

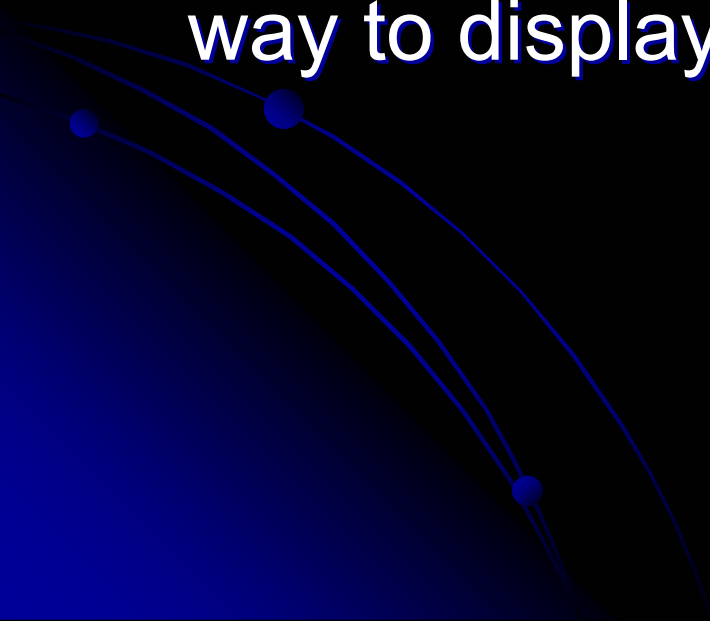
Lesson 5: Host to Mote Communication

Mote Boot Camp
10/17/2001



Lesson 5: Host—Mote communication

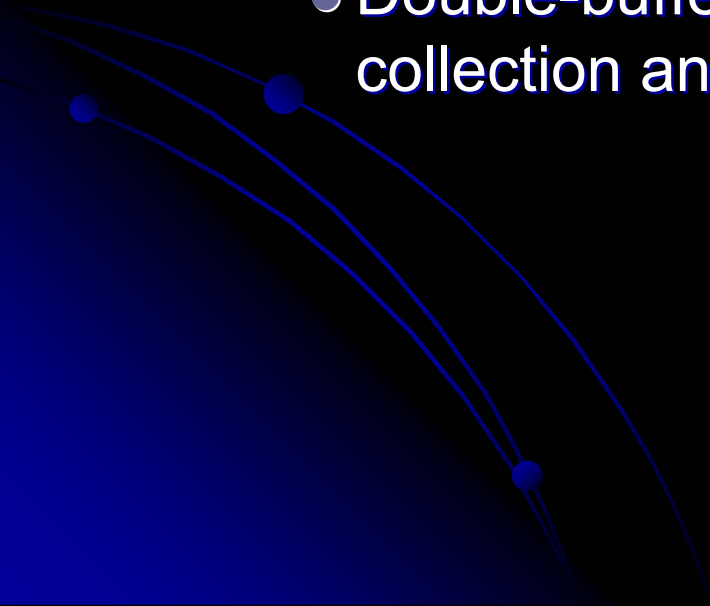
- Motes communication over UART to PC
- Serial port must be configured to use 19200bps with NO FLOW CONTROL
- tools/listen.java provides as the simplest way to display data coming from the motes



Step 1:

- Lets confirm that your tools are installed correctly.
- Compile and install the oscilloscope application onto a mote
- Confirm that the yellow led is periodically blinking
- Plug the mote into a programming board and connect the programming board to your serial port

What are you seeing...

- OSCOPE application periodically:
 - Samples ADC
 - Collects multiple readings into a single packet
 - Sends the data collected over the UART
 - Double-buffered data collection is used to pipeline collection and transmission.
- 

How do you interpret the packet?

- TOS Packet Structure:

```
struct TOS_Msg{  
    unsigned int destination_id;  
    unsigned char handler_type;  
    unsigned char group_id;  
    unsigned char data[30];  
    unsigned int crc;  
};
```

- Packet is 36 bytes long

- 4 bytes header, 30 bytes data, 2 bytes CRC

7E 00 0A 7D	01 00 72 EE 01 00 5D 03 5A 03 5A 03 59 03 53 03 4B 03 4B 03 58 03 61 03 61 03 00 00 00 00	76 9B
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How do you interpret the packet? (cont.)

