

# Station Automation --W3SZ

The screenshot displays a comprehensive radio station automation interface. The top section features a Windows taskbar with icons for Recycle Bin, iTunes, Amazon Music, MSN, WS-FTPS, and a Start menu. The main workspace is divided into several functional areas:

- Signal Monitoring:** Multiple waterfall plots and spectrograms showing frequency activity across various bands, including 50.280 MHz and 144.140 MHz.
- Frequency Displays:** Digital readouts for transmit and receive frequencies, such as 50.280 000 and 144.140 000.
- Call Log:** A table listing call activity with columns for date, call sign, frequency, mode, and name. The log shows entries from 2017-01-22 to 2017-02-16, including calls from W5ZN, KESRV, K5QE, K0RA, K0TPP, VA3ELE, VA3ELE, VE2DSS, N8RA, K1SIX, WA3GFZ, VE3VEY, W3OFD, K8RTBW, K8TPP, K8TPP, N8ALN, and WA1EAZ.
- System Status:** A 'WS3Z Multi-SDR Controller' window showing various system parameters and a 'System Clock' window displaying the time as 1:08:20 PM on 2017 Feb 24.
- Resource Monitor:** A 'Task Manager' window showing system performance, including CPU usage at 67%, memory usage at 45%, and network activity.
- Band Activity:** A window showing a list of active bands and their corresponding frequencies and modes.

# 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

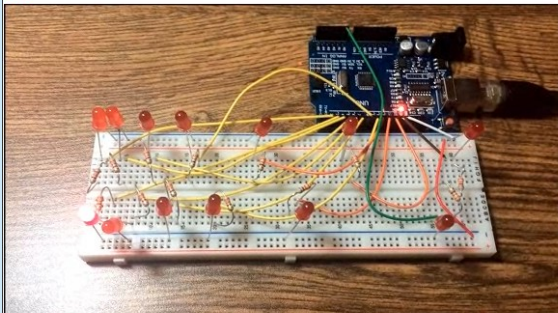
# Arduino Example

## USB-Serial Bandswitching from VHFLog

- Ed's code is here:
  - [http://w3sz.com/ts2000\\_vhflog\\_mega.ino](http://w3sz.com/ts2000_vhflog_mega.ino)
- Modified code is here:
  - [http://w3sz.com/vhflog\\_SainSmart\\_14CH\\_UNO.ino](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



The image shows a screenshot of the VHFLog software interface. The top left corner features a photograph of the hardware setup: an Arduino Uno board connected to a breadboard with several electronic components and jumper wires.

The software interface displays a list of QSOs (callsigns, frequency, and time) in a table. The selected QSO is highlighted in blue:

AY	FN21jm	FN30iv	2-222	2
H	FN21jm	FN20kg	1-432	2
R	FN21jm	FN22iu	2-432	2
	FN21jm	FN21de	3-432	2
	FN21jm	FN21de	3-432	1

Below the QSO list, the software shows the current time as **04:36** and the number of QSOs as **144**. The file used is **test1-km.lgg** and the alarm is set to **Alarm**.

The interface also includes a table for QSO details:

Mode	Date	MHz	Call Sign	Grid	New Grid
PH	07/27	144			

Additional controls include buttons for **Edit LOG**, **Del Last QSO**, **Refresh**, **Save QSO**, and **Search**. There are also checkboxes for **Summary**, **CW**, **DVK**, **Partials**, **Last Call**, **Band**, and **Printer Off**.

The bottom section of the interface shows a table for worked and needed QSOs:

Worked	Needed	Change
		50
		144
		222
		432
		903
		1296
		2304
		3456

Summary statistics are provided in a table:

by Band			Total		
Freq	QSOs	Grids	QSOs	Grids	Score
144	2	2	9	9	135

Additional controls include **Q rate** (Rate), **Activity Hour** (Normal), **Enter PLL**, **QSO OK**, **DVK Status**, and a **<Enter> key** dropdown.

The bottom status bar shows the current frequency: **IF: 144.200 = 28.200 MHz**.

# IF/TransverterBand Switching - USB-Serial

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

# Arduino Example

- VHFLog sends

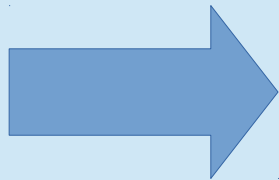
- “50” for 50 MHz band
- “14” for 144 MHz band
- “22” for 222 MHz band
- “43” for 432 MHz band
- “90” for 902 MHz band
- “12” for 1296 MHz band
- “23” for 2304 MHz band
- “34” for 3456 MHz band
- “57” for 5760 MHz band
- “10” for 10368 MHz band
- “24” for 24192 MHz band
- “47” for 47000 MHz band
- “76” 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](https://create.arduino.cc/projecthub/Arduino_Genuino/getting-started-with-the-arduino-web-editor-4b3e4a)

