



SightLine
APPLICATIONS

EAN-ARM-Application-Development 4000-OEM

PN: EAN-Arm-Application-Development-4000-OEM

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**Contact:**

Web: sightlineapplications.com

Sales: sales@sightlineapplications.com

Support: support@sightlineapplications.com

Phone: +1 (541) 716-5137

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Alerts

The following notifications are used throughout the document to help identify important safety and setup information to the user:

 **CAUTION:** Alerts to a potential hazard that may result in personal injury, or an unsafe practice that causes damage to the equipment if not avoided.

 **IMPORTANT:** Identifies crucial information that is important to setup and configuration procedures.

 *Used to emphasize points or reminds the user of something. Supplementary information that aids in the use or understanding of the equipment or subject that is not critical to system use.*



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1 Overview

This document describes the build and deployment processes for applications built to run on the 4000-OEM ARM processor.

The sample programs for ARM-side development can be built on the 4000-OEM processor using the GNU G++ compiler for the ARM64 architecture. They can also communicate with the VideoTrack application running on the SightLine hardware using the SightLine Command and Control protocol over IP sockets.

1.1 Developing On-Board Applications

SightLine provides two primary ways for customers to develop their own on-board applications: C/C++ and Lua. Each technology has benefits and costs for solving a problem. It is not possible to describe the right technology for every situation. However, this section helps provide general guidelines to assist in understanding the benefits and tradeoffs.

1.1.1 Lua

Lua is recommended for light-weight applications that need to perform simple data processing and interaction with the onboard video processing VideoTrack application. Applications such as dynamic on-screen displays based on telemetry data, or simple command and control from serial ports are good uses for Lua. Lua scripts are executed in-line with our video processing and can be synchronized with the processing of video frames. Issues such as increased latency and other performance impacts can arise from Lua scripts that can be very complex.

See the [EAN-Script Development](#) for more information for developing and using Lua scripts.

1.1.2 C/C++

If an application requires complex data handling, frequent real-time access to IO, or should be run in parallel with VideoTrack, SightLine recommends creating C/C++ applications that can be run on the ARM processor.

When reviewing options, contact [Support](#) to discuss your application.


Table 1: Lua and C/C++ Comparison Table

Benefits	Drawbacks
Lua <ul style="list-style-type: none"> • Simple to deploy • Frame synchronized execution • Can leverage numerous examples from SightLine or the internet 	Lua <ul style="list-style-type: none"> • Not as widely used as C/C++ • Access to IO is complex and difficult • Real-time debugging is not available • Networking is not yet supported
C/C++ <ul style="list-style-type: none"> • Wide acceptance within the embedded programming industry • Can be easy to test on a PC before deploying on target hardware. • Real-time debugging • Complete access to IO, file system, etc. • Can leverage numerous examples from SightLine or the internet • Runs in parallel to VideoTrack 	C/C++ <ul style="list-style-type: none"> • Deploying application to launch at run time can be error prone (file location, system permission, etc.) • Existing setup procedure doesn't include an IDE or easy real-time debugging solution.



1.2 Sample Applications

This document was written for the SLA-Gimbal sample application. However, the same procedures are applicable to other sample applications described below. The sample applications send data to VideoTrack on port 14003 reserved for user programs. The sample applications receive responses and telemetry on port 16002. Multiple applications can simultaneously transmit packets to port 14003, but each application must use a unique receiving port.

 *Each of the following applications uses predefined example values for serial ports, network ports and IP Addresses. These will be different in your application. Please review the code and replace these example numbers with those required in your system. These values will be in all capitals, e.g., from gcMain.cpp: `IPADDR_VIDEOTRACK`, `SLFIP_TO_BOARD_PORT2`, `GC_FROM_VT_PORT`.*


- SLAGimbal** Provides an example of controlling a gimbal to follow a track. Receives TrackPosition messages from the VideoTrack ARM application over a local UDP socket. Track position information is used to update a PID controller, which then sends serial control commands to an external gimbal microcontroller to steer in the direction of the track. This code was designed with a theoretical gimbal microcontroller, and users are responsible for replacing this code with an interface to their own microcontroller.
- SLAGPIO** Toggles SD card video recording on/off using a GPIO input, displays recording status via an LED attached to another GPIO output, and initiates a snapshot to the SD card using a second GPIO input.
- SLALandingApp** Receives landing aid telemetry from VideoTrack and sends commands to an autopilot.
- Overlay DLL** Provides access to the image data prior to encoding for rendering custom overlays.

