

# RaspTankPro — Student Programming Guide

---

This guide explains how to write programs for the robot using the **sandbox environment**. You will use Python and a simple set of commands — no knowledge of hardware or electronics is required.

---

## Table of Contents

1. [Hardware Overview](#)
  2. [Getting Started](#)
  3. [Movement](#)
  4. [Sensors](#)
  5. [Servos and the Arm](#)
  6. [Visual Odometry \(Position Tracking\)](#)
  7. [Example Programs](#)
  8. [Running the Hardware Tests](#)
  9. [Troubleshooting](#)
- 

## 1. Hardware Overview

Component	Description
<b>Drive motors</b>	Two motors (left and right) control movement and turning
<b>Servos</b>	Five servos: camera pan, camera tilt, head tilt, arm, and gripper
<b>Ultrasonic sensor</b>	Measures distance to the nearest obstacle (in metres)
<b>MPU6050</b>	Combined gyroscope and accelerometer (angular velocity + acceleration)
<b>Camera</b>	Raspberry Pi camera, used for the video stream and visual odometry

---

## 2. Getting Started

### Powering on the robot

1. Connect a keyboard, mouse, and monitor to the robot.
2. Turn on the robot. The Raspberry Pi will boot and the desktop will appear.
3. **Thonny IDE** opens automatically with `sandbox.py` loaded — this is your programming environment.

### Writing and running your program

1. Edit the `run()` function inside `sandbox.py`. Everything inside `run()` is your program.
2. Press **F5** (or click the Run button in Thonny) to execute your program.
  - The web control server is stopped automatically when you press Run.
  - The robot's hardware is now exclusively available to your program.
3. Press the **Stop button** (or **F2**) at any time to stop the robot safely.
4. To reboot to the web server (demo mode), restart the robot.

## Emergency stop

If the robot runs away or behaves unexpectedly and you cannot reach Thonny:

- Double-click the **EMERGENCY STOP** icon on the desktop.
- This immediately kills your running program and stops the motors.

---

## 3. Movement

All movement functions accept a **speed** (0–100) and an optional **duration** in seconds. If **duration** is omitted, the robot keeps moving until you call **robot.stop()**.

```
robot.forward(speed=50, duration=2.0) # Move forward for 2 seconds at half speed
robot.backward(speed=50, duration=1.0) # Move backward for 1 second
robot.turn_left(speed=50, duration=0.5) # Pivot left (right wheel drives, left
stops)
robot.turn_right(speed=50, duration=0.5) # Pivot right (left wheel drives, right
stops)
robot.spin_left(speed=40, duration=1.0) # Spin in place counter-clockwise
robot.spin_right(speed=40, duration=1.0) # Spin in place clockwise
robot.stop() # Stop immediately
robot.wait(1.5) # Pause for 1.5 seconds (robot stays
still)
```

### Function reference

**robot.forward(speed=50, duration=None)**

Move forward.

- **speed** — motor power, 0–100 (default 50)
- **duration** — seconds to move; if **None**, moves until **stop()** is called

**robot.backward(speed=50, duration=None)**

Move backward. Same parameters as **forward**.

**robot.turn\_left(speed=50, duration=None)**

Pivot left. The right wheel drives forward; the left wheel stops.

**robot.turn\_right(speed=50, duration=None)**

Pivot right. The left wheel drives forward; the right wheel stops.

**robot.spin\_left(speed=50, duration=None)**

Spin counter-clockwise in place. Both wheels move at the same speed in opposite directions.

`robot.spin_right(speed=50, duration=None)`

Spin clockwise in place.

`robot.stop()`

Stop all motors immediately.

`robot.wait(seconds)`

Pause for the given number of seconds. The robot stays still.

## 4. Sensors

### Distance sensor

```
distance = robot.get_distance()
print(f"Obstacle is {distance:.2f} metres away")
```

`robot.get_distance()` → `float`

Returns the distance (in **metres**) to the nearest obstacle directly in front of the sensor. Values above ~2 m may be inaccurate. Returns 0 if no echo is received.

### Gyroscope

```
gyro = robot.get_gyro()
print(f"Rotation – x: {gyro['x']:.2f} y: {gyro['y']:.2f} z: {gyro['z']:.2f} °/s")
```

`robot.get_gyro()` → `dict`

Returns angular velocity in **degrees per second** as a dictionary with keys 'x', 'y', 'z'.

