

July 10, 2015 at 23:53

1. Introduction. This is the firmware portion of the propulsion system for our Champbot. It features separate thrust and steering as well as piruett turning.

This will facilitate motion by taking “thrust” and “radius” pulse-width, or PWC, inputs from the Futaba-Kyosho RC receiver and converting them to the appropriate motor actions. Thrust is Channel 2, entering analog input A1, and Radius is channel 1, at A0. The action will be similar to driving an RC car or boat. By keeping it natural, it should be easier to navigate the course than with a skid-steer style control.

The port-side motor pulse will be available at Pin 5, starboard will be at Pin6. The port-side motor direction control will be available at Pin 2, starboard will be at Pin4. A fail-safe relay output will be at pin 8.

2. Implementation. The Futaba receiver has two PWC channels. The pulse-width from the receiver is at 20 ms intervals. The on-time ranges from 1000–2000 μ s including trim. 1500 μ s is the pulse-width for stop. The levers cover ± 400 μ s and the trim covers the last 100 μ s.

The median time will be subtracted from them for a pair of signed values thrust and radius. The value will be scaled.

The thrust and radius will be translated to power to the port and starboard motors. When near median the motors will be disabled through a dead-band. Stiction in the motor probably wouldn't allow it to move anyway, at this low duty-cycle. Both the PWM and safety relay will open. The motors will also be disabled when there are no input pulses; in this way champ won't run-off if the range is exceeded. This function is handled by the watchdog timer.

The radius control will also be the rotate control, if thrust is zero. Timer-Counter 0 is used for the PWM.

The ATmega328 has a 16 bit PWMs with two comparators, Timer 1. This has an "Input Capture Unit" that may be used for PWC decoding. PWC being the type of signal from the RC receiver. That seems like as elegant a solution as I will find and it is recommended by Atmel to use it for this purpose.

The best way to use this nice feature is to take the PWC signals into the MUX, through the comparator and into the Input Capture Unit.

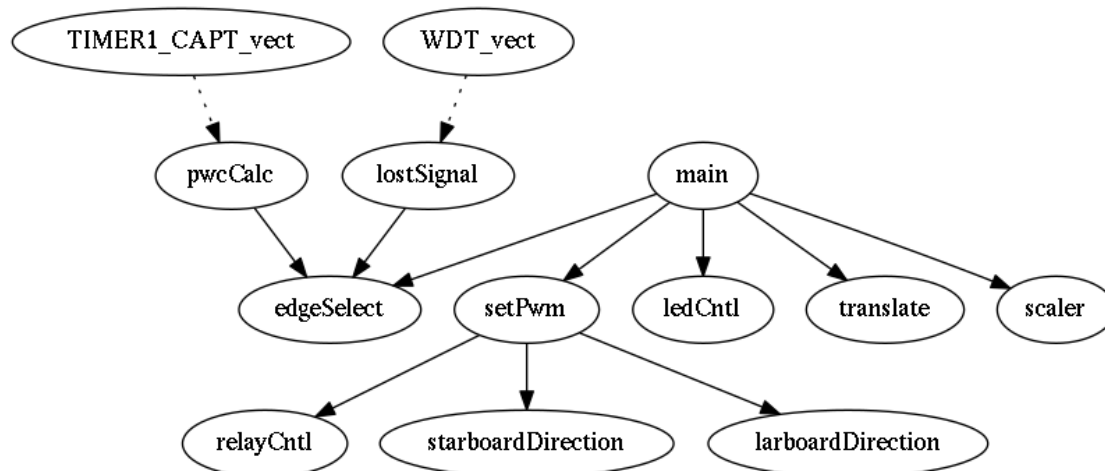
For the PWC measurement, this app note, AVR135, is helpful: www.atmel.com/images/doc8014.pdf

In the datasheet, this section is helpful: 16.6.3

An interesting thing about this Futaba receiver is that the pulses are in series. The channel two's pulse is first, followed the channel one. In fact, channel two's fall is perfectly aligned with channel one's rise. This means that it will be possible to capture all of the pulses.

