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Final Project

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Currently the messages are being passed on the console for photon. So the following chart will explain what those commands do. Eventually these will all be buttons that users can press.

|  |  |  |
| --- | --- | --- |
| **COMMAND** | **FUNCTION** | **DESCRIPTION** |
| On | Calls randomMode | Turns on the default mode (random) |
| Off | n/a | Turns off all timers and modes |
| Slow | n/a | Using a t |
| Fast | n/a | Updates random position every second |
| Random | Calls randomMode | Udates random position with random time |
| Left | n/a | Move position +10 |
| Right | n/a | Moves position -10 |
| circle | n/a | Moves all around. |

BLE CHARACTERISTICS

|  |  |  |
| --- | --- | --- |
| **Characteristic** | **Callback** | **Description** |
| onoff | onoffCallback | Acts as a switch for turning the toy on or off. Write 1 for on and 0 for off |
| slowC | slowCallback | Write 1 for turning on slowTimer so that the toy is in slow mode |
| fastC | fastCallback | Write 1 to turn on fastTimer so the toy is in fast mode |
| weirdC | weirdCallback | Write 1 to turn on weirdTimer so the toy is in random mode |
| leftC | leftCallback | Write 1 to move the servo 10 to the left |
| rightC | rightCallback | Write 1 to move the servo 10 to the right |
| circleC | circleCallback | Write 1 to move the servo in circle until it hits 180 |
| catInRoom | catInRoomCallback | Read to see if motion has been detected. Will read 1 for motion and 0 for none |

HTML BUTTONS

|  |  |  |
| --- | --- | --- |
| **button** | **page** | **Description** |
| on | status | Writes 1 to onoff to turn system on |
| Off | Status | Writes 0 to onoff to turn system off |
| Slow | Modes | writes 1 to slowC to turn on slowMode |
| fast | modes | Writes 1 to fastC turn on fastTimer so the toy is in fast mode |
| Random | modes | Writes 1 to weirdC to turn on weirdTimer so the toy is in random mode |
| left | freeplay | Writes 1 to leftC to tick to the left |
| right | freeplay | Writes 1 to rightC to tick to right |
| circle | freeplay | Writes 1 to circle to move in circle |