

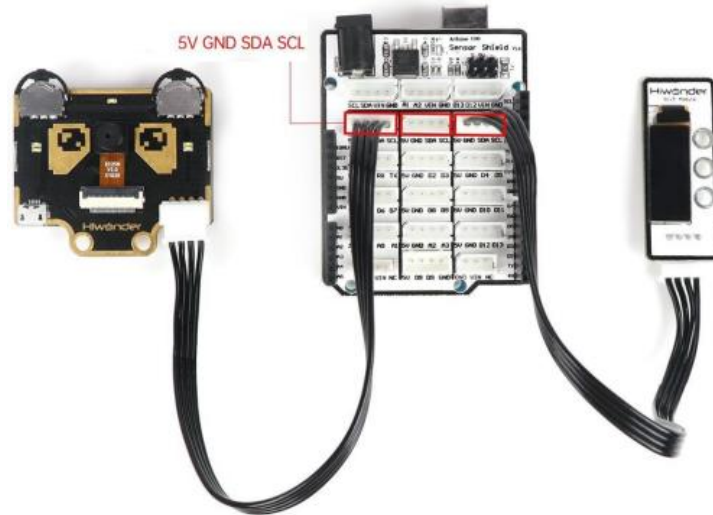
# Lesson 4 Visual Line Following

## Integration with Arduino

### 1. Preparation

Connect WonderCam and OLED Display Module to Arduino Expansion Board using 4-Pin cable.

WonderCam and OLED Display Module can be connected to any IIC port (5V GND SDA SCL).



### 2. Learning Objectives

- ① To know the connectivity of WonderCam and OLED Display Module on Arduino Expansion Board
