

# Last Time

## Serial transmission of data

- Asynchronous serial interface on the mega8
- Serial access functions
  - getchar()
  - putchar()
  - printf()
  - scanf()

# Today

- Project 2
- A first mega8 circuit
- Serial interface example
- Homework 3 due on Thursday



# Setting the Throttle

We want to generate the following string to the serial port:

```
tDDD\n\r
```

- DDD = 1-3 digit number
- How?

# Last Time

- Project 2 specification

# Today

- A bit more on project 2
- Timing/counting in hardware

# Setting the Throttle

```
void set_throttle(uint8_t val)
{
    if(val > 0 && val <= 255)
        printf("t%d\n\r", val);
}
```

```
tDDD\n\r
```

# Using the Throttle

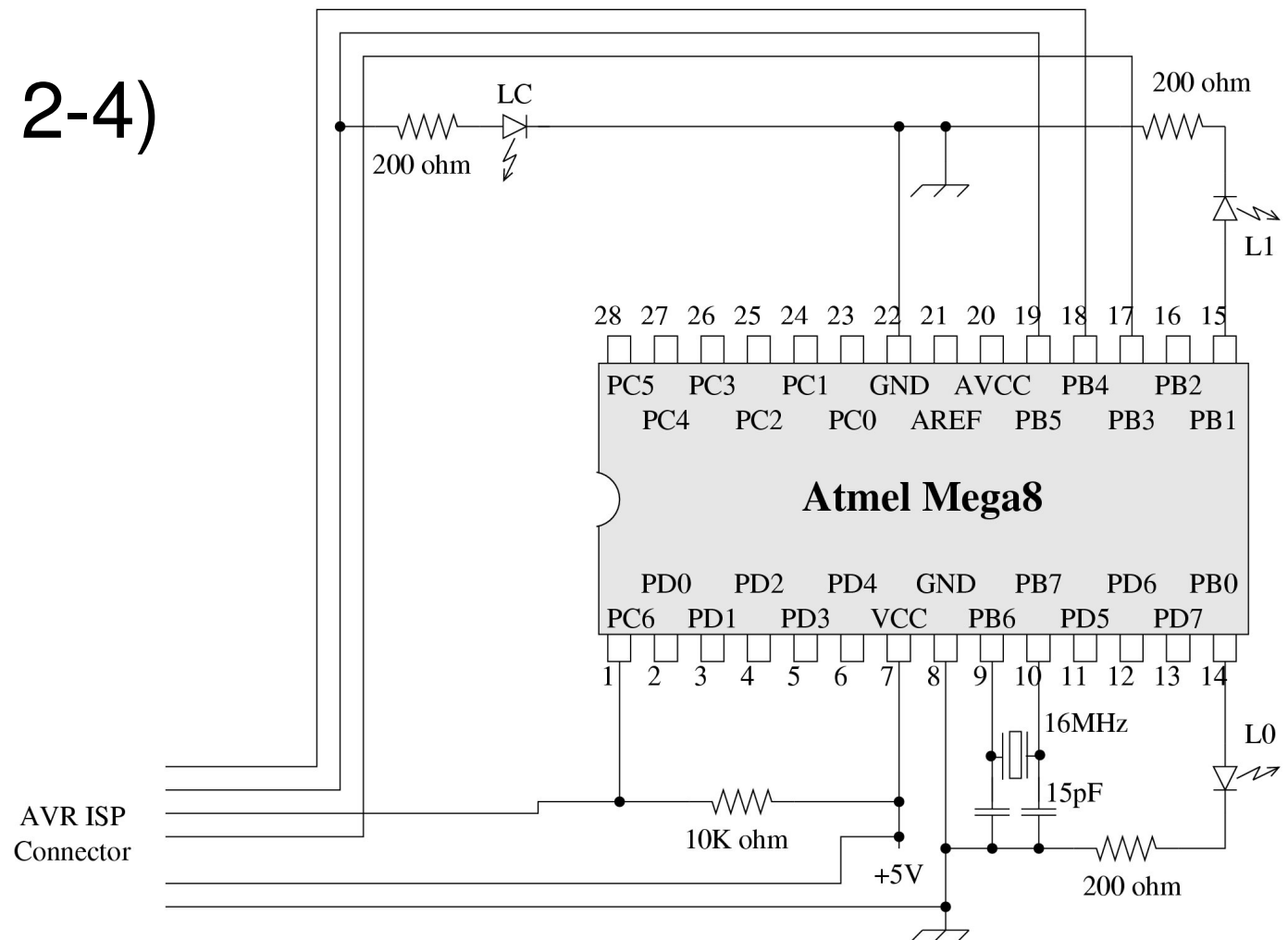
How do we use this function so that we generate a smooth ramp-up of the throttle?

