VIRGINIA TECH.   **Kara Cave <karacave@vt.edu>**

Message for Drew
3 messages

Brandon Thompson <bst13@vt.edu>   Wed, Nov 15, 2017 at 3:25 PM
To: Kara Cave <karacave@vt.edu>

Hi Drew,

   First, thank you again for your help on this project. One of our computer savvy Army friends was able to help us get your code working on HUD today and we were able to see the visual cues and hear the auditory signals. Bryan debugged the code a little which I think Kara will send you.

   While running the software in the lab today we found that we need to expand upon the EventNumbers to allow for visual only signals or auditory only signals. I will try to explain my thought process for what we need.

There are two items that I think your code is reading: 1) EventNumber 2) EventState. We currently have EventNumber set at 1 for left pedestrians and 2 for right pedestrians. EventState is a TRUE/FALSE (1/0) output. Both the 1 and the 0 are sent when the trigger is initiated causing your code to see a change in the state and thus display the signal.

   The issue arises when we need to display a visual signal with no audio or an audio with no visual or no audio and visual. Is it possible to expand the EventNumber to include numbers from 0 (default state) to 9. The table below or attached shows the definitions for each number but as an example, EventNumber = 1 = Visual arrow right, No audio, EventNumber = 3 = Visual arrow right, Stereo audio. The EventNumber = 0 will be used for no HUD cue but we will output an EventState of 1 and 0 to time stamp the machine.

Please let us know if you have any questions.

Brandon

	Event #	Visual is doing:	Auditory is doing:	Description
1	0	Blank	blank	No cues
2	1	Arrow right	Blank	Visual only (right)
3	2	Arrow left	Blank	Visual only (left)
4	3	Arrow right	Stereo	Visual (right) + stereo
5	4	Arrow left	Stereo	Visual (left) + stereo
6	5	Arrow right	Right audio	Visual (right) + Audio (right)
7	6	Arrow left	Left audio	Visual (left) + audio (left)
8	7	Blank	Stereo	Stereo only
9	8	Blank	Right audio	Audio (right) only

| 10 | 9 | Blank | Left audio | Audio (left) only |

Kara Cave <karacave@vt.edu>   Wed, Nov 15, 2017 at 3:59 PM
To: Andrew Varner <drew.varner@ninefx.com>

Drew-

From Brandon. This is the better input we needed to provide you.

-Kara
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Drew Varner <drew.varner@ninefx.com>   Wed, Nov 15, 2017 at 4:18 PM
To: Kara Cave <karacave@vt.edu>

I actually build all those modes in as options to the script:

```
Andrews-MacBook-Pro:pyhud varnerac$ python pyhud.py -h
usage: pyhud.py [-h] [--disable-audio] [--disable-visual] [--mono-audio]

Run the Heads-Up Display (HUD)

optional arguments:
  -h, --help        show this help message and exit
  --disable-audio   disable audio cues
  --disable-visual  disable visual cues
  --mono-audio      use mono audio cues

banana
```

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