

**UNIVERSITY OF SOUTHAMPTON**  
FACULTY OF PHYSICAL AND APPLIED SCIENCES  
Electronics and Computer Science

**Two Dimensional Stereoscopic Mapping Robot**

by

**Henry S. Lovett**

A project progress report submitted for the award of  
MEng Electronic Engineering

Supervisor: Prof. Steve Gunn  
Examiner: Prof. Mark Zwolinski

7<sup>th</sup> December, 2012



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UNIVERSITY OF SOUTHAMPTON

ABSTRACT

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TWO DIMENSIONAL STEREOSCOPIC MAPPING ROBOT

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This paper describes the research, design, build and testing of a stereoscopic mapping robot. Two cameras are used to locate objects and calculate distances to solid items. This allows an occupancy map to be built up of the unknown area. The object detection is done by a normalised cross correlation and uses derived equations to find distances. The camera used is an OV7670 by OmniVision delivering QVGA sized images. The end product will be a mobile wheeled robot that explores an unknown area. Multiple modules of the design have been developed and tested and all aspects will be brought together onto an AVR32 for the final product.



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# List of Symbols

$I^2C$	Inter-Integrated Circuit
TWI	Two Wire Interface
SCCB	Serial Camera Control Bus
SPI	Serial Peripheral Interface
kB	KiloBytes
$\varphi_0$	Field of View of the Camera
$\varphi_1, \varphi_2$	Angle from camera to the object
$B$	Seperation Distance of two Cameras
$D$	Distance from camera to the object
$i, j$	Pixel Index of an Image
$x_0$	Horizontal resolution of the image
$x_1, x_2$	Distance of object from the normal of the camera



# Chapter 1

## Introduction

This report documents the designing, testing and building of a stereoscopic mapping robot. The end product will be a small, two wheeled robot with a roller ball, that will autonomously search and map an unknown area and produce an occupancy map of the searched area.

Stereoscopy in computer vision is the ability to calculate the locations and depths using images from two cameras that are used to triangulate and estimate distances ([Saxena et al. \(2007\)](#)). By using two cameras on the same plane, separated by a set horizontal distance, the depth of the observed scene can be perceived by the system.

An occupancy map is a representation of an area where a location is given a value of either *free*, *occupied* or *unknown* [Thrun \(2003\)](#). Three dimensional occupancy maps can also be generated, such as the OctoMap ([Wurm et al. \(2010\)](#)). Objects can also be tracked using an occupancy map and statistics ([Fleuret et al. \(2007\)](#)).

The purpose of a mapping robot is to build a representation of the area around it. This then facilitates the use of any application that requires prior knowledge of the area. One algorithm that is used to build up an occupancy map is the S.L.A.M. algorithm ([Thrun and Montemerlo \(2006\)](#)) and is used in other mapping robots([Se et al. \(2002\)](#)). Accurate mapping robots tend to use laser range finders ([Ruhnke et al. \(2011\)](#)).

Stereovision is a small section of computer vision which is widely used in many applications, including Microsofts Xbox Kinect ([Microsoft \(2012\)](#)), where stereo vision is used to locate a game player in order to use their movements to control

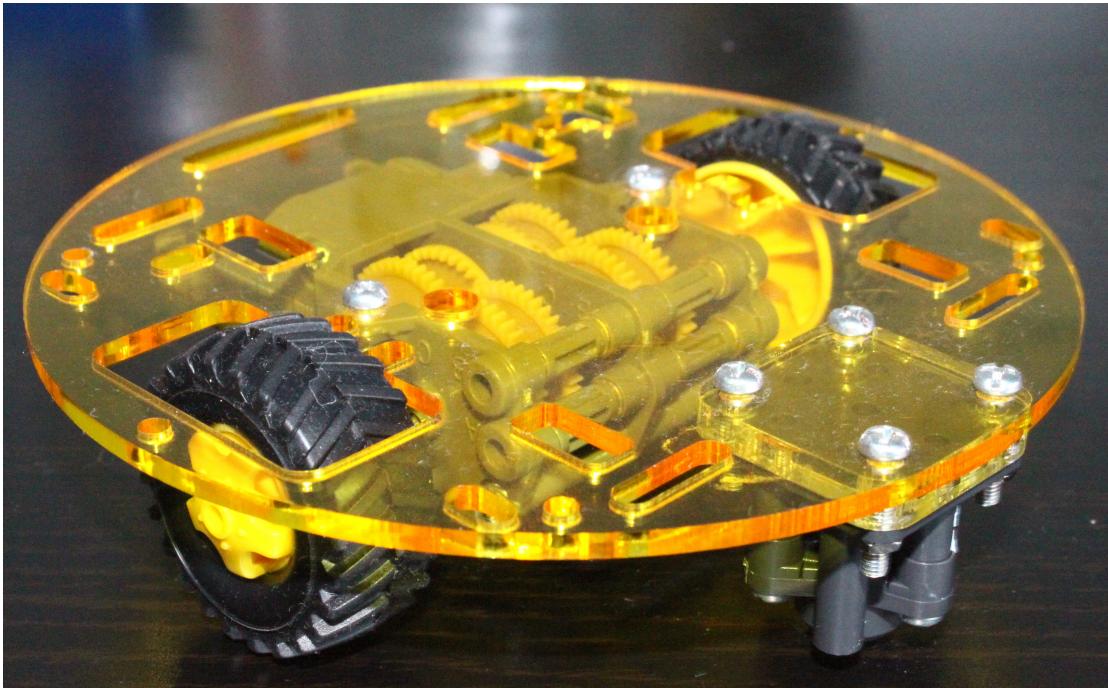


Figure 1.1: The base of the robot will use

the game. [Mrovlje and Vrančić \(2008\)](#) uses stereovision to be able to locate the distance to a marker.

The stereovision mapping robot discussed in this report is a low cost alternative to other robots which use laser range finders or high quality cameras ([Se et al. \(2002\)](#)). The robot will use the base seen in figure 1.1 and use two OmniVision OV7670 cameras delivering up to VGA format images.

# **Chapter 2**

## **Research**

The research done for this project is split into three sections:

1. Hardware
2. Software, broken down into:
  - (a) Firmware
  - (b) Algorithms

Hardware and Firmware research will be discussed in this section. Vision algorithms are looked at in detail in chapter [4](#).

### **2.1 Hardware Research**

#### **2.1.1 Microcontrollers**

The robot is to be designed with a budget of £80 (not including P.C.B.). The choice of microcontroller will be an important one, as a compromise between cost, power and usability must be made. There are two main brands of microcontrollers present in the consumer market: ARM and Atmel AVRs.

ARM is an architecture which is developed by ARM Holdings. ARM devices come in a many varieties: ARM9, ARM7, Strong ARM, ARM Cortex etc. Whilst ARM Holdings do not fabricate and sell the devices themselves, many companies, such as Texas Instruments, use the architecture and manufacture their own devices.

For this comparison, the Stellaris by Texas Instruments will be examined. ARM cores are based on a RISC Harvard architecture and tend to be 32-bit with a high clock speed. ARM microcontrollers have onboard support for SPI,  $I^2C$ , PWN, ADCs and have Flash, SRAM and EEPROM memory.

Atmel have a variety of products in the microcontroller market. They range from 8-bit, low clock speed devices for the hobbyist, the ATMega and ATTiny series to an improved 8-bit variant, XMega, and a 32-bit design, AT32UC3C. XMegas and AVR32s tend to have higher clock speeds than the ATMegas. The AVR core is also a Harvard RISC architecture, but mainly 8-bit. Atmel devices often have on board peripherals such as  $I^2C$ (called TWI on AVR), SPI, ADCs as well as a number of different memories: Flash, EEPROM and SRAM. An AT32UC3C0512C, ATXmega256A3BU and ATMega644P will be compared in this section.

Table 2.1 shows a brief summary of some common ARM and AVR microcontrollers. The Stellaris offers the most power with the largest DMIPS performance. However, due to the necessity of floating point operations, the AT32 clearly has a distinct advantage by having a built-in floating point unit. The XMega and ATMega do not offer enough power and are restricted by a small amount of SRAM and Flash. All devices looked at use 3.3V supply and have basic communication protocols (SPI,  $I^2C$ ). Overall, the AT32UC3C0512C is the best choice with a high throughput, a floating point unit and a vast amount of GPIO and communications. There is no EEPROM which may be desirable, but these can be added onto and SPI or  $I^2C$ bus. This device, although slightly more costly, is best suited to this application out of the selection researched.

## 2.2 Firmware

### 2.2.1 Camera

The camera used is the OV7670 camera by OmniVision. Steve Gunn provided source code for use on the II Matto development board which uses an ATMega644P and also has an onboard SD Card reader. The original code streamed video from the camera to a colour TFT screen. It is supplied on a small breakout board with a FIFO buffer. The camera operation is discussed in section 3.1. Many implementations of firmware for this camera exist.

	ARM Stelllaris	AT32UC3C0512C	XmegaA3BU	ATmega644P
Clock Speed (MHz)	80	33 or 66	32	12
DMIPS	100	91	-	20 MIPS
Package	100 LQFP or 108 BGA	64, 100, 144TQFP	64 QFP or QFN	40 DIP, 44 TQFP, 44 QFN
Cost of 1 unit(£)	10.30	15.39	6.65	6.86
Flash Size(kB)	256	512	256	64
SRAM Size (kB)	32	64	16	4
EEPROM Size(kB)	2	None internal	4	2
GPIO	64	45, 81 or 123	47	32
Operating Voltage (V)	3.3	5 or 3.3	1.6- 3.6 <sup>1</sup>	2.7-5.5
Communication Interfaces	SPI, I <sup>2</sup> C, SSI, MAC, CAN, EPI, USB, US- ART, I2S	SPI, TWI, EBI, USB, Ethernet, CAN, USART, I2S	USART, TWI, USB, SPI	SPI, TWI, USART
Floating Point	None	Built in FPU	None	None
ADCs	16	16	16	8
Timers	4	3 16-bit	7 16-bit, 8 8-bit	2 8-bit, 1 16-bit

Table 2.1: Comparison Table of some common microcontrollers. Data of microcontroller taken from [Atmel Corporation \(2012a\)](#), [Atmel Corporation \(2012b\)](#), [Atmel Corporation \(2012d\)](#) and [Texas Instruments \(2012\)](#). Costings from [Farnell \(2012\)](#)

## 2.2.2 Atmel Software Framework

Atmel offer a software framework which contains basic code and device drivers for many of their Xmega and AT32 devices [Atmel Corporation \(2012c\)](#). There are also many AVR application notes which provide explanations and example code for protocols like TWI, SPI and timers. These application notes are aimed at older devices like the ATTiny and ATMega and are generally written for IAR Embedded Workbench compiler, as opposed to the AVRGCC compiler used within Atmel Studio.



# Chapter 3

## Initial Hardware and Firmware Development

For initial development, the *Il Matto* board, designed by Steve Gunn, which has an ATMega644P, was used. The system is clocked at 16MHz and has an on-board SD card connector.

The following section is broken down into the following parts:

1. Camera Code
2. SD Card
3. Circuit and PCB Development

### 3.1 Camera

The camera used is an OV7670 by OmniVision. It is mounted onto a break out board and connected to a AL422B FIFO Buffer. The breakout board has all passive components needed and a 24MHz clock mounted. The schematic for the device can be seen in Appendix 2.

Original code for the camera operation was given by Steve Gunn, of which I used to gain the operation required. The code streamed continuous video to a TFT screen. The operation required was to take a single photo.

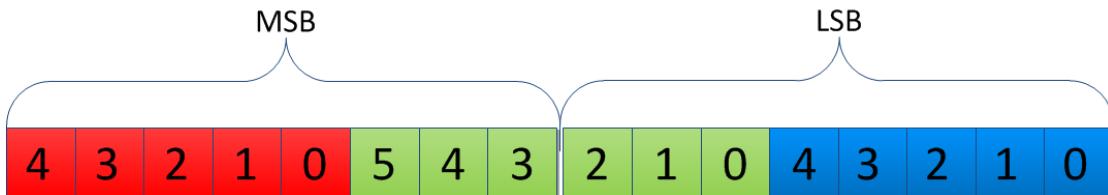


Figure 3.1: RGB565 pixel format

### 3.1.1 Single Camera Operation

The camera uses a SCCB Interface([OmniVision \(2007\)](#)) created by OmniVision. This is almost identical to the  $I^2C$  Interface by Phillips. The original code used a bit-banged SCCB interface which was very slow and used up processing time. This was changed to make use of the built in interrupt driven  $I^2C$  interface (named TWI in Atmel AVR's)<sup>1</sup>. This communication bus is used to set up the control registers of the OV7670 to enable operation in the correct format. RGB565 is used in my application.

RGB565 is a 16 bit pixel representation where bits 0:4 represent the blue intensity, 5:10 is the green intensity and 11:15 represent the red intensity (see figure 3.1). This is a compact way of storing data but only allows 65536 colours. Greys can also appear to be slightly green due to an inconsistent colour ratio of the green field.

The camera must use a high speed clock in order to ensure the pixels obtained are from the same time. This makes it difficult for an AVR's (ATMegas typically clocked at 12-16MHz) to be able to respond to the camera quick enough. This highlights the importance of the necessity for a FIFO Buffer.

The OV7670 is set up so that the VSYNC pin goes low at the beginning of every full frame of data and HREF is high when the data being output is valid. The pixel data is then clocked out on every rising edge of PCLK. To control the buffer, WEN (write enable) is NAND with the HREF signal. When both are high, the write enable to the buffer will be active and the data will be clocked in by PCLK. In order to acquire a full frame, the first VSYNC pin is set up to interrupt the AVR to enable WEN. The operation is then automatic and all the data is clocked into the buffer until the second interrupt of VSYNC where WEN is disabled. At this point, the entire frame of data is stored in the buffer.

---

<sup>1</sup> $I^2C$  , SCCB and TWI are all the same but are called differently due to Phillips owning the right to the name " $I^2C$ "

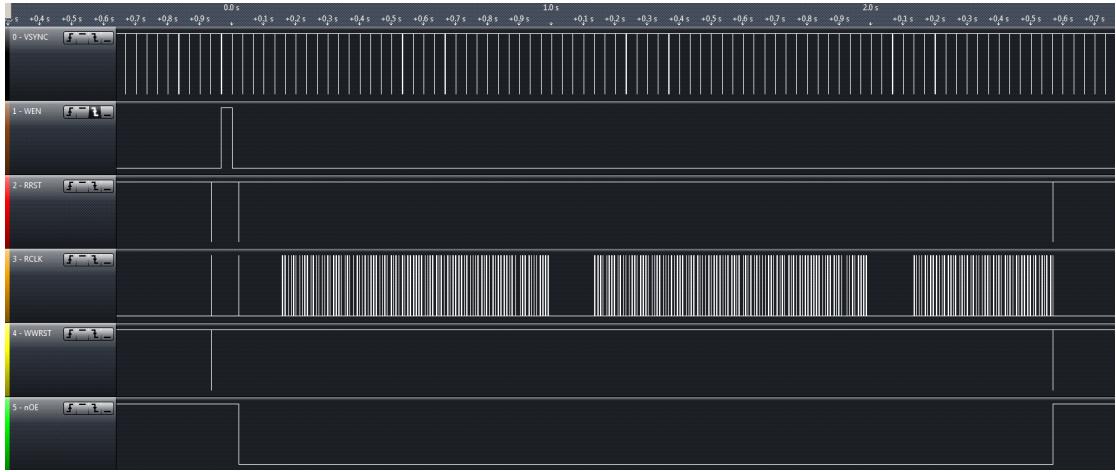


Figure 3.2: Signals generated to control the OV7670 capture and read

To obtain the data from the buffer, the AVR sets output enable and manually pulses the read clock. Valid data is available on the input port chosen. All the data is then read in half a pixel at a time. The entire operation can be seen in figure 3.2. Difficulties arose at this point with the storage of the data. The ATMega644P has 4kB of internal SRAM, but 153.6kB of memory is needed to store a single image at QVGA (320 by 240 pixels) quality.

Firstly, data was sent straight to a desktop computer via a COM Port using USART. A simple desktop program was written in C# to receive and store all the data, and to make a Bitmap image from the data. This method was slow, taking around 30 seconds to transmit one uncompressed image.

The second option was to use extra memory connected to the microcontroller. An SD card was decided is used as FAT file system. This allows data to be looked at by a user on a computer. Text log files are also written to aid debugging. This is discussed in section 3.2.

### 3.1.2 Dual Camera Operation

In order for stereovision to be successful, two cameras separated by a horizontal distance,  $B$ , will need to be driven at the same time to obtain photos within a small time frame of one another.

The buffers have an output enable pin so the data bus can be shared by both cameras to the AVR. All buffer function pins are driven from pins, although a demultiplexer could be used if pins are short. The ATMega644P offers three interrupt pins, two of which are used by the two VSYNC pins for the cameras.

Two ISRs are used to control the VSYNC method and when taking a photo, both frames are taken at a time period close together to capture the same scenario. The data for both images are read back from one and then the other by the AVR.

A major problem now occurred with using the  $I^2C$  interface to set up both cameras. The camera has a set  $I^2C$  address of  $21_{16}$ , which cannot be changed. Multiple  $I^2C$  devices with exactly the same address cannot be used on the same bus. Two solutions to this are possible: driving one from  $I^2C$  and one from SCCB, or using an  $I^2C$  multiplexer. By using two different buses, there can be no bus contention. However, SCCB is slow and processor-hungry as it deals with the protocol bit by bit. Space for the code then has to be made and this code cannot be reused.

An  $I^2C$  multiplexer sits on the bus and has multiple output buses. The master can then address the multiplexer and select whether to pass the bus to bus 0, bus 1 or not allow the data to be transferred. This saves processor time, but means a write operation has to be done to select the camera bus before being able to write to the camera. This slows down the operation, but not as much as using SCCB. The main disadvantage to the  $I^2CMUX$  is the extra hardware needed; firstly the MUX itself, but also 7 extra resistors to pull up the two extra buses and the three interrupt lines must be added.

Overall, the disadvantages posed by using a MUX are small and simplify the operation and reduce the code size so an  $I^2CMUX$  will be used. A suitable multiplexer is the Phillips PCA9542A ([Phillips \(2009\)](#)).

Operation to read an image is identical to using one camera. An ID number is passed through the functions to make a decision on the pins to use to read the buffer and to enable the output. Care was taken to avoid bus contention, but no checking procedure is explicitly in place. Both images are then read back from the buffers and stored to memory.

## 3.2 SD Card

To use the SD card, the FATFS library ([Electronic Lives Manufacturing \(2012\)](#)) was used. The library supplies all the functions for writing a FAT File System in the files *ff.c*, *ff.h*, *ffconf.h*, *diskio.c*, *diskio.h* and *integer.h*. The *diskio.h* functions control what device is being used - SD/MMC Card, USB drive etc. The *ff.h* header contains all the functions to write to in a FAT File system.

	Bitmap	JPEG	PNG	GIF
Extension	*.bmp	*.jpg /*.jpeg	*.png	*.gif
Compression	No	Lossless and Lossy	Lossless ZIP	Lossy
File Size of 320 by 240 pixel Image (kB)	225	20	23	24
Bits per Pixel	8, 16, 24 or 32	24	24, 32 or 48	24, but only 256 Colours

Table 3.1: A table comparing different image formats available ([Fulton \(2010\)](#))

An SD card was chosen due to it's small size, low cost and a large data storage. The cards work using an SPI bus which can be used for other devices within the system so the card only uses one extra enable pin in hardware to function.

### 3.2.1 Storing Images

Many image formats are common, such as Joint Photographic Expert Group (JPEG), Portable Network Graphics (PNG), Bitmap (BMP) and Graphics Interchange Format (GIF). Table 3.1 shows a summary of some common image formats.

It is clear that the best choice for images would be either PNG or JPEG. However, these require much computational time to compress the image into the correct format. To avoid compression, and thereby save processing time, bitmap was chosen at the expense of using more memory. The data in a bitmap image is also stored in RGB format so can be read back easily when processing the data. Appendix 2 shows the make up of a Bitmap File that was used.

By writing the image in this format, the images are then able to be opened on any operating system. This aids debugging and allows the prototyping of image algorithms in a more powerful environment. Figure 3.3 shows a photo taken by the OV7670 and stored on a SD card.



Figure 3.3: An Example Image taken using the OV7670 and stored as a Bitmap on the SD Card

### 3.2.2 User Interface

The ATMega 664P pinout for the dual camera operation can be seen in table 3.2. Due to a lack of available GPIO pins, an ATMega 168 was added on the  $I^2C$ bus to act as a port extender. The ATMega168 accepts a read or write, places the written data on Port D and reads in the lower nibble of Port C. When a button is pressed, this is stored in the ATMega168 until a read has been done. This is so the master (644P) does not miss any button presses while busy doing lengthy operations such as writing an image. The code is based on [Atmel Corporation \(2007\)](#), written for IAR Compiler. This code was altered to compile with GCC under Atmel Studio. AVRs contain a hardware based  $I^2C$ protocol that is interrupt based in software. The interrupt service routine of the TWI vector is a state machine which loads the data to send, stores received data, responds to acknowledges and address calls and deals with bus errors that can occur.

