

# A PRACTICAL GUIDE TO CONNECTING HARDWARE TO FLEX

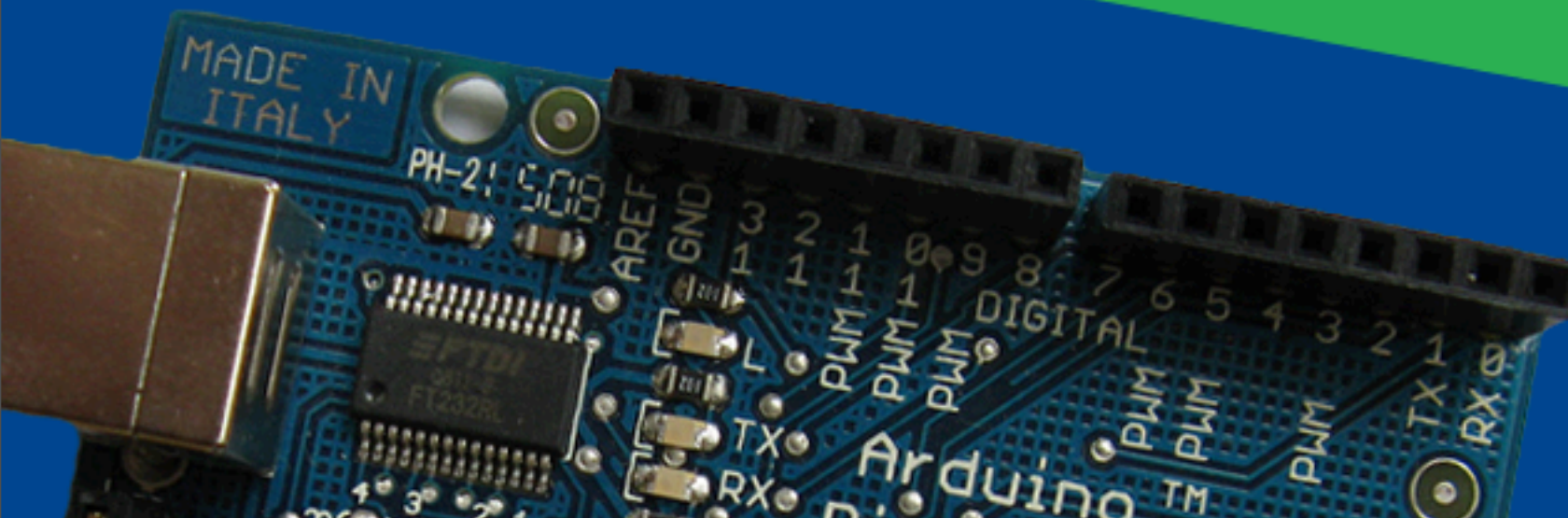


Justin Mclean  
Class Software

Email: [justin@classsoftware.com](mailto:justin@classsoftware.com)

Twitter: @justinmclean

Blog: <http://blog.classsoftware.com>



**flash**  
and the city

# 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

# Electronics Trends

- Low cost components
- Small components
- Complex components with simple standard interfaces

# Computing Trends

- Easier to program
- Use of high level languages
- Software tools
- Open source

# Are We There Yet?

- Low cost fast devices
- It's easy to communicate between devices and computers
- Can build complex systems from off the shelf components

# Arduino



## Overview of the Arduino Platform

# Arduino Platform

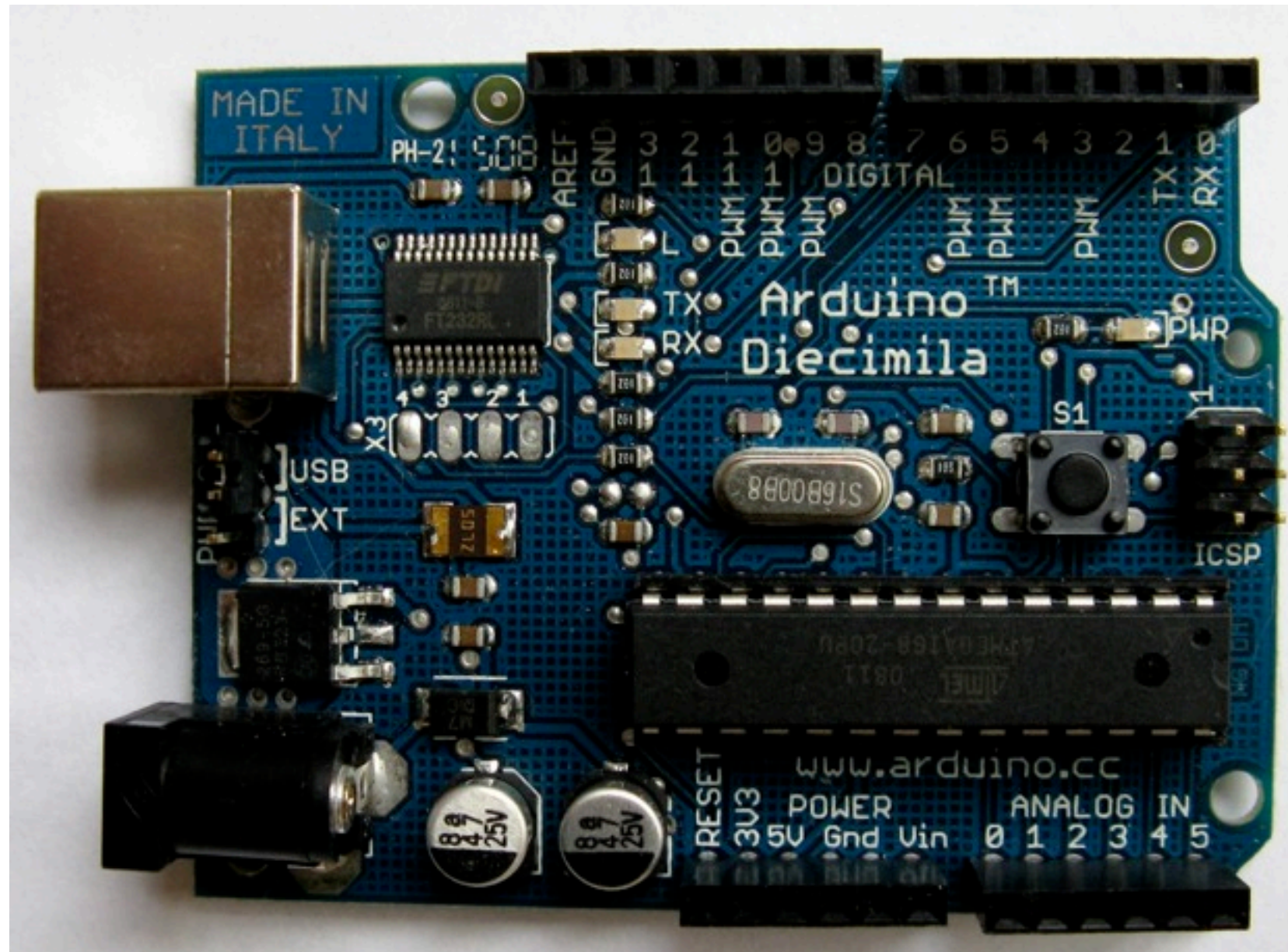
- Open source hardware and software platform
- Easy to program
- Hardware is flexible, fast, consumes very little power and is cheap

