction = (.05 * heading_error) + (0 * integral_heading) + (0 * d_heading_error);
516: // int velocity_correction = (4 * heading_error) + (0 * integral_heading) + (54 * d_heading_error);
517: if(args.correct_heading && heading_error > 0.00001) { // veering left
518:     // velocity_correction = 5;
519:     right_velocity -= velocity_correction;
520: } else if (args.correct_heading && heading_error < -0.00001) { // veering right
521:     // velocity_correction = 5;
522:     left_velocity -= velocity_correction;
523: }
524:
525:
526: // cap voltage to max voltage with regard to velocity
527: if ( std::abs(left_velocity) > args.max_velocity ) {
528:     left_velocity = left_velocity > 0 ? args.max_velocity : -args.max_velocity;
529: }
530: if ( std::abs(right_velocity) > args.max_velocity ) {
531:     right_velocity = right_velocity > 0 ? args.max_velocity : -args.max_velocity;
532: }
533:
534: if ( args.log_data ) {
535:     Logger logger;
536:     log_entry entry;
537:     entry.content = (
538:         "[INFO]" + std::string("CHASSIS_PID")
539:         + ", Time: " + std::to_string(pros::millis())
540:         + ", Actual_Vol1: " + std::to_string(front_left_drive->get_actual_voltage())
541:         + ", Actual_Vol2: " + std::to_string(front_right_drive->get_actual_voltage())
542:         + ", Actual_Vol3: " + std::to_string(back_left_drive->get_actual_voltage())
543:         + ", Actual_Vol4: " + std::to_string(back_right_drive->get_actual_voltage())
544:         + ", Slew: " + std::to_string(args.motor_slew)
545:         + ", Brake: " + std::to_string(front_left_drive->get_brake_mode())
546:         + ", Gear: " + std::to_string(front_left_drive->get_gearset())
547:         + ", l_max: " + std::to_string(l_max_l)
548:         + ", l: " + std::to_string(integral_l)
549:         + ", kD: " + std::to_string(kD_l)
550:         + ", kI: " + std::to_string(kI_l)
551:         + ", kP: " + std::to_string(kP_l)
552:         + ", Position_Sp: " + std::to_string(args.setpoint1)
553:         + ", position_l: " + std::to_string(std::get<0>(Sensors::get_average_encoders(l_id, r_id)))
554:         + ", position_r: " + std::to_string(std::get<1>(Sensors::get_average_encoders(l_id, r_id)))
555:         + ", Heading_Sp: " + std::to_string(args.setpoint2)
556:         + ", Relative_Heading: " + std::to_string(relative_angle)
557:         + ", Actual_Vel1: " + std::to_string(front_left_drive->get_actual_velocity())
558:         + ", Actual_Vel2: " + std::to_string(front_right_drive->get_actual_velocity())
559:         + ", Actual_Vel3: " + std::to_string(back_left_drive->get_actual_velocity())
560:         + ", Actual_Vel4: " + std::to_string(back_right_drive->get_actual_velocity())
561:     );
562:     entry.stream = "clog";
563:     logger.add(entry);
564: }
565:

```



## ../RobotCode/src/objects/subsystems/chassis.cpp

```

566:     prev_velocity_l = left_velocity;
567:     prev_velocity_r = right_velocity;
568:
569:     previous_l_velocities.push_back(left_velocity);
570:     previous_r_velocities.push_back(right_velocity);
571:     if(previous_l_velocities.size() > velocity_history) {
572:         previous_l_velocities.erase(previous_l_velocities.begin());
573:     }
574:
575:     if(previous_r_velocities.size() > velocity_history) {
576:         previous_r_velocities.erase(previous_r_velocities.begin());
577:     }
578:
579:     // settled is when error is almost zero and velocity is minimal
580:     double l_difference = *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).second - *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).first;
581:     double r_difference = *std::minmax_element(previous_r_velocities.begin(), previous_r_velocities.end()).second - *std::minmax_element(previous_r_velocities.begin(), previous_r_velocities.end()).first;
582:     std::cout << "difference: " << *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).second << " " << previous_l_velocities.size() << "\n";
583:     if (
584:         std::abs(l_difference) < 2
585:         && previous_l_velocities.size() == velocity_history
586:         && std::abs(r_difference) < 2
587:         && previous_r_velocities.size() == velocity_history
588:         && left_velocity < 2
589:         && right_velocity < 2
590:     ) {
591:         break; // end before timeout
592:     }
593:
594:
595:     front_left_drive->move_velocity(left_velocity);
596:     front_right_drive->move_velocity(right_velocity);
597:     back_left_drive->move_velocity(left_velocity);
598:     back_right_drive->move_velocity(right_velocity);
599:
600:     pros::delay(10);
601: } while ( pros::millis() < start_time + args.timeout );
602:
603: front_left_drive->set_motor_mode(e_voltage);
604: front_right_drive->set_motor_mode(e_voltage);
605: back_left_drive->set_motor_mode(e_voltage);
606: back_right_drive->set_motor_mode(e_voltage);
607:
608: front_left_drive->set_voltage(0);
609: front_right_drive->set_voltage(0);
610: back_left_drive->set_voltage(0);
611: back_right_drive->set_voltage(0);
612:
613: front_left_drive->enable_driver_control();
614: front_right_drive->enable_driver_control();
615: back_left_drive->enable_driver_control();
616: back_right_drive->enable_driver_control();
617:
618: right_encoder->forget_position(r_id); // free up space in the encoders log
619: left_encoder->forget_position(l_id);
620: }
621:
622:
623:
624:
625: void Chassis::t_profiled_straight_drive(chassis_params args) {
626:     PositionTracker* tracker = PositionTracker::get_instance();
627:     Configuration* config = Configuration::get_instance();
628:
629:     double kP = args.kP;
630:     double kI = args.kI;
631:     double kD = args.kD;
632:     double l_max = INT32_MAX;
633:
634:     front_left_drive->disable_driver_control();
635:     front_right_drive->disable_driver_control();
636:     back_left_drive->disable_driver_control();
637:     back_right_drive->disable_driver_control();
638:
639:     front_left_drive->set_motor_mode(e_builtin_velocity_pid);
640:     front_right_drive->set_motor_mode(e_builtin_velocity_pid);
641:     back_left_drive->set_motor_mode(e_builtin_velocity_pid);
642:     back_right_drive->set_motor_mode(e_builtin_velocity_pid);
643:
644:     int r_id = right_encoder->get_unique_id(true);
645:     int l_id = left_encoder->get_unique_id(true);
646:
647:     long double relative_angle = 0;
648:     long double abs_angle = tracker->to_degrees(tracker->get_heading_rad());
649:     long double prev_abs_angle = abs_angle;
650:     long double integral = 0;
651:     long double prev_integral = 0;
652:     double prev_error = 0;
653:     bool use_integral = true;
654:
655:     int current_time = pros::millis();
656:     int start_time = current_time;
657:     bool settled = false;
658:     bool was_at_target_l = false;
659:     bool was_at_target_r = false;
660:
661:     std::vector<double> previous_l_velocities;
662:     std::vector<double> previous_r_velocities;
663:     int velocity_history = 15;
664:
665:     auto accel_func = [](double n) -> double { return 0.005 * n; };
666:     // auto accel_func = [](double n) -> double { return 1; };
667:     std::vector<double> velocity_profile = generate_velocity_profile(std::abs(args.setpoint1), accel_func, .55, args.max_velocity, 50); // .45 is deceleration, 10 is initial velocity
668:
669:     do {
670:         int dt = pros::millis() - current_time;
671:         current_time = pros::millis();
672:
673:         double velocity_l;
674:         double velocity_r;
675:         if((std::abs(std::get<0>(Sensors::get_average_encoders(l_id, r_id))) <= std::abs(args.setpoint1)) {
676:             velocity_l = velocity_profile.at(std::abs(std::get<0>(Sensors::get_average_encoders(l_id, r_id))));
677:         } else {
678:             was_at_target_l = true;

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

679:     velocity_l = 0;
680: }
681:
682: if(std::abs(std::get<1>(Sensors::get_average_encoders(l_id, r_id))) <= std::abs(args.setpoint1)) {
683:     velocity_r = velocity_profile.at(std::abs(std::get<1>(Sensors::get_average_encoders(l_id, r_id))));
684: } else {
685:     was_at_target_l = true;
686:     velocity_r = 0;
687: }
688:
689:
690: // double velocity;
691: // if(velocity_l > velocity_r) {
692: //     velocity_r = velocity_r;
693: //     velocity_l = velocity_r;
694: // } else {
695: //     velocity_r = velocity_l;
696: //     velocity_l = velocity_l;
697: // }
698:
699: if(args.setpoint1 < 0) {
700:     velocity_l = -velocity_l;
701:     velocity_r = -velocity_r;
702: }
703:
704: abs_angle = tracker->to_degrees(tracker->get_heading_rad());
705: long double delta_theta = abs_angle - prev_abs_angle;
706: relative_angle += delta_theta;
707: prev_abs_angle = abs_angle;
708:
709: long double error = 0 - relative_angle; // setpoint is 0 because we want to drive straight
710: // long double error = std::get<0>(Sensors::get_average_encoders(l_id, r_id)) - std::get<1>(Sensors::get_average_encoders(l_id, r_id));
711: std::cout << "relative angle: " << relative_angle << " | dtheta: " << delta_theta << "\n";
712: // cap velocity to max velocity with regard to velocity
713: integral = integral + (error * dt);
714: if(integral > I_max) {
715:     integral = I_max;
716: } else if (integral < -I_max) {
717:     integral = -I_max;
718: }
719:
720: // if(std::signbit(error) != std::signbit(prev_error)) {
721: //     std::cout << "halving " << integral << " " << prev_integral;
722: //     integral = .5 * integral;
723: // }
724: prev_integral = integral;
725:
726: double derivative = error - prev_error;
727: prev_error = error;
728:
729:
730: // std::cout << error << " " << relative_angle << "\n";
731:
732: // pid heading correction
733: // int velocity_correction = (kP * error) + (kI * integral) + (kD * derivative);
734:
735: // PI heading correction
736: // double velocity_correction = std::abs(kI * integral);
737: double velocity_correction = std::abs(args.kP * error + args.kI * integral + args.kD * derivative);
738: std::cout << "integral: " << integral << " " << velocity_correction << "\n";
739: if(args.correct_heading && error > 0.000001) { // veering off course, so correct
740:     velocity_r = velocity_correction / 2;
741:     velocity_l += velocity_correction / 2;
742: } else if(args.correct_heading && error < -0.000001) {
743:     velocity_l = velocity_correction / 2;
744:     velocity_r += velocity_correction / 2;
745: }
746:
747:
748: // cap velocity to max velocity with regard to direction
749: if (std::abs(velocity_l) > args.max_velocity) {
750:     velocity_l = velocity_l > 0 ? args.max_velocity : -args.max_velocity;
751: }
752: if (std::abs(velocity_r) > args.max_velocity) {
753:     velocity_r = velocity_r > 0 ? args.max_velocity : -args.max_velocity;
754: }
755:
756: if (args.log_data) {
757:     Logger logger;
758:     log_entry entry;
759:     entry.content = (
760:         "[INFO]" + std::string("CHASSIS_PROFILED_STRAIGHT_DRIVE")
761:         + ", Time: " + std::to_string(pros::millis())
762:         + ", Actual_Vol1: " + std::to_string(front_left_drive->get_actual_voltage())
763:         + ", Actual_Vol2: " + std::to_string(front_right_drive->get_actual_voltage())
764:         + ", Actual_Vol3: " + std::to_string(back_left_drive->get_actual_voltage())
765:         + ", Actual_Vol4: " + std::to_string(back_right_drive->get_actual_voltage())
766:         + ", Slew: " + std::to_string(args.motor_slew)
767:         + ", Brake: " + std::to_string(front_left_drive->get_brake_mode())
768:         + ", Gear: " + std::to_string(front_left_drive->get_gearset())
769:         + ", I_max: " + std::to_string(I_max)
770:         + ", I: " + std::to_string(integral)
771:         + ", kD: " + std::to_string(kD)
772:         + ", kI: " + std::to_string(kI)
773:         + ", kP: " + std::to_string(kP)
774:         + ", Position_Sp: " + std::to_string(args.setpoint1)
775:         + ", position_l: " + std::to_string(std::get<0>(Sensors::get_average_encoders(l_id, r_id)))
776:         + ", position_r: " + std::to_string(std::get<1>(Sensors::get_average_encoders(l_id, r_id)))
777:         + ", Heading_Sp: " + std::to_string(args.setpoint2)
778:         + ", Relative_Heading: " + std::to_string(relative_angle)
779:         + ", Actual_Vel1: " + std::to_string(velocity_l)
780:         + ", Actual_Vel2: " + std::to_string(velocity_r)
781:         + ", Actual_Vel3: " + std::to_string(back_left_drive->get_actual_velocity())
782:         + ", Actual_Vel4: " + std::to_string(back_right_drive->get_actual_velocity())
783:         + ", Correction: " + std::to_string(velocity_correction)
784:     );
785:     entry.stream = "clog";
786:     logger.add(entry);
787: }
788:
789: double error_l = std::abs(args.setpoint1 - std::get<0>(Sensors::get_average_encoders(l_id, r_id)));
790: double error_r = std::abs(args.setpoint1 - std::get<1>(Sensors::get_average_encoders(l_id, r_id)));
791:

