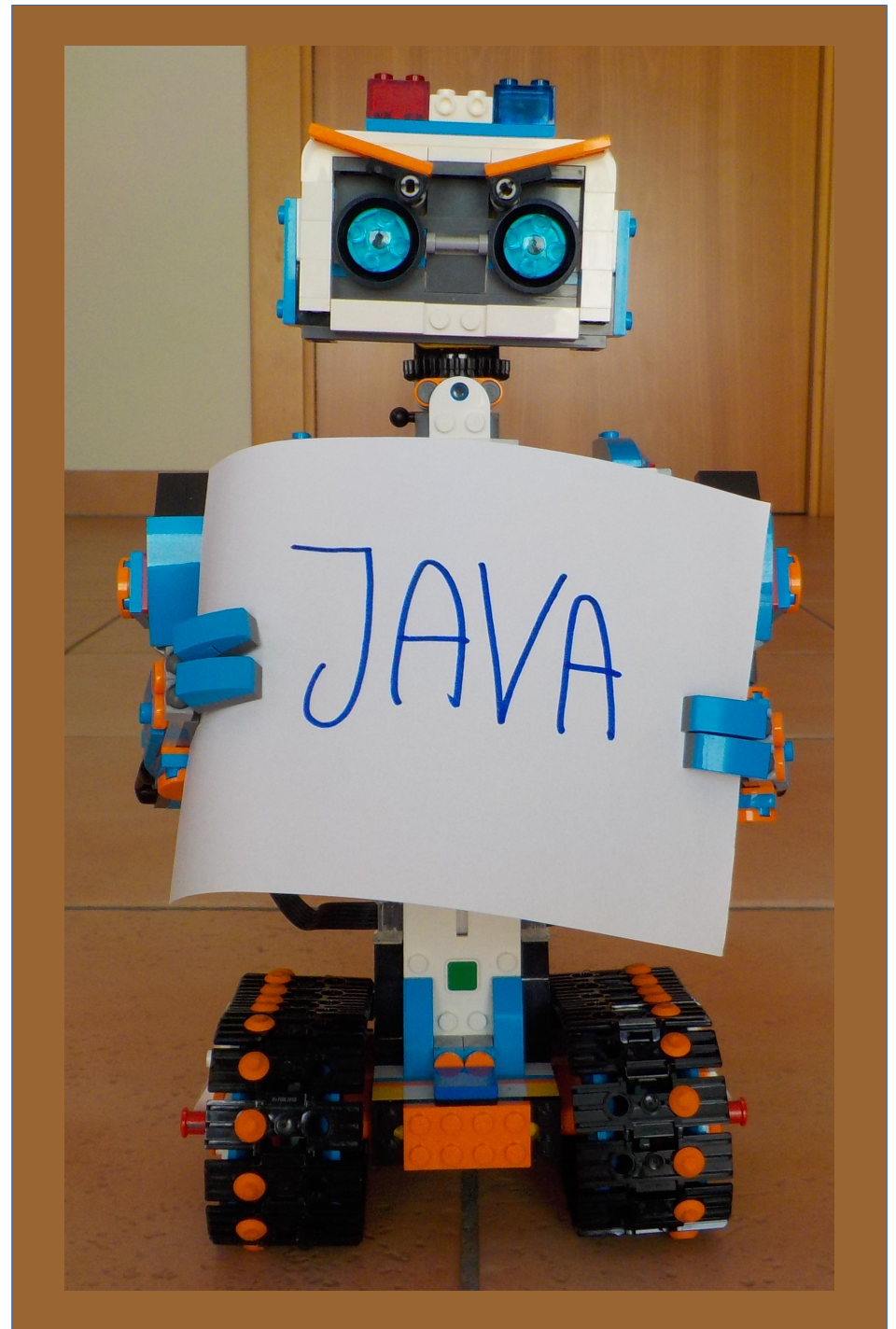


Quick Guide

Lego Boost with Java

LegoMoveHub Java package offers a GUI interface to connect to a Lego Hub using Lego Wireless protocol and GATTTool. You can extend the class creating other Java programs with the benefit having a separated commands Thread, an answers (by the Hub) parser Thread, status variables and logging.



