

A photograph of a red Citroën 2CV car parked on a street at dusk. The car is in the foreground, angled slightly towards the left. It has a black roof rack and a license plate that reads 'YD26 272'. In the background is a large, historic brick building with multiple arched windows. Some windows are illuminated from within, and a street lamp is visible. A person in a blue shirt is standing near one of the windows. The overall atmosphere is warm and nostalgic.

# ByteRider

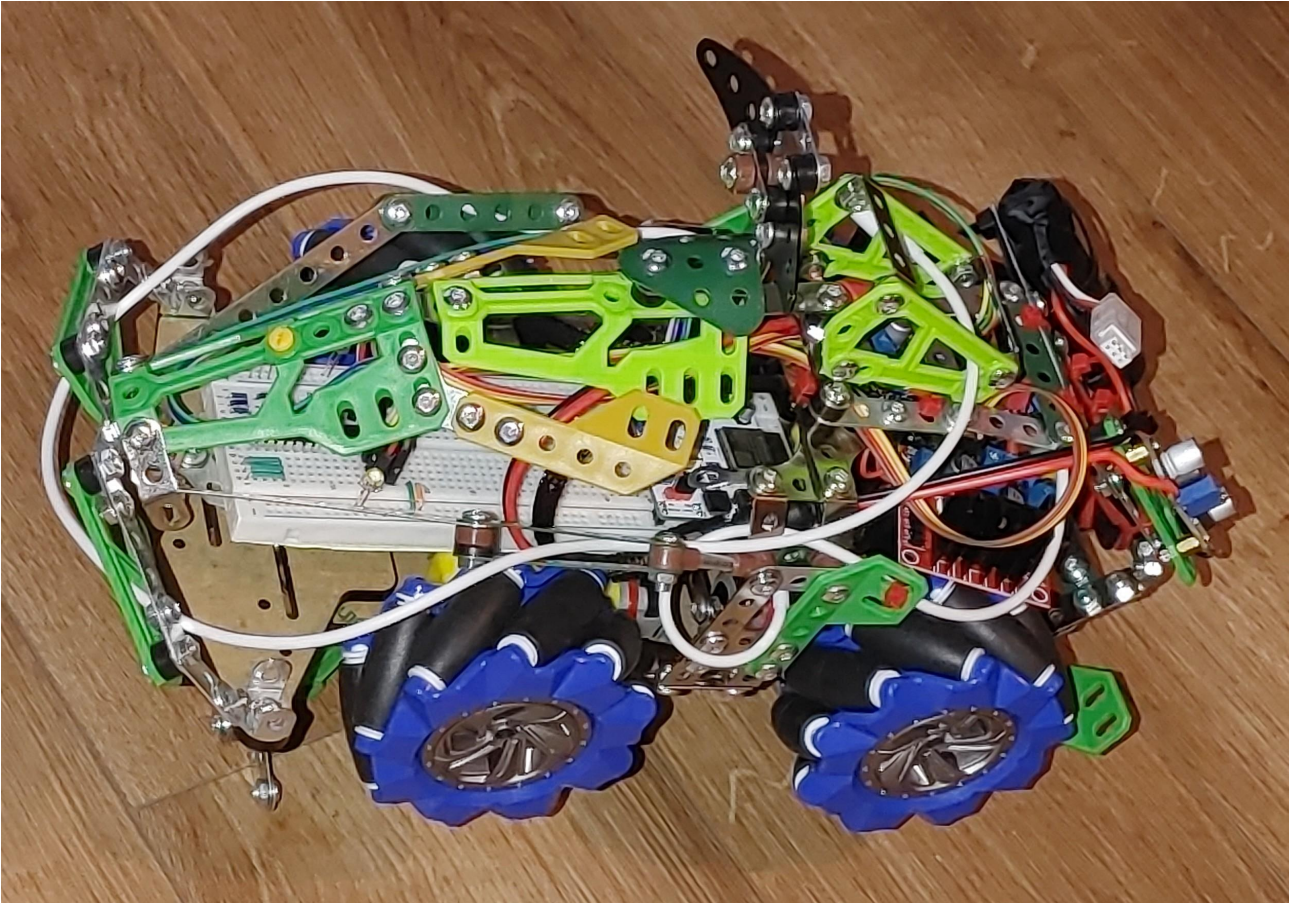
## Version

# Table of Contents

|  |           |
|--|-----------|
| <b>INTRODUCTION</b>                              | <b>4</b>  |
| <b>HOW DOES IT WORK?</b>                         | <b>5</b>  |
| • Reserved Pins & GPIOs                          | 5         |
| • Fusion of Software with Hardware               | 8         |
| • Schematic                                      | 10        |
| <b>DATA STRUCT</b>                               | <b>11</b> |
| • Struct Walkthrough                             | 11        |
| • Why Use <code>__attribute__((packed))</code> ? | 12        |