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

792: previous_l_velocities.push_back(velocity_l);
793: previous_r_velocities.push_back(velocity_r);
794: if(previous_l_velocities.size() > velocity_history) {
795:     previous_l_velocities.erase(previous_l_velocities.begin());
796: }
797: if(previous_r_velocities.size() > velocity_history) {
798:     previous_r_velocities.erase(previous_r_velocities.begin());
799: }
800:
801: // settled is when error is almost zero and velocity is minimal
802: double l_difference = *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).second - *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).first;
803: double r_difference = *std::minmax_element(previous_r_velocities.begin(), previous_r_velocities.end()).second - *std::minmax_element(previous_r_velocities.begin(), previous_r_velocities.end()).first;
804: if (
805:     std::abs(l_difference) < 2
806:     && previous_l_velocities.size() == velocity_history
807:     && std::abs(r_difference) < 2
808:     && previous_r_velocities.size() == velocity_history
809:     && std::abs(velocity_l) < 2
810:     && std::abs(velocity_r) < 2
811: ) {
812:     break; // end before timeout
813: }
814: // if error_l < 5 || error_r < 5 || // shut off motors when one side reaches the setpoint
815: // velocity_l = 0;
816: // velocity_r = 0;
817: break;
818: //
819:
820: std::cout << "velocity: " << velocity_l << " " << velocity_r << "\n";
821: std::cout << "error: " << error_l << " " << error_r << " " << error_l << " " << error_r << "\n";
822: front_left_drive->move_velocity(velocity_l);
823: front_right_drive->move_velocity(velocity_r);
824: back_left_drive->move_velocity(velocity_l);
825: back_right_drive->move_velocity(velocity_r);
826:
827: pros::delay(10);
828: } while (pros::millis() < start_time + args.timeout);
829:
830: front_left_drive->set_motor_mode(e_voltage);
831: front_right_drive->set_motor_mode(e_voltage);
832: back_left_drive->set_motor_mode(e_voltage);
833: back_right_drive->set_motor_mode(e_voltage);
834:
835: front_left_drive->set_voltage(0);
836: front_right_drive->set_voltage(0);
837: back_left_drive->set_voltage(0);
838: back_right_drive->set_voltage(0);
839:
840: front_left_drive->enable_driver_control();
841: front_right_drive->enable_driver_control();
842: back_left_drive->enable_driver_control();
843: back_right_drive->enable_driver_control();
844:
845: front_left_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
846: front_right_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
847: back_left_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
848: back_right_drive->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
849:
850: right_encoder->forget_position(r_id); // free up space in the encoders log
851: left_encoder->forget_position(l_id);
852: }
853:
854:
855:
856:
857: void Chassis::t_turn(chassis_params args) {
858:     PositionTracker* tracker = PositionTracker::get_instance();
859:     Configuration* config = Configuration::get_instance();
860:
861:     double kP = args.kP;
862:     double kI = args.kI;
863:     double kD = args.kD;
864:     double l_max = args.l_max;
865:
866:     front_left_drive->disable_driver_control();
867:     front_right_drive->disable_driver_control();
868:     back_left_drive->disable_driver_control();
869:     back_right_drive->disable_driver_control();
870:
871:     front_left_drive->set_motor_mode(e_builtin_velocity_pid);
872:     front_right_drive->set_motor_mode(e_builtin_velocity_pid);
873:     back_left_drive->set_motor_mode(e_builtin_velocity_pid);
874:     back_right_drive->set_motor_mode(e_builtin_velocity_pid);
875:
876:     front_left_drive->move_velocity(0);
877:     front_right_drive->move_velocity(0);
878:     back_left_drive->move_velocity(0);
879:     back_right_drive->move_velocity(0);
880:
881:     front_left_drive->tare_encoder();
882:     front_right_drive->tare_encoder();
883:     back_left_drive->tare_encoder();
884:     back_right_drive->tare_encoder();
885:
886:     int r_id = right_encoder->get_unique_id();
887:     int l_id = left_encoder->get_unique_id();
888:     right_encoder->reset(r_id);
889:     left_encoder->reset(l_id);
890:
891:     long double relative_angle = 0;
892:     long double abs_angle = tracker->to_degrees(tracker->get_heading_rad());
893:     long double prev_abs_angle = abs_angle;
894:     long double integral = 0;
895:     double prev_error = 0;
896:     bool use_integral = true;
897:     int current_time = pros::millis();
898:     int start_time = current_time;
899:
900:     double prev_velocity_l = 0;
901:     double prev_velocity_r = 0;
902:
903:     // std::vector<double> previous_l_velocities;
904:     // std::vector<double> previous_r_velocities;

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

905: //int velocity_history = 15;
906: std::vector<double> error_history;
907: int max_history_length = 20;
908:
909: do {
910:     int dt = pros::millis() - current_time;
911:
912:     abs_angle = tracker->get_heading_rad();
913:     abs_angle = std::atan2(std::sin(abs_angle), std::cos(abs_angle));
914:     long double delta_theta;
915:     //account for angle wrap around
916:     //ie. new = -1, prev = -359 == bad delta
917:     if((prev_abs_angle > 0 && abs_angle < 0 && std::abs(tracker->to_radians(prev_abs_angle)) + std::abs(abs_angle) > (M_PI)) {
918:         delta_theta = tracker->to_degrees((2*M_PI) + abs_angle) - prev_abs_angle;
919:     } else if((prev_abs_angle < 0 && abs_angle > 0 && std::abs(tracker->to_radians(prev_abs_angle)) + std::abs(abs_angle) > (M_PI)) {
920:         delta_theta = tracker->to_degrees(abs_angle - (2*M_PI)) - prev_abs_angle;
921:     } else {
922:         delta_theta = tracker->to_degrees(abs_angle) - prev_abs_angle;
923:     }
924:     //long double delta_theta = abs_angle - prev_abs_angle;
925:     //long double delta_theta = tracker->to_degrees(tracker->get_delta_theta_rad());
926:     relative_angle += delta_theta;
927:     prev_abs_angle = tracker->to_degrees(abs_angle);
928:
929:     long double error = args.setpoint1 - relative_angle;
930:
931:     integral = integral + (error * dt);
932:     if(integral > I_max) {
933:         integral = I_max;
934:     } else if (integral < -I_max) {
935:         integral = -I_max;
936:     }
937:
938:     double derivative = error - prev_error;
939:     prev_error = error;
940:
941:     current_time = pros::millis();
942:
943:     //std::cout << "relative angle: " << relative_angle << " | dtheta: " << delta_theta << "\n";
944:     //std::cout << error << " " << relative_angle << "\n";
945:
946:     double abs_velocity = (kP * error) + (kI * integral) + (kD * derivative);
947:     double l_velocity = abs_velocity;
948:     double r_velocity = -abs_velocity;
949:
950:     //slew rate code
951:     double delta_velocity_l = l_velocity - prev_velocity_l;
952:     double delta_velocity_r = r_velocity - prev_velocity_r;
953:     double slew_rate = args.motor_slew;
954:     int over_slew = 0;
955:     if(std::abs(delta_velocity_l) > (dt * slew_rate) && (std::signbit(delta_velocity_l) == std::signbit(l_velocity))) { //ignore deceleration
956:         int sign = std::abs(delta_velocity_l) / delta_velocity_l;
957:         std::cout << "l over slew: " << sign << " " << dt << " " << slew_rate << "\n";
958:         l_velocity = prev_velocity_l + (sign * dt * slew_rate);
959:         over_slew = 1;
960:     }
961:
962:     if(std::abs(delta_velocity_r) > (dt * slew_rate) && (std::signbit(delta_velocity_r) == std::signbit(r_velocity))) {
963:         int sign = std::abs(delta_velocity_r) / delta_velocity_r;
964:         std::cout << "r over slew: " << sign << " " << dt << " " << slew_rate << "\n";
965:         r_velocity = prev_velocity_r + (sign * dt * slew_rate);
966:         over_slew = 1;
967:     }
968:
969:     //cap velocity to max velocity with regard to velocity
970:     if (std::abs(l_velocity) > args.max_velocity) {
971:         l_velocity = l_velocity > 0 ? args.max_velocity : -args.max_velocity;
972:     }
973:     if (std::abs(r_velocity) > args.max_velocity) {
974:         r_velocity = r_velocity > 0 ? args.max_velocity : -args.max_velocity;
975:     }
976:
977:     //prev_velocity_l = l_velocity;
978:     //prev_velocity_r = r_velocity;
979:     //
980:     //previous_l_velocities.push_back(l_velocity);
981:     //previous_r_velocities.push_back(r_velocity);
982:     //if(previous_l_velocities.size() > velocity_history) {
983:     //    previous_l_velocities.erase(previous_l_velocities.begin());
984:     //}
985:     //
986:     //if(previous_r_velocities.size() > velocity_history) {
987:     //    previous_r_velocities.erase(previous_r_velocities.begin());
988:     //}
989:     error_history.push_back(prev_error);
990:     if(error_history.size() > max_history_length) {
991:         error_history.erase(error_history.begin());
992:     }
993:
994:
995:
996:     std::cout << l_velocity << " " << r_velocity << " " << relative_angle << " " << error << "\n";
997:     //for(int i=0; i < previous_l_velocities.size(); i++) {
998:     //    std::cout << previous_l_velocities.at(i) << " ";
999:     //}
1000:     //std::cout << "\n";
1001:     double error_difference = *std::minmax_element(error_history.begin(), error_history.end()).second - *std::minmax_element(error_history.begin(), error_history.end()).first;
1002:
1003:     if (args.log_data) {
1004:         Logger logger;
1005:         log_entry entry;
1006:         entry.content = {
1007:             "INFO" + std::string("CHASSIS_PID_TURN")
1008:             + ", Time: " + std::to_string(pros::millis())
1009:             + ", Actual_Vol1: " + std::to_string(front_left_drive->get_actual_voltage())
1010:             + ", Actual_Vol2: " + std::to_string(front_right_drive->get_actual_voltage())
1011:             + ", Actual_Vol3: " + std::to_string(back_left_drive->get_actual_voltage())
1012:             + ", Actual_Vol4: " + std::to_string(back_right_drive->get_actual_voltage())
1013:             + ", Slew: " + std::to_string(args.motor_slew)
1014:             + ", Brake: " + std::to_string(front_left_drive->get_brake_mode())
1015:             + ", Gear: " + std::to_string(front_left_drive->get_gearset())
1016:             + ", I_max: " + std::to_string(I_max)
1017:             + ", I: " + std::to_string(integral)

```