Setup

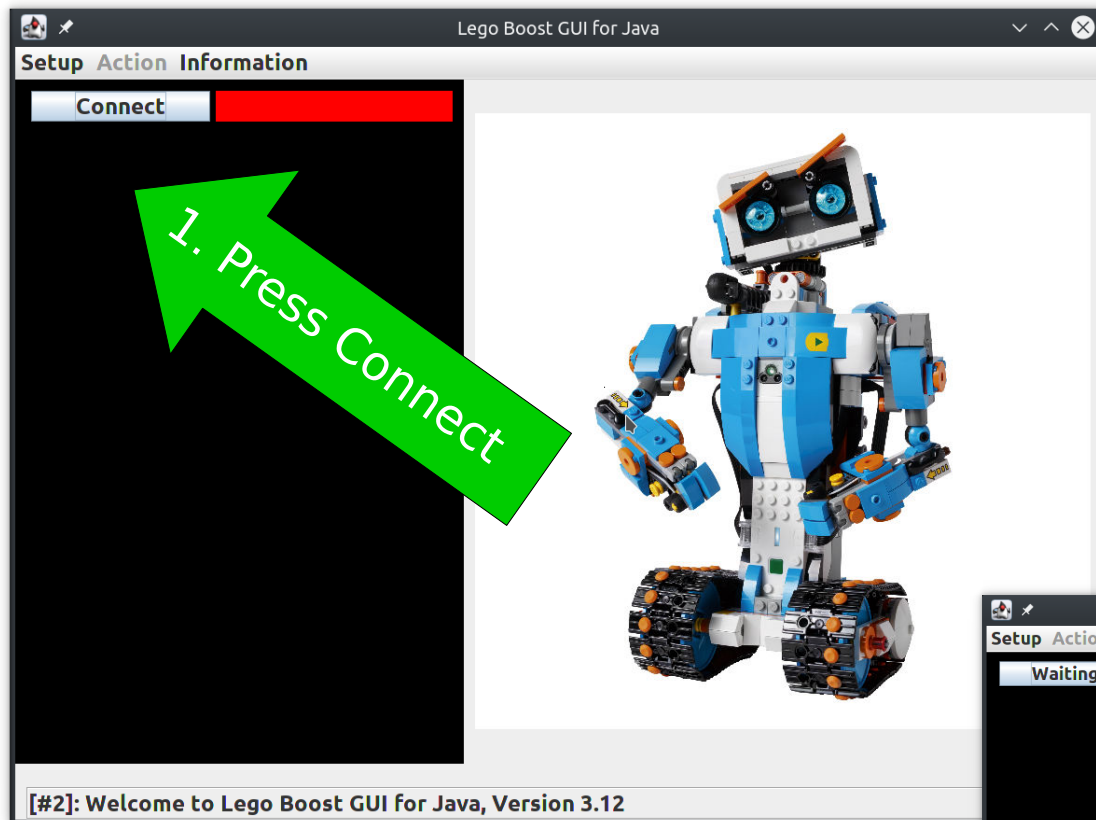
LegoBoost.jar starts a GUI and all-what-is-needed is included in the Java software, BUT you need to setup a couple of things:

- A) gatttool software must be installed and working
- B) with appropriate tools find the Bluetooth Address
- C) the software needs Bluetooth Address and hci Adapter to be properly set. Insert these info in the file LegoMoveHubSettings.txt to be put in the same directory as LegoBoost.jar.

