

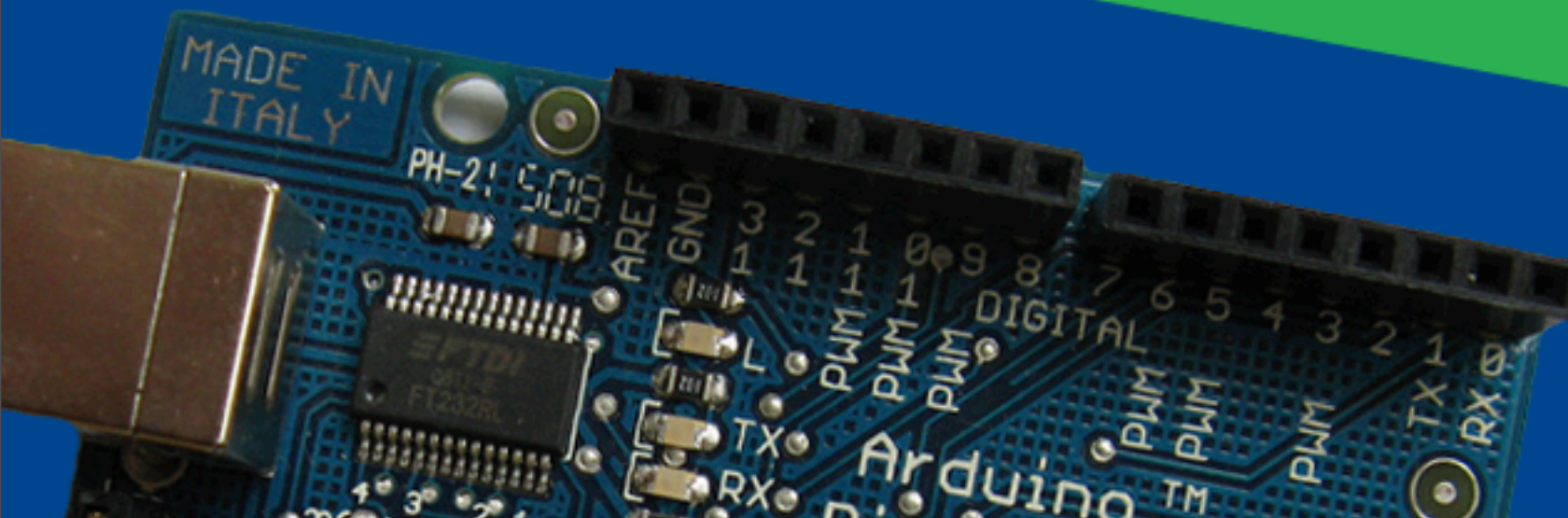
Arduino Platform Part II

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Who am I?

- Director of Class Software for almost 15 years
- Developing and creating web applications for 15 years
- Programming for 25 years
- Adobe certified developer and trainer in Flex and ColdFusion
- Adobe Community Champion
- Based in Sydney Australia



Arduino

Review of last session



Arduino

- Open source hardware and software platform
- Free software
- Easy to program
- Low cost hardware
- Several physical form factors



