# Hornet Indicators

Last Update 28 October 17

The Hornet Indicators provides an interface between VRS Simulations Superbug and physical display panels.

The Arduino code is owned by Glenn Weston and interfaces closely with Glenn’s Superscript. It is hosted on http://hornetpits.org/index.php?topic=501.0

The solution has been engineered to use Network connectivity which provides a level of isolation from the Computers USB bus. This does require an additional network card[[1]](#footnote-1) and some configuration on the PC running Superscript. Data is delivered on a UDP transport, which provides a high level of isolation, enabling the Hornet Indicators solution to be restarted or powered off without impacting the primary computer.

The original deployments of this solution are powered by a USB hub (which does not need to be connected to the computer). The October build utilises a local 12V to 5V regulator, so now only 12V plug pack is needed to operate the solution.

## Configuration Steps

Edit the Superscript configuration file to enable the export modules of interest. Originally the BITS Go/NO-GO and Spin section was not used, however this has been added in October 2017. In testing the config file was manually edited, but should check out SSConfigEditor and see if values are there.

For each lamp set of interest, it needs to been enabled, with a target IP address configured. The target IP address should be 192.168.200.12

The IP address of the dedicated network interface card in the PC should be

IP Address: 192.168.200.10

Subnet Mask 255.255.255.0

Default Gateway: Not configured

You do not need to reconfigured the primary network interface card.

## Installation and Maintenance

It is very important that no cables should be inserted or removed while power is applied. This could damage the electronics.

## System Operations

As soon as power is applied the system will progressively flash indicators, from Port to Starboard, and then flash all indicators together.

If no telemetry is received from Superscript, the lights will extinguish.

## Trouble Shooting

The Hornet Indicators is designed to be highly reliable. No maintenance is needed.

If the indicators are not working

1: Check power is being supplied to the 12V to USB 5V converter. There should be a small red light behind the USB output port. If it is not lit, check the power pack is correctly plugged in.

2: Check the Arduino USB port is connected to the 12V to USB 5V convertor. Both the Arduino itself and the Ethernet shield should have a solid red light.

3: Check the Ethernet (network) cable is plugged into the Ethernet Shield. Note the Ethernet Shield Yellow and Green leds can be on even if a cable is not plugged it.

4: Ping the solution (from the command prompt ‘ping 192.168.200.12’. there should be 5 responses and no timeout messages.

Advanced Troubleshooting

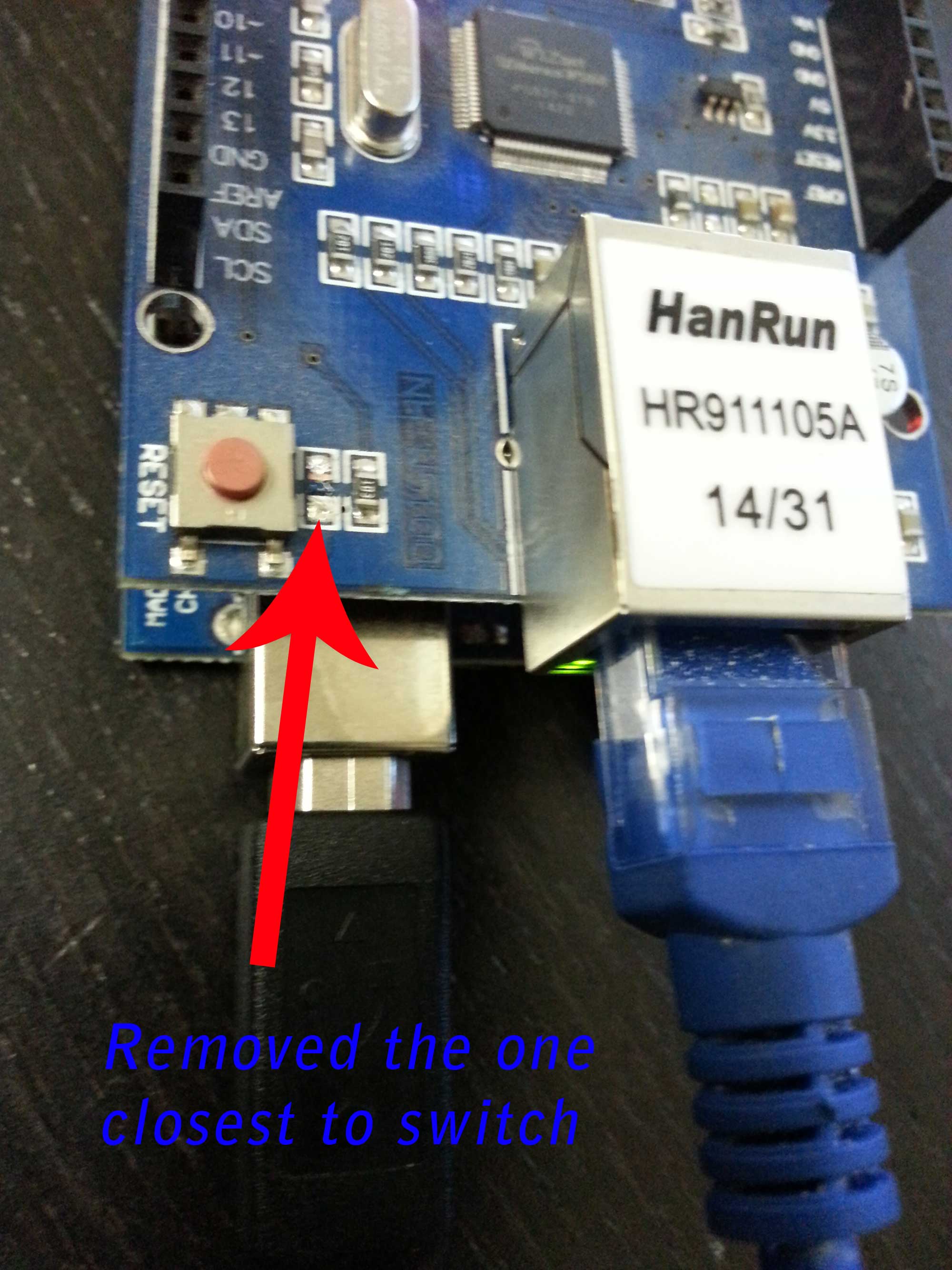
1: Enable the exercises in superscript for the lamp sets of interest.

