Guide to the Kobuki.h library

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1. Introduction:

This 'User Guide' explains how to control the Kobuki robot base by sending serial data from a micro-controller. In order to send serial data, one needs a microcontroller to generate the commands and a Transmit/Receive port on the robot which is capable of receiving the serial byte streams.

The <Kobuki.h> file is a convenient resource developed for the Arduino IDE which can be employed to create the serial byte streams required in order to command the robot and to also seek feedback from the robot sensors.

2. Hardware/Wiring:

In order to connect the Kobuki to the Arduino, wire pin 1 (TX pin) of the Arduino to the Rx pin (pin 1) of the Kobuki's DB25 expansion port. Next, wire pin 0 (RX pin) of the Arduino to the Tx pin (pin 2) of the DB25. Lastly wire the 5V and GND ports of the Arduino to the EX5 and GND pins respectively on the DB25 serial port. See the diagram below for reference.

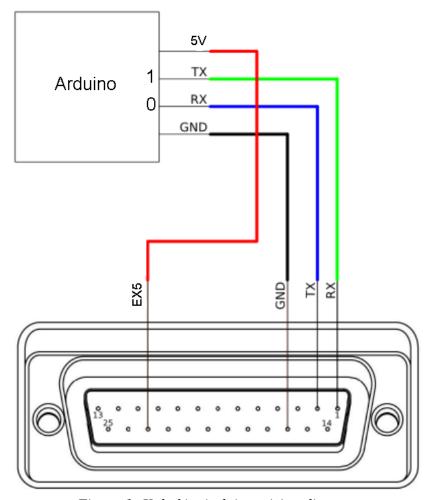


Figure 1: Kobuki - Arduino wiring diagram

3. The Kobuki Header File:

This header file gives you access to the "Kobuki" class which contains three functions: *command, feedback* and *refresh_sensors*.

3.1 Command:

This function gives you control over Kobuki's actuators responsible for its mobility, audio playback and visual indication. These are its drive motors, speaker and LEDs respectively.

3.1.1 Syntax:

kobuki.command (opcode, payload1, payload2);

Opcode- An integer which corresponds to a specific function of the Kobuki

Payload1- The first argument to be provide which is specific to an opcode.

This could be of datatype 'int' or 'byte' or 'char'.

Payload2- The second argument corresponding to an opcode. Some opcodes require only one payload byte.

3.1.2 Examples:

- Move forward at 270 mm/s: Kobuki.command(1, 270, 0);
- Move backwards at 35 mm/s: Kobuki.command(1, -35, 0);
- Move at 270 mm/s in an arc with radius of curvature 100mm:

Kobuki.command(1, 397, 100);

3.1.3 Summary of Opcodes and their Respective Payload Fields

| Opcode | Description | Payload1 | Range1 | Payload2 | Range2 |
|--------|----------------------------|-------------------------|--|---------------------------|---|
| 1 | Control wheel motors | Speed in mm/s, | -500 to +500 (positive velocities to move forward, negative velocities to move in reverse) | Radius of curvature in mm | -2000 to +2000 (negative radii will cause robot to turn right and positive values will make it turn left) |
| 3 | Play custom sounds | Note Frequency in Hz | 70 to 180 | Duration in ms | 0 to 255 |

| 4 | Play predefined sounds | Predefined 2- byte hex Values, see command layout section | N/A | N/A | N/A |
|----|--|---|-----|-----|-----|
| 12 | Control general purpose outputs | Predefined 2- byte hex Values, see command layout section | N/A | N/A | N/A |

Table 1: Opcode Reference Chart

3.1.4 Special Payloads:

Certain opcodes have pre-defined payloads which correspond to a certain functionality. Following is a summary for these opcodes.

For Opcode 4

| Sequence Number | Description |
|-----------------|----------------------|
| 0 | ON sound |
| 1 | OFF sound |
| 2 | RECHARGE sound |
| 3 | BUTTON sound |
| 4 | ERROR sound |
| 5 | CLEANING START sound |
| 6 | CLEANING END sound |

Table 2: Sounds Reference chart

For Opcode 12:

| Output Flag | Description |
|-------------|--|
| 0x0001 | Sets digital output pin ch. 0 on expansion port high |
| 0x0002 | Sets digital output pin ch. 1 on expansion port high |
| 0x0004 | Sets digital output pin ch. 2 on expansion port high |
| 0x0008 | Sets digital output pin ch. 3 on expansion port high |
| 0x0010 | turn on 3.3V ch. external power |
| 0x0020 | turn on 5V ch. external powers |
| 0x0040 | turn on 12V/5A ch. external powers |
| 0x0080 | turn on 12V/1.5A ch. external powers |
| 0x0100 | turn LED1 red |
| 0x0200 | turn LED1 green |
| 0x0400 | turn LED2 red |
| 0x0800 | turn LED2 green |

Table 3: General Purpose Output Reference

3.2 Refresh_Sensors:

This function updates and stores the most recent values outputted by the sensors. Calling the refresh_sensors() ensures that the feedback function fetches the most current values.