| <b>TRANSMITTER</b>                               | <b>13</b> |
| • Data Encapsulation                             | 13        |
| <b>RECEIVER</b>                                  | <b>14</b> |
| <b>WORK-IN-PROGRESS WALK THROUGH</b>             | <b>15</b> |
| • Finished Work                                  | 15        |
| • Chassis  | 16        |
| • Wiring   | 17        |
| • Motor Wires Harness                            | 18        |



# ByteRider documentation



# INTRODUCTION

# HOW DOES IT WORK?

The BitByteRider RC car is powered by ESP32-C3 Breadboard & Power adapter development board.

## Reserved Pins & GPIOs

The following table summarizes GPIOs and pins reserved for operations purposes.

The GPIO numbers correspond to those on the ESP32-C3 WROOM microcontroller. The Pin number corresponds to the pin on the Breadboard and Power adapter development board.

### x- and y- axis

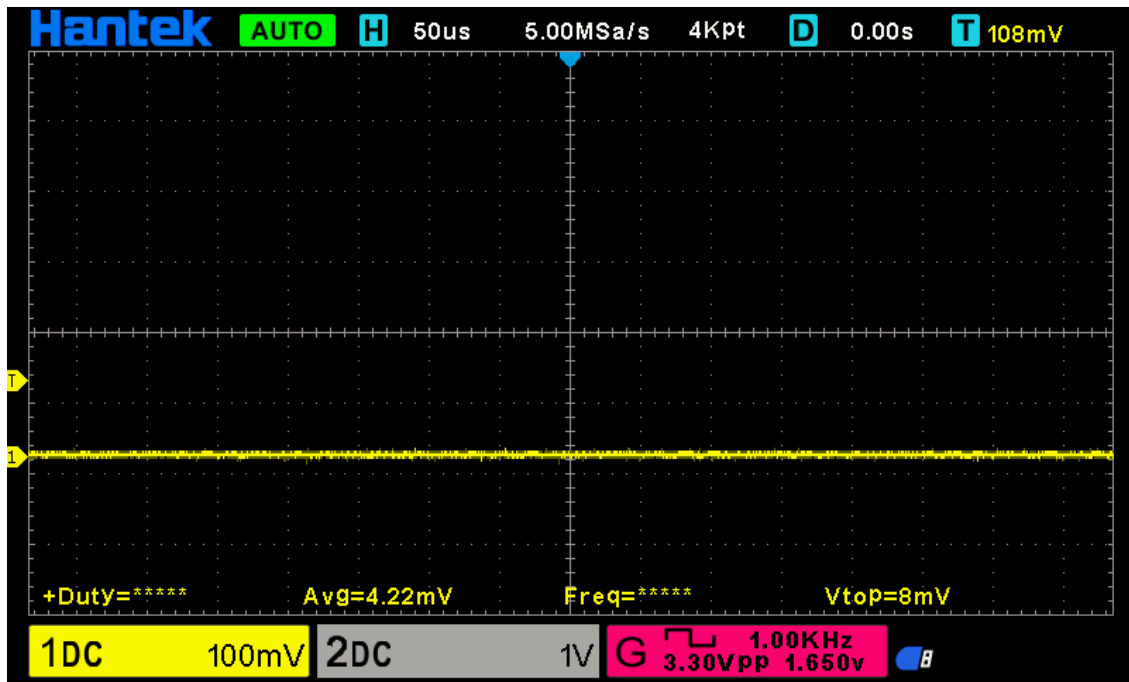
The **GPIO0** and **GPIO1** assigned to measuring the voltage of x- and y- axis of the Joystick. Lastly, there is a group of GPIO pairs responsible for PWM for DC motors.

