

Raspberry Pi + Ar.Drone 2

With some external controls



The components

Raspberry Pi 3 Model B

Wireless Keyboard (from kano kit, <https://kano.me>)

Raspberry Pi 7in Capacitive Touch Screen

DesignSpark Raspberry Pi LCD Touch Screen Case

Breadboard, 40 pin GPIO cable and T-Cobbler

Shed load of jumper wires and 3/5-pin anti reverse cables

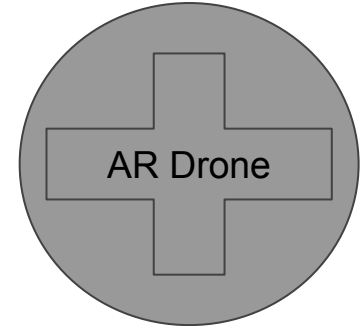
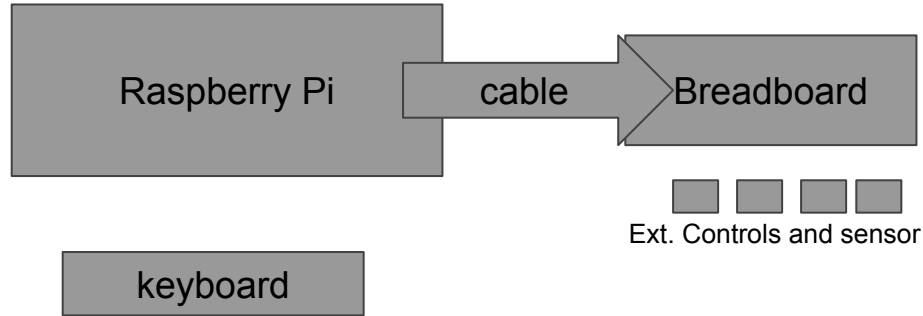
LCD 1602 Module, Ultrasonic sensor, Joystick (PS2) controller + AD/DA converter

Parrot AR Drone 2.0



Component layout !

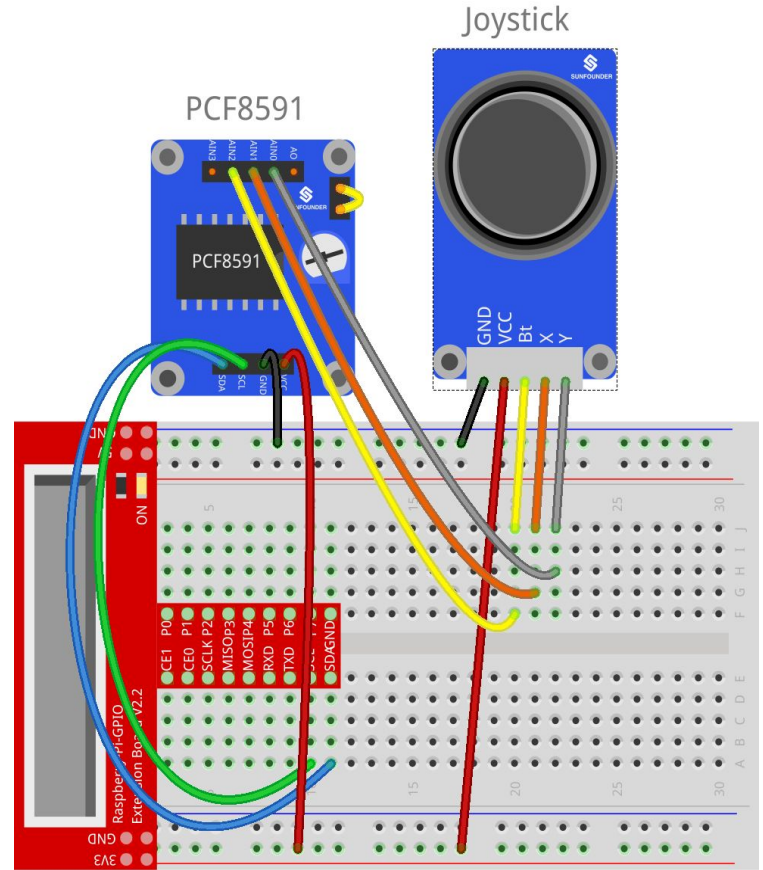
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The Controls

1. Joystick PS2 Controller

Move up once to take off once drone is taken off **up** will move drone up, pushing down drone goes down etc. Press in and drone Will land