Axis	Meaning
x	Rolling (tilting side to side)
y	Pitching (tilting forward/backward)
z	Yawing (rotating left/right)

Returns `{'x': 0, 'y': 0, 'z': 0}` if the sensor is not connected.

### Accelerometer

```

accel = robot.get_accel()
print(f"Acceleration - x: {accel['x']:.2f}  y: {accel['y']:.2f}  z:
{accel['z']:.2f}  g")

```

**robot.get\_accel()** → dict

Returns linear acceleration in **g** ( $1\text{ g} \approx 9.81\text{ m/s}^2$ ) as a dictionary with keys 'x', 'y', 'z'. When the robot is flat and still, **z**  $\approx 1.0$  (gravity) and **x**  $\approx y \approx 0$ .

Returns {'x': 0, 'y': 0, 'z': 1} if the sensor is not connected.

## 5. Servos and the Arm

All servo functions take a **position** from **-1.0** (one extreme) to **+1.0** (the other extreme), with **0.0** being the centre.

```

robot.set_arm_rotation(-0.5) # Rotate arm halfway to the left
robot.set_arm(0.8)          # Raise arm 80% of the way up
robot.set_hand(0.5)         # Raise hand halfway up
robot.set_gripper(-1.0)     # Close gripper fully
robot.set_gripper(1.0)      # Open gripper fully
robot.set_camera_tilt(1.0)  # Tilt camera fully up
robot.reset_servos()        # Return all servos to centre

```

### Function reference

**robot.set\_arm\_rotation(position)**

Rotate the arm left or right (turret rotation).

- **-1.0** = full left, **0.0** = centre, **+1.0** = full right

**robot.set\_arm(position)**

Move the arm joint up or down.

- **-1.0** = fully down, **0.0** = centre, **+1.0** = fully up

**robot.set\_hand(position)**

Move the hand (wrist/forearm) up or down.

- **-1.0** = fully down, **0.0** = centre, **+1.0** = fully up

**robot.set\_gripper(position)**

Open or close the gripper.

- `-1.0` = fully closed, `0.0` = centre, `+1.0` = fully open

`robot.set_camera_tilt(position)`

Tilt the camera up or down.

- `-1.0` = full down, `0.0` = centre, `+1.0` = full up

`robot.reset_servos()`

Move all servos back to their centre position (position `0.0`).

## 6. Visual Odometry (Position Tracking)

Visual odometry estimates the robot's position by analysing movement between consecutive camera frames. It uses **FAST feature detection** and **Lucas-Kanade optical flow** to track how the scene shifts from frame to frame, then calculates the camera's 3D translation.

Important limitations

**Monocular scale ambiguity:** A single camera cannot determine real-world distances without an external reference. The x, y, z values returned by `get_position()` are in **relative units**, not metres. The scale depends on `absolute_scale` (default 1.0). If you need real-world distances, you need to calibrate this value against a known distance.

**Drift:** Visual odometry accumulates small errors over time. Long paths will show drift from the true position.

**Camera conflict:** The web control server also uses the camera. `start_odometry()` requires the server to be stopped first — this happens automatically when you press F5 in Thonny.

Usage

```
# Start tracking position
robot.start_odometry()

# ... move the robot ...
robot.forward(speed=40, duration=3.0)

# Read current position (x, y, z in relative units)
x, y, z = robot.get_position()
print(f"Position: x={x:.2f} y={y:.2f} z={z:.2f}")

# Reset origin to current position
robot.reset_position()

# Stop tracking when done
robot.stop_odometry()
```

## Function reference

`robot.start_odometry(focal_length=537.0, pp=(320.0, 240.0), scale=1.0)`

Start position tracking in the background.

- `focal_length` — camera focal length in pixels (default 537.0 for the Pi camera at 640×480)
- `pp` — optical centre (cx, cy) in pixels (default (320.0, 240.0))
- `scale` — scale factor applied to each translation step (default 1.0)

Raises `RuntimeError` if the camera cannot be opened.