After the two pulses are captured, there's an 18 ms dead-time before the next round. That's over 250,000 clock cycles. This will provide ample time to do math and set the motor PWMs.

Extensive use was made of the datasheet, Atmel "Atmel-8271I-AVR- ATmega-Datasheet.10/2014".



I originally wanted to use the word "Port" for the left-hand side, when facing the front. On a microcontroller that name is used for all of the ports so I chose the older word "larboard".

```

<Include 6>
<Types 7>
<Prototypes 9>
<Global variables 10>

```

3. "F_CPU" is used to convey the Trinket Pro clock rate.

```
#define F_CPU 16000000UL
```

4. Here are some Boolean definitions that are used.

```
#define ON 1
#define OFF 0
#define SET 1
#define CLEAR 0
#define TRUE 1
#define FALSE 0
#define FORWARD 1
#define REVERSE 0
#define CLOSED 1
#define OPEN 0
#define STOPPED 0
```

5. Here are some other definitions.

```
#define CH2RISE 0
#define CH2FALL 1
#define CH1FALL 2
#define MAX_DUTYCYCLE 98 /* 98% to support charge pump of bridge-driver */
```

6. \langle Include 6 $\rangle \equiv$

```
#include <avr/io.h> /* need some port access */
#include <util/delay.h> /* need to delay */
#include <avr/interrupt.h> /* have need of an interrupt */
#include <avr/sleep.h> /* have need of sleep */
#include <avr/wdt.h> /* have need of watchdog */
#include <stdlib.h>
#include <stdint.h>
```

This code is used in section 2.

7. Here is a structure type to keep track of the state of remote-control input, e.g. servo timing.

\langle Types 7 $\rangle \equiv$

```
typedef struct {
    uint16_t ch2rise; /* pwc edge */
    uint16_t ch2fall; /* pwc edge */
    uint16_t ch1fall; /* pwc edge */
    uint16_t ch1duration;
    uint16_t ch2duration;
    uint16_t minIn; /* input, minimum */
    uint16_t maxIn; /* input, maximum */
    uint8_t edge;
    uint8_t lostSignal;
} inputStruct;
```

See also section 8.

This code is used in section 2.

8. Here is a structure type to keep track of the state of translation items.

⟨Types 7⟩ +=

```
typedef struct {
    int16_t thrust;    /* -255 to 255 */
    int16_t radius;    /* -255 to 255 */
    int16_t track;     /* 1 to 255 */
    int16_t starboardOut; /* -255 to 255 */
    int16_t larboardOut; /* -255 to 255 */
    int16_t minOut;     /* output, minimum */
    int16_t maxOut;     /* output, maximum */
    int8_t deadBand;    /* width of zero in terms of output units */
} transStruct;
```

9. ⟨Prototypes 9⟩ ≡

```
void relayCntl(int8_t state);
void ledCntl(int8_t state);
void larboardDirection(int8_t state);
void starboardDirection(int8_t state);
void pwcCalc(inputStruct *);
void edgeSelect(inputStruct *);
int16_t scaler(inputStruct *, transStruct *, uint16_t input);
void translate(transStruct *);
void setPwm(transStruct *);
void lostSignal(inputStruct *);
```

This code is used in section 2.

10. My lone global variable is a function pointer. This lets me pass arguments to the actual interrupt handlers. This pointer gets the appropriate function attached by the "ISR()" function.

The input structure is to contain all of the external inputs.

⟨Global variables 10⟩ ≡

```
void(*handleIrq)(inputStruct *) = Λ;
```

This code is used in section 2.

11. Here is *main()*.

```
int main(void)
{
```

12. The Futaba receiver leads with channel two, rising edge, so we will start looking for that by setting "edge" to look for a rise on channel 2.

Until we have collected the edges we will assume there is no signal.

```
inputStruct input_s = { . edge = CH2RISE , . minIn = 14970 ,    /* ticks for hard right or down */
    . maxIn = 27530 ,      /* ticks for hard left or up */
    . lostSignal = TRUE    /* we need to wait for edges before we know */
};
```

13. Center position of the controller results in a count of about 21250, hard left, or up, with trim reports about 29100 and hard right, or down, with trim reports about 13400.

