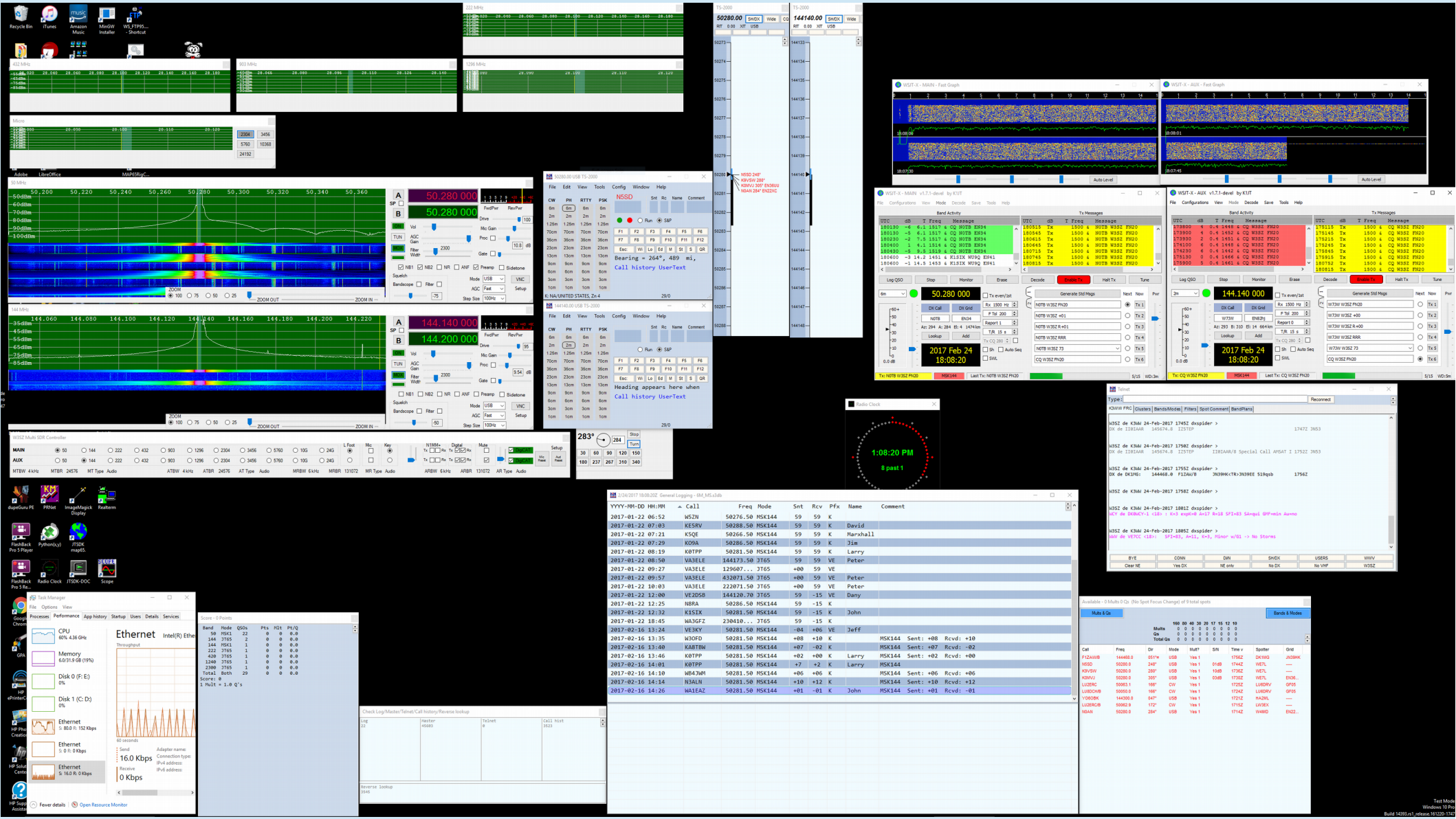
Station Automation
--W3SZ



Now Back to Previously Scheduled Program
USB-Serial IF/Transverter Bandswitch
Arduino-VHFLog Example

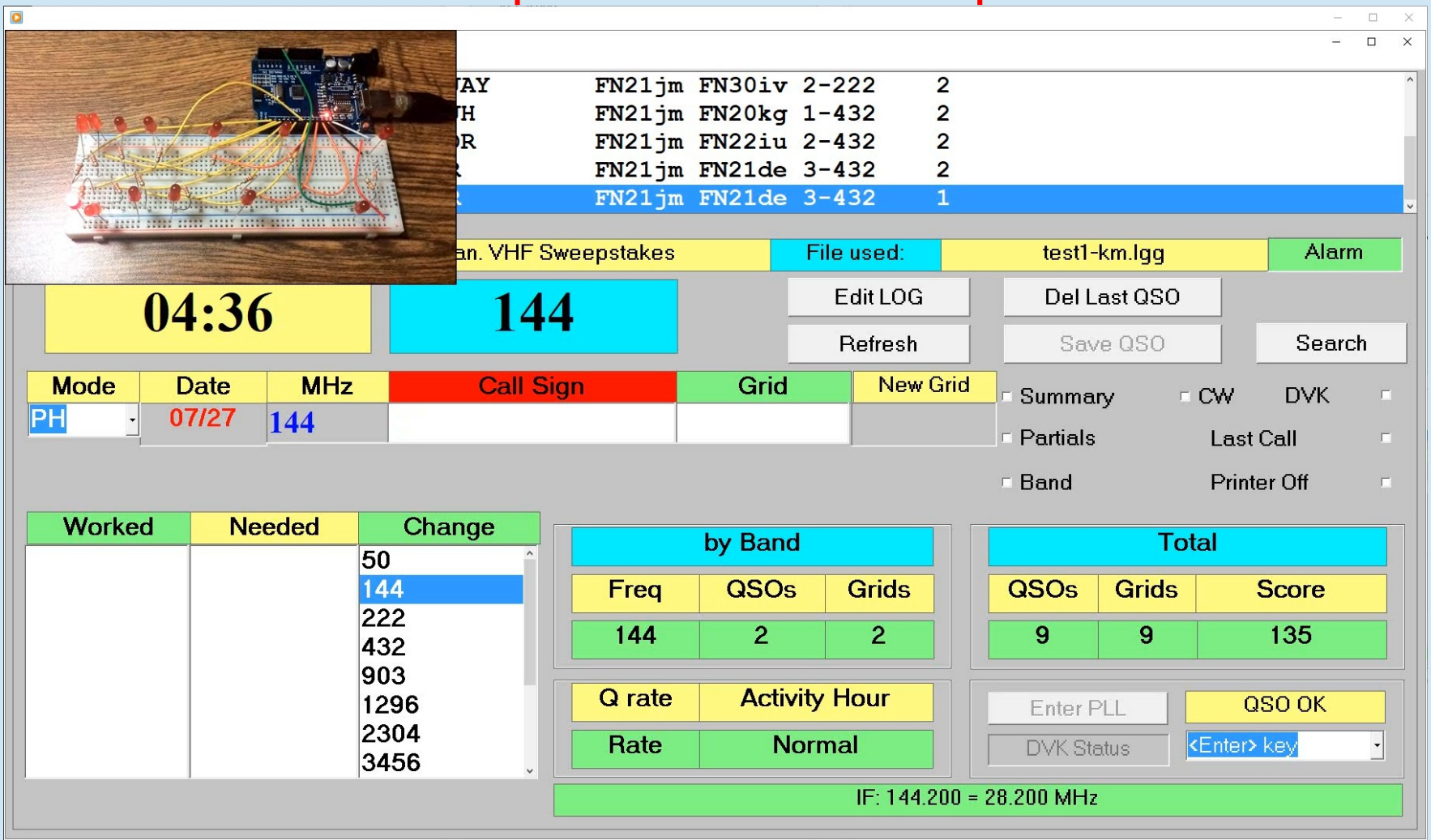
- I started with Ed Finn WA3DRC's excellent code that was written to give TS2000 CAT control via USB-Serial data from VHFLog
- Removed portions of Ed's code that deal only with CAT control of TS2000
- Modified / Added to remaining portions of Ed's code so that band switching in VHFLog bandswitches hardware by activating a separate relay for each band 50 MHz through 76 GHz instead of sending CAT data to TS2000

Arduino Example
USB-Serial Bandswitching from VHFLog

- Ed’s code is here:
  - http://w3sz.com/ts2000_vhflog_mega.ino
- Modifed code is here:
  - http://w3sz.com/vhflog_SainSmart_14CH_UNO.ino

IF/TransverterBand Switching - USB-Serial

- VHFLog will also work with Arduino
  - Either real serial port or USB-serial port



IF/TransverterBand Switching - USB-Serial

E:\StationAutomation\PackRatsMiniTalk\1_VHFLogPIP-2.wmv

Arduino Example

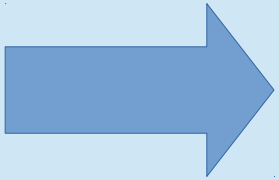
- VHFLog sends
  - “50” for 50 MHz band
  - “14” for 144 MHz band
  - “22” for 222 MHz band
  - “”43” for 432 MHz band
  - “90” for 902 MHz band
  - “12” for 1296 MHz band
  - “23” for 2304 MHz band
  - “34” for 3456 MHz band
  - “57” for 5760 MHz band
  - “10” for 10368 MHz band
  - “24” for 24192 MHz band
  - “47” for 47000 MHz band
  - “76” for 76000 MHz band

