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| Command Source Code | Explanation |
| 0 | An internal command, executed with high priority |
| 1 | A command received from a web browser. An ACK or NACK message is pushed back if the web page can handle it. |
| 2 | A command received as part of a script file. If the command fails, a test flag is set and unset on execution of the next successful command. Until a script command is complete, no further script commands are processed. |
| 3 | A command received from PS3 controller processing. No error indicators are returned |
| 4 | A command received from the serial port. This runs at 115200 baud, and an ACK or NACK message is returned depending on command success. A command may be an ACK, or a NACK from a command sent to a remote machine. |
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| Command Prefix | Explanation |
| L | This command is for execution on the local machine. The command text is trimmed and forwarded to the local command processor. If the command is not recognised as a local command then an execution failure is returned. |
| F | This command identifies a script file which is opened and read, the contents being executed. Some commands can only be executed from within script files. If the file fails to open then an execution failure is returned. Script files can contain both local and remote commands but not file commands, script nesting is not yet supported but planned. |
| X | This command is for execution on a remote machine attached to the serial port. The command text is trimmed and forwarded to the serial port. The serial port is configured to run at 115200 baud. |
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| Local Commands | Camera Commands Explanation  Camera commands are disabled when the camera is not active such as when running with PS3 control and guidance turned off |
| CFRAMESIZExx | Camera command to set resolution. xx can be one of the following  10 UXGA(1600x1200)  9 SXGA(1280x1024)  8 XGA(1024x768)  7 SVGA(800x600)  6 VGA(640x480)  5 CIF(400x296)  4 QVGA(320x240)  3 HQVGA(240x176)  0 QQVGA(160x120)  Example: LCFRAMESIZE06 sets the camera resolution to VGA |
| CQUALITYxx | Camera command to set the jpeg quality. xx can be from 2 to 63, with 2 being minimum compression/highest quality, 63 being maximum compression/minimum quality. This also impacts the frame rate when viewing video. |
| CBRIGHTxx | Camera brightness setting, xx can be -2, -1, 0, 1 or 2, with 2 being the maximum  Example: LCBRIGHT00 sets the cameras brightness value to a medium value. |
| CCONTRASTxx | Camera contrast setting, xx can be -2, -1, 0, 1 or 2, with 2 being the maximum  Example: LCCONTRAST-2 sets the cameras contrast setting to minimum |
| CSATxx | Camera colour saturation setting, xx can be -2, -1, 0, 1 or 2, with 2 being the maximum  Example: LCSAT02 sets the cameras colour saturation to maximum |
| CEFFECTxx | Camera special effect setting, xx can be one of the following  00 No Effect  01 Negative  02 Grayscale  03 Red Tint  04 Green Tint  05 Blue Tint  06 Sepia  Example: LCEFFECT06 sets the camera special effect to a sepia colour tone |
| CAWBx | Camera active white balance is set on when x has a value of 1 and off when x has a value of 0.  Example: LCAWB1 turns on active white balance |
| CAWBGAINx | Camera active white balance automatic gain is turned on when x has a value of 1 and off when x has a value of 0.  Example: LCAWBGAIN0 turns off the active white balance automatic gain feature. |
| CWBMODExx | Camera automatic white balance modes. xx can be one of the following.  00 Auto  01 Sunny  02 Cloudy  03 Office  04 Home  Example: LCWBMODE01 sets the automatic white balance mode to compensate for a sunny day |
| CAECx | Camera automatic exposure correction is turned on when x has a value of 1 and off when x has a value of 0.  Example: LCAEC1 turns on the feature |
| CAECDSP0 | Camera automatic exposure digital signal processing is turned on when x has a value of 1 and off when x has a value of 0.  Example: LCAECDSP1 turns on the feature |
| CAELEVELxx | Camera automatic exposure level, xx can be set to -2, -1,0,1 or 2  Example:LCAELEVEL-2 set automatic exposure to lowest level |
| CAGCx | Camera automatic gain control is turned on when the value of x is 1 and off when the value of x is 0.  Example: LCAGC1 turns on Automatic gain control |
| CAGCGAINx | Camera automatic gain control ceiling, where x can be from 0 to 6, and the gain ceiling increases as a power of two from 1, 2, 4, 8, 16, 32  Example: LCAGCGAIN3 set the automatic gain ceiling to 8 times |
| CBPCx | Camera black pixel correction feature is turned on when the value of x is 1 and off when the value of x is 0  Example: LCBPC1 turns on the black pixel correction feature |