About 4/5ths of that range are the full swing of the stick, without trim. This is from about 14970 and 27530 ticks.

This `inputScale_s` structure holds the parameters used in the scaler function. The "In" numbers are raw from the Input Capture Register.

At some point a calibration feature could be added which could populate these but the numbers here were from trial and error and seem good.

```
transStruct translation_s = { . minOut = -255 , . maxOut = 255 , . deadBand = 10 } ;
cli();    /* disable interrupts during setup */
⟨ Initialize the inputs and capture mode 45 ⟩ ⟨ Initialize pin outputs 42 ⟩ cli();    /* disable interrupts */
⟨ Initialize watchdog timer 47 ⟩
```

14. Any interrupt function requires that bit “Global Interrupt Enable” is set; usually done through calling `sei()`.

```
sei();
```

15.

The PWM is used to control larboard and starboard motors through OC0A (D5) and OC0B (D6), respectively.

```
⟨ Initialize the Timer Counter 0 for PWM 49 ⟩
```

16. Rather than burning loops, waiting the ballance of 18 ms for something to happen, the `"sleep"` mode is used. The specific type of sleep is `"idle"`. In idle, execution stops but timers, like the Input Capture Unit and PWM continue to operate. Interrupts, either *Input Capture* or *Watchdog*, are used to wake it up.

It's important to note that an ISR procedure must be defined to allow the program to step past the sleep statement, even if it is empty. This stumped me for a good while.

```
⟨ Configure to idle on sleep 43 ⟩
ledCntl(OFF);
```

17. Calling `edgeSelect()` will get it ready for the first rising edge of channel 2. Each call to `edgeSelect` rotates to the next edge type.

```
edgeSelect(&input_s);
```

18. This is the loop that does the work. It should spend most of its time in “sleep_mode”, comming out at each interrupt event caused by an edge or watchdog timeout.

```
for ( ; ; ) {
```

19. Now that a loop is started, the PWM is given an initial value and we wait in `"idle"` for the edge on the channel selected. Each sucessive loop will finish in the same way.

```
setPwm(&translation_s);
sleep_mode();    /* idle */
```

20. If execution arrives here, some interrupt has woken it from sleep and some vector has possibly run. The pointer "**handleIrq**" will be assigned the value of the responsible function.

```

if (handleIrq  $\neq$   $\Lambda$ )    /* in case it woke for some other reason */
{
    handleIrq(&input_s);
    handleIrq =  $\Lambda$ ;    /* reset so that the action cannot be repeated */
}    /* end if handleirq */
translation_s.radius = scaler(&input_s, &translation_s, input_s.ch1duration);
translation_s.thrust = scaler(&input_s, &translation_s, input_s.ch2duration);
translation_s.track = 100;    /* represent unit-less prop-to-prop distance */
translate(&translation_s);

```

21. The LED is used to indicate PWM zeros.

```

if (translation_s.larboardOut  $\vee$  translation_s.starboardOut) ledCntl(OFF);
else ledCntl(ON);
}    /* end for */
return 0;    /* it's the right thing to do! */
}    /* end main() */

```

22. Supporting routines, functions, procedures and configuration blocks.

23. Here is the ISR that fires at each captured edge. Esentially is grabs and processes the *Input Capture* data.

```
ISR(TIMER1_CAPT_vect)
{
    handleIrq = &pwcCalc;
}
```

24. This is a variant of *pwcCalc* that flips the *lostSignal* flag.

```
ISR(WDT_vect)
{
    handleIrq = &lostSignal;
}
```

25. This procedure computes the durations from the PWC signal edge capture values from the Input Capture Unit. With the levers centered the durations should be about 1500 μ s so at 16 Mhz the count should be near 24000. The range should be 17600 to 30400 for 12800 counts, well within the range of the 64 kib of the 16 bit register..

```
void pwcCalc(inputStruct *input_s)
{
```

26. On the falling edges we can compute the durations using modulus subtraction and then set the edge index for the next edge. Channel 2 leads so that rise is first.

