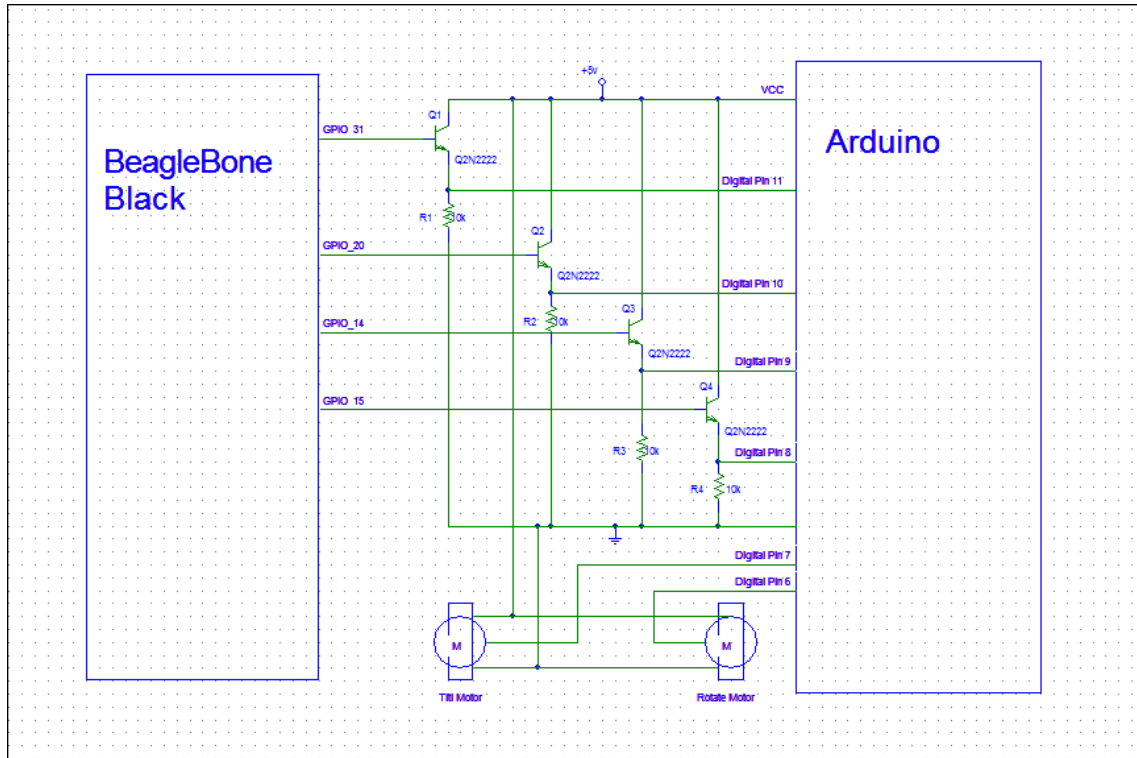


How to Guide

This is a guide of how to set up the BeagleBone Black to control servo motors using its GPIO pins. We use an Arduino microcontroller as an intermediate layer between the two. There will be 2 parts to this guide, one for setting up the hardware and one for setting up the software.