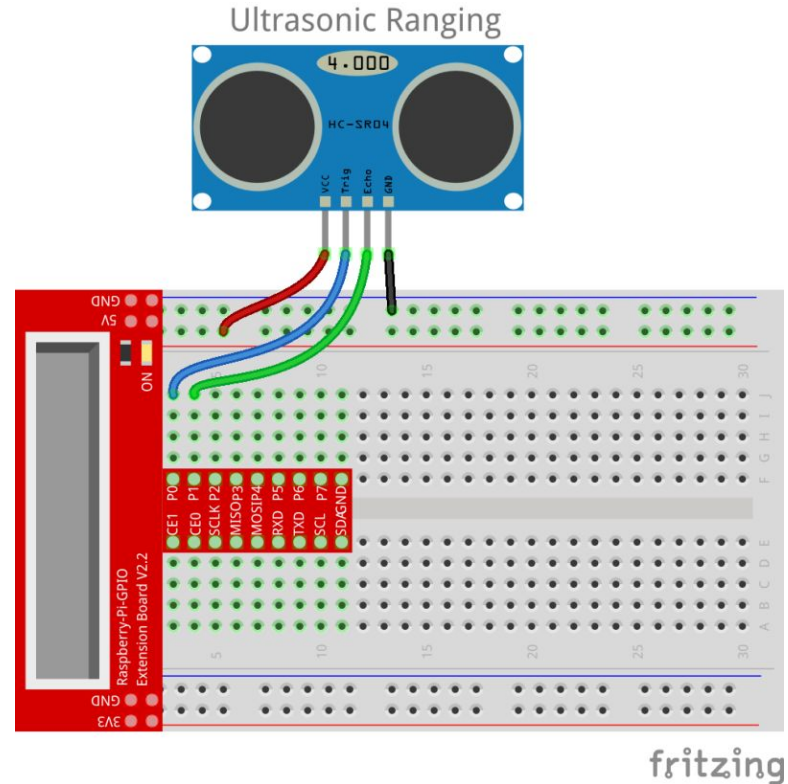
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The Controls cont...

2. Ultrasonic Sensor

This sensor can read distance between it and an object (your hand). Moving your hand up over it will move the drone up and down will bring the drone down (hopefully)



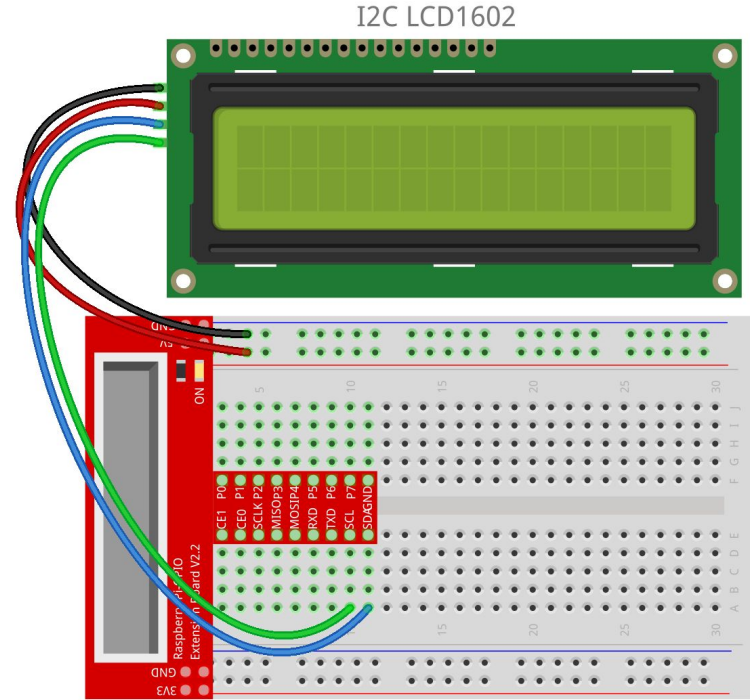
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The Controls end...