1) Capture two digit band info from serial port
2) Parse it
3) Use it to switch bands by setting to “High” the output pin assigned to the selected band, while making sure all other output pins are set to “Low”

This will be a **small** program with **13 output pins** needed (one for each band)

Getting Started With Arduino

- **Choose which Arduino to use** based on:
  - Number of GPIO pins needed **(HERE 13)**
  - Amount of memory needed (SRAM and flash)
    - **HERE “small” program**



UNO

Getting Started With Arduino

- **Download Arduino IDE**
  - https://www.arduino.cc/en/Main/Software
- Or use the online Arduino Web Editor
  - https://www.arduino.cc/en/Main/Software
  - Need to create an Arduino Account
  - Read instructions at:
    - https://create.arduino.cc/projecthub/Arduino_Genuino/getting-started-with-the-arduino-web-editor-4b3e4a
  - Log on and get started, following the instructions

Arduino

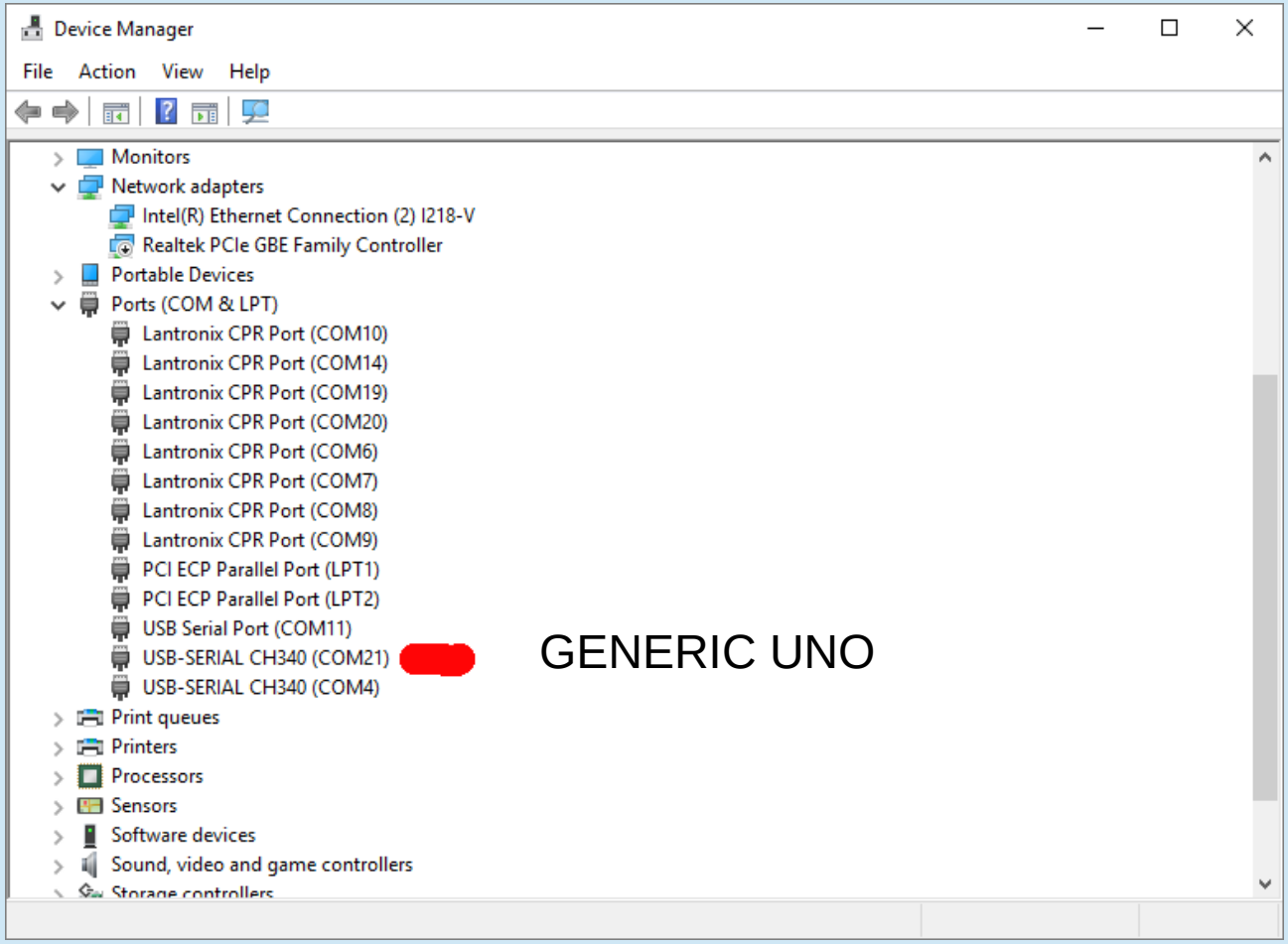
- Arduino language is based on C/C++
- Links against the AVR Libc and allows use of all Libc functions
  - http://www.nongnu.org/avr-libc/
- Language reference is here:
  - https://www.arduino.cc/en/Reference/HomePage
- There are Arduino-specific Libraries for extending language
  - Ethernet, WiFi, I2C, Stepper, SPI, Servo, SD, LiquidCrystal, EEPROM, Debounce, FFT, etc.
  - https://www.arduino.cc/en/Reference/Libraries
- There is an excellent Arduino tutorial here:
  - https://www.tutorialspoint.com/arduino/index.htm

Arduino

- There is an active **forum** at:
  - https://forum.arduino.cc/
- The **Auduino Playground** has many open-source **sketches** (programs) that you can copy, modify, use:
  - https://playground.arduino.cc/
- There is an **Arduino StackExchange!**
  - https://arduino.stackexchange.com/
- There is more helpful stuff on the Arduino than you would be able to read if you start now and don’t stop until the day you die!
- No matter what you want to do, it is likely that someone else has done something like it. So don’t reinvent the wheel! Start with their code and modify it as necessary. DO THIS FOR EVERY BUILDING BLOCK IN YOUR CODE AND THINGS WILL MOVE VERY QUICKLY FOR YOU (and you will learn more than you ever would by reading textbooks)!!
- **Google is your (BEST) Friend!!**

Arduino
Getting Ready

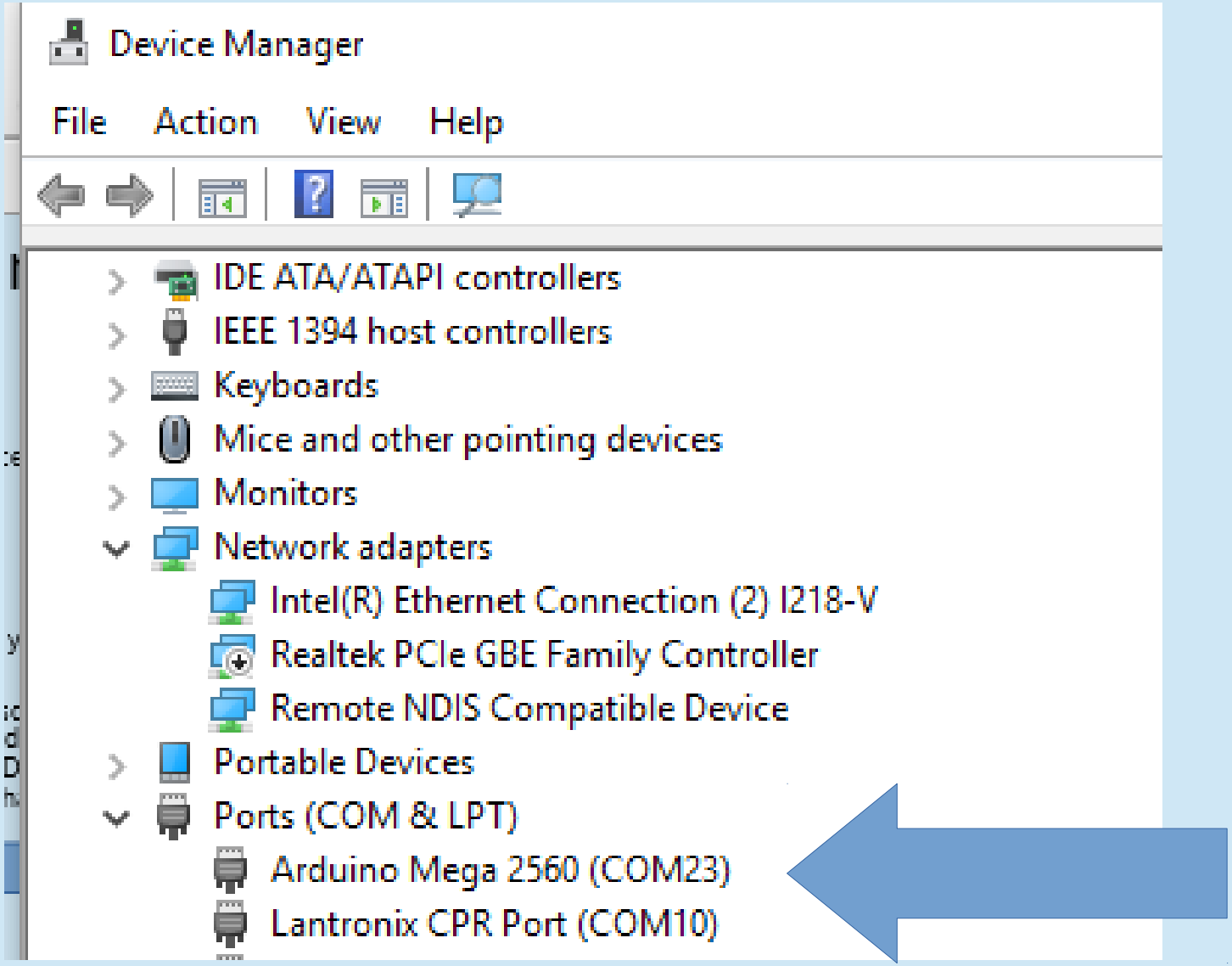
- Download the IDE and Install it. That should also install the driver.



