MyroC
3.3a

Generated by Doxygen 1.8.13
Contents

1 Data Structure Index 1
   1.1 Data Structures ........................................... 1

2 File Index 3
   2.1 File List .................................................. 3

3 Data Structure Documentation 5
   3.1 Picture Struct Reference ................................. 5
      3.1.1 Detailed Description ................................. 5
   3.2 Pixel Struct Reference ...................................... 6
      3.2.1 Detailed Description ................................. 6

4 File Documentation 7
   4.1 MyroC.h File Reference ................................. 7
      4.1.1 Detailed Description ................................. 9
      4.1.2 Function Documentation ............................... 10
         4.1.2.1 rBackward() .................................... 10
         4.1.2.2 rBeep() .......................................... 11
         4.1.2.3 rBeep2() ......................................... 11
         4.1.2.4 rConnect() ....................................... 11
         4.1.2.5 rDisconnect() .................................... 13
         4.1.2.6 rDisplayImageProcessingErrors() .................. 13
         4.1.2.7 rDisplayPicture() ................................ 13
         4.1.2.8 rFastForward() .................................... 14
         4.1.2.9 rFinishProcessing() ............................... 14
Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

<table>
<thead>
<tr>
<th>Data Structure</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Picture</td>
<td>Struct for a picture object</td>
<td>5</td>
</tr>
<tr>
<td>Pixel</td>
<td>Struct for a pixel</td>
<td>6</td>
</tr>
</tbody>
</table>
Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

- MyroC.h
  Header for a C-based, my-robot package for the Scribbler 2
Chapter 3

Data Structure Documentation

3.1 Picture Struct Reference

Struct for a picture object.

```c
#include <MyroC.h>
```

Data Fields

- **int height**
  
  The actual height of the image, but no more than 266.

- **int width**
  
  The actual width of the image, but no more than 427.

- **Pixel pix_array [266][427]**
  
  The array of pixels comprising the image.

3.1.1 Detailed Description

Struct for a picture object.

Note

- images from robot cameras have varying sizes, depending on the Fluke
- pix_array is sufficiently large to accommodate any Fluke version
- images for the original Fluke are 192 (height) by 256 (width)
- low-resolution images for the Fluke 2 are 266 by 427
- high-resolution images (e.g., 800 by 1280) are not practical, due to memory constraints and thus are not available in MyroC
- user-defined images may have any size, as long as height <= 266 and width <= 427

Following standard mathematical convention for a 2D matrix, all references to a pixel are given within an array as [row][col]

Warning

The Picture struct is defined to be sufficiently large to store several low-resolution camera images (340756 bytes each) Experimentally, an array of up to 94 (not 95) Pictures is allowed However, the display of images requires that image data be copied, so display of many images may not work If a program hangs when working with Picture variables, the issue may involve lack of space on the runtime stack To utilize a modest number of Pictures, use "ulimit -s" command, as needed, in a terminal window For example, ulimit -s 32768 Sizes above 32768 may not be allowed in Linux or Mac OS X

The documentation for this struct was generated from the following file:

- MyroC.h
3.2  Pixel Struct Reference

Struct for a pixel.

```c
#include <MyroC.h>
```

Data Fields

- `unsigned char R`
  *The value of the red component.*
- `unsigned char G`
  *The value of the green component.*
- `unsigned char B`
  *The value of the blue component.*

3.2.1  Detailed Description

Struct for a pixel.

The documentation for this struct was generated from the following file:

- `MyroC.h`
Chapter 4

File Documentation

4.1 MyroC.h File Reference

Header for a C-based, my-robot package for the Scribbler 2.

Data Structures

• struct Pixel
  
  Struct for a pixel.

• struct Picture
  
  Struct for a picture object.

Macros

• #define ROBOT_CONNECTION_TYPE int

Functions

• ROBOT_CONNECTION_TYPE rConnect (const char *address)
  
  connects program to Scribbler

• void rDisconnect ()
  
  stop Scribbler motion and close Bluetooth

• void rSetConnection (ROBOT_CONNECTION_TYPE new_socket_num)
  
  set current connection to the socket number

• void rFinishProcessing ()
  
  all timed motions/image displays completed, all robots stopped, and all robot Bluetooth connections closed

• void rSetVolume (char highMute)
  
  Set sound to high volume (H) or mute (M) highMute set volume of Scribbler.

• void rBeep (double duration, int frequency)
  
  Beeps with the given duration and frequency.

• void rBeep2 (double duration, int freq1, int freq2)
  
  Generates two notes for the prescribed duration.

• void rSetName (const char *name)
Change name stored in the robot to the 16-byte name given.

- const char * rGetName ()
  Get the name of the robot.

- void rSetForwardness (char *direction)
  Specifies which end of the Scribbler is considered the front

- void rSetForwardnessTxt (char *direction)
  alternative to rSetForwardness for compatibility with earlier MyroC

- char * rGetForwardness ()
  Gets the forwardness of the Scribbler.

- void rSetLEDFront (int led)
  Set the front [fluke] LED on or off.

- void rSetLEDBack (double led)
  Set the intensity of the back fluke LED.

