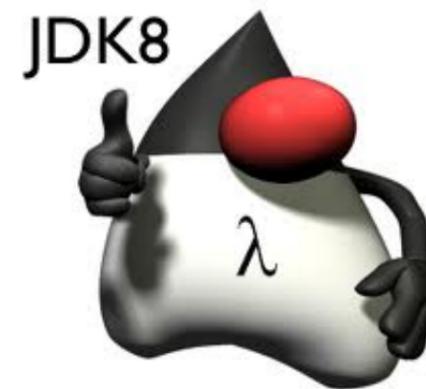


@SvenRuppert



prepare..

.. for Industrial Prototyping - TinkerForge

Start 09:00

@SvenRuppert

Industrial Prototyping with TinkerForge

Sven Ruppert
Hea of R&D , reply - Munich
JFokus 2016

Sven Ruppert

has been coding java since 1996

Fellow / Senior Manager

reply Group

Germany - Munich

@SvenRuppert

Sven Ruppert

coding java since 1996

Projects in the field of:

- Automobileindustry
- Energy
- Finance / Leasing
- Space- Satellit-
- Governmnet / UN / Worldbank

Where?

- Europe
- Asia - Indien up to Malaysia

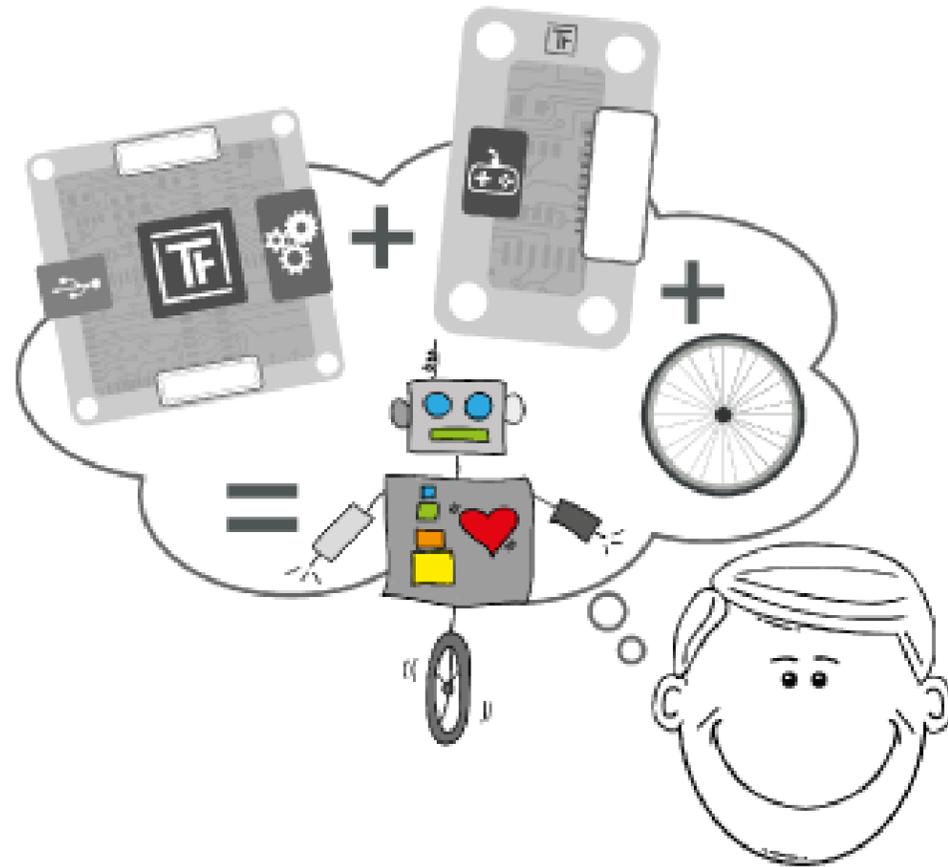
Java 8 - TinkerForge

Overview

goals for today

- What is TinkerForge ?
- basic elements
- BrickViewer / BrickDaemon
- Hello World
- some coding stuff

What is TinkerForge



a company from Stukenbrock.. hmmm

What is TinkerForge - it is in Germany



What is TinkerForge - near Bielefeld



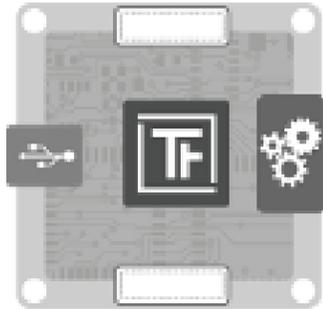
What is TinkerForge - between Brackel and Borgholzhausen



What is TinkerForge - ok, it is green...