Arduino
Getting Ready

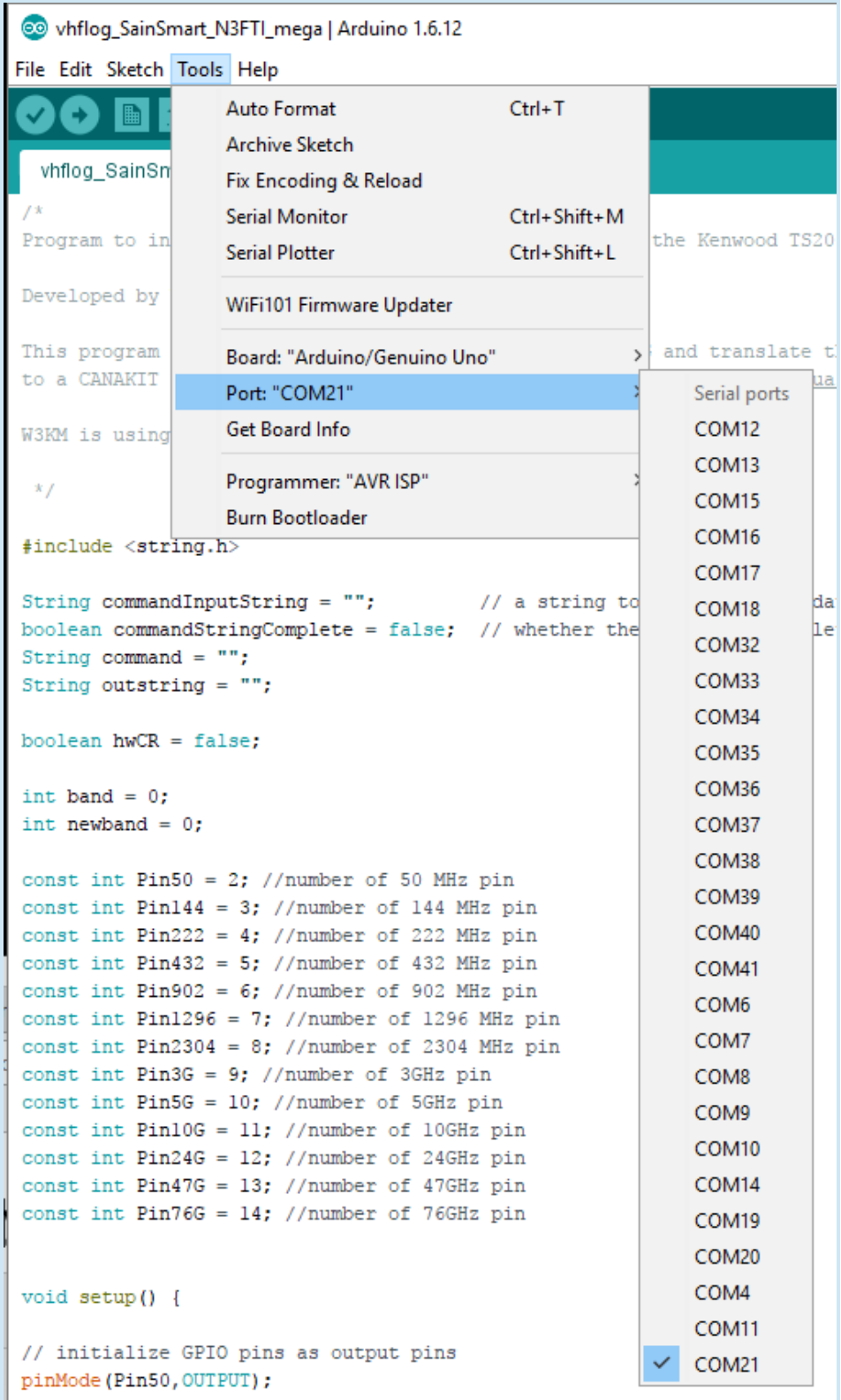
- Download the IDE and Install it. That should also install the driver. If it doesn't, download and install drivers from http://www.wch.cn/download/CH341SER_EXE.html