# Arduino Hardware

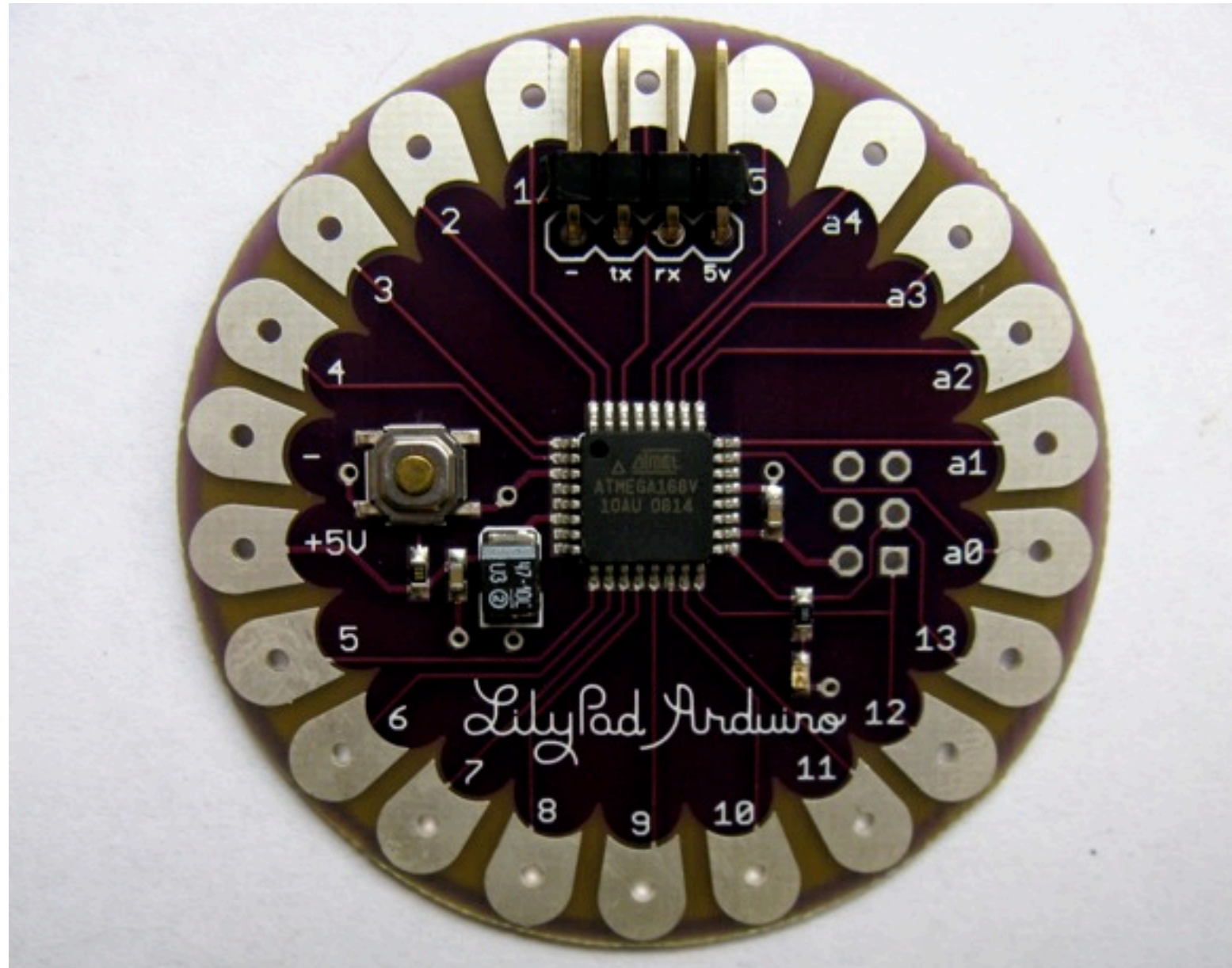
- Comes in a number of shapes and sizes
- Low cost
- Easy to extend
- Digital inputs/outputs
- Analog inputs