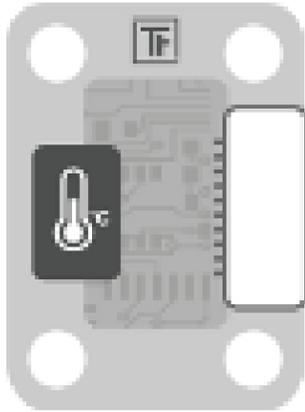


Basic elements - Bricks



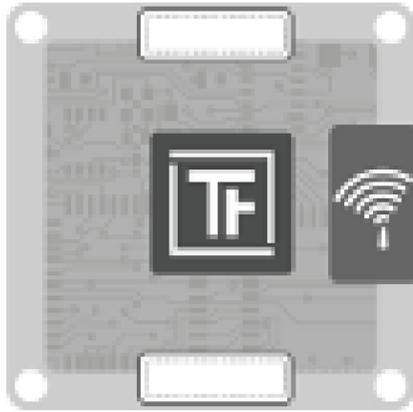
Bricks can be controlled via USB. Each Brick has one task, for example to control DC-, stepper- or servo motors. With Master Bricks it is possible to build a stack of Bricks. Each stack only requires one USB connection. The RED Brick can be used to execute your program directly and realize stand-alone applications without the need for external controlling devices.

Basic elements - Bricklets



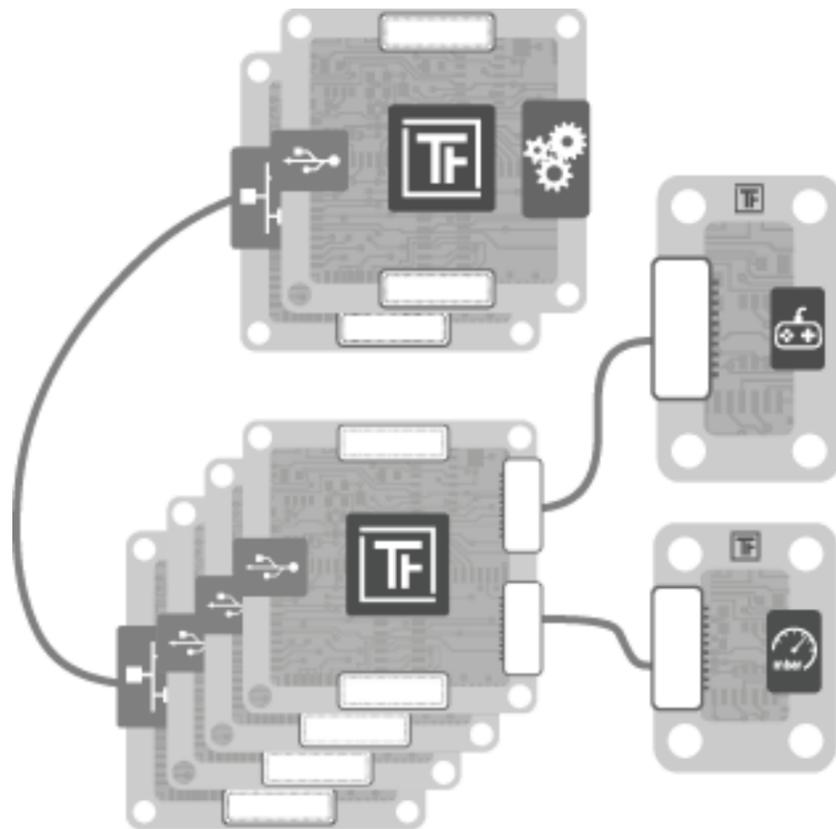
Bricklets extend the features of Bricks, they are connected to Bricks with a Bricklet cable. There are various sensor Bricklets that can measure physical quantities such as temperature, humidity, distance and so on. Another group of Bricklets can control LCDs or more generally read and control analog and digital in- and outputs.

Basic elements - Master Extensions



Master Extensions extend the interfaces of single Master Bricks or whole Stacks of Bricks. It is possible to connect stacks among themselves and to control them wirelessly over Ethernet or Wi-Fi.

Basic elements - how to connect



Basic elements - supported platforms



BrickViewer / BrickDaemon

Basic elements - supported programming languages



C/C++, C#, Delphi/Lazarus, **Java**, JavaScript, LabVIEW, Mathematica, MATLAB/Octave, Perl, PHP, Python, Ruby, Shell, Visual Basic .NET are currently supported.

Is the desired programming language not available, it is possible to control the modules directly over TCP/IP.