Shields

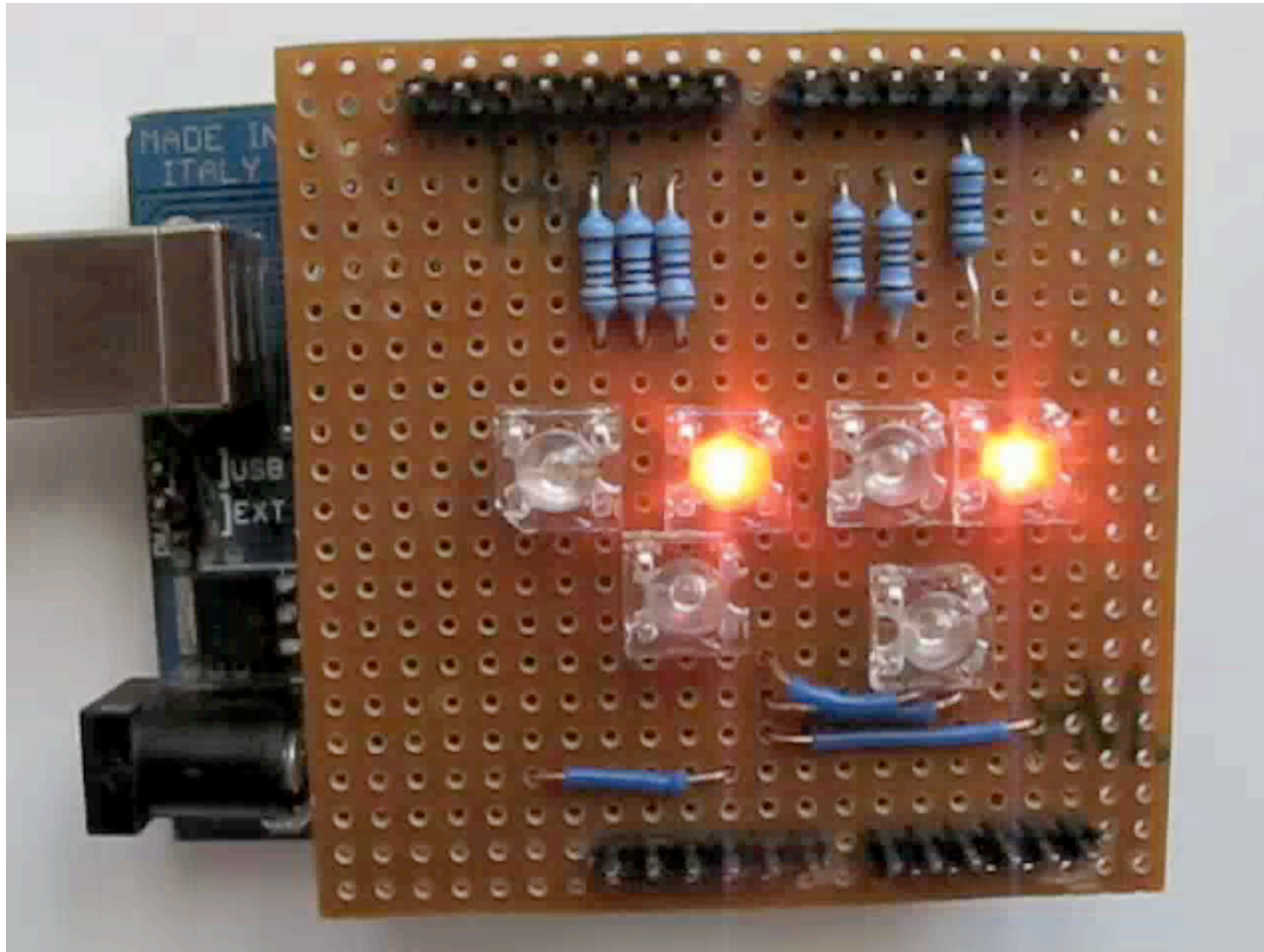
- Plug on top of Arduino
- Many available
- Can make your own
- Can be stacked



Led Shield Demo



Led Shield Demo



Programming

- C/C++ language based on wiring
- GCC under the hood
- Write code and compile in IDE
- Upload compiled code via USB
- Can monitor serial port
- Uploaded program is in non volatile memory
- Setup and Loop functions



Digital Inputs/Outputs

- Digital pins on Arduino are dual purpose
- Digital logic and voltage on = 5V off = 0V
- Can be set to be input or output via pinMode



Debugging via Serial Port

- Use `Serial.begin` to set speed
- Use `Serial.print` or `Serial.println` to output
- Use serial monitor in IDE to view



Reading Inputs

- Can read values via `analogRead`
- Result is in range 0 to 1023 (10 bits)
- $0V = 0$ and $5V = 1023$





