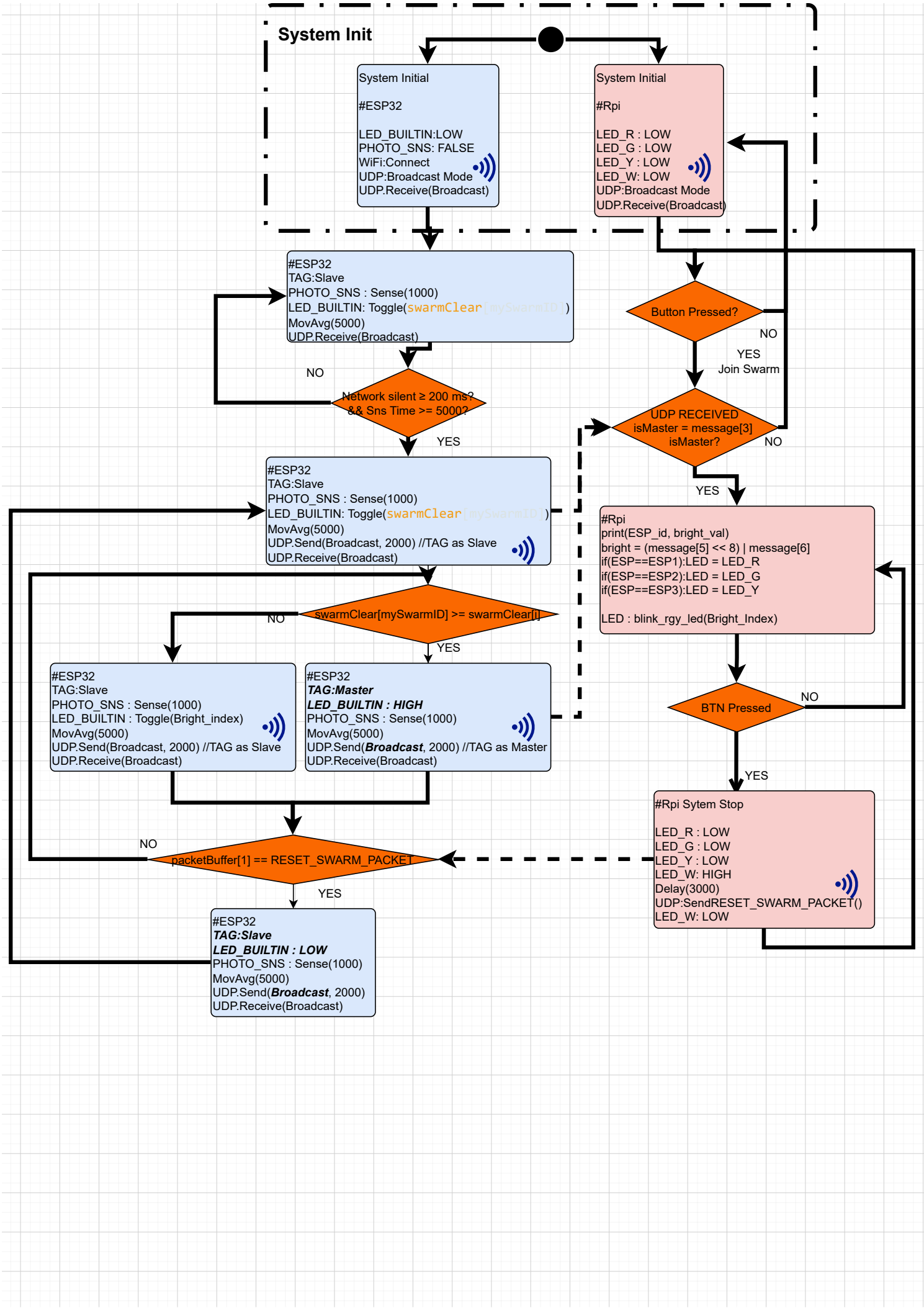
System Init
System Initial
#ESP32
LED_BUILTIN:LOW
PHOTO_SNS: FALSE
WiFi:Connect
UDP:Broadcast Mode
UDP.Receive(Broadcast)
System Initial
#Rpi
LED_R : LOW
LED_G : LOW
LED_Y : LOW
LED_W: LOW
UDP:Broadcast Mode
UDP.Receive(Broadcast)
#ESP32
TAG:Slave
PHOTO_SNS : Sense(1000)
LED_BUILTIN: Toggle(swarmClear[mySwarmID])
MovAvg(5000)
UDP.Receive(Broadcast)
Button Pressed?
NO
YES
Join Swarm
NO
Network silent ≥ 200 ms?
&& Sns Time >= 5000?
YES
UDP RECEIVED
isMaster = message[3]
isMaster?
NO
YES
#ESP32
TAG:Slave
PHOTO_SNS : Sense(1000)
LED_BUILTIN: Toggle(swarmClear[mySwarmID])
MovAvg(5000)
UDP.Send(Broadcast, 2000) //TAG as Slave
UDP.Receive(Broadcast)
#Rpi
print(ESP_id, bright_val)
bright = (message[5] << 8) | message[6]
if(ESP==ESP1):LED = LED_R
if(ESP==ESP2):LED = LED_G
if(ESP==ESP3):LED = LED_Y
LED : blink_rgy_led(Bright_Index)
NO
swarmClear[mySwarmID] >= swarmClear[i]
YES
#ESP32
TAG:Slave
PHOTO_SNS : Sense(1000)
LED_BUILTIN : Toggle(Bright_index)
MovAvg(5000)
UDP.Send(Broadcast, 2000) //TAG as Slave
UDP.Receive(Broadcast)
#ESP32
TAG:Master
LED_BUILTIN : HIGH
PHOTO_SNS : Sense(1000)
MovAvg(5000)
UDP.Send(Broadcast, 2000) //TAG as Master
UDP.Receive(Broadcast)
BTN Pressed
NO
YES
#Rpi Sytem Stop
LED_R : LOW
LED_G : LOW
LED_Y : LOW
LED_W: HIGH
Delay(3000)
UDP:SendRESET_SWARM_PACKET()
LED_W: LOW
NO
packetBuffer[1] == RESET_SWARM_PACKET
YES
#ESP32
TAG:Slave
LED_BUILTIN : LOW
PHOTO_SNS : Sense(1000)
MovAvg(5000)
UDP.Send(Broadcast, 2000)
UDP.Receive(Broadcast)