```

1018:         + " kD: " + std::to_string(kD)
1019:         + " kI: " + std::to_string(kI)
1020:         + " kP: " + std::to_string(kP)
1021:         + " Position_Sp: " + std::to_string(0)
1022:         + " position_l: " + std::to_string(std::get<0>(Sensors::get_average_encoders(l_id, r_id)))
1023:         + " position_r: " + std::to_string(std::get<1>(Sensors::get_average_encoders(l_id, r_id)))
1024:         + " Heading_Sp: " + std::to_string(args.setpoint1)
1025:         + " Relative_Heading: " + std::to_string(relative_angle)
1026:         + " Absolute Angle: " + std::to_string(abs_angle)
1027:         + " error history: " + std::to_string(error_history.size())
1028:         + " history size: " + std::to_string(max_history_length)
1029:         + " time out time: " + std::to_string(start_time + args.timeout)
1030:         + " error difference: " + std::to_string(error_difference)
1031:         + " over slew: " + std::to_string(over_slew)
1032:         + " Actual_Vel1: " + std::to_string(front_left_drive->get_actual_velocity())
1033:         + " Actual_Vel2: " + std::to_string(front_right_drive->get_actual_velocity())
1034:         + " Actual_Vel3: " + std::to_string(back_left_drive->get_actual_velocity())
1035:         + " Actual_Vel4: " + std::to_string(back_right_drive->get_actual_velocity())
1036:     );
1037:     entry.stream = "clog";
1038:     logger.add(entry);
1039: }
1040:
1041: // settled is when error is almost zero and velocity is minimal
1042: // double l_difference = *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).second - *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).first;
1043: // double r_difference = *std::minmax_element(previous_r_velocities.begin(), previous_r_velocities.end()).second - *std::minmax_element(previous_r_velocities.begin(), previous_r_velocities.end()).first;
1044: // std::cout << "difference: " << *std::minmax_element(previous_l_velocities.begin(), previous_l_velocities.end()).second << " " << previous_l_velocities.size() << "\n";
1045: if (
1046:     std::abs(error_difference) < .007
1047:     && error_history.size() == max_history_length
1048:     && pros::millis() > start_time + 500
1049:     // std::abs(l_difference) < 2
1050:     // && previous_l_velocities.size() == velocity_history
1051:     // && std::abs(r_difference) < 2
1052:     // && previous_r_velocities.size() == velocity_history
1053:     // && l_velocity < 2
1054:     // && r_velocity < 2
1055: ) { // velocity change has been minimal, so stop
1056:     front_left_drive->set_motor_mode(e_voltage);
1057:     front_right_drive->set_motor_mode(e_voltage);
1058:     back_left_drive->set_motor_mode(e_voltage);
1059:     back_right_drive->set_motor_mode(e_voltage);
1060:
1061:     front_left_drive->set_voltage(0);
1062:     front_right_drive->set_voltage(0);
1063:     back_left_drive->set_voltage(0);
1064:     back_right_drive->set_voltage(0);
1065:     std::cout << "ending\n";
1066:     break; // end before timeout
1067: }
1068:
1069: front_left_drive->move_velocity(l_velocity);
1070: front_right_drive->move_velocity(r_velocity);
1071: back_left_drive->move_velocity(l_velocity);
1072: back_right_drive->move_velocity(r_velocity);
1073:
1074:
1075: pros::delay(10);
1076: } while ( pros::millis() < (start_time + args.timeout) );
1077:
1078: front_left_drive->set_motor_mode(e_voltage);
1079: front_right_drive->set_motor_mode(e_voltage);
1080: back_left_drive->set_motor_mode(e_voltage);
1081: back_right_drive->set_motor_mode(e_voltage);
1082:
1083: front_left_drive->set_voltage(0);
1084: front_right_drive->set_voltage(0);
1085: back_left_drive->set_voltage(0);
1086: back_right_drive->set_voltage(0);
1087:
1088: front_left_drive->enable_driver_control();
1089: front_right_drive->enable_driver_control();
1090: back_left_drive->enable_driver_control();
1091: back_right_drive->enable_driver_control();
1092:
1093: right_encoder->forget_position(r_id); // free up space in the encoders log
1094: left_encoder->forget_position(l_id);
1095: }
1096:
1097:
1098:
1099: void Chassis::t_move_to_waypoint(chassis_params args, waypoint point) {
1100:     PositionTracker* tracker = PositionTracker::get_instance();
1101:
1102:     long double dx = point.x - tracker->get_position().x_pos;
1103:     long double dy = point.y - tracker->get_position().y_pos;
1104:
1105:     // convert end coordinates to polar to find the change in angle
1106:     // long double dtheta = std::fmod((-M_PI / 2) + std::atan2(dy, dx), (2 * M_PI));
1107:     long double dtheta = std::atan2(dy, dx);
1108:     if(dtheta < 0) { // map to [0, 2pi]
1109:         dtheta += 2 * M_PI;
1110:     }
1111:
1112:     // current angle is bounded by [-pi, pi] re map it to [0, 2pi]
1113:     long double current_angle = tracker->get_heading_rad();
1114:     if(current_angle < 0) {
1115:         current_angle += 2 * M_PI;
1116:     }
1117:     current_angle = (-current_angle) + (M_PI / 2);
1118:
1119:     // calculate how much the robot needs to turn to be at the angle
1120:     long double to_turn_face_forwards = current_angle - dtheta; // change in robot angle
1121:     long double to_turn_face_backwards = (current_angle - dtheta) - M_PI;
1122:
1123:     if(to_turn_face_forwards > M_PI) { // find minimal angle change and direction of change [-PI/2, PI/2]
1124:         to_turn_face_forwards = (-2 * M_PI) + to_turn_face_forwards; // give negative value to turn left to point
1125:     } else if(to_turn_face_forwards < -M_PI) {
1126:         to_turn_face_forwards = (2 * M_PI) + to_turn_face_forwards; // give positive value to turn right to point
1127:     }
1128:
1129:     if(to_turn_face_backwards > M_PI) { // find minimal angle change and direction of change [-PI/2, PI/2]
1130:         to_turn_face_backwards = (-2 * M_PI) + to_turn_face_backwards; // give negative value to turn left to point