- ② To understand the program logic.

### 3. Programming Plan

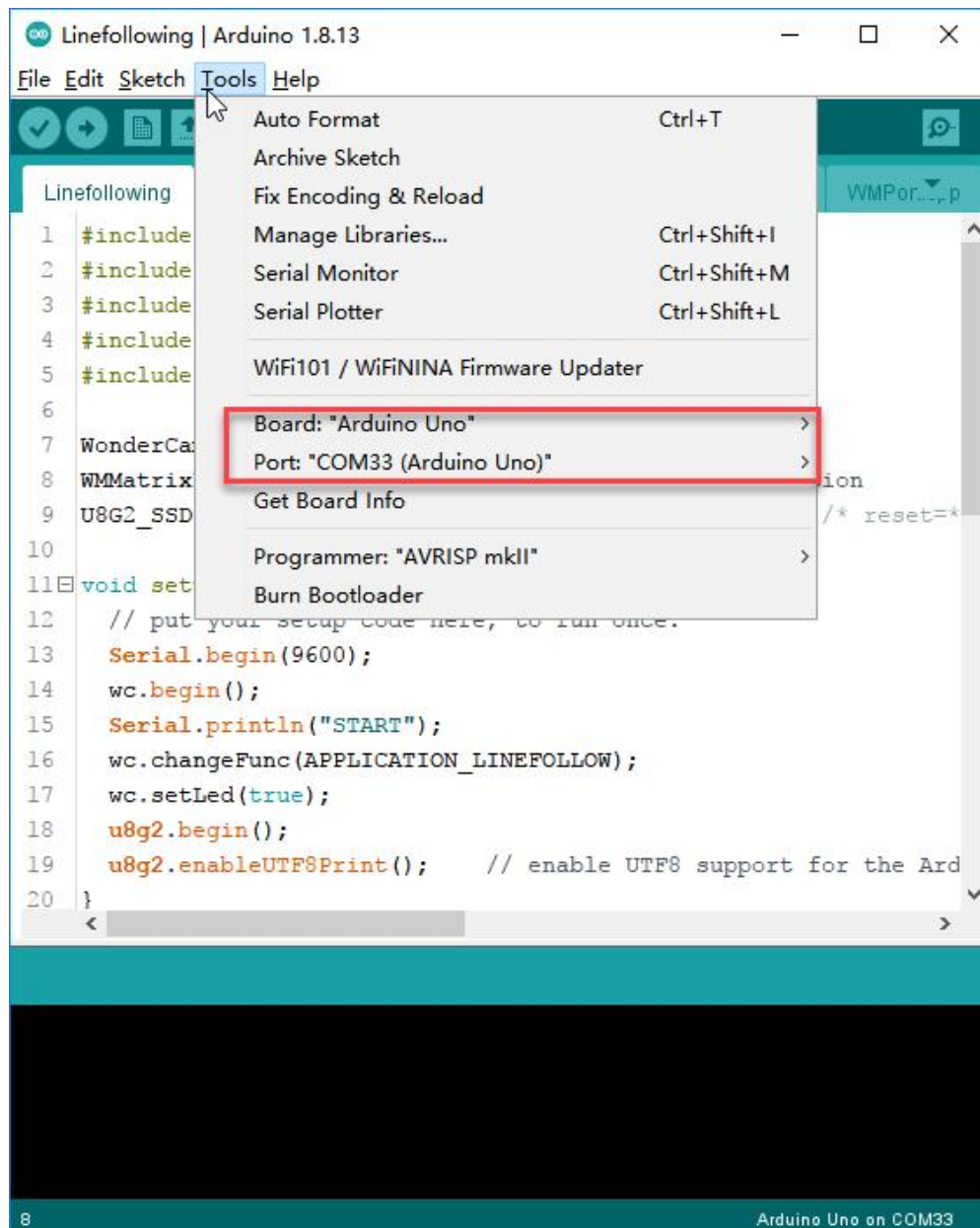
In this lesson, we are using the Visual Line Following function to integrate with Arduino to conduct Line Recognition. The program will initialize the Visual module followed by detecting the line. When the line is detected, it will proceed to identify the line and present the identified line track on the OLED display module.