| CWPCx | Camera white pixel correction feature is turned on when the value of x is 1 and off when the value of x is 0  Example: LCWPC0 turns off the white pixel correction feature |
| CRAWGMAx | Camera gamma correction feature is turned on when the value of x is 1 and off when the value of x is 0  Example: LCRAWGMA1 turns on the gamma correction feature |
| CHMIRRORx | Camera horizontal mirror feature is activated when the value of x is 1 and deactivated when the value of x is 0.  Example: LCHMIRROR1 reverses the camera image horizontally |
| CFLIPx | Camera vertical flip feature is activated when the value of x is 1 and deactivated when the value of x is 0.  Example: LCFLIP1 inverts the camera image vertically |
| CDCWx | Camera digital scaling feature is activated when the value of x is 1 and deactivated when the value of x is 0.  Example: LCDCW0 turns of the digital scaling feature |

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| Local Commands | General commands |
| FLASHON | Independently of the camera, turns on the camera illumination led |
| FLASHOFF | Independently of the camera, turns off the camera illumination led |
| FLASHPEEK | Independently of the camera, turns on the camera illumination led for 5 seconds |
| TOGGLEFLASH | Independently of the camera, turns on the camera illumination led if it’s off, and turns it off if it’s on. |
| MTRATTACH | Attaches the motor pins for local command control |
| MTRDETACH | Detaches the motor pins allowing independent control |
| MTRTIMEOUTxxxx | Detaches the motor pins after the timeout period xxxx in milliseconds |
| RESET | Reboot the L0cost robot controller |
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| Local Commands | Script commands |
| REPEAT | Closes the current script file and reopens it for execution from the beginning |
| PAUSExxxx | Pauses script processing for xxxx milliseconds |
| SKIPyxxx | Skips the following xxx script file lines depending on the status of the execution status. If y is F, then skip is executed if execution status is failure, else, if y is S then skip is executed if execution status is success. If y is U then skip executed unconditionally. xxx can be negative. |
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| Local Commands | Servo commands  xx can be either pin 12 or 13 for servos |
| SxxAzzzz | Positions servo on pin xx to position zzzz  Example: LS12A0045 moves servo on pin 12 to 45 degrees. If the range of the servo angle is exceeded then the new position is the limit exceeded. |
| SxxIzzzz | Positions servo on pin xx to a position zzzz relative to the current servo position  Example: LS13I-025 moves the servo on pin 13 to a position 25 degrees less than the current position. If the set default range of the servo angle is exceeded then the new position is the limit exceeded. |
| SxxDyzzzzaaaa | Sets defaults for the servo attached to pin xx.  When y is M, zzzz represents the default centre position, it defaults to 90. The value aaaa is ignored. The command will fail if the value exceeds the default min and max servo positions set.  Example: S13DM0086 set the default central position for the servo on pin 13 to 86 degrees.  When y is X, zzzz represent the default maximum servo angle and aaaa represents the default minimum servo angle, which must be equal to or greater than zero. They default to 0 and 180 respectively. The command will fail if the new values make any current servo values invalid.  Example: LS12DX02700090 sets the default maximum angle for the servo on pin 12 to 270 degrees and the minimum angle to 90.  When y is T, zzzz represent the signal timing for zero degrees rotation and aaaa represents signal timing for maximum rotation. |
| SxxC | Positions the servo on pin xx to the default central position  Example: S12C positions the servo on pin 12 to its default central position |
| SxxN | Positions the servo on pin xx to the default minimum position  Example: S12N positions the servo on pin 12 to its default minimum position |
| SxxM | Positions the servo on pin xx to the default maximum position  Example: S12M positions the servo on pin 12 to its default maximum position |
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| Local Commands | Motor commands |
| STOP | Stops all motors immediately |
| HALT | Stops all motors smoothly |
|  | General motor command |
| MTRxxxxyyyyzzzz | Activates the motors with left at power level xxxx and right at level yyyy for the runtime of zzzz milliseconds |
|  | PS3 controller – standard steering |
| MTRppppqqqqrrrrssss | Activates the motors with qqqq taken as F/R power and rrrr taken as L/R direction |
|  | PS3 controller – tank steering |
| MTRppppqqqqrrrrssss | Activates the motors with left at power level qqqq and right at power level ssss. Negative power is taken as reverse. |