- double rGetBattery ()
  Get the current voltage from the Scribbler batteries; Maximum charge from 6 batteries could be up to 6 volts; Manufacturer suggests batteries should be changed below 4.1 volts.

- int rGetStall (int sampleSize)

- void rSetBluetoothEcho (char onOff)
  Turn on and off echoing of Bluetooth transmissions All robot commands involve the transmission of a command over Bluetooth. Scribbler commands are always 9 bytes Fluke commands have varying lengths 
The fluke echos most, but not all, of the commands 
For many commands, the fluke also echos 11 bytes of sensor data.

- void rGetLightsAll (int lightSensors[3], int sampleSize)
  Get the average values of each of the three light sensors in an array. Values of each light sensor can somewhat (typically under 5%-10%). To even out variability, the sensor can be queried sampleSize times and an average obtained.

- int rGetLightTxt (const char *sensorName, int sampleSize)
  Get the average values of a specified light sensor. Values of each light sensor can somewhat (typically under 5%-10%). To even out variability, the sensor can be queried sampleSize times and an average obtained.

- void rGetIRAll (int irSensors[2], int sampleSize)
  Get an array of true/false values regarding the presence of obstacle based on the average values of each of the three IR sensors. Since readings of each light sensor can vary substantially, each sensor can be queried sampleSize times and an average obtained.

- int rGetIRTxt (const char *sensorName, int sampleSize)
  Use specified IR sensor to determine if obstacle is present. Since values of each light sensor can vary substantially, the sensor can be queried sampleSize times and an average obtained.

- void rGetLine (int lineSensors[2], int sampleSize)
  Use Scribbler 2 line sensors of Scribbler to check for a black line on a white surface under the robot. Since values of each light sensor can vary substantially, the sensor can be queried sampleSize times and an average obtained.

- void rSetIRPower (int power)

- void rGetObstacleAll (int obstSensors[3], int sampleSize)
  Get the average values of the three obstacle sensors in an array. Since readings of each obstacle sensor can vary substantially (successive readings may differ by several hundred or more), each sensor can be queried sampleSize times and an average obtained.

- int rGetObstacleTxt (const char *sensorName, int sampleSize)
  Get the average values of a specified obstacle (IR) sensor. Since values of each obstacle sensor can vary substantially (successive readings may differ by several hundred or more), the sensor can be queried sampleSize times and an average obtained.

- void rGetBrightAll (int brightSensors[3], int sampleSize)
  Read the Fluke’s virtual light sensors. Since readings of each brightness sensor can vary substantially (successive readings may differ by 5000-10000), each sensor can be queried sampleSize times and an average obtained.

- int rGetBrightTxt (char *sensorName, int sampleSize)
4.1 MyroC.h File Reference

- Reads one of the Fluke's virtual light sensors. Each sensor reports a total intensity in the left, middle, or right of the Fluke's camera. Since values of each obstacle sensor can vary substantially (successive readings may differ by 5000-10000), the sensor can be queried sampleSize times and an average obtained.

  - void rGetInfo (char *infoBuffer)
    returns information about the robot's dongle, firmware, and communication mode as a 60 character array in infoBuffer.

  - void rTurnLeft (double speed, double time)
    turn Scribbler left for a specified time and speed

  - void rTurnRight (double speed, double time)
    turn Scribbler right for a specified time and speed

  - void rTurnSpeed (char *direction, double speed, double time)
    turn Scribbler in direction for a specified time and speed

  - void rForward (double speed, double time)
    moves Scribbler forward for a specified time and speed

  - void rFastForward (double speed, double time)
    moves Scribbler forward at the largest possible speed for a specified time

  - void rBackward (double speed, double time)
    moves Scribbler backward for a specified time and speed

  - void rMotors (double leftSpeed, double rightSpeed)
    move robot with given speeds for the left and right motors continues until given another motion command or disconnected (non-blocking)

  - void rStop ()
    directs robot to stop movement

  - void rHardStop ()
    cuts power to the motor of the robot

  - Picture rTakePicture ()
    Use the camera to take a photo.

  - void rSavePicture (Picture *pic, char *filename)
    Save a Picture to a .jpeg.

  - Picture rLoadPicture (char *filename)
    Load a picture from a .jpeg file.

  - void rDisplayPicture (Picture *pic, double duration, const char *windowTitle)
    Display a picture in a new window.

  - void rDisplayImageProcessingErrors ()
    Turn on and off the printing of error messages for image processing.

  - void rWaitTimedImageDisplay ()
    Wait until all timed, non-blocking image window timers are complete.

4.1.1 Detailed Description

Header for a C-based, my-robot package for the Scribbler 2.

