Interfacing a Robosapien with a mote

The commands to control the robosapien are sent from the IR transmitter to the receiver to the main control board as a sequence of 8 bits (most significant bit first). These bits are encoded using a *space coded* signal. The space coding works as follows:

- **Default** signal state: high
- Start: signal goes low for 8/1200 seconds
- **Data bits** (sequence of 8):
 - o **0:** signal high for 1/1200s and low for 1/1200s
 - \circ 1: signal high for 4/1200s and low for 1/1200s

The IR control can be skipped by directly interfacing the microcontroller (mote) with the robosapien main control board.

Detailed commands from: http://www.andrew.cmu.edu/user/ebuehl/robosapien-lirc/ir_codes.htm

Movement Commands (no shift)

- \$80 turn right (on left side of remote)
- \$81 right arm up (upper left button on remote)
- \$82 right arm out
- \$83 tilt body right
- \$84 right arm down
- \$85 right arm in
- \$86 walk forward
- \$87 walk backward
- \$88 turn left (on right side of remote)
- \$89 left arm up (upper right button on remote)
- \$8A left arm out
- \$8B tilt body left
- \$8C left arm down
- \$8D left arm in
- \$8E stop

Programming Commands (no shift)

- \$90 P (Master Command Program)
- \$91 P>> (Program Play, the one on the bottom)
- \$92 R>> (Right sensor program)
- \$93 L>> (Left sensor program)
- \$94 S>> (Sonic sensor program)

GREEN shift commands

- \$A0 right turn step
- \$A1 right hand thump
- \$A2 right hand throw
- \$A3 sleep
- \$A4 right hand pickup
- \$A5 lean backward
- \$A6 forward step
- \$A7 backward step
- \$A8 left turn step
- \$A9 left hand thump
- \$AA left hand throw
- \$AB listen
- \$AC left hand pickup
- \$AD lean forward
- \$AE reset
- \$B0 Execute (master command program execute)

- \$B1 Wakeup
- \$B2 Right (right sensor program execute)
- \$B3 Left (left sensor program execute)
- \$B4 Sonic (sonic sensor program execute)

ORANGE shift commands

- \$C0 right hand strike 3
- \$C1 right hand sweep
- \$C2 burp
- \$C3 right hand strike 2
- \$C4 high 5
- \$C5 right hand strike 1
- \$C6 bulldozer
- \$C7 oops (fart)
- \$C8 left hand strike 3
- \$C9 left hand sweep
- \$CA whistle
- \$CB left hand strike 2
- \$CC talkback
- \$CD left hand strike 1
- \$CE roar
- \$D0 All Demo
- \$D1 Power Off (drop snow-globe and say "Rosebud")
- \$D2 Demo 1 (Karate skits)
- \$D3 Demo 2 (Rude skits)
- \$D4 Dance

NOTES:

- add \$08 to go from right-side commands to left-side commands.
- add \$20 to command bytes for the GREEN shift (ie. \$Ax and \$Bx range)
- add \$40 to command bytes for the ORANGE shift (ie. \$Cx and \$Dx range)

SECRET UNDOCUMENTED CODES

Several different launch codes (Executing the main program)

- \$B0 standard "EXECUTE" on remote
 Robot says "uh-huh" before starting Main program
 No subroutines called [Execute sensor commands (Green Shift) cause error sounds
 to be played instead of what they should do -- bug or feature you decide]
- \$97 appears to be same as \$B0
- \$98 Quiet execute main program Robot does not say "uh-huh" No subroutines called

\$9A - Quiet execute main program with subroutines!!
Robot does not say "uh-huh"
Subroutines are called (as documented in the manual). This is the one to use.
Execute feature appears to be same as \$91 (regular remote Program Play). \$91
button also does other things like end the current recording. \$9A code doesn't.

Useful? secret codes

- \$F6 feet shuffle
- \$FB nothing (useful as NO-OP)
- \$FC raise arm throw
- \$D6 karate chop

WORK IN PROGRESS, not useful [or at least no significant difference detected]

- \$95,\$96 Program main again (like \$90)
- \$99 like \$98
- \$9B like \$90?
- \$9C do nothing
- \$9D,9E,9F like \$90?
- \$B5 like \$97?
- \$B6 like \$90?
- others looks like these repeat as well (eg: record/execute one of the program areas) or do nothing
- \$E0 \$EE (looks like the \$A0 range)
- \$EF nothing
- \$F0 like \$97
- \$F1 like \$98
- \$F2 Execute right program
- \$F3 Execute left program
- \$F4 Execute sonic program
- \$F5 like \$F0/97?
- \$F7 like \$F0/97?
- \$F8,F9,FA like \$F1/98?
- \$FD,FE,FF program main again (like \$90)