# Arduino Boards

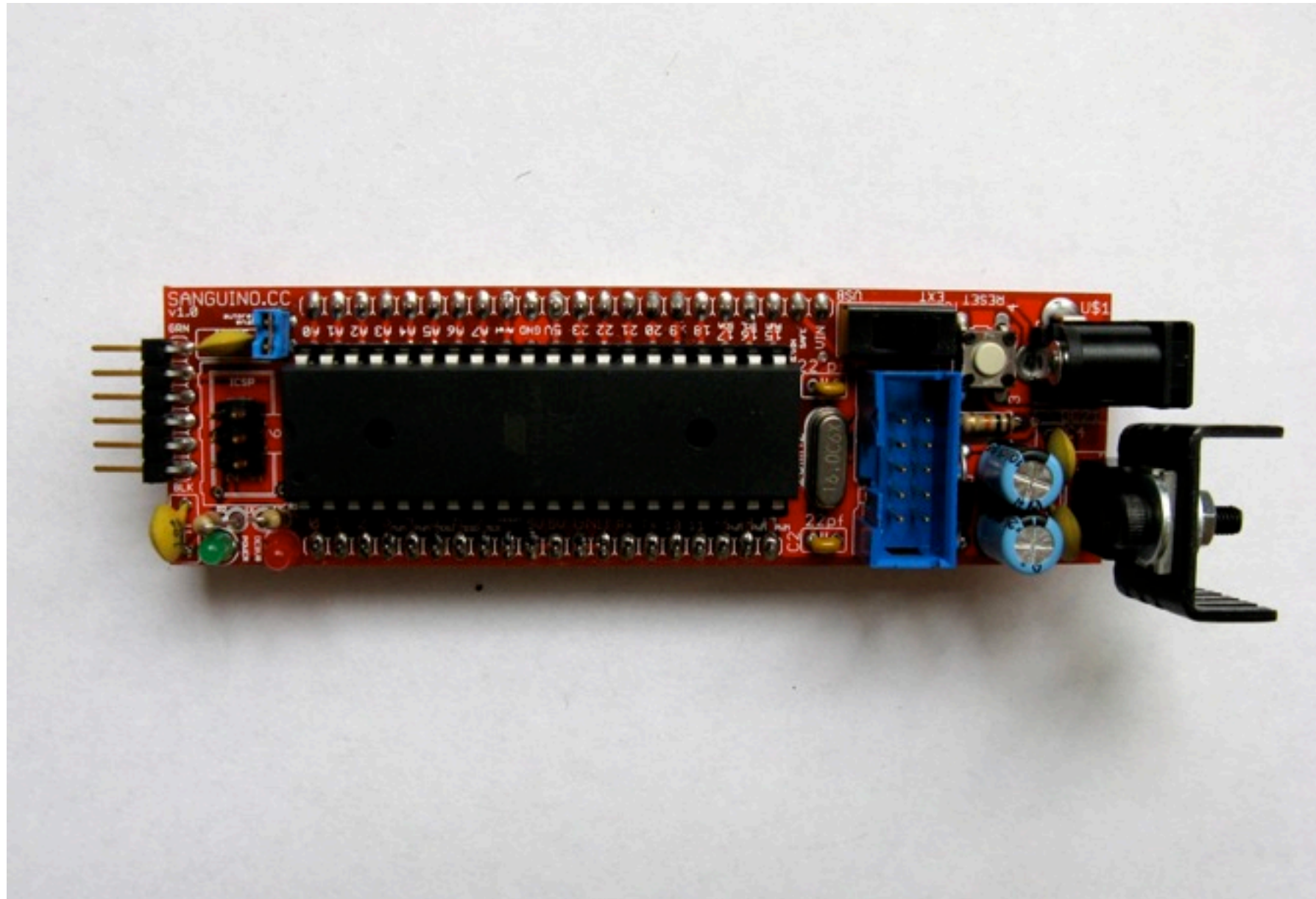


# Arduino Boards

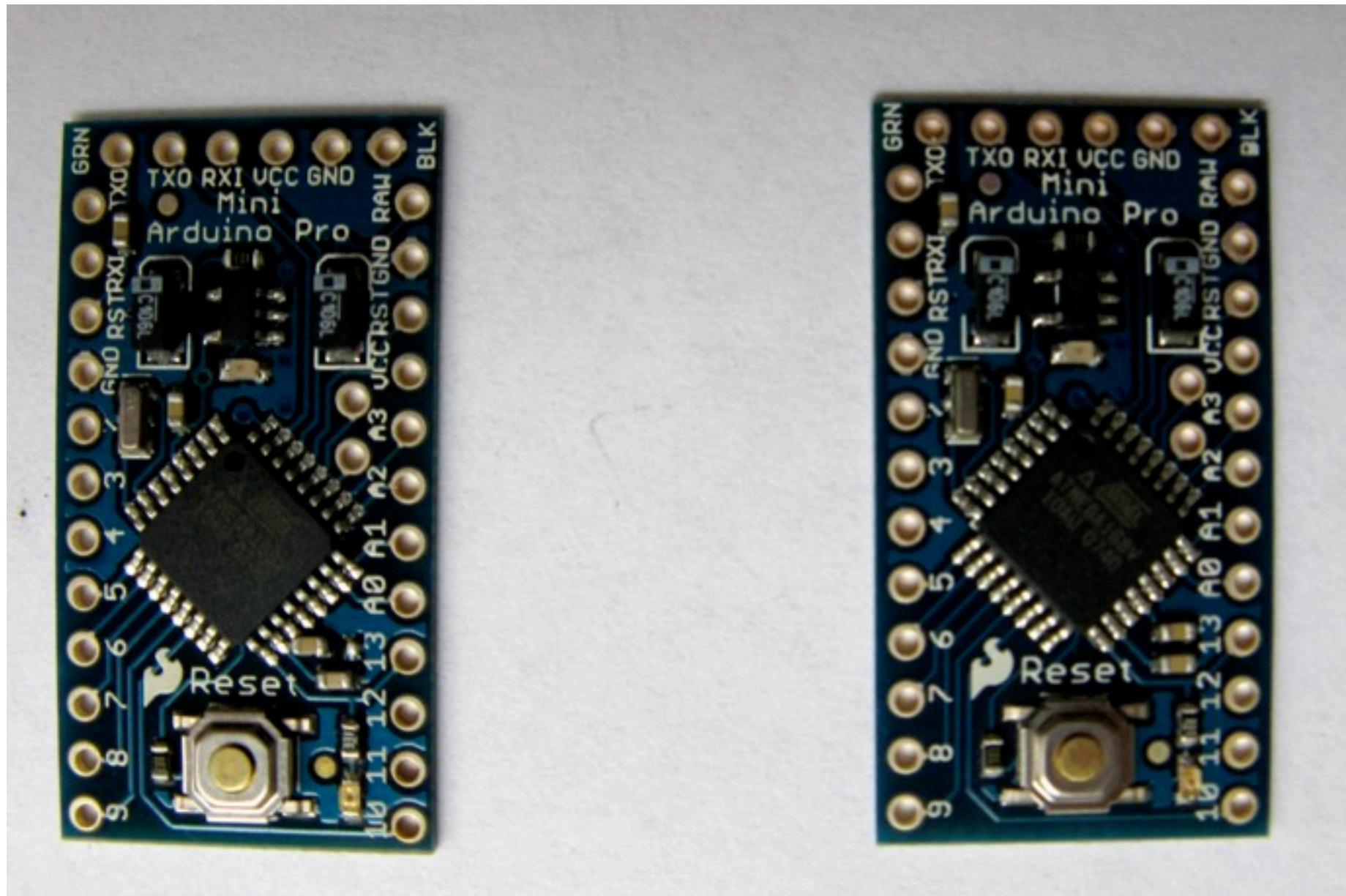




# Arduino Boards



# Arduino Boards

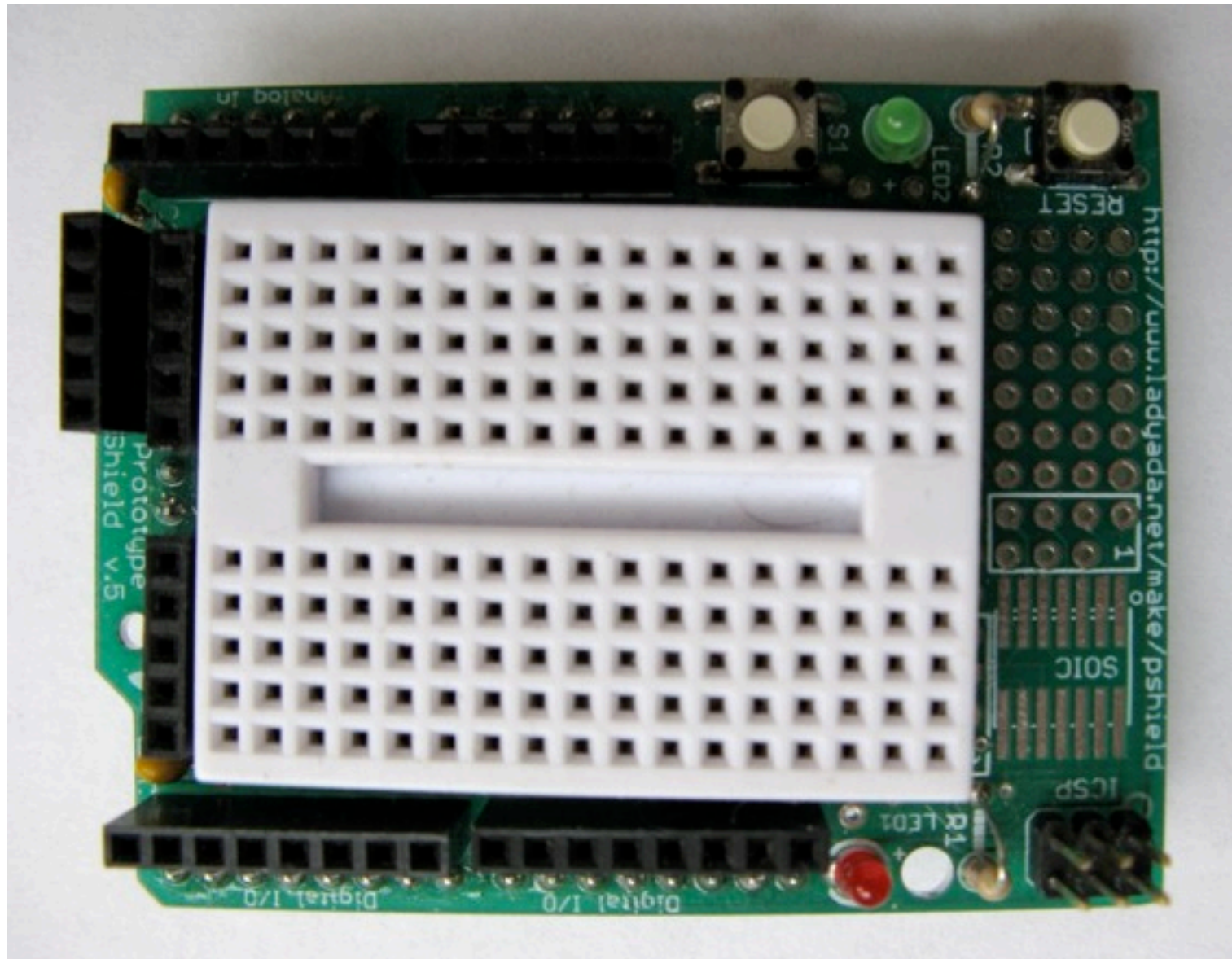




# Arduino Shields

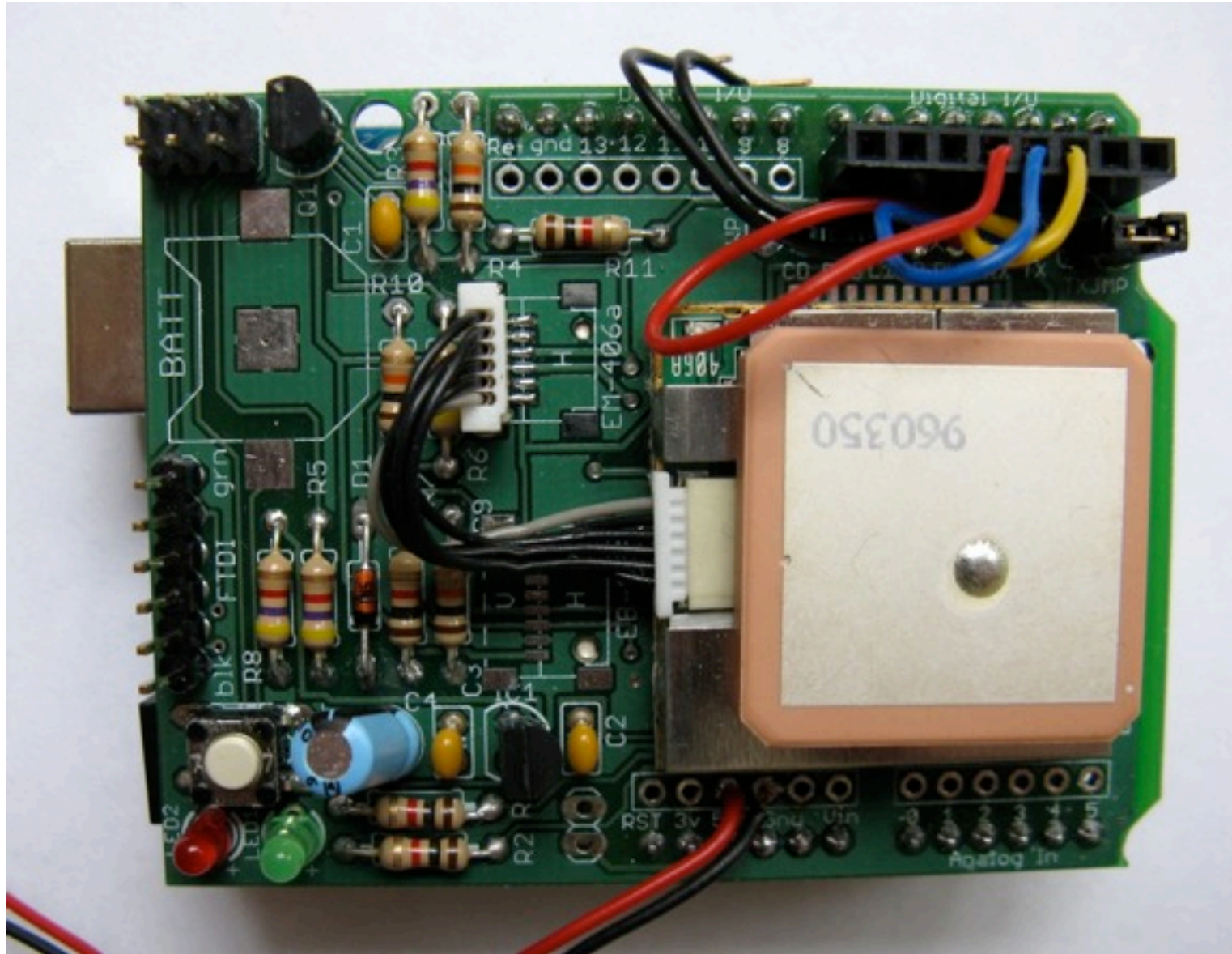


# Arduino Shields

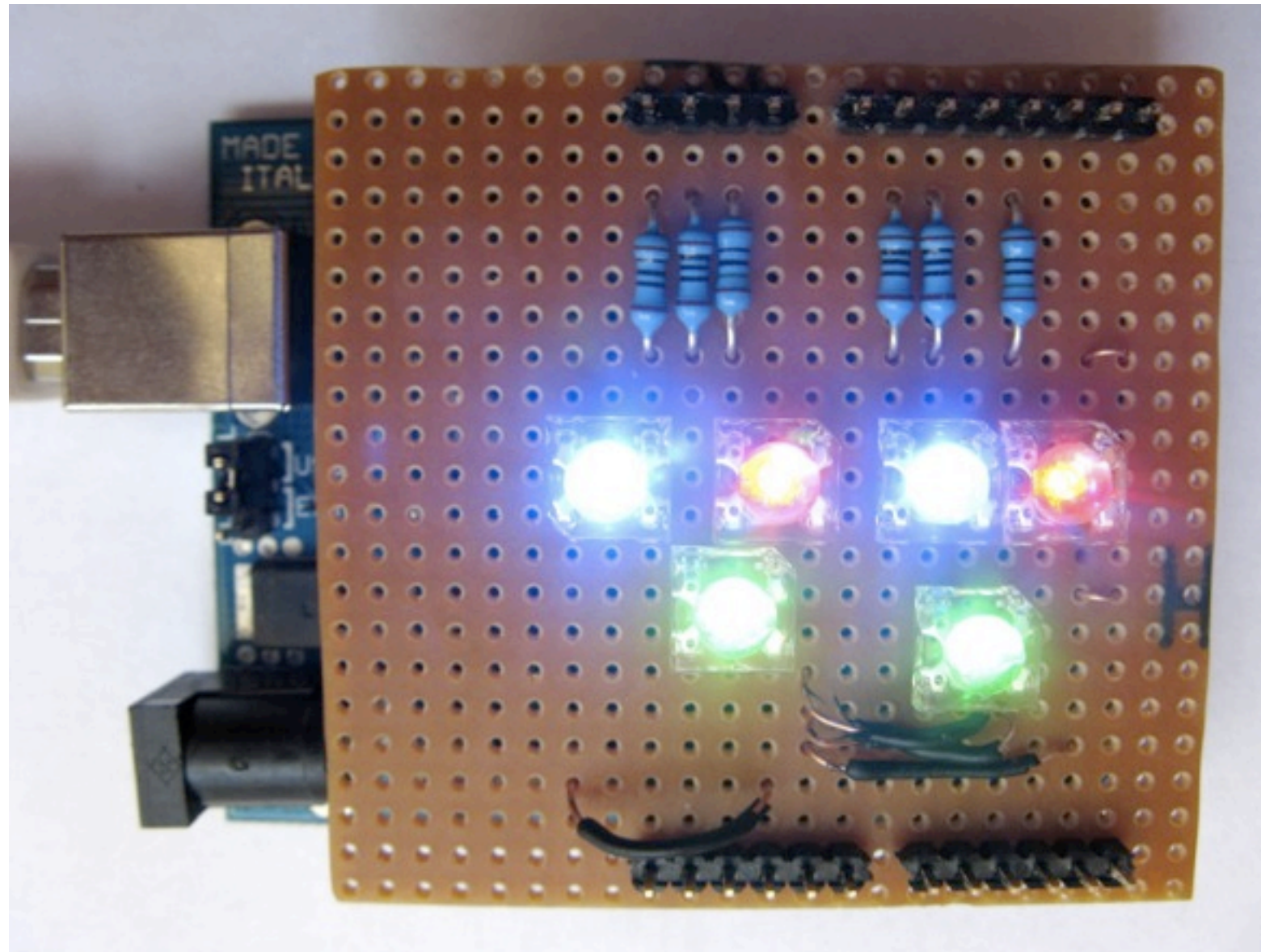




# Arduino Shields



# Arduino Shields





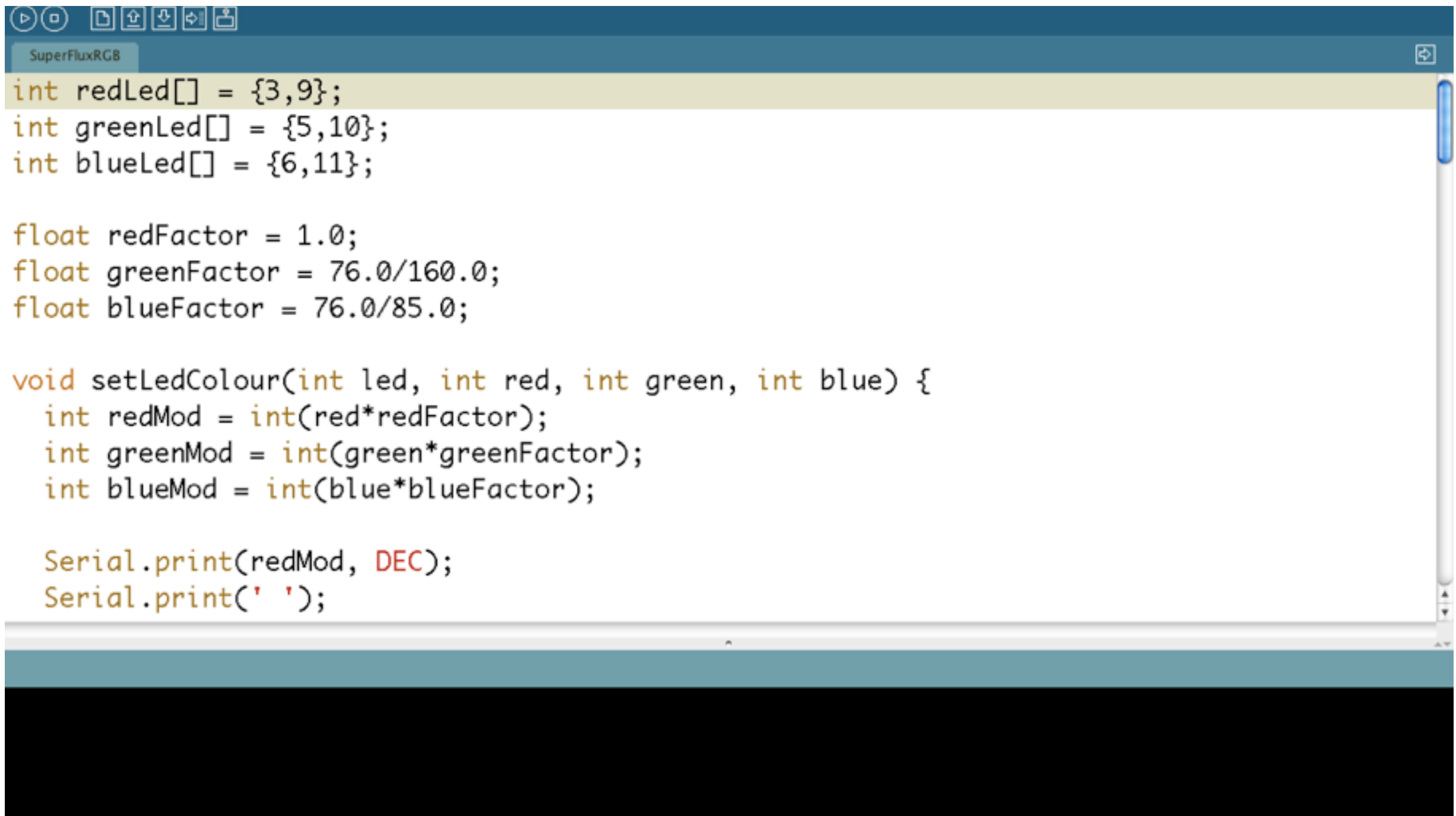
# Arduino Software Platform

- Open source cross platform IDE
- Alpha but very stable
- Version 1.0 out in the next month
- Updated frequently
- Growing and active community

