

# Basecamp Introduction Tutorial

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## Objectives

- Introduce Basecamp features so users can quickly be productive
- Provide guidance on what to do next based on your goals

## Lesson 1 Objectives

- Describe Basecamp's objectives, components, and terminology

## Notes

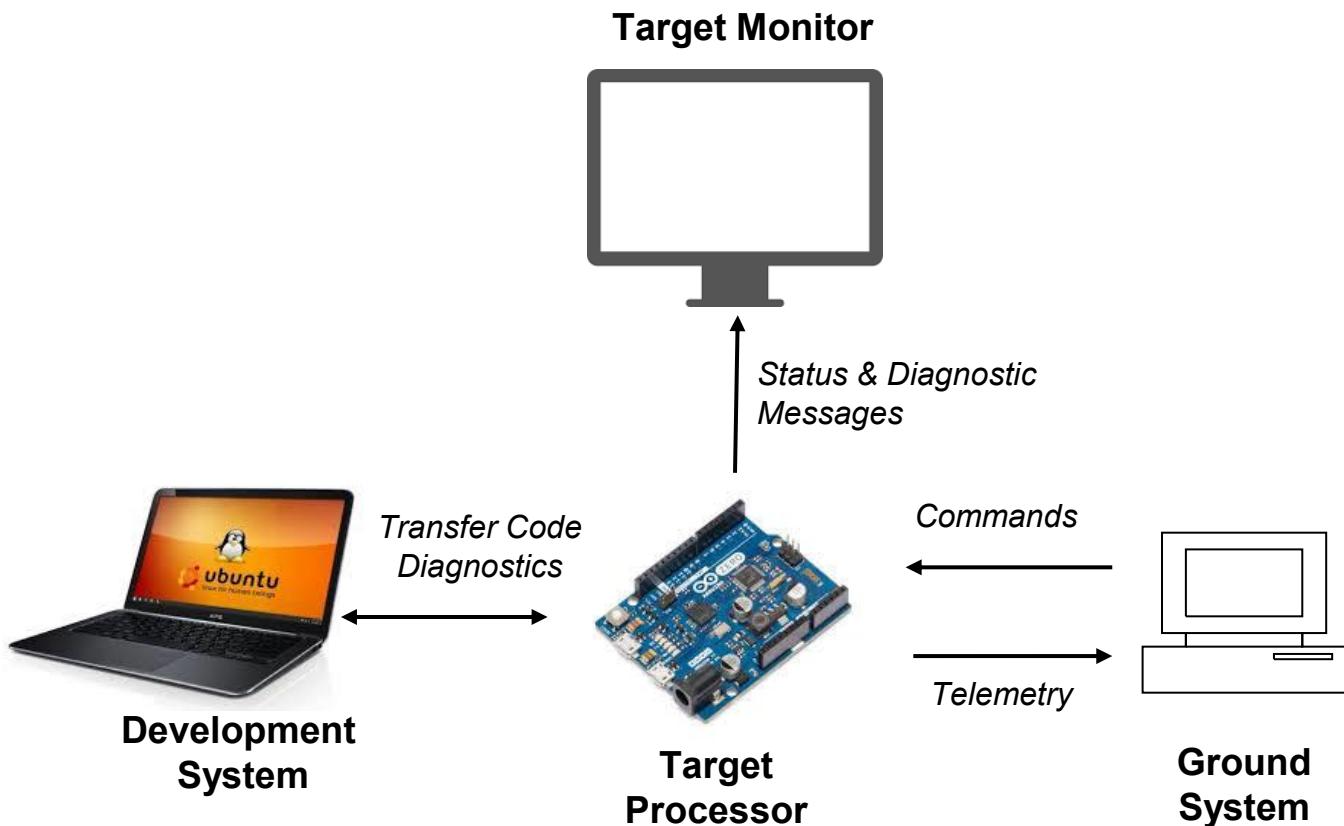
- This tutorial describes what is available. Other tutorials and documents provide details on workflows and how to accomplish goals.

