Mobile application to control multiple LEGO trains

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Introduction

On the first floor of building C of our university there is a model railway.
It was built during the activities of the science club and served us as the basis of the infrastructure on which LEGO trains move.

Technologies used

- C++
- QT Creator IDE
- QML

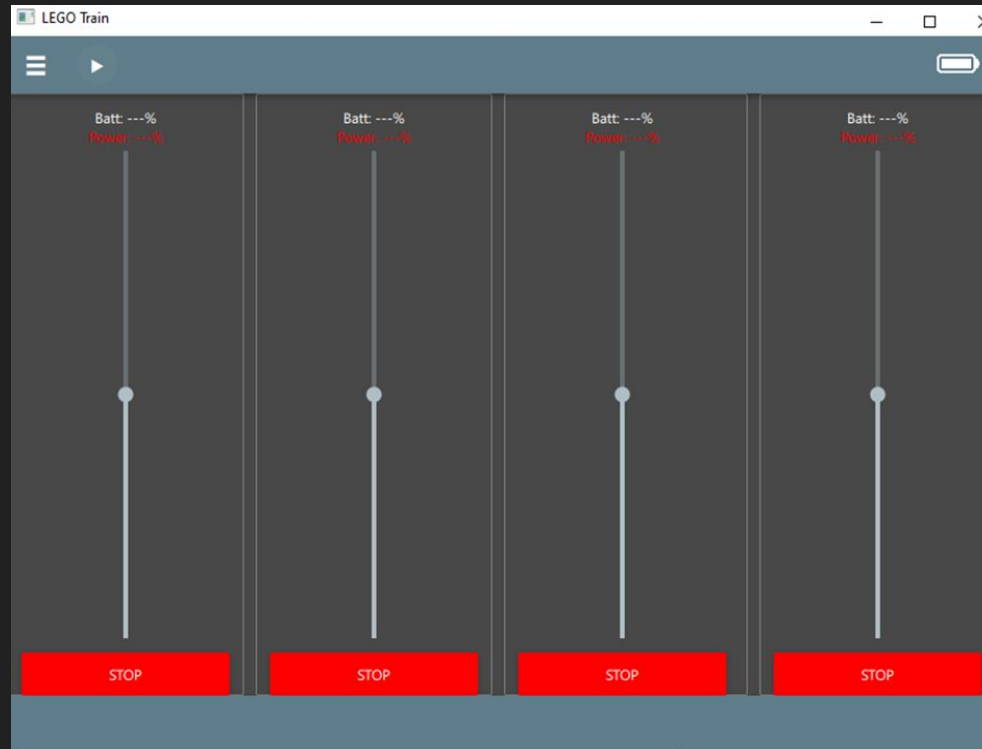# Hardware Improvements

LEGO wireless HUB

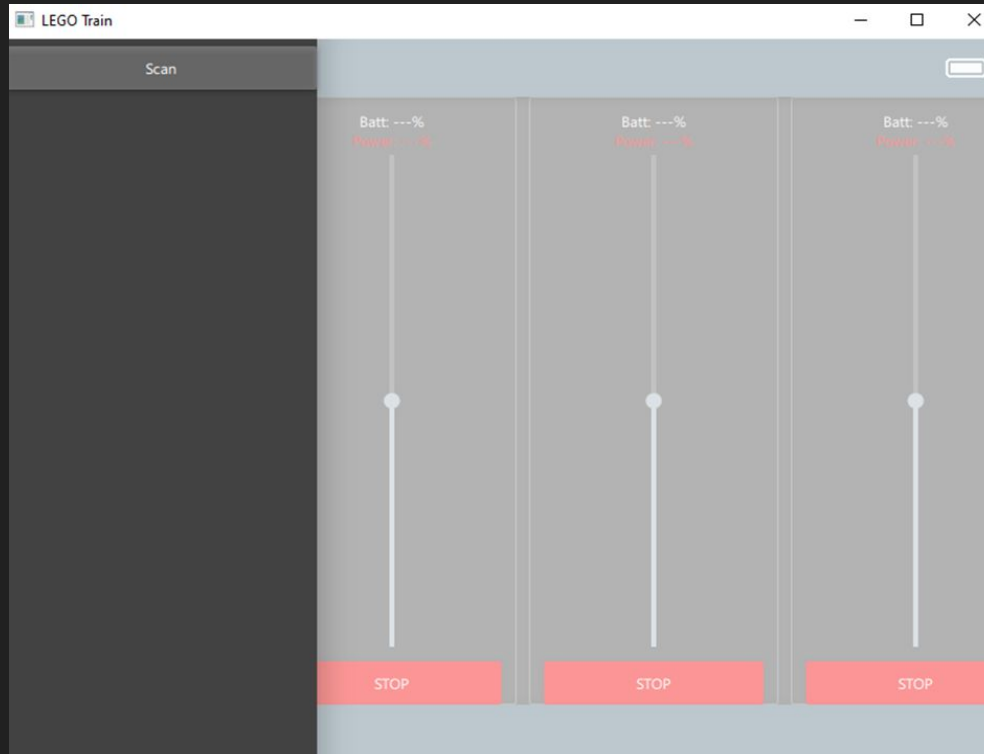LEGO engine

Bluetooth Low Energy

The Bluetooth Low Energy standard and the Wireless LEGO 3.0 protocol were used for communication between the application and hardware components.

Main View

Device scanning

Application window

The actual application window consists of 4 regulators. Each of them is responsible for the speed of their train.