Arduino
Getting Ready



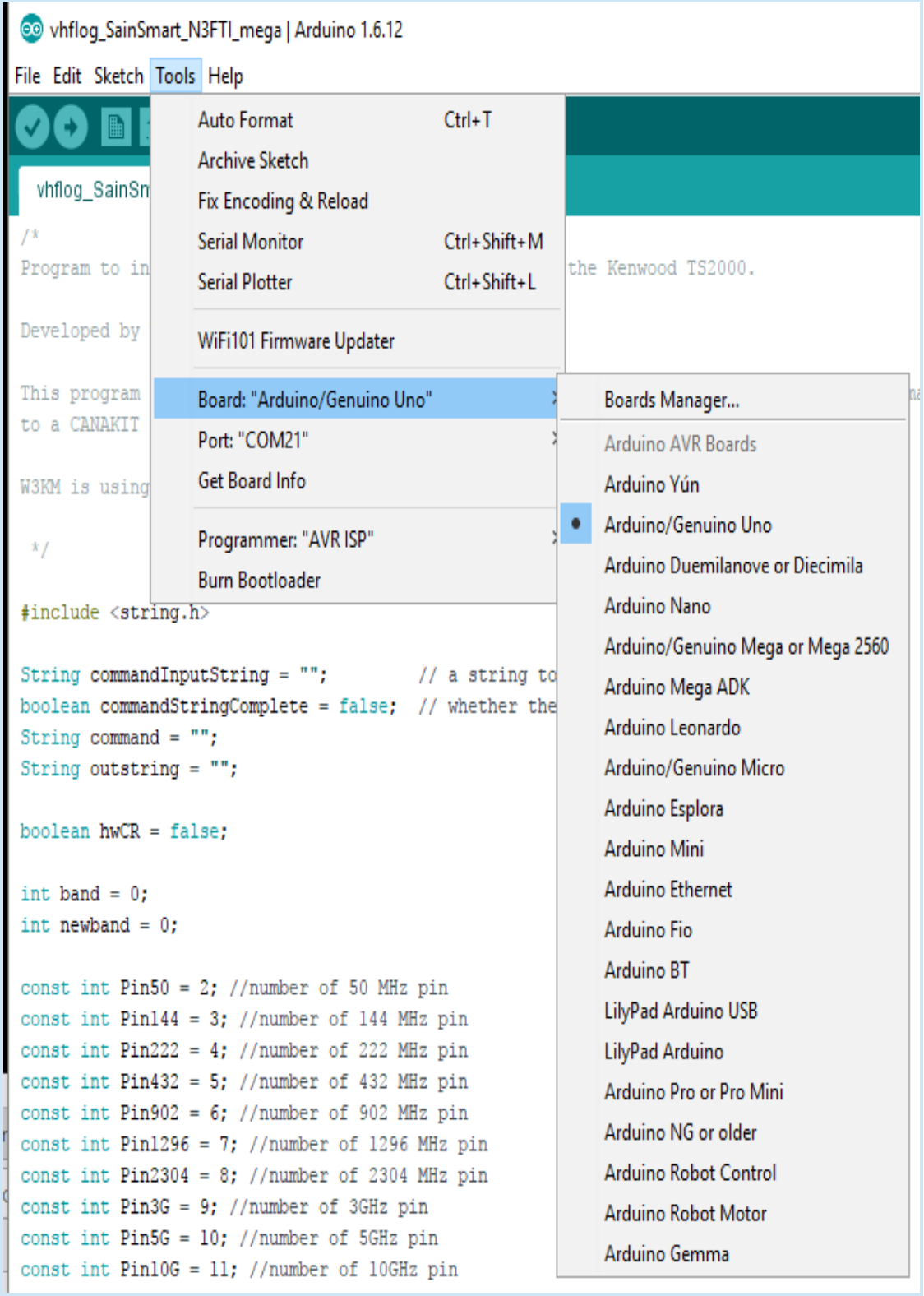
Arduino
Getting Ready

- Start the IDE
- Select COM port



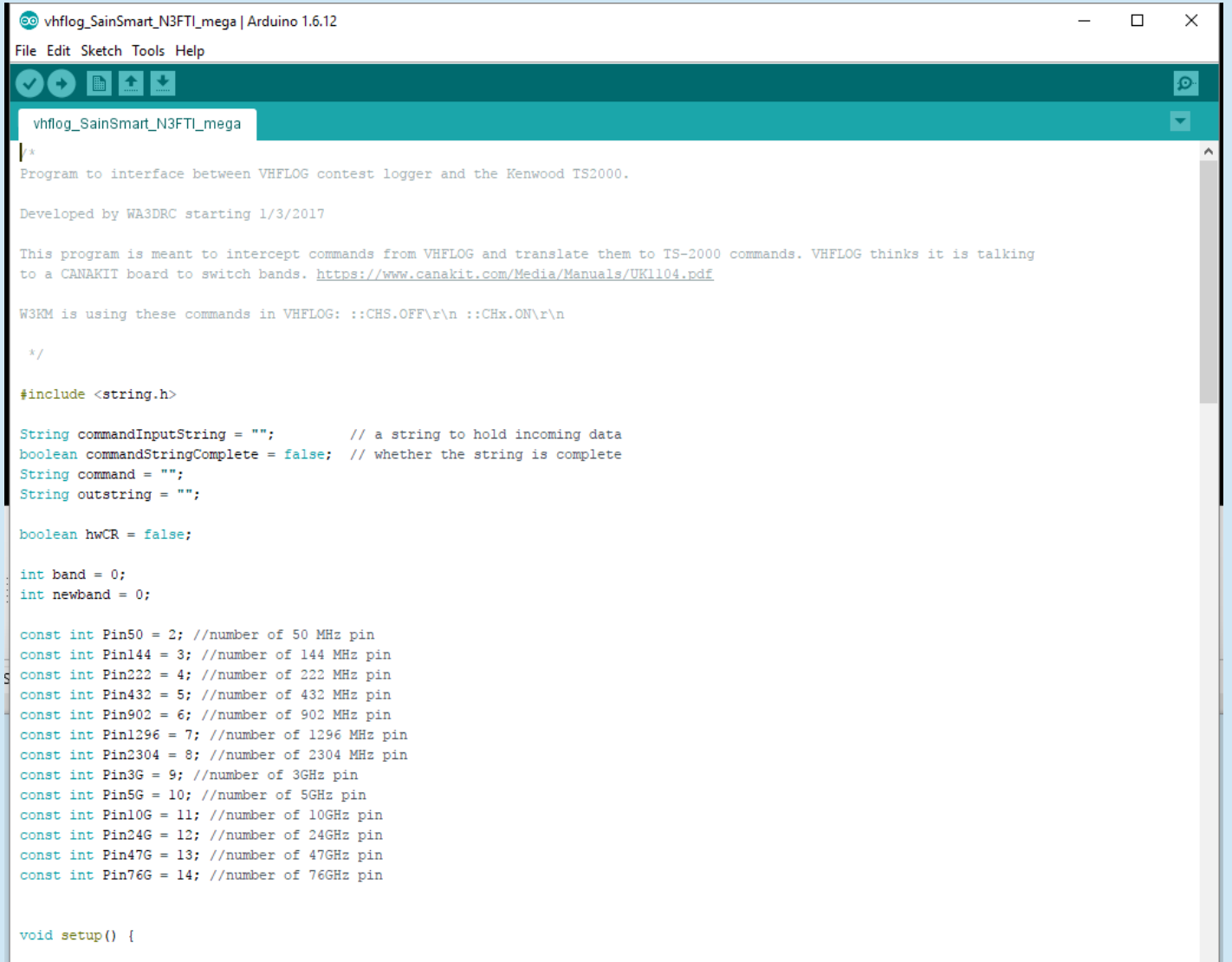
Arduino
Getting Ready

- Start the IDE
- Select COM port
- Select Arduino Type



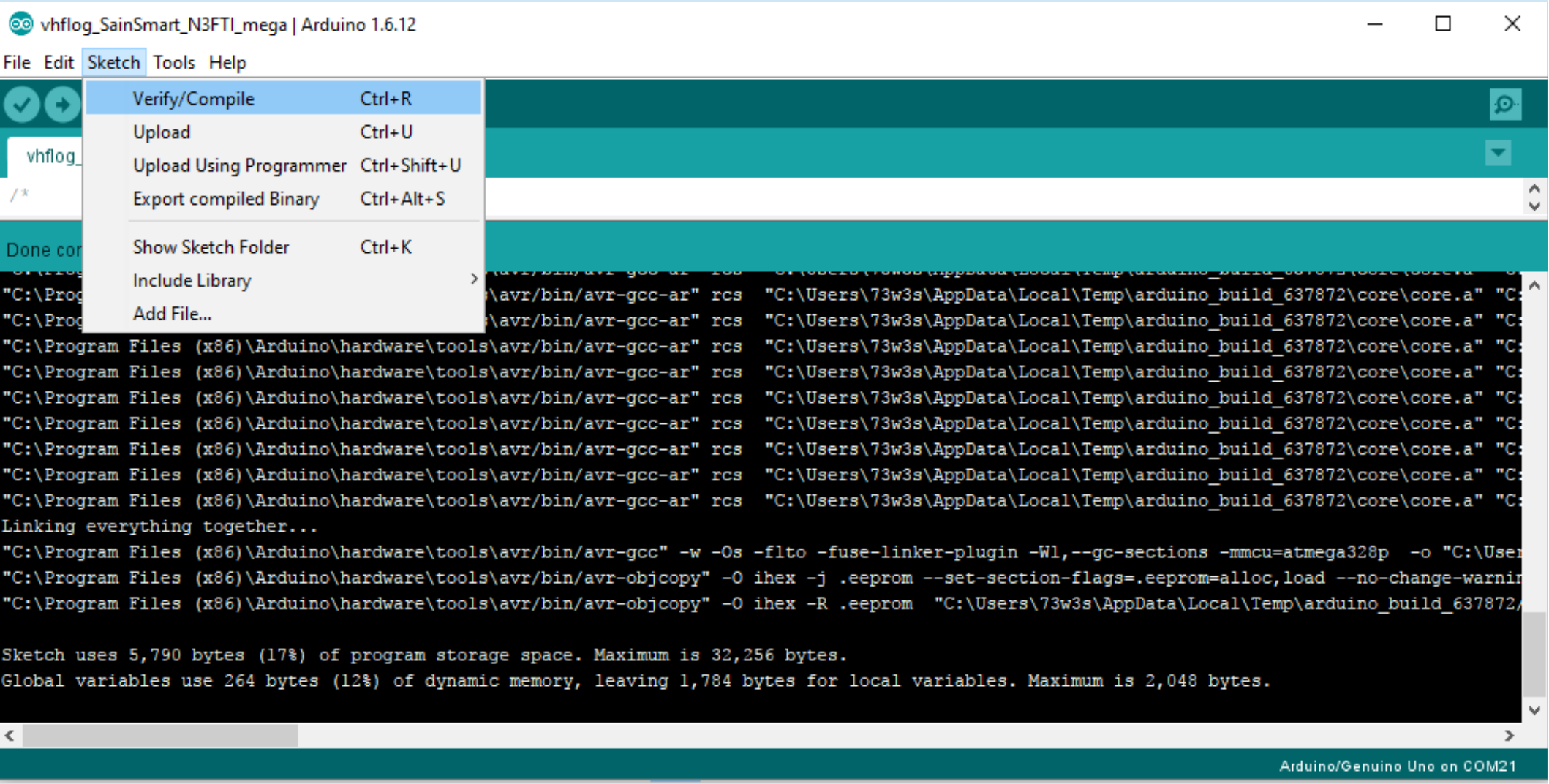
Arduino
Getting Ready

- Write the code (“Sketch”)