Arrival at the last case establishes that there was a signal and clears the flag and resets the watchdog timer.

```
switch (input_s->edge) {
case CH2RISE: input_s->ch2rise = ICR1;
    input_s->edge = CH2FALL;
    break;
case CH2FALL: input_s->ch2fall = ICR1;
    input_s->ch2duration = input_s->ch2fall - input_s->ch2rise;
    input_s->edge = CH1FALL;
    break;
case CH1FALL: input_s->ch1fall = ICR1;
    input_s->ch1duration = input_s->ch1fall - input_s->ch2fall;
    input_s->edge = CH2RISE;
    input_s->lostSignal = FALSE;    /* signal seems OK now */
    wdt_reset();    /* watchdog timer is reset at each edge capture */
}
edgeSelect(input_s);
}
```

27. This procedure sets output to zero in the event of a lost signal.

```
void lostSignal(inputStruct *input_s)
{
    input_s→lostSignal = TRUE;
    input_s→edge = CH2RISE;    /* Back to first step */
    edgeSelect(input_s);
}
```

28.

The procedure *edgeSelect* configures the Input Capture unit to capture on the expected edge type.

```
void edgeSelect(inputStruct *input_s)
{
    switch (input_s→edge) {
    case CH2RISE:    /* To wait for rising edge on servo-channel 2 */
        ADMUX |= (1 << MUX0);    /* Set to mux channel 1 */
        TCCR1B |= (1 << ICES1);    /* Rising edge (23.3.2) */
        break;
    case CH2FALL: ADMUX |= (1 << MUX0);    /* Set to mux channel 1 */
        TCCR1B &= ~(1 << ICES1);    /* Falling edge (23.3.2) */
        break;
    case CH1FALL: ADMUX &= ~(1 << MUX0);    /* Set to mux channel 0 */
        TCCR1B &= ~(1 << ICES1);    /* Falling edge (23.3.2) */
    }
```

29. Since the edge has been changed, the Input Capture Flag should be cleared. It's odd but clearing it involves writing a one to it.

```
TIFR1 |= (1 << ICF1);    /* (per 16.6.3) */
}
```

30. Here is a simple procedure to flip the LED on or off.

```
void ledCntl(int8_t state)
{
    PORTB = state ? PORTB | (1 << PORTB5) : PORTB & ~(1 << PORTB5);
}
```

31. Here is a simple procedure to flip the Relay Closed or Open from pin #8.

```
void relayCntl(int8_t state)
{
    PORTB = state ? PORTB | (1 << PORTB0) : PORTB & ~(1 << PORTB0);
}
```

32. Here is a simple procedure to reverse thrust on the port motor.

```
void larboardDirection(int8_t state)
{
    PORTD = state ? PORTD | (1 << PORTD3) : PORTD & ~(1 << PORTD3);
}
```


33. Here is a simple procedure to reverse thrust on the starboard motor.

```
void starboardDirection(int8_t state)
{
    PORTD = state ? PORTD | (1 << PORTD4) : PORTD & ~(1 << PORTD4);
}
```

34.

35. The scaler function takes an input, as in times from the Input Capture Register and returns a value scaled by the parameters in structure "inputScale_s".

```
int16_t scaler(inputStruct *input_s, transStruct *trans_s, uint16_t input)
{
    uint16_t solution;
```

36. First, we can solve for the obvious cases. One is where there is no signal; when "lostSignal" is "TRUE". The other is where the input exceeds the range. This can easily happen if the trim is shifted.

```
if (input_s->lostSignal == TRUE) return 0;
if (input > input_s->maxIn) return trans_s->maxOut;
if (input < input_s->minIn) return trans_s->minOut;
```

37. If it's not that simple, then compute the gain and offset and then continue in the usual way. This is not really an efficient method, recomputing gain and offset every time but we are not in a rush and it makes it easier since, if something changes, I don't have to manually compute and enter these values.