# Arduino Code

- C/C++ but not scary!
- Inbuilt functions to read and set digital and analog inputs and outputs
- Includes libraries to perform common hardware or software tasks
- Once uploaded programs are permanent

# Arduino IDE



```
SuperFluxRGB
int redLed[] = {3,9};
int greenLed[] = {5,10};
int blueLed[] = {6,11};

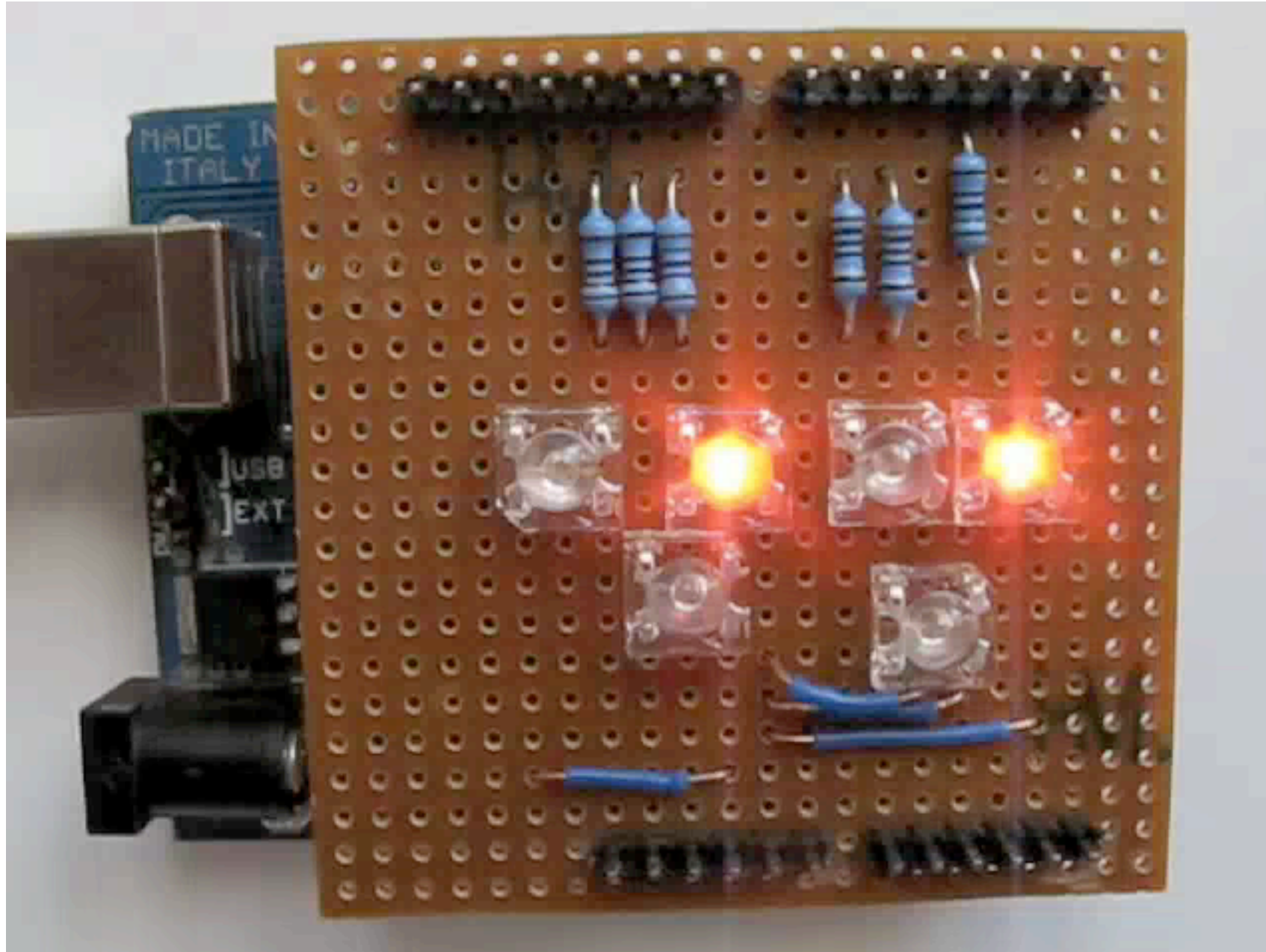
float redFactor = 1.0;
float greenFactor = 76.0/160.0;
float blueFactor = 76.0/85.0;

void setLedColour(int led, int red, int green, int blue) {
  int redMod = int(red*redFactor);
  int greenMod = int(green*greenFactor);
  int blueMod = int(blue*blueFactor);

  Serial.print(redMod, DEC);
  Serial.print(' ');
```

# Led Shield Demo

# Led Shield Demo



# Issues

- Debugging can be hard
- No simulator
- Memory, power and speed limits
- Helps to have a little electronics knowledge

# Connecting to the Web



How Arduinos can communicate with  
the world

# Connection Methods

- Direct to computer (USB)
- Wireless (XBee modems)
- Ethernet or WiFi
- “The Cloud”



# Supported Languages

- Flash and Flex
- Processing
- Python
- Ruby
- Java
- C, C++, C# and Objective C
- .NET

