

POB-DRINK Source code description

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Document management

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1 POB-Drink

The POB-Drink is an add-on for the POB-BOT: it serves glass of water. Movement and recognition have been realized with the POB-Builder software.

This document describes step by step the Pob-Builder instructions.




You can found this project on our web site: <http://www.pob-technology.com/blog/index.php?2006/11/08/7-drink-with-pob-bot>



You can download POB-Builder software on this web site: <http://www.pob-technology.com/blog> in the Tools section.











2 Commentaries

Next 3 instructions loop on video (icon 0) while button on input/output D4 is not pressed.


 0 - video	Draw camera frame on LCD screen.
 1 - io_d4	If button pressed, skip next instruction
 2 - goto line 0	If not pressed, go to icon 0.


The line 3 is a comment.

Next lines manage the robot movement on a cross.

 4 - stop	Robot stop.
 5 - Cross_head	Manage the camera height on the cross
 6 - goto line 8	If camera not ready, go to line 8
 7 - goto line 4	If camera ready, go to line4 and re-run the test
 8 - cross_lcr	Test if a cross is on frame
 9 - goto line 4	If no cross, go to line 4
 10 - goto line 15	If cross at right, go to right
 11 - goto line 18	If cross at left, go to left
 12 - run	If cross at center, move the bot.
 13 - goto line 5	No stop, go to line 5 to manage camera frame.

Line 14 is a comment...



15 - turn right



16 - goto line 4

A cross is at right, turn right.

Stop POB-BOT, time between icon 15 and 16 allow to turn.

Line 17 is a comment...


18 - turn left

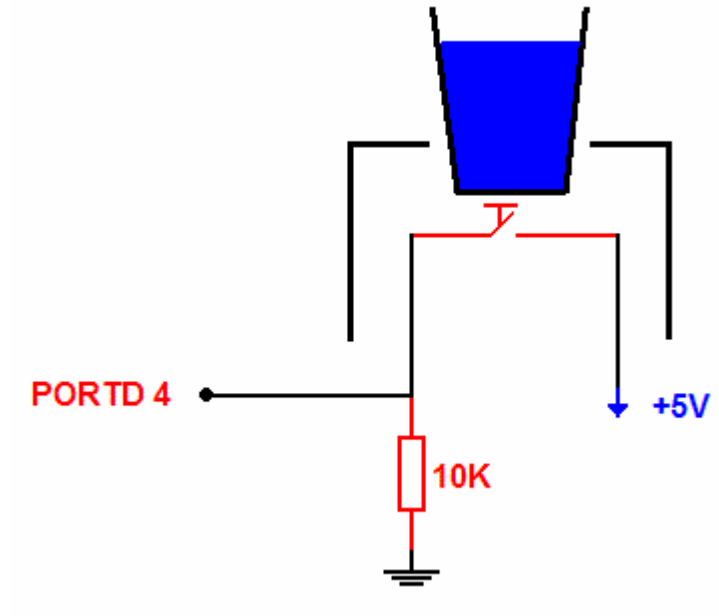

19 - goto line 4

A cross it at left, turn left.

Stop POB-BOT, time between icon 15 and 16 allow to turn.

Line 18 is a comment...

To add an interrupt on a PORTD input:



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