### Direction and Speed

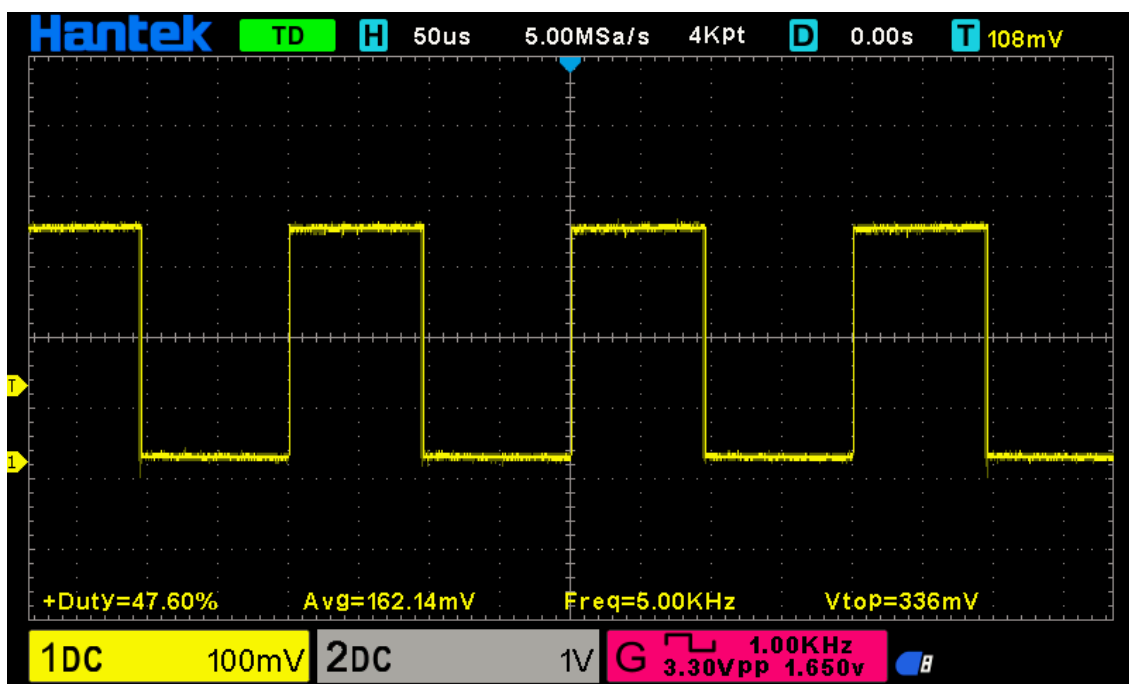
The pairs of DC motors on the left side are wired to the dedicated PWM channels. This means that *ESP32-C3 Breadboard DevBoard* can control rotation speed and direction of DC motors in pairs only (i.e. left and right side). Consequently, only four PWM channels are sufficient for controlling the direction of the RC car. Based on this constraint, the RC car can only move front, back, and turn/rotate left and right. Any other movements are not possible (i.e. diagonal or sideways).

A pair of PWM channels are required for defining rotation speed and direction of the DC motors on each side. In particular, **GPIO6** and **GPIO5** provide PWM to the left- and right- side DC motors to rotate in a **clockwise** direction. Similarly, **GPIO4** and **GPIO7** provide PWM to the left- and right- side DC motors to rotate in a **counter-clockwise** direction. Changing PWM on each channel determines the speed and direction of the RC car.

