## Mr.General

Manual NO.RS002



Copyright©2009 by DAGU Hi-tech Electronic Co., Ltd.

All rights reserved. No portion of this instruction sheet or any artwork contained herein may be reproduced in any shape or form without the express written consent of DAGU Hi-tech Electronic Co., Ltd. The manufacturer and distributor cannot be held responsible for any damages occurred by mishandling, mounting mistakes or misuse due to non-respect of the instructions contained in this manual.



Manufacturer: DAGU Hi-Tech Electronic Co.,LTD WWW.AREXX.COM.CN



European Importer: AREXX Engineering ZWOLLE, HOLLAND

### © DAGU CHINA

Address:NO.4-107/108 HengXing Street, HengHai Rd, South District, ZhongShan City of GuangDong China TEL:0760-88811951 http://www.arexx.com.cn E-mail:info@arexx.com.cn

# Contents

Product description, features and required tools	3
Parts list	4
Compound eye assembly instructions	6
Main PCB assembly instructions	7
Mechanical assembly instructions	9
Wiring instructions	13
Wiring and schematic diagrams	14
Uploading the sample software	15
Calibration and trouble shooting	18
USB driver installation guide	19
What's Next?	23

### **PRODUCT DESCRIPTION:**

Mr.General is a general purpose robotic platform designed for students and hobbyist alike.

## **PRODUCT FEATURES:**

- 1. Abundant sensors and custom servos make this robot easy to program and fun to use.
- 2. The breadboard simplifies experimentation and allows other processors to be used.
- 3. The prototype area on the PCB allows custom circuits to be added.
- 4. Built in recharge circuit allows batteries to be easily recharged overnight.

### Build it now! Realize your dream! Create your next masterpiece!

## Warnings:

- No return is possible after having opened the bags with components and pieces.
- Prior to the assembly read the manual thoroughly.
- Be careful when using tools.
- Keep this kit away from young children during construction and operation. (They might get hurt by the tools or swallow small components).
- Observe the correct polarity of the battery.
- Keep dry. When the Mr.general gets wet DO NOT USE.Remove batteries immediately.
- Let the robot dry completely before re-using.
- If it is not used for a long time, remove the battery.

## **Necessary Tools:**

Before you start assembling we suggest you first read the manual thoroughly. Please follow the assbembling instructions precisely to avoid problems. Incorrect assembly will result in poor operation

Before you start you will require the following tools:

Phillips screwdriver (supplied)



Longnose plier



AA NiMh batteries



Soldering Iron



Sharp Knife

Hex wrench (supplied)

## Components list 1 (Hardware and plastic parts)







## Compound eye assembly instructions

- 1. Install the resistors and 7 pin header first.
- 2. Install the 4 IR LEDs (clear colour) in the center. Note one side is flat.
- 3. Install the PN100 transistor.
- 4. Install the 8 IR phototransistors (black colour). Note one side is flat.

Note: All LEDs and photo transistors should sit flat on the PCB. Pay careful attention to the printed layout on the PCB as it shows the correct orientation of all components.





## Main PCB assembly instructions

To assemble Mr. General's PCB, start by inserting components on the top side. Note that the component designation, polarity and value is printed on the PCB to simplify construction.

Insert the resistors and diodes first. Take care to orientate the diodes correctly as they are polarised.

Insert the transistors and 6 indicator LEDs. Check they are inserted correctly and be careful not to apply too much heat! These components are easily damaged from excessive heat.

Now insert the capacitors. The electrolytic capacitors are polarised and usually have a negative symbol printed on one side. Note the + and - symbols printed on the PCB.

The power switch and headers can now be soldered on the PCB.

Note:

J8 and J9 are 2 pin male headers with jumpers. These are used to isolate +V on each side, allowing different voltages to be used.

J21, J22 are 2 pin female header for connecting power to / from the individual voltage rails. J2, J4, J6, J8, J11, J13, J15, J17 are **male** headers used for plugging in servos or sensors. J1, J3, J5, J7, J10, J12, J14, J16 are **female** headers used for connecting wires from the servos and sensors to the breadboard.

J19, J20 are **4 pin female headers** used to connect the IR sensors and LEDs to the breadboard.