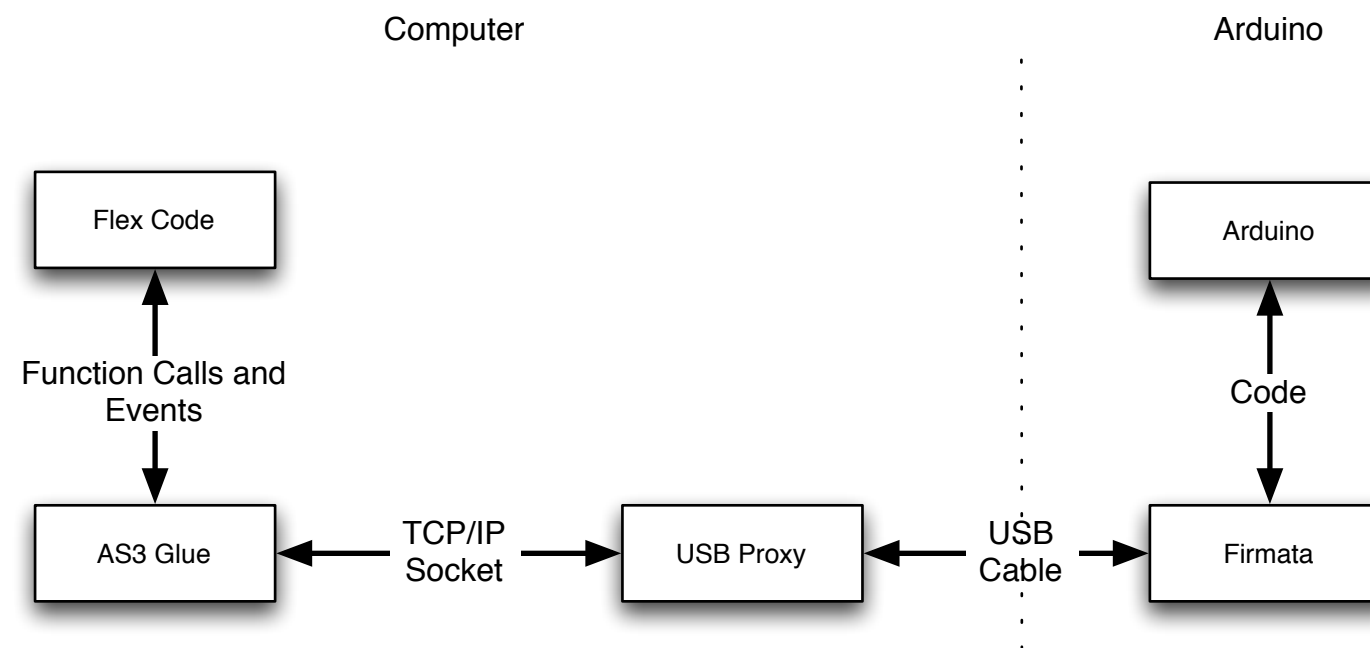
Flex

Communication between Flex and Arduino

Flex Communication

- Software on Arduino (Firmata)
- USB serial to socket proxy
- Flex event based library to talk to socket (as3Glue)





Flex Communications



Firmata

- Arduino library
- Binary protocol over serial interface
- Bi-directional
- Can use standard program or write your own
- Extendable



Standard Firmata

- Open Firmata
- Compile and upload to Arduino



USB Proxy

- USB socket proxy - Serproxy
- Configuration file (serproxy.cfg)
- Communicates between Arduino and Flex



Flex Socket Library

- as3Glue library
- API to set digital outputs and reporting
- Communicates via TCP/IP socket interface
- Receive events on change of digital inputs and analogue inputs



