

Player/Stage Plugin-Driver for Surveyor Robot SRV-1 (with ARM-7 processor)

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Chapter 1

Bug List

- Class [Surveyor](#)
- Camera interface appears delayed for an arbitrary sequence of snapshots
 - Camera rate is very slow - about 1fps...Could do better: at least 4fps

Chapter 2

Todo List

- Class** **Surveyor**
- Property bags to change image size on the fly
 - Implement IR (IR sensors are very noisy and produce false negatives on dark and shiny obstacles)
 - Implement DIO
 - Opaque interface to set program

Chapter 3

Module Index

3.1 Modules

Here is a list of all modules:

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Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 5

Module Documentation

5.1 Surveyor

Classes

- struct `srv1_comm_t`
Type definition that is used in the communication link between the [Surveyor](#) Driver implementation and the robot itself.
- class `Surveyor`
Plugin Driver for [Surveyor](#) SRV-1 (with ARM-7 processor).

Chapter 6

Class Documentation

6.1 `srv1_comm_t` Struct Reference

Type definition that is used in the communication link between the [Surveyor](#) Driver implementation and the robot itself.

```
#include <surveyor_comms.h>
```

Public Attributes

- char `port` [PATH_MAX]
Serial port communicating on.
- int `fd`
fd if port is open. (-1 = not valid)
- double `vx`
velocity in the x direction
- double `va`
angular velocity
- unsigned char `need_ir`
Do we need to read the IR?
- int `bouncedir` [4]
0 = front, 1 = left, 2 = back, 3 = right
- unsigned char `image_mode`
Mode we want images in.
- unsigned char `set_image_mode`
Mode that the camera is set to.
- uint32_t `frame_size`

size of JPEG frame

- char * [frame](#)

Frame that holds the actual image.

6.1.1 Detailed Description

Type definition that is used in the communication link between the [Surveyor](#) Driver implementation and the robot itself.

Definition at line 56 of file `surveyor_comms.h`.

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

- `src/surveyor_comms.h`

6.2 Surveyor Class Reference

Plugin Driver for [Surveyor](#) SRV-1 (with ARM-7 processor).

```
#include <src/surveyor_driver.h>
```

Public Member Functions

- [Surveyor](#) (ConfigFile *cf, int section)
Constructor for the [Surveyor](#) multi-interface driver.
- int [Setup](#) ()
Set up the device and start the device thread by calling [StartThread\(\)](#), which spawns a new thread and executes [Surveyor::Main\(\)](#), which contains the main loop for the driver.
- int [Shutdown](#) ()
Shut down the device.
- int [ProcessMessage](#) (QueuePointer &resp_queue, player_msghdr *hdr, void *data)
Message handler that sends a response if necessary using [Publish\(\)](#). This function is called once for each message in the incoming queue.

Private Member Functions

- virtual void [Main](#) ()
Main "entry point" function for the driver thread created using [StartThread\(\)](#) within the [Setup\(\)](#) function;.

Private Attributes

- const char * [portname](#)
Serial port.
- player_devaddr_t [position_addr](#)
Address of the position device (wheels odometry).
- player_devaddr_t [camera_addr](#)
Address of the camera device.
- player_devaddr_t [ir_addr](#)
Address of the infrared (IR) beacons.
- player_devaddr_t [dio_addr](#)
Address of the digital input/output pins (ports).
- [srv1_comm_t](#) * [srvdev](#)
The surveyor object.

- `player_position2d_cmd_vel_t` [position_cmd](#)
position2d velocity command
- `player_position2d_geom_t` [pos_geom](#)
position2d geometry
- `int` [setup_image_mode](#)
Desired camera size.

6.2.1 Detailed Description

Plugin Driver for [Surveyor](#) SRV-1 (with ARM-7 processor).

These robots can be controlled via ZigBee which is attached to a USB serial port on a host computer. The host computer runs the server which then communicates to the robot.

Note:

The newer SRV-1 robot (with Blackfin processor) has not yet been tested with this driver.

Compile-time dependencies

- `'pkg-config --cflags playerc++'`

Provides

The surveyor driver provides the following device interfaces:

- `interface_position2d`
 - This interface does not return odometry data, but accepts velocity commands.
- `interface_camera`
 - The camera on the robot returns JPEG images.
- `interface_ir`
 - The robot has 4 IR beacons which can act as rudimentary range-finders
 - * UNIMPLEMENTED
- `interface_dio`
 - The robot has 5 pins which can be used as digital in/out ports.
 - * UNIMPLEMENTED

Supported configuration requests

- none

Configuration file options

- port (string)
 - Serial port used to communicate with the robot
 - * Default: "/dev/ttyUSB0"
- image_size (string)
 - Size of the images returned by the camera.
 - * Default: "320x240"
 - * Allowed values: "320x240", "160x128", "80x64"
- plugin (string)
 - Relative or Absolute path to the location of the shared-object plugin driver.

Example

```
driver
(
  name "surveyor"
  plugin "libSurveyor_Driver.so"
  provides ["position2d:0" "camera:0"]
  port "/dev/ttyUSB0"
)
```

Bug

- Camera interface appears delayed for an arbitrary sequence of snapshots
- Camera rate is very slow - about 1fps...Could do better: at least 4fps

Todo

- Property bags to change image size on the fly
- Implement IR (IR sensors are very noisy and produce false negatives on dark and shiny obstacles)
- Implement DIO
- Opaque interface to set program

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Definition at line 118 of file surveyor_driver.h.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 Surveyor::Surveyor (ConfigFile * cf, int section)

Constructor for the [Surveyor](#) multi-interface driver.

Constructor for the [Surveyor](#) driver. Retrieves options from the configuration file, allocates memory for each interface and then reads and adds the interfaces provided in the configuration file.

Parameters:

- cf* Current configuration file
- section* Current section in configuration file

Definition at line 42 of file `surveyor_driver.cc`.

References `camera_addr`, `dio_addr`, `ir_addr`, `portname`, `position_addr`, `setup_image_mode`, and `srvdev`.

6.2.3 Member Function Documentation

6.2.3.1 int Surveyor::ProcessMessage (QueuePointer & resp_queue, player_msghdr * hdr, void * data)

Message handler that sends a response if necessary using `Publish()`. This function is called once for each message in the incoming queue.

Parameters:

- resp_queue* The queue to which any response should go
- hdr* The message header
- data* The message body

Returns:

- 0 if the message is handled, and -1 otherwise. A NACK (Negative Acknowledgment) will be sent if a response is required.

Definition at line 232 of file `surveyor_driver.cc`.

References `pos_geom`, `position_addr`, `position_cmd`, and `srvdev`.

6.2.3.2 int Surveyor::Setup ()

Set up the device and start the device thread by calling `StartThread()`, which spawns a new thread and executes [Surveyor::Main\(\)](#), which contains the main loop for the driver.

Returns:

- 0 if things go well, and -1 otherwise.

Definition at line 105 of file `surveyor_driver.cc`.

References `srv1_comm_t::image_mode`, `portname`, `setup_image_mode`, and `srvdev`.

6.2.3.3 int Surveyor::Shutdown ()

Shut down the device.

Returns:

0 when the device has been completely shut down.

Definition at line 130 of file surveyor_driver.cc.

References `srvdev`.

The documentation for this class was generated from the following files:

- `src/surveyor_driver.h`
- `src/surveyor_driver.cc`

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