Now turn the PCB over.



You now need to decide do you want your IR sensors to look outward or downward. If you have your sensors facing outward then Mr. General can use them to avoid running into objects. If you have them facing downward then they can be used to prevent Mr. General from falling over edges or to detect black lines on the ground.

**Edge detection** 



**Object detection** 





Mount your IR LEDs (clear) and phototransistors (black) to suit. Be careful to insert them the correct way around otherwise they will not work and may be damaged. Be careful not to apply too much heat as this can damage them.

Now finish the PCB by soldering in your battery connector and recharge socket(9V DC).









## **Wiring instructions**

The following page shows both the wiring diagram and schematics for Mr. General. Before you begin wiring the breadboard please study the diagram carefully and note the following.

Although the motors and IR sensors of this robot are designed to work between 4.5V and 5.5V you may at some stage wish to experiment with 3.3V devices. For this reason the PCB is capable of supporting 2 different voltages. These voltages will be referred to as Vcc1 (4.8V) and Vcc2 (optional 3.3V).

The wiring diagram in this manual only uses Vcc1 which is connected to the positive terminal of the batteries and has a nominal voltage of 4.8V when using NiMh rechargeable batteries. Note that all Vcc1 connections are made with red wires.

The Ground (**Gnd**) connections on this robot are all connected to the negative terminal of the battery and are common to Vcc1 and Vcc2. Ground connections are all made with black wires.

Your wire pack may not have the exact colours shown in this manual but all wire packs will have red and black as well 3 other colours. Your wire pack will include female to female as well as male to male jumper wires. Your wires come in 3 lengths for male to male (4cm, 8cm & 12cm) and 2 lengths for female to female (4cm and 8cm).

**Step 1:** Remove the jumpers on J18 and J21 to prevent power accidentally being applied while the breadboard is being wired up.

**Step 2:** Place the processor, ceramic resonator, 10K resistor and 100nF capacitor on the breadboard as shown. Connect the red and black power wires as shown. Incorrect placement of the power wires can damage your processor!

**Step 3:** Connect your ceramic resonator using short wires only. Now connect your corner sensors and servo signal wires as shown.

**Step 4:** Plug in your servos. Pay careful attention to the plug orientation. The middle wire is always red. The wire closest to the breadboard is the signal wire and should be either white or orange. The outer most wire is ground and should be black or brown.

**Step 5:** Plug in your speaker and the 10uF electrolytic capacitor. The capacitor is polarized and must be inserted with the negative terminal to the ground.

**Step 6:** Connect two small wires from pins 2 & 3 of the processor to the positions shown in the diagram next to the 100nF capacitor. These are your serial transmit and receive signals used by the USB interface to program your processor.

Note in the diagram that two other wires also connect to pins 2 & 3 of the processor. These are circled in the diagram and must be temporarily disconnected when loading a program.

**Step 7:** To connect the compound eye to the breadboard you must join 8cm male to male and 8cm female to female wires together. This gives you the necessary length as well as the right configuration (male to female).

Plug the female ends into the compound eye first and then thread the wires through the pan / tilt assembly as shown before connecting them to the breadboard.

The eye should be able to pan / tilt freely without pulling the wires from the breadboard.

**Step 8:** Re-install the jumper on J18 to connect power to the breadboard.



### Installing the Arduino IDE:

Before you can program your robot you must install the Arduino IDE on your computer. Version 0022 is supplied on the CD.

The latest version can be downloaded from: http://arduino.cc/en/Main/Software Choose your operating system (Windows, Mac, Linux) and follow the installation instructions.

### Uploading the sample program:

Two sample programs are provided on CD with this kit. Choose the sample program that matches the configuration of your corner sensors.

la Edit Chatala	Taala Uala		
New	Ctrl+N	Look in: 🗁 Mr_General_ATmega8 🛛 🖌 🔇 🌶 🖽 🗸	
Op Sketchbook Examples Close Save Save As Upload to I/O Boa	Ctrl+W Ctrl+S Ctrl+Shift+S Ctrl+Shift+S rd Ctrl+U	My Recent Documents Desktop	
Page Setup Print	Ctrl+Shift+P Ctrl+P	My Documents	
Quit	Ctrl+Q		
		File name:     Mr_General_ATmega8.pde	Open

