

Description:

Reads thumb/joy-stick signals and several switches, transforms them into useful values, and then transmits the formatted data over serial to an XBee for uploading to the remote drone.

Inputs: (minimum)

4x analog signals ranging from 0.0V - 3.3V (joysticks)  
2x digital signals ranging from 0.0V - 3.3V (arm, sensitivity)

Outputs:

1x Serial Packet destined for XBee (UART)

Constraints:

1. Using FreeRTOS
2. Must be able to output new updates at a min. 50 Hz
3. ADC conversion rates
4. XBee max update rate (?)

- Design Pattern (???)

- Cyclical in nature
- Real-Time (hard)
- Tightly conformed I/O

- General Steps ("Pseudo" Pseudo code)

1. Read current state of joystick outputs
  2. Map those values to some range
  3. Read current state of switch outputs
- ← grouped

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4. Parse the results from (1-3) to handle special states

- ARM-ed actions

- NON-ARM-ed actions

- Set throttle min/max range
- "others"

- stick combos for special configs.

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- data stream output

5. Packetize the resulting data into commands

6. Send the Packets (currently don't handle RX)

Notes:

- This seems to resolve itself into 4 main classes of operations:

1. Get raw input states

2. Interpret raw data

3. Condense interpretations into useful commands (packets)

4. Send out data

- This limits me to one way comms ATM, but for the first revision I think this is ok.
- ↘

# System Uses FreeRTOS:

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- Task Based
- Priority encoded
- Capable of frequency scheduling

Task 1: I/O Sampling @ 100Hz

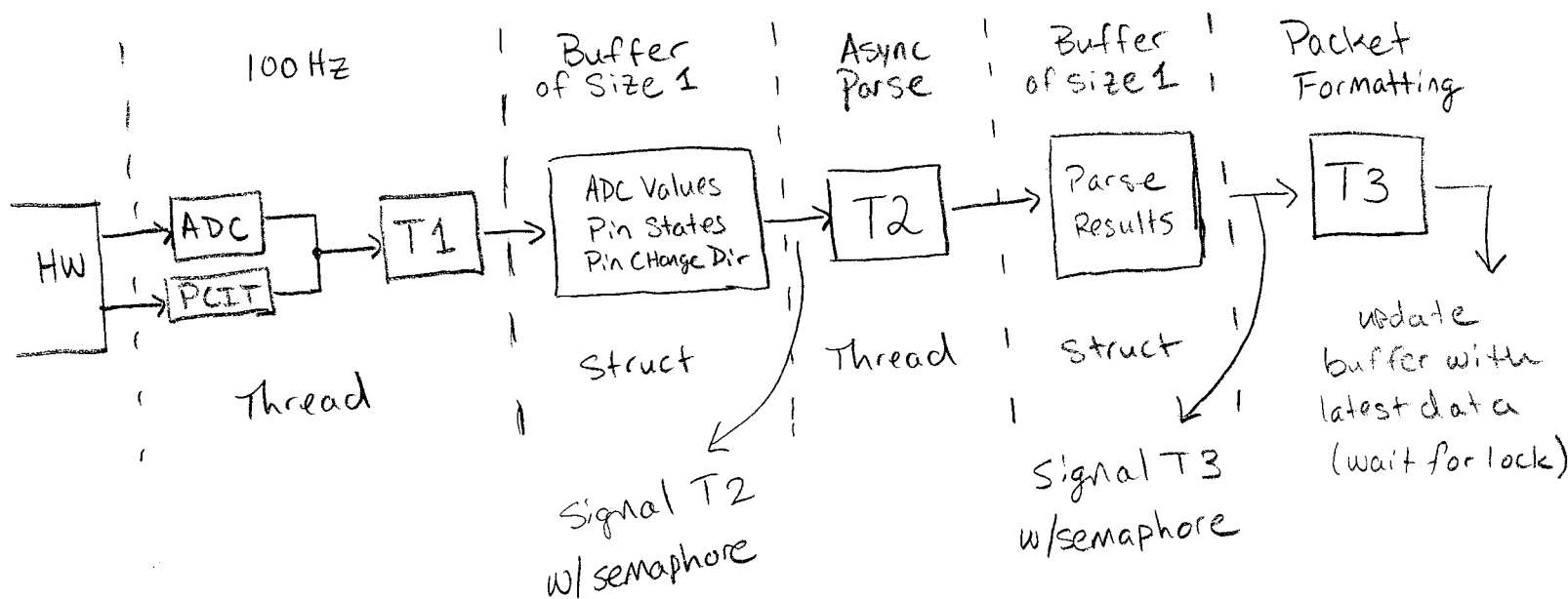
Task 2: Data Tx @ 50 Hz

→ Highest Priority

Always runs regardless of T3/4

Task 3: Interpret task 1 data. Asynchronous execution. Wait on (1)

Task 4: Pack task 3 data. Asynchronous execution. Wait on (3)



## Notes:

- will need to protect the buffer between T3 + T4 to make sure stuff isn't overwritten.
- make copies of buffers wherever possible
- Do I even need classes for this? Probably to account for further improvements down the road.