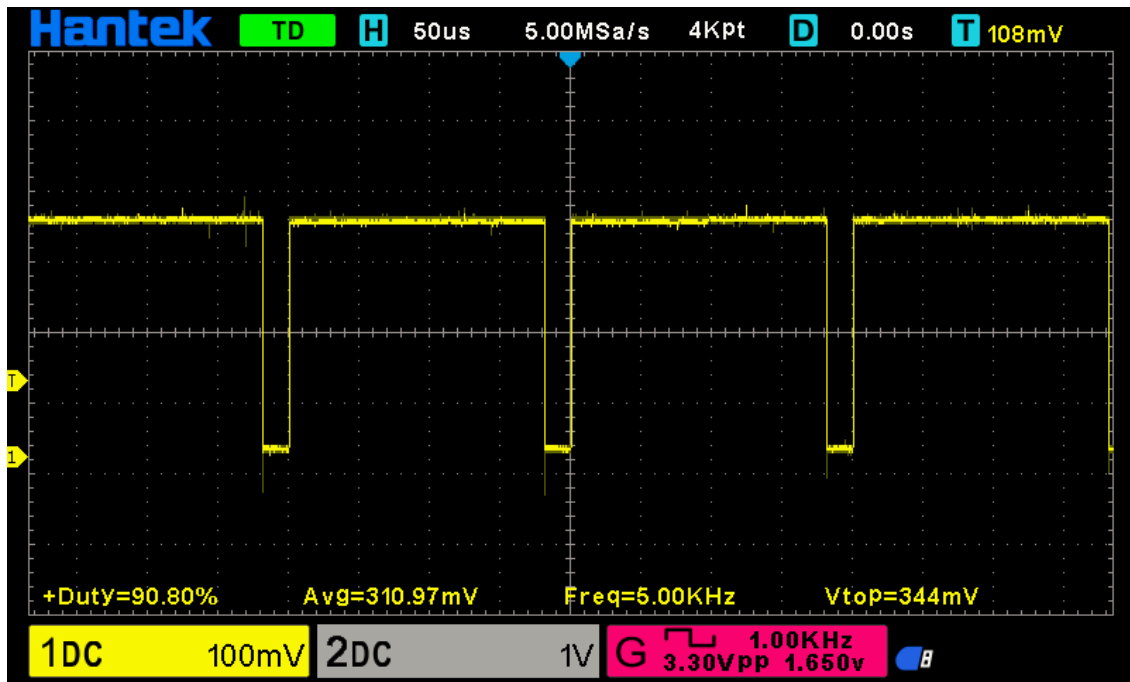
The following images illustrate various PWM duty cycles registered by oscilloscope (duty cycles 0%, 48% and 91%, resp.).



DC Motor PWM duty cycle 0%



DC Motor PWM duty cycle 47.6%



DC Motor PWM duty cycle 90.8%

| GPIO | Pin | Function  | Notes          |
|------|-----|---|----------------|
| 0    | 16  | Joystick x-axis   | ADC1_CH0       |
| 1    | 15  | Joystick y-axis   | ADC1_CH1       |
| 8    | 5   | Joystick push button                                    |                |
| 6    | 4   | PWM for clockwise rotation of left-side motors          | LEDC_CHANNEL_1 |
| 5    | 3   | PWM for clockwise rotation of right-side motors         | LEDC_CHANNEL_0 |
| 4    | 2   | PWM for counter-clockwise rotation of right-side motors | LEDC_CHANNEL_2 |
| 7    | 6   | PWM for counter-clockwise rotation of left-side motors  | LEDC_CHANNEL_3 |

## Fusion of Software with Hardware

The *struct* for storing motors PWM values.

```
struct motors_rpm {  
    int motor1_rpm_pwm;  
    int motor2_rpm_pwm;  
    int motor3_rpm_pwm;  
    int motor4_rpm_pwm;  
};
```

The function for updating motors' PWM values.

```
// Function to send data to the receiver  
void sendData (void) {  
    sensors_data_t buffer;           // Declare data struct  
  
    buffer.crc = 0;  
    buffer.x_axis = 0;  
    buffer.y_axis = 0;  
    buffer.nav_btn = 0;  
    buffer.motor1_rpm_pwm = 0;  
    buffer.motor2_rpm_pwm = 0;  
    buffer.motor3_rpm_pwm = 0;  
    buffer.motor4_rpm_pwm = 0;  
  
    // Display brief summary of data being sent.  
    ESP_LOGI(TAG, "Joystick (x,y) position ( 0x%04X, 0x%04X )",  
(uint8_t)buffer.x_axis, (uint8_t)buffer.y_axis);  
    ESP_LOGI(TAG, "pwm 1, pwm 2 [ 0x%04X, 0x%04X ]",  
(uint8_t)buffer.pwm, (uint8_t)buffer.pwm);  
    ESP_LOGI(TAG, "pwm 3, pwm 4 [ 0x%04X, 0x%04X ]",  
(uint8_t)buffer.pwm, (uint8_t)buffer.pwm);  
  
    // Call ESP-NOW function to send data (MAC address of receiver,  
    // pointer to the memory holding data & data length)  
    uint8_t result = esp_now_send(receiver_mac, &buffer,  
sizeof(buffer));  
  
    // If status is NOT OK, display error message and error code (in  
    // hexadecimal).  
    if (result != 0) {  
        ESP_LOGE("ESP-NOW", "Error sending data! Error code:  
0x%04X", result);  
        deletePeer();  
    }  
    else
```



```

        ESP_LOGW("ESP-NOW", "Data was sent.");
    }

