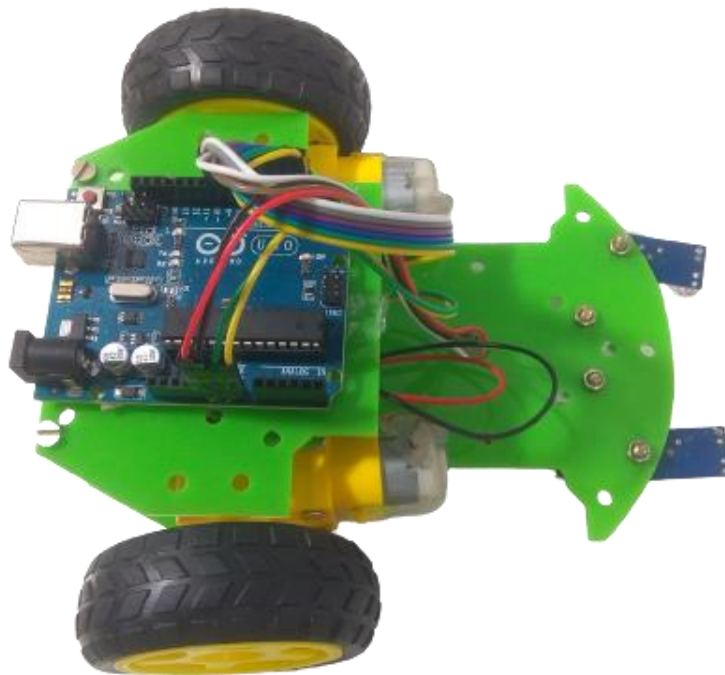




Line following manual

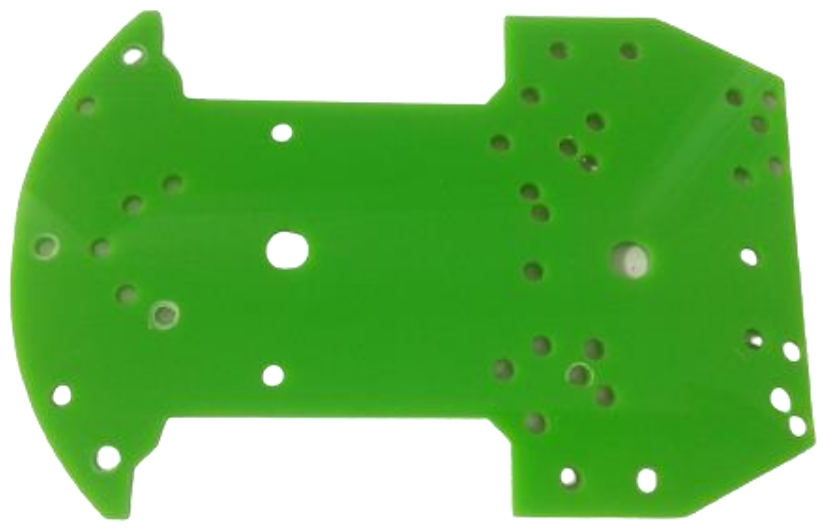


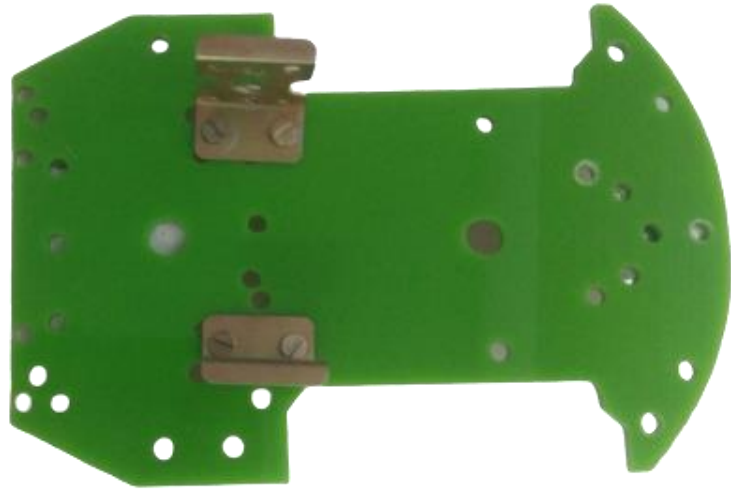
Assembly wiring and programming of Line Following.

Step 1.

Take the base frame of line following robot.

