








HOW TO USE GREEN RACING IMMERSIVE TOOLS

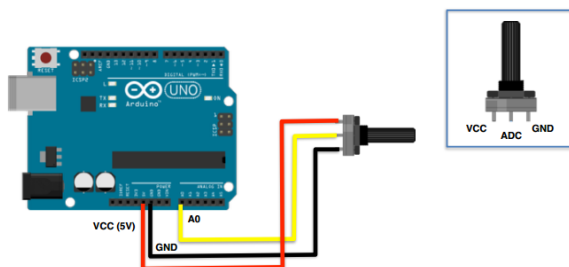
Sebelum menjalankan permainan Green Racing, pastikan anda telah melakukan seperti instruksi berikut :

1. Persiapkan arduino board beserta alat immersive tools.
2. Buka folder Arduino Sync. Buka file Arduino Sync.ino

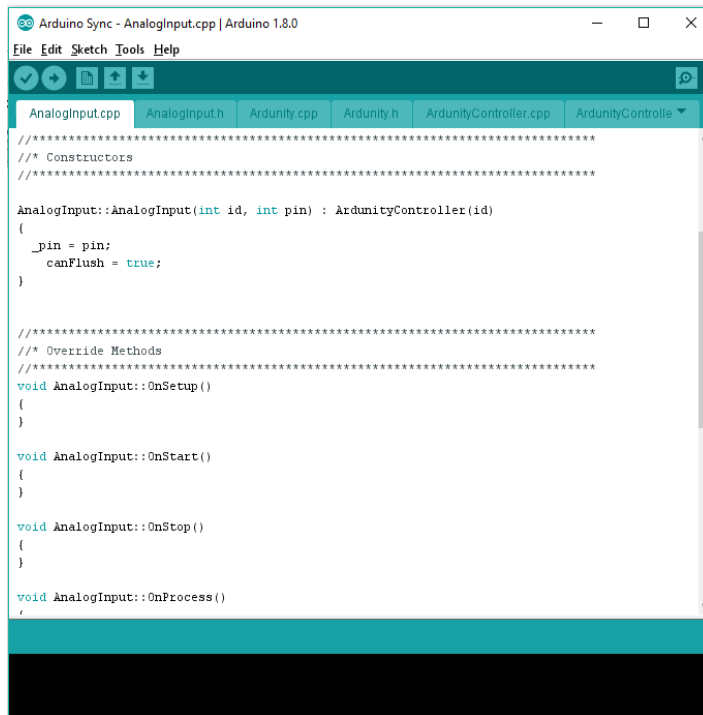
Name	Date modified	Type
 AnalogInput.cpp	9/5/2016 6:29 PM	CPP File
 AnalogInput.h	9/5/2016 6:28 PM	H File
 Arduino Sync.ino	9/12/2017 10:42 PM	Arduino file
 Ardunity.cpp	9/5/2016 6:28 PM	CPP File
 Ardunity.h	9/5/2016 6:29 PM	H File
 ArdunityController.cpp	9/5/2016 6:29 PM	CPP File
 ArdunityController.h	9/5/2016 6:29 PM	H File

3. Setting pin-pin potensio sebagai berikut :

Potentiometer Circuit



- a. Pin A0 = gas/accelerate
 - b. Pin A1 = brake
 - c. Pin A2 = stir
4. Upload ke arduino board

A screenshot of the Arduino IDE interface. The title bar reads "Arduino Sync - AnalogInput.cpp | Arduino 1.8.0". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". Below the menu bar is a toolbar with icons for opening, saving, and running. The file explorer on the left shows a project structure with files: "AnalogInput.cpp", "AnalogInput.h", "Ardunity.cpp", "Ardunity.h", "ArdunityController.cpp", and "ArdunityControlle...". The main editor window displays the code for "AnalogInput.cpp". The code includes comments for constructors and methods, and defines the constructor, OnSetup, OnStart, OnStop, and OnProcess methods for the AnalogInput class.

```
Arduino Sync - AnalogInput.cpp | Arduino 1.8.0
File Edit Sketch Tools Help

AnalogInput.cpp AnalogInput.h Ardunity.cpp Ardunity.h ArdunityController.cpp ArdunityControlle...

/* *****
/* Constructors
/* *****

AnalogInput::AnalogInput(int id, int pin) : ArdunityController(id)
{
    _pin = pin;
    canFlush = true;
}

/* *****
/* Override Methods
/* *****
void AnalogInput::OnSetup()
{
}

void AnalogInput::OnStart()
{
}

void AnalogInput::OnStop()
{
}

void AnalogInput::OnProcess()
{
}
```

5. Let's have fun. Run the game and play it.