```

The `onDataReceived()` and `onDataSent()` are two call-back functions that get evoked on each corresponding event.

```

// Call-back for the event when data is being received
void onDataReceived (uint8_t *mac_addr, uint8_t *data, uint8_t
data_len) {

    buf = (sensors_data_t*)data;                                //
    Allocate memory for buffer to store data being received
    ESP_LOGW(TAG, "Data was received");
    ESP_LOGI(TAG, "x-axis: 0x%04x", buf->x_axis);
    ESP_LOGI(TAG, "x-axis: 0x%04x", buf->y_axis);
    ESP_LOGI(TAG, "PWM 1: 0x%04x", buf->motor1_rpm_pwm);
}

// Call-back for the event when data is being sent
void onDataSent (uint8_t *mac_addr, esp_now_send_status_t status) {
    ESP_LOGW(TAG, "Packet send status: 0x%04X", status);
}

```

The `rc_send_data_task()` function runs every 0.1 second to transmit the data to the receiver.

```

// Continous, periodic task that sends data.
static void rc_send_data_task (void *arg) {

    while (true) {
        if (esp_now_is_peer_exist(receiver_mac))
            sendData();
        vTaskDelay (100 / portTICK_PERIOD_MS);
    }
}

```

# Schematic



# DATA STRUCT

The struct serves as the data payload for sending control signals from transmitting device to the receiver using ESP-NOW. In addition, it may contain additional data such as telemetry, battery status, etc.

The `sensors_data_t` struct is designed as a data payload that encapsulates all control commands and sensor states relevant to the vehicle's operation. It's intended to be sent from a transmitting device (like a remote control or master controller) to a receiver (such as a microcontroller onboard the vehicle).

```
typedef struct {  
    int      x_axis;           // Joystick x-position  
    int      y_axis;           // Joystick y-position  
    bool     nav_btn;          // Joystick push button  
    bool     led;              // LED ON/OFF state  
    uint8_t  motor1_rpm_pwm;    // PWMs for 4 DC motors  
    uint8_t  motor2_rpm_pwm;  
    uint8_t  motor3_rpm_pwm;  
    uint8_t  motor4_rpm_pwm;  
} __attribute__((packed)) sensors_data_t;
```

When used with communication protocols like ESP-NOW, this struct is **encoded** into a byte stream, then **transmitted** at regular intervals or in response to user input, and finally **decoded** on the receiving end to control hardware.

## Struct Walkthrough

`x_axis` and `y_axis` fields capture analog input from a joystick, determining direction and speed. `nav_btn` represents a joystick push-button.

`led` allows the transmitter to toggle an onboard LED and is used for status indication (e.g. pairing, battery warning, etc).

`motor1_rpm_pwm` to `motor4_rpm_pwm` provide individual PWM signals to four DC motors. This enables fine-grained speed control, supports differential drive configurations, and even allows for maneuvering in multi-directional platforms like omni-wheel robots.

## Why Use `__attribute__((packed))`?

The packed attribute tells the compiler not to add any padding between fields in memory. This makes the struct:

- Compact
- Predictable for serialization over protocols like UART or ESP-NOW
- Ideal for low-latency transmission in embedded systems

This ensures the receiver interprets the exact byte layout you expect, minimizing bandwidth and maximizing compatibility across platforms.



