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PC-M-S-1_0a.nxc
// FILE: PC-M-S-1_0a.nxc - Works! Hallelujah!
// DATE: 04/15/20 11:31 - Works!
// AUTH: P. Oh
// DESC: Scilab runs serialPc-M-1_0a.sce on PC to serially send a pair of
// angles in a string. Master NXT (running this code) receives and
// verifies string and extracts angles. Master NXT then
// sends Bluetooth message containing these angles, to Slave. Slave NXT
// runs btS-R-1_0a.nxc applies these angles to forward kinematics
// and command the XL-320 servos of the Lego 2-DOF planar manipulator
// VERS: 1_0a: based on btMO_1f.nxc
// Works with Slave (btS-R-1_0a.nxc) and PC (serialPc-M-1_0a.sce)

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#include "protocol0_2a.h"
```

```
task main() {
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```
    // Bluetooth related variables
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```
    string stringFromSlave; // any messages from slave
    int i; // dummy index
    string strMaster; // string to be sent by Master
    string message; // string containing message
    string ok = "OK" ; // OK message for Slave -> Master
    string roger = "ROGER" ; // ROGER message for Master -> PC

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    // Serial port related variables
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```
    byte readBuffer[]; // array to store bytes received from PC
    string charsRead; // string of ASCII characters read from PC
    int lenCharsRead; // strlen of charsRead
    byte byteC; // ASCII value of character read
    int atPosition; // position in string of @ character
    bool atPositionFound; // @ character found
    int commaPosition; // position in string of , character
    string strValue01, strValue02; // extracted numbers as strings
    float value01, value02; // numeric values of extracted string

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    // Set up NXT's serial port
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    UseRS485(); // (1) Configure S4 for RS-485
    RS485Enable(); // (2) Activate RS-485
    RS485Uart(HS_BAUD_4800, HS_MODE_DEFAULT); // (3) Baud and default parity
    Wait(MS_1); // (4) Brief wait for port settings

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    TextOut(0, LCD_LINE1, "Master" );
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    mastercheck(); // check Master bluetooth connection
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    while(true) { // read and display strings received from PC until abort
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```
        while(!RS485DataAvailable()) {
            // if no ASCII chars available, then do nothing
        };
```

```
        atPosition = 0;
        atPositionFound = FALSE;
```

```
        // Some character(s) is on the serial port, so read and check it
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```
        RS485Read(readBuffer);
        // Convert bytes into ASCII string
        charsRead = ByteArrayToStr(readBuffer);
        message = "PC->M: " ;
        strcat(message, charsRead);
        TextOut(0, LCD_LINE2, message);
        lenCharsRead = strlen(charsRead);
        for(i=0; i<=lenCharsRead; i++) {
            byteC = StrIndex(charsRead, i);
            if(byteC == 64) { // 64 DEC is ASCII character for @
                atPosition = i;
            }
        }
    }

```

```

PC-M-S-1_0a.nxc
    atPositionFound = TRUE;
    ClearLine(LCD_LINE5); // clear @: None message from LCD
}; // end if
}; // end for loop to check for @ character
if(atPositionFound != TRUE) {
    TextOut(0, LCD_LINE5, "@: None" );
};
if(atPositionFound == TRUE) { // valid message received
    PlayTone(TONE_A3, 100);
    // (1) find comma position
    for(i=0; i<=lenCharsRead; i++) {
        byteC = StrIndex(charsRead, i); // StrIndex returns ASCII value
        if(byteC == 44) { // 44 DEC is ASCII is comma
            commaPosition = i;
        };
    }; // end for loop checking for comma character
    // (2) Extract first number
    strValue01 = Copy(charsRead, atPosition+1, commaPosition);
    value01 = StrToNum(strValue01);
    // (3) Extract second number. NB: Format has 1 whitespace after comma
    strValue02 = Copy(charsRead, commaPosition+1, lenCharsRead);
    value02 = StrToNum(strValue02);
    TextOut(0, LCD_LINE3, FormatNum("deg01:%3.2F" , value01) );
    TextOut(0, LCD_LINE4, FormatNum("deg02:%3.2F" , value02) );
    Wait(200);
    // (4) Create proper string to send to Slave
    strMaster = StrCat(strValue01, strValue02);
    message = "M-->S:" ;
    strcat(message, strMaster);
    TextOut(0, LCD_LINE6, message);
    // (5) Send resulting string to Slave
    sendtoSlave(strMaster);
    ResetSleepTimer(); // keep Brick awake for Bluetooth connection
    // (6) Wait until Slave says OK
    do {
        stringFromSlave = receivefromSlave();
        // keep checking until slave acknowledges with "OK"
        Wait(500);
    } while(strcmp(stringFromSlave, ok) != 0);
    message = "S-->M:" ;
    strcat(message, ok);
    TextOut(0, LCD_LINE7, message);
    // (7) Tell PC ready to receive next message
    RS485Write(roger);
    message = "M->PC:" ;
    strcat(message, roger);
    TextOut(0, LCD_LINE8, message);
}; // end if atPositionFound
readBuffer = 0;
Wait(5000); // so that user can read LCD
ClearLine(LCD_LINE8); // clear M->PC roger from LCD
ClearLine(LCD_LINE7); // clear S->M ok from LCD
ClearLine(LCD_LINE6); // clear M->S string from LCD

}; // end while(true)
} // end main

```