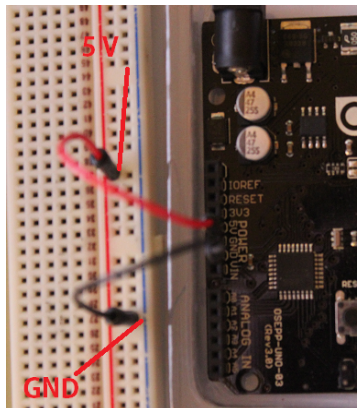
Hardware Set Up

For setting up the hardware, we'll be constructing the following schematic

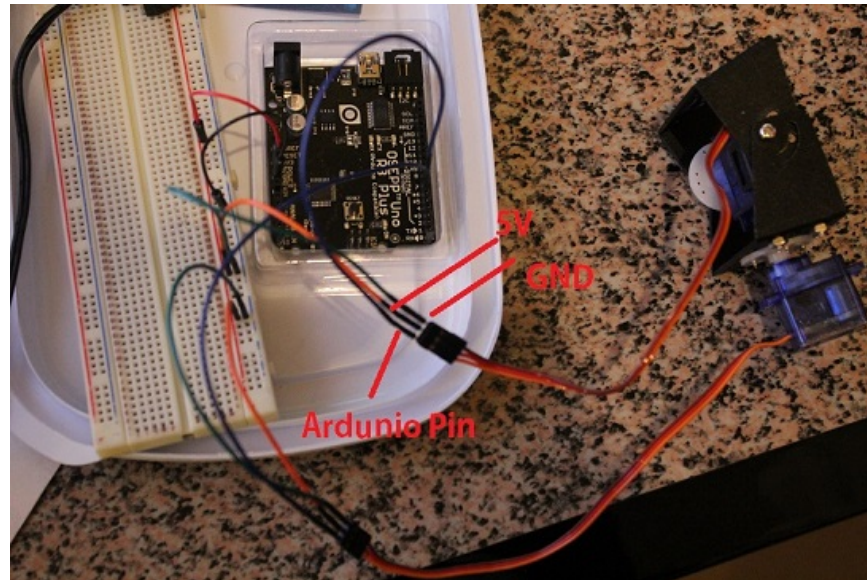


Steps:

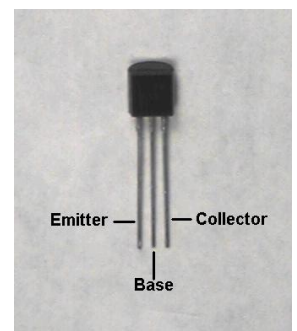
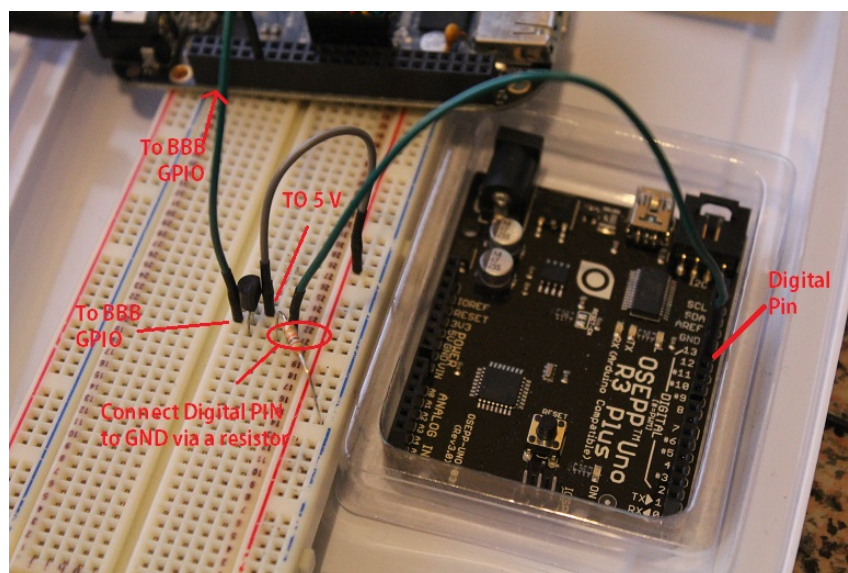
1. First wire the **5V** and **GND** from the Arduino board onto the bread beard board bus strips (the red and blue stripe on the side).



- Next connect the servo motors to the breadboard (**5V** to the middle sockets, **GND** to the dark brown sockets, **Digital Pins 6 and 7** to each of the two remaining sockets)