Revision History

Version 1.0 based on a C++ package by April O'Neill, David Cowden, Dilan Ustek, Erik Opavsky, and Henry M. Walker


Revisions for Version 3.0 Henry M. Walker
C ported to Macintosh Linux/Mac differences required for connections — otherwise same code OpenGL used to
display images, replacing ImageMagick same [new] code used for both Linux and Macintosh 1 process for robot
control 1 process needed for each titled window (not each image, as in 2.2-2.4) Blocking options (negative duration
parameter) utilize separate thread timer MyroC implementation files organized by user function as follows:

Revisions for Version 3.1 Henry M. Walker

Picture struct and image functions revised to allow 192 by 256 images from origial Fluke camera 266 x 427 low-
resolution images from Fluke 2 (high-resolution (800 x 1280) too large for more than 2-4 variables on run-time stack)
storage, retrieval, and display of any images up to 266 x 427

Revisions for Version 3.2 Henry M. Walker

Practical range of rBeep duration identified as <= 3.0014 seconds Image display and processing resolves several
matters and adds functionality function rDisplayPicture completely rewritten over time OpenGL routines had en-
countered troubles on Linux, specifically glutHideWindow() hid images, but could not be restored, with difficulties
depending on the graphics card on Mac, High Sierra generated compile warnings and restricted threads that could
display images function rDisplayImageProcessingErrors added function rWaitTimedImageDisplay updated substan-
tially

Revisions for Version 3.3 Henry M. Walker

MyroC ported to Windows 10, in addition to Linux and Mac OS X Additional refinements text parameter for rGet−−
LightTxt expanded to “Middle” as well as “Center”

This program and all MyroC software is licensed under the Creative Commons Attribution-Noncommercial−−
Share Alike 3.0 United States License. Details may be found at http://creativecommons.

4.1.2 Function Documentation

4.1.2.1 rBackward()

void rBackward (  
 double speed,  
 double time )

moves Scribbler backward for a specified time and speed

Parameters

| speed  | the rate at which the robot should move backward  
|--------|--------------------------------------------------|  
|        | linear range: -1.0 specifies move forward at full speed  
|        | 0.0 specifies no forward/backward movement  
|        | 1.0 specifies move backward at full speed  
| time   | specifies the duration of the turn  
|        | if negative: the robot starts backward (non-blocking) other processing proceeds, and the robot  
|        | continues backward until given another motion command or disconnected (non-blocking)  
|        | if zero: robot starts moving backward (non-blocking) other processing proceeds  
|        | if positive: robot moves backward for the given duration, in seconds  

4.1.2.2 rBeep()

```c
void rBeep ( double duration, int frequency )
```

Beeps with the given duration and frequency.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>duration</td>
<td>length of note in seconds</td>
</tr>
<tr>
<td>frequency</td>
<td>frequency of pitch in cycles per second (hertz)</td>
</tr>
</tbody>
</table>

Precondition

\[ 0.0 < \text{duration} \leq 3.0 \text{ seconds} \] (Scribbler 2 hangs if duration > 3.0014 seconds; although reason unknown, experimentation suggests part of Scribbler 2 firmware)

4.1.2.3 rBeep2()

```c
void rBeep2 ( double duration, int freq1, int freq2 )
```

Generates two notes for the prescribed duration.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>duration</td>
<td>length of note in seconds</td>
</tr>
<tr>
<td>freq1</td>
<td>frequency of first pitch in cycles per second (hertz)</td>
</tr>
<tr>
<td>freq2</td>
<td>frequency of second pitch in cycles per second (hertz)</td>
</tr>
</tbody>
</table>

Precondition

\[ 0.0 < \text{duration} \leq 3.0 \text{ seconds} \] (Scribbler 2 hangs if duration > 3.0014 seconds; although reason unknown, experimentation suggests part of Scribbler 2 firmware)

4.1.2.4 rConnect()

```c
ROBOT_CONNECTION_TYPE rConnect ( char * address )
```

connects program to Scribbler
Parameters

| address | string, giving name of workstation port or a Scribbler Bluetooth designation |

several string formats are possible

Linux and Mac:
a communications port, such as "/dev/rfcomm0"
a Scribbler 2 fluke serial number, such as "245787"
a full IPRE serial number, such as "IPRE245787"
a Fluke 2 serial number (hexadecimal), such as "021F"
a full Fluke 2 serial number, such as "Fluke2-021F"

Linux only:
a MAC address, such as "00:1E:19:01:0E:13"

Mac only:
any substring of a complete device file name, as long as the resulting device is unique
some possibilities include
a complete device file name, such as

- "/dev/tty.IPRE6-365877-DevB"
- "/dev/tty.Fluke2-0958-Fluke2"
  a fluke or fluke2 serial number
  full path of symbolic link to a device filename string or substring in /dev

uniqueness is ensured by requiring 4 hex digits or 6 decimal digits

Returns

if a connection is made the socket number/id of communications port is returned otherwise, the program exits, as robot processing cannot continue

Note

on Linux and Mac computers, sockets are ints, so rConnect returns an int on Windows computers, sockets have type SOCKET, so rConnect returns a SOCKET together, these are defined as a ROBOT_CONNECTI

ON_TYPE

Postcondition

subsequent communications will take place through this robot address, unless changed by rSetConnection
4.1.2.5 rDisconnect()

void rDisconnect ( )

stop Scribbler motion and close Bluetooth

Postcondition
motion for the current robot is stopped, blocking until any non-blocking motion time has expired
i.e., if a motion timer is set,
this procedure blocks
when the timer completes,
then the motion stops
else, procedure stops motion immediately
Bluetooth for the current robot is closed

4.1.2.6 rDisplayImageProcessingErrors()

void rDisplayImageProcessingErrors ( )

Turn on and off the printing of error message for image processing.