3.2.1 Syntax:

kobuki.refresh_sensors();

3.3 Feedback:

This function provides you with data published by the kobuki's sensors. The function expects a 'sensor_id' and returns the output of the corresponding sensor.

3.3.1 Syntax:

kobuki.feedback(sensor_id);

Sensor_id: An integer corresponding to the sensor to be queried. Refer to Table 4

3.3.2 Examples:

- Get left encoder value: Kobuki.feedback(8);
 A value of 17082 corresponds to a distance of 1460mm.
 (11.7 ticks / mm travelled)
 (For wheel odometry specs, refer to page 14 of the Kobuki User Guide)
- Get bump sensor status: Kobuki . feedback (5); If the value returned is 0x02 (i.e. 0b0010), it means that the center bumper has been pressed. Similarly, a value of 0x06 (i.e. 0b0110) means that the left and center bumpers have been pressed.

3.3.3 Summary of Sensors and their Respective IDs

| Sensor ID | Sensor Name | Description | Byte(s) Returned |
|-----------|----------------------|--|--|
| 5 | Bumper | Bits will be set corresponding to the three bump sensors. | 0x01 : right bumper 0x02 : central bumper 0x04 : left bumper |
| 6 | Wheel Drop Sensor | Bits will be set corresponding to the three wheel-drop sensors | 0x01 : right wheel 0x02 : left wheel 0x03 : both wheels |
| 7 | Cliff Sensors | Bits will be set corresponding to the three cliff sensors | 0x01 : right cliff sensor 0x02 : central cliff sensor 0x04 : left cliff sensor |
| 8 | Left Encoder | Accumulated encoder data of left and right wheels in | Circulates from 0 to 65535 (Increasing increments of this value means the kobuki is |
| 10 | Right Encoder | 'ticks'. | moving forward, decreasing means it's moving backward) |

| 12 | Left PWM | Prints the PWM value that was applied to left and right motors in order to make it move. | -128 to 127 |
|----|----------------------|---|---|
| 13 | Right PWM | The variable storing this value should be a signed data type to accurately represent direction. | (Negative sign indicates backward motion) |
| 14 | Buttons | Bits will be set corresponding to the three buttons | 0x01 : Button 0 0x02 : Button 1 0x04 : Button 2 |
| 15 | Charger | Indicates various charging states of the Kobuki. | 0 : DISCHARGING 2 : DOCKING_CHARGED 6 : DOCKING_CHARGING 18 : ADAPTER_CHARGED 22 : ADAPTER_CHARGING |
| 16 | Battery | Indicates battery voltage in 0.1 volt increments Typically 16.7 V when fully charged | 0d000 to 0d167 OR 0x00 to 0xA7 |
| 17 | Overcurrent Flags | Bits will be set based on the two current limiters | 0x01 : left wheel 0x02 : right wheel |
| 20 | IR Right Signal | Bits will be set | 0x01 : NEAR_LEFT 0x02 : NEAR_CENTER |
| 21 | IR Center Signal | corresponding to the three infrared sensors | 0x04 : NEAR_RIGHT 0x08 : FAR_CENTER |
| 22 | IR Left Signal | | 0x10 : FAR_LEFT 0x20 : FAR_RIGHT |
| 25 | Gyro Angle | Angle of deviation measured along the z-axis | 0 to 360 (degrees) |

| 27 | Gyro Angle Rate | Angular Velocity about Z- axis. Also known as yaw rate. Unit: degrees/s | -250 °/s to 250 °/s |
|----|------------------------|--|--|
| 34 | Right Cliff | | Data range: 0 to 4095 |
| 36 | Center Cliff | ADC output of each photo detector | (0 to 3.3V) Distance range: 2 to 15 cm |
| 38 | Left Cliff | | |
| 42 | Left Motor Current | Current Supplied to Motors | 0 to 75 (0 mA to 750mA) |
| 43 | Right Motor Current | in multiples of 10mA | |

Table 4: Sensors Reference