The constant "ampFact" amplifies it so I can take advantage of the extra bits for precision.

Dead-band is applied when it returns.

```
const int32_t ampFact = 128L;
int32_t gain = (ampFact * (int32_t)(input_s->maxIn - input_s->minIn)) / (int32_t)(trans_s->maxOut -
    trans_s->minOut);
int32_t offset = ((ampFact * (int32_t)input_s->minIn) / gain) - (int32_t)trans_s->minOut;
solution = (ampFact * (int32_t)input / gain) - offset;
return (abs(solution) > trans_s->deadBand) ? solution : 0;
}
```

38. We need a way to translate "thrust" and "radius" in order to carve a "turn". This procedure should do this but it's not going to be perfect as drag and slippage make thrust increase progressively more than speed. Since *speed* is not known, we will use *thrust*. It should steer OK as long as the speed is constant and small changes in speed should not be too disruptive.

The constant "ampFact" amplifies it so I can take advantage of the extra

This procedure is intended for values from -255 to 255.

```
void translate(transStruct *trans_s)
{
    int16_t speed = trans_s->thrust; /* we are assuming it's close */
    int16_t rotation;
    int16_t difference;
    int16_t piruett;
    const int16_t max = (MAX_DUTYCYCLE * UINT8_MAX) / 100;
    const int16_t ampFact = 128;
```

39. Here we convert desired radius to thrust-difference by scaling to speed. Then that difference is converted to rotation by scaling it with **"track"**. The radius sensitivity is adjusted by changing the value of **"track"**.

```

difference = (speed * ((ampFact * trans_s-radius)/UINT8_MAX))/ampFact;
rotation = (trans_s-track * ((ampFact * difference)/UINT8_MAX))/ampFact;
piruett = (trans_s-track * ((ampFact * trans_s-radius)/UINT8_MAX))/ampFact;

```

40. Any rotation involves one motor turning faster than the other. At some point, faster is not possible and so the required clipping is here.

"max" is set at to support the limit of the bridge-driver's charge-pump.

```

if ((speed - rotation) ≥ max) trans_s-larboardOut = max;
else if ((speed - rotation) ≤ -max) trans_s-larboardOut = -max;
else if (trans_s-thrust ≡ STOPPED) /* here we switch to piruett mode */
    trans_s-larboardOut = -piruett;
else trans_s-larboardOut = speed - rotation;
if ((speed + rotation) ≥ max) trans_s-starboardOut = max;
else if ((speed + rotation) ≤ -max) trans_s-starboardOut = -max;
else if (trans_s-thrust ≡ STOPPED) trans_s-starboardOut = piruett;
else trans_s-starboardOut = speed + rotation;
}

```

void setPwm(transStruct *trans_s)

```

{
    if (trans_s-larboardOut ≥ 0) {
        OCROA = (uint8_t)trans_s-larboardOut;
        larboardDirection(FORWARD);
    }
    else {
        OCROA = (uint8_t) - trans_s-larboardOut;
        larboardDirection(REVERSE);
    }
    if (trans_s-starboardOut ≥ 0) {
        OCROB = (uint8_t)trans_s-starboardOut;
        starboardDirection(FORWARD);
    }
    else {
        OCROB = (uint8_t) - trans_s-starboardOut;
        starboardDirection(REVERSE);
    }
}

```

41. We must see if the fail-safe relay needs to be closed.

```

if (trans_s-larboardOut ∨ trans_s-starboardOut) relayCntl(CLOSED);
else relayCntl(OPEN);
}

```

42. `<Initialize pin outputs 42> ≡` `/* set the led port direction; This is pin #17 */`
`DDRB |= (1 << DDB5); /* set the relay port direction; This is pin #8 */`
`DDRB |= (1 << DDB0); /* 14.4.9 DDRD The Port D Data Direction Register */`
`/* port and starboard pwm outputs */`
`DDRD |= ((1 << DDD5) | (1 << DDD6)); /* Data direction to output (sec 14.3.3) */`
`/* port and starboard direction outputs */`
`DDRD |= ((1 << DDD3) | (1 << DDD4)); /* Data direction to output (sec 14.3.3) */`

This code is used in section 13.