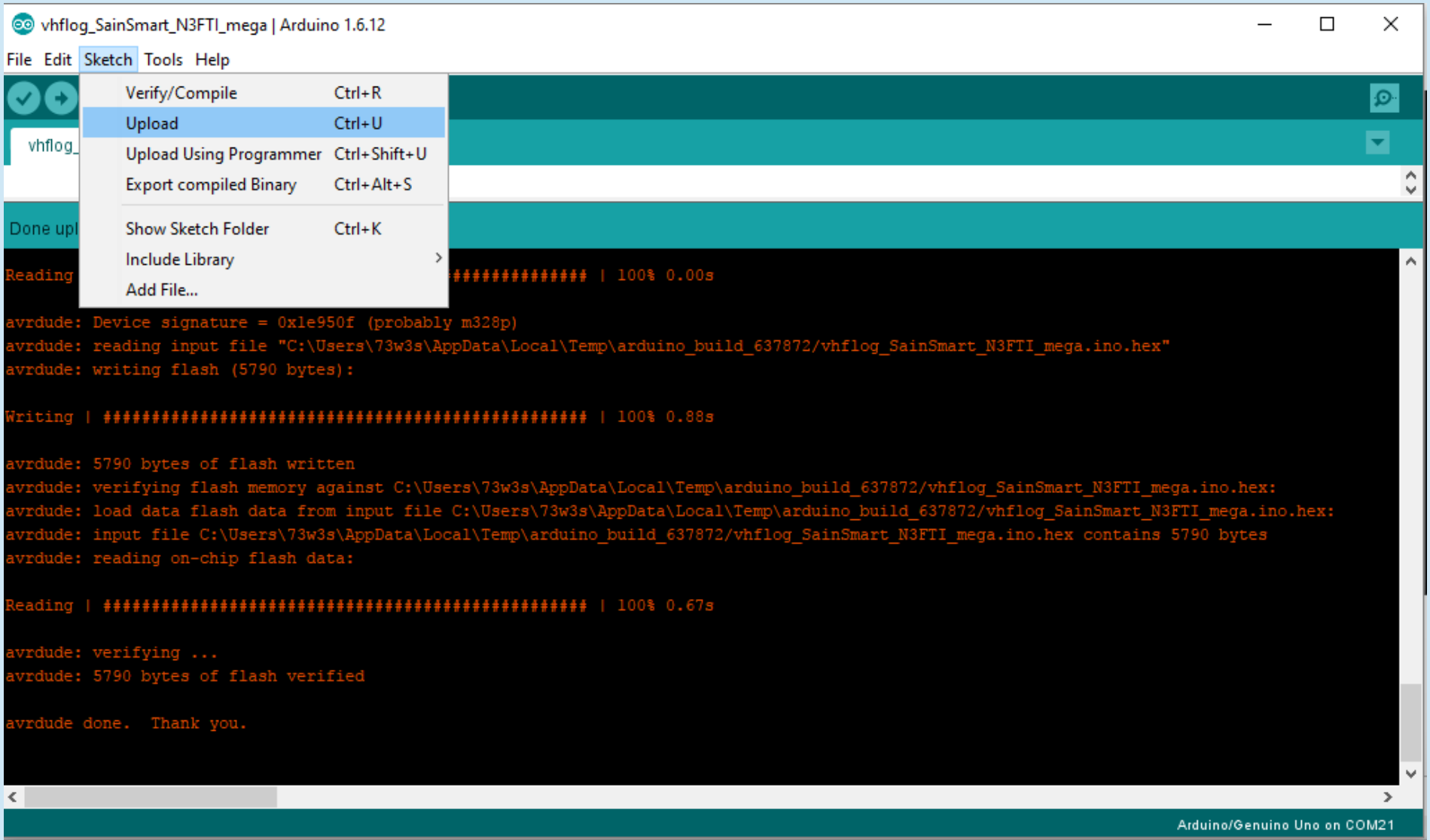
Arduino
Getting Ready

- Verify and Compile the code



Arduino
Getting Ready

- Upload the code



Programming – A Few Terms

- **Comment**
  - Statement that is used to make a program easier to understand, and which is ignored by the computer
    - Start with // in C, or with # in Python, or ‘ in Basic
- **Data type**
  - Specifies the type of value for a variable or constant
    - String
      - “This is a string”
    - char(acter)
      - ‘g’
    - int(eger)
      - 3
    - Bool(ean)
      - True
    - Double or Float
      - 3.78943236593

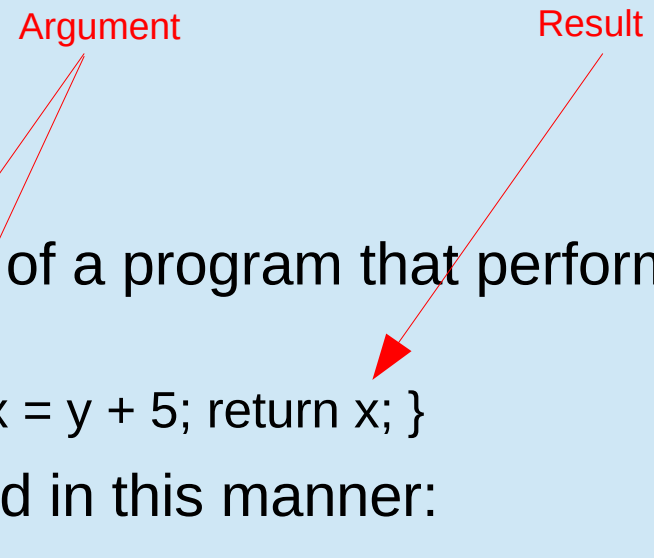
Programming – A Few Terms

- **Library**
  - a collection of precompiled routines that a program can use
    - Ethernet.h
- **Variable**
  - a storage location paired with an associated symbolic name (an identifier), which contains some known or unknown quantity of information referred to as a value.
    - double myAirspeed;
- **Constant**
  - a value that cannot be altered by the program during normal execution
    - const double MyPi = 3.14159;
- **GPIO pin**
  - generic pin on an integrated circuit or computer board whose behavior—including whether it is an input or output pin—is controllable by the user at run time
    - GPIO.setup(PIN50, GPIO.OUT);

Programming – A Few Terms

- **Analog pin**
  - Pin that can read (or sometimes write) analog voltages within a defined range with step size determined by the bit size of the analog-to-digital (read) or digital-to-analog (write) converter
    - pinMode(A0, INPUT);
- **Statement**
  - the smallest standalone element of a programming language that expresses some action to be carried out. In C, every statement ends with a semi-colon
    - X = 1;

Programming – A Few Terms



- **Function**
  - a named section of a program that performs a specific task and returns a value
    - int X (int y) { int x = y + 5; return x; }
  - “X” would be used in this manner:
    - int A = X(7);
      - Would give A = 12
  - A function’s “type” represents the data type that it returns when called

Programming – A Few Terms

- **Procedure**
  - a named section of a program that performs a specific task (such as I/O) but doesn't return a result. Example:

    void calcA (int y) { A = y + 5; }

    (where "A" is declared elsewhere in the program)
  - "calcA" would be used in this manner:

    Int A = 0;

    CalcA(7);

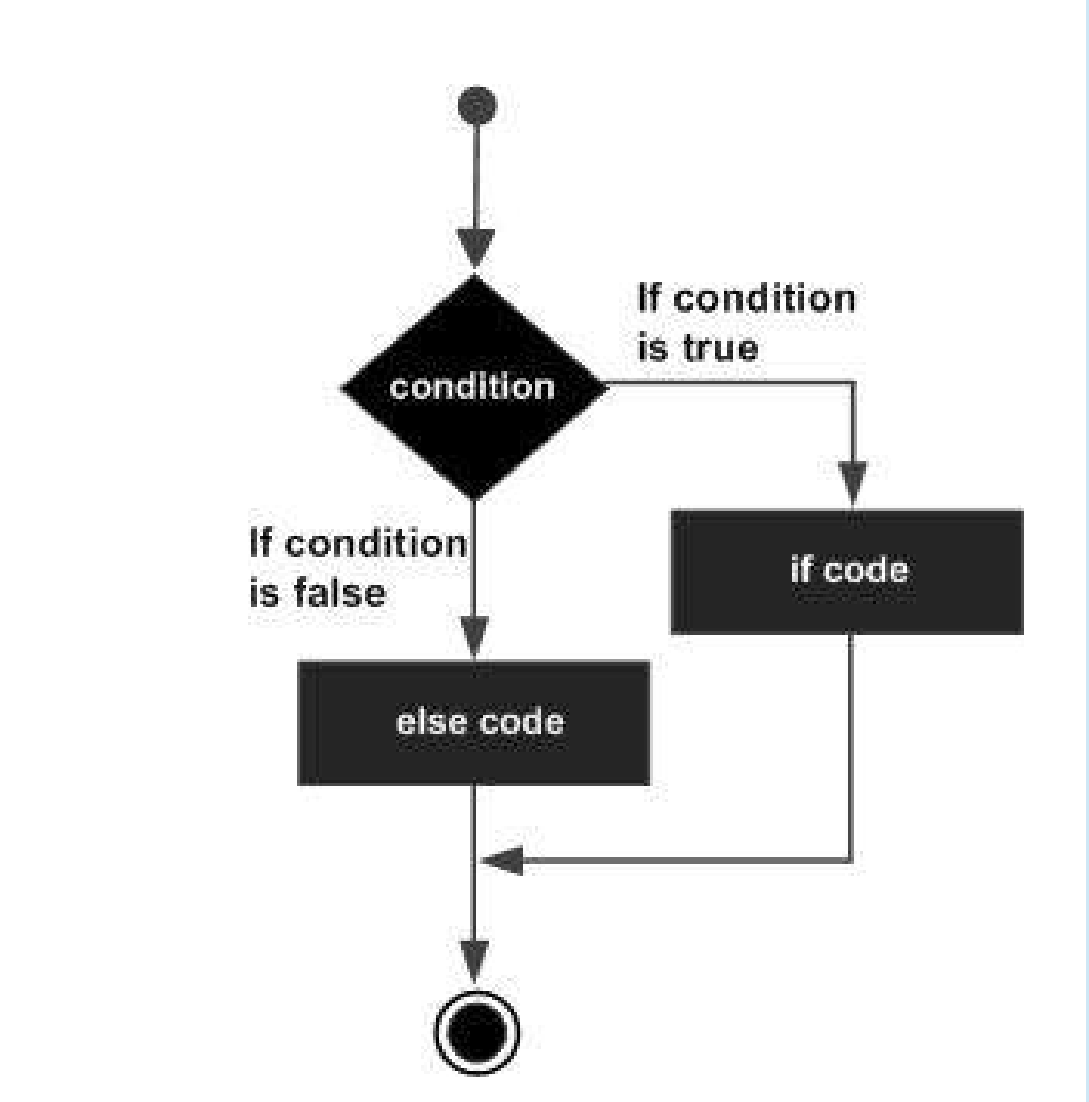
    Serial.print(A);
    - Would print "12" to the serial port
  - **A procedure's type is always "void"**
  - Another example:

    Serial.begin(9600); ARDUINO OFFICIALLY CALLS THIS A "FUNCTION"

Programming – A Few Terms

- **Operator**
  - A character that represents an action
    - +, -, *, /
- **Decision Statement**
  - Statement that causes various courses of action to be taken depending on certain conditions
  - **if, else if, else** (if, elif, else in Python)
    - if
    - if...else
    - if...else if
    - if...else if...else
    - if...else if...else if
    - if...else if...else if...else etc.
  - **switch**

if/else Statement

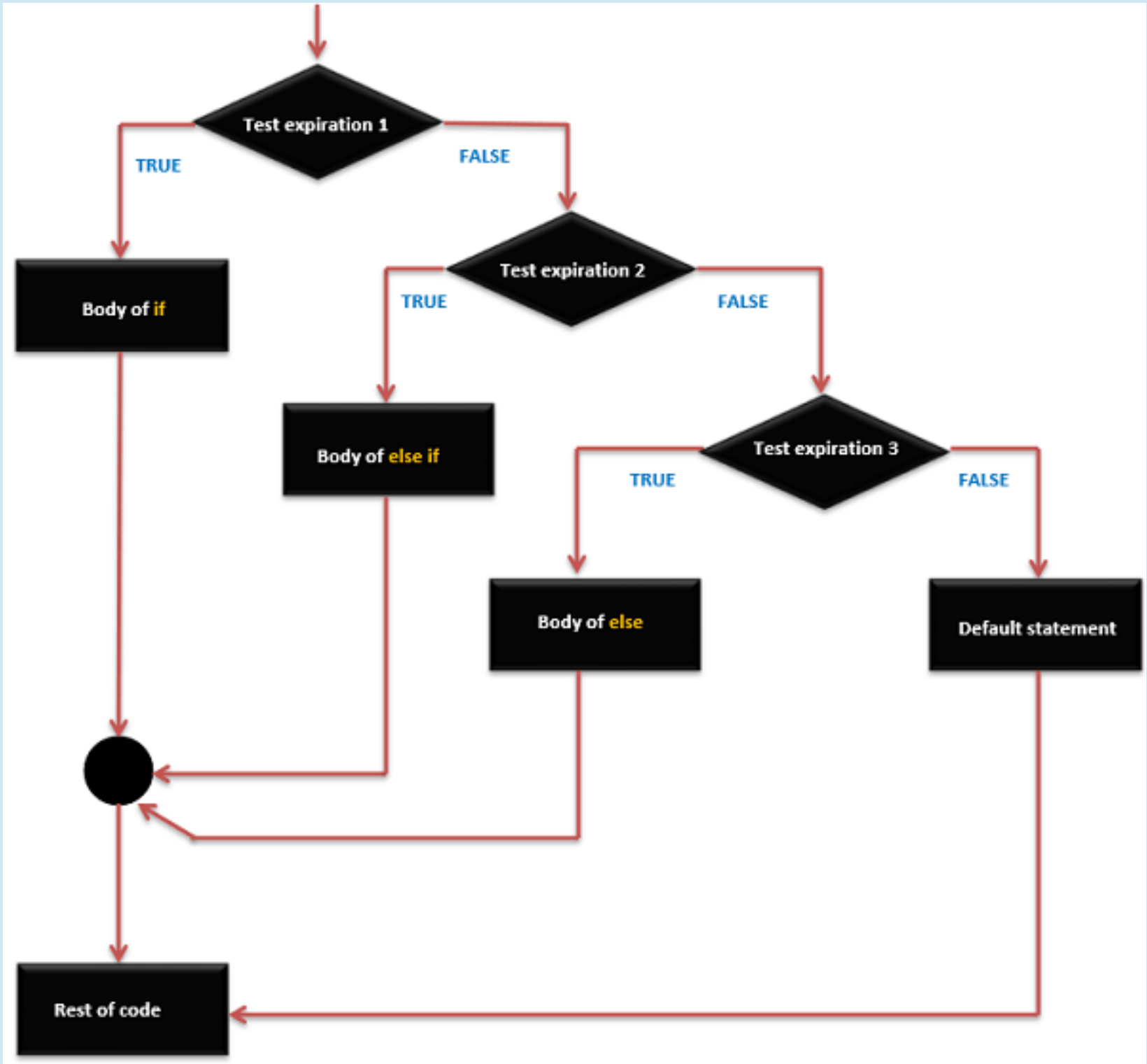


if / else if / else
C

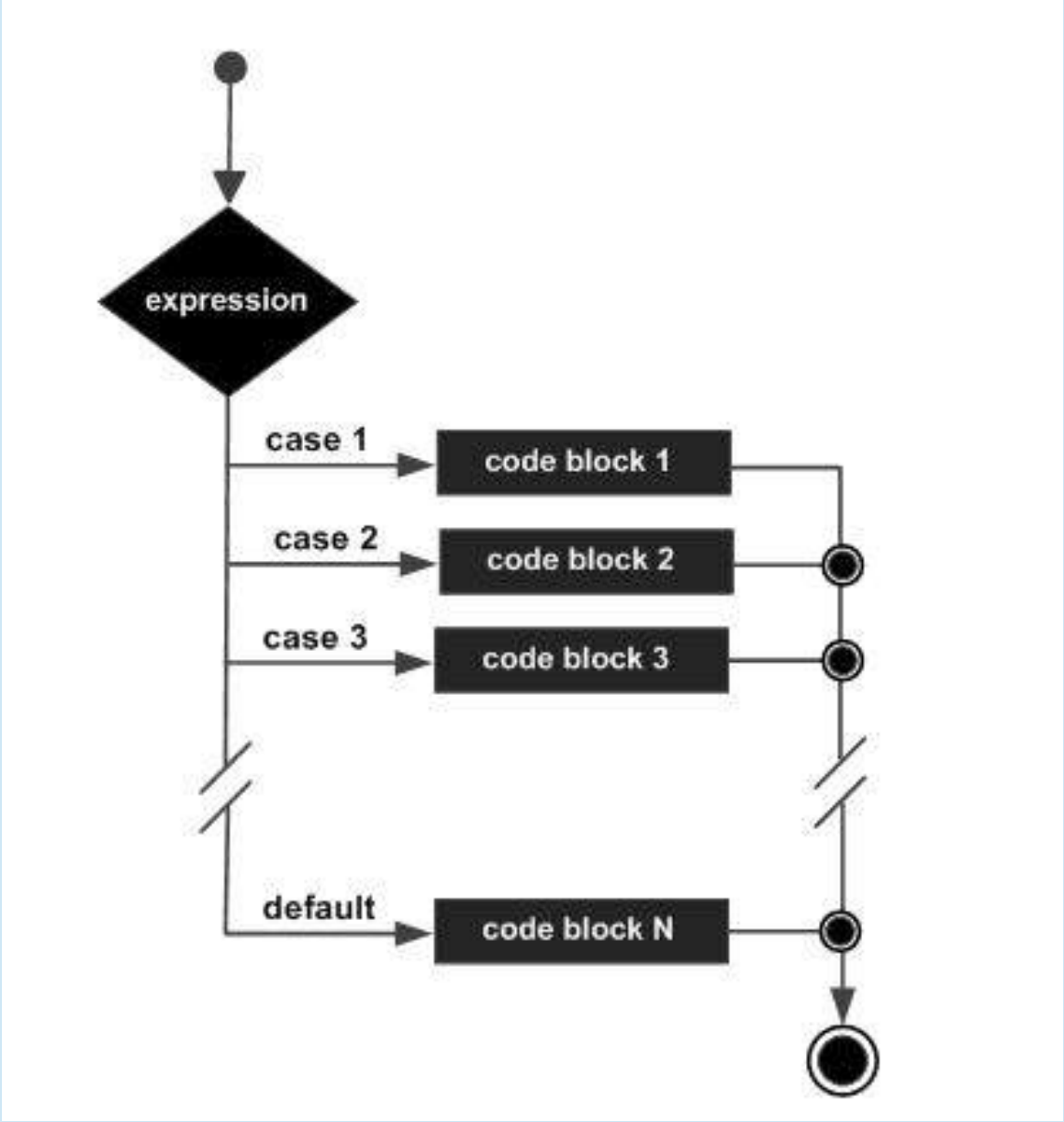
- if (band == 50)
  {relay50Pin = On;
  relay144Pin = Off;}
  else if (band ==144)
  {relay50Pin = Off;
  relay144Pin = On;}
  else
  {relay50Pin = Off;
  relay144Pin = Off;}

if / elif / else
python

- if band == 50:
    relay50Pin = On
    relay144Pin = Off
  elif band ==144:
    relay50Pin = Off
    relay144Pin = On
  else:
    relay50Pin = Off
    relay144Pin = Off