Note
Some operating systems (e.g., Mac OS X High Sierra) display an error message whenever a new process
for image display starts

Postcondition
This function toggles this printing on and off Initially, printing is off

4.1.2.7 rDisplayPicture()

void rDisplayPicture ( 
    Picture * pic, 
    double duration, 
    const char * windowTitle )

Display a picture in a new window.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pic</td>
<td>pointer to an RGB picture struct from Scribbler 2 camera</td>
</tr>
</tbody>
</table>
| duration  | if duration > 0, operation is blocking
if duration <= 0, operation is non-blocking
for duration != 0, picture displayed for abs(duration) seconds or until picture closed manually or until the program terminates
if duration == 0, picture displayed until closed manually |
| windowTitle | The title of the window that appears. White spaces will be replaced with underscores. |
Precondition

windowTitle is less than 100 characters.

Postcondition

image is displayed for the duration specified,
EXCEPT all display windows are closed when the main program terminates.

Warning

If images are displayed with a non-blocking option, and if the user wants images to appear for a full duration,
use rWaitTimedImageDisplay or rFinishProcessing to block processing until all image timers are finished.
Otherwise, program termination may close windows prematurely.

4.1.2.8 rFastForward()

```c
void rFastForward ( double time )
```

moves Scribbler forward at the largest possible speed for a specified time

Parameters

<table>
<thead>
<tr>
<th>time</th>
<th>specifies the duration of the turn</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>if negative: the robot starts forward (non-blocking) other processing proceeds, and the robot continues forward until given another motion command or disconnected (non-blocking)</td>
</tr>
<tr>
<td></td>
<td>if zero: robot starts moving forward (non-blocking); other processing proceeds</td>
</tr>
<tr>
<td></td>
<td>if positive: robot moves forward for the given duration, in seconds</td>
</tr>
</tbody>
</table>

Warning

may take longer than usual to execute

4.1.2.9 rFinishProcessing()

```c
void rFinishProcessing ( )
```

all timed motions/image displays completed, all robots stopped, and all robot Bluetooth connections closed
same result as rDisconnect for all robots plus rCompleteImageDisplay

Postcondition

blocks until all timed robot motions are complete, and all timed image displays no longer visible
upon completion, all timed images are invisible, all robot motion is halted, and all robot Bluetooth connections closed
4.1.2.10 rForward()

```c
void rForward(
    double speed,
    double time
)
```

moves Scribbler forward for a specified time and speed

Parameters

<table>
<thead>
<tr>
<th>speed</th>
<th>the rate at which the robot should move forward</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>linear range: -1.0 specifies move backward at full speed</td>
</tr>
<tr>
<td></td>
<td>0.0 specifies no forward/backward movement</td>
</tr>
<tr>
<td></td>
<td>1.0 specifies move forward at full speed</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>time</th>
<th>specifies the duration of the turn</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>if negative: the robot starts forward (non-blocking) other processing proceeds, and the robot continues forward until given another motion command or disconnected (non-blocking)</td>
</tr>
<tr>
<td></td>
<td>if zero: robot starts moving forward (non-blocking); other processing proceeds</td>
</tr>
<tr>
<td></td>
<td>if positive: robot moves forward for the given duration, in seconds</td>
</tr>
</tbody>
</table>

4.1.2.11 rGetBattery()

```c
double rGetBattery()
```

Get the current voltage from the Scribbler batteries; Maximum charge from 6 batteries could be up to 6 volts; Manufacturer suggests batteries should be changed below 4.1 volts.

Returns

percentage of battery voltage

4.1.2.12 rGetBrightAll()

```c
void rGetBrightAll(
    int brightSensors[3],
    int sampleSize
)
```

Read the Fluke's virtual light sensors. Since readings of each brightness sensor can vary substantially (successive readings may differ by 5000-10000), each sensor can be queried sampleSize times and an average obtained.

Parameters

<table>
<thead>
<tr>
<th>brightSensors</th>
<th>array to store intensity values</th>
</tr>
</thead>
<tbody>
<tr>
<td>sampleSize</td>
<td>how many readings are taken for each sensor</td>
</tr>
</tbody>
</table>
Precondition

space already allocated for brightSensors array sampleSize > 0

Postcondition

brightSensors[0] gives average value for left sensor
brightSensors[1] gives average value for middle sensor
brightSensors[2] gives average value for right sensor
Brightness values near 0 represent bright light
Brightness values may extend to about 65535 for a dark region.

4.1.2.13 rGetBrightTxt()

int rGetBrightTxt (char * sensorName,
                  int sampleSize)

Reads one of the Fluke's virtual light sensors. Each sensor reports a total intensity in the left, middle, or right of the Fluke's camera. Since values of each obstacle sensor can vary substantially (successive readings may differ by 5000-10000), the sensor can be queried sampleSize times and an average obtained.