- Data Payload Structure:

```
struct data_packet{  
    unsigned int source_mote_id;  
    unsigned int last_reading_number;  
    unsigned int channel;  
    int data[READINGS_PER_PACKET];  
};
```

- Data Payload Breakdown

- 2 bytes source ID, 2 bytes reading_number, 2 byte channel, 2 byte pairs of readings

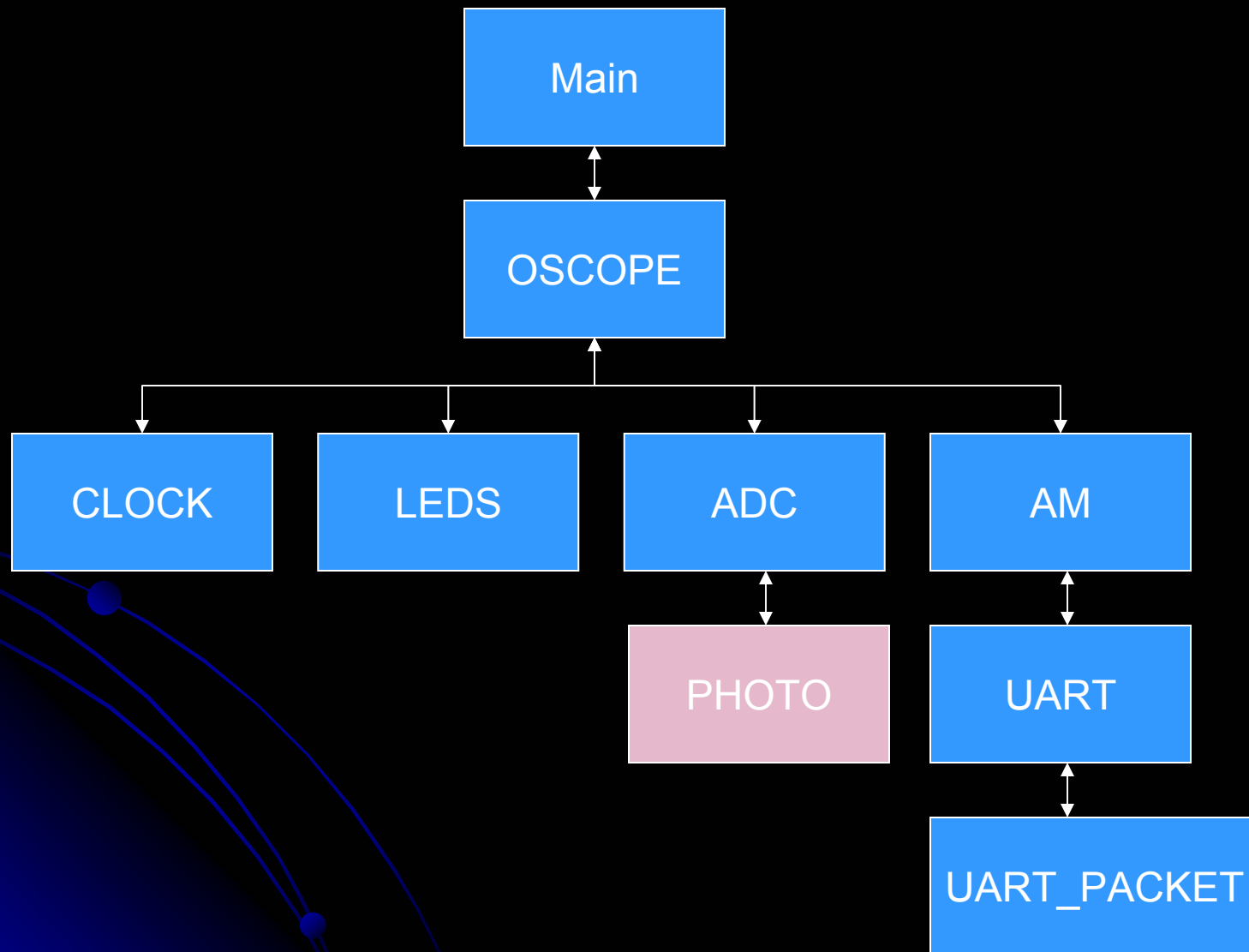
01 00	72 EE	01 00	5D 03	5A 03	5A 03	59 03	53 03	4B 03	4B 03	58 03	61 03	61 03	00 00	00 00
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For ints, LSB first:

5D 03

 = 0x035D = 861

OSCOPE application graph



Key application code:

```
/* Clock Event Handler:
   signaled at end of each clock interval.

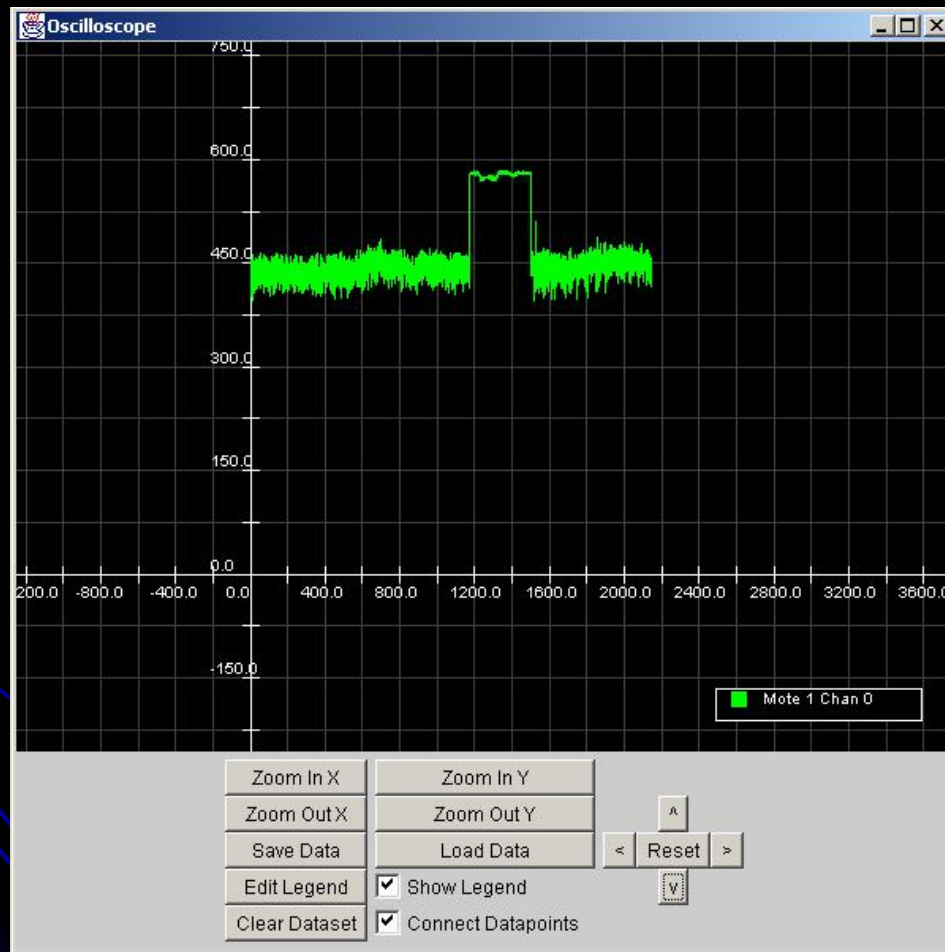
*/
void TOS_EVENT<OSCOPE_CLOCK_EVENT><><{
    TOS_CALL_COMMAND<OSCOPE_GET_DATA><VAR<data_channel>>; /* start data reading
*/
}

char TOS_EVENT<OSCOPE_CHANNEL1_DATA_EVENT> <int data> {
    struct data_packet* pack = (struct data_packet*)<VAR<msg>[<int>VAR<curr>]>.data);
    printf("data_event\n");
    pack->data[<int>VAR<state>] = data;
    VAR<state> ++;
    VAR<reading_number> ++;
    if<VAR<state> == READINGS_PER_PACKET><{
        VAR<state> = 0;
        pack->channel = VAR<data_channel>;
        pack->last_reading_number = VAR<reading_number>;
        pack->source_note_id = TOS_LOCAL_ADDRESS;
        if <TOS_CALL_COMMAND<OSCOPE_SUB_SEND_MSG><TOS_UART_ADDR, OSCOPE_MSG_TYPE,
&VAR<msg>[<int>VAR<curr>]>> {
            VAR<send_pending>++;
            VAR<curr> ^= 0x1;
        }
        if<VAR<curr>>TOS_CALL_COMMAND<OSCOPE_LEDy_on><>;
        else TOS_CALL_COMMAND<OSCOPE_LEDy_off><>;

        return 1;
    } else {
        return 0;
    }
}

if<data > 0x20>TOS_CALL_COMMAND<OSCOPE_LEDr_on><>;
else TOS_CALL_COMMAND<OSCOPE_LEDr_off><>;
return 1;
}
```