Assemble the BO Motor mounting clamp on the base of the line following robot.

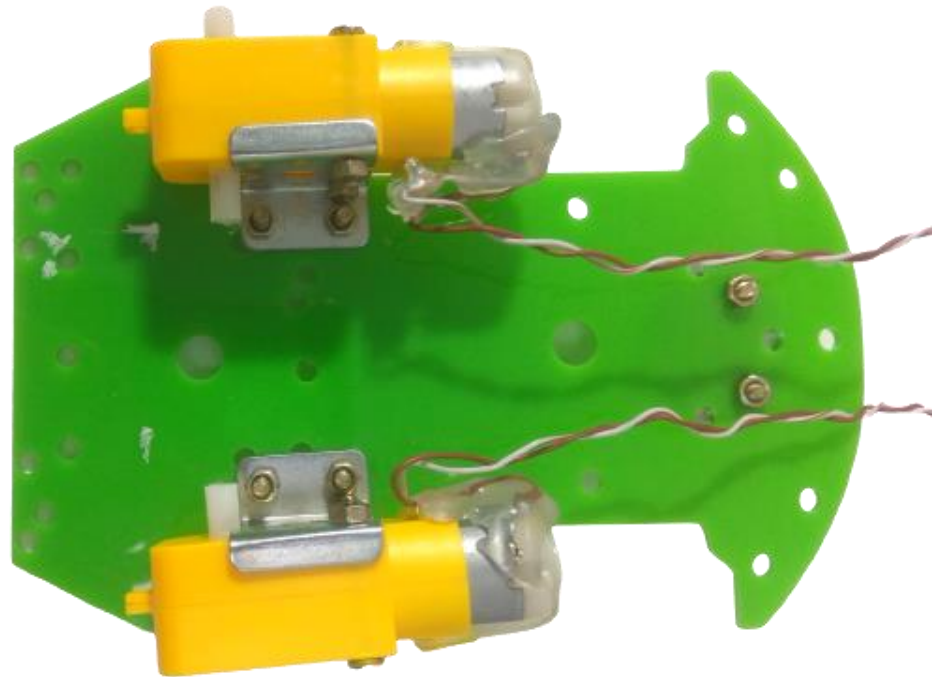




Step 2.

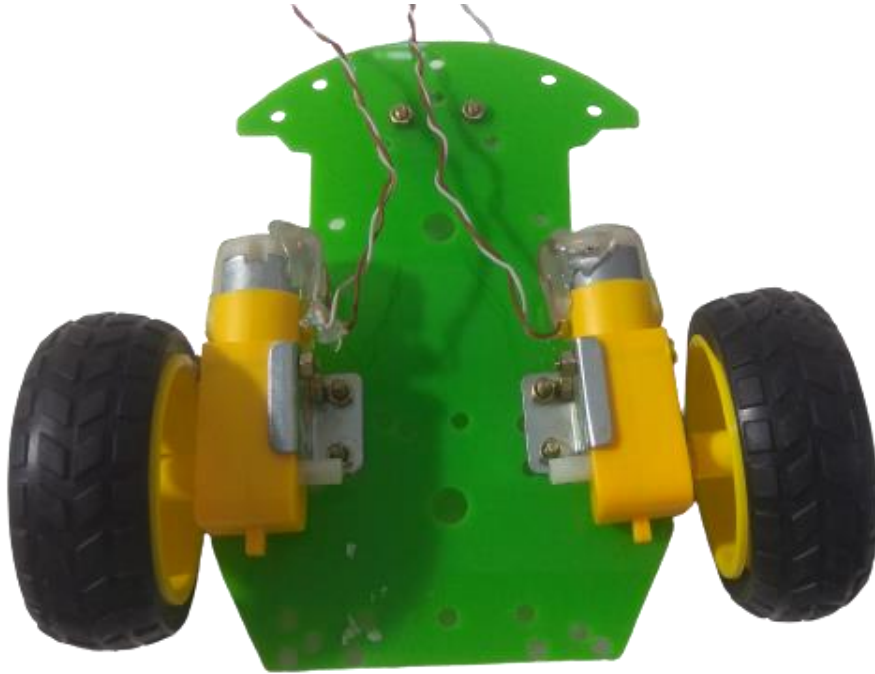
Take the BO Motor and assemble it with BO Motor mounting clamp.