# Using the Throttle

```
int main(void)
{
    uint8_t counter;
    ioinit();
    for(counter = 60; counter < 150;
        counter += 5)
    {
        set_throttle(counter);
        delay_ms(500);
    }
}
```

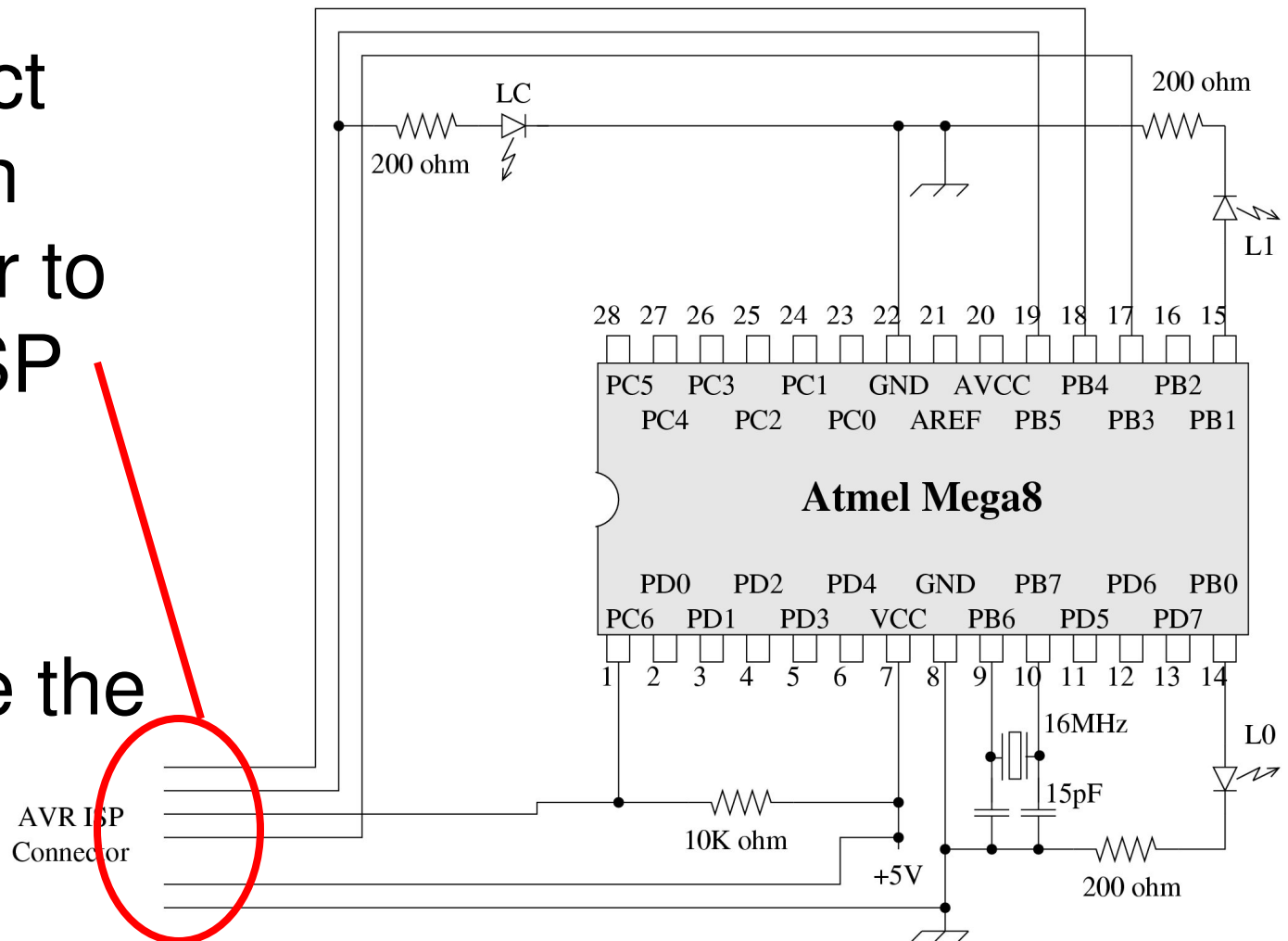
# A More Complicated Circuit

(Projects 2-4)