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

1131:     } else if(to_turn_face_backwards < -M_PI) {
1132:         to_turn_face_backwards = (2 * M_PI) + to_turn_face_backwards; // give positive value to turn right to point
1133:     }
1134:
1135:
1136:     long double to_turn;
1137:     int direction;
1138:     if(args.explicit_direction == 1) { // force positive direction
1139:         to_turn = to_turn_face_forwards;
1140:         direction = 1;
1141:     } else if(args.explicit_direction == -1) { // force negative direction
1142:         to_turn = to_turn_face_backwards;
1143:         direction = -1;
1144:     } else if(std::abs(to_turn_face_forwards) < std::abs(to_turn_face_backwards)) { // faster to go forwards
1145:         to_turn = to_turn_face_forwards;
1146:         direction = 1;
1147:     } else { // faster to go backwards
1148:         to_turn = to_turn_face_backwards;
1149:         direction = -1;
1150:     }
1151:
1152:     to_turn = tracker->to_degrees(to_turn);
1153:
1154:
1155:     // set up turn
1156:     chassis_params turn_args;
1157:     turn_args.setpoint1 = to_turn;
1158:     turn_args.max_velocity = args.max_velocity;
1159:     turn_args.timeout = 15000; // TODO: add time estimation
1160:     args.kP = 2.8;
1161:     args.kI = 0.0005;
1162:     args.kD = 50;
1163:     args.l_max = INT32_MAX;
1164:     turn_args.motor_slew = args.motor_slew;
1165:     turn_args.log_data = args.log_data;
1166:
1167:     // perform turn
1168:     std::cout << "starting turn\n";
1169:     std::cout << to_turn << "\n";
1170:     t_turn(turn_args);
1171:     std::cout << "turn done\n";
1172:
1173:     // calculate distance to move to point
1174:     long double distance = std::sqrt((std::pow(dx, 2) + std::pow(dy, 2)));
1175:     long double to_drive = direction * tracker->to_encoder_ticks(distance, wheel_diameter);
1176:
1177:     // set up straight drive
1178:     chassis_params drive_straight_args;
1179:     drive_straight_args.setpoint1 = to_drive;
1180:     drive_straight_args.setpoint2 = to_drive;
1181:     drive_straight_args.max_velocity = 125;
1182:     drive_straight_args.timeout = 15000;
1183:     drive_straight_args.kP = .77;
1184:     drive_straight_args.kI = 0.000002;
1185:     drive_straight_args.kD = 7;
1186:     drive_straight_args.l_max = INT32_MAX;
1187:     drive_straight_args.motor_slew = args.motor_slew;
1188:     drive_straight_args.correct_heading = args.correct_heading;
1189:     drive_straight_args.log_data = args.log_data;
1190:
1191:     //
1192:     // std::cout << "starting drive\n";
1193:     // std::cout << to_drive << "\n";
1194:     // drive_straight_args.kP = 2;
1195:     // drive_straight_args.kI = .001;
1196:     // drive_straight_args.kD = 0;
1197:     // drive_straight_args.l_max = 2000;
1198:     t_pid_straight_drive(drive_straight_args);
1199:
1200:     std::cout << "drive finished\n";
1201:     if(args.log_data) {
1202:         Logger logger;
1203:         log_entry entry;
1204:         entry.content = (
1205:             "INFO]" + std::string("CHASSIS_ODOM")
1206:             + ", Time: " + std::to_string(pros::millis())
1207:             + ", Waypoint: " + point.get_string()
1208:             + ", ToTurnForwards: " + std::to_string(tracker->to_degrees(to_turn_face_forwards))
1209:             + ", ToTurnBackwards: " + std::to_string(tracker->to_degrees(to_turn_face_backwards))
1210:             + ", ToTurn: " + std::to_string(to_turn)
1211:             + ", ToDrive: " + std::to_string(to_drive)
1212:             + ", Direction: " + std::to_string(direction)
1213:             + ", dx: " + std::to_string(dx)
1214:             + ", dy: " + std::to_string(dy)
1215:             + ", X: " + std::to_string(tracker->get_position().x_pos)
1216:             + ", Y: " + std::to_string(tracker->get_position().y_pos)
1217:             + ", Theta: " + std::to_string(tracker->to_degrees(tracker->get_position().theta))
1218:         );
1219:         entry.stream = "clog";
1220:         logger.add(entry);
1221:     }
1222:
1223:
1224:
1225: int Chassis::pid_straight_drive(double encoder_ticks, int relative_heading /*0*/, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool asynch /*false*/, bool correct_heading /*true*/, double slew /*0.2*/, bool log_data /*false*/) {
1226:     chassis_params args;
1227:     args.setpoint1 = encoder_ticks;
1228:     args.setpoint2 = encoder_ticks;
1229:     args.max_velocity = max_velocity;
1230:     args.timeout = timeout;
1231:     args.kP = .77;
1232:     args.kI = 0.000002;
1233:     args.kD = 7;
1234:     args.l_max = INT32_MAX;
1235:     args.motor_slew = slew;
1236:     args.correct_heading = correct_heading;
1237:     args.log_data = log_data;
1238:
1239:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors
1240:     int uid = pros::millis() * (std::abs(encoder_ticks) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1241:
1242:     chassis_action command = [args, uid, e_pid_straight_drive];
1243:     while (command_start_lock.exchange( true )); // acquire lock

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

1244:   command_queue.push(command);
1245:   command_start_lock.exchange( false ); //release lock
1246:
1247:   if(lasynch) {
1248:       wait_until_finished(uid);
1249:   }
1250:
1251:   return uid;
1252: }
1253:
1254: int Chassis::profiled_straight_drive(double encoder_ticks, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool asynch /*false*/, bool correct_heading /*true*/, int relative_heading /*0*/, bool log_data /*false*/) {
1255:     chassis_params args;
1256:     args.setpoint1 = encoder_ticks;
1257:     args.setpoint2 = relative_heading;
1258:     args.max_velocity = max_velocity;
1259:     args.timeout = timeout;
1260:     args.kP = 2;
1261:     args.kI = 0.0005;
1262:     args.kD = 0.001;
1263:     args.L_max = INT32_MAX;
1264:     args.correct_heading = correct_heading;
1265:     args.log_data = log_data;
1266:
1267:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors
1268:     int uid = pros::millis() * (std::abs(encoder_ticks) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1269:
1270:     chassis_action command = {args, uid, e_profiled_straight_drive};
1271:     while ( command_start_lock.exchange( true ) ); //acquire lock
1272:     command_queue.push(command);
1273:     command_start_lock.exchange( false ); //release lock
1274:
1275:     if(lasynch) {
1276:         wait_until_finished(uid);
1277:     }
1278:
1279:     return uid;
1280: }
1281:
1282:
1283:
1284: int Chassis::uneven_drive(double l_enc_ticks, double r_enc_ticks, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool asynch /*false*/, double slew /*10*/, bool log_data /*false*/) {
1285:     chassis_params args;
1286:     args.setpoint1 = l_enc_ticks;
1287:     args.setpoint2 = r_enc_ticks;
1288:     args.max_velocity = max_velocity;
1289:     args.timeout = timeout;
1290:     args.kP = .77;
1291:     args.kI = 0.000002;
1292:     args.kD = 7;
1293:     args.L_max = INT32_MAX;
1294:     args.motor_slew = slew;
1295:     args.correct_heading = false;
1296:     args.log_data = log_data;
1297:
1298:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors
1299:     int uid = pros::millis() * (std::abs(l_enc_ticks) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1300:
1301:     chassis_action command = {args, uid, e_pid_straight_drive};
1302:     while ( command_start_lock.exchange( true ) ); //acquire lock
1303:     command_queue.push(command);
1304:     command_start_lock.exchange( false ); //release lock
1305:
1306:     if(lasynch) {
1307:         wait_until_finished(uid);
1308:     }
1309:
1310:     return uid;
1311: }
1312:
1313:
1314:
1315: int Chassis::turn_right(double degrees, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool asynch /*false*/, double slew /*15*/, bool log_data /*false*/) {
1316:     chassis_params args;
1317:     args.setpoint1 = degrees;
1318:     args.max_velocity = max_velocity;
1319:     args.timeout = timeout;
1320:     args.kP = 2.8;
1321:     args.kI = 0.0005;
1322:     args.kD = 50;
1323:     args.L_max = INT32_MAX;
1324:     args.motor_slew = slew;
1325:     args.log_data = log_data;
1326:
1327:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors
1328:     int uid = pros::millis() * (std::abs(degrees) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1329:
1330:     chassis_action command = {args, uid, e_turn};
1331:     while ( command_start_lock.exchange( true ) ); //acquire lock
1332:     command_queue.push(command);
1333:     command_start_lock.exchange( false ); //release lock
1334:
1335:     if(lasynch) {
1336:         wait_until_finished(uid);
1337:     }
1338:
1339:     return uid;
1340: }
1341:
1342:
1343:
1344: int Chassis::turn_left(double degrees, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool asynch /*false*/, double slew /*15*/, bool log_data /*false*/) {
1345:     chassis_params args;
1346:     args.setpoint1 = -degrees;
1347:     args.max_velocity = max_velocity;
1348:     args.timeout = timeout;
1349:     args.kP = 2.8;
1350:     args.kI = 0.0005;
1351:     args.kD = 50;
1352:     args.L_max = INT32_MAX;
1353:     args.motor_slew = slew;
1354:     args.log_data = log_data;
1355:
1356:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors

```

## ../RobotCode/src/objects/subsystems/chassis.cpp

```

1357:     int uid = pros::millis() * (std::abs(degrees) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1358:
1359:     chassis_action command = [args, uid, e_turn];
1360:     while ( command_start_lock.exchange( true ) ); //acquire lock
1361:     command_queue.push(command);
1362:     command_start_lock.exchange( false ); //release lock
1363:
1364:     if(lasynch) {
1365:         wait_until_finished(uid);
1366:     }
1367:
1368:     return uid;
1369: }
1370:
1371:
1372: int Chassis::drive_to_point(double x, double y, int recalculations /*0*/, int explicit_direction /*0*/, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool correct_heading /*true*/, bool asynch /*false*/, double slew /*10*/, bool log_data /*true*/) {
1373:     chassis_params args;
1374:     args.setpoint1 = x;
1375:     args.setpoint2 = y;
1376:     args.max_velocity = max_velocity;
1377:     args.timeout = timeout;
1378:     args.recalculations = recalculations;
1379:     args.explicit_direction = explicit_direction;
1380:     args.motor_slew = slew;
1381:     args.correct_heading = correct_heading;
1382:     args.log_data = log_data;
1383:
1384:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors
1385:     int uid = pros::millis() * (std::abs(x) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1386:
1387:     chassis_action command = [args, uid, e_drive_to_point];
1388:     while ( command_start_lock.exchange( true ) ); //acquire lock
1389:     command_queue.push(command);
1390:     command_start_lock.exchange( false ); //release lock
1391:
1392:     if(lasynch) {
1393:         wait_until_finished(uid);
1394:     }
1395:
1396:     return uid;
1397: }
1398:
1399:
1400:
1401: int Chassis::turn_to_point(double x, double y, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool asynch /*false*/, double slew /*10*/, bool log_data /*true*/) {
1402:     chassis_params args;
1403:     args.setpoint1 = x;
1404:     args.setpoint2 = y;
1405:     args.max_velocity = max_velocity;
1406:     args.timeout = timeout;
1407:     args.motor_slew = slew;
1408:     args.log_data = log_data;
1409:
1410:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors
1411:     int uid = pros::millis() * (std::abs(x) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1412:
1413:     chassis_action command = [args, uid, e_turn_to_point];
1414:     while ( command_start_lock.exchange( true ) ); //acquire lock
1415:     command_queue.push(command);
1416:     command_start_lock.exchange( false ); //release lock
1417:
1418:     if(lasynch) {
1419:         wait_until_finished(uid);
1420:     }
1421:
1422:     return uid;
1423: }
1424:
1425:
1426:
1427: int Chassis::turn_to_angle(double theta, int max_velocity /*450*/, int timeout /*INT32_MAX*/, bool asynch /*false*/, double slew /*10*/, bool log_data /*true*/) {
1428:     PositionTracker* tracker = PositionTracker::get_instance();
1429:     chassis_params args;
1430:     args.setpoint1 = tracker->to_radians(theta);
1431:     args.max_velocity = max_velocity;
1432:     args.timeout = timeout;
1433:     args.motor_slew = slew;
1434:     args.log_data = log_data;
1435:
1436:     // generate a unique id based on time, parameters, and seemingly random value of the voltage of one of the motors
1437:     int uid = pros::millis() * (std::abs(theta) + 1) + max_velocity + front_left_drive->get_actual_voltage();
1438:
1439:     chassis_action command = [args, uid, e_turn_to_angle];
1440:     while ( command_start_lock.exchange( true ) ); //acquire lock
1441:     command_queue.push(command);
1442:     command_start_lock.exchange( false ); //release lock
1443:
1444:     if(lasynch) {
1445:         wait_until_finished(uid);
1446:     }
1447:
1448:     return uid;
1449: }
1450:
1451:
1452: /**
1453:  * sets scaled voltage of each drive motor
1454:  */
1455: void Chassis::move( int voltage )
1456: {
1457:     front_left_drive->move(voltage);
1458:     front_right_drive->move(voltage);
1459:     back_left_drive->move(voltage);
1460:     back_right_drive->move(voltage);
1461: }
1462:
1463:
1464: /**
1465:  * sets a new brakemode for each drive motor
1466:  */
1467: void Chassis::set_brake_mode( pros::motor_brake_mode_e_t new_brake_mode )
1468: {
1469:     front_left_drive->set_brake_mode(new_brake_mode);

```