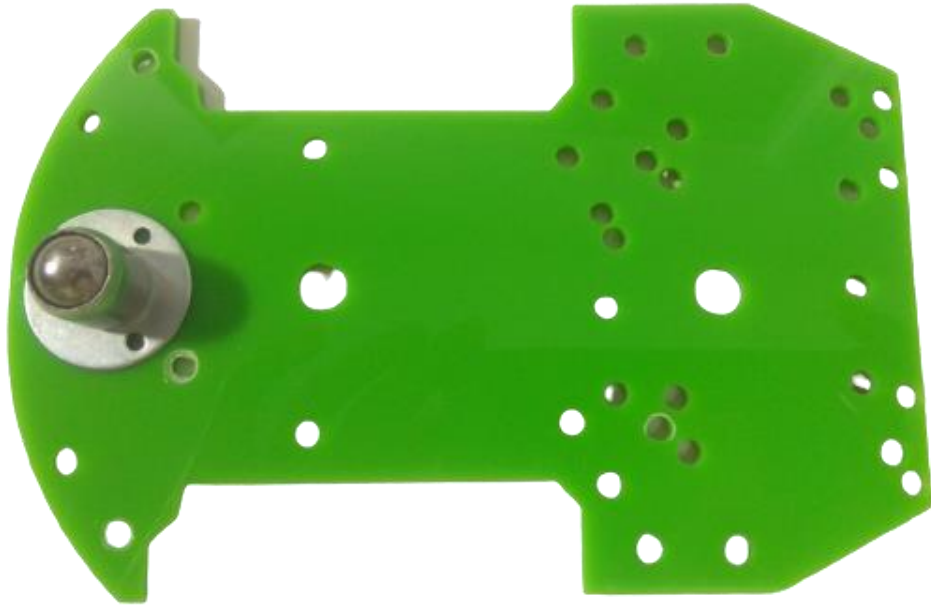
Step 3.

Fix the BO wheel with the BO Motor.



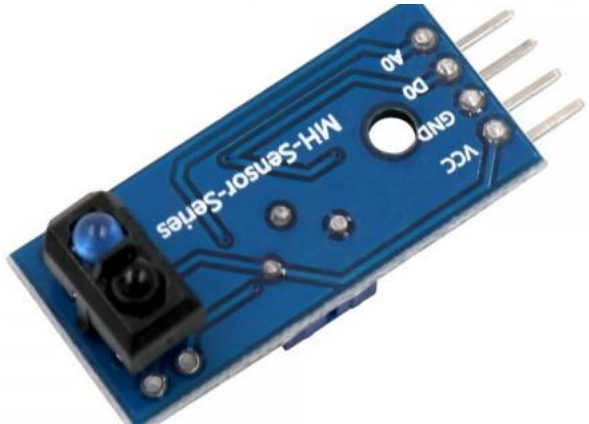
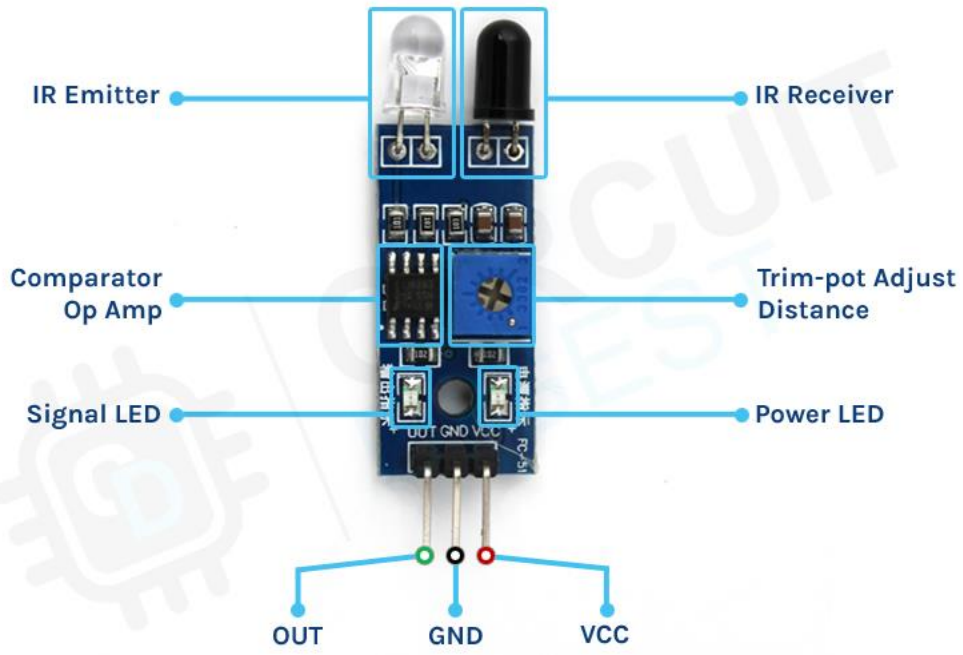
Step 4.