Test expiration 1
TRUE
FALSE
Body of if
Test expiration 2
TRUE
FALSE
Body of else if
Test expiration 3
TRUE
FALSE
Body of else
Default statement
Rest of code

switch : an alternative to if / else if / else if …. / else



FOR INTEGRAL and ENUMERATED TYPES ONLY e.g. integers, characters, booleans

switch

```
switch (band){
    case 50: {
        relay50Pin = On;
        relay144Pin = Off;
        break; }
    case 144: {
        relay50Pin = Off;
        relay144Pin = On;
        break; }
    default: {
        relay50Pin = Off;
        relay144Pin = Off; }}
```

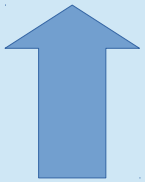
python DOES NOT HAVE A DIRECT EQUIVALENT

Curly braces

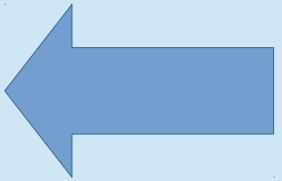
- Used to group a set of statements; always come in pairs
- Not used in python, where indentation defines groups of statements
- Be careful with them; misplaced curley braces are a major source of bugs!

Curly brace madness

- if (band == 50)
  {relay50Pin = On;
  relay144Pin = Off;}
  else if (band ==144)
  {relay50Pin = Off;
  relay144Pin = On;}
  else
  {relay50Pin = Off;
  relay144Pin = Off;}



- if (band == 50)
  {relay50Pin = On;
  relay144Pin = Off;}
  else if (band ==144)
  {relay50Pin = Off;
  relay144Pin = On;}
  else
  {relay50Pin = Off;}
  relay144Pin = Off;



Shortcuts

- +=

  A += 2;

  is the same as

  A = A + 2;

- *=

  A *= 2;

  is the same as

  A = A * 2;

- Same for subtraction, division, exponentiation, etc.

= vs ==

- = is an assignment operator:

```
A = B + 5;
```

- == is a comparison operator (the “Equal To” operator):

```
if (A ==B)
    {print (“A equals B”);}
else
    {print (“They are not the same”);}
```

!

- ! is the Logical NOT operator
  - It means “is not”

    Example:

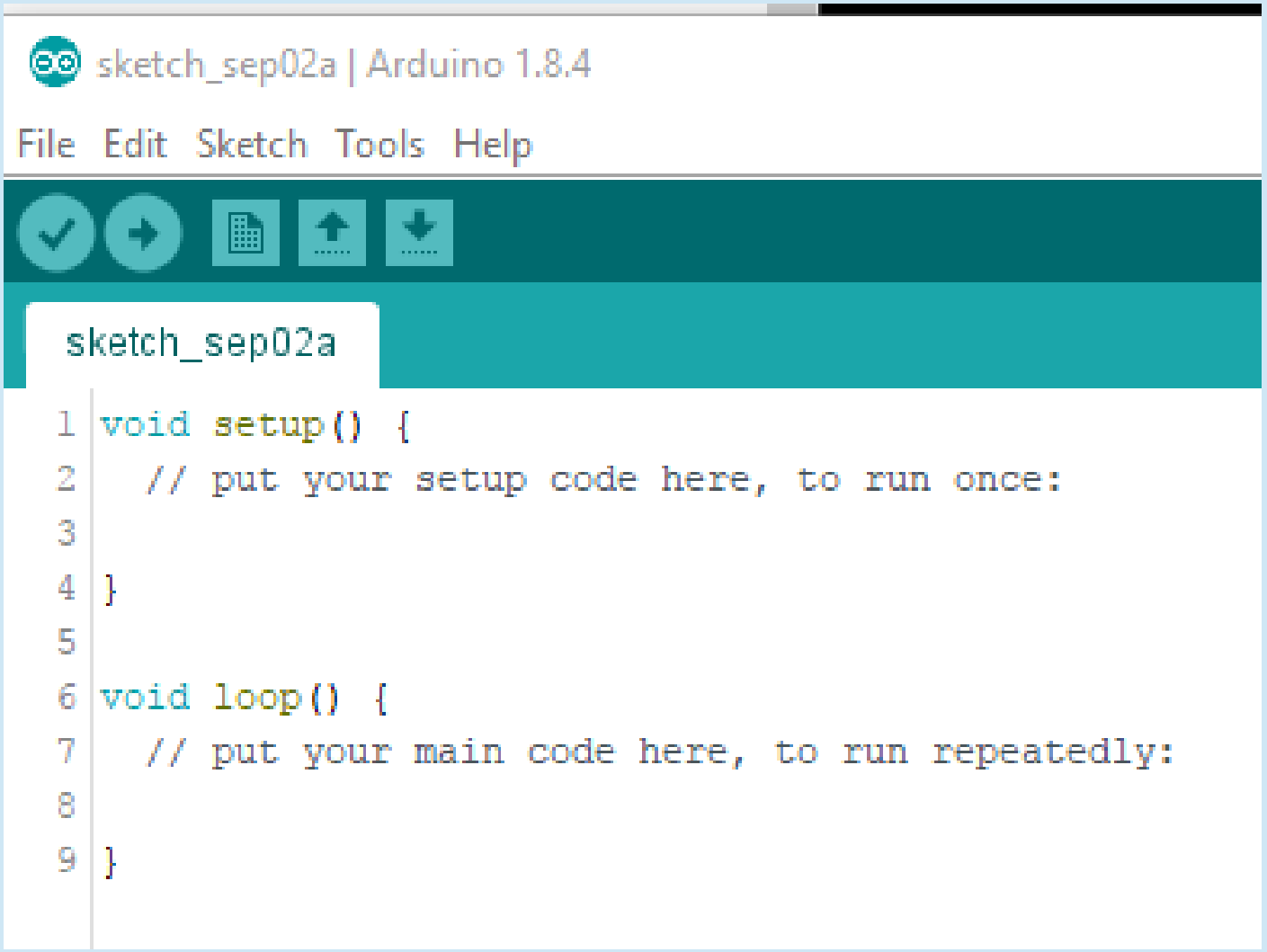
    if (A != 2)

        {print(“A is not equal to 2”);}

    else

        {print(“A is equal to 2”);}

Programming Steps – Getting Started



Programming Steps - General

1) Include libraries containing external functions
2) Define variables and constants
3) Setup ()

    Define and initialize GPIO pins / Analog I/O pins

    Define, start, serial port(s), Ethernet port(s)

4) Loop()

    Receive input from ports / GPIO pins / Analog pins

    Parse / process data to extract desired information

    Use information derived from data to perform desired task (e.g. switch GPIO pins) or to send information to client computer

5) From within Loop(), call other functions() as needed

Programming Steps - Arduino USB-Serial Example

1) Include libraries containing external functions
2) Define variables and constants
3) Setup()
   - Define and initialize GPIO pins
   - Define, start, flush serial port
4) Loop()
   1) Receive serial data sent by logger (Function serialEvent())
   2) Parse serial data from logger and extract band information
   3) Use band information to switch bands using GPIO Pins

See pages 2-8 in Code Handout

Arduino Example

Include Libraries and Define Variables

```
13 //include string handling library
14 #include <string.h>
15
16 //define variables
17 String commandInputString = "";          // input buffer string to hold incoming data
18 boolean commandStringComplete = false;  // true when the input string is complete
19 String command = "";  // incoming data string for parsing
20
21 boolean hwCR = false;  // true if '\r' has been received
22
```

Arduino Example

Define Constants (GPIO Pin Aliases are constants)

```
23 //define constant pin aliases
24 const int Pin50 = 2; //number of 50 MHz pin
25 const int Pin144 = 3; //number of 144 MHz pin
26 const int Pin222 = 4; //number of 222 MHz pin
27 const int Pin432 = 5; //number of 432 MHz pin
28 const int Pin902 = 6; //number of 902 MHz pin
29 const int Pin1296 = 7; //number of 1296 MHz pin
30 const int Pin2304 = A0; //number of 2304 MHz pin
31 const int Pin3G = A1; //number of 3GHz pin
32 const int Pin5G = A2; //number of 5GHz pin
33 const int Pin10G = A3; //number of 10GHz pin
34 const int Pin24G = A4; //number of 24GHz pin
35 const int Pin47G = A5; //number of 47GHz pin
36 const int Pin76G = 8; //number of 76GHz pin
```

