

File Extensions

- brd
 - Eagle board diagram file.
- sch
 - Eagle schematic diagram file.
- epf
 - Eagle generic configuration file.
 - Always created in the same directory as other files that Eagle saves.
- sxc
 - OpenOffice spreadsheet
- sxd
 - OpenOffice diagram
- sxw
 - OpenOffice word processing document

Terminology

- *Module* refers to a device that is connected to the CAN bus.

Layout

- **out**
 - **elec** - Schematics and documentation for all the hardware components on the IGVC robot
 - **analog** - Designs/schematics for the *analog interface*
 - **doc** - System-level documentation for the hardware
 - **joystick** - Designs/schematics for the *joystick*
 - **laptop_can** - Designs/schematics for the *laptop CAN bus interface*
 - **mdif** - Designs/schematics for the *motor driver interface*
 - **pcb_panel1** - Files that were sent out to the fabricators build the circuit boards
 - **sonar** - Designs/schematics for the *sonar*
 - **software** - All the code!
 - **laptop** - Code that runs on the laptop
 - `readme.txt`
 - Describes the libraries required by the laptop code.
 - Describes how to build the source code files.
 - `1394_setup.txt`
 - Filename refers to IEEE 1394 specification, which is the Firewire specification
 - Describes how to install the dv1394 Linux kernel module, which allows the laptop to talk to the Firewire port (and thus the camera connected to it)
 - `config.xml`
 - Configuration file for the laptop software.
 - `gpstest.txt`
 - Test input for the GPS data parser.
 - `remake`
 - Script to regenerate the `igvc.pro` and `Makefile` files.

- Run this every time the dependency tree for your source code changes. In others words:
 - Run this whenever the set of #includes for a source code file changes
 - Run this whenever a source code file is added, removed, or renamed
- How the script works:
 1. The first line rebuilds the `igvc.pro` file
 2. The second line rebuilds the `Makefile` from the `igvc.pro` file
- `igvc.pro`
 - Project file made by the `remake` script (using `qmake`)
 - Do not edit this file manually.
- `Makefile`
 - `Makefile` made by the `remake` script (using `qmake`)
 - To build the program using this `Makefile`, run `make` after this `Makefile` has been generated
 - Do not edit this file manually.
- `sac_raw_1.png`, `sac_raw_2.png`, `sac_raw_3.png`, `sac_raw_4.png`
 - Pictures of whites lines on green SAC fields
- `sac_white_3.png`
 - Pictures of white line on green SAC field, reduced to grayscale
- `test.png`, `test2.png`
 - Test camera images - from the DCAMs (expensive webcams that we had last year)
- `83_small.png`
 - Typical image of orange barrels with white lines on grass field at IGVC competition
- `534_small.png`
 - Image of orange barrel beside an artificial incline at the IGVC competition
- `536_small.png`
 - Image of orange barrel beside an artificial incline at the IGVC competition
 - Has an *insanely* difficult line to detect on the grass near the ramp
 - The washed out line was caused by rain
- `pl_raw_1`
 - Picture of an orange construction barrel in a parking lot (that has white lines)
- `pl_white_1`
 - Grayscale version of `pl_raw_1`
- **control** - Higher-level judgement-type code
 - ...
- **gui** - GUI code for the program
 - ...
- **hw** - Hardware interfacing code
 - ...
- **mcu** - Code that runs on the microcontrollers for each of the modules
 - `readme.txt`
 - Describes the libraries required by the laptop code.
 - **joystick** - Code to talk to the *joystick* (only one) - This joystick was on a Playstation 2 controller
 - ...

- **mdif** - Code to talk to the *motor driver interface*
 - ...
- **sonar** - INCOMPLETE! Intended to talk to the sonars, when the code is finished.
 - ...