

Lesson 3 Hurdle Clearing

1. Getting Ready

Place the map on a flat and smooth surface and set the hurdle in the corresponding position on the map.

The specific placement method for the map and tool can refer to the video and file in "12.Athletics Sport Lessons/Lesson 1 Tools Assembly and Map Placement".

2. Working Principle

The working principle of this this lesson is as follow:

The color is recognized through Lab color space firstly. Then convert RGB color into Lab color space, and proceed binarization, and dilation and erosion process to obtain the contour of the target color. Mark the target color with blue line, and obtain the coordinate parameter of the target to complete the color recognition.

Next, control the robot to move toward the hurdle. According to the target coordinate to judge, if the robot is in the middle of the target hurdle, it will move forward. When reaching to the set range, it will execute the hurdling action. Otherwise, control robot to move left or right to the middle of the target, and then execute the hurdling action.

The source code of the program is located in/home/pi/TonyPi/Extend/Hurdles.py

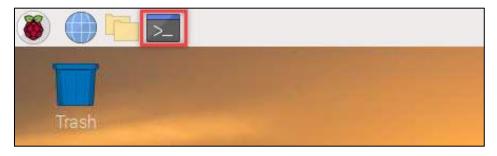
1



```
import time
      import math
      import threading
     import numpy as np
     sys.path.append('/home/pi/TonyPi/')
     import hiwonder.Misc as Misc
     import hiwonder. Board as Board
     import hiwonder.PID as PID
      import hiwonder.ActionGroupControl as AGC
     import hiwonder.yaml_handle as yaml_handle
    pif sys.version info.major == 2:
          print('Please run this program with python3!')
           sys.exit(0)
     # 跨栏
     go forward = 'go forward'
24
25
     go forward one step = 'go forward one step'
turn right = 'turn right small step a'
turn_left = 'turn_left small_step a'
left_move = 'left_move_20'
     right move = 'right move 20'
go turn right = 'turn right'
go turn left = 'turn left'
30
31
32
33
     lab data = None
     servo_data = None
34
    pdef load config():
36
          global lab_data, servo_data
37
38
           lab_data = yaml_handle.get_yaml_data(yaml_handle.lab_file_path)
39
           servo_data = yaml_handle.get_yaml_data(yaml_handle.servo_file_path)
40
41
      load_config()
      # 初始位置
    □def initMove():
           Board.setPWMServoPulse(1, 1050, 500)
           Board.setPWMServoPulse(2,servo data['servo2'],500)
```

3. Operation Steps

- The entered command must pay attention to case sensitivity and space.
- 1) Turn on the robot and connect to Raspberry Pi desktop with VNC.
- or press "Ctrl+Alt+T" to open LX terminal.





3) Enter "cd TonyPi/Extend/" and press "Enter" to come to the directory of game programmings.

pi@raspberrypi:~ \$ cd TonyPi/Extend/

4) Enter "python3 Hurdles.py" command, and then press "Enter" to start the game.

```
pi@raspberrypi:~ $ cd TonyPi/Extend/
pi@raspberrypi:~/TonyPi/Extend $ python3 Hurdles.py
```

5) If want to exit the game, press "Ctrl+C" in the LX terminal. Please try multiple times if fail to exit.

4. Project Outcome

Place hurdle within TonyPi Pro's vision range. TonyPi Pro will adjust the position according to the blue line recognized, and then slowly approach the hurdle. When the line in the image transmitted by camera overlaps the blue line on hurdle, the robot will lift its foot over the hurdle.

5. Function Extension

5.1 Modify Hurdling Position

The program defaults that after the robot detects the blue hurdle, it starts hurdling at a distance of 1000 from the line. If the robot starts hurdling at a closer distance, the data should be decreased; If the robot starts hurdling at a farther distance, the data should be increased. In this section, robot start hurdling at the distance of 1020 from the line. You can refer to the following steps to operate:



1) Enter "cd TonyPi/Extend/" and press "Enter" to come to the directory of game programmings.

```
pi@raspberrypi:~ $ cd TonyPi/Extend/
```

2) Enter command "sudo vim Hurdles.py" and press "Enter" to open the game programming file.

```
pi@raspberrypi:~ $ cd TonyPi/Extend/
pi@raspberrypi:~/TonyPi/Extend $ sudo vim Hurdles.py
```

3) Find the code framed in the following figure:

```
# Initial position

## def initMove():

## Board.setPWMServoPulse(1, 1000, 500)

## Board.setPWMServoPulse(2, servo_data['servo2'], 500)

## object_left_x, object_right_x, object_center_y, object_angle = -2, -2, -2, 6

## switch = False

## variable reset

## variable reset
```

4) Press "i" on keyboard. When "Insert" appears in the lower left corner, which means it has entered the editing mode.

5) Modify "1000" in "Board.setPWMServoPulse(1, 1000, 500)" to "1020", as the figure shown below:

6) After modification, press "Esc" and then enter ":wq" (Please note that the colon is in front of wq). Then press "Enter" to save and exit the modified content.

```
48 object_left_x, object_right_x, object_center_y, object_angle = -2, -2, -2, 0
49 switch = False
50
51 # variable reset
52 def reset():
53     global object_left_x, object_right_x
54     global object_center_y, object_angle, switch
55
000
[wq.]
```

5.2 Modify Recognition Color

The color of hurdle is blue. We can stick other colored tapes on hurdle, such as green, and let robot cross hurdle after detecting the green hurdle. The specific steps are as follows:

1) Refer to the steps (1), (2) and (4) in "5.1 Modify Hurdling Position", enter the program editing interface to find the code framed in the following figure:

```
img_copy = img.copy()
img_h, img_w = img.shape[:2]

# Hurdle

# Hurdle

be object_left_x, object_right_x, object_center_y, object_angle = color_ide
    ntify(img, img_copy, target_color = 'blue')

# print('hurdles', object_left_x, object_right_x, object_center_y, object_a
    ngle)# Print the position angle parameter

### print the position angle parameter

#
```

2) Press "i" on keyboard to enter the editing mode, and then modify "blue" in "object_left_x, object_right_x, object_center_y, object_angle = color identify(img, img copy, target color = 'blue')" to "green".

```
img_copy = img.copy()
img_h, img_w = img.shape[:2]

# Hurdle

# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
# hurdle
#
```

3) After modification, refer to step (6) in "5.1 Modify Hurdling Position" to save the modified code.