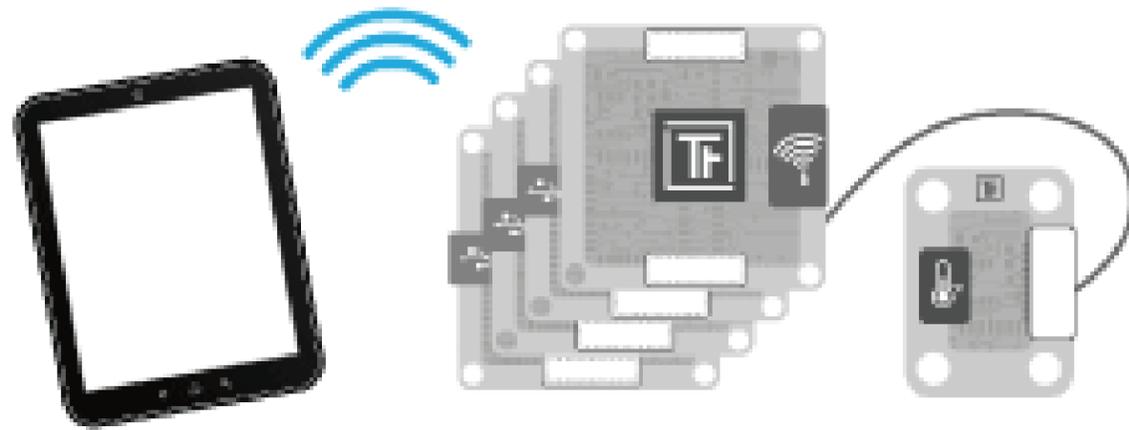
Basic elements - Module-Identification



The modules are addressed with a unique ID and not based on the electrical wiring. This allows to change the structure of the system at any time, without the need to change any of the source code.

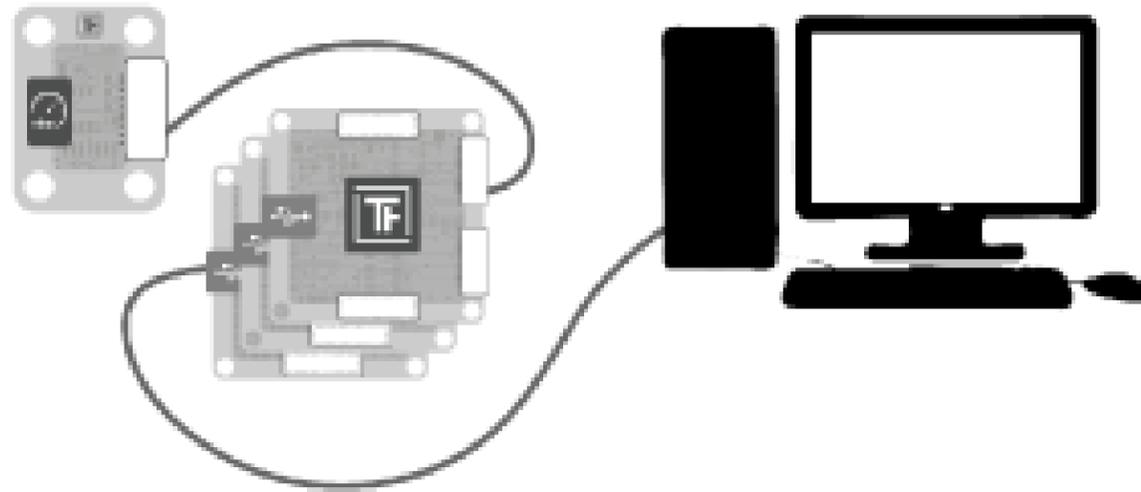
Master UID / Brick UID Combinations

Basic elements - Connect via (1/3)



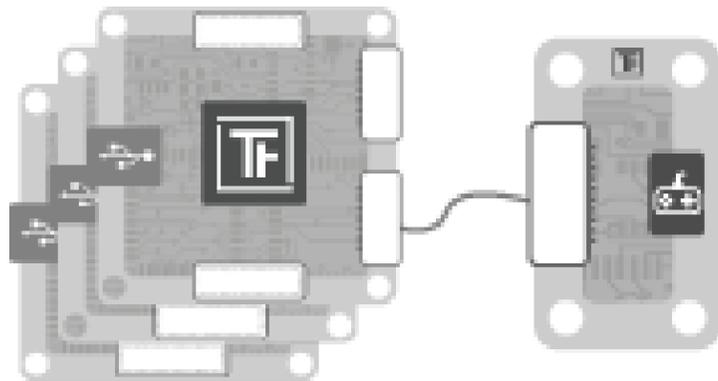
WiFi, Wifi Extensions needed.