3. LCD1602

This is used to show what is going on, direction of drone, height, battery levels etc etc

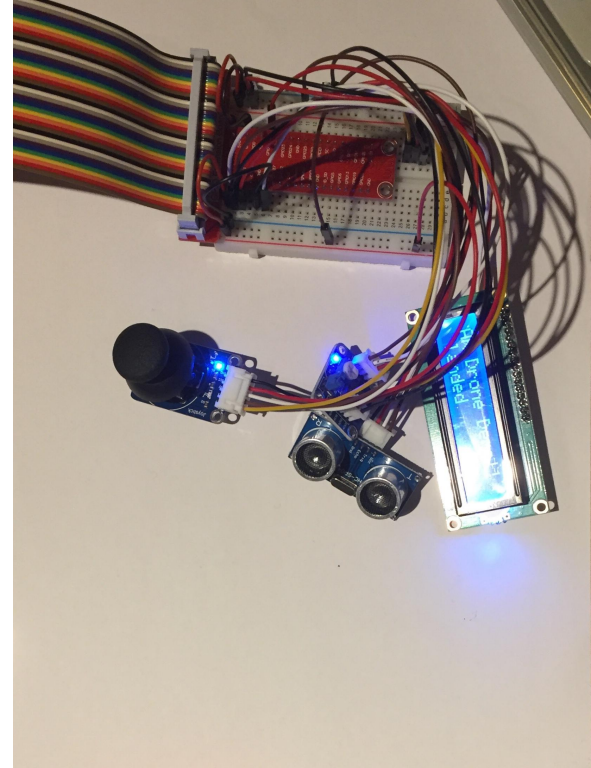


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All together now...

The demo merges each of the above controls into one system to control the drone. Code was added to output drone direction to the LCD, cripple the drones height and auto land when it goes too high. The sun founder sensor kit comes with a lot more sensors, so hopefully this gives you a flavour of what can be hacked together.



The Code

The demo code is written in Python, I used some of the sample code from the Sun Founder examples and merged with my own to control the drone using Python-ardrone library.

```
while running:
    try:
        d = direction()
        if flying:
            dis = distance()

        if d == 'home':
            if flying:
                drone.hover()
                status = d
            elif d == 'pressed':
                flying = False
                running = False
            elif d == 'up':
                if flying == False:
                    flying = True
                    drone.takeoff()

            if flying:
                drone.move_up()
                dis = 0
            elif d == 'down':
                drone.move_down()
                dis = 0
            elif d == 'left':
                drone.move_left()
            elif d == 'right':
                drone.move_right()
        else:
            print drone.navdata.get(0, dict()).get("battery", 0)

        if flying and dis > 0 and dis <= MAX_HAND_DISTANCE and current_dist > 0 and current_dist <= MAX_HAND_DISTANCE:
            if dis <= MAX_HAND_DISTANCE:
                if dis > current_dist:
                    alt = drone.navdata.get(0, dict()).get("altitude", 0)
                    print 'drone up', dis, current_dist, alt
                    drone.move_up()
                    showDirect('up %d %d' % (dis, alt))
                elif dis < current_dist:
                    alt = drone.navdata.get(0, dict()).get("altitude", 0)
                    print 'drone down', dis, current_dist, alt
                    drone.move_down()
                    showDirect('down %d %d' % (dis, alt))

            if status != '' and status != d:
                showDirect(d)
                status = d
                current_dist = dis

            if flying:
                alt = drone.navdata.get(0, dict()).get("altitude", 0)
                vx = drone.navdata.get(0, dict()).get("vx", 0)
                vy = drone.navdata.get(0, dict()).get("vy", 0)

            if alt > MAX_HEIGHT:
                drone.land()
                flying = False
                running = False

            if drone.navdata.get(0, dict()).get("battery", 0) < 20:
                drone.land()
                print "Battery too low landin, Please change %d" % (battery_level)
                running = False
                time.sleep(0.2)
        except:
            pass

    print "Shutting down..."
    print "Battery ", drone.navdata.get(0, dict()).get("battery", 0)
    drone.land()
    drone.halt()
    GPIO.cleanup()
    showDirect('landed')
    print "Ok."
```



If we just had a bit more time :)

We got a lot done, more than I had expected in fact, but there are some nice to haves that could have been added.

Controlling the drone with your voice, face recognition and more using the drones camera, predefined flight path, WiFi demo of hacking into the drone, cripple the space the drone can operate in, connect more sensors (breadboard is pretty packed however) etc etc etc....