Review of Flex Events

- Listening for events
- Event handlers
- Event bubbling



as3Glue Library

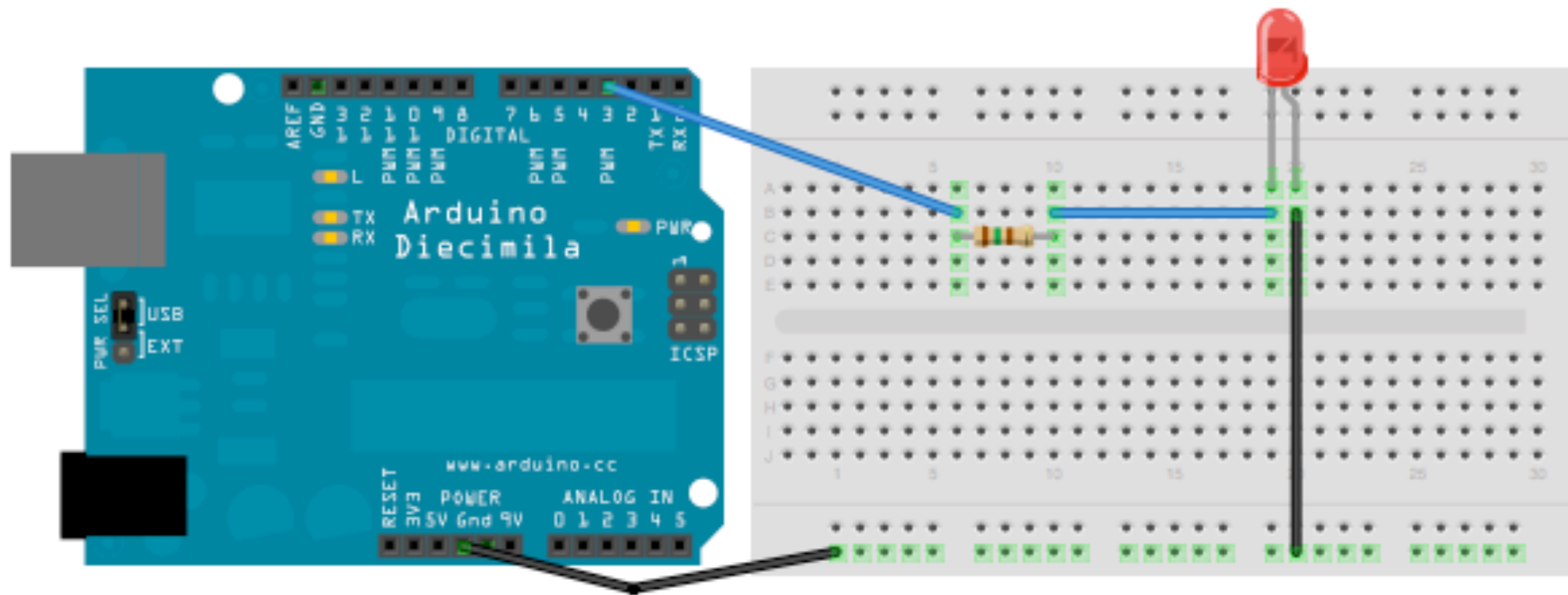
- Arduino class
- To set values call `getDigitalData` and `getAnalogData`
- To read values:
 - Turn on pin reporting
 - Listen for `ANALOG_DATA` or `DIGITAL_DATA` events