Arduino Example

Define and Initialize GPIO Pins

```
38 void setup() {
39
40 // define GPIO pins as output pins
41 pinMode(Pin50,OUTPUT);
42 pinMode(Pin144,OUTPUT);
43 pinMode(Pin222,OUTPUT);
44 pinMode(Pin432,OUTPUT);
45 pinMode(Pin902,OUTPUT);
46 pinMode(Pin1296,OUTPUT);
47 pinMode(Pin2304,OUTPUT);
48 pinMode(Pin3G,OUTPUT);
49 pinMode(Pin5G,OUTPUT);
50 pinMode(Pin10G,OUTPUT);
51 pinMode(Pin24G,OUTPUT);
52 pinMode(Pin47G,OUTPUT);
53 pinMode(Pin76G,OUTPUT);
```

```
55 //initialize all GPIO pin values to low
56 digitalWrite(Pin50,LOW);
57 digitalWrite(Pin144,LOW);
58 digitalWrite(Pin222,LOW);
59 digitalWrite(Pin432,LOW);
60 digitalWrite(Pin902,LOW);
61 digitalWrite(Pin1296,LOW);
62 digitalWrite(Pin2304,LOW);
63 digitalWrite(Pin3G,LOW);
64 digitalWrite(Pin5G,LOW);
65 digitalWrite(Pin10G,LOW);
66 digitalWrite(Pin24G,LOW);
67 digitalWrite(Pin47G,LOW);
68 digitalWrite(Pin76G,LOW);
```

Page 3 Code Handout

Arduino Example

Define, Start, Flush Serial Port

```
70  // define, start, flush serial port Serial 0
71  // VHF log will send commands to this port
72   Serial.begin(9600, SERIAL_8N1); // 9600/8/N/1
73
74   delay(100);
75
76   Serial.flush(); // clear buffers
```

Arduino Example
Receive serial data sent by logger

```
void serialEvent() {

  char commandInChar;

  while (Serial.available()) { // interrupt generated by hardware serial port
     // get the new byte:
     commandInChar = (char)Serial.read();

   // add it to the commandInputString:
   commandInputString += commandInChar;  // append

   // look for a carriage return, then a line feed; set a flag
   // so the main loop can do something about it:
   if (commandInChar == '\r') { // the commands all end with a CR and then a LF (13 10)
     hwCR = true;
   }
   if ( commandInChar == '\n') {
     if ( hwCR ) {
       hwCR = false; // cleanup
       commandStringComplete = true;
     }
   }
  }
 }
```

Returns the number of bytes available to read

Returns first byte of incoming serial data available

Page 8 Code Handout

Arduino Example

Main Loop – Waits for Serial Data
If Serial Data Present, Starts Parsing

```
79 void loop() { //MAIN
80
81 /////////////// Get the Command //////////////////////////////////////////
82   // get VHFLOG command from serial0
83   if (commandStringComplete) {
84    command = commandInputString;
85     // save this new command then clear the input buffer
86     // clear the string:
87     commandInputString = "";
88     //set string complete flag to false in preparation for next VHFLOG command;
89     commandStringComplete = false;
90   }
91 /////////////// End Command ////////////////////////////////////////////
92 // now process the VHFLOG command
93   if (command.length() > 0){
```

Arduino Example

Parse Serial Data, Extract Band Info, Bandswitch

```
96      if (command.startsWith("50")) { // set band to 6m
97            //set Pin50 high, all other pins low
98  digitalWrite(Pin50,HIGH);
99  digitalWrite(Pin144,LOW);
100 digitalWrite(Pin222,LOW);
101 digitalWrite(Pin432,LOW);
102 digitalWrite(Pin902,LOW);
103 digitalWrite(Pin1296,LOW);
104 digitalWrite(Pin2304,LOW);
105 digitalWrite(Pin3G,LOW);
106 digitalWrite(Pin5G,LOW);
107 digitalWrite(Pin10G,LOW);
108 digitalWrite(Pin24G,LOW);
109 digitalWrite(Pin47G,LOW);
110 digitalWrite(Pin76G,LOW);
```

Continue through 76 GHz

```
113    else if (command.startsWith("14")) { // set band to 2m
114          //set Pin144 high, all other pins low
115 digitalWrite(Pin50,LOW);
116 digitalWrite(Pin144,HIGH);
117 digitalWrite(Pin222,LOW);
118 digitalWrite(Pin432,LOW);
119 digitalWrite(Pin902,LOW);
120 digitalWrite(Pin1296,LOW);
121 digitalWrite(Pin2304,LOW);
122 digitalWrite(Pin3G,LOW);
123 digitalWrite(Pin5G,LOW);
124 digitalWrite(Pin10G,LOW);
125 digitalWrite(Pin24G,LOW);
126 digitalWrite(Pin47G,LOW);
127 digitalWrite(Pin76G,LOW);
128     }
```

Pages 4-7 Code Handout

Arduino Example

Finish Parsing, Bandswitching, Clean Up

```
300     else if (command.startsWith("76")) { // set band to 76 GHz
301           //set Pin76G high, all other pins low
302 digitalWrite(Pin50,LOW);
303 digitalWrite(Pin144,LOW);
304 digitalWrite(Pin222,LOW);
305 digitalWrite(Pin432,LOW);
306 digitalWrite(Pin902,LOW);
307 digitalWrite(Pin1296,LOW);
308 digitalWrite(Pin2304,LOW);
309 digitalWrite(Pin3G,LOW);
310 digitalWrite(Pin5G,LOW);
311 digitalWrite(Pin10G,LOW);
312 digitalWrite(Pin24G,LOW);
313 digitalWrite(Pin47G,LOW);
314 digitalWrite(Pin76G,HIGH);
315     }
316     // cleanup
317     command = ""; // clear the VHFLOG command
318   }
319 /////////////// END COMMANDS ////////////////////////////////////
320
321
322   delay(25); //  long enough for the radio to return its frequency
323
324 } //END MAIN
```

Pages 4-7 Code Handout

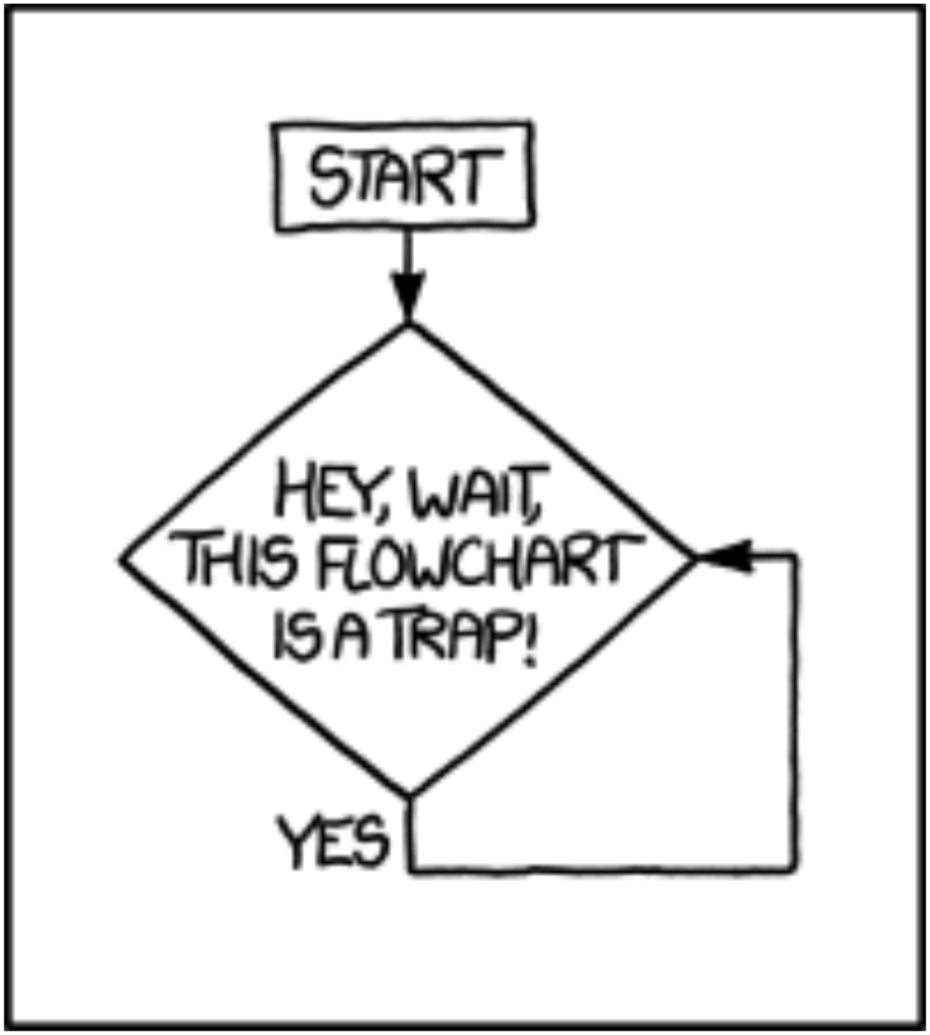
Station Automation Coding

- Very Simple:
  - Got Some Input
  - Did Something With It
  - Produced Some Output

Programming Steps - Arduino USB-Serial Example

1) Included libraries containing external functions:
   - string.h
2) Defined variables and constants
3) Setup()
   - Defined and initialized GPIO pins
   - Defined, started, flushed serial port
4) Loop()
   1) Received serial data sent by logger (Function serialEvent())
   2) Parsed serial data from logger and extracted band information
   3) Used band information to switch bands using GPIO Pin Outputs

See pages 2-8 in Code Handout



The way out is to use the marker you have to add a box that says 'get a marker' to the line between you and 'start', then add a 'no' line from the trap box to 'end'.