- Log on and get started, following the instructions

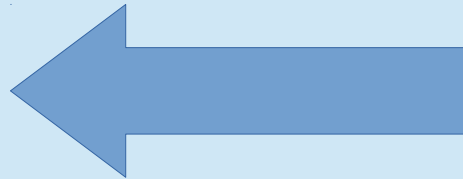


# Arduino

- 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

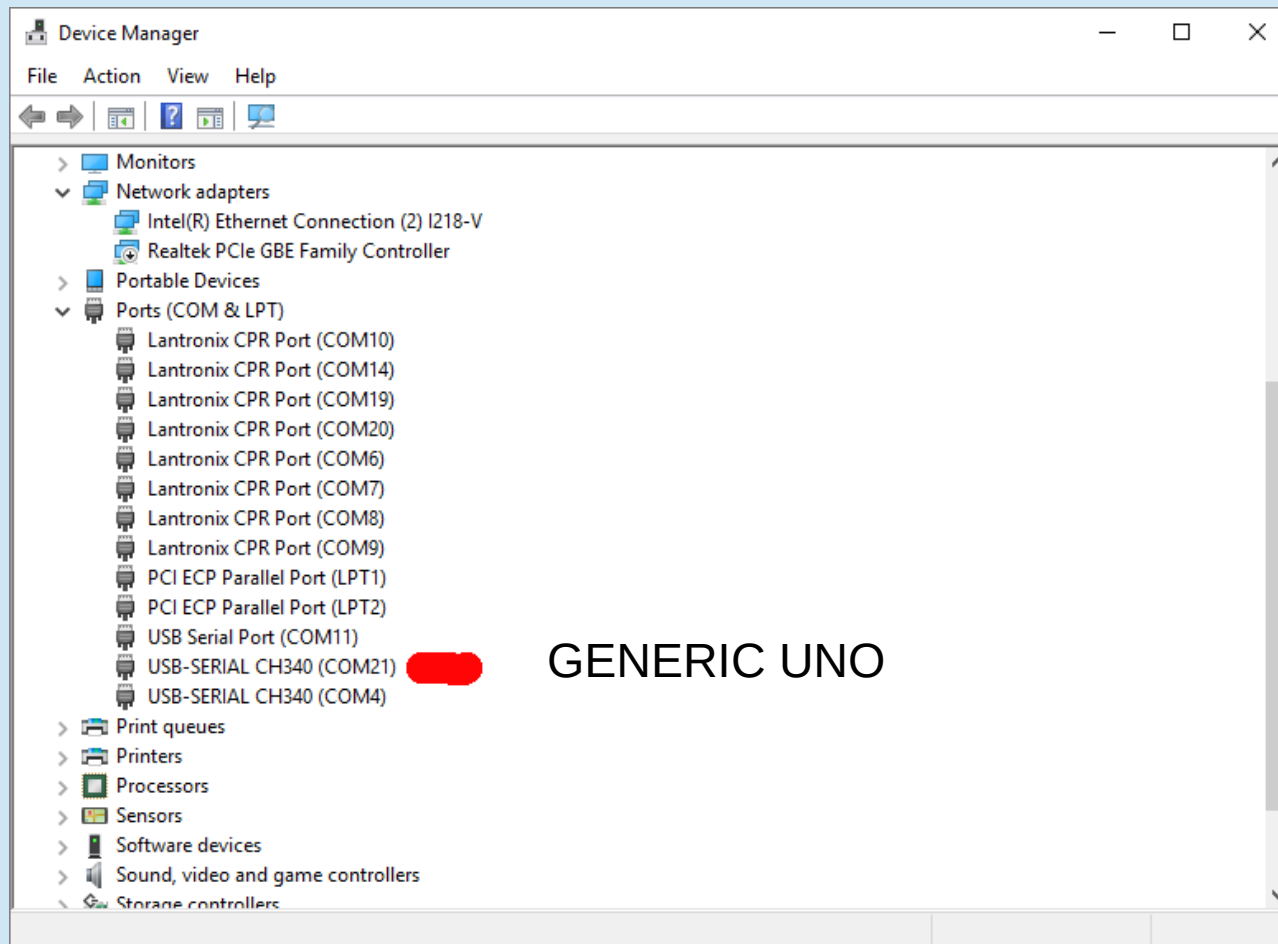
- There is an active **forum** at:
  - <https://forum.arduino.cc/>
- The **Auduino Playground** has many open-source **sketches** (programs) that you can copy, modify, use:
  - <https://playground.arduino.cc/>
- There is an **Arduino StackExchange!**
  - <https://arduino.stackexchange.com/>
- There is 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](http://www.wch.cn/download/CH341SER_EXE.html)

### CH341SER.EXE

资料名称: CH341SER.EXE  
资料类型: 驱动&工具  
资料大小: 237KB  
资料版本: 3.4  
更新时间: 2016-09-28

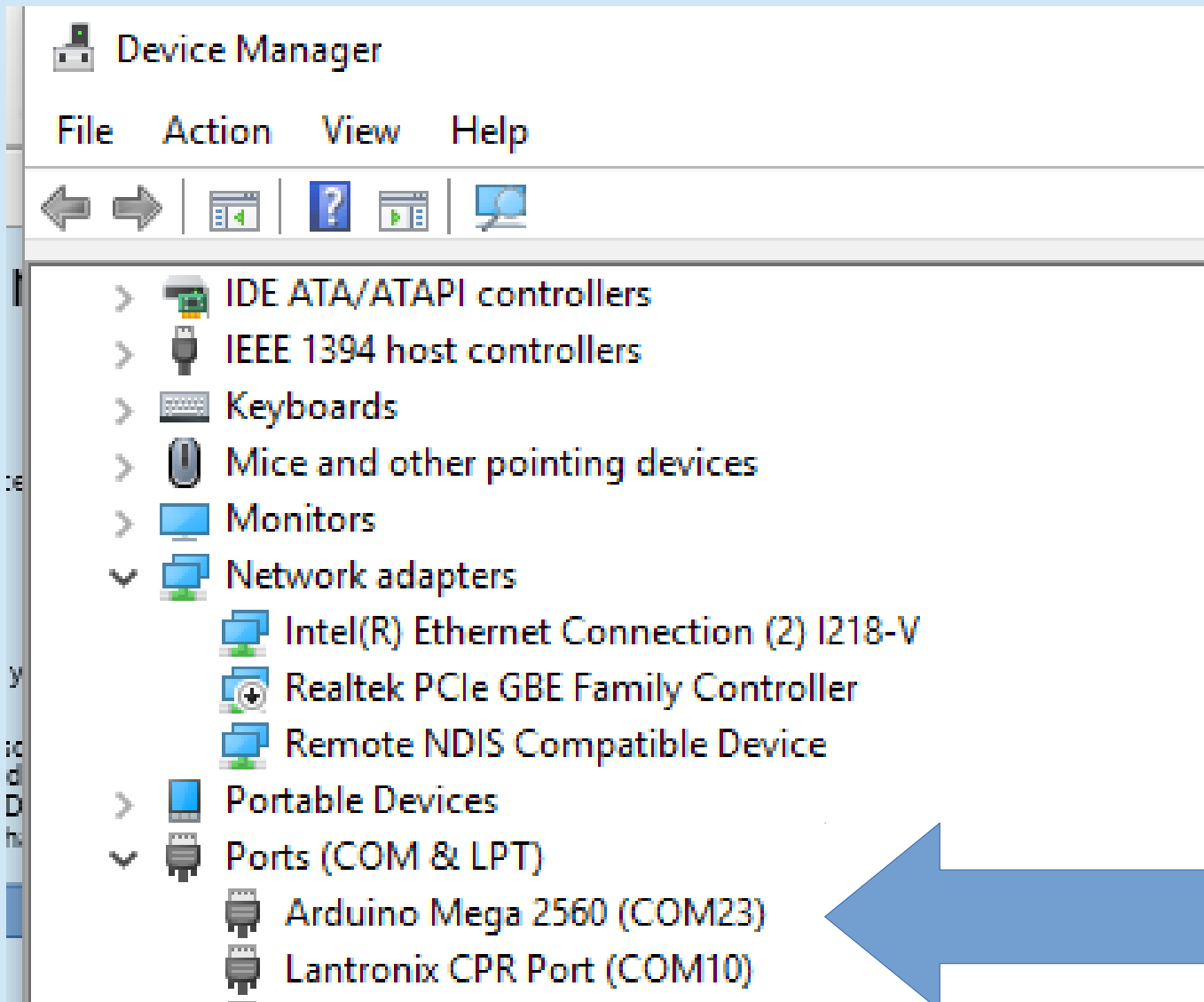
软件简介: CH340/CH341的USB转串口WINDOWS驱动程序的安装包, 支持32/64位 Windows 10/8.1/8/7/VISTA/XP, SERVER 2016/2012/2008/2003, 2000/ME/98, 通过微软数字签名认证, 支持USB转3线和9线串口等, 用于随产品发行到最终用户。  
适用范围: CH340G, CH340C, CH340B, CH340E, CH340T, CH340R, CH341A, CH341T, CH341H