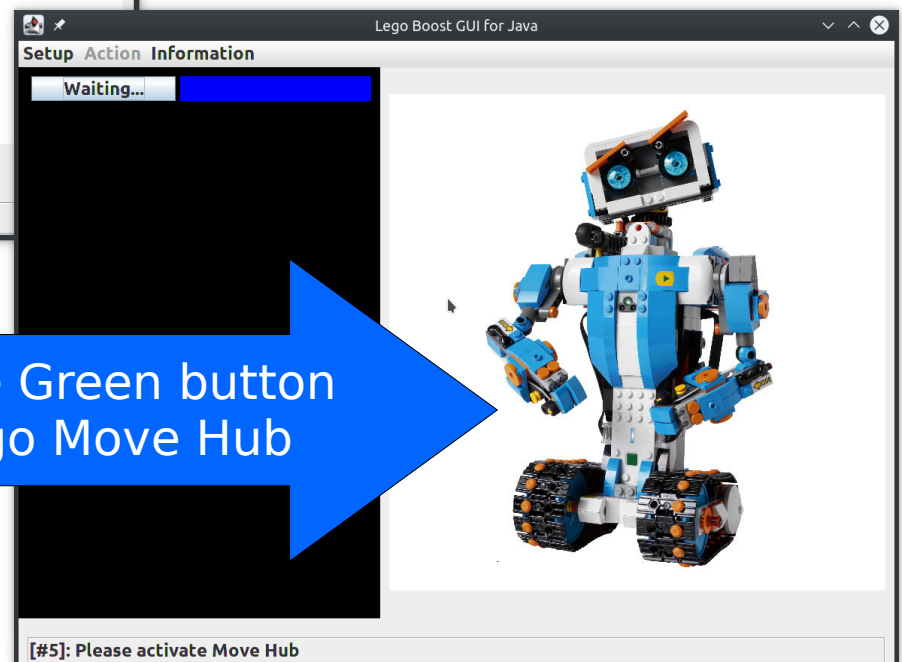
If the software doesn't find an existing configuration file, something similar to the next rows is generated:

```
#Settings of Lego Move Hub, version 3.13
#Thu Oct 03 16:52:05 CEST 2019
Hub\ Image=/vernie.jpeg
Bluetooth\ Address=00\:16\:53\:A9\:56\:BC
Properties\ version\:=1.2
Robot\ Type=Vernie
BT\ Hardware=hci0
Dry\ Tech\ (test\ without\ Bluetooth)=false
```

Please use the same "grammar" if you desire to create the config file by yourself. Maybe the best is to edit the one generated by the software. Restart the software to test the effects of changes in the config file.



1. Press Connect



2. Press the Green button of the Lego Move Hub

LEGO Boost GUI for Java

Setup Action Information

Disconnect

LEGO ciao

Green Button

Distance sensor NO COL 25.4 cm

A [ms] 50 GO!


Special Stop

SOS Morse Led signal

Battery 0%

[#99]: GATT-->Notification handle = 0x000e value: 08 00 45 0

[#35]: Connection to Move Hub OK



Name of Hub

Connection status

Change Led color

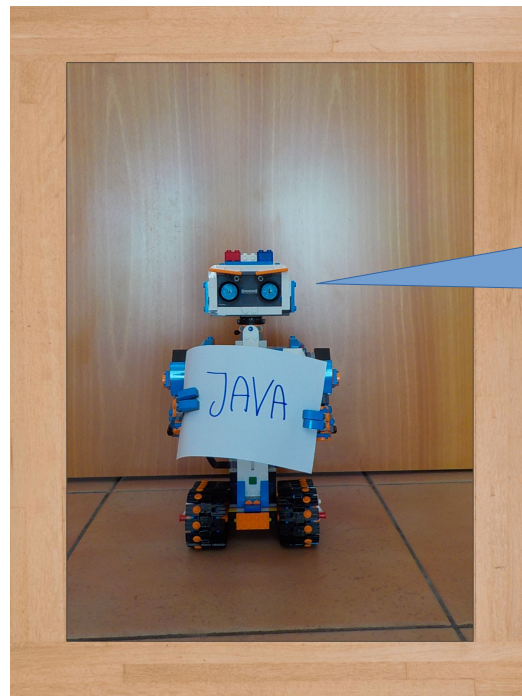
Emergency Stop

Morse Led signal

Bluetooth Info Traffic

Cheats

- If you insert in the name field the string EXADECIMALSTRINGCOMMAND, pressing Enter trigger the command "char-write-cmd 0x0e EXADECIMALSTRINGCOMMAND".
- in ANDrive pressing "," causes Vernie to slowly decelerate AND to turn 180 degrees.
- ANDrive automatically stops detecting objects at cm 20.
- the name "ANDrive" has a clear origin but is kept secret. In any case you can simply drive Vernie using the Keyboard. A more "classic" experience compared to only touchscreen now present everywhere.



Have fun!

Vernie