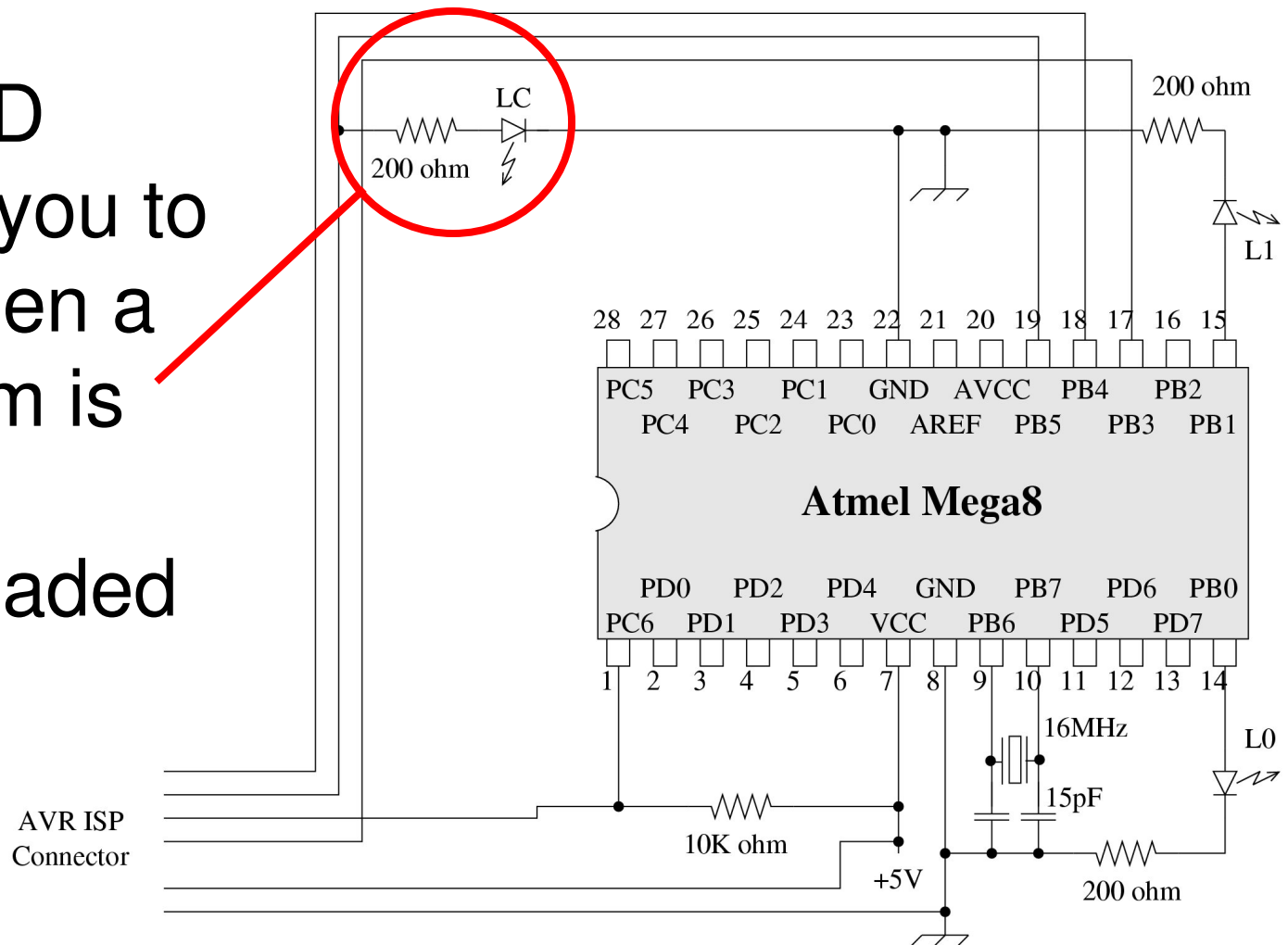
# A More Complicated Circuit

- Connect through adapter to AVR ISP
- Do not reverse the pins!



