

1: Choosing a Text Editor

The code that comes pre-installed on the Smart Servo is written in Circuit Python. This Python coding can be read and edited by nearly anything that con open a text file. We recommend using a text editing program that will recognize the Python code and colorize it for readability. Here are three text editors we recommend:



CODE PAD

- Best option for Chromebooks
- Free Chrome Extension
- Install guide at tinyurl.com/CodePadInstall



SUBLIME TEXT

- Works on Mac & PC (Used in guides below)
- Free install
- Download at https://www.sublimetext.com/

CIRCUIT PYTHON CODE

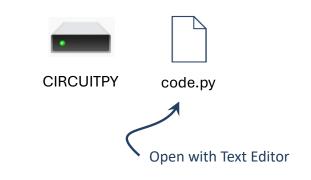
- Web-based
- Includes Serial Monitor
- Access at https://code.circuitpython.org/

2: Accessing the Programming that Came with Your Smart Servo

Step 1: Connect one end of the Micro-USB cable to the Smart Servo and the other end to the USB port of the computer you want to use to program.

Step 2: Like an external drive, the Smart Servo will appear with the name **CIRCUITPY**. Open this drive and find the file **code.py**. Open this file with your text editor.





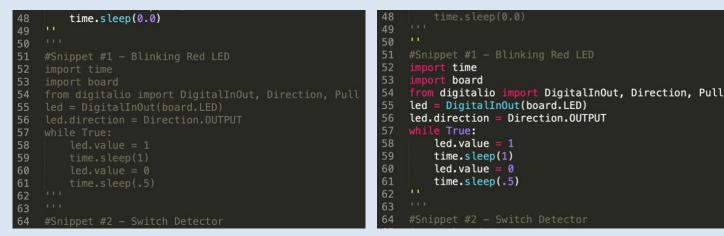




3: Starting with 'snips' of code

The base code that is used in the Getting Started Guide was developed and tested in Adapted Physical Education equipment created for students with physical disabilities. This default code can be found in the first lines of the code.py file. This code can be edited, saved, and tested.

To start working with "snips" of code, we're going to use three single apostrophes written as "" before and after the base code. This will gray-out the code and cause the Smart Servo to ignore this code when it runs. To start working with a snip, simple remove one of the apostrophes before and after the snip ("' \rightarrow ")

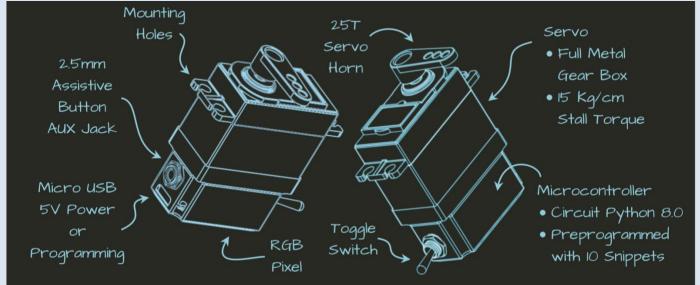


Smart Servo ignores all code after line 49.

Smart Servo ignores all code except lines 50 to 62.

4: Parts of the Smart Servo

As some of the code refers to specific components of the Smart Servo, the diagram below gives us a chance to review some of the main features.

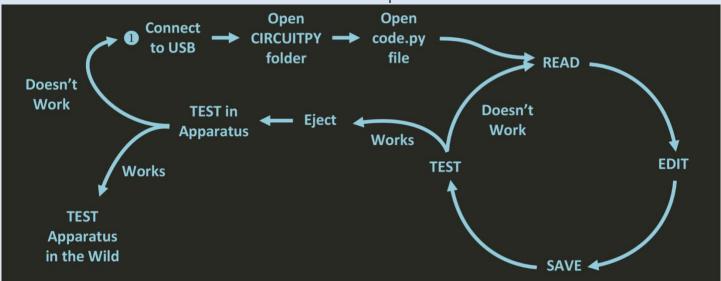






5: Feedback Loop

Because the Smart Servo's micro controller does all of the code compiling right in real time, it's easy to establish a rapid feedback loop. This graphics below summarizes this starting with ① where we connected the Smart Servo to a computer.