	Port A	Port B	Port C	Port D
0	Data 0	SD Write Protect	$I^2C$ - SCL	No Connection
1	Data 1	SD Card Detect	$I^2C$ - SDA	No Connection
2	Data 2	USB Data Plus	Read Clock 1	VSync 0
3	Data 3	USB Data Minus	Read Reset 1	VSync 1
4	Data 4	SPI Chip Select	Write Enable 1	Read Clock 0
5	Data 5	SPI MOSI	Write Reset 1	Read Reset 0
6	Data 6	SPI MISO	Output Enable 0	Write Enable 0
7	Data 7	SPI Clock	Output Enable 1	Write Reset 0

Table 3.2: Pin Connections of the ATMega644P for Dual Camera Operation.

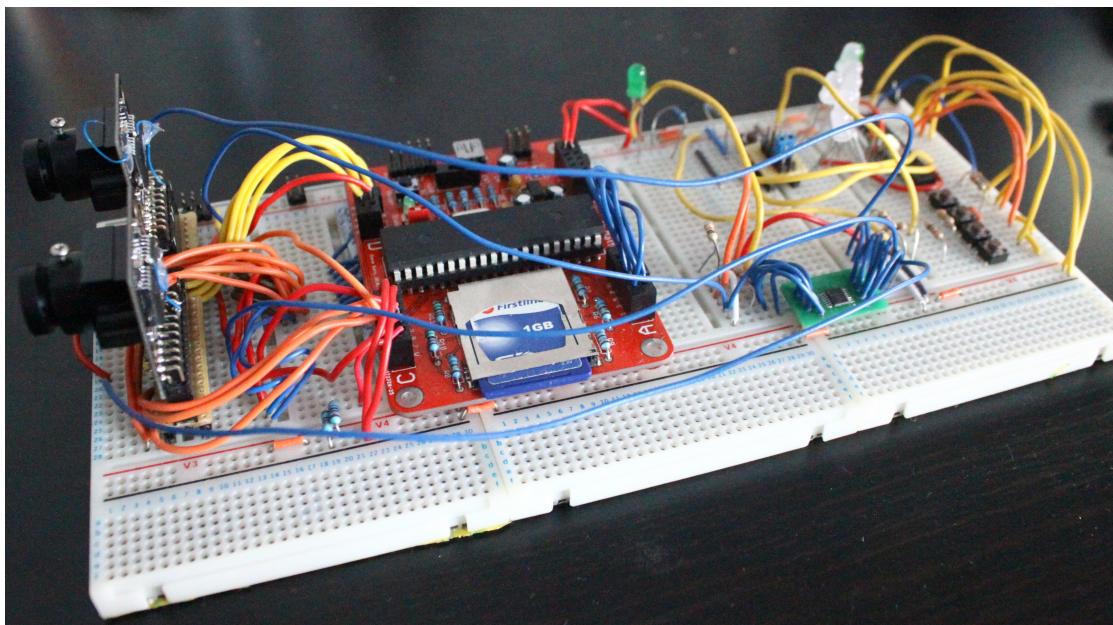


Figure 3.4: Prototype of Dual Camera operation.

### 3.3 Circuit and PCB Development

#### 3.3.1 Il Matto Development

Figure 2 shows the circuit diagram for the prototype. This uses the Il Matto development board for the main microcontroller. The prototype can be seen in figure 3.4.

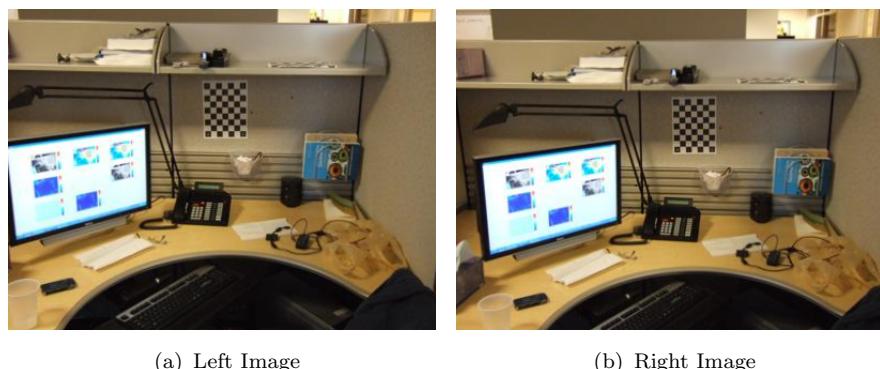


# Chapter 4

## Investigation into Vision Algorithms

### 4.1 Comparison

In computer vision, there are many different ways of comparing two similar images. These include the sum of absolute differences (S.A.D.) ([Hamzah et al. \(2010\)](#)), the sum of squared differences (S.S.D.) [Mrovlje and Vrančić \(2008\)](#) and normalised cross correlation (N.C.C.) [Zhao et al. \(2006\)](#). Each of these methods will be explained and tested to compare them. All testing will use images seen in figure 4.1. Each test uses the same size of image to compare to of  $50 \times 50$  pixels of the same part of the image.



(a) Left Image

(b) Right Image

Figure 4.1: Stereoscopic Test Images from MATLAB Examples

### 4.1.1 Sum of Absolute Differences

Given two identically sized two dimensional matrices,  $A, B$ , of dimensions  $I, J$ , SAD is defined as

$$SAD = \sum_{i=0}^{I-1} \sum_{j=0}^{J-1} |A[i, j] - B[i, j]| \quad (4.1)$$

This method takes each sub image and subtracts the observed sub image from the expected. All differences are then added together. This algorithm is simple and requires a small amount of computation. The algorithm returns values where a small result means the two images are well matched.

### 4.1.2 Sum of Squared Differences

$$SSD = \sum_{i=0}^{I-1} \sum_{j=0}^{J-1} (A[i, j] - B[i, j])^2 \quad (4.2)$$

This is very similar to S.A.D. but adds more complexity by squaring each difference. This removes the ability of equally different but opposite differences cancelling each other out (grey to white of one pixel will cancel out a white to grey difference in the other with SAD). Again, a low result is a match in this case.

### 4.1.3 NCC

$$NCC = \frac{1}{n} \sum_{i,j} \frac{(A[i, j] - \bar{A})(B[i, j] - \bar{B})}{\sigma_A \cdot \sigma_B} \quad (4.3)$$

Where  $n$  is the number of pixels in  $A$  and  $B$ ,  
 $\sigma$  is the standard deviation of the image, and  
 $\bar{A}$  is the average pixel value.

NCC is very similar to cross correlation, but normalised to reduce the error if one image is brighter than the other. This is common in computer vision ([Tsai and Lin \(2003\)](#)) and cross correlation is often used in digital signal processing, so fast algorithms have been made to calculate this.

Unlike S.S.D. and S.A.D., the normalised cross correlation gives a high value for a match. The downside to this algorithm comes with the complexity of the equation,

containing division and the necessity to square root a number in order to calculate the standard deviation. These operations are rarely implemented in hardware and are time consuming to carry out. They also require floating point registers and operates slowly on a microcontroller with a small amount of floating point registers.

#### 4.1.4 Comparison

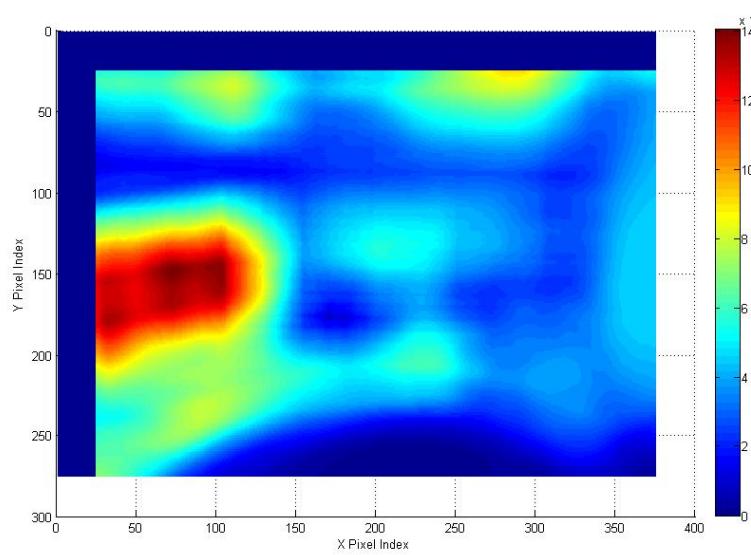
To compare these equations, a 50 by 50 image taken from the right picture was compared with the left image over the entire valid range. The coordinates on the graph give the centre pixel of the calculation.

Each of the graphs show the correct area being indentified as a match, but this also highlights the downfalls of the SAD and SSD. The figures in figure 4.2 are rotated to match the orientation of the images in figure 4.1. Each of the images is tested by attempting to match the phone from the test figure. The actual match should be around (170, 176). An exact result cannot be estimated as the images are not matched perfectly - there isn't an exact integer of pixel difference between the images. This is the sub pixel problem([Haller and Nedevschi \(2012\)](#)).

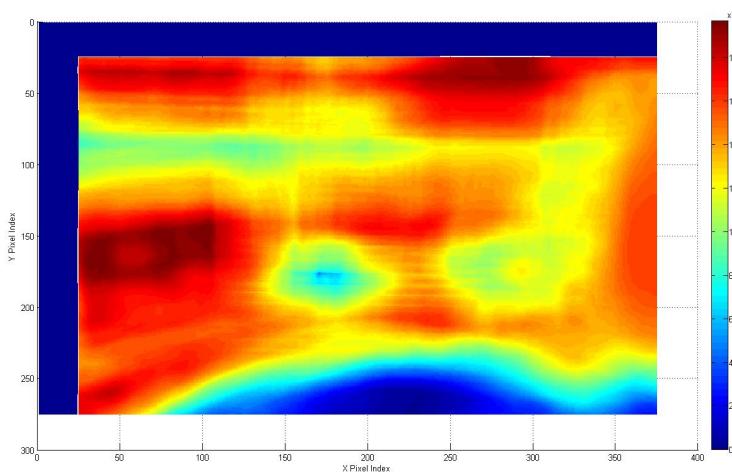
SAD results in figure 4.2(b) show large areas of matching. The actual match is at (170, 175) and a minimum does occur at this position as expected, of a value of  $5.66 \times 10^4$ . However, along the bottom of the image, where a dark area occurs in the lower part of figures 4.1 below the desk, the SAD algorithm detects a greater comparison with the lowest value in this area being 3370 at (227, 275). This creates a false detection here.

SSD shows matches in the same two areas: where a match should occur and the dark area beneath the desk. The minimum values where the match should occur is  $4.355 \times 10^5$  at location (170, 176). However, there is a large match correlation between the dark area under the desk where the actual lowest value of 2.768 occurs at (225, 274). This, again, is a false match and is a downfall of this algorithm.

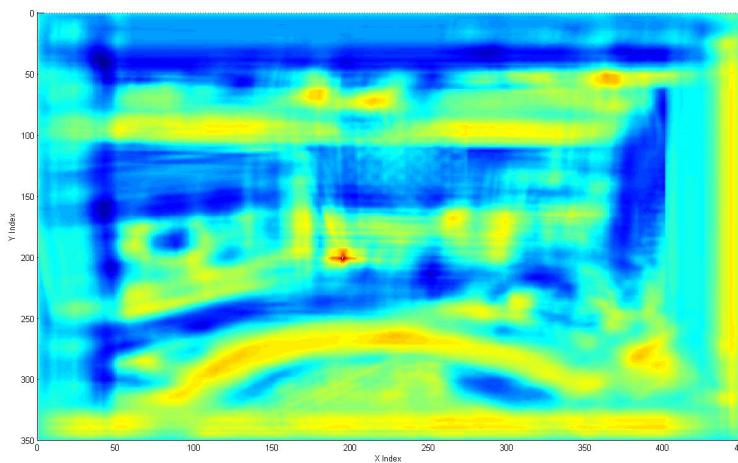
The NCC results are visible in figure 4.2(c). A match can be seen at coordinate (195, 201) with a peak value of 0.9654. The coordinate is different to the previous results because the cross correlation works over the boundary of the image creating more results. The dimensions of the image are  $300 \times 400$ , but the NCC returns an data set of dimensions  $350 \times 450$  when using a box size of  $50 \times 50$ . To get the actual match, half of the box size must be subtracted from the returned coordinate.



(a) S.A.D. Results (Low match)



(b) S.S.D. Results (Low match)



(c) N.C.C. Results (High match)

Figure 4.2: Result Graphs of Comparison Algorithms

This means the match occurs at (170, 176). With this algorithm, there is no area of the image which is close to a false detection.

### 4.1.5 Conclusion

It can be seen that there is a direct correlation between the complexity of the matching algorithm to the reliability of the match returned. In brightly lit, colourful environments absent of dark colours, SAD and SSD should provide a reliable result, but this cannot be guaranteed to always be the case. Therefore further development of the matching algorithm will start with using the normalised cross correlation. A comprise between complexity and reliability needs to be reached, where reliability is the more desirable of the two. Cross correlation is also a large area of research, so optimised algorithms do exist.

## 4.2 Range Finding

### 4.2.1 Derivations

By using two images separated by a horizontal difference, the range of an object can be found given some characteristics of the camera. The following is a derivation of the equations used to calculate distance.

The problem is broken down into three parts:

1. Object is between the cameras (Figure 4.3)
2. Object is in left or right hand sides of both images (Figure 4.4)
3. Object is directly in front of a camera (Figure 4.5)

#### 4.2.1.1 Object is between the Cameras

Derivation from [Mrovlje and Vrančić \(2008\)](#).

$$B = B_1 + B_2 = D \tan(\varphi_1) + D \tan(\varphi_2) \quad (4.4)$$

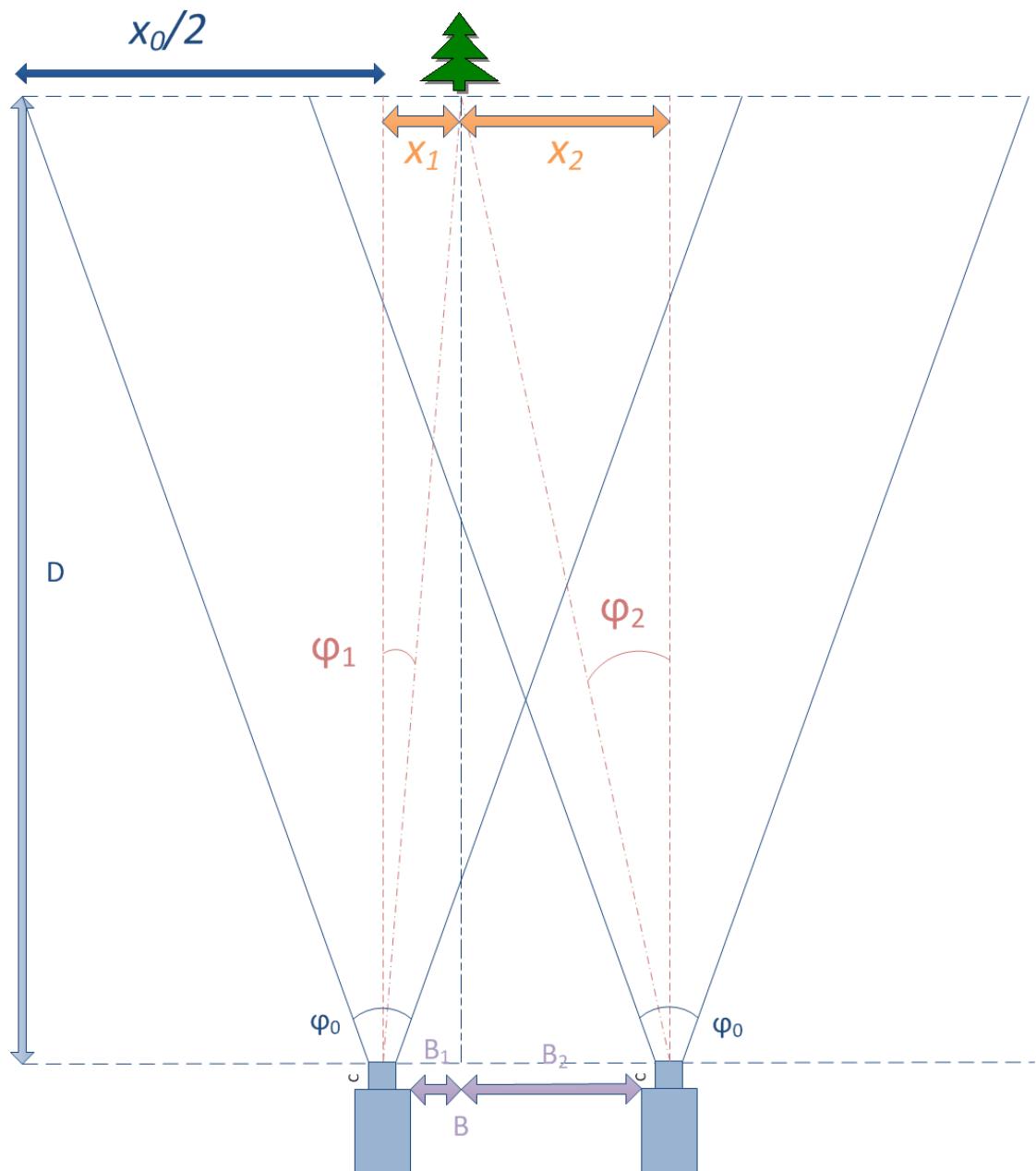


Figure 4.3: Problem 1 - Object is between the Cameras

$$D = \frac{B}{\tan(\varphi_1) + \tan(\varphi_2)} \quad (4.5)$$

$$D \tan\left(\frac{\varphi_0}{2}\right) = x_0/2 \quad (4.6)$$

$$D \tan(\varphi_1) = x_1 \quad (4.7)$$

Dividing (4.7) by (4.6)

$$\frac{\tan(\varphi_1)}{\tan(\frac{\varphi_0}{2})} = \frac{2x_1}{x_0} \quad (4.8)$$

$$\tan(\varphi_1) = \frac{2x_1 \tan(\frac{\varphi_0}{2})}{x_0} \quad (4.9)$$

This can also be shown for the right camera:

$$\tan(\varphi_2) = \frac{-2x_2 \tan(\frac{\varphi_0}{2})}{x_0} \quad (4.10)$$

Substitution equations (4.9) and (4.10) into (4.5) gives

$$D = \frac{Bx_0}{2 \tan(\frac{\varphi_0}{2})(x_1 - x_2)} \quad (4.11)$$

#### 4.2.1.2 Object is to the same side in each camera

Derivation is based on the derivation from Tjandranegara (2005). Using figure 4.4:

$$D \cdot \tan(\varphi_1) = x_1 \quad (4.12)$$

$$D \cdot \tan\left(\frac{\varphi_0}{2}\right) = \frac{x_0}{2} \quad (4.13)$$

$$\frac{\tan(\varphi_1)}{\tan(\frac{\varphi_0}{2})} = \frac{2x_1}{x_0} \quad (4.14)$$

$$\varphi_1 = \arctan\left(\frac{2x_1}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (4.15)$$

and similarly

$$\varphi_2 = \arctan\left(\frac{2x_2}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (4.16)$$

$$\theta = \varphi_2 - \varphi_1 \quad (4.17)$$

Using the sine equality rule:

$$\frac{R}{\sin(\frac{\pi}{2} - \varphi_2)} = \frac{B}{\sin(\theta)} \quad (4.18)$$

$$R = B \cdot \frac{\sin(\frac{\pi}{2} - \varphi_2)}{\sin(\theta)} = B \frac{\cos(\varphi_2)}{\sin(\theta)} \quad (4.19)$$

$$D = \cos(\varphi_1) \cdot R \quad (4.20)$$

Substituting (4.17) into (4.19), and then into (4.20):

$$D = B \cdot \frac{\cos(\varphi_2) \cdot \cos(\varphi_1)}{\sin(\varphi_2 - \varphi_1)} \quad (4.21)$$

Where  $\varphi_1$  is defined in equation (4.15) and  $\varphi_2$  is defined in equation (4.16).

#### 4.2.1.3 Object is in front of a camera

The distance,  $D$ , in this problem is given by:

$$D = B \tan\left(\frac{\pi}{2} - \varphi_2\right) \quad (4.22)$$

Where  $\varphi_2$  can be found from equation 4.16.