Flex Digital Outputs

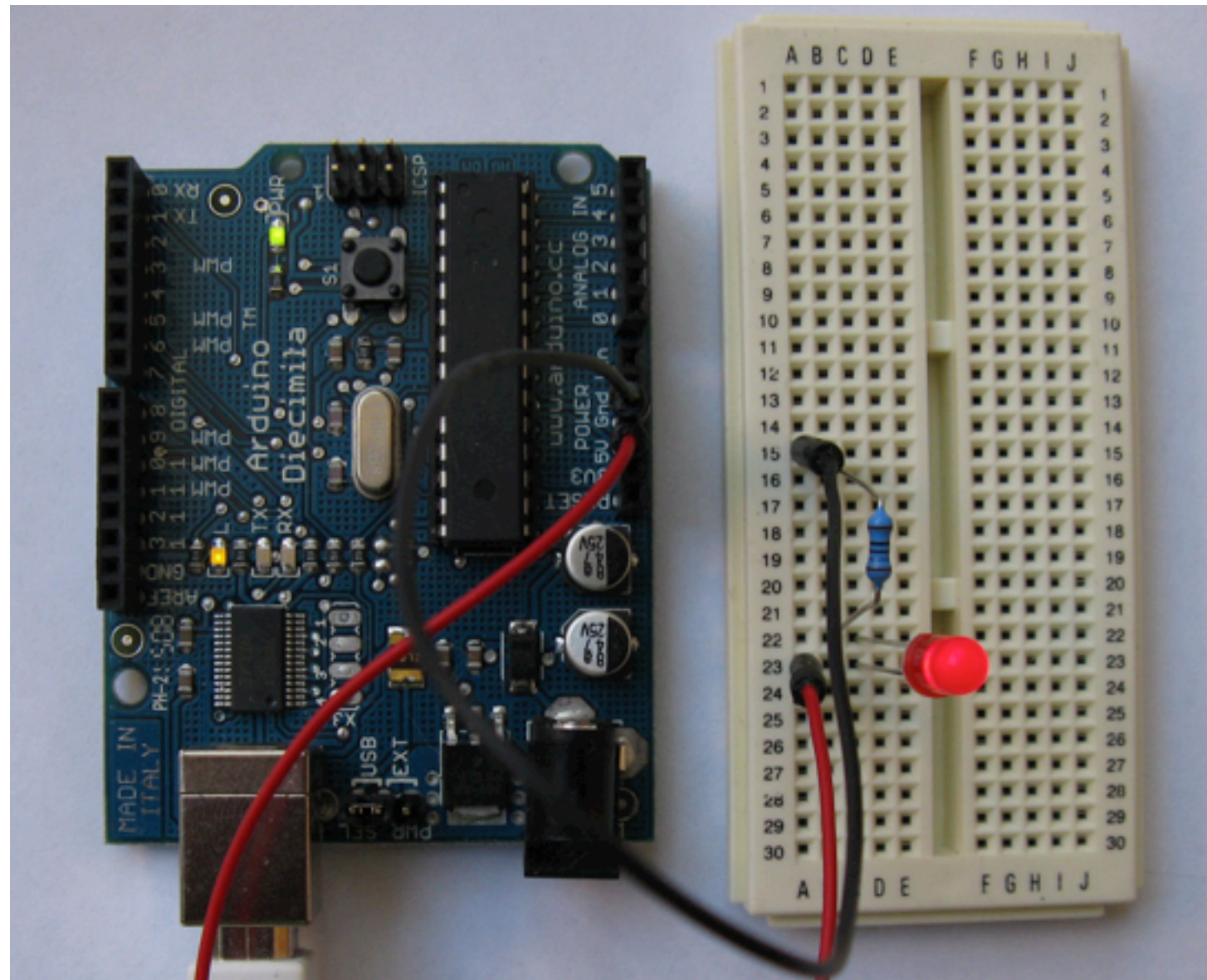
- Open Flex IDE and create new project
- Add glue library
- Create a button that turns on digital output 3