[DOWNLOAD](#) ↓

相关资料:

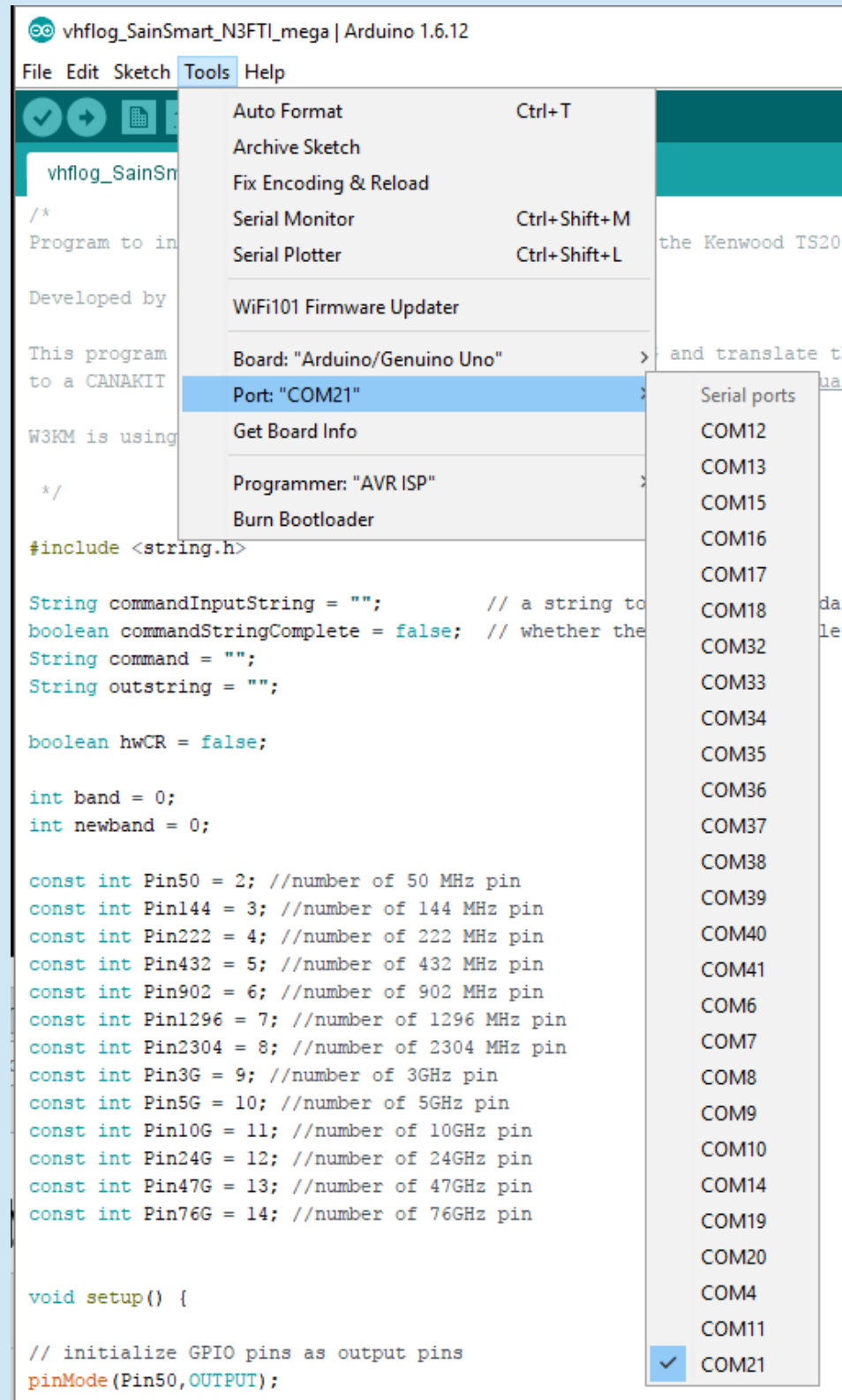
- [CH341SER.ZIP](#) CH341的USB转串口WINDOWS驱动程序和DLL动态库, 内含非标...
- [CH341SER\\_LINUX.ZIP](#) CH340/CH341的USB转串口LINUX驱动程序, 支持32/64...
- [CH341SER\\_MAC.ZIP](#) CH340/CH341的USB转串口MAC OS驱动程序的安装包, 支持...
- [CH340DS1.PDF](#) CH340技术手册, USB总线转接芯片, 用于USB转串口, 打印口, Ir...
- [CH341DS1.PDF](#) CH341技术手册, USB总线转接芯片, 接口丰富, 平台驱动齐全, 用于U...
- [CH341SER\\_ANDROID.ZIP](#) CH340/CH341的USB转串口安卓免驱应用库, 用于Android...

