Korsel ATTiny2313

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Here are the data structures with brief descriptions:	
V24Command (Command struct consisting of header and data)	5

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# **File Index**

### 2.1 File List

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commands.h	1

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### **Data Structure Documentation**

#### 3.1 V24Command Struct Reference

Command struct consisting of header and data.

#### **Data Fields**

- unsigned char command
- char data

#### 3.1.1 Detailed Description

Command struct consisting of header and data.

#### 3.1.2 Field Documentation

#### 3.1.2.1 unsigned char V24Command::command

#### 3.1.2.2 char V24Command::data

The documentation for this struct was generated from the following file:

• /home/steffen/Dropbox/Bachelorarbeit/Programmierung/Korsel\_attiny2313/src/Korsel\_BT.c

### **File Documentation**

4.1 /home/steffen/Dropbox/Bachelorarbeit/Programmierung/Korsel\_-attiny2313/src/Korsel\_BT.c File Reference

```
#include <avr/io.h>
#include <avr/interrupt.h>
#include "v24_commands.h"
#include <util/delay.h>
```

#### **Data Structures**

• struct V24Command

Command struct consisting of header and data.

#### **Defines**

```
• #define F_CPU 4000000UL 
Define CPU frequency.
```

• #define USART\_BAUD\_RATE 9600 Debug Mode.

• #define V24\_UBRR (F\_CPU/(USART\_BAUD\_RATE\*8L)-1)

Calculate and define UBRR.

- #define PWM\_motor\_left OCR1A
- #define PWM\_motor\_right OCR1B
- #define motor\_right\_direction PB1
- #define motor\_left\_direction PB2
- #define RXD PD0
- #define TXD PD1
- #define photo\_sensor PD2

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- #define button\_top PD3
- #define button\_left PD4
- #define button\_right PD5
- #define button\_middle PD6

#### **Typedefs**

• typedef struct V24Command V24COMMAND

Command struct consisting of header and data.

#### **Functions**

```
• void init_io (void)

initialize IO ports
```

```
• void delay (void)

delay of 100 ms
```

• void pwm (void)

Initialize motor outputs as PWM (pulse width modulation).

• void setup\_interrupt (void)

Initialize interrupts.

• void USART\_Init ()

Initialize USART for serial communication.

• void USART\_Transmit (unsigned char data)

Transmit a char on USART.

• void USART\_Transmit\_Command (V24COMMAND \*command)

Transmit a package consisting of a header and a value on USART.

• void Stop\_Motor ()

If a contact button is pressed this method is called Resets motor speed to 0 and sends a "button pressed" command.

• ISR (INT0\_vect)

ISR for photo sensor.

• ISR (USART\_RX\_vect)

ISR for USART receive.

• int main (void)

Main function.

#### **Variables**

- bool LEFT\_MOTOR\_SPEED\_FORWARD\_headerDetected = false

  true if last package received was the protocol header LEFT\_MOTOR\_SPEED\_FORWARD
- bool LEFT\_MOTOR\_SPEED\_BACKWARD\_headerDetected = false
   true if last package received was the protocol header LEFT\_MOTOR\_SPEED\_BACKWARD
- bool RIGHT\_MOTOR\_SPEED\_FORWARD\_headerDetected = false
   true if last package received was the protocol header RIGHT\_MOTOR\_SPEED\_FORWARD
- bool RIGHT\_MOTOR\_SPEED\_BACKWARD\_headerDetected = false
   true if last package received was the protocol header RIGHT\_MOTOR\_SPEED\_BACKWARD

#### **4.1.1** Define Documentation

- 4.1.1.1 #define button\_left PD4
- 4.1.1.2 #define button middle PD6
- 4.1.1.3 #define button\_right PD5
- 4.1.1.4 #define button\_top PD3
- 4.1.1.5 #define F\_CPU 4000000UL

Define CPU frequency.

- 4.1.1.6 #define motor\_left\_direction PB2
- 4.1.1.7 #define motor\_right\_direction PB1
- 4.1.1.8 #define photo\_sensor PD2
- 4.1.1.9 #define PWM\_motor\_left OCR1A
- 4.1.1.10 #define PWM\_motor\_right OCR1B
- 4.1.1.11 #define RXD PD0
- 4.1.1.12 #define TXD PD1
- 4.1.1.13 #define USART\_BAUD\_RATE 9600

Debug Mode.