Parameters

<table>
<thead>
<tr>
<th>sensorName</th>
<th>name of the bright sensor</th>
</tr>
</thead>
</table>

Precondition

sensorName is "left", "center", "middle", or "right" (not case sensitive)
designations "center" and "middle" are alternatives for the same bright sensor

Parameters

<table>
<thead>
<tr>
<th>sampleSize</th>
<th>how many readings are taken for the sensor</th>
</tr>
</thead>
</table>

Precondition

sampleSize > 0

Returns

reading from the specified bright sensor, averaged over sampleSize number of data samples
Brightness values near 0 represent bright light
Brightness values may extend to about 65535 for a very dark region.
4.1.2.14  rGetForwardness()

char* rGetForwardness ( )

Gets the forwardness of the Scribbler.

Returns

either "fluke-forward" or "scribbler-forward"

4.1.2.15  rGetInfo()

void rGetInfo ( 
    char * infoBuffer )

returns information about the robot's dongle, firmware, and communication mode as a 60 character array in infoBuffer.

Parameters

- **infoBuffer**  a pre-defined, 60-character array

Postcondition

- infoBuffer contains relevant robot information

4.1.2.16  rGetIRAll()

void rGetIRAll ( 
    int irSensors[2],
    int sampleSize )

Get an array of true/false values regarding the presence of obstacle based on the average values of each of the three IR sensors. Since readings of each light sensor can vary substantially, each sensor can be queried sampleSize times and an average obtained.

Parameters

- **irSensors**  array to store intensity values
- **sampleSize**  how many readings are taken for each sensor

Precondition

- space already allocated for irSensors array sampleSize > 0
Postcondition

irSensors[0] checks obstacle for left sensor
irSensors[1] checks obstacle for right sensor
for each irSensors array value
return 0 indicates no obstacle detected
return 1 indicates obstacle detected

4.1.2.17 rGetIRTxt()

```c
int rGetIRTxt (const char * sensorName, int sampleSize )
```

Use specified IR sensor to determine if obstacle is present. Since values of each light sensor can vary substantially, the sensor can be queried sampleSize times and an average obtained.

Parameters

<table>
<thead>
<tr>
<th>sensorName</th>
<th>name of the light sensor</th>
</tr>
</thead>
</table>

Precondition

sensorName is "left" or "right" (not case sensitive)

Parameters

<table>
<thead>
<tr>
<th>sampleSize</th>
<th>how many readings are taken for the sensor</th>
</tr>
</thead>
</table>

Precondition

sampleSize > 0

Returns

ture/false (0/1) determination of obstacle, based on IR sensorName sensor, averaged over sampleSize number of data samples

Postcondition

return 0 indicates no obstacle detected
return 1 indicates obstacle detected
4.1.2.18  rGetLightsAll()

```c
void rGetLightsAll (  
    int lightSensors[3],  
    int sampleSize )
```

Get the average values of each of the three light sensors in an array. Values of each light sensor can somewhat (typically under 5%-10%). To even out variability, the sensor can be queried sampleSize times and an average obtained.

Parameters

<table>
<thead>
<tr>
<th>lightSensors</th>
<th>array to store intensity values</th>
</tr>
</thead>
<tbody>
<tr>
<td>sampleSize</td>
<td>how many readings are taken for each sensor</td>
</tr>
</tbody>
</table>

Precondition

space already allocated for lightSensors array sampleSize > 0

Postcondition

lightSensors[0] gives average value for left sensor  
lightSensors[1] gives average value for middle sensor  
lightSensors[2] gives average value for right sensor  
Intensity values near 0 represent bright light  
Intensities may extend to about 65000 for a dark region.

4.1.2.19  rGetLightTxt()

```c
int rGetLightTxt (  
    const char * sensorName,  
    int sampleSize )
```

Get the average values of a specified light sensor. Values of each light sensor can somewhat (typically under 5%-10%). To even out variability, the sensor can be queried sampleSize times and an average obtained.

Parameters

| sensorName | name of the light sensor |

Precondition

sensorName is "left", "center", "middle", or "right" (not case sensitive)  
designations "center" and "middle" are alternatives for the same light sensor

Parameters

| sampleSize | how many readings are taken for the sensor |
Precondition

\[ \text{sampleSize} > 0 \]

Returns

- reading from the specified light sensor, averaged over \text{sampleSize} number of data samples
- if \text{sensorName} invalid, returns -1.0

4.1.2.20 rGetLine()

```c
void rGetLine (
    int lineSensors[2],
    int sampleSize
)
```

Use Scribbler 2 line sensors of Scribbler to check for a black line on a white surface under the robot. Since values of each light sensor can vary substantially, the sensor can be queried \text{sampleSize} times and an average obtained.

Warning

- results of these sensors may be flakey!

Parameters

- \text{lineSensors} array to store line values detected
- \text{sampleSize} how many readings are taken for each sensor

Precondition

- space already allocated for \text{lineSensors} array \text{sampleSize} > 0

Postcondition

- lineSensors[0] checks left sensor for line
- lineSensors[1] checks right sensor for line
- for each \text{irSensors} array value
- return 0 indicates line is identified
- return 1 indicates line is not identified

4.1.2.21 rGetName()

```c
const char* rGetName ( )
```

Get the name of the robot.
4.1 MyroC.h File Reference

Returns
information about the name of the robot

Postcondition
the returned name is a newly-allocated 17-byte string

4.1.2.22 rGetObstacleAll()

void rGetObstacleAll (  
   int obstSensors[3],  
   int sampleSize)

Get the average values of the three obstacle sensors in an array. Since readings of each obstacle sensor can vary substantially (successive readings may differ by several hundred or more), each sensor can be queried sampleSize times and an average obtained.