An easier way to visualize data:

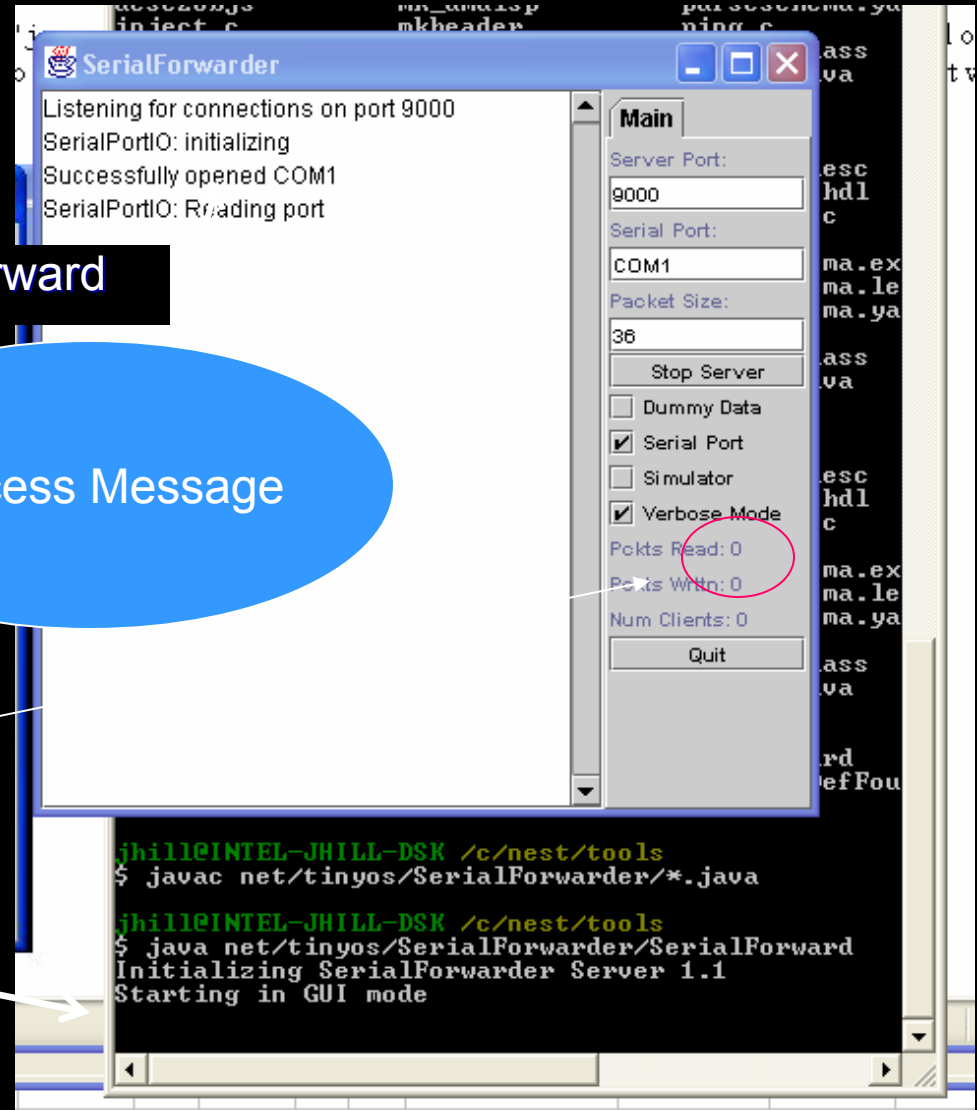


Step 1: The Serial Forwarder

- First, start the SerialForwarder:

```
javac net/tinyos/SerialForwarder/*.java
```

```
java net/tinyos/SerialForwarder/SerialForward
```



Success Message

Pckts Read: should increment

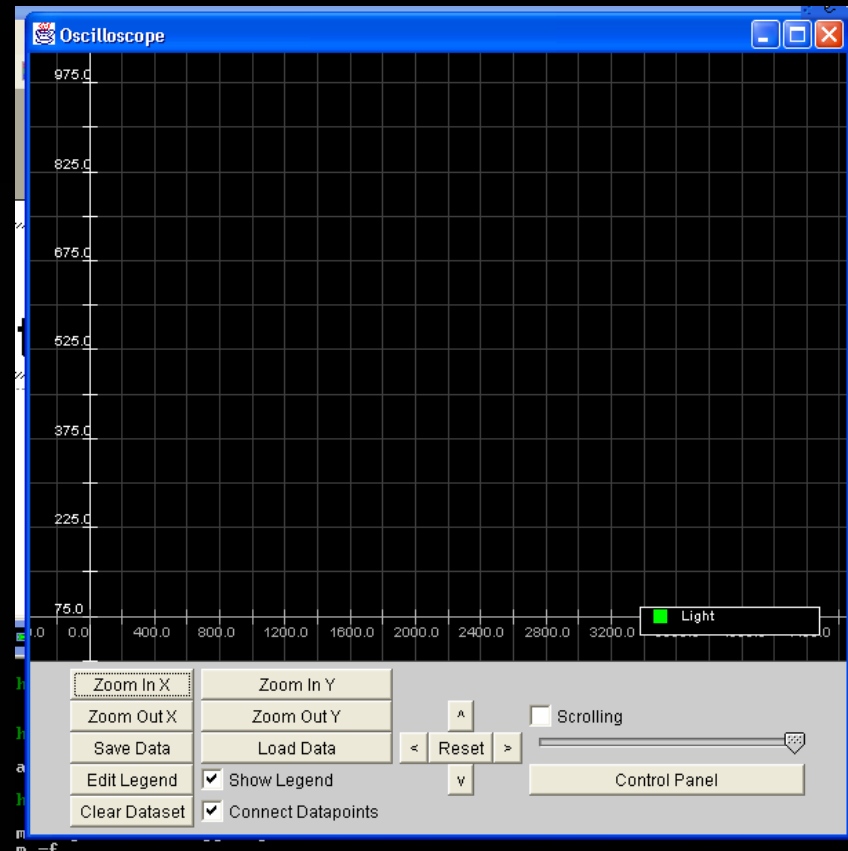
No Error Messages

Step 2: The Oscilloscope Application

```
jhill@INTEL-JHILL-DSK /c/nest/tools
$ make
flex -o lex.yy.c parseschema.lex
bison -y parseschema.yacc -o y.tab.c
gcc -I../tos/include y.tab.c -lfl -o parseschema
javac net/tinyos/oscilloscope/oscilloscope.java

jhill@INTEL-JHILL-DSK /c/nest/tools
$ java net/tinyos/oscilloscope/oscilloscope
```

- Run the app from the tools directory



Generic Base

- Universal base station for communicating with motes
- app/generic_base acts as a bridge between radio and UART
 - All packets received on radio are forwarded to the UART
 - All packets received on UART are forwarded to the radio
 - GroupID checking is performed