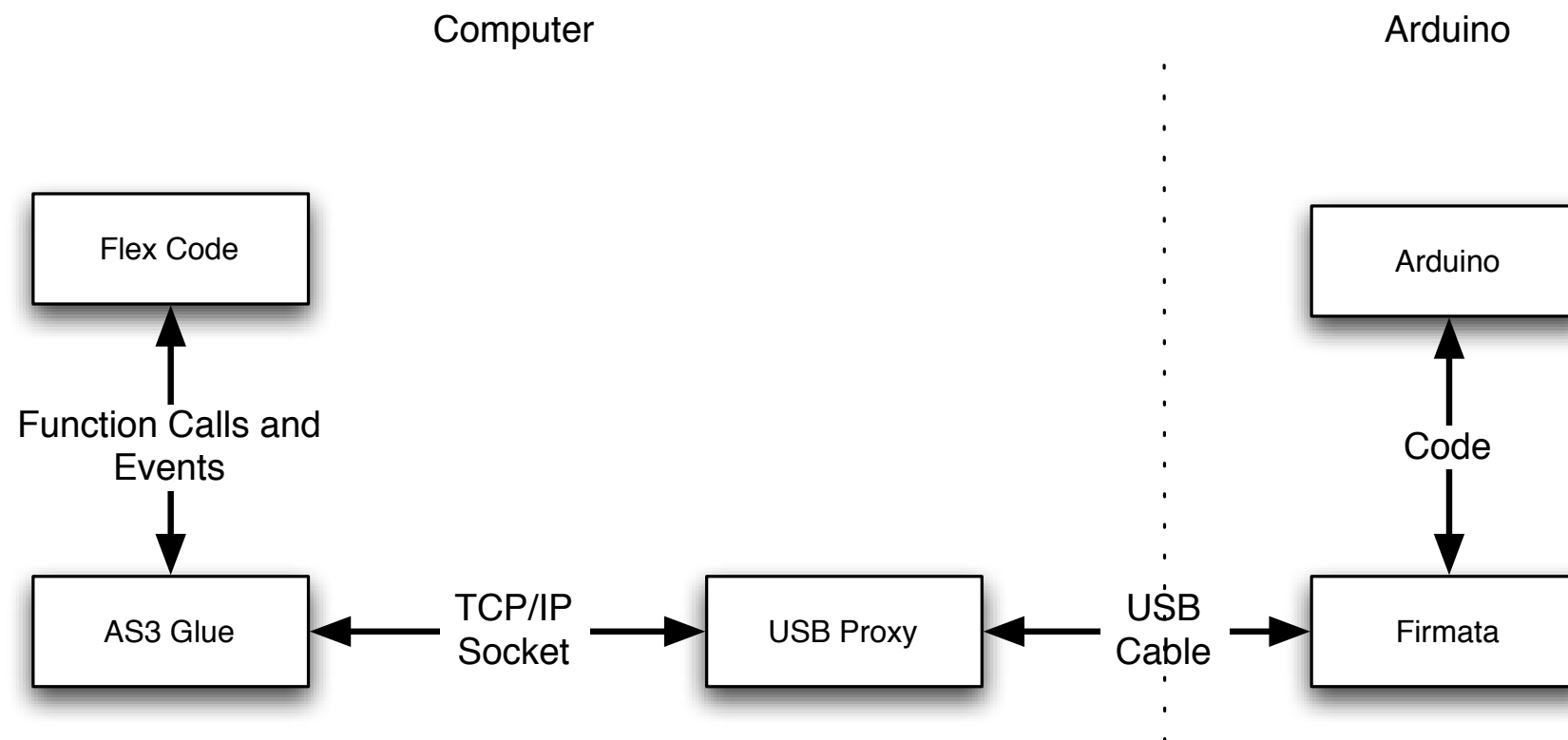
# Flex



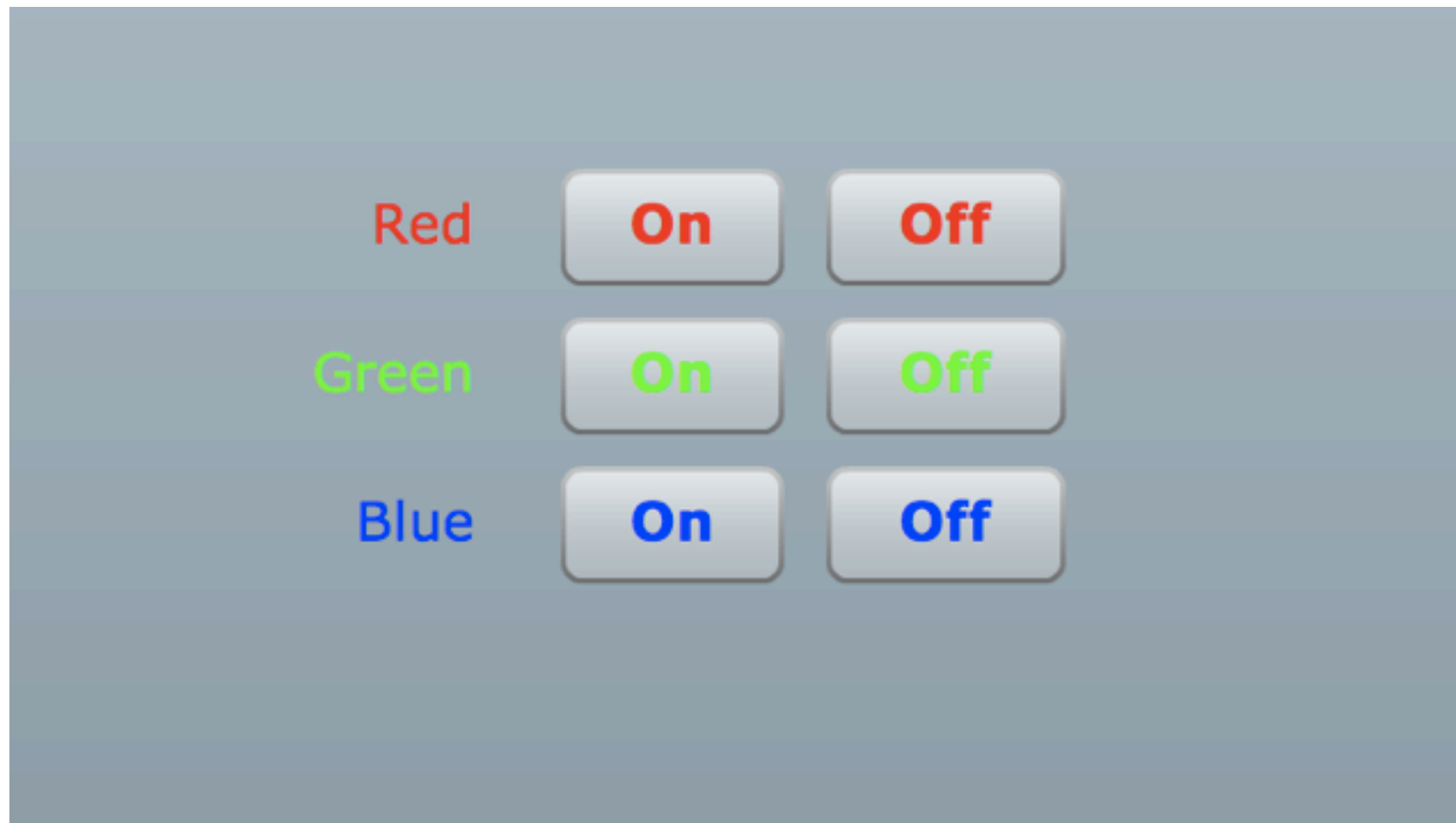
Flex to Arduino direct connection

# Layers of Communication

- Flex to proxy via an Actionscript library
- Proxy to USB communication
- USB to arduino



# Flex to Arduino



# Flex Led Demo

# AS3Glue Digital Output

- Create arduino instance  
`var arduino:Arduino = new Arduino();`
- Wait for firmware version
- Set digital pin as output  
`arduino.setPinMode(pin, Arduino.OUTPUT);`
- Turn digital output on  
`arduino.writeDigitalPin(pin, Arduino.HIGH);`



# Danger Shield Demo

# AS3Glue Analog Input

- Turn on analog reporting  
`arduino.setAnalogPinReporting(pin, Arduino.ON);`
- Listen for changes via event listener  
`arduino.addEventListener(ArduinoEvent.ANALOG_DATA, onReceiveData);`

```
public function onReceiveData  
(event:ArduinoEvent):void { ... }
```