Parameters

| obstSensors | array to store intensity values |
| sampleSize  | how many readings are taken for each sensor |

Precondition
space already allocated for obstSensors array; sampleSize > 0

Postcondition
obstSensors[0] gives average value for left sensor
obstSensors[1] gives average value for middle sensor
obstSensors[2] gives average value for right sensor
Returned values are between 0 and 6400
Obstacle values near 0 represent no obstacle seen
Obstacle values may approach 6400 as obstacle gets close.

Warning
As battery degrades, sensor readings degrade, yielding systematically lower numbers.

4.1.2.23 rGetObstacleTxt()

int rGetObstacleTxt (  
   const char * sensorName,  
   int sampleSize)

Get the average values of a specified obstacle (IR) sensor. Since values of each obstacle sensor can vary substantially (successive readings may differ by several hundred or more), the sensor can be queried sampleSize times and an average obtained.
Parameters

- **sensorName**: name of the obstacle sensor

Precondition

- sensorName is "left", "center", "middle", or "right" (not case sensitive)
- designations "center" and "middle" are alternatives for the same light sensor

Parameters

- **sampleSize**: how many readings are taken for the sensor

Precondition

- space already allocated for vals array; sampleSize > 0

Returns

- reading from the specified obstacle sensor, averaged over sampleSize number of data samples
- Returned values are between 0 and 6400
- Obstacle values near 0 represent no obstacle seen
- Obstacle values may approach 6400 as obstacle gets close.

Warning

- As battery degrades, sensor values degrade, yielding systematically lower numbers.

4.1.2.24 rGetStall()

```c
int rGetStall (    
    int sampleSize )
```

Determine if robot has stalled

"Every time you issue a move command, the stall sensor resets, and it needs to wait a short time to see whether the motors are stalled. This means that the sensor won’t give accurate results if you test it too soon after the robot starts to move."

In practice, it may take 0.5-1.0 seconds for rGetStall to sense the robot is stalled

Parameters

- **sampleSize**: how many readings are taken for each sensor

Generated by Doxygen
4.1 MyroC.h File Reference

Precondition

\[ \text{sampleSize} > 0 \]

Returns

whether or not robot current has stalled

Postcondition

Returns 1 if the robot has stalled
Returns 0 otherwise.

4.1.2.25 rLoadPicture()

\textbf{Picture} rLoadPicture ( \\
    \text{char} \ast \text{filename} )

Load a picture from a .jpeg file.

Parameters

\begin{tabular}{|c|c|}
\hline
\textit{filename} & the name of the file \\
\hline
\end{tabular}

Precondition

file must exist
file must be a 256x192 .jpeg or .jpg

Returns

\textbf{Picture}

4.1.2.26 rMotors()

\textbf{void} rMotors ( \\
    \text{double} \ \text{leftSpeed}, \\
    \text{double} \ \text{rightSpeed} )

move robot with given speeds for the left and right motors continues until given another motion command or disconnected (non-blocking)
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>leftSpeed</td>
<td>the rate at which the left wheel should turn</td>
</tr>
<tr>
<td></td>
<td>linear range: -1.0 specifies move backward at full speed</td>
</tr>
<tr>
<td></td>
<td>0.0 specifies no forward/backward movement</td>
</tr>
<tr>
<td></td>
<td>1.0 specifies move forward at full speed</td>
</tr>
<tr>
<td>rightSpeed</td>
<td>the rate at which the right wheel should turn</td>
</tr>
<tr>
<td></td>
<td>linear range: -1.0 specifies move backward at full speed</td>
</tr>
<tr>
<td></td>
<td>0.0 specifies no forward/backward movement</td>
</tr>
<tr>
<td></td>
<td>1.0 specifies move forward at full speed</td>
</tr>
</tbody>
</table>

4.1.2.27 rSavePicture()

```c
void rSavePicture (  
  Picture * pic, 
  char * filename )
```

Save a `Picture` to a `.jpeg`

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pic</td>
<td>pointer to an RGB picture struct from Scribbler 2 camera</td>
</tr>
<tr>
<td>filename</td>
<td>the name of the file</td>
</tr>
</tbody>
</table>

Precondition

filename ends with `.jpeg` or `.jpg`.

Postcondition

If the file does not exist, a new file will be created.
If the file exists, the file will be overwritten.