1.3 Associated Documents

[EAN-GPIO-and-I2C](#): Describes how to create an application compiled for the 1500-OEM ARM processor that reads the GPIO state and sends commands to the VideoTrack1500 application.

[EAN-Script Development](#): Describes everything needed to develop and run custom scripts in Lua on the 1500-OEM and 3000-OEM hardware.

1.4 SightLine Software Requirements

 **IMPORTANT:** The Panel Plus software version should match the firmware version running on the board. Firmware and Panel Plus software versions are available on the [Software Download](#) page.



2 Third Party Software

The software listed is based on working in a development environment using a PC running Windows 7 or above.

[Tera Term](#) (recommended) or [PuTTY](#): Terminal emulator programs used for debug output, or to issue commands on SLA hardware.

[WinSCP](#): A file transfer utility used to access the file system on the 1500-OEM and 3000-OEM video processing boards.

3 Installation

3.1 Sample Application Installation

Download the ARM code examples package from the [example code](#) page on the SightLine website. Launch the installer and follow the installation prompts.

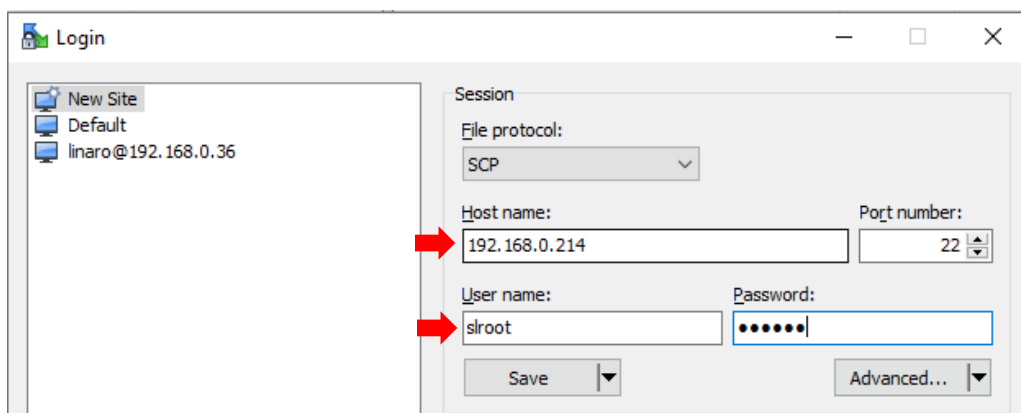
Most of the sample applications include Visual Studio solutions and scripts for building the code on the 4000-OEM. While the Visual Studio solutions can be used to build windows applications and are designed to aid in the development and debugging process, the following sections only cover the build and deployment processes for applications on the 4000-OEM.

Before starting the examples must be copied to the 4000-OEM first. To copy the files, use the WinSCP application.

For more information on how to download and setup WinSCP see [EAN-Using-WinSCP](#). When logging into the 4000-OEM the username and password are both *slroot*.