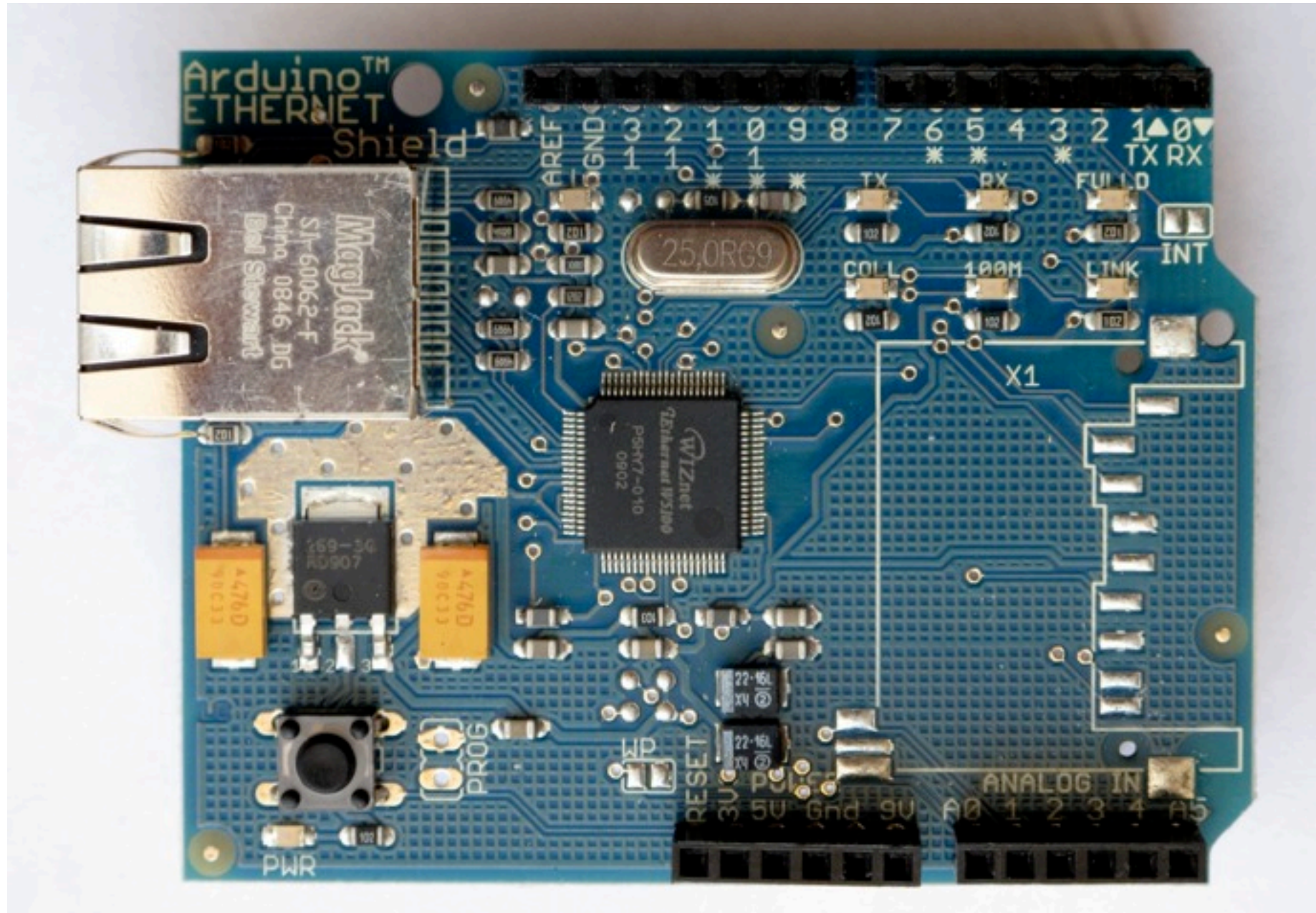
# Ethernet

Using Arduino Ethernet Shields

# Ethernet Shields

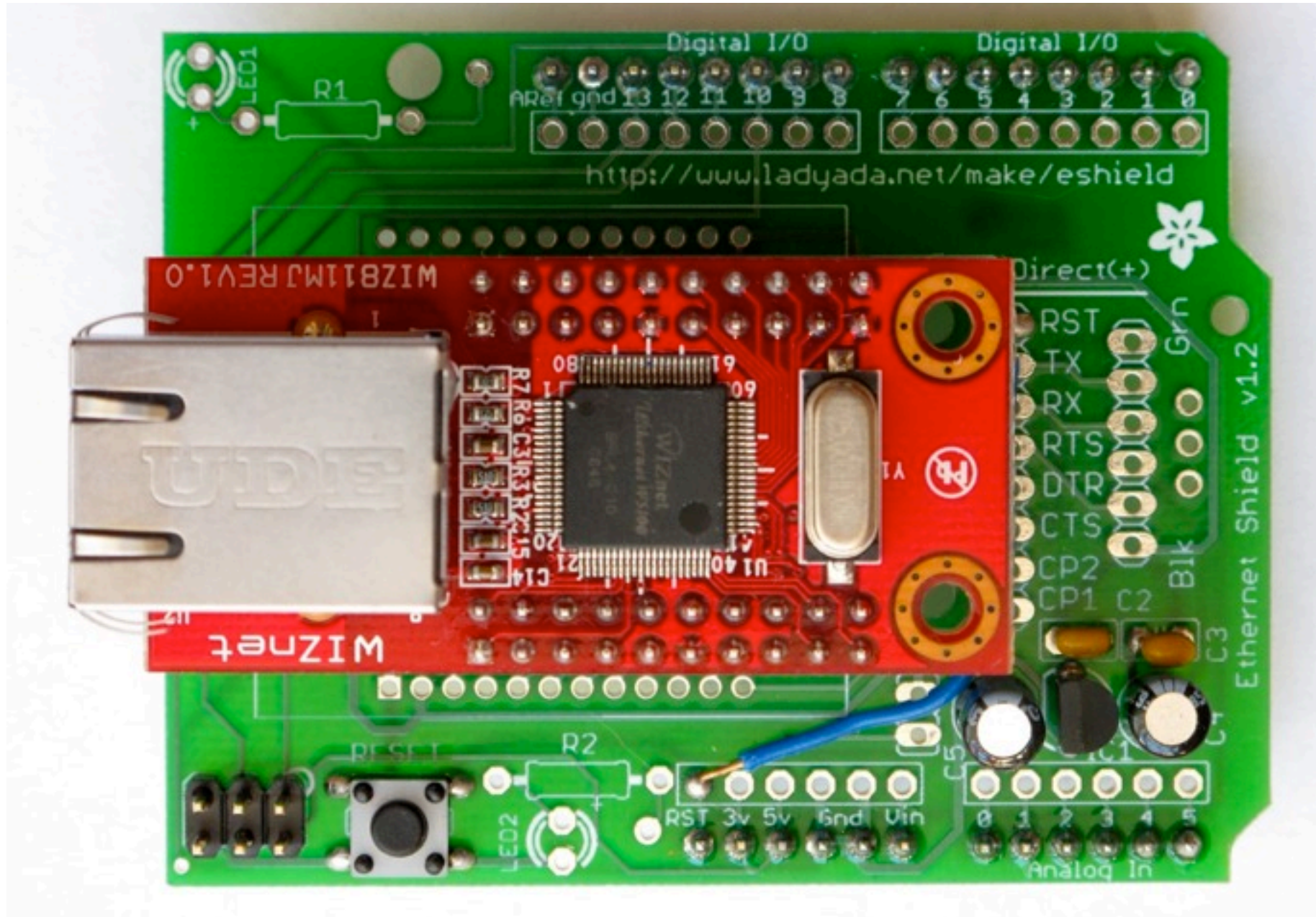
- Allow direct internet connection
- No dedicated PC needed
- Shields need a little config
- Can act as web server or client