#### 4.2.1.4 Summary

There are three situations that can occur. These are listed below with their equations.

Object is between the two cameras:

$$D = \frac{Bx_0}{2 \tan(\frac{\varphi_0}{2})(x_1 - x_2)} \quad (4.23)$$

Object is to the same side in both images:

$$D = B \cdot \frac{\cos(\varphi_2) \cdot \cos(\varphi_1)}{\sin(\varphi_2 - \varphi_1)} \quad (4.24)$$

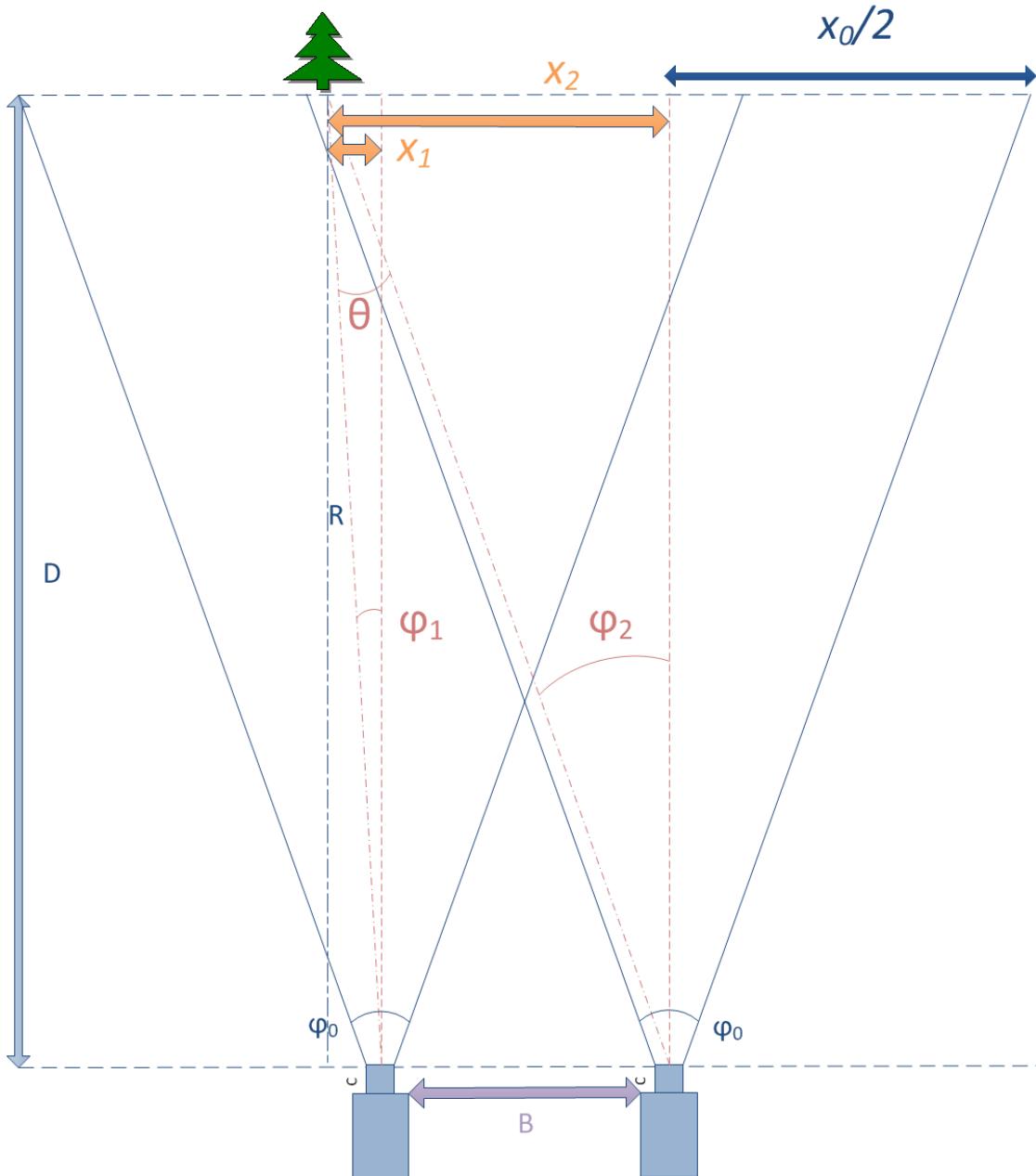


Figure 4.4: Problem 2 - Object is to the same side in both cameras

Object is directly in front of a camera:

$$D = B \tan \left( \frac{\pi}{2} - \varphi_2 \right) \quad (4.25)$$

Where  $\varphi_1$  is defined in equation (4.15) and  $\varphi_2$  is defined in equation (4.16).

When the images have been matched, these equations can be used to calculate the range to an object.

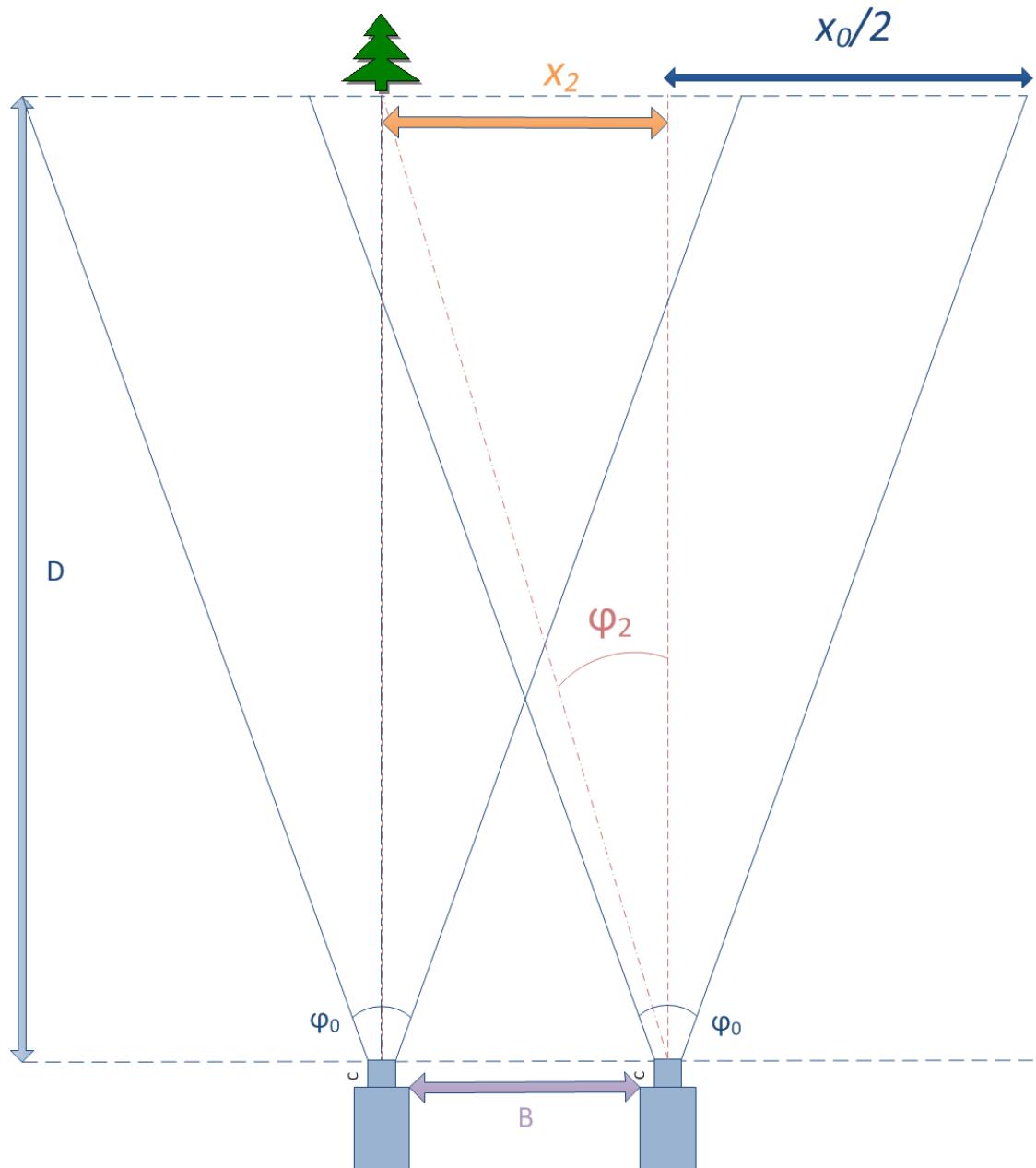


Figure 4.5: Problem 3 - Object is directly in front of a camera

# Chapter 5

## Conclusions and Further Work

So far, the project has addressed three aspects of the whole design: image acquisition, object matching a range finding. All these aspects have been developed separately on different platforms; on an ATMega644P or in MATLAB.

A full image can be read from a camera and stored on an SD card in a FAT32 filesystem. This gives the ability of removable memory that can be viewed on a computer to see any internal logs. Images are stored in QVGA format (320 by 240 pixels) as a bitmap image.

Multiple comparison algorithms have been investigated and compared using the same test image. It was clear that, although at a sacrifice of computations, the normalised cross correlation is the best with regard to overall reliability.

Range finding equations were then derived, which use the characteristics of the camera and the separation distance between them.

The next steps will be bringing the comparison and range equations together so as to be able to choose an object in a scene and find the range to said object. Object detection algorithms need to be looked into so that an object in view can be detected and correctly located.

Robot movement also needs development. An accurate method to move a distance will be implemented with a proportional or PID controller.

A printed circuit board will also be designed with an AVR32 as the microcontroller and all extra hardware on the board will be included. This will then mean all modules (image acquisition, comparison, range finding etc.) can be ported to the

AVR32 and the robot can be made mobile. Further parts can then be developed such as the occupancy map and search algorithms.

All modules will be tested before being implemented. The final hardware design and development is to be completed by 15th March 2013 and the project report hand-in date is 1st May 2013.

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# Circuit Diagrams

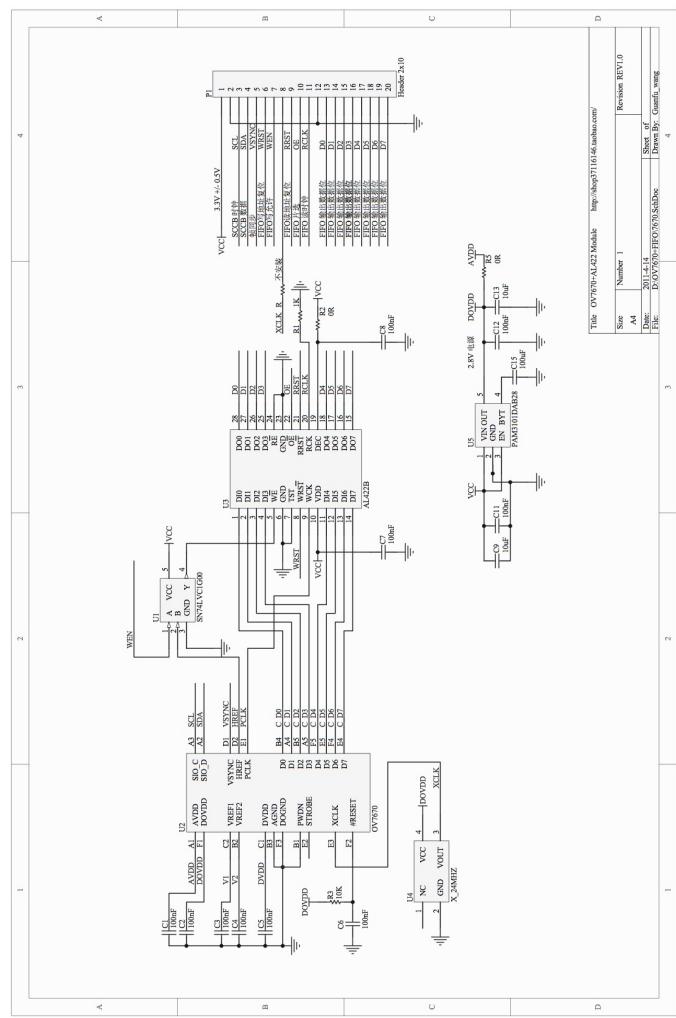


Figure 1: The circuit diagram for the OV7670 breakout board

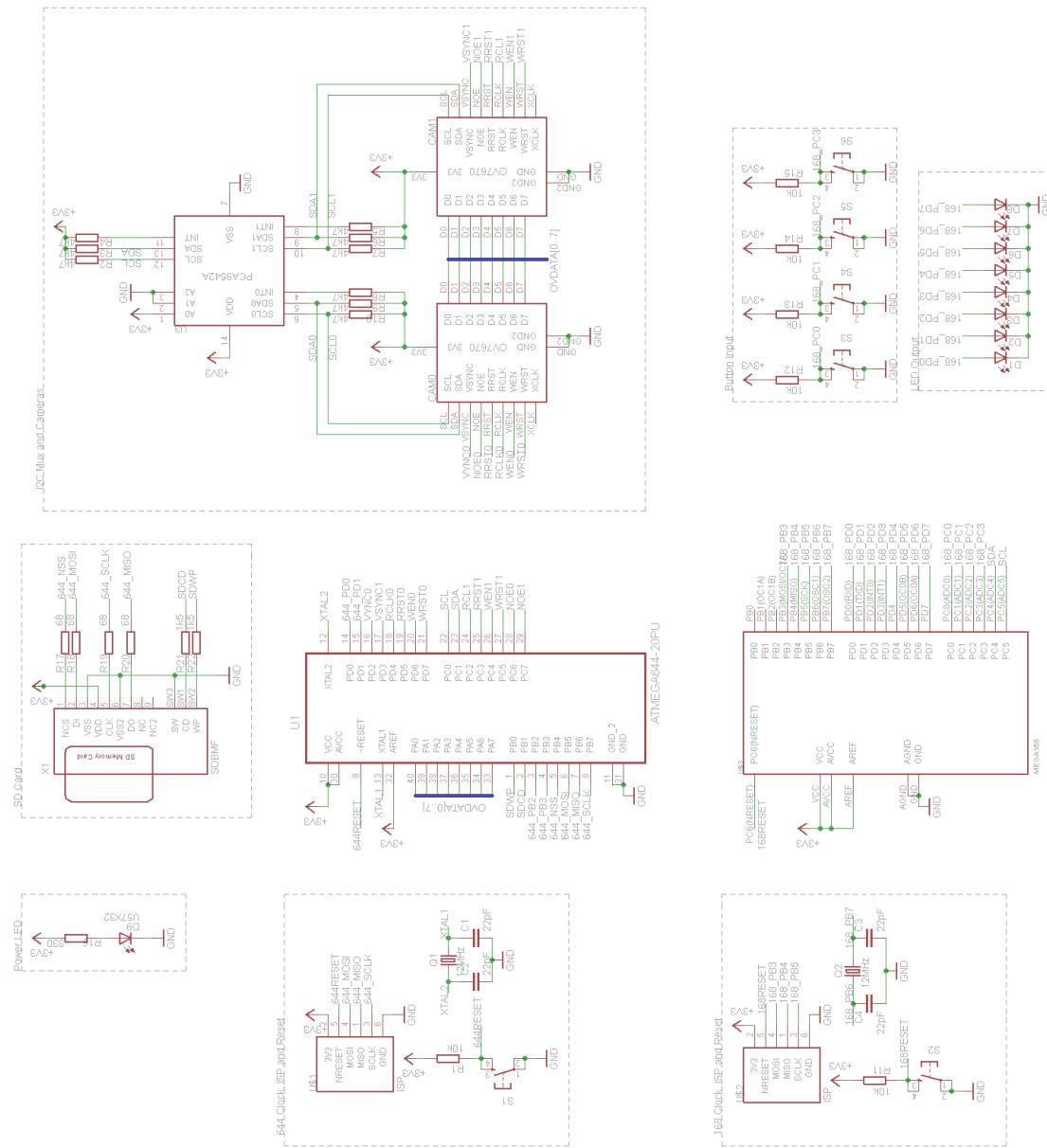


Figure 2: The circuit diagram for Dual Cameras using the Il Matto Board

# Bitmap File Format

## .1 Bitmap File Format

Table 1: Format of a Bitmap file with values used, to write an image from the camera to an SD Card

Section	Field	Description	Size (Bytes)	Value (hex)
Bitmap Header	Signature	Declares the file is a Bitamp Image	2	424D
	File Size	Size of the whole file including headers	4	36580200 (153654) <sup>1</sup>
	Reserved		4	00000000
	Offset to Pixel Array	The address of the start of the pixel data from the beginning of the file	4	36000000
DIB (Device Independant Bitmap) Header	Size	Size of the DIB Header (dictates the version)	4	7C000000
	Width	Width of the image (320 pixels)	4	40010000
	Height	Height of the image (240 pixels)	4	F0000000
	Planes	Number of colour planes	2	0100

Continued on next page

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<sup>1</sup>This is different to the 225kB said in Table 3.1 due to omitting many optional fields

Table 1 – continued from previous page

Section	Field	Description	Size (Bytes)	Value (hex)
	Bit Count	Number of bits per pixel	2	1000
	Compression	Compression Being Used, RGB Bit Fields	4	03 00 00 00
	Image Size	Size of the image	4	00 86 25 00
	X Resolution	Horizontal resolution in pixels per metre	4	13 0B 00 00
	Y Resolution	Vertical resolution in pixels per metre	4	13 0B 00 00
	Colours in Table	Number of colours in the colour table (not used)	4	00 00 00 00
	Important Colours	Number of Important Colours (0 means all colours are important)	4	00 00 00 00
	Red Mask	Bit mask of Red field	4	00 F8 00 00
	Green Mask	Bit mask of Green field	4	E0 07 00 00
	Blue Mask	Bit mask of Blue field	4	1F 00 00 00
	Alpha Mask	Bit mask of Alpha field	4	00 00 00 00
	Colour Space Type	Colour Space of the DIB	4	01 00 00 00
	Colour Space Endpoints	Sets endpoints for colours within the bitmap (not used)	36	Whole Field = 0
	Gamma Red	Gamma Value of Red Field (not used)	4	00 00 00 00
	Gamma Green	Gamma Value of Green Field (not used)	4	00 00 00 00
	Gamma Blue	Gamma Value of Blue Field (not used)	4	00 00 00 00

Continued on next page

Table 1 – continued from previous page

Section	Field	Description	Size (Bytes)	Value (hex)
	Intent	Enum dictating the intent of the image (Picture)	4	03 00 00 00
	ICC Profile Data	Offset from the file start to the ICC Colour Profile (Not Used)	4	00 00 00 00
	ICC Profile Size	Size of the ICC Colour Profile (not used)	4	00 00 00 00
	Reserved		4	00 00 00 00
Image Data Format	Each field contains all the pixel data	Padding is used to make the table width a multiple of 4 (Not always needed)		
Pix[0, h-1]	Pix[1, h-1]	...	Pix[w-1, h-1]	Padding
:	:	:	:	:
Pix[0, 1]	Pix[1, 1]	...	Pix[w-1, 1]	Padding
Pix[0, 0]	Pix[1, 0]	...	Pix[w-1, 0]	Padding