# Arduino Getting Ready



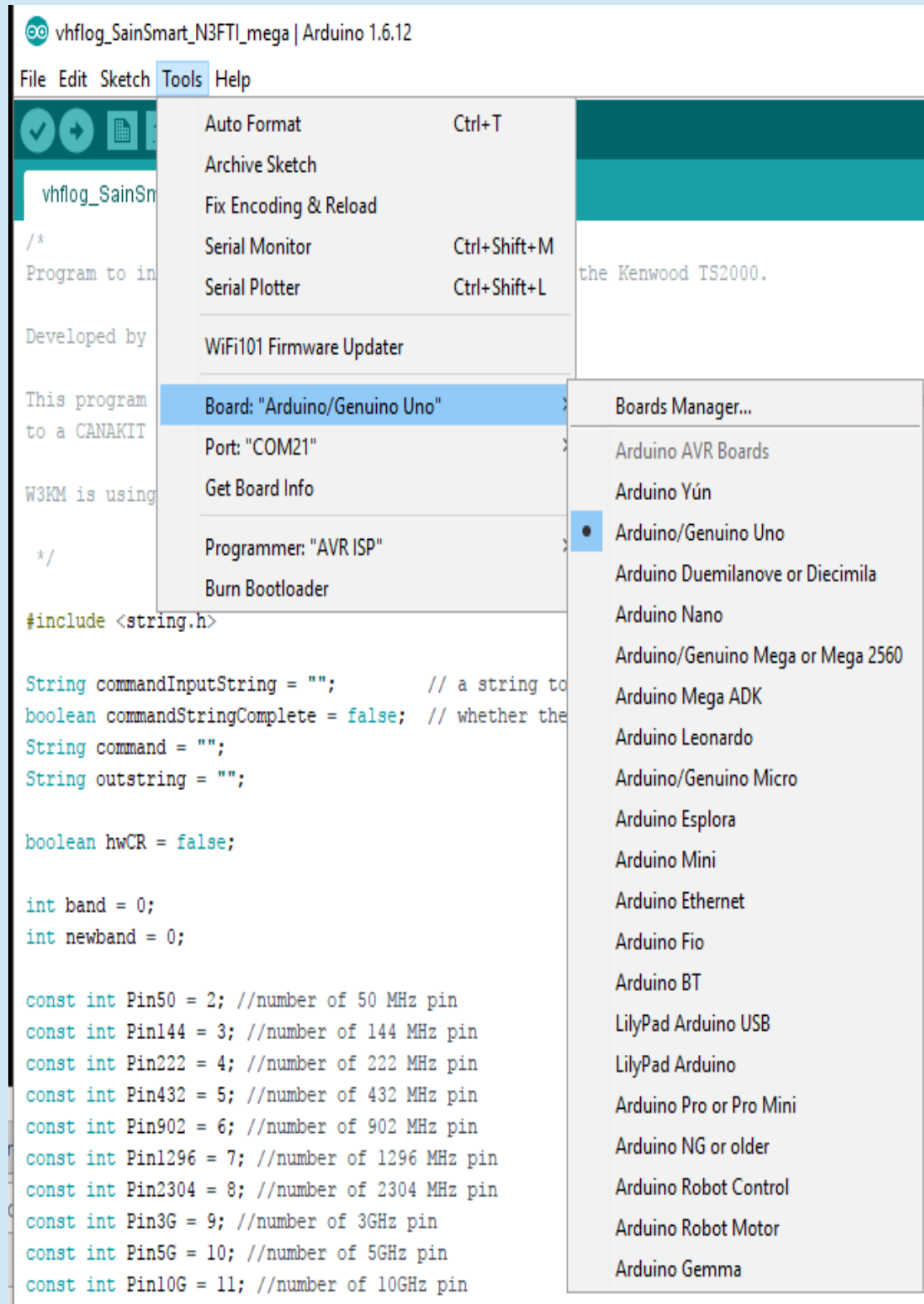
# Arduino Getting Ready

- Start the IDE
- Select COM port



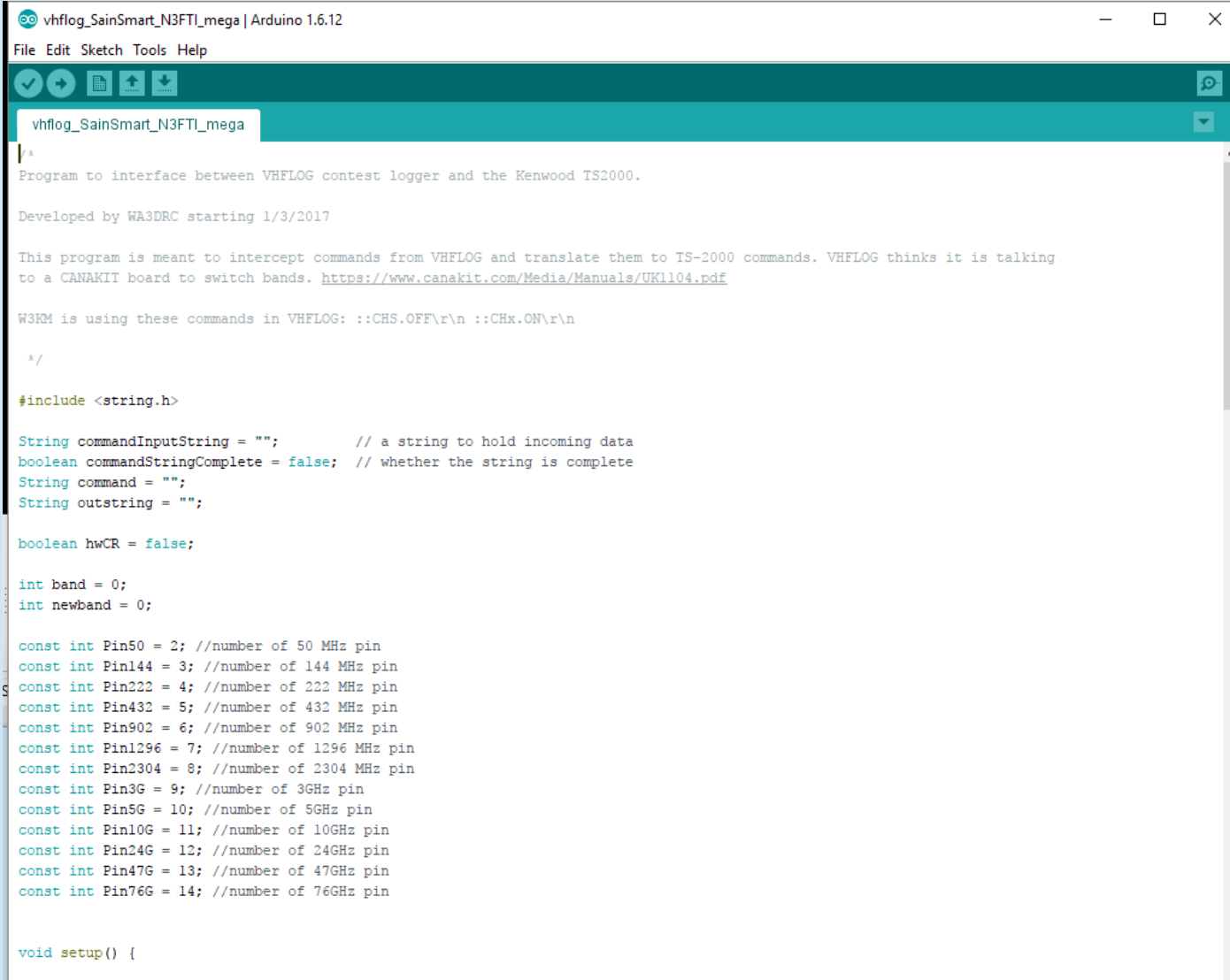
# Arduino Getting Ready

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



# Arduino Getting Ready

- Write the code (“Sketch”)

