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This repo contains my engineering lab experiment simulations and reports for MWE. Softwares Used: CST Studio Suite 2019, Scilab 6.1.0. MWE is the area of science and technology concerned with the study and application of the properties of electromagnetic oscillations and waves in the frequency range from 300 megahertz (MHz) to 300 gigahertz (GHz).

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Activity

Public repository · Forked from rishabh-panda/Microwave-Engineering

gustavomonente/Microwave-Engineering

This branch is 26 commits ahead of rishabh-panda/Microwave-Engineering:main.

Folders and files

Name Last commit date

Latest commit

gustavomonente

gustavomonente

May 3, 2024

History

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README

Code of conduct

Security

#AT COMMANDS

AT COMMANDS are a great way to connect physical components or sensors to a GSM network.

In this lab we will use an Arduino, a GSM shield, along with the software CoolTerm.

In the second part of the lesson we will connect a button to the Arduino and have pressed button send an SMS.

Here you can view a AT commands Reference Book.

##1. Connect the Arduino to GSM shield:

alt tag

Insert an active SIM card.

##2. Modify the SoftwareSerial.h file. SoftwareSerial.h file has a limited buffer size and this causes SMS messages to be truncated or shortened. In rder to get most if not all the message you have to modify the file.

1. Right click on Arduino Application and click on view contents.

2. Navigate to Arduino/hardware/arduino/avr/libraries/SoftwareSerial/src/SoftwareSerial.h

3. Change "#define \_SS\_MAX\_RX\_BUFF 64" to "#define \_SS\_MAX\_RX\_BUFF 256"

4. Save file.

##3. Upload Arduino\_AT\_Command\_Basic.ino sketch to your Arduino.

This sketch uses software serial to send serial commands from your computer through the Arduino onto the GSM board. Serial communication is the process of sending data one bit at a time, and in this sketch we define the digital pins 6 and 5 for serial communication. Therefore all serial data is sent from these pins instead of digital pins 0 and 1.

##4. CoolTerm Application. Download and install CoolTerm. (http://freeware.the-meiers.org/) CoolTerm is an application that lets you access the serial terminal in order to send and receive information directly.

Go into ‘Options’ and select the serial port. Re-scan to find the Arduino if necessary. Once the port is selected, in the ‘Terminal’ option, change the “Terminal Mode” to “Line Mode” and check the box next to ‘Local Echo’. These setting make communication much easier. Hit ‘OK’.

##5. Connect to GSM Device In CoolTerm hit the ‘Connect’ button. You should then see the message “Device Ready”. This means you have successfully started and connected to the GSM module. To confirm this, type the command ‘AT’. Hit ‘Enter’ and you should receive the response ‘OK’ from the module. You just sent your first AT Command!

Sending an SMS with AT Commands

There are a series of commands which must be executed in order to send an SMS using AT Commands. First the module must be in text mode. Then, you must send the AT+CMGS command with the destination number, 129, body of the message and a return character.

1. AT+CMGF=1 //press "Enter" ///Set the module into text mode

2. AT+CMGS="destination phone number", 129 //press "Enter"

///Note: When sending SMS messages through OpenBSC you do not need to use the 129 code.

3. > "write the body of your text" //Press "Enter"

4. //Press "Ctrl-Z"

Receiving SMS messages

The module must be in text mode. Then you can query the network for all of the messages or a message at a specific index.

AT+CMGF=1 Set the module into text mode

AT+CMGL="ALL" List all text messages that are on the network

AT+CMGR=<index> read an SMS at a specific index

AT+CNMI=2,2,0,0,0 //Sets module to automatically displays message as they arrive.

AT+CNMI=2,1,0,0,0 //Sets module to notify you a new message has arrived.

Deleting SMS messages

Deleting messages is very simple but very important to do as the buffer size of the GSM is not very big. This means that it can only display two or three messages at a time when you use the command AT+CMGL="ALL". By deleting old messages, you will be able to see the newest message.

AT+CMGD=<index> delete an SMS message at a certain index

Notes for using AT Commands

All of these commands work on the Quectel M10 GSM module which is used on the Arduino GSM Shield. If using other GSM modules, consult the data sheet or manual for that specific module. Each company adds and uses different commands which may cause confusion. That being said, there is a list of standard AT Commands which work across all modules. They too can be found online. Below are all most common commands.

AT Check to see if the module is active. Should return 'OK'

AT+CREG? Is the module registered to the network?

AT+COPS? What network is the module registered?

AT+CMGF=1 This puts the module into text mode so messages can be sent/received

AT+CMGS="number",129, <body of message> <hex return character '1A'> Send a text message. When using CoolTerm, enter this command, the use 'Command+T' to bring up another window. This will let you type ASCII and Hex. Type your message, and the add '1A' as Hex. Note: When sending a message through OpenBTS, you do not need to use the 129.

AT+CMGL="ALL" Lists all text messages that are on the device (or network)

AT+CMGR=<index> Read SMS message at index number

AT+QBAND? What band am I on?

AT+CIMI Get the IMSI number from the module

AT+CSQ Check the signal strength

Use a button to send SMS.

alt tag

Upload Arduino\_AT\_Command\_Button.ino and see your button send a message.