Basic elements - Connect via (2/3)



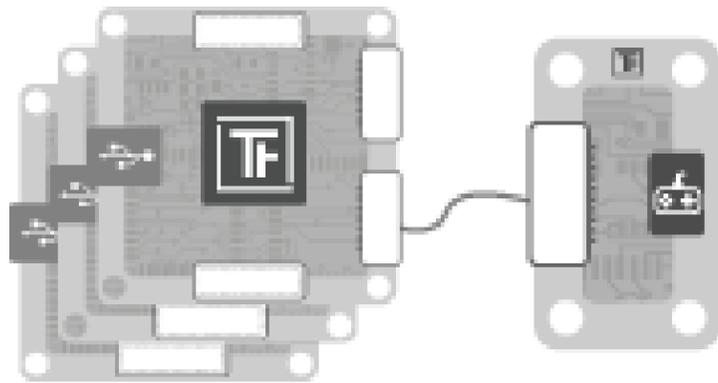
USB, ca 1000 Unts/sec.

Basic elements - Connect via (3/3)



Standalone -> RedBrick finally available

Basic elements - Connect via (3/3)



Standalone -> RedBrick finally available (I have a few here ;-)

Basic elements - OpenSource



The complete software as well as the hardware modules are open source. This makes it possible to use the Tinkerforge building blocks as a foundation for your own developments. The software is licensed under GPL v2+, and the hardware is licensed under CERN Open Hardware License. Whereas the API Bindings are public domain (i.e. they can be used in a proprietary project).

BrickViewer / BrickDaemon

```
sudo apt-get install libusb-1.0-0 libudev0 pm-utils  
wget http://download.tinkerforge.com/  
tools/brickd/linux/brickd_linux_latest_armhf.deb  
sudo dpkg -i brickd_linux_latest_armhf.deb
```

XML

BrickViewer / BrickDaemon

show it please..

Hello World - Temperature pre JDK8

JAVA

```
IPConnection ipcon = new IPConnection();
ipcon.setAutoReconnect(true);
int timeoutMS = 2500;
ipcon.setTimeout(timeoutMS);
BrickletTemperature temp = new BrickletTemperature("uid", ipcon);
temp.addTemperatureListener(new BrickletTemperature.TemperatureListener() {
    @Override
    public void temperature(short temperature) {
        int temp = temperature / 100;
        System.out.println("temp = " + temp);
    }
});
try {
    ipcon.connect("localhost", 4229);
} catch (IOException | AlreadyConnectedException e) { e.printStackTrace();}
```

Hello World - Temperature JDK8

JAVA

```
IPConnection ipcon = new IPConnection();
ipcon.setAutoReconnect(true);
int timeoutMS = 2500;
ipcon.setTimeout(timeoutMS);
BrickletTemperature temp = new BrickletTemperature("uid", ipcon);
    temp.addTemperatureListener(temperature -> {
        int temp1 = temperature / 100;
        System.out.println("temp = " + temp1);
    });
try {
    ipcon.connect("localhost", 4229);
} catch (IOException | AlreadyConnectedException e) { e.printStackTrace(); }
```

maven

```
<dependency>  
  <groupId>com.tinkerforge</groupId>  
  <artifactId>tinkerforge</artifactId>  
  <version>2.1.2</version>  
  <scope>compile</scope>  
</dependency>
```

XML

goals for today

Install BrickViewer and BrickDaemon

goals for today

Install BrickViewer and BrickDaemon

connect the master via USB and check if you could see the master inside the BrickViewer

goals for today

Install BrickViewer and BrickDaemon

connect the master via USB and check if you could see the master inside the BrickViewer

connect the master and AmbientLight, check this -> BrickViewer

goals for today

Install BrickViewer and BrickDaemon

connect the master via USB and check if you could see the master inside the BrickViewer

connect the master and AmbientLight, check this -> BrickViewer

connect the master and AmbientLight, get the data and write it to command line

goals for today

Install BrickViewer and BrickDaemon

connect the master via USB and check if you could see the master inside the BrickViewer

connect the master and AmbientLight, check this -> BrickViewer

connect the master and AmbientLight, get the data and write it to command line

connect the master and AmbientLight, get the data and write it to the LCD

goals for today

Install BrickViewer and BrickDaemon

connect the master via USB and check if you could see the master inside the BrickViewer

connect the master and AmbientLight, check this -> BrickViewer

connect the master and AmbientLight, get the data and write it to command line

connect the master and AmbientLight, get the data and write it to the LCD

connect the master and AmbientLight, add the touch to inc /dec the callbackrate

goals for today

Install BrickViewer and BrickDaemon

connect the master via USB and check if you could see the master inside the BrickViewer

connect the master and AmbientLight, check this -> BrickViewer

connect the master and AmbientLight, get the data and write it to command line

connect the master and AmbientLight, get the data and write it to the LCD

connect the master and AmbientLight, add the touch to inc /dec the callbackrate
play ;-)

<Thank You!>



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twitter [@SvenRuppert](https://twitter.com/SvenRuppert)

www www.rapidpm.org

github github.com/svenruppert