```

1470: front_right_drive->set_brake_mode(new_brake_mode);
1471: back_left_drive->set_brake_mode(new_brake_mode);
1472: back_right_drive->set_brake_mode(new_brake_mode);
1473: }
1474:
1475:
1476:
1477:
1478: /**
1479:  * sets all chassis motors to the opposite direction that they were facing
1480:  * ie. reversed is now normal and normal is now reversed
1481:  */
1482: void Chassis::change_direction()
1483: {
1484:     front_left_drive->reverse_motor();
1485:     front_right_drive->reverse_motor();
1486:     back_left_drive->reverse_motor();
1487:     back_right_drive->reverse_motor();
1488: }
1489:
1490:
1491:
1492:
1493: /**
1494:  * sets slew to enabled for each motor
1495:  * sets the rate of the slew to the rate parameter
1496:  */
1497: void Chassis::enable_slew( int rate /*120*/)
1498: {
1499:     front_left_drive->enable_slew();
1500:     front_right_drive->enable_slew();
1501:     back_left_drive->enable_slew();
1502:     back_right_drive->enable_slew();
1503:
1504:     front_left_drive->set_slew(rate);
1505:     front_right_drive->set_slew(rate);
1506:     back_left_drive->set_slew(rate);
1507:     back_right_drive->set_slew(rate);
1508: }
1509:
1510:
1511:
1512:
1513: /**
1514:  * sets slew to disabled for each motor
1515:  */
1516: void Chassis::disable_slew()
1517: {
1518:     front_left_drive->disable_slew();
1519:     front_right_drive->disable_slew();
1520:     back_left_drive->disable_slew();
1521:     back_right_drive->disable_slew();
1522: }
1523:
1524:
1525: void Chassis::wait_until_finished(int uid) {
1526:     while(std::find(commands_finished.begin(), commands_finished.end(), uid) == commands_finished.end()) {
1527:         pros::delay(10);
1528:     }
1529:     while ( command_finish_lock.exchange( true ) ); //acquire lock
1530:     commands_finished.erase(std::remove(commands_finished.begin(), commands_finished.end(), uid), commands_finished.end());
1531:     command_finish_lock.exchange( false ); //release lock
1532: }
1533:
1534:
1535: bool Chassis::is_finished(int uid) {
1536:     if(std::find(commands_finished.begin(), commands_finished.end(), uid) == commands_finished.end()) {
1537:         while ( command_finish_lock.exchange( true ) ); //acquire lock
1538:         commands_finished.erase(std::remove(commands_finished.begin(), commands_finished.end(), uid), commands_finished.end());
1539:         command_finish_lock.exchange( false ); //release lock
1540:
1541:         return false; // command is not finished because it is not in the list
1542:     }
1543:     return true;
1544: }

```

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Fri Jan 22 12:49:32 2021
5:
6: @author: aiden
7: """
8:
9: tower_colors = ["blue", "blue", "red"] # top, middle, bottom
10: indexer_colors = ["red", "none", "none"] #top, middle, bottom
11:
12: final_tower = ["red", "red", "none"]
13:
14: num_balls_to_cycle = 0
15: tower_initial = [i for i in tower_colors if i != "none"]
16: indexer_initial = [i for i in indexer_colors if i != "none"]
17: cycle = indexer_colors + tower_colors
18: while cycle[3:] != final_tower:
19:     num_balls_to_cycle += 1
20:     cycle.insert(0, cycle.pop())
21:     in_tower = cycle[3:]
22:     in_indexer = cycle[:3]
23:     print(num_balls_to_cycle, in_indexer, in_tower)
```

```
1:  /**
2:   * @file: ../RobotCode/src/objects/subsystems/intakes.hpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * Contains class for the front intakes
8:   * has methods for intaking
9:   */
10:
11: #ifndef __INTAKES_HPP__
12: #define __INTAKES_HPP__
13:
14: #include <tuple>
15: #include <queue>
16:
17: #include "main.h"
18:
19: #include "../motors/Motor.hpp"
20: #include "../sensors/Sensors.hpp"
21: #include "../sensors/BallDetector.hpp"
22:
23:
24: typedef enum e_intake_command {
25:     e_intake,
26:     e_stop_movement,
27:     e_secure,
28:     e_hold_outward,
29:     e_rocket_outwards
30: } intake_command;
31:
32:
33: /**
34:  * @see: Motors.hpp
35:  *
36:  * contains methods to allow for control of the indexer
37:  */
38: class Intakes
39: {
40:     private:
41:         static Motor *l_intake;
42:         static Motor *r_intake;
43:
44:         static int num_instances;
45:
46:         pros::Task *thread; // the motor thread
47:         static std::queue<intake_command> command_queue;
48:         static std::atomic<bool> lock;
49:
50:         static void intake_motion_task(void*);
51:
52:     public:
53:         Intakes(Motor &left, Motor &right);
54:         ~Intakes();
55:
56:         void intake();
57:         void stop();
58:         void intake_until_secure();
59:         void hold_outward();
60:         void rocket_outwards();
61:
62:         void reset_queue();
63: };
64:
65:
66:
67:
68: #endif
```

```

1:  /*
2:   * @file: ../RobotCode/src/objects/subsystems/intakes.cpp
3:   * @author: Aiden Carney
4:   * @reviewed_on:
5:   * @reviewed_by:
6:   *
7:   * Contains implementation for the front intakes subsystem
8:   * has methods for intaking
9:   */
10:
11: #include "main.h"
12:
13:
14: #include "../serial/Logger.hpp"
15: #include "intakes.hpp"
16:
17: int Intakes::num_instances = 0;
18: std::queue<Intake_command> Intakes::command_queue;
19: std::atomic<bool> Intakes::lock = ATOMIC_VAR_INIT(false);
20: Motor* Intakes::l_intake;
21: Motor* Intakes::r_intake;
22:
23: Intakes::Intakes(Motor &left, Motor &right)
24: {
25:     l_intake = &left;
26:     r_intake = &right;
27:
28:     l_intake->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
29:     r_intake->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
30:
31:     l_intake->set_motor_mode(e_voltage);
32:     r_intake->set_motor_mode(e_voltage);
33:
34:     l_intake->disable_slew();
35:     r_intake->disable_slew();
36:
37:     if(num_instances == 0 || thread == NULL) {
38:         thread = new pros::Task( intake_motion_task, (void*)NULL, TASK_PRIORITY_DEFAULT, TASK_STACK_DEPTH_DEFAULT, "intakes_thread");
39:     }
40:
41:     num_instances += 1;
42: }
43:
44: Intakes::~Intakes() {
45:     num_instances -= 1;
46:     if(num_instances == 0) {
47:         delete thread;
48:     }
49: }
50:
51:
52:
53:
54:
55: void Intakes::intake_motion_task(void*) {
56:     l_intake->tare_encoder();
57:     r_intake->tare_encoder();
58:     l_intake->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
59:     r_intake->set_brake_mode(pros::E_MOTOR_BRAKE_BRAKE);
60:
61:     int abs_position_l = 0; // the absolute positions are calculated based on the change in encoder value
62:     int abs_position_r = 0; // and capped to max and min values
63:     int prev_encoder_l = l_intake->get_encoder_position();
64:     int prev_encoder_r = r_intake->get_encoder_position();
65:     int integral_l = 0;
66:     int integral_r = 0;
67:     int dt = 0;
68:     int time = pros::millis();
69:
70:     while(1) {
71:         if(command_queue.empty()) { // delay until there is a command in the queue
72:             pros::delay(7);
73:             continue;
74:         }
75:
76:         // take lock and get command
77:         while ( ! lock.exchange(true) ); // acquire lock
78:         Intake_command command = command_queue.front();
79:         command_queue.pop();
80:         lock.exchange( false ); // release lock
81:
82:         if(command != e_hold_outward) { // reset integral if no longer holding outwards
83:             integral_l = 0;
84:             integral_r = 0;
85:         }
86:
87:         dt = pros::millis() - time; // calculate change in time since last command
88:         time = pros::millis();
89:
90:         int d_enc_l = l_intake->get_encoder_position() - prev_encoder_l;
91:         int d_enc_r = r_intake->get_encoder_position() - prev_encoder_r;
92:         prev_encoder_l = l_intake->get_encoder_position();
93:         prev_encoder_r = r_intake->get_encoder_position();
94:         abs_position_l += d_enc_l;
95:         abs_position_r += d_enc_r;
96:
97:         // cap encoder values. This can be done because mechanical stops stop the motion of
98:         // the intakes
99:         if (abs_position_l > 0) { // innermost value of the encoder
100:             abs_position_l = 0;
101:         }
102:
103:         if (abs_position_r > 0) { // innermost value of the encoder
104:             abs_position_r = 0;
105:         }
106:         // std::cout << abs_position_l << " " << l_intake->get_actual_voltage() << "\n";
107:         // execute command
108:         switch(command) {
109:             case e_intake: {
110:                 l_intake->set_voltage(12000);
111:                 r_intake->set_voltage(12000);
112:                 break;
113:             } case e_stop_movement: {

