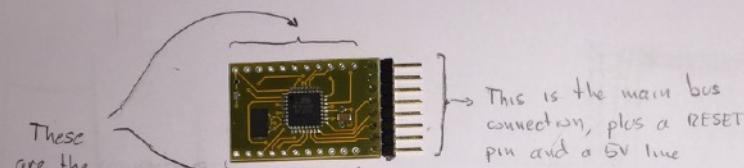


Project documents, part 1.

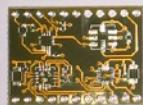
This is a project module:



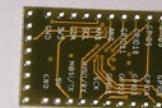
These  
are the  
connections to  
the sub module.

A sub module is a small PCB  
dedicated to a specific function,  
like this one:

Which was designed  
to hold four sensors.

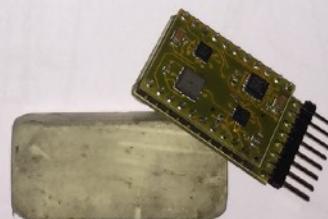


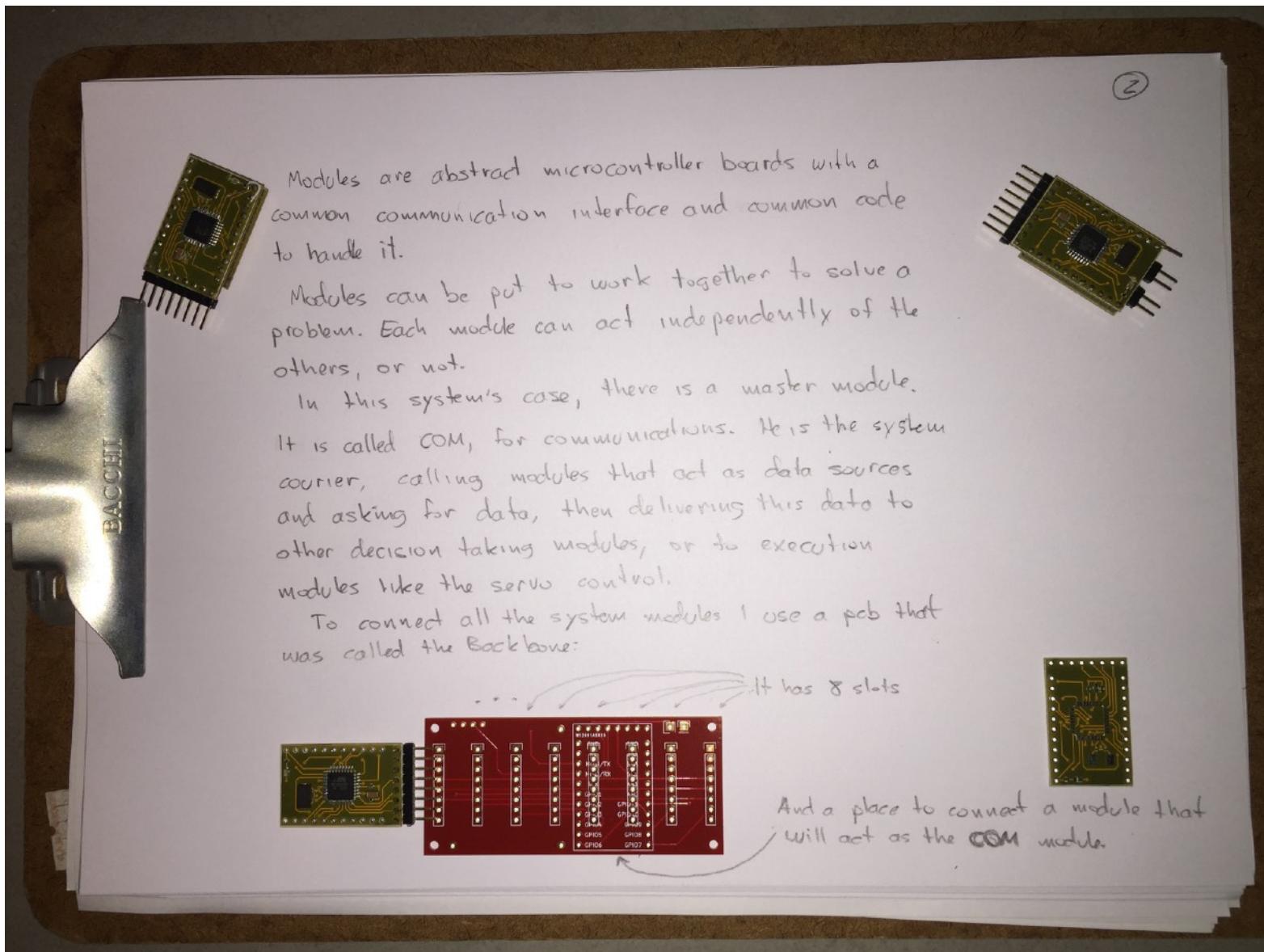
This:



is the back  
side of a module.  
It shows the  
standard pin  
mapping that was adopted  
to connect to the sub modules.

Here you can see a  
submodule connected  
to a module:

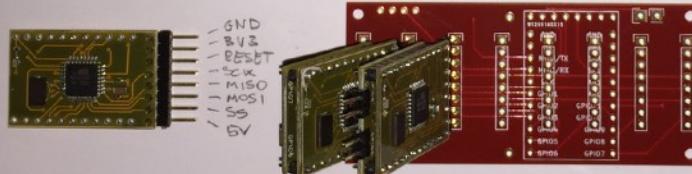




For the unmanned vehicle control system I designed these modules, and sub modules:

- ① The MCU module which contains an ATmega328P microcontroller, a blue led and a few other components.
- ② A nine degrees of freedom sub module, with an accelerometer, a gyroscope, a barometer and a 3D compass.
- ③ A GPS module, which is nothing but a MCU module connected to a GPS.
- ④ A servo control submodule, which needs a MCU module to operate.
- ⑤ A flight control module, again a MCU module programmed to control the flight
- ⑥ Two power supply submodules, one to feed the servos with 5V and the other to feed the logic with 3.3V. They too need an MCU module to operate.

So we have:



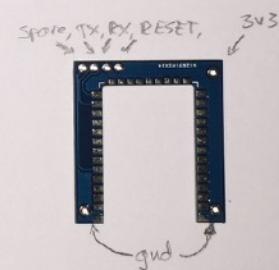
The COM module needs to be connected to the backbone because it uses the main bus to transfer info, and the GPIOs to drive the SS of the other system modules. Remember it is the SPI master of the bus.

(4)

The backbone PCB also has space to hold and connect to a wifi commercial module via UART.



Here you can see the RN131G module soldered to a support board and placed over the backbone PCB.

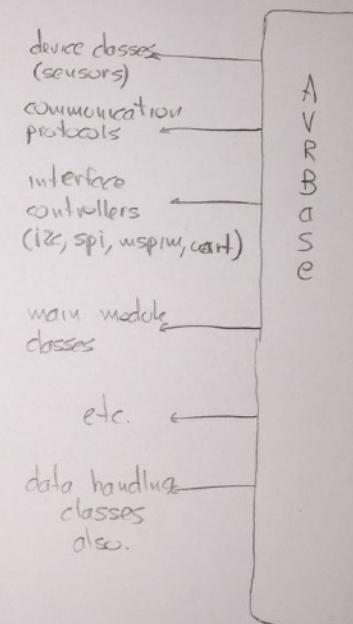


This is the RN131G support board I made. It has only 5 connections to the backbone.

Each MCU module is programmed with code written in C++. The code is specific for the function that the module has in the system. The module codes are divided in classes, all derived from a base class called AVRBase.

⑤

AVRBase includes relevant AVR headers and very basic common code that is needed by all its inherited classes. It also includes pin name definitions and other important stuff.



Every module code follows the following diagram:

(6)

