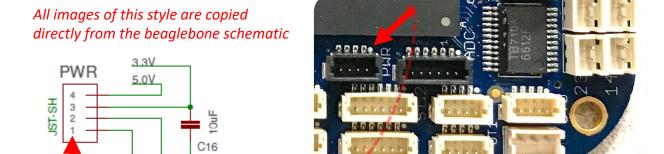
Scuttle robot Wiring Guide (rev 2019.08.27)

Important Info:

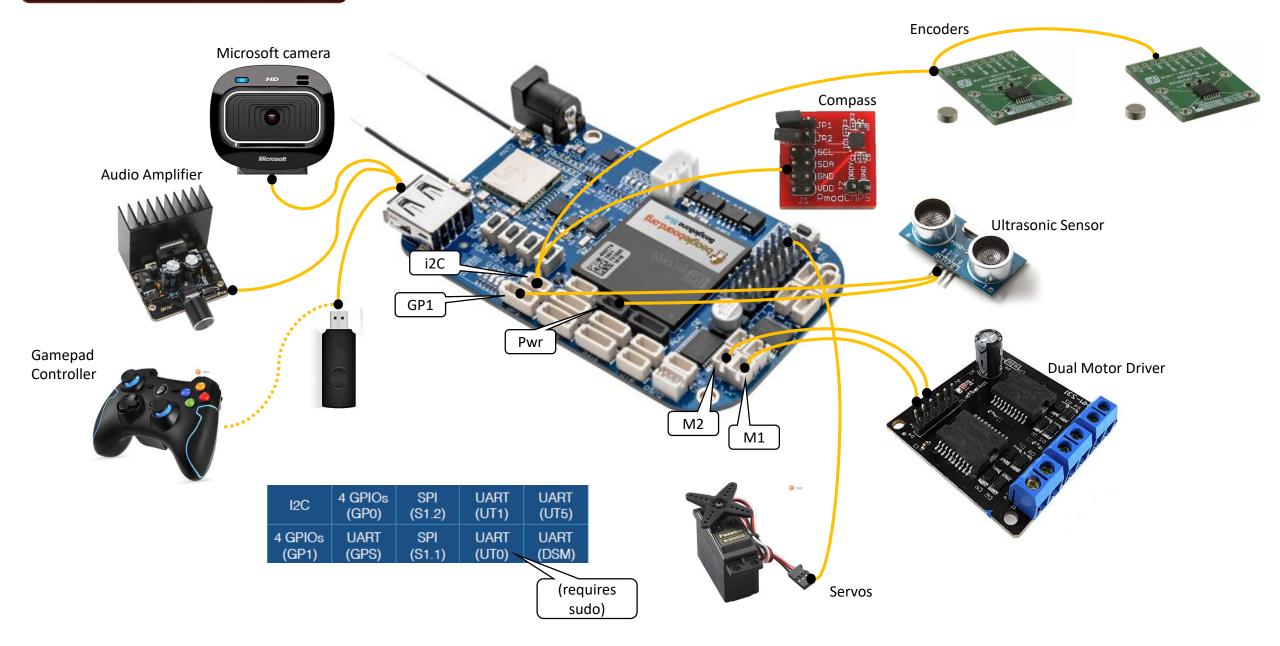
GND GND GND

To match the beaglebone pins to the pin numbers on the diagram: The tiny white circle on the silkscreen at each connector indicates "pin1"

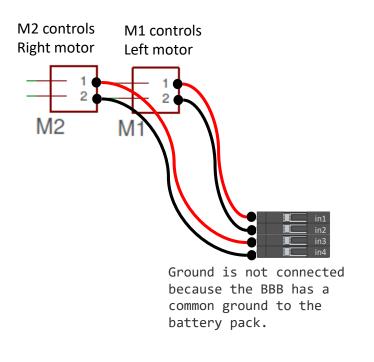




All Sensors & Actuators



BeagleBone to Motor Driver (PWM)



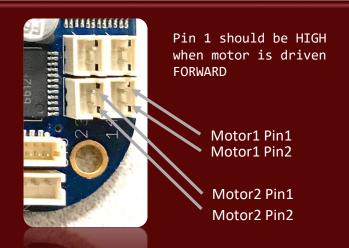
Motor Driver Top View 11111111111 in1 on DuPont connector goes to in1 on driver Power Supply 1111111111 minnin