# Source Code

## .2 C Code for AVR

### .2.1 Dual Camera Operation

#### .2.1.1 main.c

..//Code/DualOV7670/main.c

```
1  /*
2   * DualOV7670.c
3   *
4   * Created: 09/11/2012 11:43:13
5   * Author: hl13g10
6   */
7 #include "Config.h"

11 //static FILE mystdout = FDEV_SETUP_STREAM(File_Write_Printf, NULL,
12 //                                         _FDEV_SETUP_WRITE);
13 //FatFS Variables
14 FILINFO Finfo;
15 FATFS Fatfs[_VOLUMES];      /* File system object for each logical drive */
16 //FIL Files[2];           /* File object */
17 uint8_t StatusReg;
18 // char Line[100];          /* Console input buffer */
19 //char Buff[100];           /* Working buffer */
20 char ImageRName[20];
21 char ImageLName[20];
22 #define STATUS_OKAY      0x01
23 #define STATUS_SDOokay    0x02
24 #define STATUS_CAM00okay   0x04
25 #define STATUS_CAM10okay   0x08
26 #define STATUS_READY      0x10
27 #define STATUS_CAPTURING  0x20
28 #define STATUS_Exit_Bad    0x80
29 #define Button_Capture     0
30 #define Button_Exit        3
```

```

31 unsigned char UI_LEDs(uint8_t LED)
32 {
33     unsigned char mesbuf[TWI_BUFFER_SIZE];
34     mesbuf[0] = (0x15 << TWI_ADR_BITS) | (FALSE << TWI_READ_BIT);
35     mesbuf[1] = 0x10;
36     mesbuf[2] = LED;
37     TWI_Start_Transceiver_With_Data(mesbuf, 3);
38     while(TWI_Transceiver_Busy()) ;
39     return TWI_StatusReg.lastTransOK;
40 }
41 unsigned char UI.Buttons()
42 {
43     unsigned char messageBuf[TWI_BUFFER_SIZE]; //Initialise a buffer
44     messageBuf[0] = (0x15<<TWI_ADR_BITS) | (FALSE<<TWI_READ_BIT); // The first
        byte must always consist of General Call code or the TWI slave address.
45     messageBuf[1] = 0x20;           // The first byte is used for the command
46     TWI_Start_Transceiver_With_Data( messageBuf, 2 );
47     _delay_us(250);
48     // Request/collect the data from the Slave
49     messageBuf[0] = (0x15<<TWI_ADR_BITS) | (TRUE<<TWI_READ_BIT); // The first
        byte must always consist of General Call code or the TWI slave address.
50     TWI_Start_Transceiver_With_Data( messageBuf, 2 );

52     // Get the received data from the transceiver buffer
53     TWI_Get_Data_From_Transceiver( messageBuf, 2 );
54     return messageBuf[1];
55 }
56 ISR(TIMERO_COMPA_vect)
57 {
58     disk_timerproc(); /* Drive timer procedure of low level disk I/O module */
59     // if(!TWI_StatusReg.lastTransOK) //if the last TWI transmission failed,
        reset the protocol
60     //    TWI_Start_Transceiver();
61     //    if(!TWI_Transceiver_Busy())
62     //        UI_LEDs(StatusReg);
63 }
64 int main(void)
65 {
66     unsigned long int a = 0;
67     uint8_t b = 0;
68     HRESULT fr;
69     uint8_t PhotoCount = 0;
70     TWI_Master Initialise();
71     IO_Init();
72     sei();
73     PCA9542A_Init();

75     StatusReg = STATUS_OKAY;
76     UI_LEDs(StatusReg);

79     fr = f_mount(0, &Fatfs[0]);
80     if(fr != FR_OK)
81     {
82         StatusReg |= (STATUS_Exit_Bad);
83         StatusReg &= ~(STATUS_OKAY);
84         UI_LEDs(StatusReg);
85         return 0;

```

```
86     }
87
88     StatusReg |= STATUS_SD0kay;
89     UI_LEDs(StatusReg);
90
91     fr = f_open(&Files[0], "/log.txt", FA_WRITE|FA_CREATE_ALWAYS);
92     if(fr != FR_OK)
93     {
94         StatusReg |= (STATUS_Exit_Bad);
95         StatusReg &= ~(1<<STATUS_SD0kay) | (1<<STATUS_OKAY);
96         UI_LEDs(StatusReg);
97         return 0;
98     }
99     UI_LEDs(StatusReg);
100
101    f_close(&Files[0]);
102    f_open(&Files[0], "/log.txt", FA_WRITE);
103    //stdout = &mystdout;
104    b = MCUSR;
105    MCUSR = 0;
106    f_write(&Files[0],"Il Matto Dual Camera\n", sizeof("Il Matto Dual Camera\n")
107            , &a);
108
109    /*f_write(&Files[0], "System Startup Complete.\n", 26, &a);*/
110
111    PCA9542A_SetChannel(CH1);
112    b = OV7670_init();
113    if(b == 0)
114        StatusReg |= STATUS_CAM10kay;
115    PCA9542A_SetChannel(NO_SELECT);
116    UI_LEDs(StatusReg);
117    sprintf(Buff, "OV7670_1 Initialise result : %d\n", b);
118    f_write(&Files[0], &Buff, 33, &a);
119
120    PCA9542A_SetChannel(CH0);
121    b = OV7670_init();
122    if(b == 0)
123        StatusReg |= STATUS_CAM00kay;
124    UI_LEDs(StatusReg);
125    PCA9542A_SetChannel(NO_SELECT);
126    sprintf(Buff, "OV7670_0 Initialise result : %d\n", b);
127    f_write(&Files[0], &Buff, 33, &a);
128    FIFO_init();
129
130    //f_close(&Files[0]);
131    StatusReg |= STATUS_READY;
132    UI_LEDs(StatusReg);
133    _delay_ms(250);
134    uint8_t Input;
135
136    while(1)
137    {
138        Input = (~UI.Buttons() & 0x0F); //Data is received negative
139        if(Input)//if a button has been pressed
140        {
141            _delay_ms(250);
142            sprintf(Buff, "Button Received : %d\n", Input);
143            f_write(&Files[0], Buff, 21, &a);
```

```

144     StatusReg&= ~(STATUS_READY); //no longer ready
145
146     switch(Input)
147     {
148         case (1<<Button_Capture):
149             StatusReg |= STATUS_CAPTURING;
150             UI_LEDs(StatusReg);
151             //Reset both buffers
152             FIFO_Reset(0);
153             FIFO_Reset(1);
154             f_write(&Files[0], "Capturing Images...\n", 20, &a);
155             LoadImagesToBuffer(); //Load both images
156
157             //Create Bitmap for image 0
158             //PSTR("Image_r.bmp");
159
160             f_open(&Files[1], "Image_r.bmp", FA_CREATE_ALWAYS | FA_WRITE);
161             f_write(&Files[0], "Created image0 file.\n", 22, &a);
162             f_lseek(&Files[1], BMPFileSize);
163             f_lseek(&Files[1], 0);
164             f_close(&Files[1]);
165             f_write(&Files[0], "Extended image0 file.\n", 22, &a);
166
167             //Create Bitmap for image 1
168             f_open(&Files[1], "image_1.bmp", FA_CREATE_ALWAYS | FA_WRITE);
169             f_write(&Files[0], "Created image1 file.\n", 22, &a);
170             f_lseek(&Files[1], BMPFileSize);
171             f_lseek(&Files[1], 0);
172             f_close(&Files[1]);
173             f_write(&Files[0], "Extended image1 file.\n", 22, &a);
174             //Get image 0
175             f_open(&Files[1], "Image_r.bmp", FA_WRITE);
176             while (2 == GetImageIfAvailable(&Files[1], 0)) ;
177             f_close(&Files[1]);
178             f_write(&Files[0], "Captured image0.\n", 17, &a);
179             //get image 1
180             f_open(&Files[1], "image_1.bmp", FA_WRITE);
181             while (2 == GetImageIfAvailable(&Files[1], 1)) ;
182             f_close(&Files[1]);
183             f_write(&Files[0], "Captured image1.\n", 17, &a);
184             StatusReg |= STATUS_READY;
185             StatusReg &= ~STATUS_CAPTURING;
186             UI_LEDs(StatusReg);
187             break; //break case(1<<ButtonCapture)
188
189         case (1<<Button_Exit):
190             f_write(&Files[0], "\nSystem Exiting...\n", 19, &a);
191             f_close(&Files[0]); //close log file
192
193             StatusReg = 0x41;
194             UI_LEDs(StatusReg);
195             return 0; //Q
196     } //End switch
197 } //End if(Input)
198 else
199 {
200     StatusReg |= STATUS_READY;

```

```
201     UI_LEDs(StatusReg);
202     _delay_ms(250); //wait
203 } //end else(Input)
204 } //End while(1)
205 } //End Main
```

### .2.1.2 Bitmap.h

..../Code/DualOV7670/Bitmap.h

```
1  /*
2   *  Bitmap.h
3   *
4   *  * Created: 29/10/2012 11:31:11
5   *  * Author: hslovett
6   */
7
8
9 #ifndef BITMAP_H_
10 #define BITMAP_H_
11
12 #define BMPHEADERSIZE 14
13 #define DIBHEADERSIZE 124 //v5
14 #define FILESIZE 153738
15
16 #include "ff.h"
17 #include "Config.h"
18
19
20 FRESULT WriteBMPHeader(FIL *File);
21 FRESULT WriteDIBHeader(FIL *File);
22
23
24 #endif /* BITMAP_H */
```

### .2.1.3 Bitmap.c

..../Code/DualOV7670/Bitmap.c

```

12         0x01, 0x00,           //Planes
13         0x10, 0x00,           //Bits per Pixel
14         0x03, 0x00, 0x00, 0x00, //Compression
15         0x00, 0x86, 0x25, 0x00, //Size of Raw Data
16         0x13, 0x0B, 0x00, 0x00, //Horizontal Resolution
17         0x13, 0x0B, 0x00, 0x00, //Vertical Resolution
18         0x00, 0x00, 0x00, 0x00, //Colours in Palette
19         0x00, 0x00, 0x00, 0x00, //Important Colours
20         0x00, 0xF8, 0x00, 0x00, //Red Mask
21         0xE0, 0x07, 0x00, 0x00, //Green Mask
22         0x1F, 0x00, 0x00, 0x00, //Blue Mask
23         0x00, 0x00, 0x00, 0x00, //Alpha Mask
24         0x01, 0x00, 0x00, 0x00, //Colour Space Type
25         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
26         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
27         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
28         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
29         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
30         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
31         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
32         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
33         0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
34         0x00, 0x00, 0x00, 0x00, //Gamma Red
35         0x00, 0x00, 0x00, 0x00, //Gamma Green
36         0x00, 0x00, 0x00, 0x00, //Gamma Blue
37         0x03, 0x00, 0x00, 0x00, //Intent - Photo
38         0x00, 0x00, 0x00, 0x00, //ICC Profile Data
39         0x00, 0x00, 0x00, 0x00, //ICC Profile Size
40         0x00, 0x00, 0x00}; //Reserved

41
42 uint8_t BMPHeader[BMPHEADERSIZE] = { 0x42, 0x4D,
43                                     0x8A, 0x58, 0x02, 0x00, //Size
44                                     0x00, 0x00, 0x00, 0x00, //Reserved
45                                     0x8A, 0x00, 0x00, 0x00 //Offset to Pixel Array
46 };

50
51 FRESULT WriteBMPHeader(FIL *File)
52 {
53     uint32_t p;
54     FRESULT f;

55     f_lseek(File, 0);
56     f = f_write(File, BMPHeader, BMPHEADERSIZE, &p);

57     return f;
58 }

59 }

60
61 FRESULT WriteDIBHeader(FIL *File)
62 {
63     uint32_t p;
64     FRESULT f;

65     f_lseek(File, BMPHEADERSIZE); //place just after the bitmap header
66     f = f_write(File, DIBHead, DIBHEADERSIZE, &p);
67     return f;
68 }

69 }

```

### .2.1.4 Config.h

..../Code/DualOV7670/Config.h

```
1  /*
2   * Config.h
3   *
4   * Created: 25/10/2012 21:58:56
5   * Author: hslovett
6   */
7  #define F_CPU 12000000UL
8  #include <avr/io.h>
9  #include <avr/interrupt.h>
10 #include <avr/pgmspace.h>
11 #include <stdio.h>
12 #include <stdlib.h>
13 #include <string.h>
14 #include <util/delay.h>
15 #include "TWI_Master.h"
16 #include "ff.h"
17 #include "diskio.h"
18 #include "Bitmap.h"
19 #include "DualCameras.h"
20 #include "PCA9542A.h"
21 #ifndef CONFIG_H_
22 #define CONFIG_H_
```

```
25 void IO_Init(void);
```

```
27 #define TRUE 1
28 #define FALSE 0
```

```
30 FIL Files[2];
31 char Buff[1024];
```

```
33 #define BMPFileSize    153738
34 #define RGBFileSize    153600
35 //////////////////////////////////////////////////////////////////
36 //  Port A
37 //////////////////////////////////////////////////////////////////
38 #define FIFO_AVR_DPRT    DDRA
39 #define FIFO_AVR_PORT    PORTA
40 #define FIFO_AVR_PINP    PINA
41 //////////////////////////////////////////////////////////////////
42 //  Port B
43 //////////////////////////////////////////////////////////////////
44 #define SD_WP        PB0
45 #define SD_CD        PB1
46 //#define          PB2
47 //#define          PB3
48 #define SPI_nSS_SD    PB4
```

```

49 #define SPI_MOSI      PB5
50 #define SPI_MISO      PB6
51 #define SPI_SCK       PB7
52 ///////////////////////////////////////////////////////////////////
53 //  Port C
54 ///////////////////////////////////////////////////////////////////
55 #define TWI_SCL       PC0
56 #define TWI_SDA       PC1
57 #define FIFO_RCLK_1   PC2
58 #define FIFO_nRRST_1  PC3
59 #define FIFO_WEN_1    PC4
60 #define FIFO_WRST_1   PC5
61 #define FIFO_nOE_0    PC6
62 #define FIFO_nOE_1    PC7
63 ///////////////////////////////////////////////////////////////////
64 //  Port D
65 ///////////////////////////////////////////////////////////////////
66 #define USARTO_RX    PD0
67 #define USARTO_TX    PD1
68 #define OV7670_VSYNC_0 PD2 //MUST BE AN INTERRUPT PIN
69 #define OV7670_VSYNC_1 PD3 //MUST BE AN INTERRUPT PIN
70 #define FIFO_RCLK_0   PD4
71 #define FIFO_nRRST_0  PD5
72 #define FIFO_WEN_0    PD6
73 #define FIFO_WRST_0   PD7

77 #endif /* CONFIG_H_ */

```

### .2.1.5 Config.c

..../Code/DualOV7670/Config.c

```

1 /*
2  * Config.c
3  *
4  * Contains Global Methods and initialisations
5  *
6  * Created: 25/10/2012 21:59:06
7  * Author: hslovett
8 */

10 #include "Config.h"
11 #include <avr/io.h>
12 void IO_Init(void)
13 {
14     //initialise timer 0 to interrupt every 10 ms
15     TIMSK0 |= (1 << OCIE0A);
16     TCCR0A |= (1 << WGM01);
17     OCR0A = 117; //10ms interrupt at 12MHz
18     TCCR0B |= (1 << CS02) | (1 << CS00);

```

```

21     DDRA = 0x00;
22     //PORTB = 0xBF;
23     DDRC = 0xFC;
24     DDRD = 0xF2;

28     //set int0 and int1 to trigger on falling edge
29     EIMSK = (1 << INT0) | (1 << INT1);           //Enable INTO and INT1
30     EICRA = (1 << ISC01) | (1 << ISC11);           //Trigger INTO and INT1 on the
            falling edge
31 }
```

### .2.1.6 DualCameras.h

..../Code/DualOV7670/DualCameras.h

```

1  /*
2  * DualCameras.h
3  *
4  * Created: 10/11/2012 15:19:52
5  * Author: hslovett
6  */

9 #ifndef DUALCAMERAS_H_
10 #define DUALCAMERAS_H_

12 #include "Config.h"

14 //////////////////////////////////////////////////////////////////
15 // Constants
16 //////////////////////////////////////////////////////////////////
17 #define HEIGHT          240
18 #define WIDTH           320
19 #define PIXELSIZE        2
20 #define SETTINGS_LENGTH 167
21 #define OV7670_ADDR      0x21
22 //////////////////////////////////////////////////////////////////
23 // Globals
24 //////////////////////////////////////////////////////////////////
25 const char default_settings[SETTINGS_LENGTH][2];
26 volatile uint8_t VSYNC_0_Count;
27 volatile uint8_t VSYNC_1_Count;
28 //////////////////////////////////////////////////////////////////
29 // Methods
30 //////////////////////////////////////////////////////////////////
31 unsigned char OV7670_init(void);           //Initialises Camera
32 void FIFO_init(void);                    //Initialises Buffer
33 uint8_t GetImageIfAvailable(FIL *File, uint8_t CameraID);
34 void LoadImagesToBuffer(void);
35 unsigned char rdOV7670Reg(unsigned char regID, unsigned char *regData);
36 unsigned char OV7670_SCCB_init(void);
37 void FIFO_Reset(uint8_t CameraID);
```

```

38 ///////////////////////////////////////////////////////////////////
39 // Pins & Macros
40 ///////////////////////////////////////////////////////////////////
41 #define FIFO_RCLK_1 PC2
42 #define FIFO_nRRST_1 PC3
43 #define FIFO_WEN_1 PC4
44 #define FIFO_WRST_1 PC5
45 #define FIFO_nOE_0 PC6
46 #define FIFO_nOE_1 PC7

48 #define FIFO_RCLK_1_SET { PORTC |= (1 << FIFO_RCLK_1); }
49 #define FIFO_RCLK_1_CLR { PORTC &= ~(1 << FIFO_RCLK_1); }
50 #define FIFO_nRRST_1_SET { PORTC |= (1 << FIFO_nRRST_1); }
51 #define FIFO_nRRST_1_CLR { PORTC &= ~(1 << FIFO_nRRST_1); }
52 #define FIFO_WEN_1_SET { PORTC |= (1 << FIFO_WEN_1); }
53 #define FIFO_WEN_1_CLR { PORTC &= ~(1 << FIFO_WEN_1); }
54 #define FIFO_WRST_1_SET { PORTC |= (1 << FIFO_WRST_1); }
55 #define FIFO_WRST_1_CLR { PORTC &= ~(1 << FIFO_WRST_1); }
56 #define FIFO_nOE_0_SET { PORTC |= (1 << FIFO_nOE_0); }
57 #define FIFO_nOE_0_CLR { PORTC &= ~(1 << FIFO_nOE_0); }
58 #define FIFO_nOE_1_SET { PORTC |= (1 << FIFO_nOE_1); }
59 #define FIFO_nOE_1_CLR { PORTC &= ~(1 << FIFO_nOE_1); }

62 #define FIFO_RCLK_0 PD4
63 #define FIFO_nRRST_0 PD5
64 #define FIFO_WEN_0 PD6
65 #define FIFO_WRST_0 PD7

67 #define FIFO_RCLK_0_SET { PORTD |= (1 << FIFO_RCLK_0); }
68 #define FIFO_RCLK_0_CLR { PORTD &= ~(1 << FIFO_RCLK_0); }
69 #define FIFO_nRRST_0_SET { PORTD |= (1 << FIFO_nRRST_0); }
70 #define FIFO_nRRST_0_CLR { PORTD &= ~(1 << FIFO_nRRST_0); }
71 #define FIFO_WEN_0_SET { PORTD |= (1 << FIFO_WEN_0); }
72 #define FIFO_WEN_0_CLR { PORTD &= ~(1 << FIFO_WEN_0); }
73 #define FIFO_WRST_0_SET { PORTD |= (1 << FIFO_WRST_0); }
74 #define FIFO_WRST_0_CLR { PORTD &= ~(1 << FIFO_WRST_0); }

76 ///////////////////////////////////////////////////////////////////
77 // Camera Register Address definitions
78 ///////////////////////////////////////////////////////////////////
79 #define OV_GAIN 0x00 //Gain Control Setting - ACG[7:0]
80 #define OV_BLUE 0x01 //Blue Channel Gain
81 #define OV_RED 0x02 //Red Channel Gain
82 #define OV_VREF 0x03 //Vertical Frame Control & ACG[9:8]
83 #define OV_COM1 0x04 //CCIR656 enable, AEC low bits (AECHH, AECH)
84 #define OV_BAVE 0x05 //U/B Average level - AUTO UPDATED
85 #define OV_GbAVE 0x06 //Y/Gb Average Level - AUTO UPDATED
86 #define OV_AECHH 0x07 //Exposure value [15:10] (AECH, COM1)
87 #define OV_RAVE 0x08 //V/R Average level - AUTO UPDATED
88 #define OV_COM2 0x09 //Soft Sleep, Output drive capability
89 #define OV_PID 0x0A //Product ID MSB Read only
90 #define OV_VER 0x0B //Product ID LSB Read Only
91 #define OV_COM3 0x0C //Output data MSB/LSB swap + other stuff
92 #define OV_COM4 0x0D //Average values - MUST BE SAME AS COM17
93 #define OV_COM5 0x0E //RESERVED
94 #define OV_COM6 0x0F //COM6
95 #define OV_AECH 0x10 //Exposure value [9:2] (see AECHH, COM1)