Resources

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Sunfounder sensor kit <https://www.sunfounder.com/starterkit/arduino/sensor-kit-v2-0.html>

Raspberry Pi <http://ie.rs-online.com/web/p/processor-microcontroller-development-kits/1259525/?sra=pmpn>

ArDrone <https://www.parrot.com/fr/drones/parrot-ardrone-20-elite-edition#parrot-ardrone-20-elite-edition>

Ar Drone lib. <https://github.com/venthur/python-ardrone>

I will put the full demo up on Github if anyone wants to try it for themselves or come chat with us during the day for more info. Check the coderdojo website in the coming days/ weeks :)

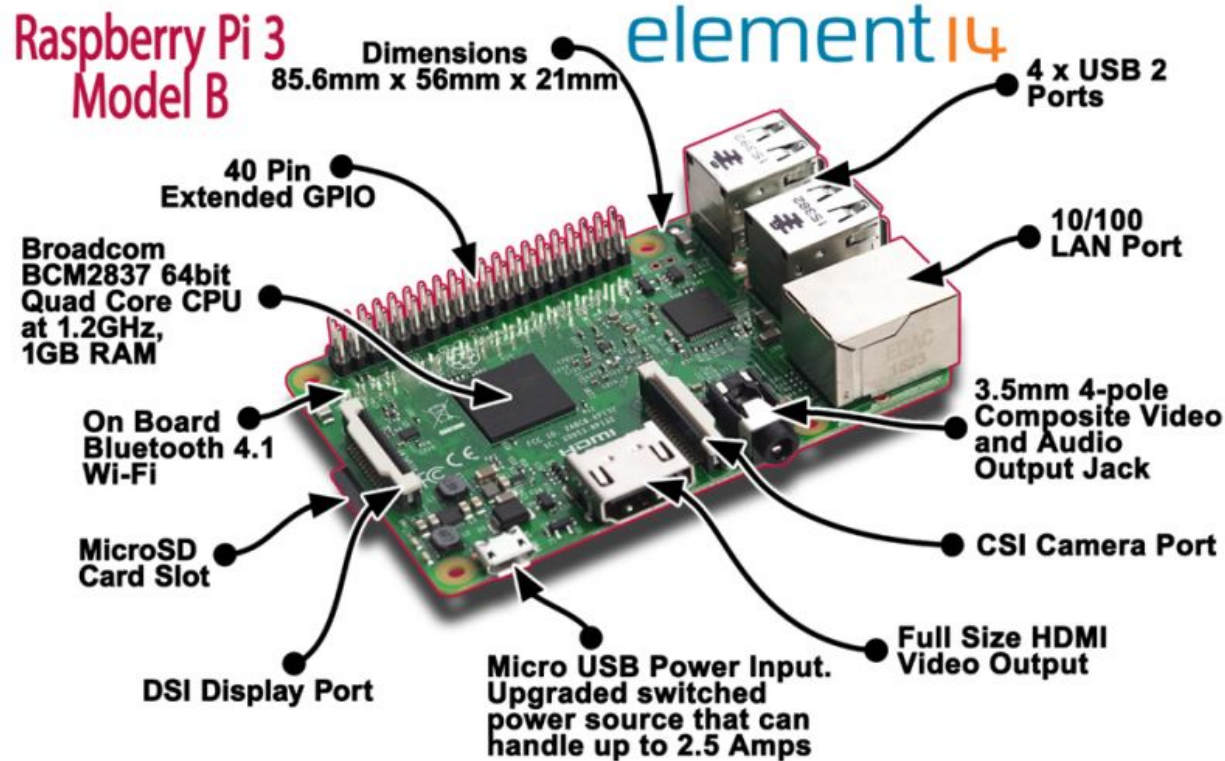


Sunfounder Sensor Kit

- 1 Dual-Color LED
- 2 RGB LED Module
- 3 7-Color Auto-flash LED
- 4 Relay Module
- 5 Laser Emitter Module
- 6 Button Module
- 7 Tilt-Switch Module
- 9 IR Receiver Module
- 10 Buzzer Module
- 11 Reed Switch
- 12 Photo-interrupter
- 13 PCF8591
- 14 Rain Detection Module
- 15 Joystick PS2
- 16 Potentiometer Module
- 17 Hall Sensor
- 18 Thermistor Module
- 19 Sound Sensor
- 20 Photoresistor Module
- 21 Flame Sensor
- 22 Gas Sensor
- 23 IR Remote control
- 24 Touch Switch
- 25 Ultrasonic Ranging Module
- 26 DS18B20 Temperature Sensor
- 27 Rotary Encoder Module
- 28 Humiture Sensor
- 29 IR Obstacle Avoidance Module
- 30 I2C LCD1602
- 31 Barometer
- 32 MPU6050 Gyro Acceleration Sensor
- 33 RTC DS1302
- 34 Tracking Sensor
- 35 Intelligent Temperature Measurement System



Raspberry Pi 3 Model B



Thank You