## Builder Notes

Originally sketches would not load due to the system not correctly resetting when the network shield was installed.

This is a known issue with a fix described at <https://forum.arduino.cc/index.php?topic=99880.15>

It is addressed by removing the capacitor next to the reset button on the Ethernet shield, modified cards have a yellow dot to indicate the board has been modified.



High Level Design

## Port Allocations

"MASTER CAUTION" COLUMN = 3; ROW = 3

"APU FIRE" COLUMN = 7; ROW = 3

"LEFT ENGINE FIRE" COLUMN = 2; ROW = 2

"RIGHT ENGINE FIRE" COLUMN = 7; ROW = 2

"EXT READY" COLUMN = 6; ROW = 5

"EXT DISCH" COLUMN = 6; ROW = 4

"CTR" COLUMN = 4; ROW = 7

"LI" COLUMN = 5; ROW = 6

"RI" COLUMN = 5; ROW = 7

"LM" COLUMN = 6; ROW = 6

"RM" COLUMN = 6; ROW = 7

"LO" COLUMN = 7; ROW = 6

"RO" COLUMN = 7; ROW = 7

"COM1" COLUMN = 0; ROW = 0

"COM2" COLUMN = 0; ROW = 1

"L BLEED" COLUMN = 0; ROW = 2

"R BLEED" COLUMN = 0; ROW = 3

"SPDBRK" COLUMN = 1; ROW = 0

"BLANK 0" COLUMN = 1; ROW = 1

"L BAR GRN" COLUMN = 1; ROW = 2

"BLANK 1" COLUMN = 1; ROW = 3

"L BAR RED" COLUMN = 2; ROW = 0

"BLANK 2" COLUMN = 2; ROW = 1

"BLANK 3" COLUMN = 2; ROW = 3

"CK SEAT" COLUMN = 2; ROW = 7

"APU ACC" COLUMN = 2; ROW = 6

"BATT SW" COLUMN = 2; ROW = 5

"FCS HOT" COLUMN = 2; ROW = 4

"GEN TIE" COLUMN = 1; ROW = 7

"BLANK 4" COLUMN = 1; ROW = 6

"FUEL LO" COLUMN = 1; ROW = 5

"FCES" COLUMN = 1; ROW = 4

"CK ECS" COLUMN = 0; ROW = 7

"L GEN" COLUMN = 0; ROW = 6

"R GEN" COLUMN = 0; ROW = 5

"BLANK 5" COLUMN = 0; ROW = 4

"BLANK 6" COLUMN = 4; ROW = 0

"BLANK 7" COLUMN = 4; ROW = 1

"REC" COLUMN = 4; ROW = 2

"DPLY" COLUMN = 4; ROW = 3

"JAM ON" COLUMN = 5; ROW = 0

"AI" COLUMN = 5; ROW = 1

"DCOY ON" COLUMN = 5; ROW = 2

"AAA" COLUMN = 5; ROW = 3

"CW" COLUMN = 6; ROW = 0

"SAM" COLUMN = 6; ROW = 1

"MISSILE" COLUMN = 6; ROW = 2

"LOCK" COLUMN = 4; ROW = 6

"SHOOT" COLUMN = 3; ROW = 6

"AA" COLUMN = 7; ROW = 5

"AG" COLUMN = 7; ROW = 4

Gear Handle for standard builds

"GEARHANDLE" COLUMN = 7; ROW = 1;

Gar Handle for gear handles with 12V lights. Uses output port via relay

int GearRelayOutputPort = 6;

"GEARHANDLE" digitalWrite(GearRelayOutputPort, LOW);

"GEARNOSE" COLUMN = 3; ROW = 4

"GEARLEFT" COLUMN = 4; ROW = 4

"GEARRGHT" COLUMN = 3; ROW = 5

"FLAPWARN" COLUMN = 4; ROW = 5

"FLAPHALF" COLUMN = 5; ROW = 4

"FLAPFULL" COLUMN = 5; ROW = 5

"AOAABOVE" COLUMN = 3; ROW = 0

"AOAON" COLUMN = 3; ROW = 2

"AOABELOW" COLUMN = 3; ROW = 1

"HOOK" COLUMN = 7; ROW = 0

"APU READY" COLUMN = 6; ROW = 3

"GO" COLUMN = 7; ROW = 1

"NOGO" COLUMN = 3; ROW = 7

"SPIN" COLUMN = 6; ROW = 3

1. Whilst a secondary IP address could be used on the Computers Primary Network interface, this introduces additional troubleshooting steps. [↑](#footnote-ref-1)