```

```

96 #define OV_CLKRC      0x11 //Internal Clock options
97 #define OV_COM7       0x12 //RESET, Output format
98 #define OV_COM8       0x13 //Common control 8
99 #define OV_COM9       0x14 //Automatic Gain Ceiling
100 #define OV_COM10      0x15 //PCLK, HREF and VSYNC options
101 #define OV_RSVD       0x16 //RESERVED
102 #define OV_HSTART     0x17 //Output format Horizontal Frame start
103 #define OV_HSTOP      0x18 //Output format Horizontal Frame end
104 #define OV_VSTRT      0x19 //Output format Vertical Frame start
105 #define OV_VSTOP      0x1A //Output format Vertical Frame Stop
106 #define OV_PSHFT      0x1B //Pixel Delay Select
107 #define OV_MIDH       0x1C //Manufacturer ID MSB - READ ONLY
108 #define OV_MIDL       0x1D //Manufacturer ID LSB - READ ONLY
109 #define OV_MVFP       0x1E //Mirror / VFlip Enable
110 #define OV_LAEC       0x1F //RESERVED
111 #define OV_ADCCTR0    0x20 //ADC Control
112 #define OV_ADCCTR1    0x21 //RESERVED
113 #define OV_ADCCTR2    0x22 //RESERVED
114 #define OV_ADCCTR3    0x23 //RESERVED
115 #define OV_AEW        0x24 //ACG/AEC Stable Operating Region Upper Limit
116 #define OV_AEB        0x25 //ACG/AEC Stable Operation Region Lower Limit
117 #define OV_VPT        0x26 //ACG/AEC Fast Mode Operation Region
118 #define OV_BBIAS      0x27 //B Channel Signal Output Bias
119 #define OV_GbBIAS     0x28 //Gb Channel Output Bias
120 #define OV_RSVD1      0x29 //RESERVED
121 #define OV_EXHCH      0x2A //Dummy Pixel Insert MSB
122 #define OV_EXHCL      0x2B //Dummy Pixel Insert LSB
123 #define OV_RBIAS      0x2C //R Channel Signal Output Bias
124 #define OV_ADVFL      0x2D //LSB of insert dummy line in vertical direction
125 #define OV_AdVFH      0x2E //MSB of insert dummy line in vertical direction
126 #define OV_YAVE       0x2F //Y/G Channel Average Value
127 #define OV_HSYST      0x30 //HSYNC Rising Edge Delay (low 8 bits)
128 #define OV_HSYEN      0x31 //HSYNC Falling Edge Delay (low 8 bits)
129 #define OV_HREF       0x32 //HREF Control
130 #define OV_CHLF       0x33 //Array Current Control - RESERVED
131 #define OV_ARBLM      0x34 //Array Reference Control - RESERVED
132 #define OV_RSVD2      0x35 //RESERVED
133 #define OV_RSVD3      0x36 //RESERVED
134 #define OV_ADCCTRL     0x37 //ADC Control - RESERVED
135 #define OV_ACOM       0x38 //ADC and Analog Common Mode Control - RESERVED
136 #define OV_OFON       0x39 //ADC Offset Control
137 #define OV_TSLB       0x3A //Line Buffer Test Option
138 #define OV_COM11      0x3B //COM11
139 #define OV_COM12      0x3C //COM12
140 #define OV_COM13      0x3D //COM13
141 #define OV_COM14      0x3E //COM14
142 #define OV_EDGE        0x3F //Edge Detection Adjustment
143 #define OV_COM15      0x40 //COM15
144 #define OV_COM16      0x41 //COM16
145 #define OV_COM17      0x42 //COM17
146 #define OV_AWBC1       0x43
147 #define OV_AWBC2       0x44
148 #define OV_AWBC3       0x45
149 #define OV_AWBC4       0x46
150 #define OV_AWBC5       0x47
151 #define OV_AWBC6       0x48
152 #define OV_RSVD4      0x49
153 #define OV_RSVD5      0x40

```

```
154 #define OV_RSVD6      0x4A
155 #define OV_REG4B      0x4B
156 #define OV_DNSTH      0x4C
157 #define OV_RSVD7      0x4D
158 #define OV_RSVD8      0x4E
159 #define OV_MTX1       0x4F
160 #define OV_MTX2       0x50
161 #define OV_MTX3       0x51
162 #define OV_MTX4       0x52
163 #define OV_MTX5       0x53
164 #define OV_MTX6       0x54
165 #define OV_BRIGHT      0x55
166 #define OV_CONTRAS     0x56
167 #define OV CONTRASCNTR 0x57
168 #define OV_MTXS        0x58
169 #define OV_RSVD9       0x59
170 #define OV_RSVD9_1     0x5A
171 #define OV_RSVD9_2     0x5B
172 #define OV_RSVD9_3     0x5C
173 #define OV_RSVD9_4     0x5D
174 #define OV_RSVD9_5     0x5E
175 #define OV_RSVD9_6     0x5F
176 #define OV_RSVD10      0x60
177 #define OV_RSVD11      0x61
178 #define OV_LCC1        0x62
179 #define OV_LCC2        0x63
180 #define OV_LCC3        0x64
181 #define OV_LCC4        0x65
182 #define OV_LCC5        0x66
183 #define OV_MANU        0x67
184 #define OV_MANV        0x68
185 #define OV_GFIX        0x69
186 #define OV_GGAIN        0x6A
187 #define OV_DBLV        0x6B
188 #define OV_AWBCTR3     0x6C
189 #define OV_AWBCTR2     0x6D
190 #define OV_AWBCTR1     0x6E
191 #define OV_AWBCTR0     0x6F
192 #define OV_SCALING_XSC 0x70
193 #define OV_SCALING_YSC 0x71
194 #define OV_SCALING_DCWCTR 0x72
195 #define OV_SCALING_PCLK_DIV 0x73
196 #define OV_REG74        0x74
197 #define OV_REG75        0x75
198 #define OV_REG76        0x76
199 #define OV_REG77        0x77
200 #define OV_RSVD12      0x78
201 #define OV_RSVD13      0x79
202 #define OV_GAM1         0x7A
203 #define OV_GAM2         0x7B
204 #define OV_GAM3         0x7C
205 #define OV_GAM4         0x7D
206 #define OV_GAM5         0x7E
207 #define OV_GAM6         0x7F
208 #define OV_GAM7         0x80
209 #define OV_GAM8         0x81
210 #define OV_GAM9         0x82
211 #define OV_GAM10        0x83
```

```
212 #define OV_GAM11 0x84
213 #define OV_GAM12 0x85
214 #define OV_GAM13 0x86
215 #define OV_GAM14 0x87
216 #define OV_GAM15 0x88
217 #define OV_GAM16 0x89
218 #define OV_RSVD14 0x8A
219 #define OV_RSVD15 0x8B
220 #define OV_RSVD16 0x8C
221 #define OV_RSVD17 0x8D
222 #define OV_RSVD18 0x8E
223 #define OV_RSVD19 0x8F
224 #define OV_RSVD20 0x90
225 #define OV_RSVD21 0x91
226 #define OV_DM_LNL 0x92
227 #define OV_DM_LNH 0x93
228 #define OV_LCC6 0x94
229 #define OV_LCC7 0x95
230 #define OV_RSVD22 0x96
231 #define OV_RSVD23 0x97
232 #define OV_RSVD24 0x98
233 #define OV_RSVD25 0x99
234 #define OV_RSVD26 0x9A
235 #define OV_RSVD27 0x9B
236 #define OV_RSVD28 0x9C
237 #define OV_BD50ST 0x9D
238 #define OV_BD60ST 0x9E
239 #define OV_HIST0 0x9F
240 #define OV_HIST1 0xA0
241 #define OV_HIST2 0xA1
242 #define OV_HIST3 0xA2
243 #define OV_HIST4 0xA3
244 #define OV_HIST5 0xA4
245 #define OV_HIST6 0xA5
246 #define OV_HIST7 0xA6
247 #define OV_HIST8 0xA7
248 #define OV_HIST9 0xA8
249 #define OV_HIST10 0xA9
250 #define OV_HIST11 0xAA
251 #define OV_HIST12 0xAB
252 #define OV_STR_OPT 0xAC
253 #define OV_STR_R 0xAD
254 #define OV_STR_G 0xAE
255 #define OV_STR_B 0xAF
256 #define OV_RSVD28_1 0xB0
257 #define OV_RSVD29 0xB1
258 #define OV_RSVD30 0xB2
259 #define OV_THL_ST 0xB3
260 #define OV_RSVD31 0xB4
261 #define OV_THL_DLT 0xB5
262 #define OV_RSVD32 0xB6
263 #define OV_RSVD33 0xB7
264 #define OV_RSVD34 0xB8
265 #define OV_RSVD35 0xB9
266 #define OV_RSVD36 0xBA
267 #define OV_RSVD37 0xBB
268 #define OV_RSVD38 0xBC
269 #define OV_RSVD39 0xBD
```

```

270 #define OV_AD_CHB    0xBE
271 #define OV_AD_CHR    0xBF
272 #define OV_AD_CHGb   0xC0
273 #define OV_AD_CHGr   0xC1
274 #define OV_RSVD40    0xC2
275 #define OV_RSVD41    0xC3
276 #define OV_RSVD42    0xC4
277 #define OV_RSVD43    0xC5
278 #define OV_RSVD44    0xC6
279 #define OV_RSVD45    0xC7
280 #define OV_RSVD46    0xC8
281 #define OV_SATCTR   0xC9

283 #endif /* DUALCAMERAS_H_ */

```

### .2.1.7 DualCameras.c

.. /Code/DualOV7670/DualCameras.c

```

1  /*
2   * DualCameras.c
3   *
4   * Created: 10/11/2012 15:20:03
5   * Author: hl13g10
6   */

8 #include "DualCameras.h"

10 const char default_settings[SETTINGS_LENGTH][2]=
11 {
12 {OV_TSLB, 0x04},
13 {OV_COM15, 0xd0}, //RGB565 / RGB555
14 {OV_COM7, 0x14},
15 {OV_HREF, 0x80},
16 {OV_HSTART, 0x16},
17 {OV_HSTOP, 0x04},
18 {OV_VSTRT, 0x02},
19 {OV_VSTOP, 0x7b}, //0x7a,
20 {OV_VREF, 0x06}, //0xa,
21 {OV_COM3, 0x00},
22 {OV_COM14, 0x00}, //
23 {OV_SCALING_XSC, 0x00},
24 {OV_SCALING_YSC, 0x00},
25 {OV_SCALING_DCWCTR, 0x11},
26 {OV_SCALING_PCLK_DIV, 0x00}, //
27 {0xa2, 0x02},
28 {OV_CLKRC, 0x01},
29 {OV_GAM1, 0x20},
30 {OV_GAM2, 0x1c},
31 {OV_GAM3, 0x28},
32 {OV_GAM4, 0x3c},
33 {OV_GAM5, 0x55},
34 {OV_GAM6, 0x68},
35 {OV_GAM7, 0x76},

```

```
36 {OV_GAM8, 0x80},  
37 {OV_GAM9, 0x88},  
38 {OV_GAM10, 0x8f},  
39 {OV_GAM11, 0x96},  
40 {OV_GAM12, 0xa3},  
41 {OV_GAM13, 0xaf},  
42 {OV_GAM14, 0xc4},  
43 {OV_GAM15, 0xd7},  
44 {OV_GAM16, 0xe8},  
45 {OV_COM8, 0xe0},  
46 {OV_GAIN, 0x00}, //AGC  
47 {OV_AECH, 0x00},  
48 {OV_COM4, 0x00},  
49 {OV_COM9, 0x20}, //0x38, limit the max gain  
50 {OV_HIST6, 0x05},  
51 {OV_HIST12, 0x07},  
52 {OV_AEW, 0x75},  
53 {OV_AEB, 0x63},  
54 {OV_VPT, 0xA5},  
55 {OV_HIST0, 0x78},  
56 {OV_HIST1, 0x68},  
57 {OV_HIST2, 0x03}, //0xb,  
58 {OV_HIST7, 0xdf}, //0xd8,  
59 {OV_HIST8, 0xdf}, //0xd8,  
60 {OV_HIST9, 0xf0},  
61 {OV_HIST10, 0x90},  
62 {OV_HIST11, 0x94},  
63 {OV_COM8, 0xe5},  
64 {OV_COM5, 0x61},  
65 {OV_COM6, 0x4b},  
66 {0x16, 0x02},  
67 {OV_MVFP, 0x27}, //0x37,  
68 {0x21, 0x02},  
69 {0x22, 0x91},  
70 {0x29, 0x07},  
71 {0x33, 0x0b},  
72 {0x35, 0x0b},  
73 {0x37, 0x1d},  
74 {0x38, 0x71},  
75 {OV_OFON, 0x2a}, //  
76 {OV_COM12, 0x78},  
77 {0x4d, 0x40},  
78 {0x4e, 0x20},  
79 {OV_GFIX, 0x0c}, ///////////////////////////////  
80 {OV_DBLV, 0x60}, //PLL  
81 {OV_REG74, 0x19},  
82 {0x8d, 0x4f},  
83 {0x8e, 0x00},  
84 {0x8f, 0x00},  
85 {0x90, 0x00},  
86 {0x91, 0x00},  
87 {OV_DM_LNL, 0x00}, //0x19, //0x66  
88 {0x96, 0x00},  
89 {0x9a, 0x80},  
90 {0xb0, 0x84},  
91 {0xb1, 0x0c},  
92 {0xb2, 0x0e},  
93 {OV_THL_ST, 0x82},
```

```
94 {0xb8, 0x0a},  
95 {0V_AWBC1, 0x14},  
96 {0V_AWBC2, 0xf0},  
97 {0V_AWBC3, 0x34},  
98 {0V_AWBC4, 0x58},  
99 {0V_AWBC5, 0x28},  
100 {0V_AWBC6, 0x3a},  
101 {0x59, 0x88},  
102 {0x5a, 0x88},  
103 {0x5b, 0x44},  
104 {0x5c, 0x67},  
105 {0x5d, 0x49},  
106 {0x5e, 0x0e},  
107 {0V_LCC3, 0x04},  
108 {0V_LCC4, 0x20},  
109 {0V_LCC5, 0x05},  
110 {0V_LCC6, 0x04},  
111 {0V_LCC7, 0x08},  
112 {0V_AWBCTR3, 0x0a},  
113 {0V_AWBCTR2, 0x55},  
114 {0V_AWBCTR1, 0x11},  
115 {0V_AWBCTR0, 0x9f}, //0x9e for advance AWB  
116 {0V_GGAIN, 0x40},  
117 {0V_BLUE, 0x40},  
118 {0V_RED, 0x40},  
119 {0V_COM8, 0xe7},  
120 {0V_COM10, 0x02}, //VSYNC negative  
121 {0V_MTX1, 0x80},  
122 {0V_MTX2, 0x80},  
123 {0V_MTX3, 0x00},  
124 {0V_MTX4, 0x22},  
125 {0V_MTX5, 0x5e},  
126 {0V_MTX6, 0x80},  
127 {0V_MT XS, 0x9e},  
128 {0V_COM16, 0x08},  
129 {0V_EDGE, 0x00},  
130 {0V_REG75, 0x05},  
131 {0V_REG76, 0xe1},  
132 {0V_DNSTH, 0x00},  
133 {0V_REG77, 0x01},  
134 {0V_COM13, 0xc2}, //0xc0,  
135 {0V_REG4B, 0x09},  
136 {0V_SATCTR, 0x60},  
137 {0V_COM16, 0x38},  
138 {0V_CONTRAS, 0x40},  
139 {0x34, 0x11},  
140 {0V_COM11, 0x02}, //0x00, //0x02,  
141 {0V_HIST5, 0x89}, //0x88,  
142 {0x96, 0x00},  
143 {0x97, 0x30},  
144 {0x98, 0x20},  
145 {0x99, 0x30},  
146 {0x9a, 0x84},  
147 {0x9b, 0x29},  
148 {0x9c, 0x03},  
149 {0V_BD50ST, 0x4c},  
150 {0V_BD60ST, 0x3f},  
151 {0x78, 0x04},
```

```
152 {0x79, 0x01}, //Some weird thing with reserved registers.  
153 {0xc8, 0xf0},  
154 {0x79, 0x0f},  
155 {0xc8, 0x00},  
156 {0x79, 0x10},  
157 {0xc8, 0x7e},  
158 {0x79, 0xa},  
159 {0xc8, 0x80},  
160 {0x79, 0xb},  
161 {0xc8, 0x01},  
162 {0x79, 0xc},  
163 {0xc8, 0x0f},  
164 {0x79, 0xd},  
165 {0xc8, 0x20},  
166 {0x79, 0x09},  
167 {0xc8, 0x80},  
168 {0x79, 0x02},  
169 {0xc8, 0xc0},  
170 {0x79, 0x03},  
171 {0xc8, 0x40},  
172 {0x79, 0x05},  
173 {0xc8, 0x30},  
174 {0x79, 0x26},  
175 {OV_COM2, 0x03},  
176 {OV_BRIGHT, 0x00},  
177 {OV_CONTRAS, 0x40},  
178 {OV_COM11, 0x42}, //0x82, //0xc0, //0xc2, //night mode  
  
180 };  
  
  
184 //ISR for controlling WEN.  
185 ISR(INT0_vect)  
186 {  
187     //printf(" ISR INT0 Entered\n");  
188     if (VSYNC_0_Count==1)//start a frame read  
189     {  
190         FIFO_WEN_0_SET;  
191         VSYNC_0_Count++;  
192     }  
193     else if (VSYNC_0_Count==2)//end a frame read  
194     {  
195         FIFO_WEN_0_CLR;  
196         VSYNC_0_Count++;  
197     }  
198     else if(VSYNC_0_Count == 3)  
199     {  
200         FIFO_WEN_0_CLR;  
201     }  
202     else  
203     {  
204         FIFO_WEN_0_CLR  
205         VSYNC_0_Count = 0;//wait for a read to be started  
206     }  
207 }  
208 //ISR for controlling WEN.  
209 ISR(INT1_vect)
```

```

210 {
211 //printf("ISR INT1 Entered\n");
212 if (VSYNC_1_Count==1)//start a frame read
213 {
214     FIFO_WEN_1_SET;
215     VSYNC_1_Count++;
216 }
217 else if (VSYNC_1_Count==2)//end a frame read
218 {
219     FIFO_WEN_1_CLR;
220     VSYNC_1_Count++;
221 }
222 else if(VSYNC_1_Count == 3)
223 {
224     FIFO_WEN_1_CLR;
225 }
226 else
227 {
228     FIFO_WEN_1_CLR
229     VSYNC_1_Count = 0;//wait for a read to be started
230 }
231 }

233 //Write Register Method
234 unsigned char wrOV7670Reg(unsigned char regID, unsigned char regDat)
235 {
236 /* I2C Traffic Generated:
237 * S | OV_7670 + W | A | RegID | A | Data | A | P |
238 */
239 //I2C Interface
240 unsigned char messageBuf[TWI_BUFFER_SIZE];
241 messageBuf[0] = (OV7670_ADDR <<TWI_ADR_BITS) | (FALSE<<TWI_READ_BIT); //The first byte must always consist of General Call code or the TWI slave address.
242 messageBuf[1] = regID; // The first byte is used for commands.
243 messageBuf[2] = regDat; // The second byte is used for the data.
244 TWI_Start_Transceiver_With_Data( messageBuf, 3 );

246 while(TWI_Transceiver_Busy()) ; //Wait for transceiver to clear

248 return TWI_statusReg.lastTransOK;
249 }

251 //Read Register Method
252 unsigned char rdOV7670Reg(unsigned char regID, unsigned char *regDat)
253 {
254 /* I2C Traffic Generated:
255 * S | OV_ADDR + W | A | RegID | A | P |
256 * S | OV_ADDR + R | A | Data | ~A | P |
257 */
258 //I2C Interface
259 unsigned char messageBuf[TWI_BUFFER_SIZE]; //Initialise a buffer
260 messageBuf[0] = (OV7670_ADDR<<TWI_ADR_BITS) | (FALSE<<TWI_READ_BIT); // The first byte must always consist of General Call code or the TWI slave address.
261 messageBuf[1] = regID; // The first byte is used for Address Pointer.