A screenshot of the Arduino IDE interface. The window title is 'vhflog\_SainSmart\_N3FTI\_mega | Arduino 1.6.12'. The menu bar includes 'File', 'Edit', 'Sketch', 'Tools', and 'Help'. The toolbar shows icons for saving, undo, redo, and other functions. The sketch name 'vhflog\_SainSmart\_N3FTI\_mega' is displayed in the top bar. The main text area contains the following code:

```
/*
Program to interface between VHFLOG contest logger and the Kenwood TS2000.

Developed by WA3DRC starting 1/3/2017

This program is meant to intercept commands from VHFLOG and translate them to TS-2000 commands. VHFLOG thinks it is talking
to a CANAKIT board to switch bands. https://www.canakit.com/Media/Manuals/UK1104.pdf

W3KM is using these commands in VHFLOG: ::CHS.OFF\r\n ::CHx.ON\r\n

*/

#include <string.h>

String commandInputString = "";          // a string to hold incoming data
boolean commandStringComplete = false;  // whether the string is complete
String command = "";
String outstring = "";

boolean hwCR = false;

int band = 0;
int newband = 0;

const int Pin50 = 2; //number of 50 MHz pin
const int Pin144 = 3; //number of 144 MHz pin
const int Pin222 = 4; //number of 222 MHz pin
const int Pin432 = 5; //number of 432 MHz pin
const int Pin902 = 6; //number of 902 MHz pin
const int Pin1296 = 7; //number of 1296 MHz pin
const int Pin2304 = 8; //number of 2304 MHz pin
const int Pin3G = 9; //number of 3GHz pin
const int Pin5G = 10; //number of 5GHz pin
const int Pin10G = 11; //number of 10GHz pin
const int Pin24G = 12; //number of 24GHz pin
const int Pin47G = 13; //number of 47GHz pin
const int Pin76G = 14; //number of 76GHz pin

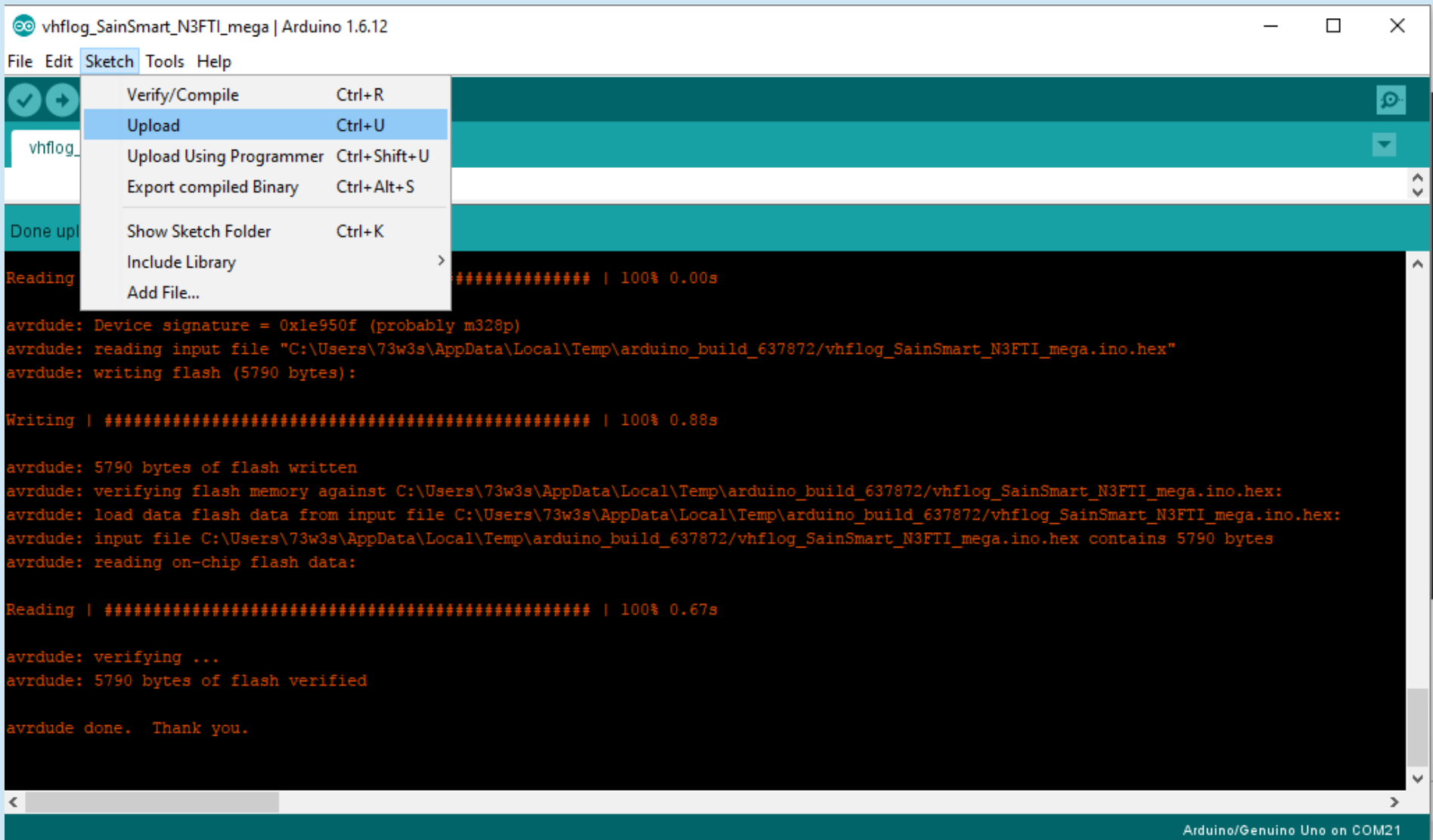
void setup() {
```





# Arduino Getting Ready

- Upload the code



```
vhflog_SainSmart_N3FTI_mega | Arduino 1.6.12
File Edit Sketch Tools Help
Verify/Compile Ctrl+R
Upload Ctrl+U
Upload Using Programmer Ctrl+Shift+U
Export compiled Binary Ctrl+Alt+S
Show Sketch Folder Ctrl+K
Include Library >
Add File...

##### | 100% 0.00s

avrdude: Device signature = 0x1e950f (probably m328p)
avrdude: reading input file "C:\Users\73w3s\AppData\Local\Temp\arduino_build_637872/vhflog_SainSmart_N3FTI_mega.ino.hex"
avrdude: writing flash (5790 bytes):

Writing | ##### | 100% 0.88s

avrdude: 5790 bytes of flash written
avrdude: verifying flash memory against C:\Users\73w3s\AppData\Local\Temp\arduino_build_637872/vhflog_SainSmart_N3FTI_mega.ino.hex:
avrdude: load data flash data from input file C:\Users\73w3s\AppData\Local\Temp\arduino_build_637872/vhflog_SainSmart_N3FTI_mega.ino.hex:
avrdude: input file C:\Users\73w3s\AppData\Local\Temp\arduino_build_637872/vhflog_SainSmart_N3FTI_mega.ino.hex contains 5790 bytes
avrdude: reading on-chip flash data:

Reading | ##### | 100% 0.67s

avrdude: verifying ...
avrdude: 5790 bytes of flash verified

avrdude done. Thank you.

Arduino/Genuino Uno on COM21
```