Motor R drives CW

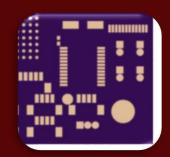
on positive command

Motor L drives CCW

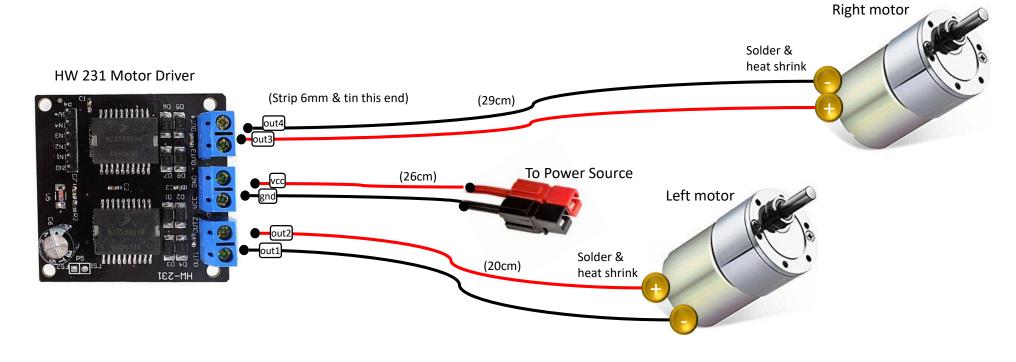
on positive command



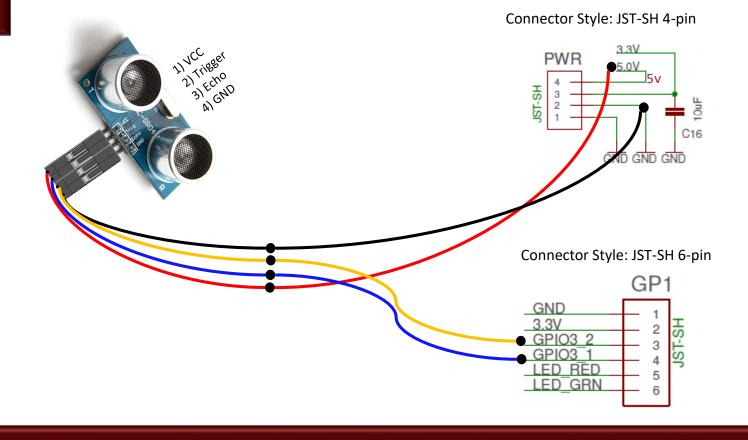
The hardware design convention is pin 1 gets the square solder pad.



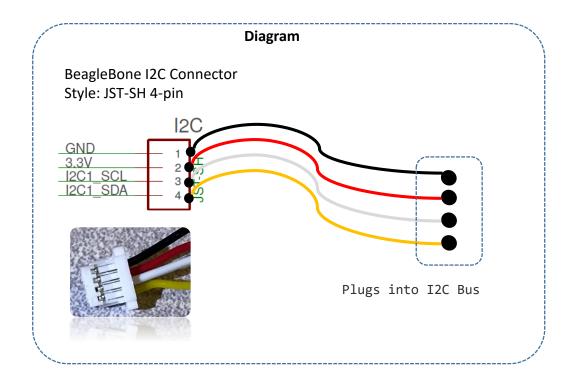
Motor Driver Power Cables (18awg)

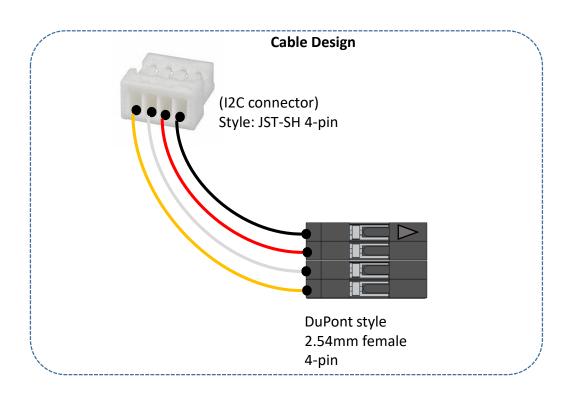


Ultrasonic Distance Sensor (GPIO)