43. `<Configure to idle on sleep 43> ≡`
`{`
`SMCR &= ~((1 << SM2) | (1 << SM1) | (1 << SM0));`
`}`

This code is used in section 16.

44. To enable this interrupt, set the ACIE bit of register ACSR.

45. `<Initialize the inputs and capture mode 45> ≡`
`{` `/* ADCSRA ADC Control and Status Register A */`
`ADCSRA &= ~(1 << ADEN); /* Conn the MUX to (-) input of comparator (sec 23.2) */`
`/* 23.3.1 ADCSRB ADC Control and Status Register B */`
`ADCSRB |= (1 << ACME); /* Conn the MUX to (-) input of comparator (sec 23.2) */`
`/* 24.9.5 DIDR0 Digital Input Disable Register 0 */`
`DIDR0 |= ((1 << AIN1D) | (1 << AIN0D)); /* Disable digital inputs (sec 24.9.5) */`
`/* 23.3.2 ACSR Analog Comparator Control and Status Register */`
`ACSR |= (1 << ACBG); /* Connect + input to the band-gap ref (sec 23.3.2) */`
`ACSR |= (1 << ACIC); /* Enable input capture mode (sec 23.3.2) */`
`ACSR |= (1 << ACIS1); /* Set for both rising and falling edge (sec 23.3.2) */`
`/* 16.11.8 TIMSK1 Timer/Counter1 Interrupt Mask Register */`
`TIMSK1 |= (1 << ICIE1); /* Enable input capture interrupt (sec 16.11.8) */`
`/* 16.11.2 TCCR1B Timer/Counter1 Control Register B */`
`TCCR1B |= (1 << ICNC1); /* Enable input capture noise canceling (sec 16.11.2) */`
`TCCR1B |= (1 << CS10); /* No Prescale. Just count the main clock (sec 16.11.2) */`
`/* 24.9.1 ADMUX ADC Multiplexer Selection Register */`
`ADMUX &= ~((1 << MUX2) | (1 << MUX1) | (1 << MUX0)); /* Set to mux channel 0 */`
`}`

This code is used in section 13.

46. See section 11.8 in the datasheet for details on the Watchdog Timer. This is in the “Interrupt Mode”.

47. `<Initialize watchdog timer 47> ≡`
`{`
`WDTCR |= (1 << WDCE) | (1 << WDE);`
`WDTCR = (1 << WDIE) | (1 << WDP2); /* reset after about 0.25 seconds */`
`}`

This code is used in section 13.

48. PWM setup isn’t too scary. Timer Count 0 is configured for “Phase Correct” PWM which, according to the datasheet, is preferred for motor control. OC0A (port) and OC0B (starboard) are set to clear on a match which creates a non-inverting PWM. The prescaler is set to $\text{clk}/8$ and with a 16 MHz clock the f is about 3922 Hz.

```

49.  ⟨Initialize the Timer Counter 0 for PWM 49⟩ ≡
    {
        /* 15.9.1 TCCR0A Timer/Counter Control Register A */
        TCCR0A |= (1 << WGM00);    /* Phase correct mode of PWM (table 15-9) */
        TCCR0A |= (1 << COM0A1);    /* Clear on Comparator A match (table 15-4) */
        TCCR0A |= (1 << COM0B1);    /* Clear on Comparator B match (table 15-7) */
        /* 15.9.2 TCCR0B Timer/Counter Control Register B */
        TCCR0B |= (1 << CS01);    /* Prescaler set to clk/8 (table 15-9) */
    }

```

This code is used in section 15.