# 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;`

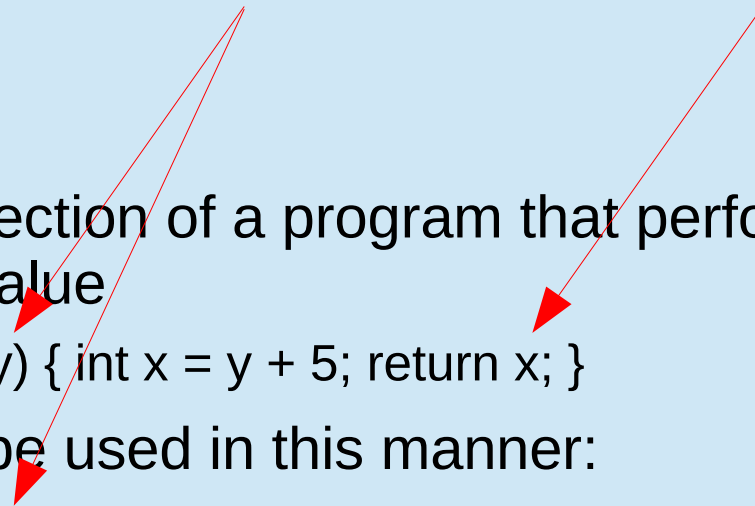
# Programming – A Few Terms

## • 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

Argument

Result



# Programming – A Few Terms

Argument

- **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**

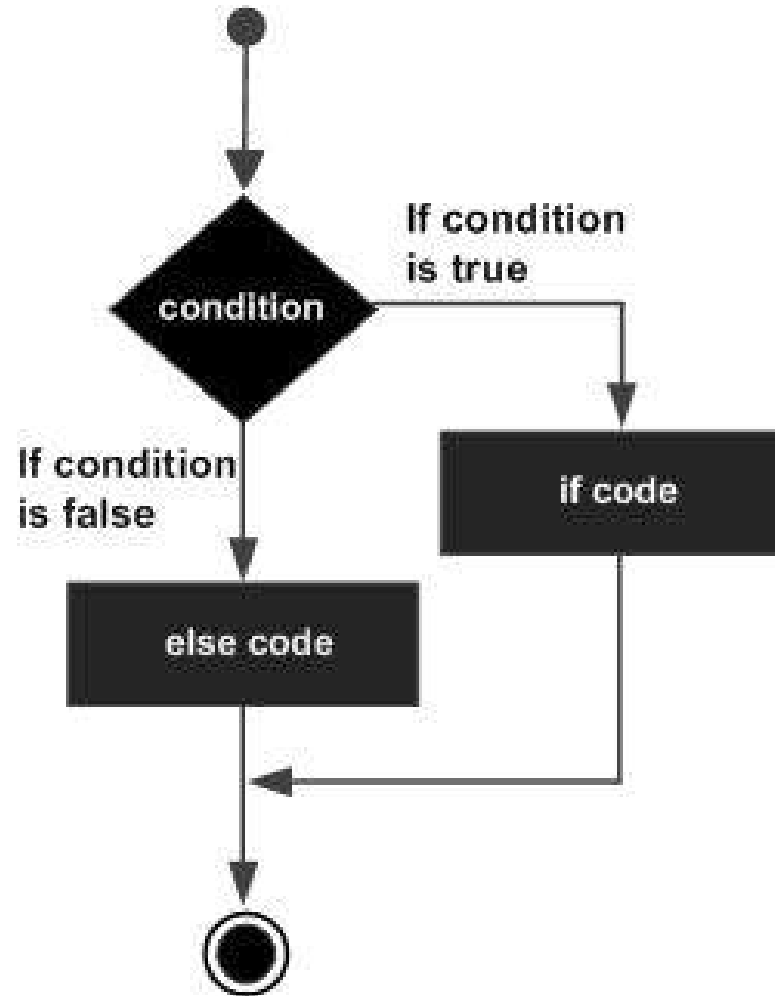
- A character that represents an action
  - +, -, \*, /