Go to the Tools menu at the top of the screen and select your board type as "Arduino NG or older w/ ATmega8"

ile Edit Sketch	Tools Help		
▶	Auto Format Archive Sketch Fix Encoding & Reload Serial Monitor	Ctrl+T Ctrl+Shift+M	
#include "pitc	Board	•	Arduino Uno
include "I0_p	Serial Port	•	Arduino Duemilanove or Nano w/ ATmega328
// define glob	Burn Bootloader	•	Arduino Diecimila, Duemilanove, or Nano w/ ATmega 168 Arduino Mega 2560
int leftmotorst int rightmotors int neckLRcente int neckUDcente	op=1320; top=1380; r=1490; r=1300;		Arduino Mega (ATmega 1280) Arduino Mini Arduino Fio Arduino BT w/ ATmega 328 Arduino BT w/ ATmega 168
nt LRmax=neckL	Rcenter+700;		LilyPad Arduino w/ ATmega328
nt LRmin=neckL nt UDmax=neckU nt UDmin=neckU	Rcenter-700; Dcenter+700; Dcenter-200;		LilyPad Arduino w/ ATmega168 Arduino Pro or Pro Mini (5V, 16 MHz) w/ ATmega328 Arduino Pro or Pro Mini (5V, 16 MHz) w/ ATmega168
oyte LRscalefac oyte UDscalefac int distancemax	tor=6; tor=6; =200;		Arduino Pro or Pro Mini (3.3V, 8 MHz) w/ ATmega328 Arduino Pro or Pro Mini (3.3V, 8 MHz) w/ ATmega168 Arduino NG or older w/ ATmega168
<mark>int</mark> bestdistanc	e=550;		Arduino NG or older w/ ATmega8
long time;			. и
vte boredom;			

Plug your interface into the bread board as shown with the Vcc pin near the head. Make sure your robot has good batteries and the power switch is on prior to uploading the program.



Now select your serial port. Your USB/Serial interface will appear as a virtual serial port. If you cannot find this port then you may need to install the drivers for the USB interface. See the USB installation guide on page 19.

💿 MrGeneral_ATmega8   Arduino 0022		
File Edit Sketch	Tools Help	
do De	Auto Format Ctrl Archive Sketch	+T
MrGeneral_A #include <serv< td=""><td>Fix Encoding &amp; Reload Serial Monitor Ctrl</td><td>l+Shift+M</td></serv<>	Fix Encoding & Reload Serial Monitor Ctrl	l+Shift+M
#include "pitcl	Board	•
<pre>#include "I0_p</pre>	Serial Port	▶ COM49
// define glob	Burn Bootloader	•
int leftmotors int rightmotor: int neckLRcente int neckUDcente	top=1320; stop=1380; er=1490; er=1300;	

Now that your program is loaded and the board type and serial port have been selected you can Upload your program to the robot. Click on the Upload button.

The Arduino software will compile your program and then upload it to the robot. The speaker will buzz 3 times to indicate the upload has begun.

After about 7 seconds a message should appear indicating the download is complete.

MrGeneral_ATmega8   Arduino 0022			
File Edit Sketch Tools Help			
00 DYY 📢	င်္ချ Upload	ł	
MrGeneral_ATmega8	D_pins.h	pitches.h	
#include <servo.h></servo.h>			
<pre>#include "pitches.h"</pre>			
<pre>#include "I0_pins.h"</pre>			
// define global variable	3		
<pre>int leftmotorstop=1320;</pre>			
<pre>int rightmotorstop=1380;</pre>			
<pre>int neckLRcenter=1490;</pre>			
<pre>int neckUDcenter=1300;</pre>			
<pre>int neckUDcenter=1300;</pre>			

Once the program has been uploaded to the robot the USB interface can be removed. Do not forget to reconnect the pan servo and eye IR LED signal wires.

The robot will not start immediately. This gives you time to place the robot on the ground. When ever the robot is turned on or reprogrammed it will wait about 5 seconds before it begins.

The robot should start by playing a short tune. Once the tune is finished move your hand in front of the robot slowly. The robot will follow your hand.

