

# USB Control SPEC V 2.00

Monday, March 01, 2010  
3:59 PM

Contact: [REDACTED] with questions

Changes:

states new requirements for abiding to SWARMS standard  
Easier to read.

## Endpoint Types

Motor control	Controls Motor
Power Management	Used to get battery status etc.
Logic board	Hardware IO.

## Software Implementation

BASICS:

BUS	LibUSB Driver
Command Timeouts	~ 1 second no activity

All commands listed as numbers are sent as decimal bytes unless otherwise marked

^ indicates a command that is given an example

The basic visual representation of sending a command frame:

To the coordinator from processor:

Command ID (decimal byte)	Payload length (decimal byte)	Payload data
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Usually responding a good response:

From the coordinator:

ACK	0 (no payload)
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Usually responding a bad response:

From the coordinator:

Abort	1 byte long	(the same) command ID
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## Main Default Commands

Command Name	Decimal (byte)	Payload Length(byte)	Payload data	Return	Synopsis
Ack -Affirm	1	0	NA	1	Acknowledge
Abort (stop)	2	1	Command active	1 or 0 (no command)	Aborts an active command
Status	3	1	Command to poll	0 (not active) or string	If command is active sys returns a representative string (depending on the command)
Reset	4	1 or 0	Endpoint ID	1	Req to reset all systems (0 payload) or specifics (endpoint)
^LED Wink	5	1	LED to blink	1 = ack	Flashes a built-in led --- to set leds on or off use digital outputs
Validate Command	6	1	Command ID	1 -- available 2 -- Unknown 3 -- Not available	Validates a command to a controller to see its status or availability
SYS Version	7	0	0	Double as string w/ version	Returns a string representative of vers # (EX: V 1.01 returns "101")

Standard command system (Std) =

1 Ack	returned when command is success -- ('1'ack, 1(payload length) ,commandID)
2 BadAck	returned when command fails --('2'bad-ack, 1(payload length) ,commandID + special codes)
3 Not Available	Returned when command is not available -- ('3'not-available, 1(payload length) ,commandID + special codes)

Statement	Explanation
Returns set value when payload is 0? Zero Value Fetch (ZVF)	When command is called with 0 payload length, the systems returns (command ID, payload length, representation equivalent to 'Payload data bytes')

Motor Command	Byte	Payload Length	Payload data bytes	Return	Synopsis -- main purpose	Returns set value when payload is 0?
Base Radius	10	# bytes in payload	# cms as string	1 - Std ack	Set radius of wheel to wheel dist.	Yes
Wheel Radius	11	#BTS PYLD	# cms as string	1 - Std ack	Set BASIC wheel radius	Yes
^ Move Robot CM distance	12	#BTS PYLD	# cms as string	1 - Std ack	Set wheels to move forward or backward *	Yes ,CM remaining
Zero-Point turn	13	#BTS PYLD	Degrees -string Like: -120 for *-120	1 - Std ack	Zero point turn based on wheel diameter and base diameter	NO-- returns abort
Ratio-drive distance	14	#BTS PYLD	#cms as string (?)	1 - Std ack	Using the locked, predefined ratio, drive this many cms	Yes -- cms remaining
Ratio-drive right segment	15	#BTS PYLD	The string-represented #	1 - Std ack	Set the right part of the wheel ratio L:R	Yes
Ratio-drive left segment	16	#BTS PYLD	The string-represented #	1 - Std ack	Set the left part of the wheel ratio L:R	Yes
Ratio-mode cm/s speed	17	#BTS PYLD	# cm/s as string	1 - Std ack	Set/get the avg requested cm/s speed	Yes
Ratio-mode is set	18	#BTS PYLD	1 for on or 0 for	1 - Std ack	Enables or disables ratio mode subsystem	Yes (as decimal)
Set Abs Speed	19	#BTS PYLD	String of speed int	1 - Std ack	Sets absolute motor speed with int from +/- 100 *	Yes string int current speed
Set Drive DIR	20	#BTS PYLD	String of dir int	1 - Std ack	Sets absolute wheel turn with int from +/- 100 <i>Only in V#1*</i>	Yes -- when supported
Vehicle type	21	#BTS PYLD	Byte of vehicle type index	1 - Std ack	Sets vehicle type that affects supported actions	Yes -- returns same index

\* Automatically disabled with ratio mode enabled turns not available

#### Sensors/Power/IO

Command	Byte	Length	Data	Return command	Ret data	Synopsis
Get analog input	40	# bytes	IDs of analog sensor wanted	40 unless invalid then Std	Sensor data double string	Gets & returns analog sensor values
Get digital input	41	# bytes	IDs of dig input	41 or Std	0 or 1	Get sens value unless sens is invalid or unavailable
digital out	42	# bytes or 0	Byte # 1 = output id bytes # 2 - inf. = output value	Std	STD ; if sent payload byte 2 =0 then current value returned (ZVF)	Set digi outs to values If only sensor and no value in payload then ret current value
Digital to analog	43	# bytes or 1	Byte # 1 = output id # 2 = output value	43	Std. if sent payload byte 2 =0 then ZVF	sets DAC value for specified sensors

## Vehicle Types -- V#

Index V#	Name	Description	Special Limitations/capabilities
1	4 wheel front turn OBSC	Four wheel vehicle with front rotating wheels	Drive wheel direction
2	4 wheel square Differential	Square vehicle that has drive in corners	
3	Differential circle	Round vehicle that has wheels positioned so it	
4	Triple Omni drive	Three omni wheels that rotate to turn and drive	NOT implemented!

## Upper and Lower Parameter Value Limits

Name	Lower Limit	Upper Limit	Guaranteed	Info
LED	1	255	2	At least two LEDs to wink
Set Drive DIR	"-100"	"100"	n.a.	These are strings including "0"
Digital Out	1	255	0	Up to 255 outs -- not counting ZDF
Analog Out	1	255	0	Up to 255 outs -- not counting ZDF
Analog In	1	255	0	Up to 255 inputs
Digital In	1	255	0	Up to 255 inputs

## Examples

Where ' ' represent ascii bytes and all others are decimal

### Move Robot CM distance

Move robot backward 12.2 cms

Processor Sends:

12	5	'.'	'1'	'2'	'.'	'2'
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Coordinator Sends

1	0
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### LED Wink

Wink LED 2

Processor Sends:

5	1	2
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Coordinator Replies:

1	0
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## Hardware Implementation

### Requirements

#### Input/Outputs:

Should be labeled with following conventions

Common Name	Prefix	Numbering	Note
Digital Output	DO	1 - inf.	EX: DO1
Analog Output	AO	1 - inf.	EX: AO5
Digital Input	DI	1 - inf.	EX: DI1
Analog Input	AI	1 - inf.	EX: AI3

Should have a three wire connections for IO where

Black - GND (-)	White - Data (Output pin (AO/DO))	Red - Vcc (+)
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Three wire setup is using .1" spaced pin header

Pinout labels should either:

Appear to the left of the GND Pin EX:

DO1 (\* \* \*)

[b w r]

Appear above the (\* \* \*) with GND Pin on the leftmost part of the setup EX:

DI4

(\* \* \*)

[b w r]