Portions of this documentation hwhere previously written by Benedetta Piantella and Kina Smith https://github.com/ITPNYU/TowersOfPower/tree/master/Arduino

Releases

No releases published

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Packages

No packages published

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Languages

C++ 45.5%

C 29.0%

PowerShell 15.5%

Python 5.9%

Scilab 4.1%

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Repository files navigation

README

HAKAN S. ALPAY

hak7alp@gmail.com; (818) 774-0756; www.kimei.ga

EDUCATION

UCLA: Computer Science and Engineering

Will attend September 2017

North Hollywood High School, Highly Gifted Magnet

Graduation date: May 2017

G.P.A. 3.964 (unweighted)

Biotechnology Summer Student Initiative, Fullerton College

Attended a course conducting lab experiments. Practiced techniques involved in creating medicines such as DNA agarose gel electrophoresis, genetic engineering and protein purification. (June 2015)

WORK EXPERIENCE

TheZenith Insurance

Worked in Zenith Connect Mobile App team to develop an app for injured workers to communicate and coordinate with their examiner. Wrote functional documentation, designed icons, and fixed bugs in Android Studio. (Summer 2017)

Southern California Academy of Sciences Research Training Program

Conducted research to determine the differences in aerodynamics between large-scale and small-scale wind turbines. Mentor from UCLA Geography Department. Prepared scientific paper and presentation for professional science conference. (May 2016)

Intern, TY Engineering and Design

Completed revised floorplans to meet dimensions of house and follow layer conventions. (June 2014)

ACCOMPLISHMENTS

Science Olympiad

Senior Year (2016 – 2017 Season)

2nd Place, Robot Arm, Polytechnic Invitational

1st Place, Wind Power, Polytechnic Invitational

Junior Year (2015 – 2016 Season)

2nd Place, Robot Arm, Southern California State

2nd Place, GeoLogic Mapping, Los Angeles Regional

3rd Place, Wind Power, Los Angeles Regional

3rd Place, Robot Arm, Los Angeles Regional

3rd Place, Wind Power, Troy Invitational

1st Place, Robot Arm, Polytechnic Invitational

3rd Place, Wind Power, Polytechnic Invitational

Third Place Winner, Applied Engineering, Los Angeles County Science Fair, March 2013

Fourth Place Winner, Product Science (Physical), California State Science Fair, April 2013

SKILLS

Computer Projects: C# and JavaScript3DS Max, Blender, Maya, Arduino, Autodesk 3DS Max

Game Design: Unity Game Engine, MonoDevelop IDE, Eclipse IDE, Visual Studio IDE, Atom, Node.js

Drafting: AutoCAD, Rhino

Microsoft Office: Word, Excel, Publisher, PowerPoints, OneNote

Programming Languages: C#, JavaScript, Java, SQL, C++

Design: (Computational) Linguistics, Illustration, Graphic Design (GIMP, Inkscape, Photoshop, Illustrator), Web Design, Cinematography (Premiere Pro), Motion Design (Aftereffects)

ACTIVITIES

Assistant Editor-in-Chief, The Magnitude, NHHS HGM Newsletter, September 2013 – June 2017

Online Manager, Outspoken Club, NHHS HGM, August 2015 – June 2017

Team Member, Science Olympiad, NHHS HGM, September 2014 – June 2017

Member, Math Club, NHHS HGM, September 2013 – June 2017

Secretary, American Red Cross Club, NHHS HGM, January – June 2015

Member, Bridge Club, NHHS HGM, January – June 2015

Member of Mu Alpha Theta (Honor Society), September 2015 – June 2017

VOLUNTEER EXPERIENCE

ONEgeneration Adult Daycare and Childcare (Non Profit)

Supervised children, helped teachers in child care, served meals and conducting activities in adult care. (Summer 2015)

Adrin Nazarian for State Assembly

Operated phone bank and participated in Get Out The Vote door-to-door canvassing. (October 2014)

LANGUAGES

Spanish (Hispanic American) (Proficient)

Turkish (Conversation Proficient)

Japanese (Basic Comprehension)

PROJECTS

“Bokeh Bot” Twitterbot

A bot that randomly generates an image containing bokeh (colored circles that appear in around light sources in out-of-focus areas of a photograph) and posts it to Twitter along with a randomly generated name. (December 2016)

Node.js, Heroku, and Processing were used for this project.

Science Olympiad Wind Power Turbine

Constructed a blade assembly within the guidelines of the Science Olympiad event “Wind Power.” The blade assembly is optimized to produce maximum power with minimal weight and moment of inertia. A 3D printer and CAD software such as AutoCAD and Rhino were used to print the blades for this project, but constructed the assemblies and generator from CDs, PVC piping, a motor, and wire. (August 2016 – June 2017)

“Akrobat” Video Game

Created a first person wave defense shooter in one month for the 2016 National STEM Video Game Challenge. The player employs a variety of weapons to survive as long as possible in a closed arena as progressively difficult enemies are spawned at the extents. The game employed a colorful, bright aesthetic with a number of movement options including wall-running to create a punchy experience. The Unity Game Engine, and Microsoft Visual Studio were used for this project. (November 2016)

“The Magnitude” Student-Run Literary Magazine Website

Designed a website for the Highly Gifted Magnet’s literary magazine “The Magnitude” as Online Editor (promoted from Nonfiction editor). Showcases submissions from each publication since the website’s inception in a lucid and comfortable format. (March 2016 – June 2017) themagnitude.weebly.com

“Kimeiga” Portfolio Website

Designed a portfolio website that showcases many video games, videos, languages, logos, brandings, AI bots, and other projects created throughout design career. The website aims to combine interesting works with bright colors and clean design to create a wholesome view of work creations. (May 2015 – Present) www.kimei.ga

Releases

No releases published

Packages

No packages published

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