# Why Basecamp?

- Basecamp provides a cFS architectural framework, build/runtime tools, and a lightweight GUI that simplify creating, integrating, testing, and deploying cFS applications
- Provides a foundation for users and educators to create cFS-based projects
- Command and telemetry routing design supports interfacing to external systems
- Supports the following application activities
  - Learn the cFS application architectural model
  - Learn Basecamp's application framework (heritage from OpenSatKit)
  - Develop new applications
  - Download apps from the github cfs-apps repositories
  - Integrate apps into Basecamp's cFS target
  - [future] Learn Basecamp's application packaging specification
  - [future] Certify new apps comply with Basecamp's packaging specification
- Not intended to be a fully functional ground system
- Basic command and telemetry GUI/script interfaces provide app development and runtime support
- [future]cFS build tools can be customized to generate command and telemetry definitions for different ground systems

# Embedded Flight Systems Context

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## Target Processor

- A processor that runs the cFS target image

## Development System

- Used to build and transfer the cFS target image to the target processor
- Requires a ‘cross compiler’ if the target process is different than the development system
- May include runtime diagnostic tools

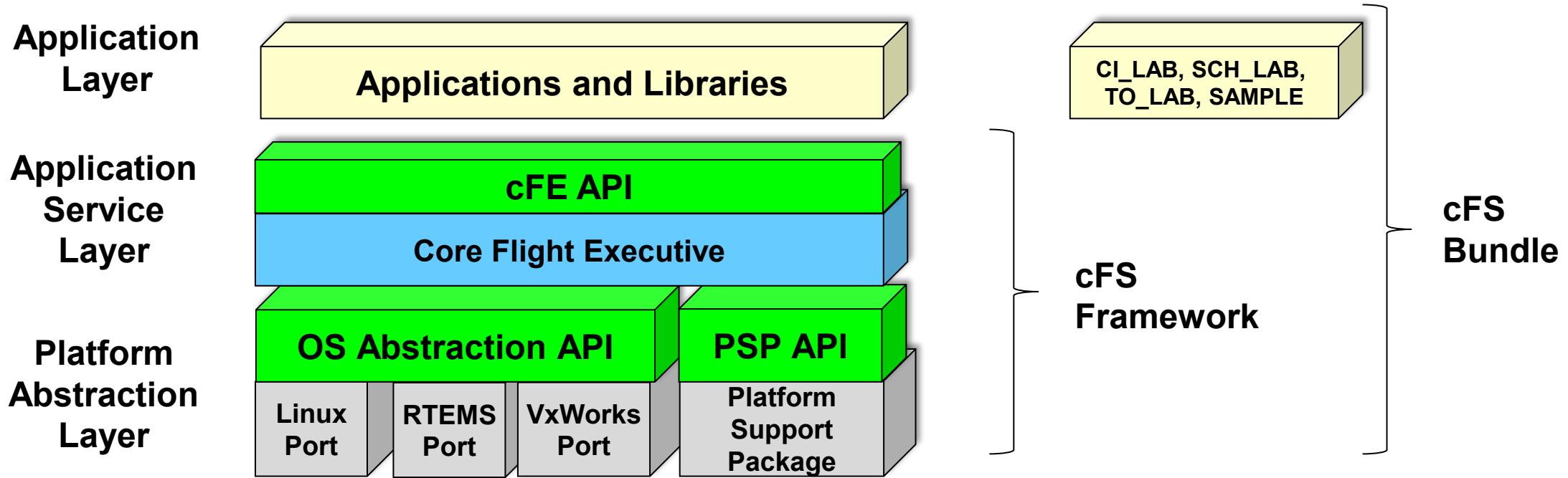
## Target Monitor

- A common diagnostic tool used to help verify the embedded system is operating correctly
- Often a monitor connected over a serial port

## Ground System

- An application that sends command messages to the target and receives telemetry messages from the target
- The command & telemetry communications link may vary between test configurations and operations

# core Flight System Context



- Platform Abstraction Layer ports to different operating systems (OS) / processor combinations
  - Contains the Operating System Abstraction Layer (OSAL) and the Platform Support Package (PSP)
- Application and libraries that only use the cFS APIs are portable across platforms
- The cFS Framework managed by NASA at <https://github.com/nasa/cFE/>
- The cFS bundle provides a starter system with a minimal runtime app suite, <https://github.com/nasa/cFS>