```

```
262     TWI_Start_Transceiver_With_Data( messageBuf, 2 );  
  
264     // Request/collect the data from the Slave  
265     messageBuf[0] = (OV7670_ADDR<<TWI_ADR_BITS) | (TRUE<<TWI_READ_BIT); // The  
266     // first byte must always consist of General Call code or the TWI slave  
267     // address.  
268     TWI_Start_Transceiver_With_Data( messageBuf, 2 );  
  
268     // Get the received data from the transceiver buffer  
269     TWI_Get_Data_From_Transceiver( messageBuf, 2 );  
270     *regDat = messageBuf[1];  
271     return TWI_statusReg.lastTransOK;  
272 }  
  
275 unsigned char OV7670_init()  
276 {  
277     uint8_t i = 0;  
278     if(0==wrOV7670Reg(OV_COM7, 0x80)) //Reset Camera  
279     {  
280         return 1;  
281     }  
282     _delay_ms(10);  
283     for(i=0; i<SETTINGS_LENGTH; i++)  
284     {  
285         if( 0==wrOV7670Reg(default_settings[i][0], default_settings[i][1] ))  
286         {  
287             return 1;  
288         }  
289         _delay_ms(1);  
290     }  
  
292     return 0;  
293 }  
  
295 void FIFO_init( void )  
296 {  
297     //disable both outputs  
298     FIFO_nOE_0_SET;  
299     FIFO_nOE_1_SET;  
300     //Reset Buffer 0  
301     FIFO_WRST_0_CLR;  
302     FIFO_RCLK_0_CLR;  
303     //FIFO_nOE_0_CLR;  
304     FIFO_nRRST_0_SET;  
305     FIFO_WEN_0_CLR;  
306     _delay_us(10);  
307     FIFO_RCLK_0_SET;  
308     _delay_us(10);  
309     FIFO_RCLK_0_CLR;  
310     FIFO_nRRST_0_CLR;  
311     _delay_us(10);  
312     FIFO_RCLK_0_SET;  
313     _delay_us(10);  
314     FIFO_RCLK_0_CLR;  
315     FIFO_nRRST_0_SET;  
316     _delay_us(10);  
317     FIFO_WRST_0_SET;
```

```
319 //Reset Buffer 1
320 FIFO_WRST_1_CLR;
321 FIFO_RCLK_1_CLR;
322 //FIFO_nOE_1_CLR;
323 FIFO_nRRST_1_SET;
324 FIFO_WEN_1_CLR;
325 _delay_us(10);
326 FIFO_RCLK_1_SET;
327 _delay_us(10);
328 FIFO_RCLK_1_CLR;
329 FIFO_nRRST_1_CLR;
330 _delay_us(10);
331 FIFO_RCLK_1_SET;
332 _delay_us(10);
333 FIFO_RCLK_1_CLR;
334 FIFO_nRRST_1_SET;
335 _delay_us(10);
336 FIFO_WRST_1_SET;

338 }

340 //Write one pixel in AVR
341 uint16_t FIFO_TO_AVR(uint8_t ID)
342 {
343     uint16_t data = 0;

345     DDRA = 0;
346     if(ID == 1)
347     {
348         FIFO_RCLK_1_SET;
349         data = PINA;
350         FIFO_RCLK_1_CLR;
351         data <= 8;
352         FIFO_RCLK_1_SET;
353         data |= PINA;
354         FIFO_RCLK_1_CLR;
355     }
356     else
357     {
358         FIFO_RCLK_0_SET;
359         data = PINA;
360         FIFO_RCLK_0_CLR;
361         data <= 8;
362         FIFO_RCLK_0_SET;
363         data |= PINA;
364         FIFO_RCLK_0_CLR;
365     }
366     return(data);
367 }

370 //Resets both pointers
371 void FIFO_Reset(uint8_t CameraID)
372 {
373     FIFO_nOE_0_SET;
374     FIFO_nOE_1_SET;
375     if(CameraID == 0)
```

```
376     {
377         FIFO_WRST_0_CLR;
378         FIFO_nRRST_0_CLR;
379         FIFO_RCLK_0_SET;
380         FIFO_RCLK_0_CLR;
381         FIFO_nRRST_0_SET;
382         FIFO_WRST_0_SET;
383     }
384     else
385     {
386         FIFO_WRST_1_CLR;
387         FIFO_nRRST_1_CLR;
388         FIFO_RCLK_1_SET;
389         FIFO_RCLK_1_CLR;
390         FIFO_nRRST_1_SET;
391         FIFO_WRST_1_SET;
392     }
393 }
394 void LoadImagesToBuffer()
395 {
396     VSYNC_0_Count = 0;
397     VSYNC_1_Count = 0;
398     FIFO_Reset(0);
399     FIFO_Reset(1);
400     VSYNC_0_Count = 1;
401     VSYNC_1_Count = 1;
402
403 }
404 uint8_t GetImageIfAvailable(FIL *File, uint8_t CameraID)
405 {
406
407     if( ((CameraID == 0) && (VSYNC_0_Count == 3)) ||
408         ((CameraID == 1) && (VSYNC_1_Count == 3)) )
409     {
410
411         //Write Bitmap Headers
412         WriteBMPHeader(File);
413         WriteDIBHeader(File);
414         if (CameraID == 0)
415         {
416             //Enable output of Camera 0
417             FIFO_nOE_0_CLR;
418             //Reset Read Pointer
419             FIFO_nRRST_0_CLR;
420             FIFO_RCLK_0_SET;
421             FIFO_RCLK_0_CLR;
422             FIFO_nRRST_0_SET;
423         }
424         else
425         {
426             //Enable output of Camera 0
427             FIFO_nOE_1_CLR;
428             //Reset Read Pointer
429             FIFO_nRRST_1_CLR;
430             FIFO_RCLK_1_SET;
431             FIFO_RCLK_1_CLR;
432             FIFO_nRRST_1_SET;
433 }
```

```

434 }
435     int i, j;
436     uint32_t pointer;
437     uint16_t Temp;
438     uint32_t p;
439     HRESULT fr;
440 //for(j = HEIGHT; j>0; j--)
441 for(j = 0; j < HEIGHT; j++)
442 {
443     pointer = 0;
444     for(i = 0; i < WIDTH; i++)
445     {
446         Temp = FIFO_TO_AVR(CameraID);
447 //USART0_Senduint16(Temp);

448         Buff[pointer++] = (uint8_t)(Temp >> 8);
449         Buff[pointer++] = (uint8_t)Temp;
450     }
451     pointer = (uint32_t)j * (uint32_t)WIDTH * 2 + BMPHEADERSIZE +
DIBHEADERSIZE;
452     f_lseek(File, pointer);
453     fr = f_write(File, Buff, WIDTH * 2, &p);
454     if(fr != FR_OK)
455     {
456         //printf("Write Fail.\n");
457         VSYNC_0_Count = 0;
458         VSYNC_1_Count = 0;
459         FIFO_Reset(CameraID);
460         FIFO_nOE_0_SET;
461         FIFO_nOE_1_SET;
462         return 1;
463     }
464 }
465 }
466 FIFO_Reset(CameraID);
467 //fr = f_close(File);
468 FIFO_nOE_0_SET;
469 FIFO_nOE_1_SET;
470 return 0;
471 }
472 else
473 {
474     return 2;
475 }
476 }

```

### .2.1.8 PCA9542A.h

..../Code/DualOV7670/PCA9542A.h

```

1 /*
2 * PCA9542A.h
3 *
4 * Created: 13/11/2012 23:24:48
5 * Author: hslovett

```

```

6  */

9 #ifndef PCA9542A_H_
10 #define PCA9542A_H_
11 #include "Config.h"

13 #define A0 0
14 #define A1 0
15 #define A2 1
16 #define PCA9542A_ADDR (0x70 | (A2 << 2) | (A1 << 1) | A0)

18 #define NO_SELECT 0x00
19 #define CH0 0x04
20 #define CH1 0x05

22 unsigned char PCA9542A_Init();
23 unsigned char PCA9542A_SetChannel(uint8_t Channel);

25 #endif /* PCA9542A_H_ */

```

### .2.1.9 PCA9542A.c

..../Code/DualOV7670/PCA9542A.c

```

1  /*
2  * PCA9542A.c
3  *
4  * Created: 13/11/2012 23:24:40
5  * Author: hslovett
6  */
7 #include "PCA9542A.h"

10 unsigned char PCA9542A_Init()
11 {
12     unsigned char messageBuf[TWI_BUFFER_SIZE];
13     messageBuf[0] = (PCA9542A_ADDR << TWI_ADR_BITS) | (FALSE << TWI_READ_BIT); // The first byte must always consist of General Call code or the TWI slave address.
14     messageBuf[1] = NO_SELECT; // The first byte is used for commands.
15     // The second byte is used for the data.
16     TWI_Start_Transceiver_With_Data( messageBuf, 2 );
17
18     while(TWI_Transceiver_Busy()); //Wait for transceiver to clear
19
20     return TWI_statusReg.lastTransOK;
21 }

23 unsigned char PCA9542A_SetChannel( uint8_t Channel )
24 {
25     unsigned char messageBuf[TWI_BUFFER_SIZE];

```

```

26     messageBuf[0] = (PCA9542A_ADDR <<TWI_ADR_BITS) | (FALSE<<TWI_READ_BIT); //  
27     The first byte must always consist of General Call code or the TWI slave  
28     address.  
29     messageBuf[1] = Channel;           // The first byte is used for commands.  
30                     // The second byte is used for the data.  
31     TWI_Start_Transceiver_With_Data( messageBuf, 2 );  
  
32     while(TWI_Transceiver_Busy()) ; //Wait for transceiver to clear  
  
33     return TWI_statusReg.lastTransOK;  
34 }  
  
35  
36     unsigned char PCA9542A_ReadChannel()  
37 {  
38     unsigned char messageBuf[TWI_BUFFER_SIZE];  
39     messageBuf[0] = (PCA9542A_ADDR <<TWI_ADR_BITS) | (TRUE<<TWI_READ_BIT); //  
40     The first byte must always consist of General Call code or the TWI slave  
41     address.  
  
42     TWI_Start_Transceiver_With_Data( messageBuf, 1 );  
  
43     while(TWI_Transceiver_Busy()) ; //Wait for transceiver to clear  
44     // Get the received data from the transceiver buffer  
45     TWI_Get_Data_From_Transceiver( messageBuf, 2 );  
46     return TWI_statusReg.lastTransOK;  
47 }
```

### .2.1.10 TWI\_Master.h

..../Code/DualOV7670/TWI\_Master.h

```

1  ****  
2  *  
3  * Atmel Corporation  
4  *  
5  * File          : TWI_Master.h  
6  * Compiler       : IAR EWAAVR 2.28a/3.10c  
7  * Revision      : Revision: 1.13  
8  * Date          : Date: 24. mai 2004 11:31:22  
9  * Updated by    : Author: ltwa  
10 *  
11 * Support mail   : avr@atmel.com  
12 *  
13 * Supported devices : All devices with a TWI module can be used.  
14 *                      The example is written for the ATmega16  
15 *  
16 * AppNote        : AVR315 - TWI Master Implementation  
17 *  
18 * Description     : Header file for TWI_Master.c  
19 *                      Include this file in the application.  
20 *  
21 ****
```

```
23  /* Modified by Henry Lovett (hl13g10@ecs.soton.ac.uk) to allow SCL frequency
   to be specified and TWBR calculated
24  * Also allows AVR internal pull up resistors to be used.
25  */
26 #ifndef _TWI_MASTER_H
27 #define _TWI_MASTER_H
28 #include <avr/io.h>
29 #include <avr/interrupt.h>
30 #include "Config.h"
31 //*****TWI Status/Control register definitions
32 //*****TWI Buffer definitions
33 //*****TWI Bit rate Register definitions
34 //*****TWI Global definitions
35 #define INTERNAL_PULLUPS 0
36
37 #define TWI_BUFFER_SIZE 4    // Set this to the largest message size that will
   be sent including address byte.
38
39 #define SCL_Freq      100000    //SCL Frequency in Hertz
40 #define TWI_TWBR      (char)(F_CPU / 2 / SCL_Freq - 8) //Equation to calculate
   TWBR Based on SCL Frequency and Clock Frequency
41
42 //##define TWI_TWBR          0x0C //400KHz           // TWI Bit rate Register
   setting.
43 //##define TWI_TWBR          0x34 //100KHz           //
   See Application note for detailed
44 //                                // information on setting this value.
45 // Not used defines!
46 //##define TWI_TWPS          0x00           // This driver presumes prescaler = 00
47
48 //*****TWI Global definitions
49 //*****TWI Bit and byte definitions
50 //*****TWI Function definitions
51
52 union TWI_statusReg           // Status byte holding flags.
53 {
54     unsigned char all;
55     struct
56     {
57         unsigned char lastTransOK:1;
58         unsigned char unusedBits:7;
59     };
60 };
61
62 extern union TWI_statusReg TWI_statusReg;
63
64 //*****TWI Function definitions
65 //*****TWI Bit and byte definitions
66
67 void TWI_Master_Initialise( void );
68 unsigned char TWI_Transceiver_Busy( void );
69 unsigned char TWI_Get_State_Info( void );
70 void TWI_Start_Transceiver_With_Data( unsigned char * , unsigned char );
71 void TWI_Start_Transceiver( void );
72 unsigned char TWI_Get_Data_From_Transceiver( unsigned char * , unsigned char );
73
74 //*****TWI Bit and byte definitions
75
```

```

76 *****/
77 #define TWI_READ_BIT 0          // Bit position for R/W bit in "address byte".
78 #define TWI_ADR_BITS 1         // Bit position for LSB of the slave address
    bits in the init byte.

80 #define TRUE      1
81 #define FALSE     0

83 *****/
84 TWI State codes
85 *****/
86 // General TWI Master staus codes
87 #define TWI_START           0x08 // START has been transmitted
88 #define TWI_REP_START        0x10 // Repeated START has been
    transmitted
89 #define TWI_ARB_LOST        0x38 // Arbitration lost

91 // TWI Master Transmitter staus codes
92 #define TWI_MTX_ADR_ACK     0x18 // SLA+W has been tramsmitted and ACK
    received
93 #define TWI_MTX_ADR_NACK    0x20 // SLA+W has been tramsmitted and
    NACK received
94 #define TWI_MTX_DATA_ACK    0x28 // Data byte has been tramsmitted and
    ACK received
95 #define TWI_MTX_DATA_NACK   0x30 // Data byte has been tramsmitted and
    NACK received

97 // TWI Master Receiver staus codes
98 #define TWI_MRX_ADR_ACK     0x40 // SLA+R has been tramsmitted and ACK
    received
99 #define TWI_MRX_ADR_NACK    0x48 // SLA+R has been tramsmitted and
    NACK received
100 #define TWI_MRX_DATA_ACK    0x50 // Data byte has been received and
    ACK tramsmitted
101 #define TWI_MRX_DATA_NACK   0x58 // Data byte has been received and
    NACK tramsmitted

103 // TWI Slave Transmitter staus codes
104 #define TWI_STX_ADR_ACK     0xA8 // Own SLA+R has been received; ACK
    has been returned
105 #define TWI_STX_ADR_ACK_M_ARB_LOST 0xB0 // Arbitration lost in SLA+R/W as
    Master; own SLA+R has been received; ACK has been returned
106 #define TWI_STX_DATA_ACK    0xB8 // Data byte in TWDR has been
    transmitted; ACK has been received
107 #define TWI_STX_DATA_NACK   0xC0 // Data byte in TWDR has been
    transmitted; NOT ACK has been received
108 #define TWI_STX_DATA_ACK_LAST_BYTE 0xC8 // Last data byte in TWDR has been
    transmitted (TWEA = 0 ); ACK has been received

110 // TWI Slave Receiver staus codes
111 #define TWI_SRX_ADR_ACK     0x60 // Own SLA+W has been received ACK
    has been returned
112 #define TWI_SRX_ADR_ACK_M_ARB_LOST 0x68 // Arbitration lost in SLA+R/W as
    Master; own SLA+W has been received; ACK has been returned
113 #define TWI_SRX_GEN_ACK     0x70 // General call address has been
    received; ACK has been returned
114 #define TWI_SRX_GEN_ACK_M_ARB_LOST 0x78 // Arbitration lost in SLA+R/W as
    Master; General call address has been received; ACK has been returned

```

```

115 #define TWI_SRX_ADR_DATA_ACK      0x80 // Previously addressed with own SLA+
116   W; data has been received; ACK has been returned
117 #define TWI_SRX_ADR_DATA_NACK     0x88 // Previously addressed with own SLA+
118   W; data has been received; NOT ACK has been returned
119 #define TWI_SRX_GEN_DATA_ACK      0x90 // Previously addressed with general
120   call; data has been received; ACK has been returned
121 #define TWI_SRX_GEN_DATA_NACK     0x98 // Previously addressed with general
122   call; data has been received; NOT ACK has been returned
123 #define TWI_SRX_STOP_RESTART      0xA0 // A STOP condition or repeated START
124   condition has been received while still addressed as Slave

125 // TWI Miscellaneous status codes
126 #define TWI_NO_STATE              0xF8 // No relevant state information
127   available; TWINT = 0
128 #define TWI_BUS_ERROR             0x00 // Bus error due to an illegal START
129   or STOP condition

130 #endif

```

### 2.1.11 TWI\_Master.c

..../Code/DualOV7670/TWI\_Master.c

```

1 ****
2 *
3 * Atmel Corporation
4 *
5 * File           : TWI_Master.c
6 * Compiler       : IAR EWAVR 2.28a/3.10c
7 * Revision       : Revision: 1.13
8 * Date          : Date: 24. mai 2004 11:31:20
9 * Updated by    : Author: ltwa
10 *
11 * Support mail   : avr@atmel.com
12 *
13 * Supported devices : All devices with a TWI module can be used.
14 *                      The example is written for the ATmega16
15 *
16 * AppNote        : AVR315 - TWI Master Implementation
17 *
18 * Description     : This is a sample driver for the TWI hardware modules.
19 *                      It is interrupt driven. All functionality is
20 *                      controlled through
21 *                      passing information to and from functions. See main.c for
22 *                      samples
23 *                      of how to use the driver.
24 ****

27 #include "TWI_Master.h"

29 static unsigned char TWI_buf[ TWI_BUFFER_SIZE ];      // Transceiver buffer

```

```

30     static unsigned char TWI_msgSize;           // Number of bytes to be
31     transmitted.
32     static unsigned char TWI_state = TWI_NO_STATE; // State byte. Default set
33     to TWI_NO_STATE.
34
35     union TWI_statusReg TWI_statusReg = {0};      // TWI_statusReg is
36     defined in TWI_Master.h
37
38 /***** Call this function to set up the TWI master to its initial standby state.
39 Remember to enable interrupts from the main application after initializing the
40 TWI.
41 *****/
42 void TWI_Master Initialise(void)
43 {
44     #if INTERNAL_PULLUPS == 1 //enable built in pullups for I2C Lines
45     DDRC = 0x00;
46     PORTC = (1 << PC0) | (1 << PC1);
47     #else
48     #pragma message("External I2C Pull Ups Required.")
49     #endif
50     TWBR = TWI_TWBR;                           // Set bit rate register (
51     // Baudrate). Defined in header file.
52     // TWSR = TWI_TWPS;                      // Not used. Driver
53     // presumes prescaler to be 00.
54     TWDR = 0xFF;                            // Default content = SDA
55     // released.
56     TWCR = (1<<TWEN)|                  // Enable TWI-interface
57     and release TWI pins.
58     (0<<TWIE)|(0<<TWINT) |             // Disable Interrupt.
59     (0<<TWEA)|(0<<TWSTA)|(0<<TWSTO) | // No Signal requests.
60     (0<<TWWC);                         // /
61 }
62
63 /***** Call this function to test if the TWI_ISR is busy transmitting.
64 *****/
65 unsigned char TWI_Transceiver_Busy( void )
66 {
67     return ( TWCR & (1<<TWIE) );           // IF TWI Interrupt is enabled
68     then the Transceiver is busy
69 }
70
71 /***** Call this function to fetch the state information of the previous operation.
72 The function will hold execution (loop)
73 until the TWI_ISR has completed with the previous operation. If there was an
74 error, then the function
75 will return the TWI State code.
76 *****/
77 unsigned char TWI_Get_State_Info( void )
78 {
79     while ( TWI_Transceiver_Busy() );        // Wait until TWI has
80     completed the transmission.
81     return ( TWI_state );                   // Return error state.
82 }
83
84 /*****

```

```

76     Call this function to send a prepared message. The first byte must contain the
77     slave address and the
78     read/write bit. Consecutive bytes contain the data to be sent, or empty
79     locations for data to be read
80     from the slave. Also include how many bytes that should be sent/read including
81     the address byte.
82     The function will hold execution (loop) until the TWI_ISR has completed with
83     the previous operation,
84     then initialize the next operation and return.
85 ****
86 void TWI_Start_Transceiver_With_Data( unsigned char *msg, unsigned char
87     msgSize )
88 {
89     unsigned char temp;
90
91     while ( TWI_Transceiver_Busy() ); // Wait until TWI is ready for
92         next transmission.
93
94     TWI_msgSize = msgSize; // Number of data to transmit.
95     TWI_buf[0] = msg[0]; // Store slave address with R/
96         W setting.
97     if ( !( msg[0] & (TRUE<<TWI_READ_BIT) ) ) // If it is a write operation,
98         then also copy data.
99     {
100         for ( temp = 1; temp < msgSize; temp++ )
101             TWI_buf[ temp ] = msg[ temp ];
102
103         TWI_statusReg.all = 0;
104         TWI_state = TWI_NO_STATE ;
105         TWCR = (1<<TWEN)| // TWI Interface enabled.
106             (1<<TWIE)|(1<<TWINT)| // Enable TWI Interrupt and
107             clear the flag.
108             (0<<TWEA)|(1<<TWSTA)|(0<<TWSTO)| // Initiate a START condition.
109             (0<<TWWC); // 
110     }
111
112 ****
113 Call this function to resend the last message. The driver will reuse the data
114     previously put in the transceiver buffers.
115     The function will hold execution (loop) until the TWI_ISR has completed with
116     the previous operation,
117     then initialize the next operation and return.
118 ****
119 void TWI_Start_Transceiver( void )
120 {
121     while ( TWI_Transceiver_Busy() ); // Wait until TWI is ready for
122         next transmission.
123     TWI_statusReg.all = 0;
124     TWI_state = TWI_NO_STATE ;
125     TWCR = (1<<TWEN)| // TWI Interface enabled.
126         (1<<TWIE)|(1<<TWINT)| // Enable TWI Interrupt and
127         clear the flag.
128         (0<<TWEA)|(1<<TWSTA)|(0<<TWSTO)| // Initiate a START condition.
129         (0<<TWWC); // 
130 }
131
132 ****