- **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

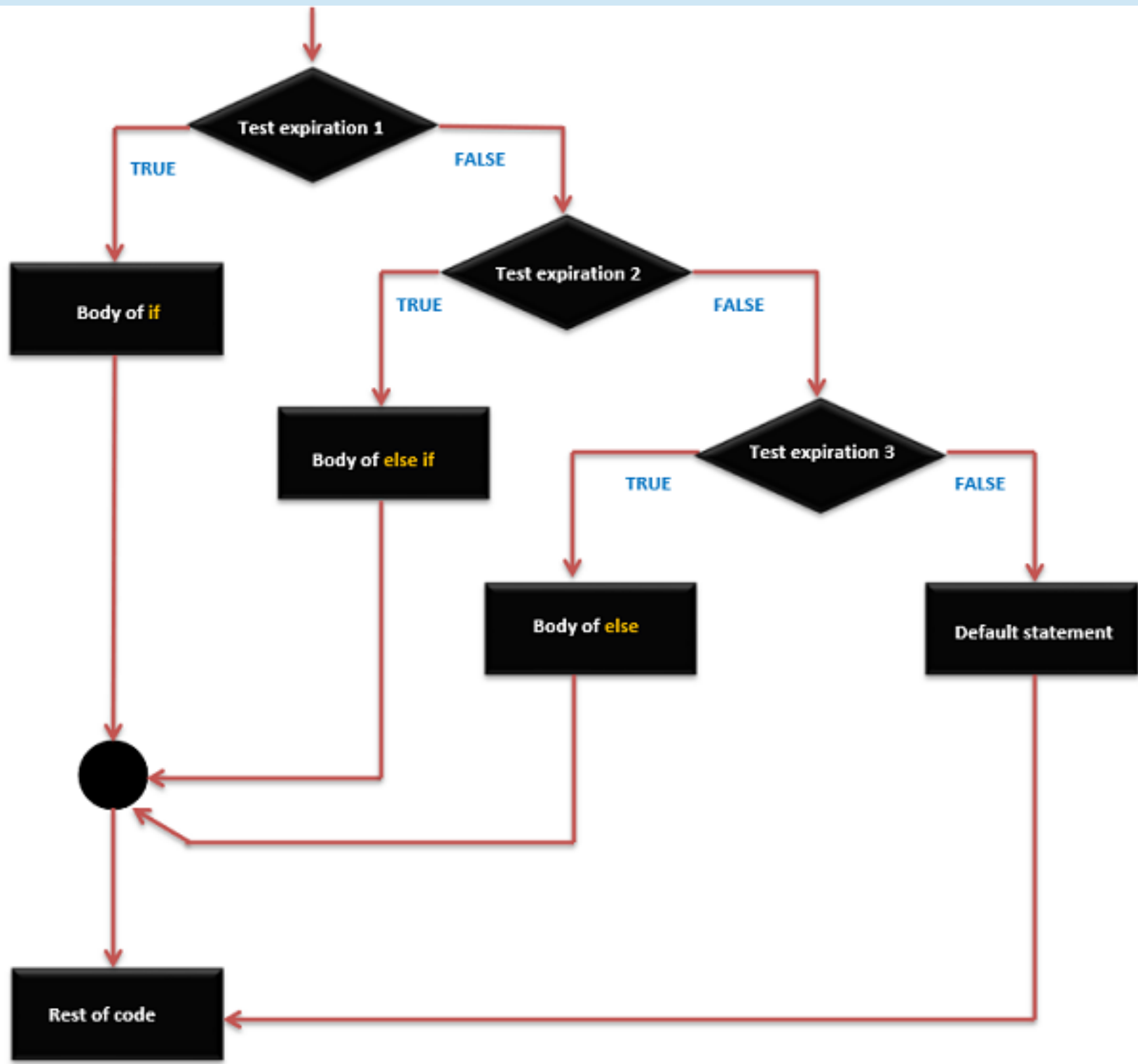


## if / else if / else C

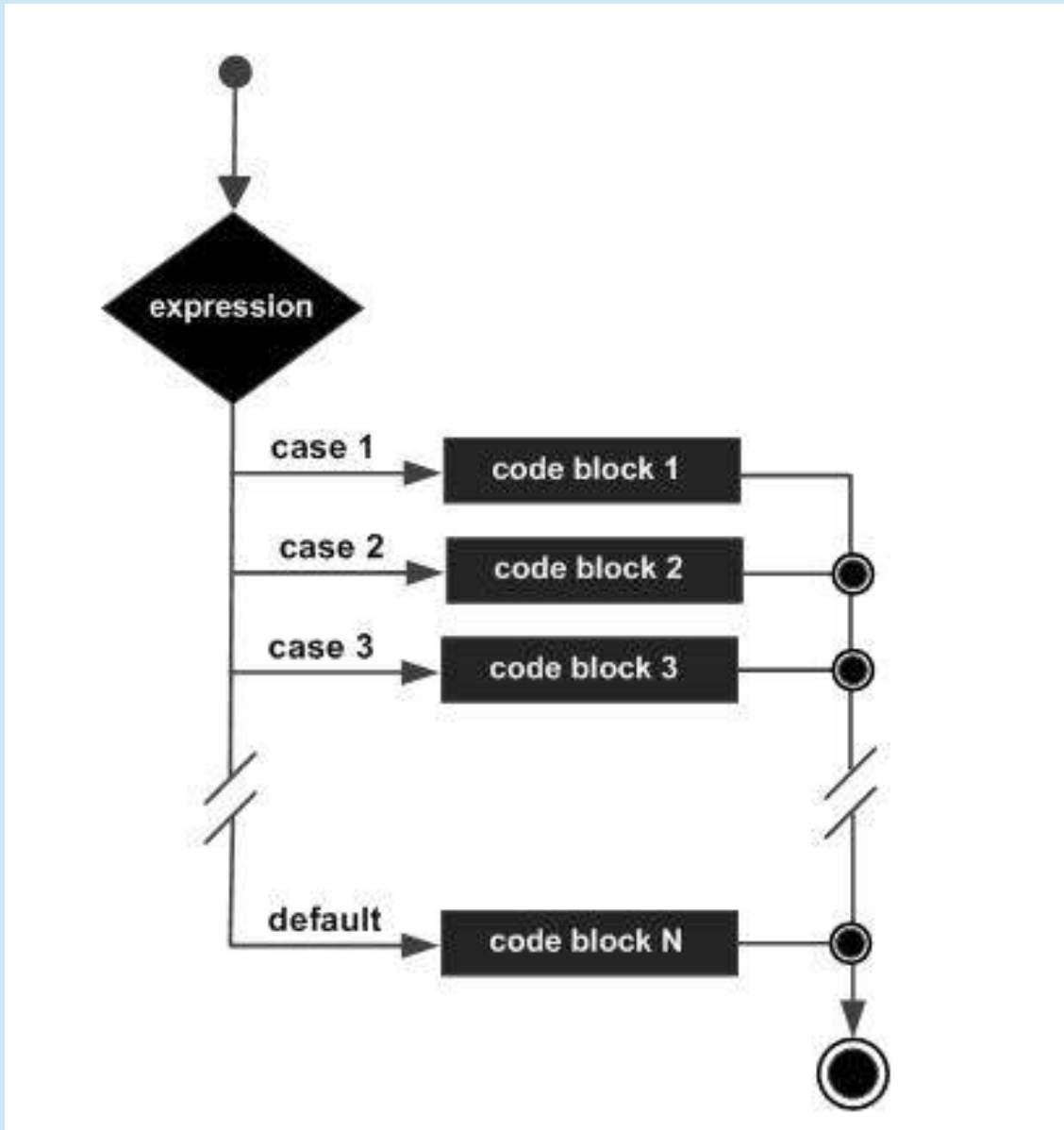
- if (band == 50)  
  {relay50Pin = On;  
  relay144Pin = Off;}  
  else if (band ==144)  
  {relay50Pin = Off;  
  relay144Pin = On;}  
  else  
  {relay50Pin = Off;  
  relay144Pin = Off;}

## if / elif / else python

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



switch : an alternative to  
if / else 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; }}

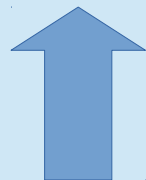
**python DOES NOT HAVE A  
DIRECT EQUIVALENT**

# Curly braces

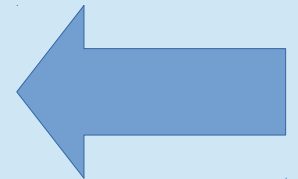
- Used to group a set of statements; always come in pairs
- Not used in python, where indentation defines groups of statements
- Be careful with them; misplaced curly braces are a major source of bugs!