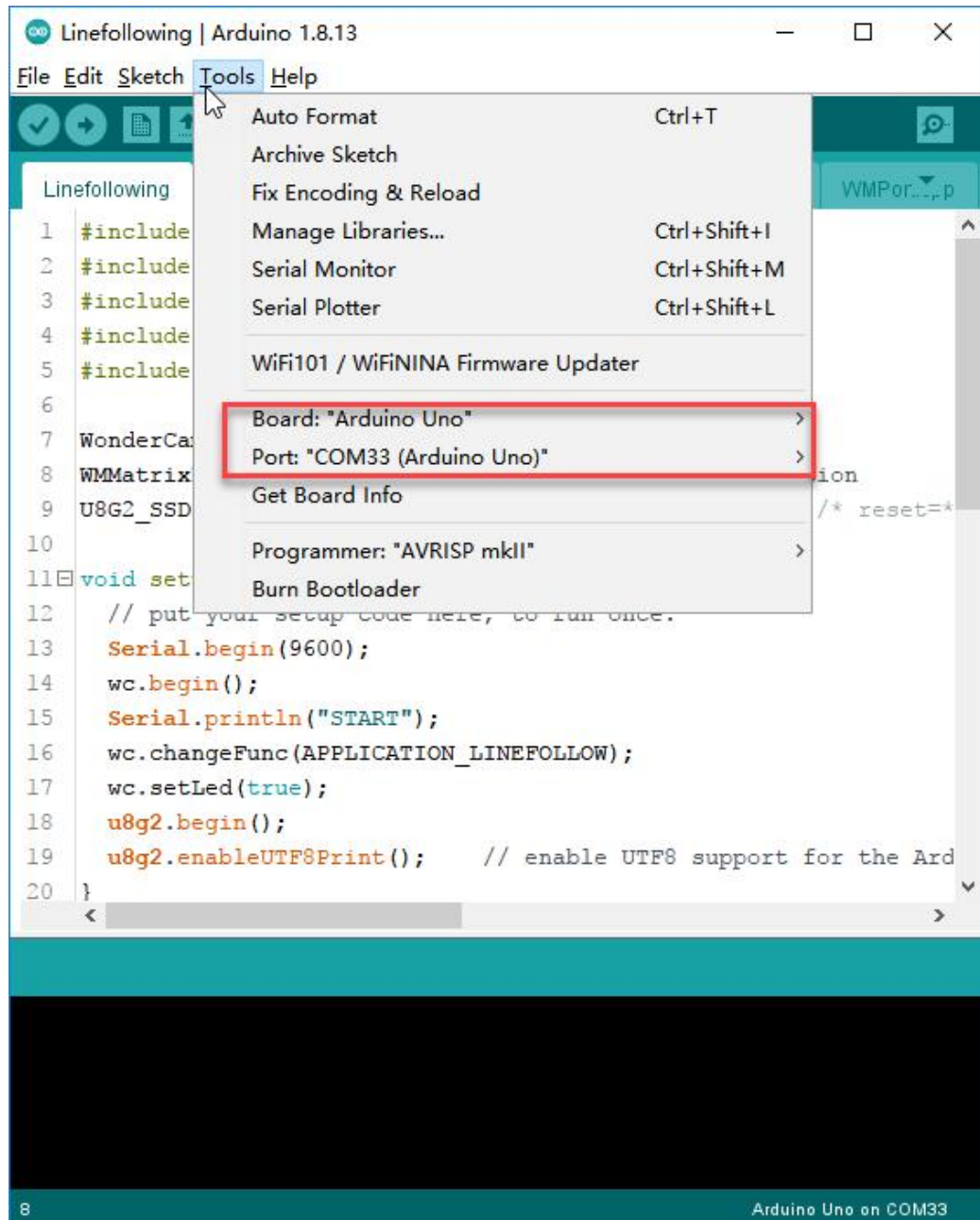
## 4. Compiling Program and Upload

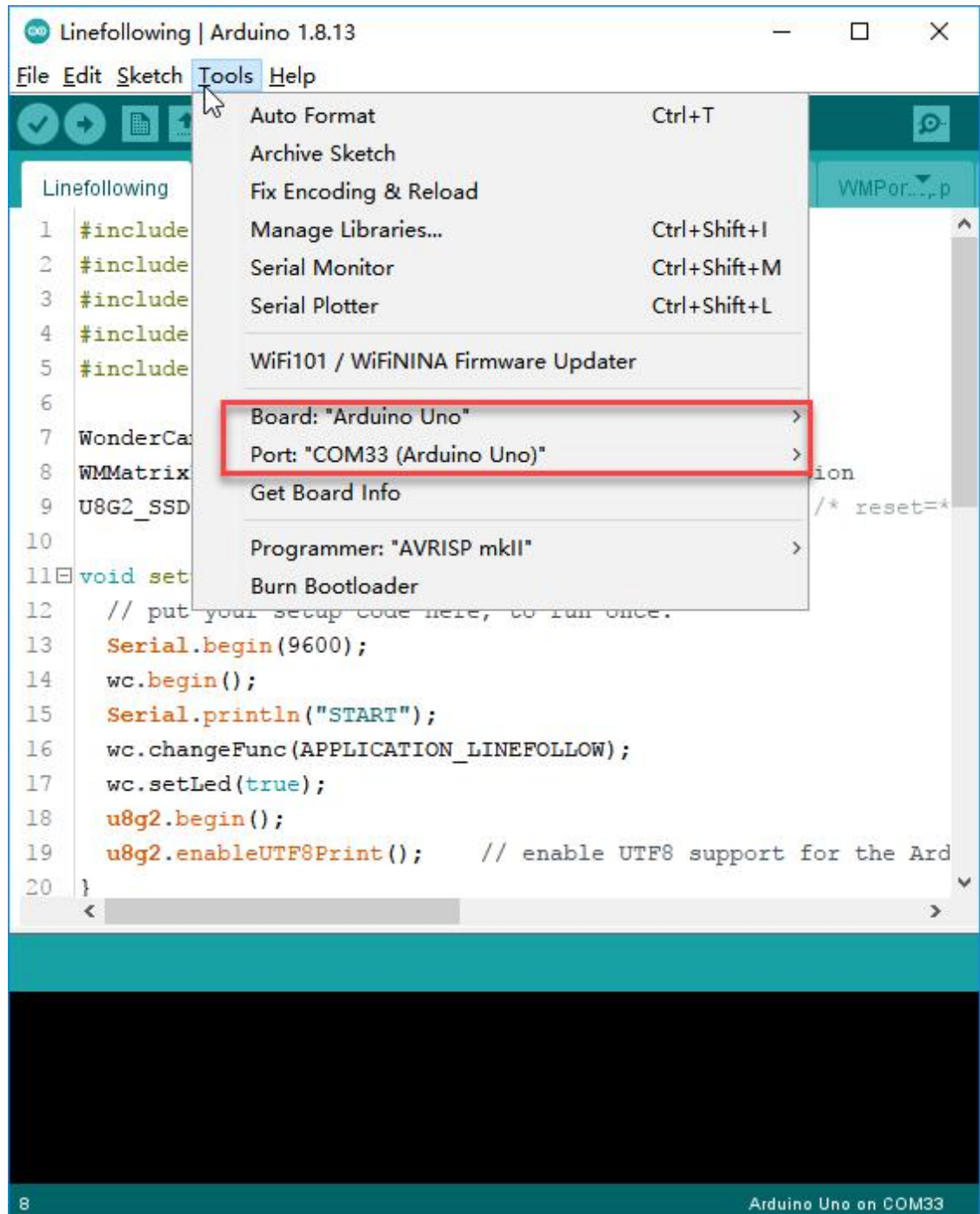



This full program code can be found in folder "Visual Line Following Program" in "06\_LineFollow".