Do not be afraid to experiment with the program. If you make a mistake you can always re-install the original code from the CD or the internet.

## **Calibrating and Trouble Shooting**

**Calibration:** When you turn your robot on you will probably find that the robot does not stay still while the tune is being played. You might also find that the head is not looking straight ahead. This is because no two servos are exactly the same and your software will need to be adjusted to suit your servos.

When you look at the beginning of the program you will see your variables being defined. The variables "leftmotorstop" and "rightmotorstop" must be adjusted until both motors are completely stopped when the robot is playing the tune. It is probably easiest to work on one motor at a time. Increase or decrease the value in small steps and then reload the program.

If your head needs major adjustment then you may need to mechanically adjust the head by reseating the servo horns on the pan and tilt servos. Minor adjustments can be done by adjusting the variables "neckLRcenter" and "neckUDcenter". Do this in the same manner as you adjusted the left and right servo motors until the head is looking straight ahead and slightly upward. If the head looks down too much and your floor is a light colour then the robot may become confused and stare at the floor thinking that it is an object to be followed.

The four corner sensors may also need calibration. Each corner sensor has a green LED that lights up when an object is detected. By adjusting the angle of the IR LED and photo-transistor you can adjust the sensitivity. If the IR LED and photo-transistor are too close together then you may get a false reading. Try to have the LED and photo-transistor parallel to each other for best range.

If you have configured your corner sensors for edge detection then depending on the colour of the floor they may be too sensitive. Try changing the angle so that they are pointing slightly away from the robot as this will also help detect the edge earlier.

#### **Trouble Shooting:**

#### Cannot upload the program:

Check that the USB interface is recognised by your computer.

Check that the correct serial port has been selected and that the board type is set to "Arduino NG or older w/ ATmega8". Check that the USB interface is inserted correctly into the breadboard and it's power light is on.

Check that the batteries are not flat and that the robot is turned on.

Check that you have temporarily disconnected the pan servo and eye IR LEDs control wires as shown.

Check that all your wiring is correct and that no wires or components have come out of the breadboard.

Check that the USB cable is correctly plugged in and working correctly. If possible try another USB cable.

#### Head looks away from objects:

There are several different reasons why this may happen. In all cases the easiest solution is to simply swap the wires from the eye where they connect to the processor. If the robot looks down when it should look up then swap the up and down sensor wires. If the robot looks left when it should look right then swap the left and right sensor wires.

#### Robot appears dead!

Check that the batteries are fully charged and the power switch is on. Does the red LED (LED 2) light up?

Check that the jumper is on J18 and that power wires connect the breadboard to the PCB.

Check that the servo cables have been inserted the right way around.

Check that the power cable from the batteries is plugged into the PCB correctly.

Check your wiring. Make sure the processor and other components have been inserted correctly. Reload the program.

#### Robot's head follows object but the body does not move correctly:

This often happens when one or more corner sensors tell the robot that an object or edge is present. Check your corner sensor are not giving false readings. Re-align if necessary. Check that your servo motor cables are plugged in correctly. Check that the screws holding the wheels on are slightly loose.

#### Robot appears blind:

Check the wires from the eye have not pulled out. Pay careful attention to the power wires and IR LED signal wire.

#### Sound does not play correctly:

The original "Tone" library has a fault that prevents it working correctly on the ATmega8 processors. An updated version is included in the Arduino software on the CD. Delete the old "Tone" library and replace it with the new one.

#### Batteries do not charge:

Check that the yellow LED (LED 1) is on. If not then you do not have power connected to the robot or polarity is incorrect. Check batteries: You must use **NiMh** or **NiCd** batteries only! Other battery types may be damaged if you try to charge them. Check power supply: You must use a **9V DC** power supply with **positive going to the center pin** of the charging socket.

**Note:** The trickle charge circuit needs 16 hours to fully recharge 2400mAH batteries. The power switch must be in the off position for the batteries to charge.

## USB drivers installation guide:

The USB interface uses the CP2102 USB to serial interface IC. Depending on your operating system, you may need to install drivers for this interface to be recognized and function correctly.

The drivers supplied on the CD were the latest at the time these instructions were written.