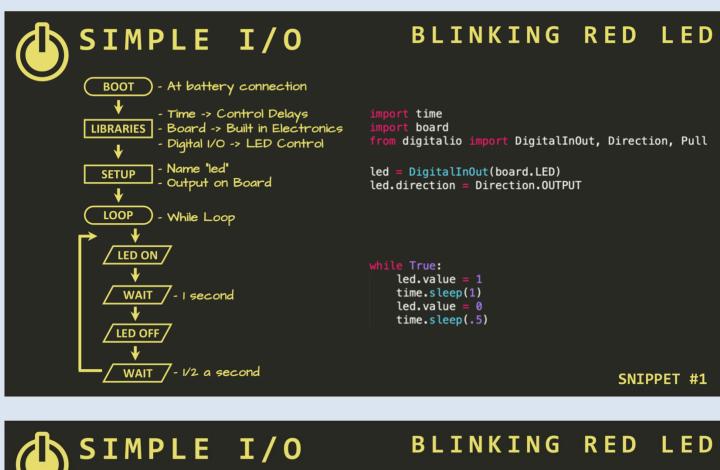
6: Work through each Snippet.

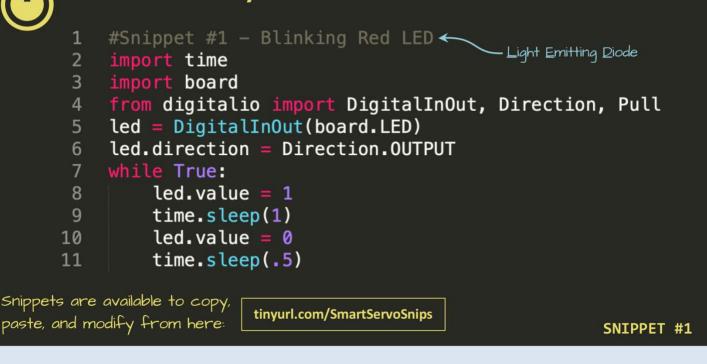
It is recommended that beginners start by working through each snippet on the Smart Servo. Each snippet introduces a new input or output or shows how different strategies can be used to make the Smart Servo more sophisticated in what it can do. With each snippet, try to mess with some of the code to see what it does. If something stops working, undo the step that made it stop working. If things get really out of whack, replace the files on the Smart Servo with the ones found here:

tinyurl.com/SmartServoSnips

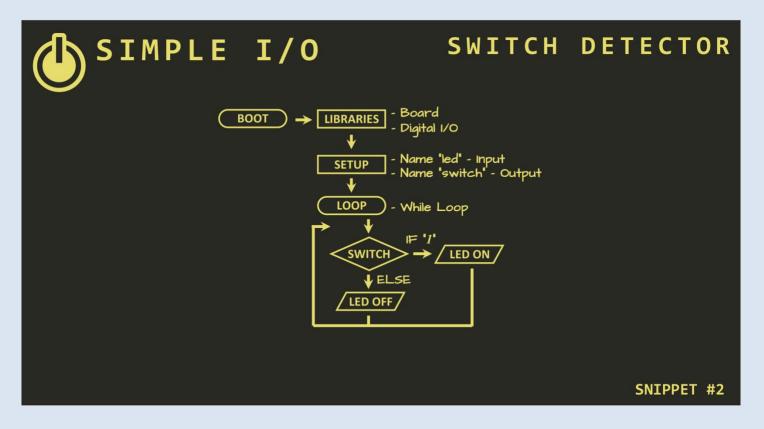
Below, you'll find the snips with some reminders and references. Also included is a flow chart to illustrate the logic behind each snippet.