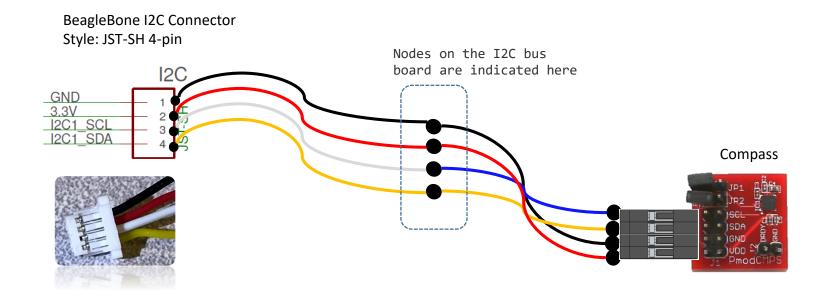


Beaglebone to I2C bus cable





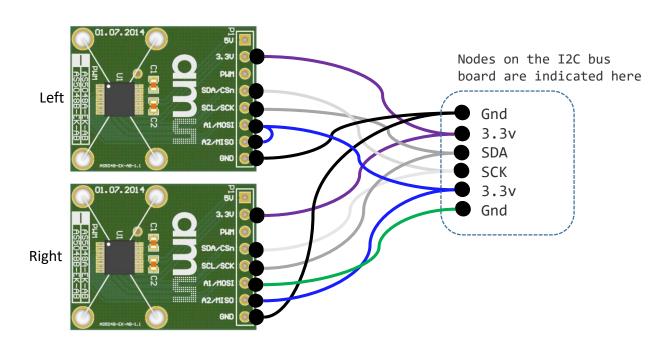
Compass CMPS or CMPS2 (I2C)



Encoder AS5048 (I2C)

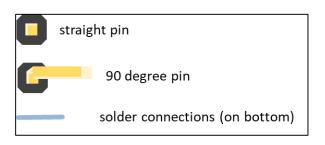
Left Hand Encoder
A1 is pulled **down** to GND
I2C address is 0x40

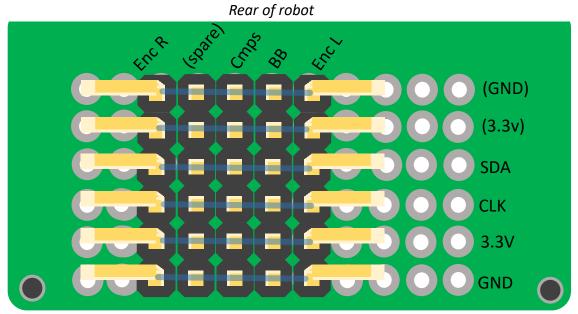
Right Hand Encoder A1 is pulled **up** to 3.3v I2C address is 0x41



12C Bus Board

The board is made from a breadboard and soldered manually. The board can be cut between rows J & K





Screw Hole

Left	Left	Right
A1	0	1
A2	0	0
Addres s	0x40	0x41

On the Left Hand Encoder PCB, bridge the pins A1 and A2 using solder.

Encoder Cables

Encoder ends

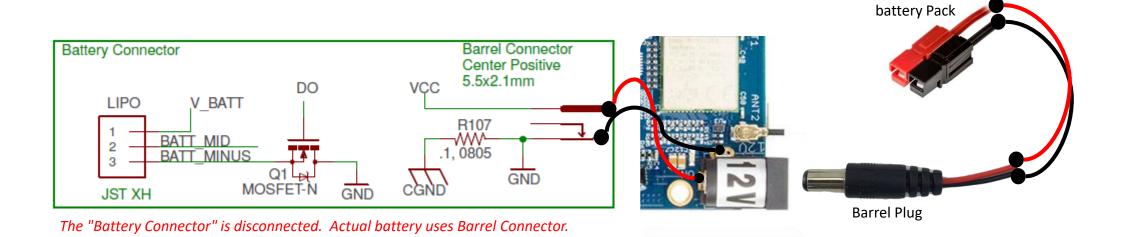
Bus Board Ends (matching)

NC 20cm from tip to tip 3.3v Gnd SCK SDA 3.3v Left Hand SDA SCK A1 GND 3.3v Gnd NC 3.3v NC SCK Right Hand SDA **A2** Α1 GND

Left	Left	Right
A1	0	1
A2	0	0
Addres s	0x40	0x41

On the Left Hand Encoder PCB, bridge the pins A1 and A2 using solder.

Battery



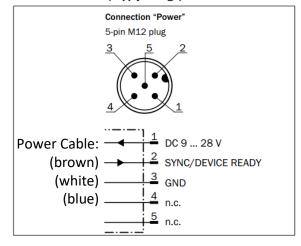
Connects to

LIDAR

Lidar Device SICK TIM 561

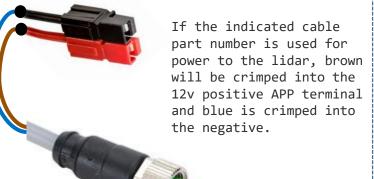


POWER connection (supply voltage)



LIDAR-side connector (male pins)

Power Wire Diagram (plugs into lidar)



Cable: 7000-12241-2150300

Cable-side connector (female pins)

GamePad



```
Button Behavior:
    not pressed: 0
    Pressed: 1
Axis behavior:
    Right returns positive values
    down returns positive values
```

```
# Get Button States
x_button = joystick.get_button( 3 )
l_button = joystick.get_button( 6 )
r_button = joystick.get_button( 7 )

l_joy_x = joystick.get_axis( 0 )
l_joy_y = joystick.get_axis( 1 )
```