```

```

114:     L_intake->set_voltage(0);
115:     r_intake->set_voltage(0);
116:     break;
117: } case e_secure: {
118:     L_intake->set_voltage(12000);
119:     r_intake->set_voltage(12000);
120:     if ((L_intake->get_torque() + r_intake->get_torque()) / 2 > 1) { // wait a little bit and then say ball is secure
121:         pros::delay(300);
122:         L_intake->set_voltage(0);
123:         r_intake->set_voltage(0);
124:     }
125:     break;
126: } case e_hold_outward: { // PI controller to hold outwards
127:     // double L_error = -37 - abs_position_l; // set first number to encoder setpoint
128:     // double r_error = -37 - abs_position_r; // set first number to encoder setpoint
129:     //
130:     // integral_l = integral_l + (L_error * dt);
131:     // integral_r = integral_r + (r_error * dt);
132:     //
133:     // int voltage_l = (40 * L_error) + (1 * integral_l); // set first number to kP, second number to kI
134:     // int voltage_r = (40 * r_error) + (1 * integral_r); // set first number to kP, second number to kI
135:     // if(abs_position_l > -30) {
136:     //     L_intake->set_voltage(-5000);
137:     // } else {
138:     //     L_intake->set_voltage(-1500); // doesn't take a lot to keep it out, so less voltage
139:     // }
140:     //
141:     // if(abs_position_r > -30) {
142:     //     r_intake->set_voltage(-5000);
143:     // } else {
144:     //     r_intake->set_voltage(-1500); // doesn't take a lot to keep it out, so less voltage
145:     // }
146:     //
147:     L_intake->set_voltage(-3500);
148:     r_intake->set_voltage(-3500);
149:     break;
150: } case e_rocket_outwards: {
151:     L_intake->set_voltage(-12000);
152:     r_intake->set_voltage(-12000);
153:     break;
154: }
155: }
156:
157: }
158: }
159:
160: void Intakes::intake() {
161:     while (lock.exchange( true )); //acquire lock
162:     command_queue.push(e_intake);
163:     lock.exchange( false ); //release lock
164: }
165:
166: void Intakes::stop() {
167:     reset_queue();
168:     while (lock.exchange( true )); //acquire lock
169:     command_queue.push(e_stop_movement);
170:     lock.exchange( false ); //release lock
171: }
172:
173: void Intakes::intake_until_secure() {
174:     while (lock.exchange( true )); //acquire lock
175:     command_queue.push(e_secure);
176:     lock.exchange( false ); //release lock
177: }
178:
179: void Intakes::hold_outward() {
180:     while (lock.exchange( true )); //acquire lock
181:     command_queue.push(e_hold_outward);
182:     lock.exchange( false ); //release lock
183: }
184:
185: void Intakes::rocket_outwards() {
186:     while (lock.exchange( true )); //acquire lock
187:     command_queue.push(e_rocket_outwards);
188:     lock.exchange( false ); //release lock
189: }
190:
191: void Intakes::reset_queue() {
192:     while (lock.exchange( true )); //acquire lock
193:     std::queue<intake_command> empty_queue;
194:     std::swap( command_queue, empty_queue ); // replace command queue with an empty queue
195:     lock.exchange( false ); //release lock
196: }

```

```
1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Sun Jan 17 12:47:59 2021
5:
6: @author: aiden
7:
8:
9:
10: import matplotlib.pyplot as plt
11:
12: def gen_profile(enc_ticks, max_acceleration, max_deceleration, max_velocity, initial_velocity):
13:     profile = [initial_velocity]
14:
15:     i = 0
16:     while(i < enc_ticks):
17:         ticks_left = enc_ticks - i
18:         ticks_to_decelerate = profile[i] / max_deceleration
19:         if(ticks_to_decelerate < ticks_left):
20:             step = (profile[i] + max_acceleration(i))
21:             if(step > max_velocity):
22:                 step = max_velocity
23:             profile.append(step)
24:         else:
25:             profile.append((profile[i] - max_deceleration))
26:
27:         i += 1
28:
29:     return profile
30:
31: def accel_profile(x):
32:     vel = .005 * x
33:     print(vel)
34:     return vel
35:
36: ticks = 1000
37:
38: y = gen_profile(ticks, accel_profile, 0.8, 450, 50)
39: x = list(range(ticks + 1))
40: print(len(y))
41: plt.scatter(x, y)
42: plt.show()
```

```

1:#!/usr/bin/env python3
2: #-*- coding: utf-8 -*-
3:
4: Created on Fri Jul 31 14:01:59 2020
5:
6: @author: aiden
7:
8:
9: import kivy
10: from kivy.app import App
11: from kivy.clock import Clock
12: from kivy.uix.label import Label
13: from kivy.uix.gridlayout import GridLayout
14: from kivy.uix.textinput import TextInput
15: from kivy.uix.button import Button
16: from kivy.uix.widget import Widget
17: from kivy.properties import ObjectProperty
18: from kivy.uix.tabbedpanel import TabbedPanel
19: from kivy.uix.floatlayout import FloatLayout
20: from kivy.uix.popup import Popup
21: from kivy.properties import StringProperty
22: from kivy.event import EventDispatcher
23: import sys
24:
25:
26: class Data:
27:     __instance = None
28:
29:     motors = {
30:         0:"Front Right",
31:         1:"Front Left",
32:         2:"Back Right",
33:         3:"Back Left",
34:         4:"Main Intake",
35:         5:"Hoarding Intake",
36:         6:"Lift",
37:     }
38:
39:     @staticmethod
40:     def get_instance():
41:         """ Static access method. """
42:         if Data.__instance == None:
43:             Data()
44:         return Data.__instance
45:
46:     def __init__(self):
47:         if Data.__instance != None:
48:             raise RuntimeError("Constructor has already been called and exists at " + str(Data.__instance))
49:         else:
50:             Data.__instance = self
51:             self.motors_data = {}
52:
53:     def api_interaction(self, byte1, byte2, msg):
54:         return None
55:
56:     def retrieve_motor_data(self, *args):
57:         data = {}
58:         for i, motor in self.motors.items():
59:             motor_data = {
60:                 "Actual Velocity":self.api_interaction(0xA0, 0xA0, i),
61:                 "Actual Voltage":self.api_interaction(0xA0, 0xA1, i),
62:                 "Current Draw":self.api_interaction(0xA0, 0xA2, i),
63:                 "Encoder Position":self.api_interaction(0xA0, 0xA3, i),
64:                 "Brake mode":self.api_interaction(0xA0, 0xA4, i),
65:                 "Gearset":self.api_interaction(0xA0, 0xA5, i),
66:                 "Port":self.api_interaction(0xA0, 0xA6, i),
67:                 "PID Constants":self.api_interaction(0xA0, 0xA7, i),
68:                 "Slew Rate":self.api_interaction(0xA0, 0xA8, i),
69:                 "Power":self.api_interaction(0xA0, 0xA9, i),
70:                 "Temperature":self.api_interaction(0xA0, 0xAA, i),
71:                 "Torque":self.api_interaction(0xA0, 0xAB, i),
72:                 "Direction":self.api_interaction(0xA0, 0xAC, i),
73:                 "Efficiency":self.api_interaction(0xA0, 0xAD, i),
74:                 "Is Stopped":self.api_interaction(0xA0, 0xAE, i),
75:                 "Is Reversed":self.api_interaction(0xA0, 0xAF, i),
76:                 "Is Registered":self.api_interaction(0xA1, 0xA0, i)
77:             }
78:
79:             data.update({i:motor_data})
80:             self.motors_data = data
81:
82:
83: class Settings:
84:     __instance = None
85:
86:     @staticmethod
87:     def get_instance():
88:         """ Static access method. """
89:         if Settings.__instance == None:
90:             Settings()
91:         return Settings.__instance
92:
93:     def __init__(self):
94:         if Settings.__instance != None:
95:             raise RuntimeError("Constructor has already been called and exists at " + str(Settings.__instance))
96:         else:
97:             Settings.__instance = self
98:             self.ip_address = "127.0.0.1"
99:             self.motor_dashboard_selected = "Actual Velocity"
100:             self.motor_selected = 0
101:
102:     def update_motor_dashboard_selected(self, new_value):
103:         self.motor_dashboard_selected = new_value
104:
105:     def update_motor_selected(self, new_value):
106:         self.motor_selected = new_value
107:         if self.motor_selected not in Data.motors.keys():
108:             self.motor_selected = 0
109:
110:
111: class SettingsPopup(FloatLayout):
112:     def update_ip_addr(self, new_ip):

```

```

114:     print("New IP set:", new_ip)
115:
116:
117:
118: class MainScreen(FloatLayout):
119:
120:     motor_title_label_text = StringProperty("")
121:
122:     def __init__(self):
123:         super(MainScreen, self).__init__()
124:
125:     def open_settings(self):
126:         s = SettingsPopup()
127:         popup_window = Popup(
128:             title="Settings",
129:             content=s,
130:             size_hint=(None, None),
131:             size=(self.width / 2, self.height / 2)
132:         )
133:
134:         popup_window.open()
135:
136:     @classmethod
137:     def update_motor_info_labels(cls):
138:         # self.ids.get("label0").text = str(Data.get_instance().motors_data.get(0, []).get(App.get_running_app().settings.motor_dashboard_selected))
139:         # self.ids.get("label1").text = str(Data.get_instance().motors_data.get(1, []).get(App.get_running_app().settings.motor_dashboard_selected))
140:         # self.ids.get("label2").text = str(Data.get_instance().motors_data.get(2, []).get(App.get_running_app().settings.motor_dashboard_selected))
141:         # self.ids.get("label3").text = str(Data.get_instance().motors_data.get(3, []).get(App.get_running_app().settings.motor_dashboard_selected))
142:         # self.ids.get("label4").text = str(Data.get_instance().motors_data.get(4, []).get(App.get_running_app().settings.motor_dashboard_selected))
143:         # self.ids.get("label5").text = str(Data.get_instance().motors_data.get(5, []).get(App.get_running_app().settings.motor_dashboard_selected))
144:         # self.ids.get("label6").text = str(Data.get_instance().motors_data.get(6, []).get(App.get_running_app().settings.motor_dashboard_selected))
145:
146:         cls.motor_title_label_text = str(Data.get_instance().motors.get(Settings.get_instance().motor_selected))
147:
148:
149: class VexServer(App):
150:     settings = Settings.get_instance()
151:     l0 = StringProperty("")
152:     l1 = StringProperty("")
153:     l2 = StringProperty("")
154:     l3 = StringProperty("")
155:     l4 = StringProperty("")
156:     l5 = StringProperty("")
157:     l6 = StringProperty("")
158:     motor_data_title = StringProperty("")
159:     motor_data_body = StringProperty("")
160:
161:
162:     def update_motor_data(self, *args):
163:         self.l0 = str(Data.get_instance().motors_data.get(0, []).get(self.settings.motor_dashboard_selected))
164:         self.l1 = str(Data.get_instance().motors_data.get(1, []).get(self.settings.motor_dashboard_selected))
165:         self.l2 = str(Data.get_instance().motors_data.get(2, []).get(self.settings.motor_dashboard_selected))
166:         self.l3 = str(Data.get_instance().motors_data.get(3, []).get(self.settings.motor_dashboard_selected))
167:         self.l4 = str(Data.get_instance().motors_data.get(4, []).get(self.settings.motor_dashboard_selected))
168:         self.l5 = str(Data.get_instance().motors_data.get(5, []).get(self.settings.motor_dashboard_selected))
169:         self.l6 = str(Data.get_instance().motors_data.get(6, []).get(self.settings.motor_dashboard_selected))
170:
171:         self.motor_data_title = str(Data.get_instance().motors.get(self.settings.motor_selected))
172:         body_text = ""
173:         for key, value in Data.get_instance().motors_data.get(self.settings.motor_selected, {}).items():
174:             body_text += key + ": " + str(value) + "\n"
175:         # print(self.motor_data_body)
176:         self.motor_data_body = body_text
177:
178:     def build(self):
179:         Clock.schedule_interval(self.update_motor_data, 0.1)
180:         Clock.schedule_interval(Data.get_instance().retrieve_motor_data, 0.01)
181:         return MainScreen()
182:
183:
184: def mainloop(dt):
185:     # VexServer.set_more_info_labels(App.get_running_app().settings.motor_selected)
186:     # VexServer.set_comparison_labels(App.get_running_app().settings.motor_dashboard_selected)
187:     # print(App.get_running_app().l0)
188:     MainScreen.update_motor_info_labels()
189:
190:
191:
192: if __name__ == "__main__":
193:     VexServer().run()