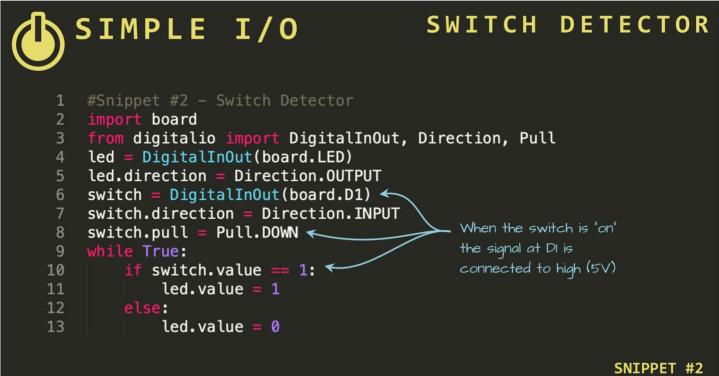




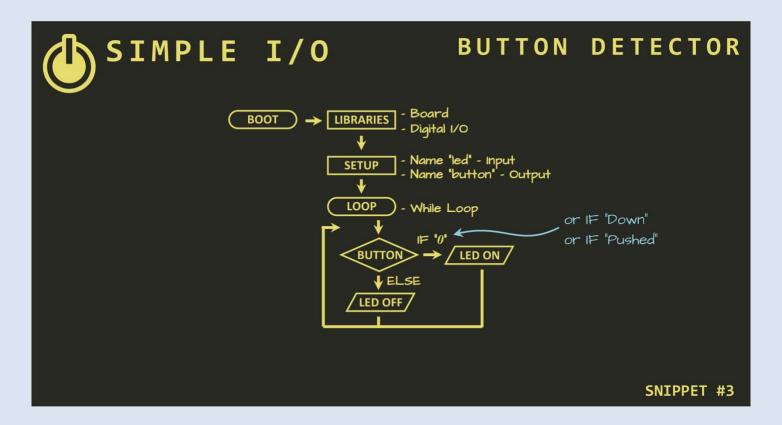


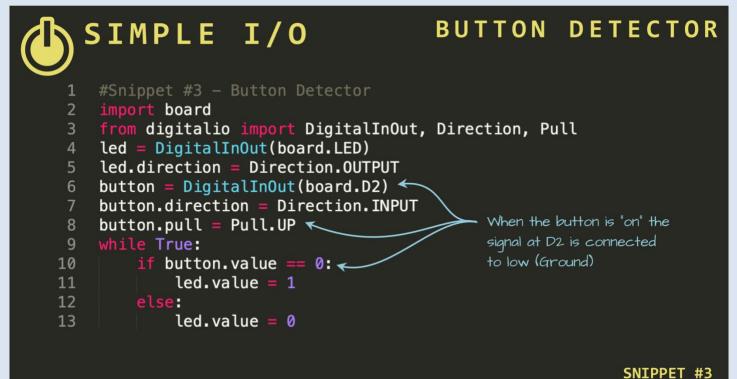






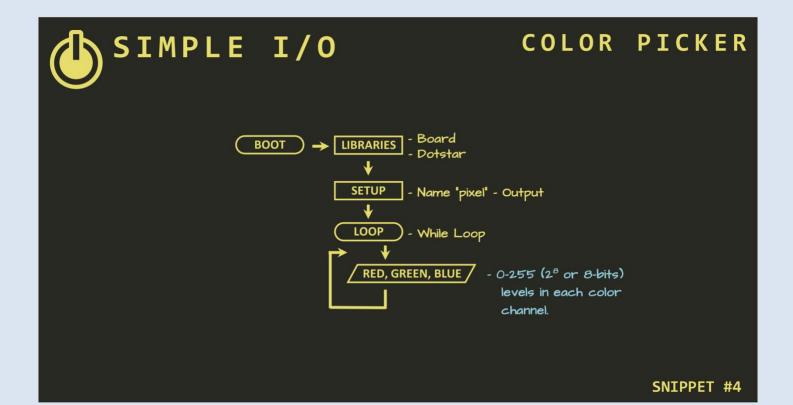


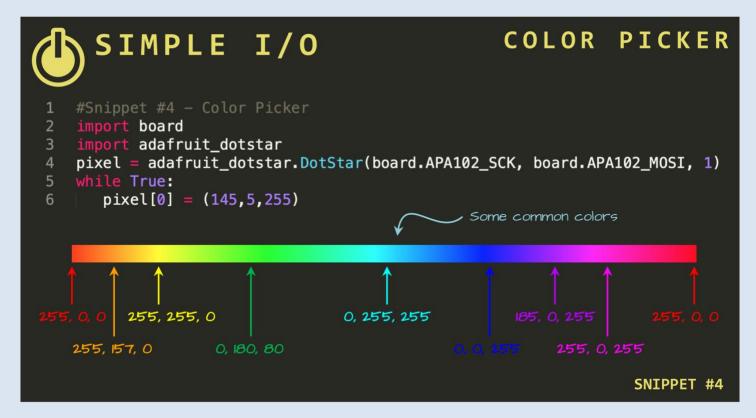






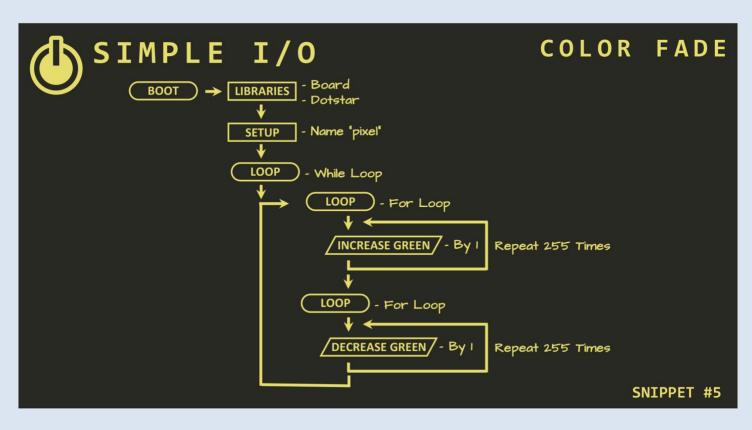








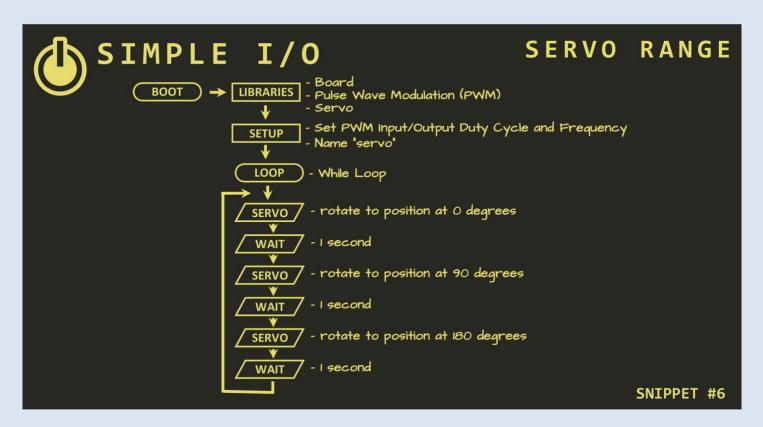






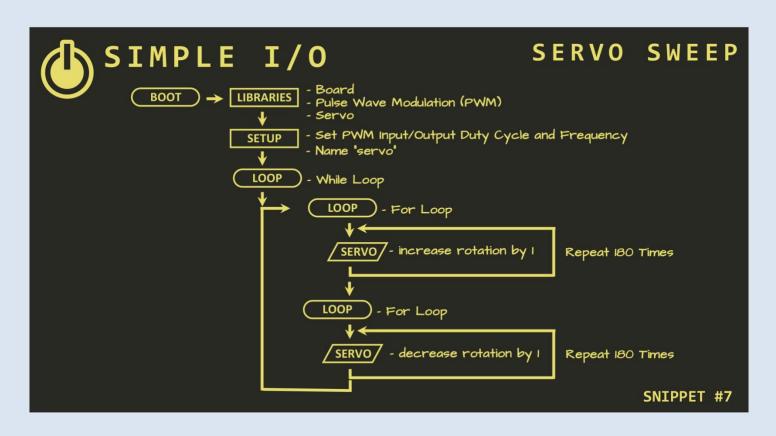


SNIPPET #5



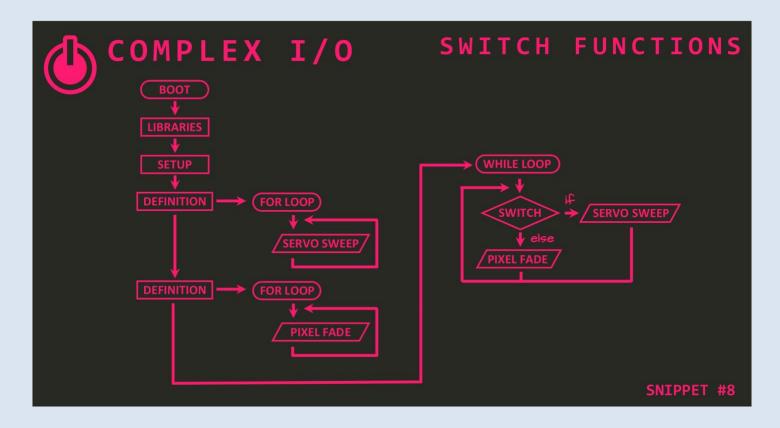






SERVO SWEEP SIMPLE I/O #Snippet #7 - Servo Sweep 1 2 import time import board import pwmio 4 import servo 6 pwm = pwmio.PWMOut(board.A2, duty_cycle=2 ** 15, frequency=50) servo = servo.Servo(pwm) while True: for i in range (0,180,1): 10 servo.angle = itime.sleep(.01) 11 for i in range (180,0,-1): 12 servo.angle = i13 14 time.sleep(.01) **SNIPPET #7**