```

```

120 Call this function to read out the requested data from the TWI transceiver
121 buffer. I.e. first call
122 TWI_Start_Transceiver to send a request for data to the slave. Then Run this
123 function to collect the
124 data when they have arrived. Include a pointer to where to place the data and
125 the number of bytes
126 requested (including the address field) in the function call. The function
127 will hold execution (loop)
128 until the TWI_ISR has completed with the previous operation, before reading
129 out the data and returning.
130 If there was an error in the previous transmission the function will return
131 the TWI error code.
132 ****
133 unsigned char TWI_Get_Data_From_Transceiver( unsigned char *msg, unsigned char
134 msgSize )
135 {
136     unsigned char i;
137
138     while ( TWI_Transceiver_Busy() ); // Wait until TWI is ready for
139     next transmission.
140
141     if( TWI_statusReg.lastTransOK ) // Last transmission competed
142         successfully.
143     {
144         for ( i=0; i<msgSize; i++ ) // Copy data from Transceiver
145             buffer.
146         {
147             msg[ i ] = TWI_buf[ i ];
148         }
149     }
150     return( TWI_statusReg.lastTransOK );
151 }
152
153 // ***** Interrupt Handlers **** //
154 //*****
155 This function is the Interrupt Service Routine (ISR), and called when the TWI
156 interrupt is triggered;
157 that is whenever a TWI event has occurred. This function should not be called
158 directly from the main
159 application.
160 ****
161
162 ISR(TWI_vect)
163 {
164     static unsigned char TWI_bufPtr;
165
166     switch (TWSR)
167     {
168         case TWI_START: // START has been transmitted
169         case TWI_REP_START: // Repeated START has been transmitted
170             TWI_bufPtr = 0; // Set buffer
171             pointer to the TWI Address location
172         case TWI_MTX_ACK: // SLA+W has been transmitted and ACK received
173         case TWI_MTX_DATA_ACK: // Data byte has been transmitted and ACK
174             received
175             if (TWI_bufPtr < TWI_msgSize)
176             {
177                 TWDR = TWI_buf[TWI_bufPtr++];
178             }
179     }
180 }

```

```

164     TWCR = (1<<TWEN) |                                     // TWI Interface
165     enabled
166     (1<<TWIE)|(1<<TWINT) |                               // Enable TWI
167     Interrupt and clear the flag to send byte
168     (0<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|                   //
169     (0<<TWWC);                                            //
170   }else           // Send STOP after last byte
171   {
172     TWI_statusReg.lastTransOK = TRUE;                      // Set status bits
173     to completed successfully.
174     TWCR = (1<<TWEN) |                                     // TWI Interface
175     enabled
176     (0<<TWIE)|(1<<TWINT) |                               // Disable TWI
177     Interrupt and clear the flag
178     (0<<TWEA)|(0<<TWSTA)|(1<<TWSTO)|                   // Initiate a STOP
179     condition.
180     (0<<TWWC);                                            //
181   }
182   break;
183 case TWI_MRxDATA_ACK: // Data byte has been received and ACK
184 transmitted
185   TWI_buf[TWI_bufPtr++] = TWDR;
186 case TWI_MRxDADR_ACK: // SLA+R has been transmitted and ACK received
187   if (TWI_bufPtr < (TWI_msgSize-1) )                      // Detect the last
188     byte to NACK it.
189   {
190     TWCR = (1<<TWEN) |                                     // TWI Interface
191     enabled
192     (1<<TWIE)|(1<<TWINT) |                               // Enable TWI
193     Interrupt and clear the flag to read next byte
194     (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|                   // Send ACK after
195     reception
196     (0<<TWWC);                                            //
197   }else           // Send NACK after next reception
198   {
199     TWCR = (1<<TWEN) |                                     // TWI Interface
200     enabled
201     (1<<TWIE)|(1<<TWINT) |                               // Enable TWI
202     Interrupt and clear the flag
203     (0<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|                   // Send NACK after
204     reception
205     (0<<TWWC);                                            //
206   }
207   break;
208 case TWI_MRxDATA_NACK: // Data byte has been received and NACK
209 transmitted
210   TWI_buf[TWI_bufPtr] = TWDR;
211   TWI_statusReg.lastTransOK = TRUE;                         // Set status bits to
212 completed successfully.
213   TWCR = (1<<TWEN) |                                     // TWI Interface
214     enabled
215     (0<<TWIE)|(1<<TWINT) |                               // Disable TWI
216     Interrupt and clear the flag
217     (0<<TWEA)|(0<<TWSTA)|(1<<TWSTO)|                   // Initiate a STOP
218     condition.
219     (0<<TWWC);                                            //
220   break;
221 case TWI_ARB_LOST: // Arbitration lost

```

```

203     TWCR = (1<<TWEN) |                                // TWI Interface
204     enabled
205     (1<<TWIE)|(1<<TWINT) |
206     and clear the flag
207     (0<<TWEA)|(1<<TWSTA)|(0<<TWSTO) |           // Initiate a (RE)
208     START condition.
209     (0<<TWWC);                                     //
210     break;
211 case TWI_MTX_ADDR_NACK:      // SLA+W has been transmitted and NACK
212 received
213 case TWI_MRX_ADDR_NACK:      // SLA+R has been transmitted and NACK
214 received
215 case TWI_MTX_DATA_NACK:      // Data byte has been transmitted and NACK
216 received
217 //    case TWI_NO_STATE          // No relevant state information
218 available; TWINT = 0
219 case TWI_BUS_ERROR:          // Bus error due to an illegal START or STOP
220 condition
221 default:
222     TWI_state = TWSR;                                // Store TWSR and
223 automatically sets clears noErrors bit.
224
225     TWCR = (1<<TWEN) |                                // Reset TWI Interface
226     interface and release TWI pins
227     (0<<TWIE)|(0<<TWINT) |                          // Enable TWI-
228     (0<<TWEA)|(0<<TWSTA)|(0<<TWSTO) |           // Disable Interrupt
229     (0<<TWWC);                                     // No Signal requests
230
231 }
232 }
```

### .2.1.12 Usart.h

.../Code/DualOV7670/Usart.h

```

1  /*
2   *  Usart.h
3   *
4   *  Created: 25/10/2012 22:25:14
5   *  Author: hslovett
6   */
7
8
9 #ifndef USART_H_
10 #define USART_H_
11
12 #include "Config.h"
13 #include <stdio.h>
14 #include <avr/io.h>
15 #define USART0_BITRATE 57600
16 #define UBBR F_CPU/16/USART0_BITRATE-1
17
18 void USART0_Init ();
19 void Usart_SendChar(char data);
20 unsigned char Usart_Receive( void );
```

```

21 int Usart_printf(char var, FILE *stream);
22 void Usart_get_line (char *buff, int len);
23 void USART0_Senduint16 (uint16_t Data);
24 // void USART0_SendChar( unsigned char data );
25 // unsigned char USART0_Receive( void );
26 // void USART0_SendString(char str[]);

28 #endif /* USART_H_ */

```

### .2.1.13 Usart.c

..../Code/DualOV7670/Usart.c

```

1 /*
2  * Usart.c
3  *
4  * Created: 25/10/2012 22:25:04
5  * Author: hl13g10@ecs.soton.ac.uk
6  */

9 #include "Usart.h"

12 void USART0_Init()
13 {
14     uint16_t ubrr = UBBR;
15     //Set baud rate
16     UBRROH = (unsigned char)(ubrr >>8);
17     UBRROL = (unsigned char)ubrr ;
18     //Enable receiver and transmitter
19     UCSROB = (1<<RXENO)|(1<<TXENO);

21     UCSROC = 0x06; //set asynchronous, no parity, one stop bit, 8 bit transfer.

23     //UCSROB |= (1 << RXCIE0) | (1 << TXCIE0); //set RX and TX interrupt on
24 }
25 void Usart_SendChar(char data)
26 {
27     // Wait for empty transmit buffer
28     while ( !(UCSROA & (1 << UDRE0)) );
29     // Start transmission
30     UDR0 = data;
31 }
32 unsigned char Usart_Receive( void )
33 {
34     /* Wait for data to be received */
35     while ( !(UCSROA & (1<<RXCO)) )
36     ;
37     /* Get and return received data from buffer */
38     //Usart_SendChar(UDR0);
39     return UDR0;
40 }

```

```

42 //to use this copy the following as a global-
43 //    static FILE mystdout = FDEV_SETUP_STREAM(Usart_printf, NULL,
44 //        _FDEV_SETUP_WRITE);
45 // and add this line at the beginning of main:
46 //    stdout = &mystdout;
47 // stdio.h must be used.
48 int Usart_printf(char var, FILE *stream) {
49     // translate \n to \r for br@y++ terminal
50     if (var == '\n') Usart_SendChar('\r');
51     Usart_SendChar(var);
52     return 0;
53 }

54 void Usart_get_line (char *buff, int len)
55 {
56     cli();
57     char c;
58     int i = 0;

59     for (;;) {
60         c = Usart_Receive();
61         if (c == '\r') break;
62         if ((c == '\b') && i) {
63             i--;
64             Usart_SendChar(c);
65             continue;
66         }
67         if (c >= ' ' && i < len - 1) { /* Visible chars */
68             buff[i++] = c;
69             Usart_SendChar(c);
70         }
71     }
72     buff[i] = 0;
73     Usart_SendChar('\n');
74     sei();
75 }
76 void USART0_Senduint16 (uint16_t Data)
77 {
78     Usart_SendChar(Data >> 8);
79     Usart_SendChar(Data & 0xFF);
80 }
```

## .2.2 Dual Camera User Interface

### .2.2.1 DualCamera\_UI.c

..../Code/DualCamera\_UI/DualCamera\_UI.c

```

1 /*
2  * DualCamera_UI.c
3  *
4  * Created: 12/11/2012 08:32:27
```



```

60         if (messageBuff[0] == TWI_CMD_MASTER_WRITE)
61     {
62         PORTD = messageBuff[1];
63     }
64     // TWI_CMD_MASTER_READ prepares the data from PINB in the
65     // transceiver buffer for the TWI master to fetch.
66     if (messageBuff[0] == TWI_CMD_MASTER_READ)
67     {
68         messageBuff[0] = ButtonStatus;
69         TWI_Start_Transceiver_With_Data( messageBuff, 1 );
70         ButtonStatus = ButtonMask; //clear all logged button presses
71     }
72 }
73 else // Ends up here if the last operation was a transmission
74 {
75     //__no_operation(); // Put own code here.
76 }
77 // Check if the TWI Transceiver has already been started.
78 // If not then restart it to prepare it for new receptions.
79 if ( ! TWI_Transceiver_Busy() )
80 {
81     TWI_Start_Transceiver();
82 }
83 }
84 else // Ends up here if the last operation completed unsuccessfully
85 {
86     //TWI_Act_On_Failure_In_Last_Transmission( TWI_Get_State_Info() );
87 }
88 }
89 }
90 }

92 unsigned char TWI_Act_On_Failure_In_Last_Transmission ( unsigned char
93     TWIErrorMsg )
94 {
95     // A failure has occurred, use TWIErrorMsg to determine the nature of the
96     // failure
97     // and take appropriate actions.
98     // See header file for a list of possible failures messages.
99
100    // This very simple example puts the error code on PORTB and restarts the
101    // transceiver with
102    // all the same data in the transmission buffers.
103    //PORTB = TWIErrorMsg;
104    TWI_Start_Transceiver();

105    return TWIErrorMsg;
106 }

```

### .2.2.2 TWI\_slave.h

..../Code/DualCamera\_UI/TWI\_slave.h

```
1  ****
2  *
3  * Atmel Corporation
4  *
5  * File          : TWI_Slave.h
6  * Compiler      : IAR EWAAVR 2.28a/3.10c
7  * Revision      : Revision: 2475
8  * Date          : Date: 2007-09-20 12:00:43 +0200 (to, 20 sep 2007)
9  * Updated by    : Author: mlarsson
10 *
11 * Support mail   : avr@atmel.com
12 *
13 * Supported devices : All devices with a TWI module can be used.
14 *                      The example is written for the ATmega16
15 *
16 * AppNote        : AVR311 - TWI Slave Implementation
17 *
18 * Description     : Header file for TWI_slave.c
19 *                      Include this file in the application.
20 *
21 ****
22 /*! \page MISRA
23 *
24 * General disabling of MISRA rules:
25 * * (MISRA C rule 1) compiler is configured to allow extensions
26 * * (MISRA C rule 111) bit fields shall only be defined to be of type
27 *   unsigned int or signed int
28 * * (MISRA C rule 37) bitwise operations shall not be performed on signed
29 *   integer types
30 * As it does not work well with 8bit architecture and/or IAR
31 *
32 * Other disabled MISRA rules
33 * * (MISRA C rule 109) use of union - overlapping storage shall not be used
34 * * (MISRA C rule 61) every non-empty case clause in a switch statement shall
35 *   be terminated with a break statement
36 */
37 ****
38 TWI Status/Control register definitions
39 ****
40
41 #define TWI_BUFFER_SIZE 4           // Reserves memory for the drivers transceiver
42                                // buffer.
43                                // Set this to the largest message size that
44                                // will be sent including address byte.
45
46 ****
47 Global definitions
48 ****
49
50 union TWI_statusReg_t           // Status byte holding flags.
51 {
52     unsigned char all;
53     struct
54     {
55         unsigned char lastTransOK:1;
56         unsigned char RxDataInBuf:1;
57     }
```

```

53         unsigned char genAddressCall:1;                                // TRUE =
54         General call, FALSE = TWI Address;
55         unsigned char unusedBits:5;
56     };
57 };
58
59 extern union TWI_statusReg_t TWI_statusReg;
60
61 //static unsigned char dont_sleep = 0;
62
63 //***** Function definitions *****
64 ****
65 void TWI_Slave_Initialise( unsigned char );
66 unsigned char TWI_Transceiver_Busy( void );
67 unsigned char TWI_Get_State_Info( void );
68 void TWI_Start_Transceiver_With_Data( unsigned char * , unsigned char );
69 void TWI_Start_Transceiver( void );
70 unsigned char TWI_Get_Data_From_Transceiver( unsigned char * , unsigned char );
71
72 ISR( TWI_vect );
73
74 //***** Bit and byte definitions *****
75 ****
76 #define TWI_READ_BIT 0 // Bit position for R/W bit in "address byte".
77 #define TWI_ADR_BITS 1 // Bit position for LSB of the slave address bits in
78 // the init byte.
79 #define TWI_GEN_BIT 0 // Bit position for LSB of the general call bit in
80 // the init byte.
81
82 #define TRUE 1
83 #define FALSE 0
84
85 //***** TWI State codes *****
86 ****
87 // General TWI Master status codes
88 #define TWI_START 0x08 // START has been transmitted
89 #define TWI_REP_START 0x10 // Repeated START has been
90 // transmitted
91 #define TWI_ARB_LOST 0x38 // Arbitration lost
92
93 // TWI Master Transmitter status codes
94 #define TWI_MTX_ADR_ACK 0x18 // SLA+W has been transmitted and ACK
95 // received
96 #define TWI_MTX_ADR_NACK 0x20 // SLA+W has been transmitted and
97 // NACK received
98 #define TWI_MTX_DATA_ACK 0x28 // Data byte has been transmitted and
99 // ACK received
100 #define TWI_MTX_DATA_NACK 0x30 // Data byte has been transmitted and
// NACK received
101
102 // TWI Master Receiver status codes
103 #define TWI_MRX_ADR_ACK 0x40 // SLA+R has been transmitted and ACK
104 // received
105 #define TWI_MRX_ADR_NACK 0x48 // SLA+R has been transmitted and
// NACK received

```

```

101 #define TWI_MRX_DATA_ACK          0x50 // Data byte has been received and
102   ACK transmitted
103 #define TWI_MRX_DATA_NACK        0x58 // Data byte has been received and
104   NACK transmitted

105 // TWI Slave Transmitter status codes
106 #define TWI_STX_ADR_ACK          0xA8 // Own SLA+R has been received; ACK
107   has been returned
108 #define TWI_STX_ADR_ACK_M_ARB_LOST 0xB0 // Arbitration lost in SLA+R/W as
109   Master; own SLA+R has been received; ACK has been returned
110 #define TWI_STX_DATA_ACK          0xB8 // Data byte in TWDR has been
111   transmitted; ACK has been received
112 #define TWI_STX_DATA_NACK         0xC0 // Data byte in TWDR has been
113   transmitted; NOT ACK has been received
114 #define TWI_STX_DATA_ACK_LAST_BYTE 0xC8 // Last data byte in TWDR has been
115   transmitted (TWEA = 0); ACK has been received

116 // TWI Slave Receiver status codes
117 #define TWI_SRX_ADR_ACK          0x60 // Own SLA+W has been received ACK
118   has been returned
119 #define TWI_SRX_ADR_ACK_M_ARB_LOST 0x68 // Arbitration lost in SLA+R/W as
120   Master; own SLA+W has been received; ACK has been returned
121 #define TWI_SRX_GEN_ACK           0x70 // General call address has been
122   received; ACK has been returned
123 #define TWI_SRX_GEN_ACK_M_ARB_LOST 0x78 // Arbitration lost in SLA+R/W as
124   Master; General call address has been received; ACK has been returned
125 #define TWI_SRX_ADR_DATA_ACK      0x80 // Previously addressed with own SLA+
126   W; data has been received; ACK has been returned
127 #define TWI_SRX_ADR_DATA_NACK     0x88 // Previously addressed with own SLA+
128   W; data has been received; NOT ACK has been returned
129 #define TWI_SRX_GEN_DATA_ACK      0x90 // Previously addressed with general
130   call; data has been received; ACK has been returned
131 #define TWI_SRX_GEN_DATA_NACK     0x98 // Previously addressed with general
132   call; data has been received; NOT ACK has been returned
133 #define TWI_SRX_STOP_RESTART      0xA0 // A STOP condition or repeated START
134   condition has been received while still addressed as Slave

135 // TWI Miscellaneous status codes
136 #define TWI_NO_STATE              0xF8 // No relevant state information
137   available; TWINT = 0
138 #define TWI_BUS_ERROR              0x00 // Bus error due to an illegal START
139   or STOP condition

```

### 2.2.3 TWI\_slave.c

..../Code/DualCamera\_UI/TWI\_slave.c

```

1 ****
2 *
3 * Atmel Corporation
4 *
5 * File           : TWI_Slave.c
6 * Compiler       : IAR EWAAVR 2.28a/3.10c
7 * Revision       : Revision: 2475

```

```

8 * Date : Date: 2007-09-20 12:00:43 +0200 (to, 20 sep 2007)
9 * Updated by : Author: mlarsson
10 *
11 * Support mail : avr@atmel.com
12 *
13 * Supported devices : All devices with a TWI module can be used.
14 *                      The example is written for the ATmega16
15 *
16 * AppNote : AVR311 - TWI Slave Implementation
17 *
18 * Description : This is sample driver to AVRs TWI module.
19 *                 It is interrupt driven. All functionality is controlled
20 *                 through
21 *                 passing information to and from functions. See main.c for
22 *                 samples
23 *                 of how to use the driver.
24 *
25 ****
26 /*! \page MISRA
27 *
28 * General disabling of MISRA rules:
29 * * (MISRA C rule 1) compiler is configured to allow extensions
30 * * (MISRA C rule 111) bit fields shall only be defined to be of type
31 *   unsigned int or signed int
32 * * (MISRA C rule 37) bitwise operations shall not be performed on signed
33 *   integer types
34 * As it does not work well with 8bit architecture and/or IAR
35 */
36
37 #include <avr/io.h>
38 #include <avr/interrupt.h>
39 #include "TWI_slave.h"
40
41 static unsigned char TWI_buf[TWI_BUFFER_SIZE];      // Transceiver buffer. Set
42                           // the size in the header file
43 static unsigned char TWI_msgSize = 0;                // Number of bytes to be
44                           // transmitted.
45 static unsigned char TWI_state = TWI_NO_STATE;      // State byte. Default set
46                           // to TWI_NO_STATE.
47
48 // This is true when the TWI is in the middle of a transfer
49 // and set to false when all bytes have been transmitted/received
50 // Also used to determine how deep we can sleep.
51 static unsigned char TWI_busy = 0;
52
53 union TWI_statusReg_t TWI_statusReg = {0};          // TWI_statusReg is
54                           // defined in TWI_Slave.h
55
56 ****
57 Call this function to set up the TWI slave to its initial standby state.
58 Remember to enable interrupts from the main application after initializing the
59 TWI.