```



```

1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Sun Jul 26 11:00:42 2020
5:
6: @author: aiden
7: """
8:
9: import multiprocessing as mp
10: import serial
11: import subprocess
12: import threading
13: import time
14: import queue
15: from functools import wraps
16: import sys
17:
18:
19:
20:
21: def create_double(n):
22:     if n >= 0:
23:         sign = 0
24:     else:
25:         sign = 1
26:
27:     bias = 1023
28:     interval = (0, 2048)
29:     exp_term = 0
30:     while not 1 <= exp_term < 2:
31:         mid = int((interval[0] + (interval[1] - interval[0]) / 2)
32:             exp_term = (abs(n) / (2**(mid - bias)))
33:
34:         if exp_term < 1: # use lower range
35:             interval = (interval[0], mid + 1)
36:             exp_guess = mid
37:         else: # use upper range
38:             mid = int((interval[0] + (interval[1] - interval[0]) / 2)
39:                 interval = (mid - 1, interval[1])
40:             exp_guess = mid
41:
42:     significand = 0
43:     total = exp_term - 1
44:     for i in range(1, 53):
45:         if total - (2**(-i)) >= 0:
46:             total = total - (2**(-i))
47:             significand |= 2**(52 - i)
48:
49:     byte_list = []
50:     # first 6 bytes are from significand
51:     for i in range(6):
52:         byte = significand & 0xff
53:         byte_list.append(byte)
54:         significand = significand >> 8
55:
56:     # 7th byte is part significand (4 bits) and part exponent (4 bits)
57:     byte = significand
58:     byte |= ((exp_guess & 0x0f) << 4)
59:     exp_guess = exp_guess >> 4
60:     byte_list.append(byte)
61:
62:     # 8th byte is part exponent (7 bits) and the sign bit (1 bit)
63:     byte = exp_guess & 0x7f
64:     byte |= sign << 7
65:     byte_list.append(byte)
66:
67:     return byte_list
68:
69:
70:
71: class Client:
72:     def __init__(self, uid):
73:         self.uid = uid
74:         self.send_queue = queue.Queue()
75:         self.send_queue_lock = threading.Lock()
76:
77:         self.recv_queue = queue.Queue()
78:         self.recv_queue_lock = threading.Lock()
79:
80:
81:     def send_message(self, id1, id2, msg=""):
82:         msg = id1 + id2 + msg
83:         with self.send_queue_lock:
84:             self.send_queue.put(msg)
85:
86:
87:     def receive_message(self, max_wait=5, sent_message=""):
88:         if max_wait is None:
89:             max_wait = sys.maxsize - 1
90:
91:         start = time.time()
92:         while 1: # set max waiting time to 5 sec
93:             if not self.recv_queue.empty():
94:                 with self.recv_queue_lock:
95:                     received = self.recv_queue.get()
96:                     break
97:
98:         end = time.time()
99:
100:         if (end - start) > max_wait:
101:             error_msg = "No response returned from host in allotted time"
102:             if sent_message:
103:                 error_msg += " with sent message: " + sent_message
104:             raise TimeoutError(error_msg)
105:
106:         return received
107:
108:
109:     def get_command(self, id1, id2, msg=""):
110:         self.send_message(id1, id2, msg)
111:         return self.receive_message(5, msg)
112:
113:     def post_command(self, id1, id2, msg=""):

```

```

114:     pass
115:
116: def debug(self, debug_message):
117:     self._send_message('\xA0', '\xA0', debug_message)
118:     return self._receive_message(5, debug_message)
119:
120:
121: class ServerConnection:
122:     def __init__(self, debug=False, read_chunk_size=1024):
123:         self.connection = None
124:         self.debug = debug
125:         self.read_chunk_size = read_chunk_size
126:
127:         self._write_thread = threading.Thread(target=self.write_thread)
128:         self.run_writing_thread = False
129:
130:         self._read_thread = threading.Thread(target=self.read_server_stdout)
131:         self.run_reading_thread = False
132:
133:         self._write_thread.daemon = True
134:         self._read_thread.daemon = True
135:
136:         self.clients = []
137:         self.client_lock = threading.Lock()
138:
139:         self.connection_lock = threading.Lock()
140:
141:         self._write_thread.start()
142:         self._read_thread.start()
143:
144:
145: def serial_exception_handler(func):
146:     @wraps(func)
147:     def inner_function(self, *args, **kwargs):
148:         while 1:
149:             try:
150:                 return func(self, *args, **kwargs)
151:             except serial.SerialException as e:
152:                 if self.debug:
153:                     print(e)
154:                 except serial.SerialException as e:
155:                     if self.debug:
156:                         print(e)
157:                 except OSError as e:
158:                     if self.debug:
159:                         print(e)
160:                 except AttributeError:
161:                     if self.debug:
162:                         print("Connection is not established; attempting to establish one")
163:
164:                 self.run_writing_thread = False
165:                 self.run_reading_thread = False
166:                 time.sleep(5)
167:                 self.connection = None
168:
169:                 with self.connection_lock: # use a lock in case multiple threads are trying to establish a connection
170:                     while not self.mount_vex_brain():
171:                         time.sleep(1)
172:                         if self.debug:
173:                             print("retrying connection", flush=True)
174:
175:                 self.run_writing_thread = True
176:                 self.run_reading_thread = True
177:
178:
179:         return inner_function
180:
181:
182:
183: def mount_vex_brain(self):
184:     command = "usb.sh"
185:     process = subprocess.Popen(command, stdout=subprocess.PIPE)
186:
187:     ttys = []
188:     for i in process.stdout.readlines():
189:         i = i.decode("utf-8")
190:         if "VEX" in i:
191:             ttys.append(i.split(" ")[0])
192:
193:     if not ttys:
194:         if self.debug:
195:             print("No mount points for the vex brain were found", flush=True)
196:         return 0
197:
198:     mnts = sorted(ttys, reverse=True)
199:     tty = ""
200:     for i in mnts:
201:         if "ACM" in i:
202:             tty = i
203:             break
204:
205:     try:
206:         self.connection = serial.Serial(
207:             tty,
208:             baudrate=115200,
209:             bytesize=serial.EIGHTBITS,
210:             parity=serial.PARITY_NONE,
211:             stopbits=serial.STOPBITS_ONE
212:         )
213:
214:     except serial.SerialException:
215:         if self.debug:
216:             print("Failed to open Vex Brain on ", tty)
217:         return 0
218:
219:     if self.debug:
220:         print("connection established")
221:
222:     return 1
223:
224:
225: @serial_exception_handler
226: def read_bytes(self):

```

## ../Serial/serial\_client.py

```

227:         return self.connection.read(self.connection.in_waiting)
228:
229: @serial_exception_handler
230: def write_bytes(self, send_array):
231:     self.connection.write(send_array)
232:     return 1
233:
234:
235: def read_server_stdout(self):
236:     read_check = 0
237:     while 1:
238:         if self.run_reading_thread:
239:             bytes_read = iter(self.read_bytes())
240:             terminal_output = ""
241:             for byte in bytes_read:
242:                 if read_check == 0 and byte == 0xAA:
243:                     read_check = 1
244:                 elif read_check == 1 and byte == 0x55:
245:                     read_check = 2
246:                 elif read_check == 2 and byte == 0x1E:
247:                     read_check = 3
248:                 elif read_check == 3:
249:                     num_bytes_following = byte
250:                     uid_msb = next(bytes_read)
251:                     uid_lsb = next(bytes_read)
252:                     uid = (uid_msb << 8) | uid_lsb
253:                     msg = ""
254:                     for _ in range(num_bytes_following - 2):
255:                         try:
256:                             char = chr(next(bytes_read))
257:                         except UnicodeDecodeError:
258:                             if self.debug:
259:                                 print("failed to decode character")
260:                             char = ""
261:
262:                     msg += char
263:                 if self.debug:
264:                     print("message received: ", msg, "at", time.time())
265:
266:             checksum = next(bytes_read)
267:             if checksum == 0xC6:
268:                 # find server with that id and add message to its queue
269:                 for client in self.clients:
270:                     if client.uid == uid:
271:                         with client.recv_queue_lock:
272:                             client.recv_queue.put(msg)
273:
274:             elif checksum != 0xC6 and self.debug:
275:                 print("checksum failed - received: ", checksum)
276:
277:             read_check = 0
278:
279:         else: # if response from server is not part of message send to stdout
280:             read_check = 0
281:             try:
282:                 char = chr(byte)
283:             except UnicodeDecodeError:
284:                 print(byte)
285:                 char = ""
286:             terminal_output += char
287:             # print(char, end="")
288:         with open("log.txt", "a") as f:
289:             f.write(terminal_output)
290:             terminal_output = ""
291:
292:         time.sleep(1)
293:
294:
295: def write_thread(self):
296:     while 1:
297:         if self.run_writing_thread:
298:             send_array = bytearray()
299:             for client in self.clients:
300:                 with client.send_queue_lock:
301:                     if not client.send_queue.empty():
302:                         to_write = client.send_queue.get()
303:                     else:
304:                         continue
305:
306:
307:             send_array.append(0xAA)
308:             send_array.append(0x55)
309:             send_array.append(0x1E)
310:             send_array.append(len(to_write) + 2) # add two for the uid bytes
311:
312:             send_array.append((client.uid >> 8) & 0xFF)
313:             send_array.append(client.uid & 0xFF)
314:
315:             for i in to_write:
316:                 send_array.append(ord(i))
317:
318:             send_array.append(0xC6)
319:
320:             if self.debug:
321:                 print("Message added to be sent: ", to_write, "at", time.time())
322:
323:         if send_array:
324:             self.write_bytes(send_array)
325:             if self.debug:
326:                 print("Message array sent at", time.time())
327:
328:         # write garbage on the stream to help clear any blocking functions on server
329:         # send_array = bytearray()
330:         # send_array.append(0xFF)
331:         # send_array.append(0xFF)
332:         # send_array.append(0xFF)
333:         # send_array.append(0xFF)
334:         # send_array.append(0xFF)
335:
336:         # self.write_bytes(send_array)
337:
338:         # time.sleep(0.1)
339:

```

```
340:
341:     def add_clients(self, *args):
342:         with self.client_lock:
343:             for client in args:
344:                 self.clients.append(client)
345:
346:
347:     def start_server(self):
348:         self.run_writing_thread = True
349:         self.run_reading_thread = True
350:
351:     def stop_server(self):
352:         self.run_writing_thread = False
353:         self.run_reading_thread = False
354:
355:
356:     def handle_requests_async(connection, *args, **kwargs):
357:         clients = []
358:         for i in range(55000, 55000 + len(args)):
359:             client = Client(i)
360:             clients.append(client)
361:
362:         connection.add_clients(*clients)
363:
364:         for request, client in zip(args, clients):
365:             client._send_message(request[0], request[1], request[2])
366:
367:         responses = [None for i in range(len(args))]
368:         i = 0
369:         start = time.time()
370:         dt = 0
371:         while None in responses and dt < kwargs.get("max_wait", 5):
372:             try:
373:                 response = clients[i]._receive_message(max_wait=.001)
374:                 responses[i] = response
375:             except TimeoutError:
376:                 pass
377:             i += 1
378:
379:             if i > len(clients) - 1:
380:                 i = 0
381:                 dt = time.time() - start
382:
383:         return responses
384:
385:
386:
387: if __name__ == "__main__":
388:     c = ServerConnection(debug=True)
389:     x = c.mount_vex_brain()
390:     c.start_server()
391:     client = Client(55000)
392:     c.add_client(client)
393:     while 1:
394:         print('starting debug msg at', time.time())
395:         client.get_command('\xA0', '\xA0', '\0')
396:         # start = time.time()
397:         # print("start time:", start)
398:         # for i in range(20):
399:         #     client._send_message('\xAB', '\xA0', "test")
400:
401:         # print("time to send 20 messages: ", time.time() - start)
402:         print('ended debug msg at', time.time())
403:         time.sleep(20)
404:
405:
406:
407:
408:
409:
410:
411:
412:
413:
```

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Thu Aug 6 14:30:19 2020
5: """
6: @author: aiden
7: """
8:
9:
10: from kivy.app import App
11: from kivy.properties import StringProperty
12: from kivy.uix.floatlayout import FloatLayout
13: from kivy.clock import Clock
14: import random
15: import time as t
16:
17: class MainScreen(FloatLayout):
18:     pass
19:
20: class TestApp(App):
21:     time = ""
22:
23:     def update(self, *args):
24:         self.time = str(t.asctime()) # + 'time'?
25:
26:     def build(self):
27:         Clock.schedule_interval(self.update, 1)
28:         return MainScreen()
29:
30:
31:
32: if __name__ == "__main__":
33:     TestApp().run()
34:
35:
```

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12:34:54

../Serial/usb.sh

1

```
1: #!/bin/bash
2:
3: for sysdevpath in $(find /sys/bus/usb/devices/usb* -name dev); do
4:
5:     syspath="${sysdevpath%/dev}"
6:     devname=$(udevadm info -q name -p $syspath)
7:     [[ "$devname" == "bus/*" ]] && continue
8:     eval "$(udevadm info -q property --export -p $syspath)"
9:     [[ -z "$ID_SERIAL" ]] && continue
10:    echo "/dev/$devname - $ID_SERIAL"
11:
12: done
```

```
1: #!/usr/bin/env python3
2: # -*- coding: utf-8 -*-
3: """
4: Created on Mon Jul 27 16:48:08 2020
5:
6: @author: aiden
7: """
8: import flask
9:
10: import serial_client
11:
12:
13: # values = ""0xA0 0xA0
14: # 0xA0 0xA1
15: # 0xA0 0xA2
16: # 0xA0 0xA3
17: # 0xA0 0xA4
18: # 0xA0 0xA5
19: # 0xA0 0xA6
20: # 0xA0 0xA7
21: # 0xA0 0xA8
22: # 0xA0 0xA9
23: # 0xA0 0xAA
24: # 0xA0 0xAB
25: # 0xA0 0xAC
26: # 0xA0 0xAD
27: # 0xA0 0xAE
28: # 0xA0 0xAF
29: # 0xA1 0xA0"""
30:
31: # for line in values.split("\n"):
32: #     byte_s = line.split(" ")
33: #     msb = byte_s[0].strip()
34: #     lsb = byte_s[1].strip()
35:
36: #     return_id = (int(msb, 0) << 8) | int(lsb, 0);
37: #     print(return_id)
38: motors = {
39:     0:"Front Right",
40:     1:"Front Left",
41:     2:"Back Right",
42:     3:"Back Left",
43:     4:"Main Intake",
44:     5:"Hoarding Intake",
45:     6:"Lift",
46: }
47:
48: app = flask.Flask(__name__)
49:
50:
51: def get_motor_data(connection, motor_num):
52:     data = serial_client.handle_requests_async(connection,
53:         (\xA0, \xA0, motor_num),
54:         (\xA0, \xA1, motor_num),
55:         (\xA0, \xA2, motor_num),
56:         (\xA0, \xA3, motor_num),
57:         (\xA0, \xA4, motor_num),
58:         (\xA0, \xA5, motor_num),
59:         (\xA0, \xA6, motor_num),
60:         (\xA0, \xA7, motor_num),
61:         (\xA0, \xA8, motor_num),
62:         (\xA0, \xA9, motor_num),
63:         (\xA0, \xAA, motor_num),
64:         (\xA0, \xAB, motor_num),
65:         (\xA0, \xAC, motor_num),
66:         (\xA0, \xAD, motor_num),
67:         (\xA0, \xAE, motor_num),
68:         (\xA0, \xAF, motor_num),
69:         (\xA1, \xA0, motor_num)
70:     )
71:     motor_data = {
72:         "Actual Velocity":data[0],
73:         "Actual Voltage":data[1],
74:         "Current Draw":data[2],
75:         "Encoder Position":data[3],
76:         "Brakemode":data[4],
77:         "Gearset":data[5],
78:         "Port":data[6],
79:         "PID Constants":data[7],
80:         "Slew Rate":data[8],
81:         "Power":data[9],
82:         "Temperature":data[10],
83:         "Torque":data[11],
84:         "Direction":data[12],
85:         "Efficiency":data[13],
86:         "Is Stopped":data[14],
87:         "Is Reversed":data[15],
88:         "Is Registered":data[16]
89:     }
90:     # motor_data = {
91:     #     "Actual Velocity":client.get_command("\xA0", \xA0, motor_num),
92:     #     "Actual Voltage":client.get_command("\xA0", \xA1, motor_num),
93:     #     "Current Draw":client.get_command("\xA0", \xA2, motor_num),
94:     #     "Encoder Position":client.get_command("\xA0", \xA3, motor_num),
95:     #     "Brakemode":client.get_command("\xA0", \xA4, motor_num),
96:     #     "Gearset":client.get_command("\xA0", \xA5, motor_num),
97:     #     "Port":client.get_command("\xA0", \xA6, motor_num),
98:     #     "PID Constants":client.get_command("\xA0", \xA7, motor_num),
99:     #     "Slew Rate":client.get_command("\xA0", \xA8, motor_num),
100:     #     "Power":client.get_command("\xA0", \xA9, motor_num),
101:     #     "Temperature":client.get_command("\xA0", \xAA, motor_num),
102:     #     "Torque":client.get_command("\xA0", \xAB, motor_num),
103:     #     "Direction":client.get_command("\xA0", \xAC, motor_num),
104:     #     "Efficiency":client.get_command("\xA0", \xAD, motor_num),
105:     #     "Is Stopped":client.get_command("\xA0", \xAE, motor_num),
106:     #     "Is Reversed":client.get_command("\xA0", \xAF, motor_num),
107:     #     "Is Registered":client.get_command("\xA1", \xA0, motor_num)
108:     # }
109:     # except TimeoutError as e:
110:     #     print(e)
111:     # motor_data = {
112:     #     "Actual Velocity":None,
113:     #     "Actual Voltage":None,
```

```

114:         # "Current Draw":None,
115:         # "Encoder Position":None,
116:         # "Brakemode":None,
117:         # "Gearset":None,
118:         # "Port":None,
119:         # "PID Constants":None,
120:         # "Slew Rate":None,
121:         # "Power":None,
122:         # "Temperature":None,
123:         # "Torque":None,
124:         # "Direction":None,
125:         # "Efficiency":None,
126:         # "Is Stopped":None,
127:         # "Is Reversed":None,
128:         # "Is Registered":None
129:         # ]
130:
131:     return motor_data
132:
133:
134: class InvalidUsage(Exception):
135:     status_code = 400
136:
137:     def __init__(self, message, status_code=None, payload=None):
138:         Exception.__init__(self)
139:         self.message = message
140:         if status_code:
141:             self.status_code = status_code
142:         self.payload = payload
143:
144:     def to_dict(self):
145:         rv = dict(self.payload or ())
146:         rv['message'] = self.message
147:         return rv
148:
149:
150: @app.errorhandler(InvalidUsage)
151: def handle_invalid_usage(error):
152:     response = flask.jsonify(error.to_dict())
153:     response.status_code = error.status_code
154:     return response
155:
156:
157: @app.route("/api/motor_data/<motor_number>", methods=["GET"])
158: def api_get_motor_data(motor_number):
159:     if int(motor_number) in motors.keys():
160:         data = get_motor_data(server_conn, motor_number)
161:         return flask.jsonify(data)
162:
163:     else:
164:         raise InvalidUsage("Motor Number supplied was not valid", status_code=406)
165:
166: # @app.route("/api/debug", methods=["GET"])
167: # def api_debug():
168: #     motor_client.debug("test message")
169:
170:
171: server_conn = serial_client.ServerConnection(debug=True)
172: x = server_conn.mount_vex_brain()
173: server_conn.start_server()
174:
175:
176:
177: app.run(host='0.0.0.0')
178:
179:
180:
181:
182:
183:
184:
185:
186:

```