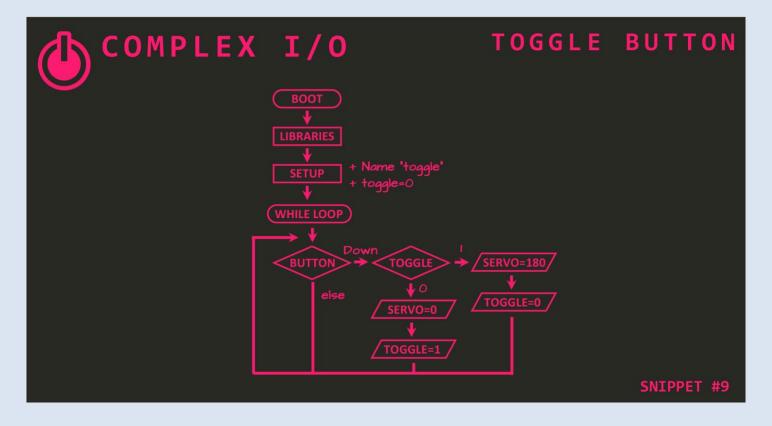




COMPLEX I/O SWITCH FUNCTIONS

| 1 | #Snippet #8 - Switch Functions | | |
|----|--|----|-----------------------|
| 2 | import time | | |
| | import board | | |
| | from digitalio import DigitalInOut, Direction, Pull | | |
| | <pre>switch = DigitalInOut(board.D1)</pre> | | |
| | <pre>switch.direction = Direction.INPUT</pre> | | |
| | switch.pull = Pull.DOWN | | |
| | import pwmio | | |
| | import servo | | |
| 10 | <pre>pwm = pwmio.PwMOut(board.A2, duty_cycle=2 ** 15, frequency=50)</pre> | | |
| 11 | servo = servo.Servo(pwm) | 28 | while True: |
| 12 | def servosweep(): | 20 | if switch.value == 1: |
| 13 | for i in range (0,180,1): | 30 | servosweep() |
| 14 | servo.angle = i | 31 | |
| 15 | <pre>time.sleep(.01)</pre> | 32 | pixelfade() |
| 16 | for i in range (180,0,-1): | 52 | pixetrade() |
| 17 | servo.angle = i | | |
| 18 | time.sleep(.01) | | |
| | <pre>import adafruit_dotstar</pre> | | |
| 20 | <pre>pixel = adafruit_dotstar.DotStar(board.APA102_SCK, board.APA102_MOSI, 1</pre> |) | |
| 21 | <pre>def pixelfade():</pre> | | |
| 22 | for i in range (0,255,1): | | |
| 23 | pixel[0] = (0, 0, i) | | |
| 24 | time.sleep(.01) | | |
| 25 | for i in range (255,0,-1): | | |
| 26 | pixel[0] = (0,0,i) | | |
| 27 | time.sleep(.01) | | SNIPPET #8 |
| | | | |