4.1.2.28 rSetBluetoothEcho()

```c
void rSetBluetoothEcho (  
  char onOff )
```

Turn on and off echoing of Bluetooth transmissions All robot commands involve the transmission of a command over Bluetooth Scribbler commands are always 9 bytes Fluke commands have varying lengths The fluke echos most, but not all, of the commands For many commands, the fluke also echos 11 bytes of sensor data.
4.1 MyroC.h File Reference

Parameters

| onOff | char 'y' enables echoing  
|       | char 'n' disables echoing  
|       | other character values ignored |

4.1.2.29 rSetConnection()

```c
void rSetConnection ( 
    ROBOT_CONNECTION_TYPE new_socket_num )
```

set current connection to the socket number

Parameters

| new_socket_num | the number of an open socket for communication |

Precondition

new_socket_num has been returned by rConnect the designated socket has not been closed

Note

a socket has type int on Linux or Mac; type SOCKET on Windows together these are defined as ROBOT_CONNECTION_TYPE

4.1.2.30 rSetForwardness()

```c
void rSetForwardness ( 
    char * direction )
```

specifies which end of the Scribbler is considered the front

Parameters

| direction | identifies front direction |

Precondition

direction is either "fluke-forward" or "scribbler-forward" (not case sensitive)
4.1.2.31 rSetIRPower()

```c
void rSetIRPower ( 
        int power )
```

Set the amount of power for the dongle’s IR sensors.

**Parameters**

| **power** | the desired power level for the IR sensors |

**Precondition**

- power is between 0 and 255 (inclusive)
- Manufacturer notes: default value is 135
- if IR obstacle sensor is always high, try lowering IR power
- if IR obstacle sensor is always low, try raising IR power

4.1.2.32 rSetLEDBack()

```c
void rSetLEDBack ( 
        double led )
```

Set the intensity of the back fluke LED.

**Parameters**

<table>
<thead>
<tr>
<th><strong>led</strong></th>
<th>intensity of the LED</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>values between 0 and 1 provide a range of brightness from off to full intensity</td>
</tr>
<tr>
<td></td>
<td>values bigger than 1 are treated as 1 (full brightness)</td>
</tr>
<tr>
<td></td>
<td>values less than 0 are treated as 0 (LED off)</td>
</tr>
</tbody>
</table>

4.1.2.33 rSetLEDFront()

```c
void rSetLEDFront ( 
        int led )
```

Set the front [fluke] LED on or off.

**Parameters**

| **led** | value 1 turns on LED value 0 turns off LED |

4.1.2.34  rSetName()

```c
void rSetName (const char * name)
```

Change name stored in the robot to the 16-byte name given.

Parameters:
- **name**: specifies new name of robot
  - if < 16 bytes given, name is filled with null characters
  - if >= 16 bytes given, name is truncated to 15 bytes plus null

4.1.2.35  rSetVolume()

```c
void rSetVolume (char highMute)
```

Set sound to high volume (H) or mute (M) highMute set volume of Scribbler.

Precondition:
- highMute is 'H' to set for high volume or 'M' for mute

4.1.2.36  rTakePicture()

```c
Picture rTakePicture ( )
```

Use the camera to take a photo.

This section contains functions for taking and manipulating images. All images are constrained with height <= 266 and width <= 427.

Images from robot cameras have varying sizes, depending on the Fluke images for the original Fluke are 192 (height) by 256 (width) low-resolution images for the Fluke 2 are 266 by 427 high-resolution images for the Fluke 2 are 800 by 1280.

Bluetooth communication constrains the time required for the Fluke to take a picture. Typical times: original fluke: 2-4 seconds Fluke 2 (low res): 4-6 seconds Fluke 2 (high res): 25-30 seconds.

Based on timings and memory considerations, Myro C allows only low resolution images.

The Picture struct allows direct access to Pixel data. Pictures can be saved and loaded as .jpeg files.
Note

Following standard mathematical convention for a 2D matrix, all references to a pixel are given within an array as [row][col]
user-defined images may have any size, as long as height <= 266 and width <= 427
Following standard mathematical convention for a 2D matrix, all references to a pixel are given within an array as [row][col]

Warning

The Picture struct is defined to be sufficiently large to store several low-resolution camera images (340756 bytes each) Experimentally, an array of up to 94 (not 95) Pictures is allowed However, the display of images requires that image data be copied, so display of many images may not work If a program hangs when working with Picture variables, the issue may involve lack of space on the runtime stack. To utilize a modest number of Pictures, use "ulimit -s" command, as needed, in a terminal window For example, ulimit -s 32768 Sizes above 32768 may not be allowed in Linux or Mac OS X

Returns

Picture

4.1.2.37 rTurnLeft()

void rTurnLeft ( 
    double speed, 
    double time )

turn Scribbler left for a specified time and speed

Parameters

<table>
<thead>
<tr>
<th>speed</th>
<th>the rate at which the robot should move left linear range: -1.0 specifies right turn at full speed 0.0 specifies no turn 1.0 specifies left turn at full speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>time</td>
<td>specifies the duration of the turn if negative: the robot starts to turn (non-blocking) other processing proceeds, and the robot continues to turn until given another motion command or disconnected (non-blocking) if zero: robot starts turning (non-blocking); other processing proceeds if positive: robot turns for the given duration, in seconds</td>
</tr>
</tbody>
</table>

