

Goat 350 kg

Communication document

Serial port	JSON FROM ROS TO EMB	JSON FROM EMB TO ROS	Details
ULTRASONIC		<code>{"u"[1,2,1,2,1,2,1,2],"emg":true,"bumper":false,"manual_switch_status":true,"pause_switch_status":true}</code>	Ultrasonic data continuous streaming.
ULTRASONIC	<code>{"ota":1}</code>	<code>{"ota":true}</code>	1 - Sensor Main Board 2 - Ultrasonic Board 3 - Cliff Board
LIGHT	<code>{"status":"Alive?"}</code>	<code>{"status":true}</code>	Board Alive status
LIGHT	<code>{"data_fetch":"battery"}</code>	<code>{"battery":2048,"charging_status":1098,"power_switch_status":true,"safety_relay_status":true,"execute_switch_status":true}</code>	If the sensor is available, sensor data is available here.
LIGHT	<code>{"execute_reset_switch":false}</code>	<code>{"execute_reset_switch":true}</code>	Execute switch reset for screen change
LIGHT	<code>{"power_fullshutdown":true}</code>	<code>{"power_fullshutdown":true}</code>	After 5 second full shutdown
LIGHT	<code>{"soft_emg": true/false}</code>	<code>{"soft_emg": true}</code>	Emergency relay
LIGHT	<code>{"buzzer":true/false}</code>	<code>{"buzzer":true}</code>	Buzzer turn on and off

LIGHT	<code>{"motor_shutdown":true/false}</code>	<code>{"motor_shutdown":true}</code>	Motor contractor turn on and turn off
LIGHT	<code>{"board_no":1,"port_no":1,"mode_no": 1,"colour1": [255, 0, 100],"colour2": [255,0,100],"no_of_led": 50,"speed": 500,"f_back": 10}</code>	<code>{"board_no":1,"port_no": 1,"mode_no": 1,"colour1": [255, 0, 100],"colour2": [255,0,100],"no_of_led":50,"r_speed":10,"f_back": 10,"response": true}</code> If the RGB Board 1 is not alive <code>{"Data_send":false,"Board":"rgb_down"}</code> If the RGB Board 2 is not alive <code>{"Data_send":false,"Board":"rgb_up"}</code>	Board No : 1 - RGB Board 1 2 - RGB Board 2 5 - Indicator light Port no : 1-4 (4 Individual port LED) Mode No: 1 - Blink ON - with colour 1 and colour 2 with interval in speed param (In millisecond). 2 - Blink OFF - with colour 1. 3 - Fade IN - with colour 1 with interval in speed param(In millisecond). 4 - Fade OUT - with colour1 with interval in speed param(In millisecond). 5 - Fade Loop - Fade IN with colour 1 and Fade Out with colour 2 with the interval in speed param(In millisecond). 6 - Round Loop - Round Loop with speed(In millisecond). 7 - Split Light - Splits half and round with colour 1 and balance half with colour 2 with the interval in speed param(In millisecond).

LIGHT	{"docking": "Alive?"}	{ "docking": true} If the docking is not alive { "docking": false, "reason": "docker_dead" }	Docking Alive req
LIGHT	{"docking": "dock"}	{ "docking": true}	Docking start command.
LIGHT		After checking voltage from docking station, { "docking": "predocking"} If Voltage is not available means, { "docking": "fail", "reason": "docker"} If Voltage not received in a Robot, { "docking": "fail", "reason": "robot"} If all the cases passes, { "docking": "succes" }	After pre docking is successful,the actuator rises up. After voltage fail in robot ,the actuator goes down
LIGHT	{"docking": "undock"}	{ "undocking":true}	Docking start command.
LIGHT		{ "undocking": "success" }	If the actuator is available it will send a reply after the actuator goes down.
LIGHT	{"docking": "actuator_on"}	{ "actuator_on":true}	Actuator rises
LIGHT	{"docking": "actuator_off"}	{ "actuator_off":true}	Actuator goes down
LIGHT	{"docking": "docker_relayon" }	{ "docker_relayon":true}	Turn on relay in docking Station and robot
LIGHT	{"docking": "docker_relayoff" }	{ "docker_realyoff":true}	Turn off relay in docking Station and robot
LIGHT	{"handshake":false/true}	{ "handshake":true}	False - Handshake False True - Handshake True

LIGHT	{"ota":4}	{"ota":true}	4 - Application main board 5 - Docking Board 6 - Application Board 7 - RGB1 8 - RGB2
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