# Basecamp Ecosystem

## Learning Resources

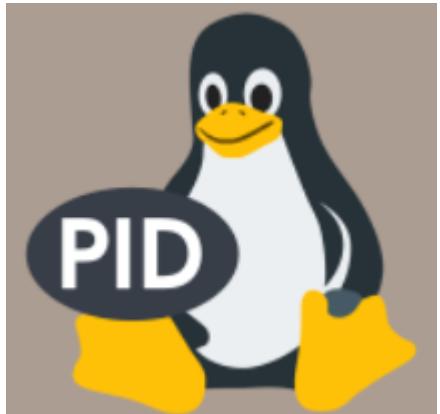


<https://www.youtube.com/channel/UC2wfvAlkrrgyC4ITwL3zokg>



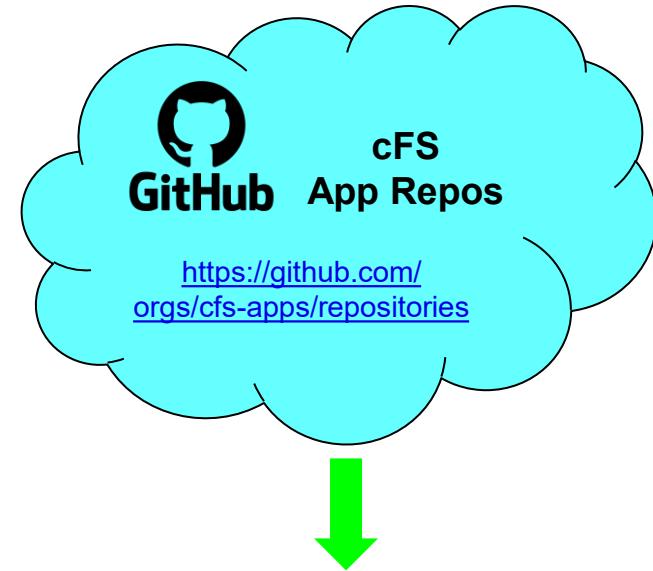
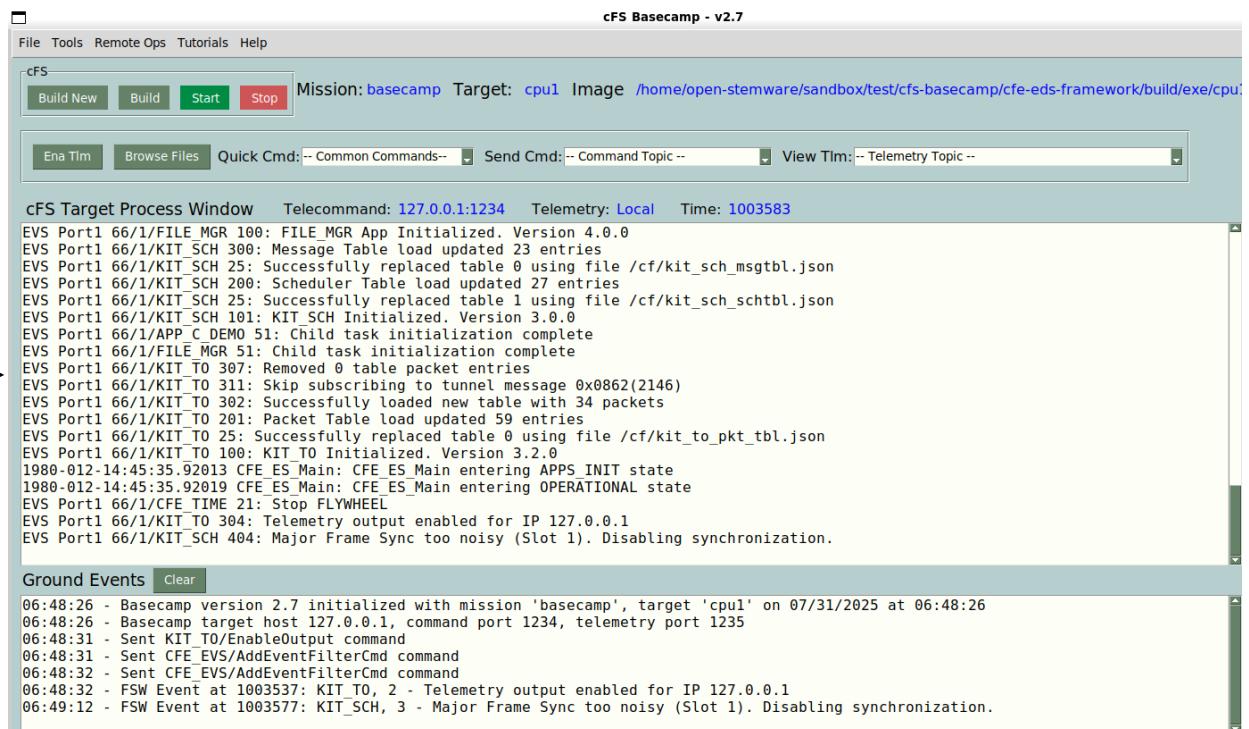
<https://openmissionstack.com/>