`robot.get_position()` → (x, y, z)

Return the latest position estimate as a tuple of three floats. The origin is the robot's position when `start_odometry()` was called (or `reset_position()`). Raises `RuntimeError` if `start_odometry()` has not been called.

`robot.reset_position()`

Reset the current position to (0, 0, 0). Raises `RuntimeError` if `start_odometry()` has not been called.

`robot.stop_odometry()`

Stop position tracking and release the camera.

---

## 7. Example Programs

### Example 1 — Move forward and stop before an obstacle

```
def run():
    SAFE_DISTANCE = 0.30 # metres

    robot.forward(speed=40) # Start moving (no duration – keep going)

    while True:
        distance = robot.get_distance()
        print(f"Distance: {distance:.2f} m")

        if distance < SAFE_DISTANCE:
            robot.stop()
            print("Obstacle detected! Stopped.")
            break

    robot.wait(0.05) # Small delay between readings
```

## Example 2 — Arm rotation sweep with distance readings

```
def run():
    print("Scanning...")
    positions = [-1.0, -0.5, 0.0, 0.5, 1.0]

    for pos in positions:
        robot.set_arm_rotation(pos)
        robot.wait(0.5) # Wait for servo to settle
        distance = robot.get_distance()
        angle_label = f"{int(pos * 90):+d}°"
        print(f"  {angle_label}: {distance:.2f} m")

    robot.reset_servos()
    print("Scan complete.")
```

## Example 3 — Log sensor data to a file

```
def run():
    import csv
    import time

    LOG_FILE = '/home/pi/sensor_log.csv'
    DURATION = 10.0 # seconds

    print(f"Logging sensors for {DURATION} s → {LOG_FILE}")

    with open(LOG_FILE, 'w', newline='') as f:
        writer = csv.writer(f)
        writer.writerow(['time_s', 'distance_m',
                        'gyro_x', 'gyro_y', 'gyro_z',
                        'accel_x', 'accel_y', 'accel_z'])

    start = time.time()
    while time.time() - start < DURATION:
        t = time.time() - start
        dist = robot.get_distance()
        gyro = robot.get_gyro()
        accel = robot.get_accel()

        writer.writerow([
            round(t, 3), dist,
            gyro['x'], gyro['y'], gyro['z'],
            accel['x'], accel['y'], accel['z'],
        ])
        print(f"t={t:.1f}s  dist={dist:.2f}m  "
              f"gyro_z={gyro['z']:.2f}")
        time.sleep(0.1)
```

```
print("Done. Open the CSV file in a spreadsheet to analyse the data.")
```

---

## 8. Running the Hardware Tests

To verify that all hardware is working correctly:

```
# In sandbox.py, replace the contents of run() with:  
from robot_test import run_all_tests  
  
def run():  
    run_all_tests(robot)
```

The test script will check each component in sequence and print [ PASS ] or [ FAIL ] for each one. The full test takes about 30 seconds and physically moves the robot, so make sure there is space around it.

---

## 9. Troubleshooting

"Cannot open camera" when calling `start_odometry()`

The camera is in use by another process (usually the web server). Make sure you ran the program through Thonny (F5), which stops the server automatically before starting your code.

I2C / sensor errors at startup

The MPU6050 gyro/accelerometer communicates over I2C. If it fails to initialise, `get_gyro()` and `get_accel()` return zero values instead of crashing. Check that the sensor is connected and that I2C is enabled (`sudo raspi-config` → Interface Options → I2C).

Servos do not move

The servo controller uses I2C (same bus as the gyro). Check the wiring and that I2C is enabled. If only some servos fail, there may be a PWM channel wiring issue.

Robot does not stop when F2 is pressed

Thonny sends SIGTERM to the running script. `sandbox.py` catches this signal and calls `robot.cleanup()`, which stops the motors. If the robot still moves, use the **EMERGENCY STOP** desktop shortcut.

GPIO warnings at startup

Raspberry Pi GPIO may print `RuntimeWarning: This channel is already in use`. This is harmless — it means the GPIO was not released cleanly by a previous run. The robot will still work correctly.

Motors spin but robot does not move straight



The two motors may have slightly different efficiencies. Use a higher `speed` value or adjust the `radius` parameter via `move.move()` directly for fine-tuned control (advanced use).