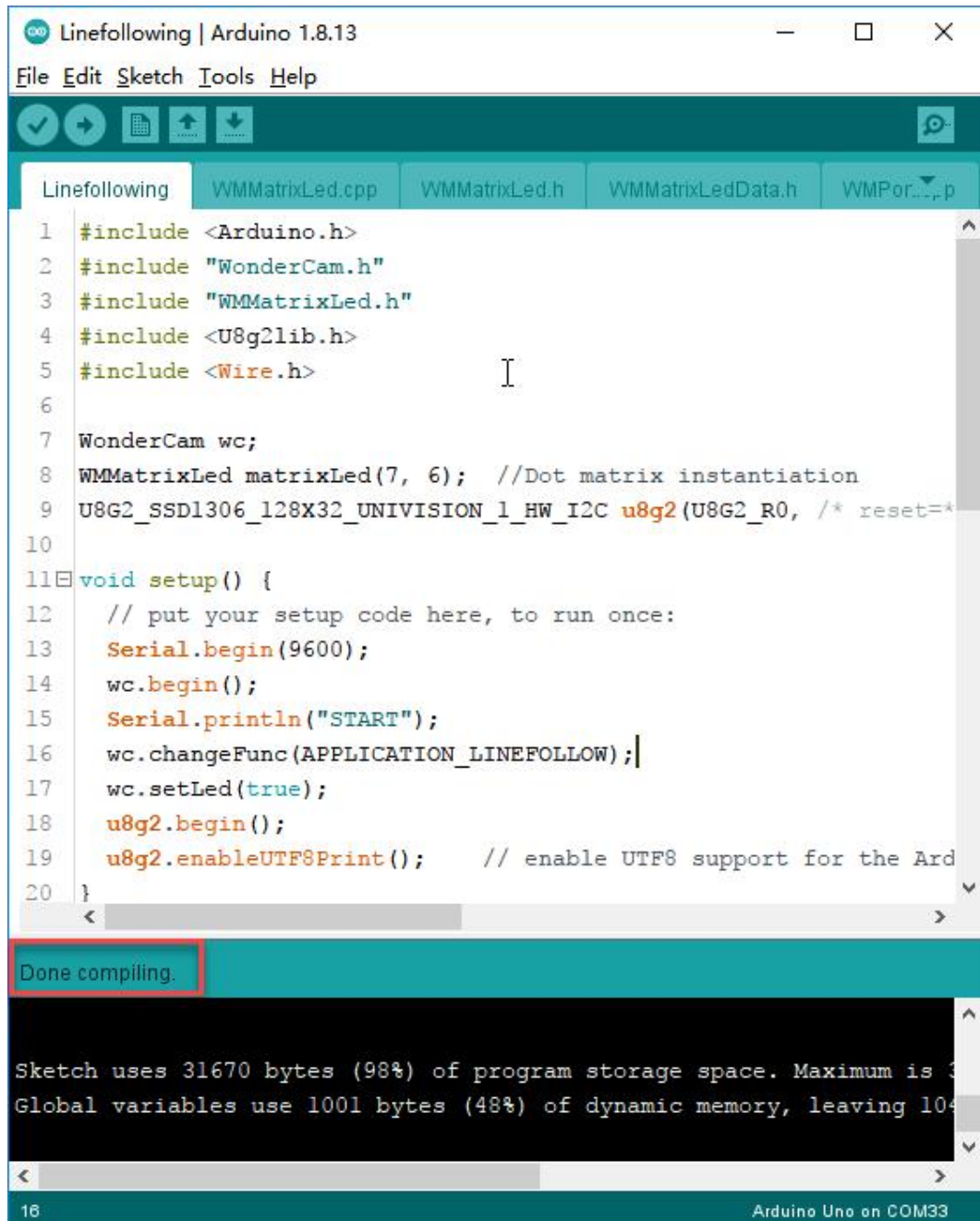
- 1) Connect Arduino UNO board to computer.
- 2) In "Visual Line Following Program" in "06\_LineFollow", double click into program.
- 3) In Arduino IDE program, open Tools in menu and select corresponding Development Board and port. (Port number shown in this lesson may differs in individual computer environment).







- 4) Click  button to upload program to UNO Development Board. Wait for uploading process to complete.
- 5) During Uploading process, do not unplug or move the USB Cable to prevent transmission failure.



```

1 #include <Arduino.h>
2 #include "WonderCam.h"
3 #include "WMMatrixLed.h"
4 #include <U8g2lib.h>
5 #include <Wire.h>
6
7 WonderCam wc;
8 WMMatrixLed matrixLed(7, 6); //Dot matrix instantiation
9 U8G2_SSD1306_128X32_UNIVISION_1_HW_I2C u8g2(U8G2_R0, /* reset=*/
10
11 void setup() {
12     // put your setup code here, to run once:
13     Serial.begin(9600);
14     wc.begin();
15     Serial.println("START");
16     wc.changeFunc(APPLICATION_LINEFOLLOW);
17     wc.setLed(true);
18     u8g2.begin();
19     u8g2.enableUTF8Print(); // enable UTF8 support for the Ard
20 }

```

Done compiling.

Sketch uses 31670 bytes (98%) of program storage space. Maximum is 32768 bytes.  
Global variables use 1001 bytes (48%) of dynamic memory, leaving 1024 bytes free.

16 Arduino Uno on COM33

## 5. Result

Please refer to Lesson 4 Visual Line Following on how to program Visual Line Following.

Once program had been uploaded, WonderCam will automatically switch to Visual Line Following interface. Proceed to Learn line. When done, once WonderCam recognized the line, the line track data will display on the OLED Display Module.