# 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:

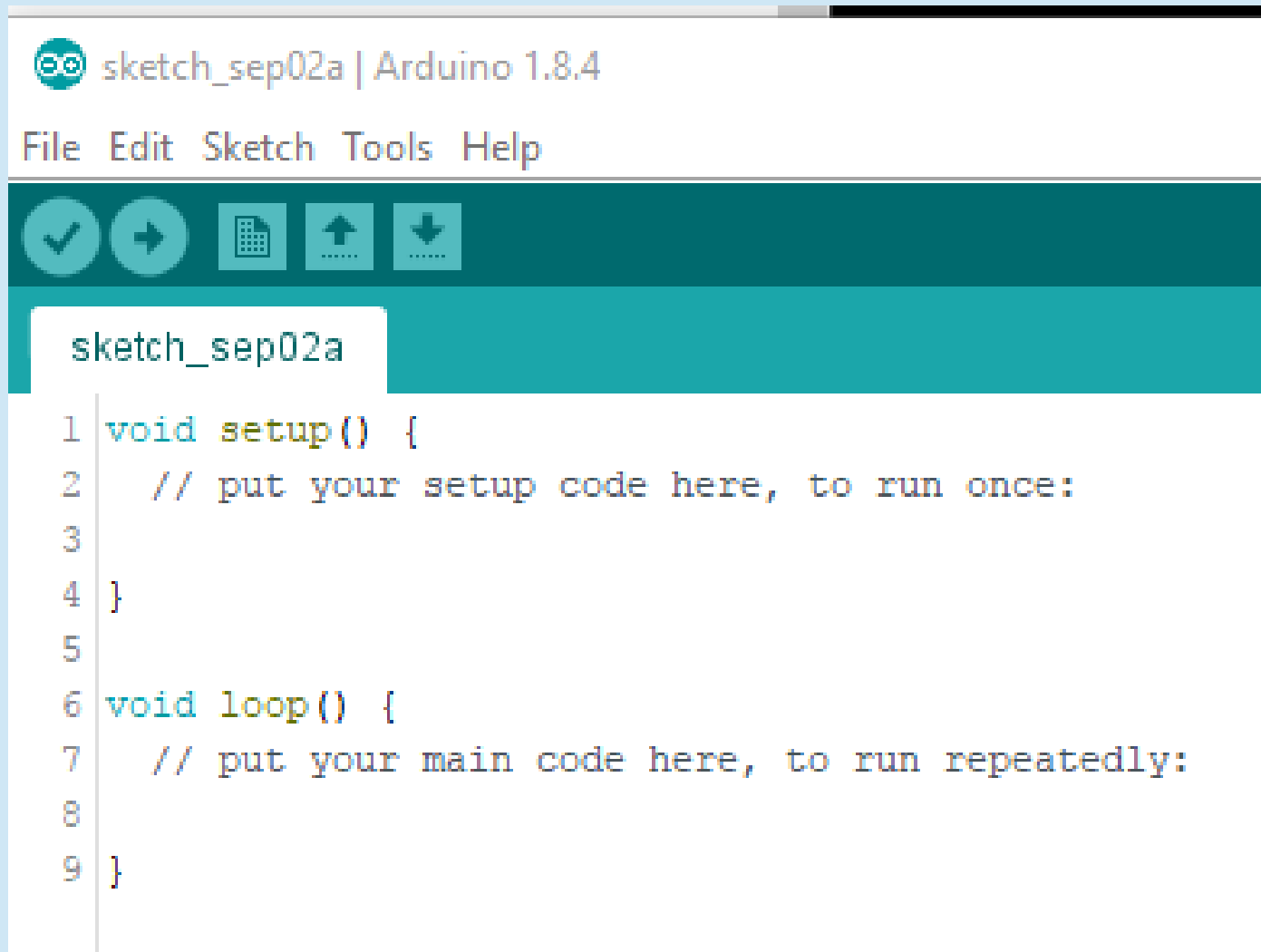
```
if (A != 2)
```

```
    {print("A is not equal to 2");}
```

```
else
```

```
    {print("A is equal to 2");}
```

# Programming Steps – Getting Started



The image shows a screenshot of the Arduino IDE interface. The title bar indicates the sketch name is 'sketch\_sep02a' and the version is 'Arduino 1.8.4'. The menu bar includes 'File', 'Edit', 'Sketch', 'Tools', and 'Help'. Below the menu bar is a toolbar with icons for a checkmark, a right arrow, a grid, an up arrow, and a down arrow. The main workspace displays the following code:

```
sketch_sep02a  
  
1 void setup() {  
2   // put your setup code here, to run once:  
3  
4 }  
5  
6 void loop() {  
7   // put your main code here, to run repeatedly:  
8  
9 }
```

# 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);
```



# 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);
111     }
112
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     }
```

Continue through 76 GHz

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

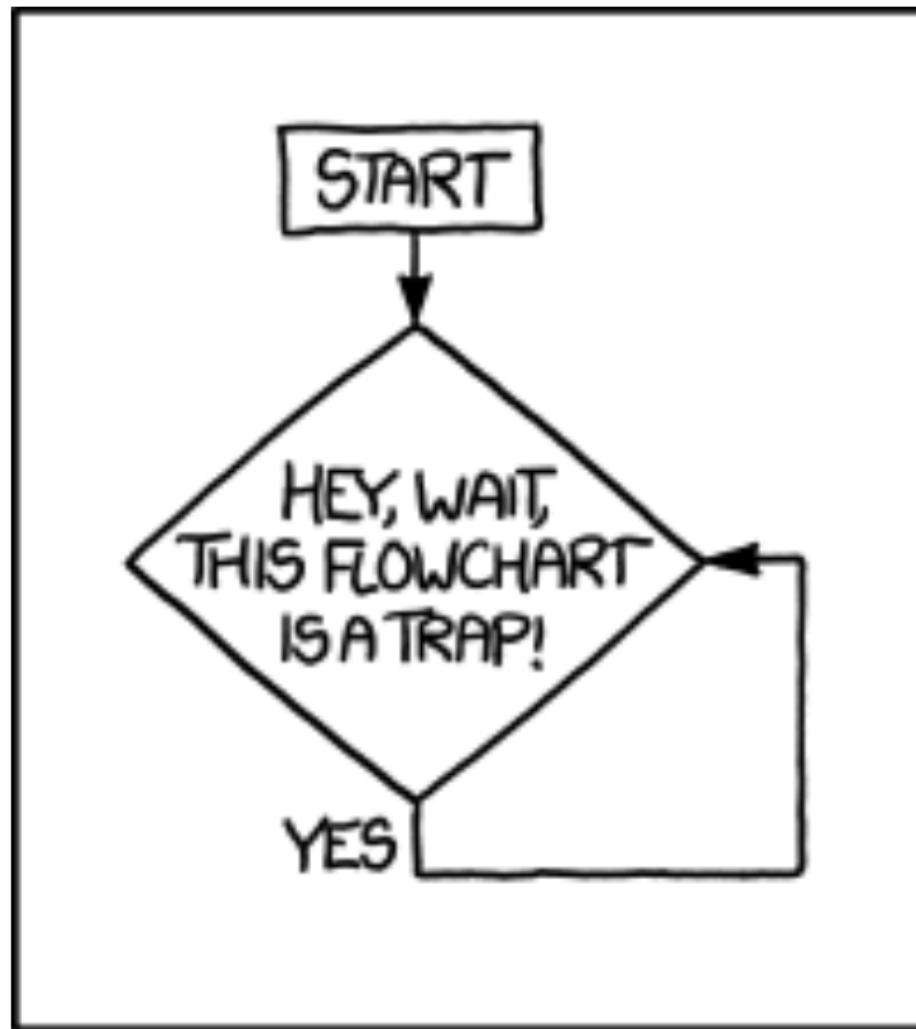
4) Loop()

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'.