For the latest drivers and installation instructions go to: http://www.silabs.com/products/mcu/Pages/USBtoUARTBridgeVCPDrivers.aspx

These instructions apply to Windows XP machines and are intended as a guide only. Future driver versions may install differently.



Step 1: Run the installation file in the USB drivers folder.



**Step 2:** Follow the installation instructions. Click on the "accept agreement" button to continue.

<b>S</b>	Welcome to the InstallShield Wizard for Silicon Laboratories CP210x VCP Drivers for Windows 2000 v6.3a	License Agreement Please read the following license agreement carefully.
	The InstallShield Wizard will copy Silicon Laboratories CP210x VCP Drivers for Windows 2000 v6.3a onto your computer. To continue, click Next.	END-USER LICENSE AGREEMENT IMPORTANT: READ CAREFULLY BEFORE AGREEING TO TERMS SILICON LABORATORIES INC., SILICON LABORATORIES INTERNATIONAL PTE. LTD., AND THEIR AFFILIATES (COLLECTIVELY, "SILICON LABS") HAVE DEVELOPED CERTAIN MATERIALS (E.G., DEVELOPMENT TOOLS, EXAMPLE CODE, EMBEDDABLE CODE, DLLS, SOFTWARE/COMPUTER PROGRAMS AND OTHER THIRD PARTY PROPRIETARY MATERIAL) ("LICENSED MATERIALS". THAT YOU MAY USE IN CONJUNCTION WITH SILICON LABS' MCU PRODUCTS. ANY USE OF THE LICENSED MATERIALS IS SUBJECT TO THIS END-USER LICENSE
	< Back Next>	I accept the terms of the license agreement     I do not accept the terms of the license agreement InstallShield     Kack Net     Cancel

**Step 3:** Continue following instructions. You can change the installation folder if you wish.



# **Step 4:** You have now copied the drivers on your hard drive. Begin driver installation



Silicon Laboratories Silicon Laboratories CP210x US	B to UART Bridge
nstallation Location:	Driver Version 6.3
C:\Program Files\Silabs\MCU\CP210	/x/
Change Install Location	Install

Step 5: Once the drivers are installed you must restart your computer.



**Step 6:** Once your computer has restarted, plug the USB interface into the computer.

Found New Hardware Wizard		
	Welcome to the Found New Hardware Wizard	
	Windows will search for current and updated software by looking on your computer, on the hardware installation CD, or on the Windows Update Web site (with your permission). <u>Read our privacy policy</u>	
	Can Windows connect to Windows Update to search for software?	
	◯ Yes, this time only	
Station and States	○ Yes, now and every time I connect a device	
	On No, not this time ↓	
	Click Next to continue.	
	< Back Next > Cancel	

**Step 7:** The wizard should be searching for a Silicon Labs CP210x USB to UART Bridge.





Step 9: When you run the Arduino IDE your USB interface should be recognized.



## What's next?

Once you have your robot working well with the sample program then it is time for you to begin experimenting! Two spare pins are available for experimenting. These pins are Analog inputs A0 and A1. They can also be used as digital I/O pins D14 and D15.

#### Software:

Experiment with the software and give your robot some personality. One way is to use a timer to measure how long the robot has sat without detecting anything. The more time the robot sits doing nothing the more bored it becomes.

Get the robot to make noises, look around or spin about to get your attention. If your robot becomes very bored then perhaps it will wander off using the eye to look for moving objects to play with. Maybe your robot will fall asleep and snore!

#### Hardware:

Mr. General is supplied with an ATmega8A processor. This chip can be easily upgraded to an ATmega168 or ATmega328 with the Arduino bootloader to increase memory.

If you use an Arduino Nano as your processor then you will have the advantage of an additional 2 analog inputs as the surface mount chips have extra pins.

The prototype area under the breadboard is an ideal location to add a 3.3V regulator for sensors such as accelerometers, compass modules etc.

Changes in temperature can affect the stop position of the left and right continuous rotation servos. Mounting a temperature sensor between the servos will allow your software to compensate for temperature.

Adding an IR receiver will allow the robot to be controlled with a TV remote control. Add a bluetooth module and control your robot with your computer or phone!

More experienced users may wish to add a speakjet chipset allowing the robot to talk.

