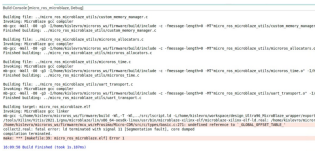
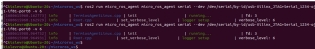
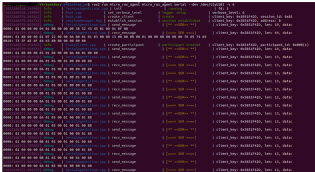


Non-conformance Page

This document contains the non-conformances of our final project with fixes

Problem	Diagram/Photos	Solution	Notes
Project not linking correctly		<p>Add the following args to the colcon.meta file:</p> <pre> "microcdr": { "cmake-args": ["-DCUADR_PIC=OFF"] }, "microcdr": { "cmake-args": ["-DCUADR_PIC=OFF"] }, </pre> <p>And then rebuild the static library</p>	<p>Link to issue opened in micro-ros github page:</p> <p>🔗 Building Custom library fails · Issue #619 · micro-ROS/micro_ros_setup</p>
Micro Ros Agen Session not established (stuck on set verbose level)		<p>Framing in <code>rmw_uros_set_custom_transport</code> was disabled, to solve this enable framing:</p> <p>Add defines:</p> <pre> #define MICROROS_TRANSPORTS_FRAMING_NODE 1 #define MICROROS_TRANSPORTS_PACKET_NODE 0 </pre> <p>and enable framing:</p> <pre> // Transport rmw_uros_set_custom_transport MICROROS_TRANSPORTS_FRAMING_NODE, // Framing enable here (void *) NULL, //transport-args vllts_transport_open, vllts_transport_close, vllts_transport_write, vllts_transport_read; </pre>	<p>Link to issue:</p> <p>🔗 Agent run stopped after set_verbose_level · Issue #187 · micro-ROS/micro-ROS-Agent</p> <p>🔗 4.1. Custom Transports — Vulcanexus 1.0.0 documentation</p> <p>Important Note:</p> <p>Run agent first then client</p>
Problem with transport functions can't see data that was sent		<p>The XUartPs_Send is non-blocking function so sometimes happened while the UART was sending, XUartPs_Recv was call causing bytes loss. We need to wait until UART finish sending, So we add the following line to the write transport function:</p> <pre> while (uart_tx_busy() (uart_tx_count() > 0)) { // Block waiting the buffer. // If uart sending error, otherwise return the length of buf if (uart_tx_error() != 0) { return 0; } return 0; } </pre>	