#### $\textbf{4.1.1.14} \quad \text{\#define V24\_UBRR (F\_CPU/(USART\_BAUD\_RATE*8L)-1)}$

Calculate and define UBRR.

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#### 4.1.2 Typedef Documentation

#### 4.1.2.1 typedef struct V24Command V24COMMAND

Command struct consisting of header and data.

#### **4.1.3** Function Documentation

#### 4.1.3.1 void delay ( void )

delay of 100 ms

#### **4.1.3.2 void init\_io** ( **void** )

initialize IO ports

#### 4.1.3.3 ISR ( INT0\_vect )

ISR for photo sensor.

this ISR is called if the photo sensor state changes from white to black or from black to white

#### 4.1.3.4 ISR ( USART\_RX\_vect )

ISR for USART receive.

A command consists of two chars. The first one ist the header and the second one the speed value. The first time the ISR is called the char is read from the UDR. If a header was detected the headerDetected Flag is set. The next time the ISR is called the char read from UDR is a value for motor speed.

#### **4.1.3.5** int main (void)

Main function.

Initializations and main loop

#### **4.1.3.6 void pwm (void )**

Initialize motor outputs as PWM (pulse width modulation).

#### 4.1.3.7 void setup\_interrupt (void)

Initialize interrupts.

#### **4.1.3.8 void Stop\_Motor** ( )

If a contact button is pressed this method is called Resets motor speed to 0 and sends a "button pressed" command.

#### **4.1.3.9 void USART\_Init** ( )

Initialize USART for serial communication.

no parity, 1 stop bit, char size 8

#### 4.1.3.10 void USART\_Transmit ( unsigned char data )

Transmit a char on USART.

#### 4.1.3.11 void USART\_Transmit\_Command ( V24COMMAND \* command )

Transmit a package consisting of a header and a value on USART.

#### **4.1.4** Variable Documentation

#### 4.1.4.1 bool LEFT\_MOTOR\_SPEED\_BACKWARD\_headerDetected = false

true if last package received was the protocol header LEFT\_MOTOR\_SPEED\_BACKWARD

#### 4.1.4.2 bool LEFT\_MOTOR\_SPEED\_FORWARD\_headerDetected = false

true if last package received was the protocol header LEFT\_MOTOR\_SPEED\_FORWARD

#### 4.1.4.3 bool RIGHT\_MOTOR\_SPEED\_BACKWARD\_headerDetected = false

true if last package received was the protocol header RIGHT\_MOTOR\_SPEED\_BACKWARD

#### 4.1.4.4 bool RIGHT\_MOTOR\_SPEED\_FORWARD\_headerDetected = false

true if last package received was the protocol header RIGHT\_MOTOR\_SPEED\_FORWARD

# 4.2 /home/steffen/Dropbox/Bachelorarbeit/Programmierung/Korsel\_attiny2313/src/v24\_commands.h File Reference

#### **Defines**

- #define LEFT\_MOTOR\_SPEED\_FORWARD 0x01
- #define LEFT\_MOTOR\_SPEED\_BACKWARD 0x11
- #define RIGHT\_MOTOR\_SPEED\_FORWARD 0x02
- #define RIGHT\_MOTOR\_SPEED\_BACKWARD 0x12
- #define PHOTO\_SENSOR 0x22
- #define BUTTON\_PRESSED 0x33
- #define TOP\_BUTTON\_PRESSED 0x03
- #define LEFT\_BUTTON\_PRESSED 0x04
- #define RIGHT BUTTON PRESSED 0x05
- #define FRONT BUTTON PRESSED 0x06

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- **4.2.1** Define Documentation
- 4.2.1.1 #define BUTTON\_PRESSED 0x33
- 4.2.1.2 #define FRONT\_BUTTON\_PRESSED 0x06
- 4.2.1.3 #define LEFT\_BUTTON\_PRESSED 0x04
- 4.2.1.4 #define LEFT\_MOTOR\_SPEED\_BACKWARD 0x11
- 4.2.1.5 #define LEFT\_MOTOR\_SPEED\_FORWARD 0x01
- 4.2.1.6 #define PHOTO\_SENSOR 0x22
- 4.2.1.7 #define RIGHT\_BUTTON\_PRESSED 0x05
- 4.2.1.8 #define RIGHT\_MOTOR\_SPEED\_BACKWARD 0x12
- 4.2.1.9 #define RIGHT\_MOTOR\_SPEED\_FORWARD 0x02
- 4.2.1.10 #define TOP\_BUTTON\_PRESSED 0x03

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