```

```

55     Pass both the slave address and the requirements for triggering on a general
56     call in the
57     same byte. Use e.g. this notation when calling this function:
58     TWI_Slave_Initialise( (TWI_slaveAddress<<TWI_ADR_BITS) | (TRUE<<TWI_GEN_BIT) )
59     ;
60     The TWI module is configured to NACK on any requests. Use a
61     TWI_Start_Transceiver function to
62     start the TWI.
63     ****
64     void TWI_Slave_Initialise( unsigned char TWI_ownAddress )
65     {
66         TWAR = TWI_ownAddress;                                // Set own TWI slave
67         address. Accept TWI General Calls.
68         TWCR = (1<<TWEN) |                                // Enable TWI-interface
69         and release TWI pins.
70         (0<<TWIE)|(0<<TWINT)|                            // Disable TWI Interrupt.
71         (0<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|                // Do not ACK on any
72         requests, yet.
73         (0<<TWWC);                                       //
74         TWI_busy = 0;
75     }
76
77     ****
78     Call this function to test if the TWI_ISR is busy transmitting.
79     ****
80     unsigned char TWI_Transceiver_Busy( void )
81     {
82         return TWI_busy;
83     }
84
85     ****
86     Call this function to fetch the state information of the previous operation.
87     The function will hold execution (loop)
88     until the TWI_ISR has completed with the previous operation. If there was an
89     error, then the function
90     will return the TWI State code.
91     ****
92     unsigned char TWI_Get_State_Info( void )
93     {
94         while ( TWI_Transceiver_Busy() ) {}                  // Wait until TWI has
95         completed the transmission.
96         return ( TWI_state );                               // Return error state.
97     }
98
99     ****
100    Call this function to send a prepared message, or start the Transceiver for
101        reception. Include
102        a pointer to the data to be sent if a SLA+W is received. The data will be
103        copied to the TWI buffer.
104        Also include how many bytes that should be sent. Note that unlike the similar
105        Master function, the
106        Address byte is not included in the message buffers.
107        The function will hold execution (loop) until the TWI_ISR has completed with
108        the previous operation,
109        then initialize the next operation and return.
110        ****
111        void TWI_Start_Transceiver_With_Data( unsigned char *msg, unsigned char
112            msgSize )

```

```

99  {
100    unsigned char temp;
101
102    while ( TWI_Transceiver_Busy() ) {} // Wait until TWI is ready
103      for next transmission.
104
105    TWI_msgSize = msgSize; // Number of data to transmit.
106    for ( temp = 0; temp < msgSize; temp++ ) // Copy data that may be
107      transmitted if the TWI Master requests data.
108    {
109      TWI_buf[ temp ] = msg[ temp ];
110
111      TWI_statusReg.all = 0;
112      TWI_state = TWI_NO_STATE ;
113      TWCR = (1<<TWEN)| // TWI Interface enabled.
114        (1<<TWIE)|(1<<TWINT)| // Enable TWI Interrupt and
115        clear the flag.
116        (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)| // Prepare to ACK next time
117        the Slave is addressed.
118        (0<<TWWC); // /
119      TWI_busy = 1;
120    }
121
122  ****
123  Call this function to start the Transceiver without specifying new transmission
124    data. Useful for restarting
125  a transmission, or just starting the transceiver for reception. The driver
126    will reuse the data previously put
127  in the transceiver buffers. The function will hold execution (loop) until the
128    TWI_ISR has completed with the
129  previous operation, then initialize the next operation and return.
130  ****
131  void TWI_Start_Transceiver( void )
132  {
133    while ( TWI_Transceiver_Busy() ) {} // Wait until TWI is ready
134      for next transmission.
135    TWI_statusReg.all = 0;
136    TWI_state = TWI_NO_STATE ;
137    TWCR = (1<<TWEN)| // TWI Interface enabled.
138      (1<<TWIE)|(1<<TWINT)| // Enable TWI Interrupt and
139      clear the flag.
140      (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)| // Prepare to ACK next time
141      the Slave is addressed.
142      (0<<TWWC); // /
143    TWI_busy = 0;
144  }
145  ****
146  Call this function to read out the received data from the TWI transceiver
147    buffer. I.e. first call
148  TWI_Start_Transceiver to get the TWI Transceiver to fetch data. Then Run this
149    function to collect the
150  data when they have arrived. Include a pointer to where to place the data and
151    the number of bytes
152  to fetch in the function call. The function will hold execution (loop) until
153    the TWI_ISR has completed
154  with the previous operation, before reading out the data and returning.
155  If there was an error in the previous transmission the function will return
156    the TWI State code.

```

```

142 *****/
143 unsigned char TWI_Get_Data_From_Transceiver( unsigned char *msg, unsigned char
144 msgSize )
145 {
146     unsigned char i;
147
148     while ( TWI_Transceiver_Busy() ) {} // Wait until TWI is ready
149     for next transmission.
150
151     if( TWI_statusReg.lastTransOK ) // Last transmission completed
152         successfully.
153     {
154         for ( i=0; i<msgSize; i++ ) // Copy data from Transceiver
155             buffer.
156         {
157             msg[ i ] = TWI_buf[ i ];
158         }
159         TWI_statusReg.RxDataInBuf = FALSE; // Slave Receive data has been
160         read from buffer.
161     }
162     return( TWI_statusReg.lastTransOK );
163 }

164
165 // ***** Interrupt Handlers *****
166 *****/
167 This function is the Interrupt Service Routine (ISR), and called when the TWI
168 interrupt is triggered;
169 that is whenever a TWI event has occurred. This function should not be called
170 directly from the main
171 application.
172 *****/
173 ISR(TWI_vect)
174 {
175     static unsigned char TWI_bufPtr;
176
177     switch (TWSR)
178     {
179         case TWI_STX_ADDR_ACK: // Own SLA+R has been received; ACK has
180             been returned
181         // case TWI_STX_ADDR_ACK_M_ARB_LOST: // Arbitration lost in SLA+R/W as
182             Master; own SLA+R has been received; ACK has been returned
183             TWI_bufPtr = 0; // Set buffer pointer
184             to first data location
185         case TWI_STX_DATA_ACK: // Data byte in TWDR has been transmitted
186             ; ACK has been received
187             TWDR = TWI_buf[TWI_bufPtr++];
188             TWCR = (1<<TWEN)| // TWI Interface
189             enabled
190             (1<<TWIE)|(1<<TWINT)| // Enable TWI Interrupt
191             and clear the flag to send byte
192             (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)| // 
193             (0<<TWWC); //
194             TWI_busy = 1;
195             break;
196         case TWI_STX_DATA_NACK: // Data byte in TWDR has been transmitted
197             ; NACK has been received.

```

```

185                                     // I.e. this could be the end of the
186     transmission.
187     if (TWI_bufPtr == TWI_msgSize) // Have we transceived all expected data?
188     {
189         TWI_statusReg.lastTransOK = TRUE;                                // Set status bits to
190         completed successfully.
191     }
192     else                                         // Master has sent a NACK before all data
193     where sent.
194     {
195         TWI_state = TWSR;                                         // Store TWI State as
196         errormessage.
197     }
198
199     TWCR = (1<<TWEN) |                                         // Enable TWI-
200     interface and release TWI pins
201     (1<<TWIE)|(1<<TWINT)|                                         // Keep interrupt
202     enabled and clear the flag
203     (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|                                         // Answer on next
204     address match
205     (0<<TWWC);                                         //
206
207     TWI_busy = 0;    // Transmit is finished, we are not busy anymore
208     break;
209     case TWI_SRX_GEN_ACK:           // General call address has been received
210     ; ACK has been returned
211 //     case TWI_SRX_GEN_ACK_M_ARB_LOST: // Arbitration lost in SLA+R/W as
212 //     Master; General call address has been received; ACK has been returned
213 //     TWI_statusReg.genAddressCall = TRUE;
214 //     case TWI_SRX_ADR_ACK:           // Own SLA+W has been received ACK has
215 //     been returned
216 //     case TWI_SRX_ADR_ACK_M_ARB_LOST: // Arbitration lost in SLA+R/W as
217 //     Master; own SLA+W has been received; ACK has been returned
218 //     // Dont need to clear
219 //     TWI_S_statusRegister.generalAddressCall due to that it is the default
220 //     state.
221     TWI_statusReg.RxDataInBuf = TRUE;
222     TWI_bufPtr = 0;                                         // Set buffer pointer
223     to first data location
224
225                                         // Reset the TWI
226     Interrupt to wait for a new event.
227     TWCR = (1<<TWEN) |                                         // TWI Interface
228     enabled
229     (1<<TWIE)|(1<<TWINT)|                                         // Enable TWI Interrupt
230     and clear the flag to send byte
231     (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|                                         // Expect ACK on this
232     transmission
233     (0<<TWWC);
234     TWI_busy = 1;
235
236     break;
237     case TWI_SRX_ADR_DATA_ACK:        // Previously addressed with own SLA+W;
238     data has been received; ACK has been returned
239     case TWI_SRX_GEN_DATA_ACK:        // Previously addressed with general call
240     ; data has been received; ACK has been returned
241     TWI_buf[TWI_bufPtr++] = TWDR;

```

```

222     TWI_statusReg.lastTransOK = TRUE;           // Set flag
223     transmission successfull.
224                                         // Reset the TWI
225     Interrupt to wait for a new event.
226     TWCR = (1<<TWEN)|                           // TWI Interface
227     enabled
228             (1<<TWIE)|(1<<TWINT)|           // Enable TWI Interrupt
229             and clear the flag to send byte
230             (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|      // Send ACK after next
231             reception
232             (0<<TWWC);                         //
233     TWI_busy = 1;
234     break;
235 case TWI_SRX_STOP_RESTART:          // A STOP condition or repeated START
236 condition has been received while still addressed as Slave
237                                         // Enter not addressed
238 mode and listen to address match
239 TWCR = (1<<TWEN)|                           // Enable TWI-
240 interface and release TWI pins
241             (1<<TWIE)|(1<<TWINT)|           // Enable interrupt
242             and clear the flag
243             (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|      // Wait for new
244             address match
245             (0<<TWWC);                         //
246
247     TWI_busy = 0; // We are waiting for a new address match, so we are not
248     busy
249
250     break;
251 case TWI_SRX_ADR_DATA_NACK:        // Previously addressed with own SLA+W;
252 data has been received; NOT ACK has been returned
253 case TWI_SRX_GEN_DATA_NACK:        // Previously addressed with general call
254 ; data has been received; NOT ACK has been returned
255 case TWI_STX_DATA_ACK_LAST_BYTE:   // Last data byte in TWDR has been
256 transmitted (TWEA = 0); ACK has been received
257 //    case TWI_NO_STATE                  // No relevant state information
258 available; TWINT = 0
259 case TWI_BUS_ERROR:               // Bus error due to an illegal START or STOP
260 condition
261     TWI_state = TWSR;                // Store TWI State as errormessage,
262 operation also clears noErrors bit
263     TWCR = (1<<TWSTO)|(1<<TWINT); // Recover from TWI_BUS_ERROR, this
264 will release the SDA and SCL pins thus enabling other devices to use the
265 bus
266     break;
267 default:
268     TWI_state = TWSR;                // Store TWI State as
269 errormessage, operation also clears the Success bit.
270     TWCR = (1<<TWEN)|                           // Enable TWI-
271 interface and release TWI pins
272             (1<<TWIE)|(1<<TWINT)|           // Keep interrupt
273             enabled and clear the flag
274             (1<<TWEA)|(0<<TWSTA)|(0<<TWSTO)|      // Acknowledge on any
275             new requests.
276             (0<<TWWC);                         //
277
278     TWI_busy = 0; // Unknown status, so we wait for a new address match that
279 might be something we can handle

```

```
256     }
257 }
```

## .3 MATLAB Code for Image Algorithm Prototyping

### .3.1 Image Matching Algorithms

#### .3.1.1 loadimages.m

..../MATLAB/loadimages.m

```
1 left = imread('viprectification_deskLeft.png');
2 right = imread('viprectification_deskRight.png');

4 % left = imread('battery_left.bmp');
5 % right = imread('battery_right.bmp');

7 % left = imread('square_left.bmp');
8 % right = imread('square_right.bmp');

10 % left = imread('fiftycm_left.bmp');
11 % right = imread('fiftycm_right.bmp');

13 % left = imread('2objs_left.bmp');
14 % right = imread('2objs_right.bmp');
```

#### .3.1.2 GetSubImage.m

..../MATLAB/GetSubImage.m

```
1 function [ SubImage ] = GetSubImage( Image, BoxSize, StartCoordinates )
2 %GETSUBIMAGE Returns a sub section of the image according to the other
3 %inputs
4 %   Image - The image of which a subimage is to be taken from
5 %   BoxSize - A 2x1 matrix containing the size of the subImage
6 %   StartCoordinates - A 2x1 matrix with the start point of the image
7 %   Dimensions - How many planes - 3 for colour, 1 for grey scale

9 XLow = StartCoordinates(1)-(BoxSize(1)/2);
10 YLow = StartCoordinates(2)-(BoxSize(2)/2);
11 if(XLow<1)
12     XLow = 1;
13 end
```

```

15 if(YLow < 1)
16     YLow = 1;
17 end

19 XHigh = XLow + BoxSize(1);
20 YHigh = YLow + BoxSize(2);
21 [~, ~, LZ] = size(Image);

23 %SubImage = zeros(BoxSize);
24 for i = XLow:XHigh
25     for j = YLow:YHigh
26         if LZ == 3
27             for z = 1:3
28                 SubImage(i-XLow+1,j-YLow+1,z) = Image(i,j,z);
29             end
30         elseif LZ == 1
31             SubImage(i-XLow+1,j-YLow+1) = Image(i,j);
32         else
33             error('Number of Dimensions "%d" are not supported', LZ);
34         end
35     end
36 end

38 end

```

### 3.1.3 SADAll.m

..//MATLAB/SADAll.m

```

1 %function [ Results ] = SADAll( Left, Right )
2 %SADALL Function to compute all SADs of an image
3 %   The sum of absolute differences is calculated and returned on a mesh
4 %   graph to show how well matched the sub image is to the image. A box out
5 %   of the right image is taken and compared with the left image.
6 loadimages;
7 BoxSize = [50,50];
8 [~,~,C] = size(right);
9 [I,J,D] = size(left);
10 if C ~= D
11     error('Images have different number of colour planes');
12 end

14 RightSub = GetSubImage(right, BoxSize, [190,190]);

16 for i = 25:(I-25)
17     for j = 25:(J-25)
18         LeftSub = GetSubImage(left, BoxSize, [i, j]);
19         Diff = LeftSub - RightSub;

21         Results(i,j) = sum(Diff(:));
22     end
23 end

25 %Display

```

```

26 figure;
27 subplot(2,2,1);
28 imshow(left);
29 title('Left Image');

31 subplot(2,2,2);
32 imshow(right);
33 title('Right Image');

35 subplot(2,2,3);
36 imshow(RightSub);
37 title('Right Sub');

39 figure;
40 surf(Results);
41 shading flat;
42 %end

```

### 3.1.4 SSDAll.m

..//MATLAB/SSDAll.m

```

1 %function [ Results ] = SADAll( Left, Right )
2 %SADALL Function to compute all SADs of an image
3 % The sum of absolute differences is calculated and returned on a mesh
4 % graph to show how well matched the sub image is to the image. A box out
5 % of the right image is taken and compared with the left image.
6 loadimages;
7 BoxSize = [50,50];
8 [~,~,C] = size(right);
9 [I,J,D] = size(left);
10 if C ~= D
11     error('Images have different number of colour planes');
12 end

14 RightSub = GetSubImage(right, BoxSize, [190,190]);

16 for i = 25:(I-25)
17     for j = 25:(J-25)
18         LeftSub = GetSubImage(left, BoxSize, [i, j]);
19         Diff = LeftSub - RightSub;
20         Diff = Diff.^2;
21         Results(i,j) = sum(Diff(:));
22     end
23 end

25 %Display
26 figure;
27 subplot(2,2,1);
28 imshow(left);
29 title('Left Image');

31 subplot(2,2,2);
32 imshow(right);

```

```

33 title('Right Image');

35 subplot(2,2,3);
36 imshow(RightSub);
37 title('Right Sub');

39 figure;
40 surf(Results);
41 shading flat;
42 %end

```

### 3.1.5 NCC.m

..../MATLAB/NCC.m

```

2 loadimages;
3 show;
4 BoxSize = [50,50];
5 MaxConfMatches = 20;
6 %SubCoord = [145, 300];
7 figure(1);
8 %[rightSub, rect_Sub] = imcrop(right);
9 figure(2);
10 imshow(right);
11 rSubCoord = ginput(1);
12 rSubCoord = [190,190]; [rSubCoord(2), rSubCoord(1)];
13 rSubCoord = round(rSubCoord);
14 close;
15 tic;
16 rightSub = GetSubImage(right, BoxSize, rSubCoord);
17 %imshow(rightSub);
18 rightSubGray = rgb2gray(rightSub);
19 leftGray = rgb2gray(left);
20 rightGray = rgb2gray(right);
21 cL = normxcorr2(rightSubGray(:,:,1), leftGray(:,:,1));
22 figure(2);
23 % subplot(1,2,1);
24 surf(cL), shading flat;
25 title('Normalised Cross Correlation of Right Sub and Left Image');
26 toc;
27 % cR = normxcorr2(rightSubGray(:,:,2), rightGray(:,:,2));
28 % subplot(1,2,2);
29 % surf(cR), shading flat;
30 % title('Normalised Cross Correlation of Right Sub and Right Image');

32 % cD = cL - cR;
33 %
34 % figure;
35 % surf(cD), shading flat;
36 % title('Differences of the Normalised Cross Correlation of Right and Left');

38 %Find coordinates of best match.
39 [Y,X] = size(cL);

```

```

40 maxValue = 0;
41 LeftMatchCoord = [0,0];
42 NumConfidentMatches = 0;

44 for i = 1:X
45     for j = 1:Y
46         Val = cL(j,i);
47         if Val > 0.9
48             NumConfidentMatches = NumConfidentMatches + 1;
49         end
50         if Val > maxValue
51             maxValue = Val;
52             LeftMatchCoord = [j-(BoxSize(1) / 2 ), i-(BoxSize(2) / 2 )];
53         end
54     end
55 end

57 Result = [maxValue, LeftMatchCoord];
58 figure(1);
59 if NumConfidentMatches >= 1 && NumConfidentMatches < MaxConfMatches
60     left(LeftMatchCoord(1)-(BoxSize(1)/2):LeftMatchCoord(1)+(BoxSize(1)/2),
61     LeftMatchCoord(2)-(BoxSize(2))/2)=255;
62     left(LeftMatchCoord(1)-(BoxSize(1)/2):LeftMatchCoord(1)+(BoxSize(1)/2),
63     LeftMatchCoord(2)+(BoxSize(2))/2)=255;
64     left(LeftMatchCoord(1)-(BoxSize(1)/2),LeftMatchCoord(2)-(BoxSize(2)/2):
65     LeftMatchCoord(2)+(BoxSize(2))/2)=255;
66     left(LeftMatchCoord(1)+(BoxSize(1)/2),LeftMatchCoord(2)-(BoxSize(2)/2):
67     LeftMatchCoord(2)+(BoxSize(2))/2)=255;

68     right(rSubCoord(1)-(BoxSize(1)/2):rSubCoord(1)+(BoxSize(1)/2),rSubCoord(2)
69     -(BoxSize(2)/2))=255;
70     right(rSubCoord(1)-(BoxSize(1)/2):rSubCoord(1)+(BoxSize(1)/2),rSubCoord(2)
71     +(BoxSize(2)/2))=255;
72     right(rSubCoord(1)-(BoxSize(1)/2),rSubCoord(2)-(BoxSize(2)/2):rSubCoord(2)
73     +(BoxSize(2)/2))=255;
74     right(rSubCoord(1)+(BoxSize(1)/2),rSubCoord(2)-(BoxSize(2)/2):rSubCoord(2)
75     +(BoxSize(2)/2))=255;

76 subplot(1,2,1);
77 imshow(left);
78 subplot(1,2,2);
79 imshow(right);
80 % LeftMatchCoord
81 % rSubCoord
82 % NumConfidentMatches
83 Distance = Range(rSubCoord(2), LeftMatchCoord(2));
84 sprintf('Distance to Object = %d metres', Distance)
85 elseif NumConfidentMatches >= MaxConfMatches
86     title(sprintf('Too many matches found : %d', NumConfidentMatches));
87 else
88     title(sprintf('No Reliable Match Found'));
89 end

```