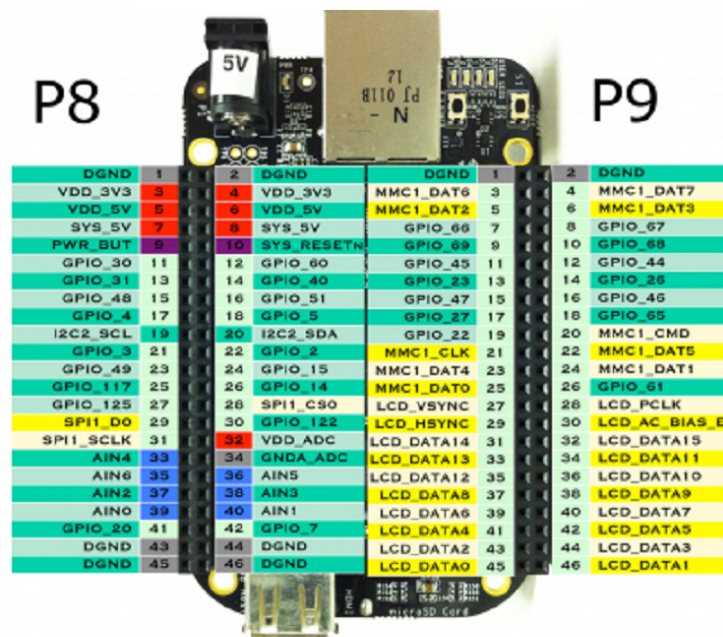
- Connect the BeagleBone **GPIO pins** to the Arduino **digital pins**. Use a pull down resistor to remove noise. To build a pull down resistor, do the following
 - Place a transistor onto the breadboard so each pins is on its own terminal
 - Place a jumper wire from the Arduino digital pins to the **emitter** pin of the transistor
 - Place a **10k ohms resistor** connecting the **emitter** of the transistor to **GND**
 - Use a jumper wire to connect the transistor's **collector** to **5V**
 - Finally connect the **base** of the transistor to the BeagleBone **GPIO pin**



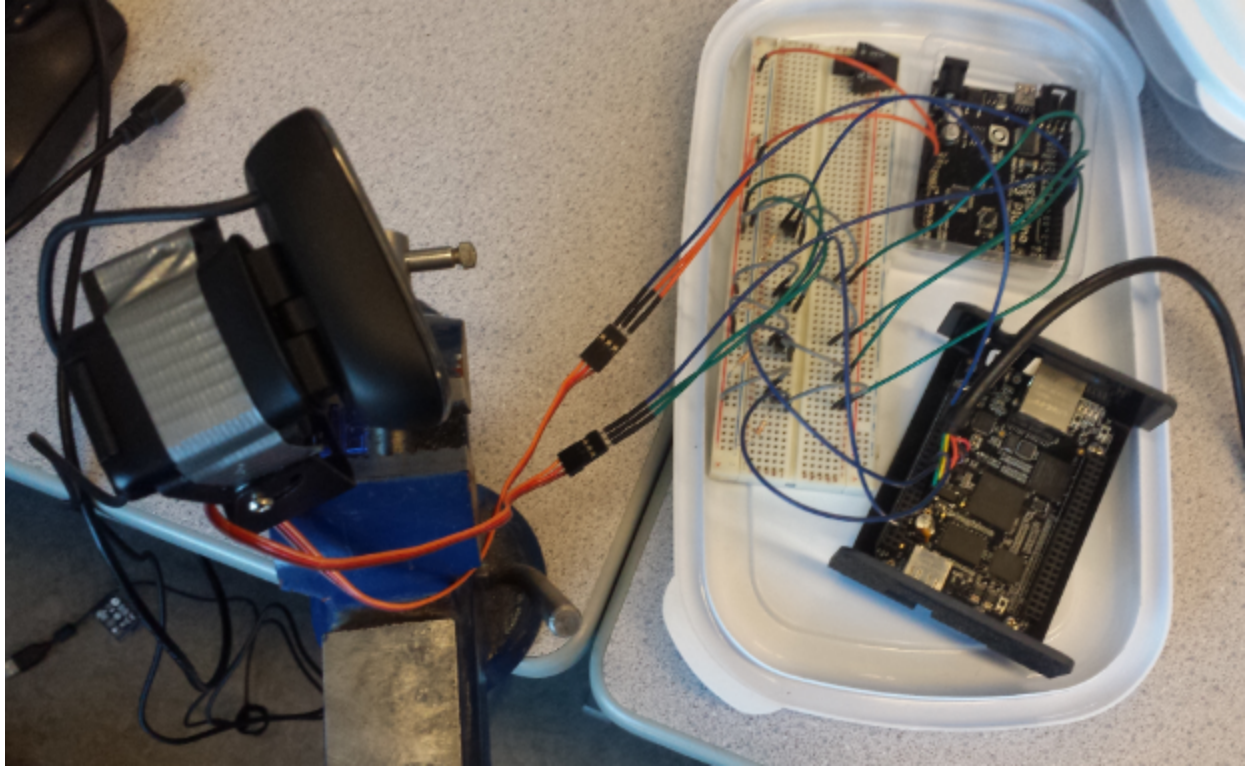
- f. Do steps a to e for each pairs of BeagleBone GPIO and Arduino pins combination. They are as follows