Copy examples to 4000-OEM using WinSCP:

1. Open WinSCP and login to the board.

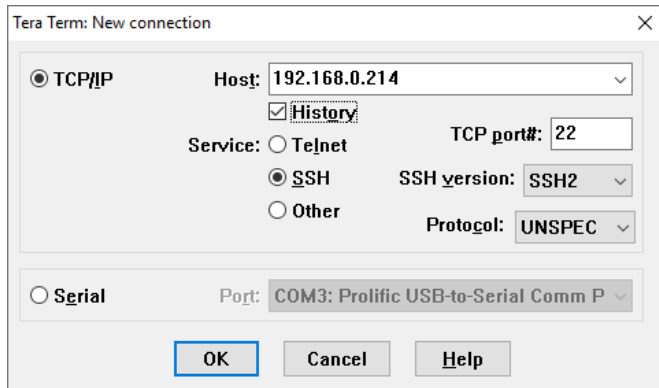


2. Navigate to the folder where the ARM example is installed: `C:\SightLine Applications\SLA-Examples-Arm ***\4000\`
3. Copy the file `SLAArmExamples.tgz` to `/home/slroot/` on the 4000-OEM.



4 Start Development

1. Use Tera Term to establish an SSH session to the 4000-OEM. Use the username and password: *slroot*.



2. Extract the samples by running the following command:

```
SD> tar -xvf SLAArmExamples.tgz
```
3. Navigate to the SLAGimbal directory `SD> cd SLAArmExamples/SLAGimbal`.
4. Build the application using the build script in the SLAGimbal directory `SD> ./buildGimbal.sh`.
5. Run the application:

```
SD> ./SLAGimbal.out
```

```
SD> ./SLAGimbal.out
runMain Called
Later in runMain
Calling GcStartup
GOT VERSION 3.0
GOT VERSION 3.0
```

Figure 1: Example Output

Make sure that the `MICROCTRL_SERIALPORT` define at the top of `gcMain.cpp` is set to the serial port on the 4000-OEM you want to use to talk to an external microcontroller.

4.1 Deploying the Application


Copy `SLAGimbal.out` to `/home/slroot/sl/bin/`.

4.1.1 4000-OEM Startup Script

The following two scripts are executed by the 4000-OEM during the startup process:

- `/home/slroot/sl/scripts/sla_init.sh`
- `/home/slroot/sl/scripts/vt_start.sh`



 SightLine recommends modifying `vt_start.sh` (Figure 2) to start SLAGimbal automatically when the board is powered on. This is a better option than modifying `sla_init.sh`, because `vt_start.sh` is run as the user `slroot`, and `sla_init.sh` is run as `root`.

 SightLine recommends running applications as a user whenever possible.

```
#!/bin/bash
cd /home/slroot/sl/bin
./scripts/setHdmiModes.sh
./SLAGimbal.out |& logger -t SLAGimbal &
#./VTNext_ARM64_Release.out -FULL
sleep 2
(./VTNext_ARM64_Release.out -FULL |& logger -t VTNext ; dmesg | logger -t dmesg) &
```

Figure 2: 4000-OEM Startup Script

The SLAGimbal example application was improved in version 3.0.xx to work with the 4000-OEM startup sequence. Instead of launching the application and immediately sending commands to the 4000-OEM, it requests the version once a second until it receives a response, and then continues the setup.

This ensures the system is running before sending other setup commands. It also removes the need for sleep commands in the script.

In the example above the output of the SLAGimbal is redirected to a logger, which is a Linux utility. To view the output of the application try using the following command and to look at the logger output.

Display all output from SLAGimbal application:

```
strings /var/log/user.log | grep SLAGimbal
```


Display the last 100 lines of the log:

```
strings /var/log/user.log | tail -100
```

Appendix A - Managing Parameter File - ARM or PC Application Development

When developing an ARM or PC application to send SLA commands to the OEM hardware, commands sent by external applications can affect the state of the system when saving the parameter file. To alleviate these issues SightLine recommends the following guidelines when managing the parameter file:

- Disable ARM or PC applications when configuring and saving parameters to OEM hardware.
- Configure a single system with parameters and test the configuration.
- If the configuration test passes, use the SightLine upgrade utility application to retrieve the parameter file from the OEM hardware and save it to a separate location as a known good system configuration file.
- The upgrade utility can then be used to upload the known good system parameter file to OEM hardware.

 See the [EAN-Firmware Upgrade Utility](#) for information on how to use the SightLine upgrade utility to manage the parameter file.