# Ethernet Shields



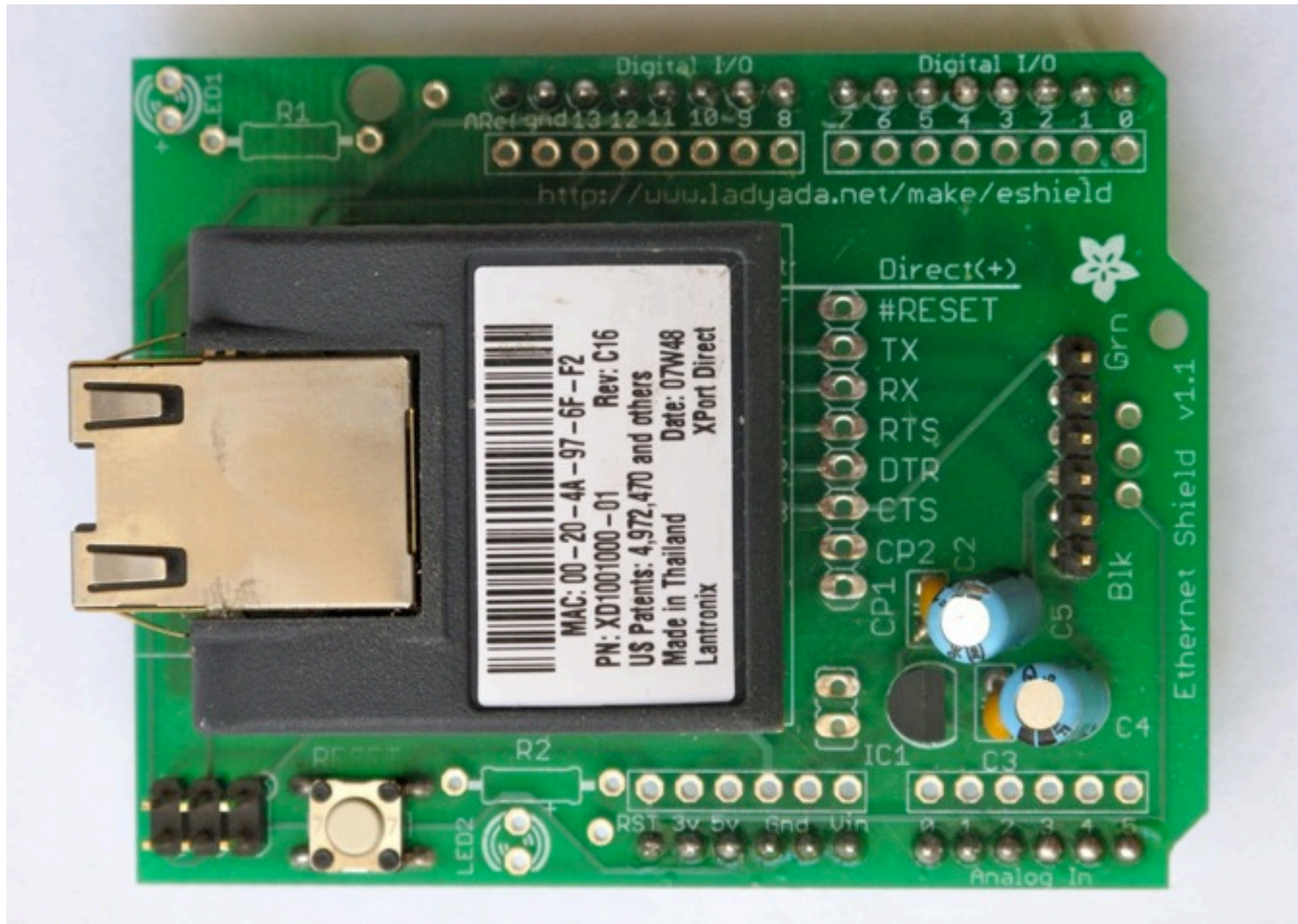


# Ethernet Shields





# Ethernet Shields



# Web Servers

- Simpler than you think
- A web server:
  - Listens for connections
  - Parse requests
  - Send back status messages/resources requested

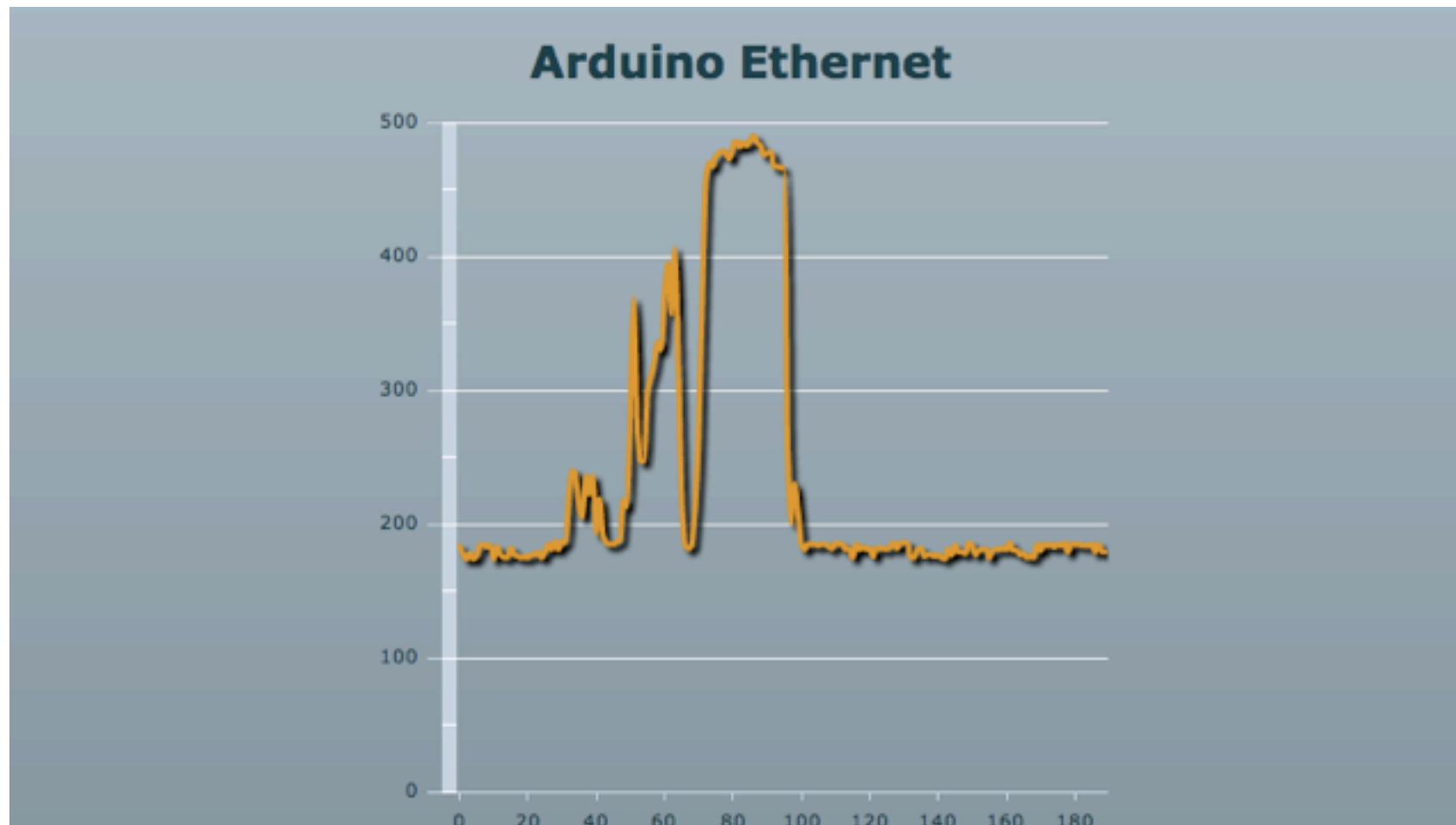
# HTTP Requests

- Start with request "GET index.html HTTP/1.1"
- Optional headers "Accept-Language: en"
- Empty line
- Optional message body (POST and other requests)

# Ethernet Arduino Code

- Web server code
- Easy to modify





# Ethernet Demo



# Applications

Ideas on how and where to use this technology

# Environmental Monitoring

- Indoors or outdoors
- Wide range of sensors
- Sleep mode/low power consumption

# Home Automation

- Power and utilities monitoring
- Controlling Lights and Heating/Cooling
- Garden watering/monitoring

# Security and Safety

- Security systems
- Location reporting
- Bike jackets

# Why do this?

- Expose yourself to new ideas and new ways of solving problems
- Involves interaction with the real world
- Encourages creativity
- Makes you a better programmer

# It's Fun!

# Questions?

Ask now, see me after the session,  
follow me on twitter @justinmclean  
or email me at justin@classsoftware.com.

Code and slides can be found at  
<http://blog.classsoftware.com>





# Resources

Finding out more information

# Arduino Sites

- Ardunio (<http://ardunio.cc>)
- Spark fun (<http://www.sparkfun.com>)
- Lady Ada (<http://ladyada.net>)
- Seeed Studio (<http://www.seeedstudio.com>)
- Modern Device (<http://moderndevice.com>)

# Electronic Components Suppliers

- 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>)