<i>abs</i> : 37.	FALSE: 4, 26.
ACBG: 45.	FORWARD: 4, 40.
ACIC: 45.	<i>gain</i> : 37.
ACIS1: 45.	<i>handleIrq</i> : 10, 20, 23, 24.
ACME: 45.	ICES1: 28.
ACSR: 45.	ICF1: 29.
ADCSRA: 45.	ICIE1: 45.
ADCSRB: 45.	ICNC1: 45.
ADEN: 45.	ICR1: 26.
ADMUX: 28, 45.	<i>Input</i> : 16, 23.
AINOD: 45.	<i>input</i> : 9, 35, 36, 37.
AIN1D: 45.	<i>input_s</i> : 12, 17, 20, 25, 26, 27, 28, 35, 36, 37.
<i>ampFact</i> : 37, 38, 39.	inputStruct : 7, 9, 10, 12, 25, 27, 28, 35.
<i>Capture</i> : 16, 23.	<i>int16_t</i> : 8, 9, 35, 38.
<i>ch1duration</i> : 7, 20, 26.	<i>int32_t</i> : 37.
<i>ch1fall</i> : 7, 26.	<i>int8_t</i> : 8, 9, 30, 31, 32, 33.
CH1FALL: 5, 26, 28.	ISR: 23, 24.
<i>ch2duration</i> : 7, 20, 26.	<i>larboardDirection</i> : 9, 32, 40.
<i>ch2fall</i> : 7, 26.	<i>larboardOut</i> : 8, 21, 40, 41.
CH2FALL: 5, 26, 28.	<i>ledCntl</i> : 9, 16, 21, 30.
CH2RISE: 5, 12, 26, 27, 28.	<i>lostSignal</i> : 7, 9, 12, 24, 26, 27, 36.
<i>ch2rise</i> : 7, 26.	<i>main</i> : 11.
CLEAR: 4.	<i>max</i> : 38, 40.
<i>cli</i> : 13.	MAX_DUTYCYCLE: 5, 38.
CLOSED: 4, 41.	<i>maxIn</i> : 7, 12, 36, 37.
COM0A1: 49.	<i>maxOut</i> : 8, 13, 36, 37.
COM0B1: 49.	<i>minIn</i> : 7, 12, 36, 37.
CS01: 49.	<i>minOut</i> : 8, 13, 36, 37.
CS10: 45.	MUX0: 28, 45.
DDB0: 42.	MUX1: 45.
DDB5: 42.	MUX2: 45.
DDD3: 42.	OCROA: 40.
DDD4: 42.	OCROB: 40.
DDD5: 42.	OFF: 4, 16, 21.
DDD6: 42.	<i>offset</i> : 37.
DDRB: 42.	ON: 4, 21.
DDRD: 42.	OPEN: 4, 41.
<i>deadBand</i> : 8, 13, 37.	<i>piruett</i> : 38, 39, 40.
DIDRO: 45.	PORTB: 30, 31.
<i>difference</i> : 38, 39.	PORTB0: 31.
<i>edge</i> : 7, 12, 26, 27, 28.	PORTB5: 30.
<i>edgeSelect</i> : 9, 17, 26, 27, 28.	PORTD: 32, 33.
F_CPU: 3.	PORTD3: 32.

PORTD4: 33.
pwcCalc: 9, 23, 24, 25.
radius: 8, 20, 39.
relayCntl: 9, 31, 41.
REVERSE: 4, 40.
rotation: 38, 39, 40.
scaler: 9, 20, 35.
sei: 14.
SET: 4.
setPwm: 9, 19, 40.
sleep_mode: 19.
SMCR: 43.
SM0: 43.
SM1: 43.
SM2: 43.
solution: 35, 37.
speed: 38, 39, 40.
starboardDirection: 9, 33, 40.
starboardOut: 8, 21, 40, 41.
state: 9, 30, 31, 32, 33.
STOPPED: 4, 40.
TCCROA: 49.
TCCROB: 49.
TCCR1B: 28, 45.
thrust: 8, 20, 38, 40.
TIFR1: 29.
TIMER1_CAPT_vect: 23.
TIMSK1: 45.
track: 8, 20, 39.
trans_s: 35, 36, 37, 38, 39, 40, 41.
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