# A More Complicated Circuit

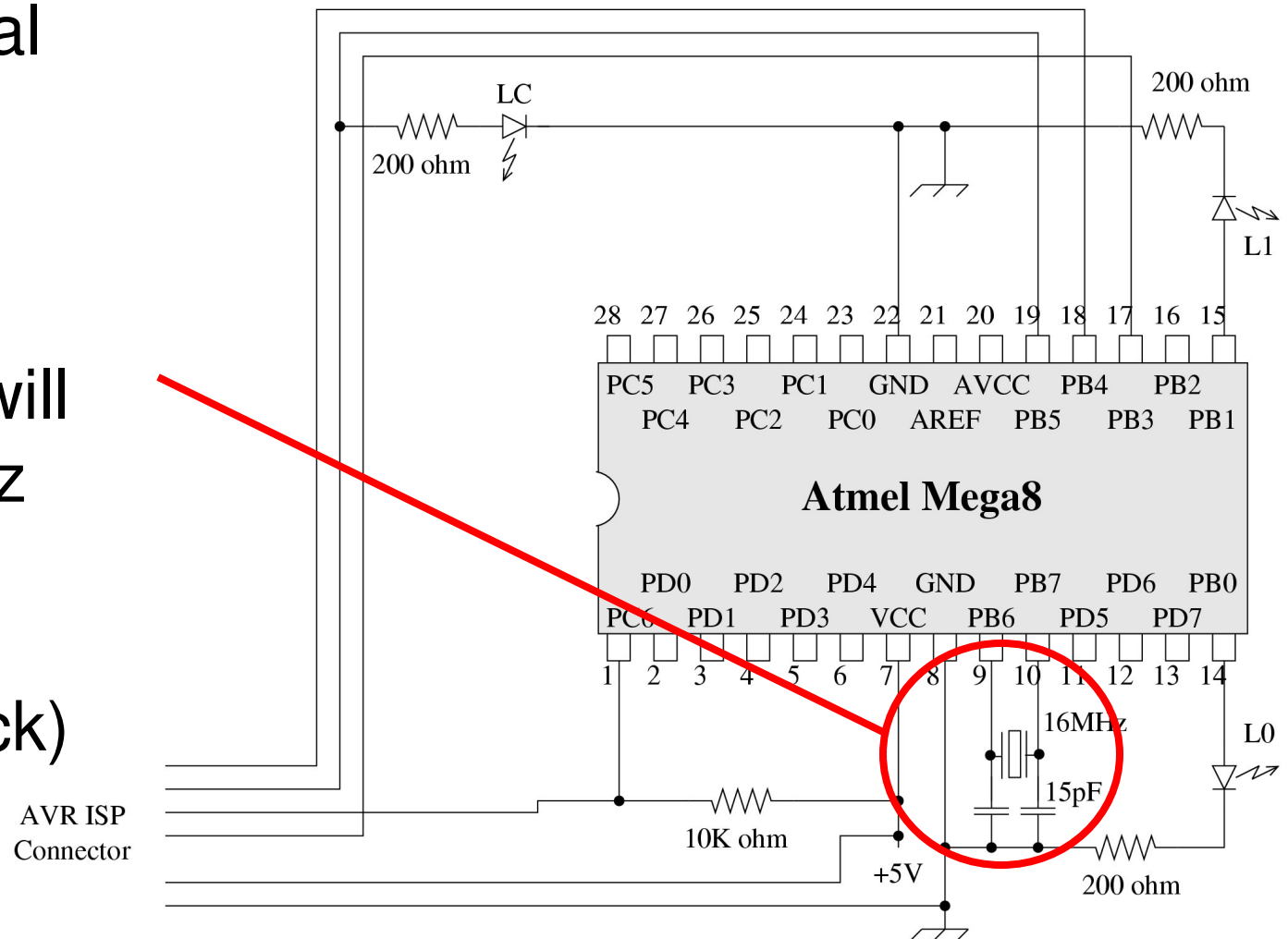
Extra LED  
allows you to  
see when a  
program is  
being  
downloaded



# A More Complicated Circuit

# 16 MHz crystal

- Optional!
- Without it, your processor will run at 1MHz (in general, we will use 16MHz clock)



# Project 2 In-Class Work I

- Given: a compass bearing and a goal bearing
- How do you properly compute the difference between the two?
  - Must account for the fact that 5 degrees is near 355 degrees
  - We also call this the **heading error**

# Project 2 In-Class Work II

Given the current compass heading: how do you estimate the yaw velocity?

- Again – you must deal with the issue of wrap-around
- Hint: assuming that the heading goal is not changing, error velocity and yaw velocity will be the same thing

# Project 2 In-Class Work III

What does the implementation of  
`get_heading()` look like?