

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:

<a href="#">srv1_comm_t</a> (Type definition that is used in the communication link between the <a href="#">Surveyor</a> Driver implementation and the robot itself) . . . . .	11
<a href="#">Surveyor</a> (Plugin Driver for <a href="#">Surveyor</a> SRV-1 (with ARM-7 processor) ) . . . . .	13



# 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

### Author:

Michael Janssen (original author)  
Carlos Jaramillo (current maintainer)

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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