BeagleBone GPIO pins	Arduino Digital Pins
GPIO_30	11
GPIO_20	10
GPIO_15	9
GPIO_14	8

Pin Names for Beaglebone Black

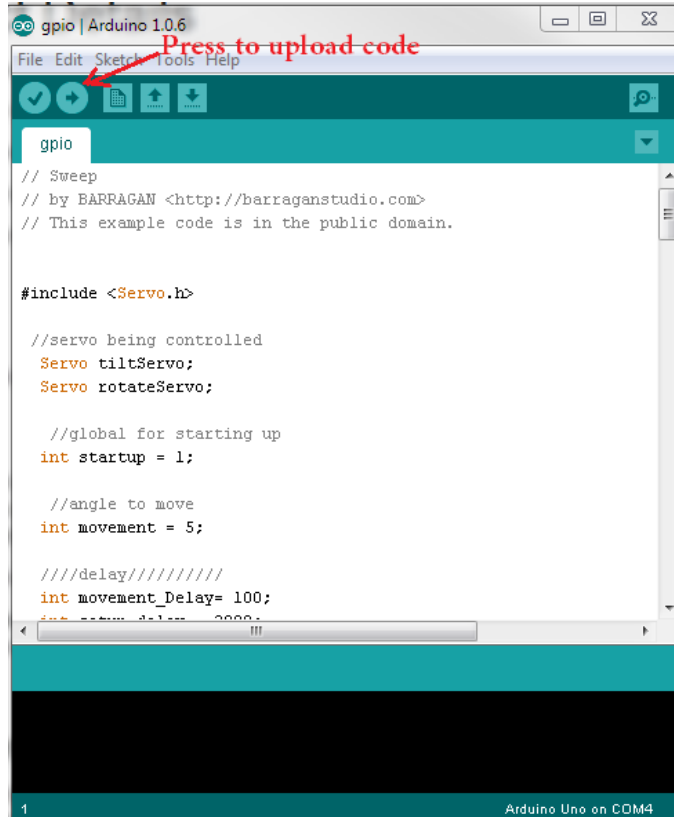


- Optionally attach a webcam or other device to the pan tilt and plug it into the BeagleBone usb port
- Next attach the Arduino to a computer via USB port
- The final set up would look like the following



Software Setup

1. For setting up the Arduino, first open up the Arduino IDE
2. Load the “**gpio**” sketch into the IDE and press the “**Upload**” button to upload the code to the Arduino microcontroller
 - a. **When the code is loaded, the Arduino will set both motors to an initial position of 90 degree. If it doesn't do this then it's not hooked up correctly**