cFS target  
runs as a  
Linux Process



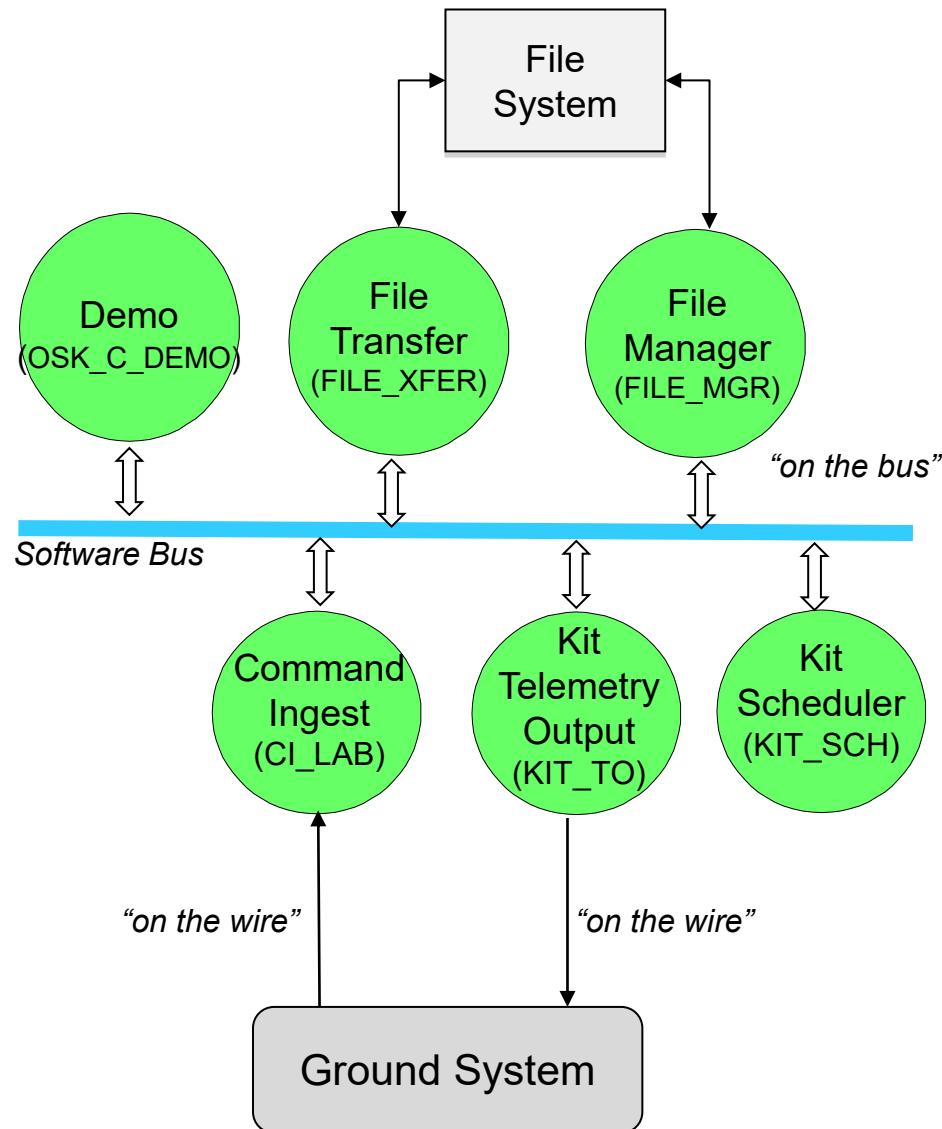
Telecommands  
Telemetry  
Status & Diagnostic  
Messages

## Ground System



Target Monitor  
Display

# Basecamp cFS Target Apps



- **Electronic Data Sheets (EDS) specs define command and telemetry messages**
  - “*on the wire*” → are off card interfaces
  - “*on the bus*” ⇔ are native host definitions
- **Basecamp comes preconfigured with 6 apps**
  - *CI\_LAB* and *KIT\_TO* manage external-to-internal message bus translations
  - *KIT\_SCH* coordinates synchronous application functionality
  - *FILE\_MGR* provides onboard directory and file management services
  - *FILE\_XFER* manage file transfers between flight and ground
  - *APP\_C\_DEMO* is used for educational purposes

# Basecamp Directory Structure