4.1.2.38 rTurnRight()

void rTurnRight ( 
    double speed, 
    double time )

turn Scribbler right for a specified time and speed
Parameters

| speed  | the rate at which the robot should move right  
|        | linear range: -1.0 specifies left turn at full speed  
|        | 0.0 specifies no turn  
|        | 1.0 specifies right turn at full speed  |

| time   | specifies the duration of the turn  
|        | if negative: the robot starts to turn (non-blocking) other processing proceeds, and the robot continues to turn until given another motion command or disconnected (non-blocking)  
|        | if zero: robot starts turning (non-blocking); other processing proceeds  
|        | if positive: robot turns for the given duration, in seconds  
|        | if nonnegative: robot turns for the given duration, in seconds  |

4.1.2.39 rTurnSpeed()

```c
void rTurnSpeed (  
    char * direction,  
    double speed,  
    double time )
```

turn Scribbler in direction for a specified time and speed

Parameters

<table>
<thead>
<tr>
<th>direction</th>
<th>direction of turn, based on looking from the center of the robot and facing forward</th>
</tr>
</thead>
</table>
| speed              | the rate at which the robot should move forward  
|                    | linear range: -1.0 specifies turn at full speed  
|                    | 0.0 specifies no turn  
|                    | 1.0 specifies turn at full speed  |

| time               | specifies the duration of the turn  
|                    | if negative: the robot starts to turn (non-blocking) other processing proceeds, and the robot continues to turn until given another motion command or disconnected (non-blocking)  
|                    | if zero: robot starts turning (non-blocking); other processing proceeds  
|                    | if positive: robot turns for the given duration, in seconds  |

Precondition

direction is "left" or "right", case insensitive

4.1.2.40 rWaitTimedImageDisplay()

```c
void rWaitTimedImageDisplay ( )
```

Wait until all timed, non-blocking image window timers are complete.
Postcondition

wait until all timed [non-blocking] images have closed
robot motion is unaffected by this function

Warning

images opened with duration 0.0 do not close until images are updated or until the program terminates
all other [timed, non-blocking] image windows are closed by this function
Index

MyroC.h, 7
  rBackward, 10
  rBeep, 11
  rBeep2, 11
  rConnect, 11
  rDisconnect, 12
  rDisplayImageProcessingErrors, 13
  rDisplayPicture, 13
  rFastForward, 14
  rFinishProcessing, 14
  rForward, 14
  rGetBattery, 15
  rGetBrightAll, 15
  rGetBrightTxt, 16
  rGetForwardness, 16
  rGetIRAll, 17
  rGetIRTxt, 18
  rGetInfo, 17
  rGetLightTxt, 19
  rGetLightsAll, 18
  rGetLine, 20
  rGetName, 20
  rGetObstacleAll, 21
  rGetObstacleTxt, 21
  rGetStall, 22
  rLoadPicture, 23
  rMotors, 23
  rSavePicture, 24
  rSetBluetoothEcho, 24
  rSetConnection, 25
  rSetForwardness, 25
  rSetIRPower, 25
  rSetBranchBack, 26
  rSetBranchFront, 26
  rSetName, 27
  rSetVolume, 27
  rTakePicture, 27
  rTurnLeft, 28
  rTurnRight, 28
  rTurnSpeed, 29
  rWaitTimedImageDisplay, 29

MyroC.h, 11
  rConnect
    MyroC.h, 11
  rDisconnect
    MyroC.h, 12
  rDisplayImageProcessingErrors
    MyroC.h, 13
  rDisplayPicture
    MyroC.h, 13
  rFastForward
    MyroC.h, 14
  rFinishProcessing
    MyroC.h, 14
  rForward
    MyroC.h, 14
  rGetBattery
    MyroC.h, 15
  rGetBrightAll
    MyroC.h, 15
  rGetBrightTxt
    MyroC.h, 16
  rGetForwardness
    MyroC.h, 16
  rGetIRAll
    MyroC.h, 17
  rGetIRTxt
    MyroC.h, 18
  rGetInfo
    MyroC.h, 18
  rGetLightTxt
    MyroC.h, 19
  rGetLightsAll
    MyroC.h, 19
  rGetLine
    MyroC.h, 20
  rGetName
    MyroC.h, 20
  rGetObstacleAll
    MyroC.h, 21
  rGetObstacleTxt
    MyroC.h, 21
  rGetStall
    MyroC.h, 22
  rLoadPicture
    MyroC.h, 23
  rMotors
    MyroC.h, 23
  rSavePicture
    MyroC.h, 24

Picture, 5
Pixel, 6

rBackward
  MyroC.h, 10
rBeep
  MyroC.h, 11
rBeep2
  MyroC.h, 11
rSetBluetoothEcho
  MyroC.h, 24
rSetConnection
  MyroC.h, 25
rSetForwardness
  MyroC.h, 25
rSetIRPower
  MyroC.h, 25
rSetLEDBack
  MyroC.h, 26
rSetLEDFront
  MyroC.h, 26
rSetName
  MyroC.h, 27
rSetVolume
  MyroC.h, 27
rTakePicture
  MyroC.h, 27
rTurnLeft
  MyroC.h, 28
rTurnRight
  MyroC.h, 28
rTurnSpeed
  MyroC.h, 29
rWaitTimedImageDisplay
  MyroC.h, 29