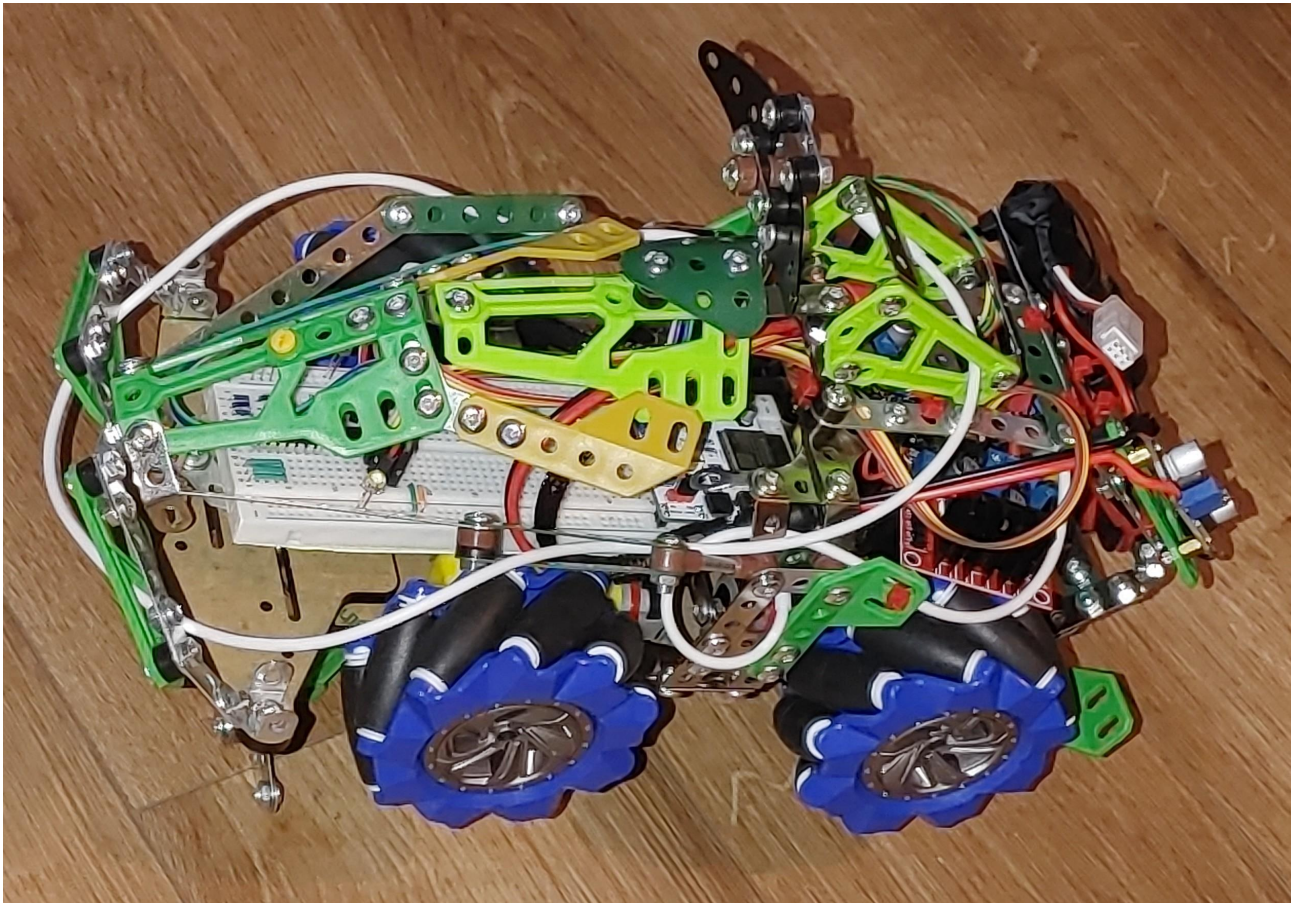
# TRANSMITTER

## Data Encapsulation

# RECEIVER

# WORK-IN-PROGRESS WALK THROUGH

## Finished Work



## Chassis



Completed chassis with only DC motor controllers installed.



## Wiring



Completed wiring.

## Motor Wires Harness



DC Motors wires secured inside harness.