LED Circuit





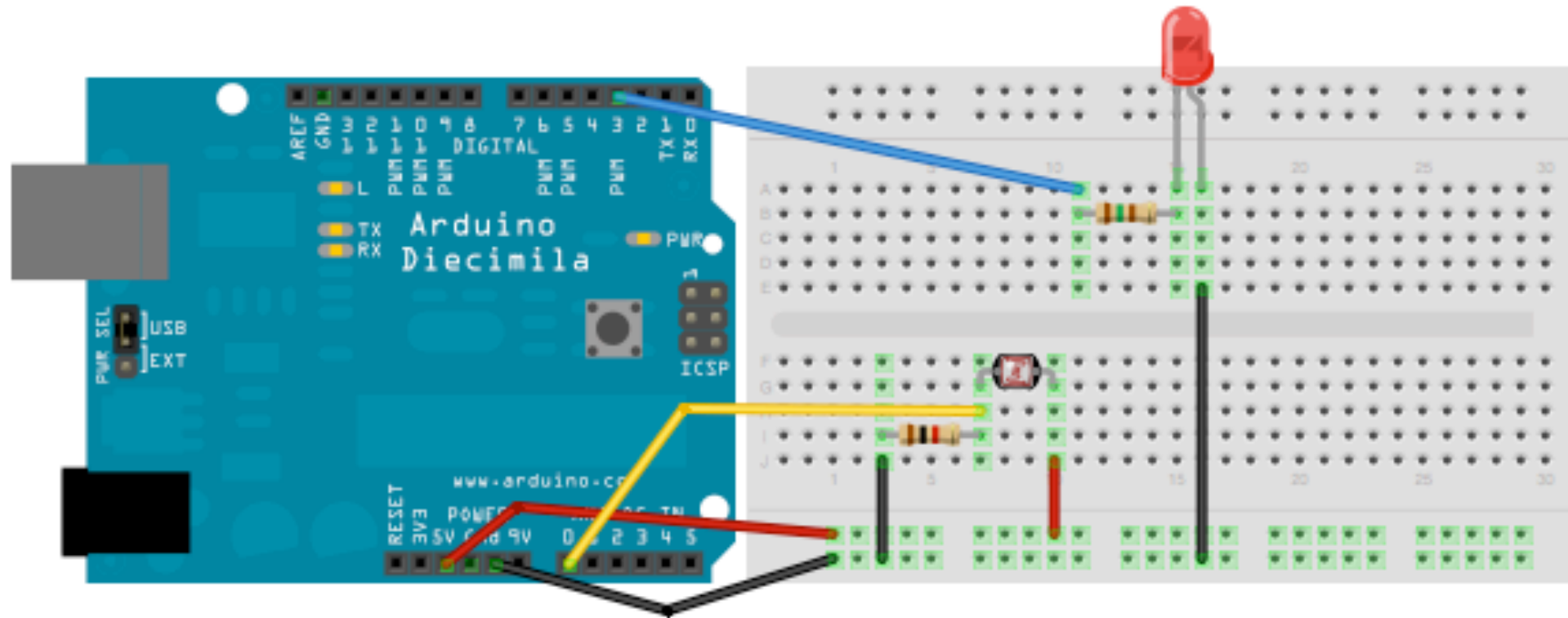
LED Circuit



Flex Analogue Inputs

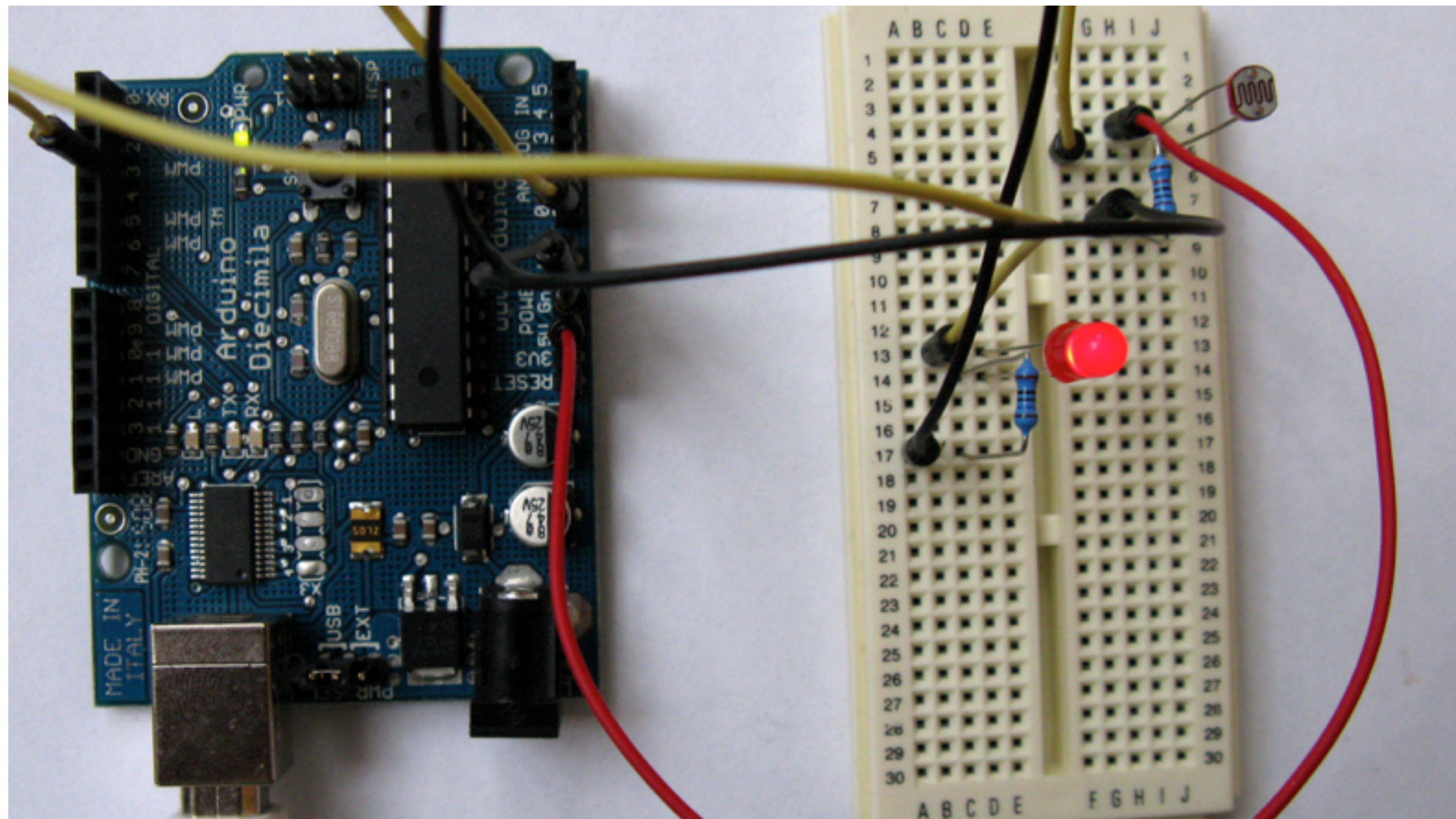
- Use LDR to set brightness of LED





LDR Circuit





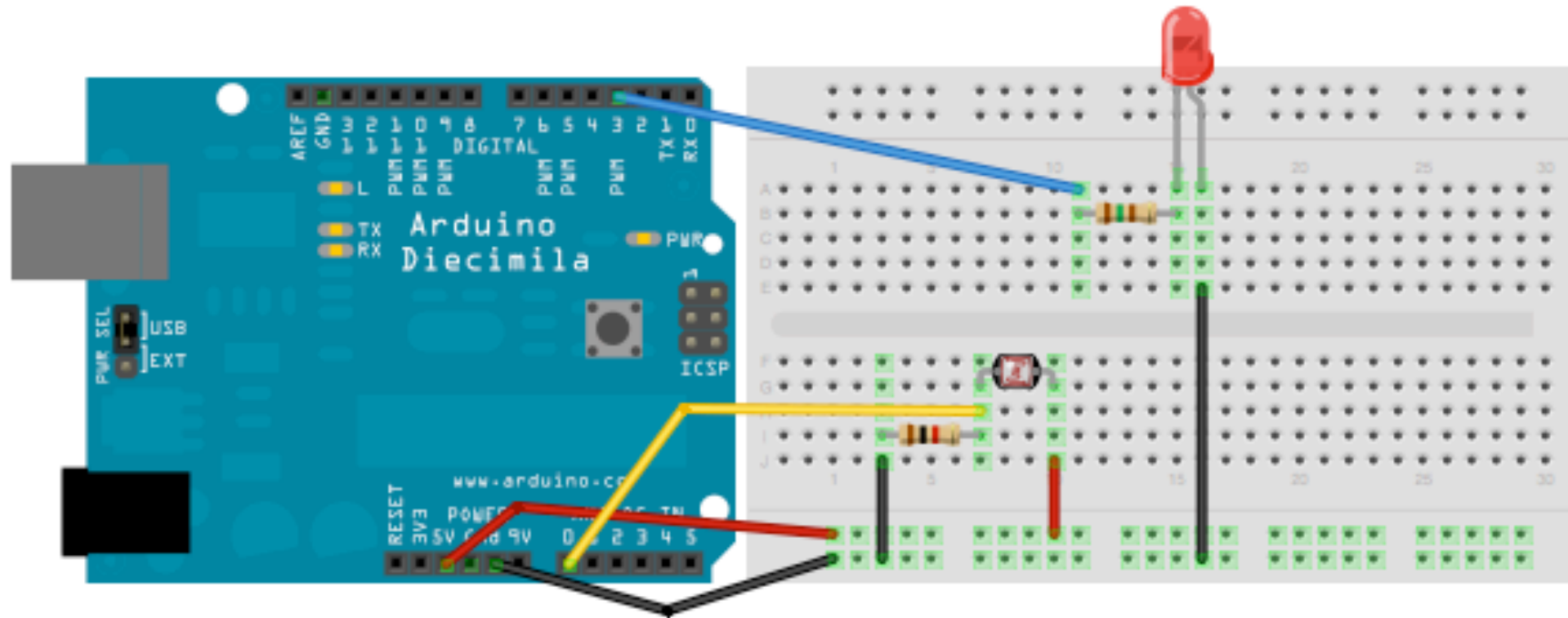
LDR Circuit



Web Servers

Turning an Arduino into a web server





LDR Circuit



Analogue Values Flex

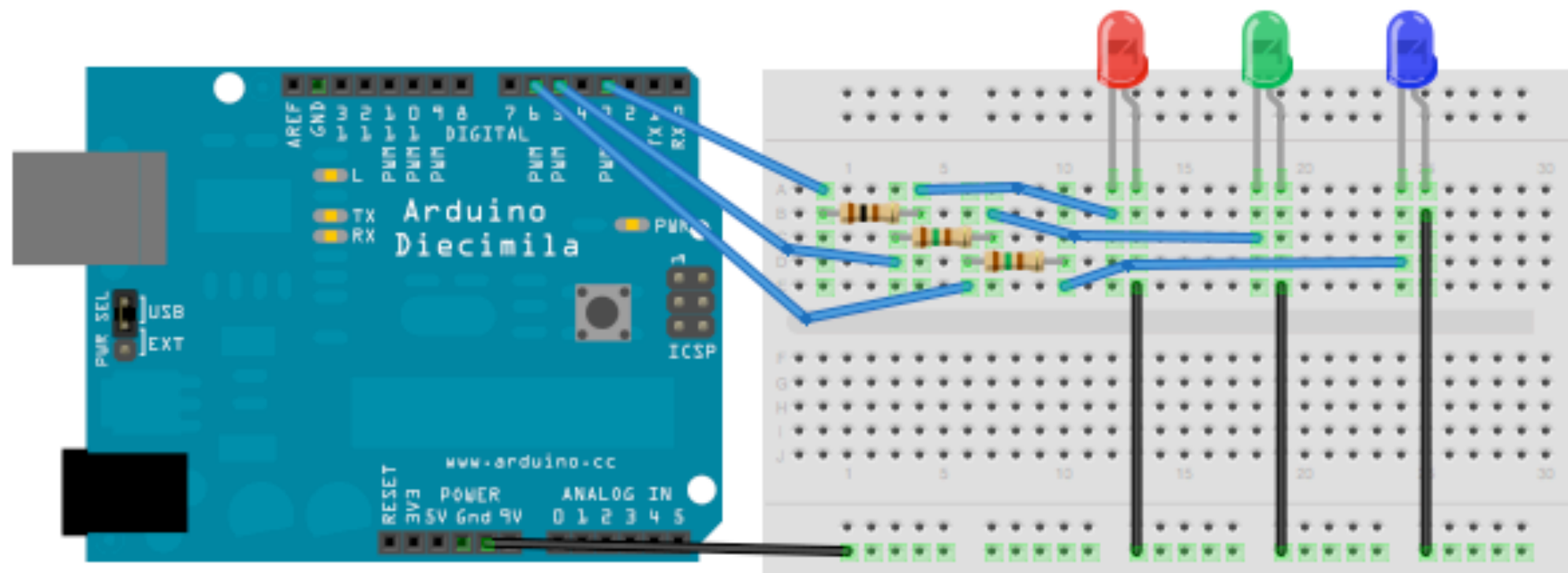
- Use HTTPService to set up call to web server (result type needs to be e4x)
- Use Timer to make HTTP request
- Graph values



Sending Data

- Need to parse GET command
- Buffered vs character at a time parsing
- Need to handle or ignore bad input





RGB LED Circuit



Digital Output Flex

- Use HTTPService to set up call to web server (result type needs to be e4x)
- Create parameter object to send
- Check XML results





Resources

Finding out more information



Arduino Sites

- Ardunio (<http://ardunio.cc>)
- Tinker It! (<http://tinker.it>)
- Lady Ada (<http://ladyada.net>)
- Seeed Studio (<http://www.seeedstudio.com>)
- Modern Device (<http://moderndevice.com>)



Electronic Components Suppliers

- Spark fun (<http://www.sparkfun.com>)
- Electric Goldmine (<http://www.goldmine-electronics.com/>)
- Digikey (<http://www.digikey.com/>)
- Farnell (<http://www.farnell.com/>)



Other Sites

- Make magazine (<http://makezine.com/>)
- Evil Mad Scientist (<http://evilmadscientist.com>)
- NYC Resistor (<http://nycresistor.com>)