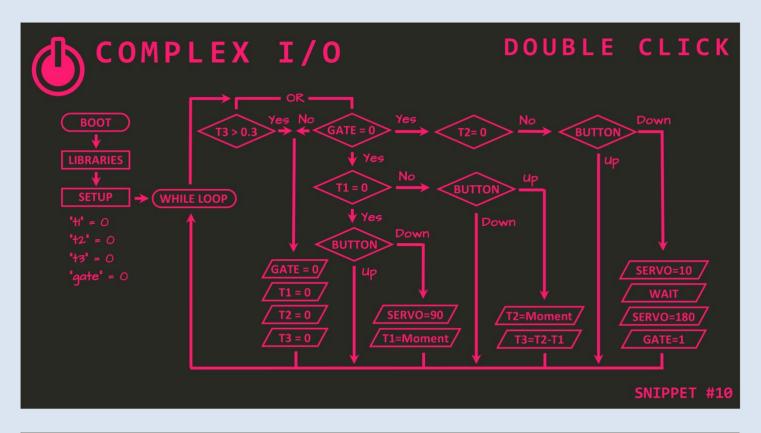




COMPLEX I/O TOGGLE BUTTON

| 1 | #Snippet #9 – Toggle Button | |
|----|---|------------|
| 2 | import time | |
| 3 | import board | |
| 4 | from digitalio import DigitalInOut, Direction, Pull | |
| 5 | <pre>button = DigitalInOut(board.D2)</pre> | |
| 6 | <pre>button.direction = Direction.INPUT</pre> | |
| 7 | button.pull = Pull.UP | |
| 8 | import pwmio | |
| 9 | import servo | |
| 10 | <pre>pwm = pwmio.PWMOut(board.A2, duty_cycle=2 ** 15, frequency=50)</pre> | |
| 11 | servo = servo.Servo(pwm) | |
| 12 | toggle = 0 | |
| 13 | while True: | |
| 14 | <pre>if button.value == 0 and toggle == 0:</pre> | |
| 15 | servo.angle = 0 | |
| 16 | <pre>time.sleep(1)</pre> | |
| 17 | toggle = 1 | |
| 18 | <pre>elif button.value == 0 and toggle == 1:</pre> | |
| 19 | servo.angle = 180 | |
| 20 | <pre>time.sleep(1)</pre> | |
| 21 | toggle = 0 | SNIPPET #9 |





COMPLEX I/O DOUBLE CLICK import board import pwmio import servo pwm = pwmio.PWMOut(board.A2, duty_cycle=2 ** 15, frequency=50) servo = servo.Servo(pwm) n digitalio import DigitalInOut, Direction, Pull button = DigitalInOut(board.D2) button.direction = Direction.INPUT while True: button.pull = Pull.UP if button.value==0 and t1==0 and gate==0: t time servo.angle=90 t1=0 t1=time.monotonic() if button.value==1 and t1!=0 and gate==0: t2=time.monotonic() t2=0 t3=0 gate=0 t3=t2-t1 if button.value==0 and t2!=0 and t3<=.3 and gate==0: gate=1 servo.angle=10 time.sleep(1) servo.angle=180 if gate==1 or t3>.3: t1=0 t2=0 t3=0 **SNIPPET #10** gate=0