3. Next start up the BeagleBone Black
4. On start up the BeagleBone Black will automatically run a “**gpio.sh**” script
 - a. If the script isn’t set up to run automatically, add the script to the user “**.profile**” file
 - b. The script can also be run manually or the user could manually run the commands in the script one by one

```
test@test-VirtualBox: ~
GNU nano 2.2.6 File: gpio.sh
echo 30 > /sys/class/gpio/export
echo 20 > /sys/class/gpio/export
echo 15 > /sys/class/gpio/export
echo 14 > /sys/class/gpio/export

echo out > /sys/class/gpio/gpio30/direction
echo out > /sys/class/gpio/gpio20/direction
echo out > /sys/class/gpio/gpio15/direction
echo out > /sys/class/gpio/gpio14/direction

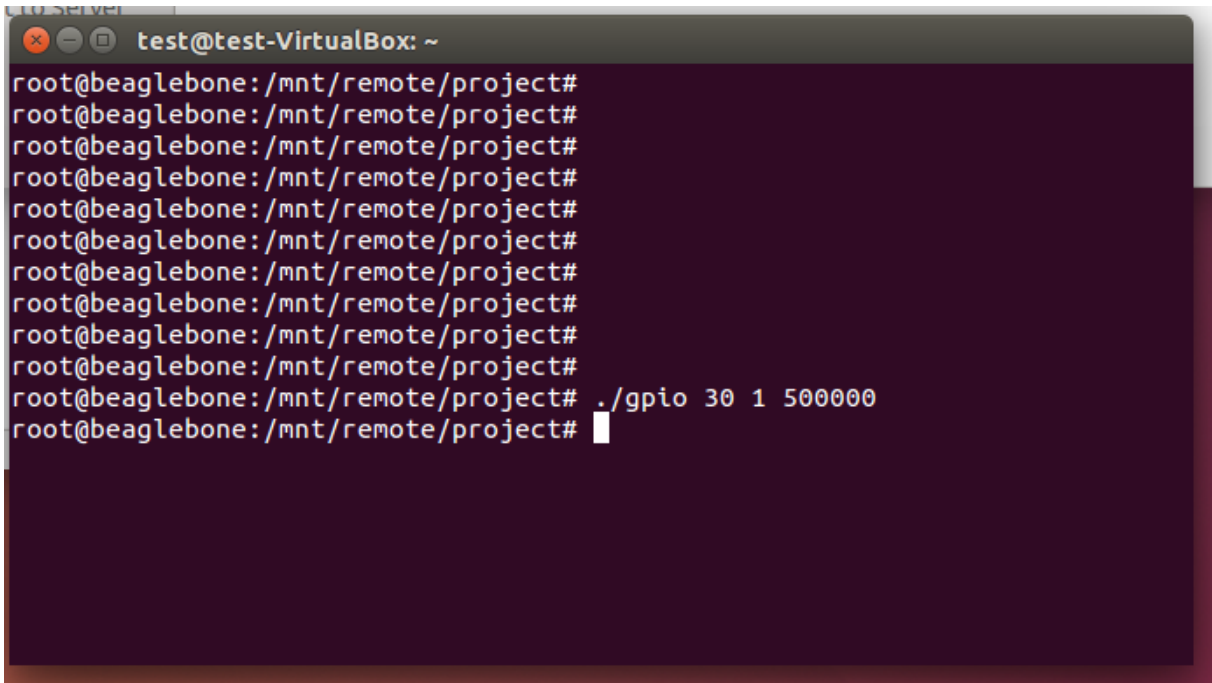
echo 0 > /sys/class/gpio/gpio30/value
echo 0 > /sys/class/gpio/gpio20/value
echo 0 > /sys/class/gpio/gpio15/value
echo 0 > /sys/class/gpio/gpio14/value
```

5. The GPIO pins are now ready to control the motors. Write a “**1**” to their “**value**” file to get the motors moving

- a. The movement are as follows

GPIO Pins	Movement
GPIO_30	Rotate Left
GPIO_20	Rotate Right
GPIO_15	Tilt Up
GPIO_14	Tilt Down

6. Beside manually writing the GPIO controls, there is a “**gpio**” executable file written in C that control them.
- a. Run the “**gpio**” executable and give it a pin to set to it to high follow for a time for how long for it to remain high (seconds follow by nanoseconds)



```
test@test-VirtualBox: ~
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project#
root@beaglebone:/mnt/remote/project# ./gpio 30 1 500000
root@beaglebone:/mnt/remote/project#
```

Troubleshooting

The following is a troubleshooting guide for problem someone might encounter

Problem	Solution
Write "1" to GPIO output but nothing happens	Check that the motors are attach probably. Make sure that when the Arduino is loaded it moves the motors to 90 degrees
	For the Arduino IDE, open up the " Serial Monitors " under " Tools ". Set a GPIO pin to be 1, then connect it directly to a the input pins of the Arduino processor. See if the serial monitor shows that the Arduino is reading a 1. If it doesn't read a 1, than the wire from the BeagleBone GPIO pin is in the wrong slot. Depending on the version of the BeagleBone Black and what layout diagram is used it is possible to have the wire in the wrong GPIO pin. Also try connecting the 3.3 V on the Arduino to itself to make sure it inputs is working. Feature more try checking the GPIO pins with a voltmeter or even the Arduino analog input pins
	Also try running a program that doesn't nothing but move the motors. The official Arduino site has an example called "sweep". One possible problem is that the motor do not have enough torque to move or they are stuck.
Everything is hooked up correctly but it doesn't work	Make sure the BeagleBone Black is connected with the 5V adapter and not just using USB. The GPIO pins output 0-3.3 V, and if it connected only using USB it might not provide enough voltage to the transistor to reach it threshold voltage
	Check that all transistor are working, it is possible for them to be broken and not let voltage through even if it getting power to it base. Also make sure that they are facing the right direction.