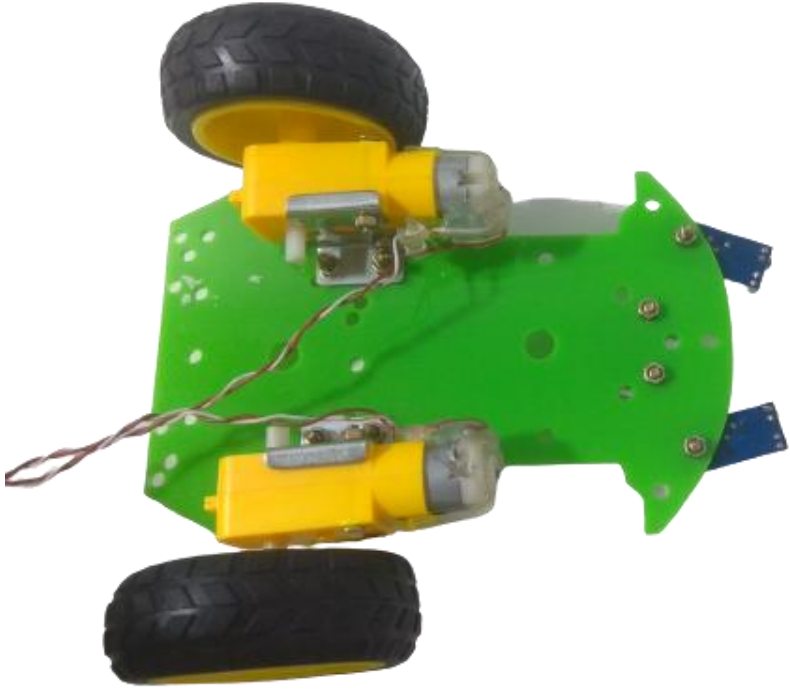
Now assemble the castor wheel on the front side of the robot from bottom side



Step 6.

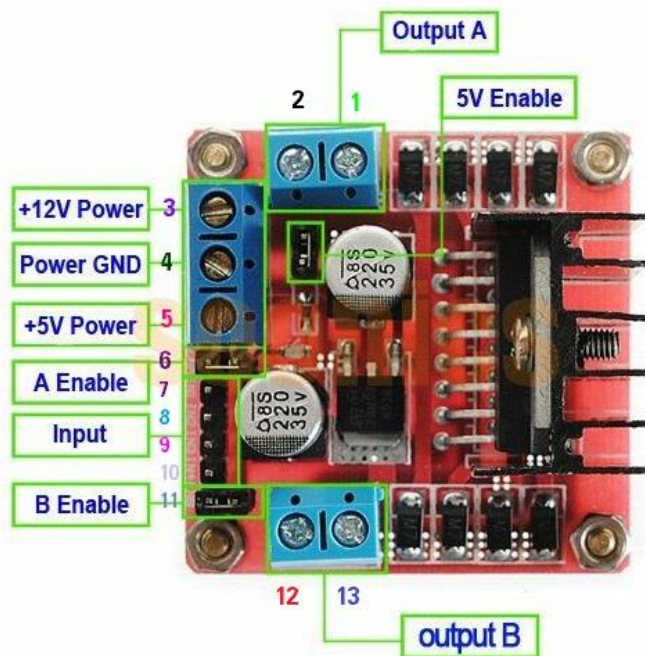
Not take 2 IR sensor module and fix it on both front side of line following robot. Keep the IR sensor led towards the surface.





Step 7.

Now take the L298N motor driver and place it and stick it with dual sided tape.



Pin 1 - Green Wire (A+) Stepper Motor

Pin 2 - Black Wire (A-) Stepper Motor

Pin 3 - 12 V Adaptor (+ve lead)

Pin 4 - Adaptor Ground)

Pin 5 - (Nothing)

Pin 6 - Jumper Connected

Pin 7 - To Arduino Uno Pin 8

Pin 8 - To Arduino Uno Pin 9

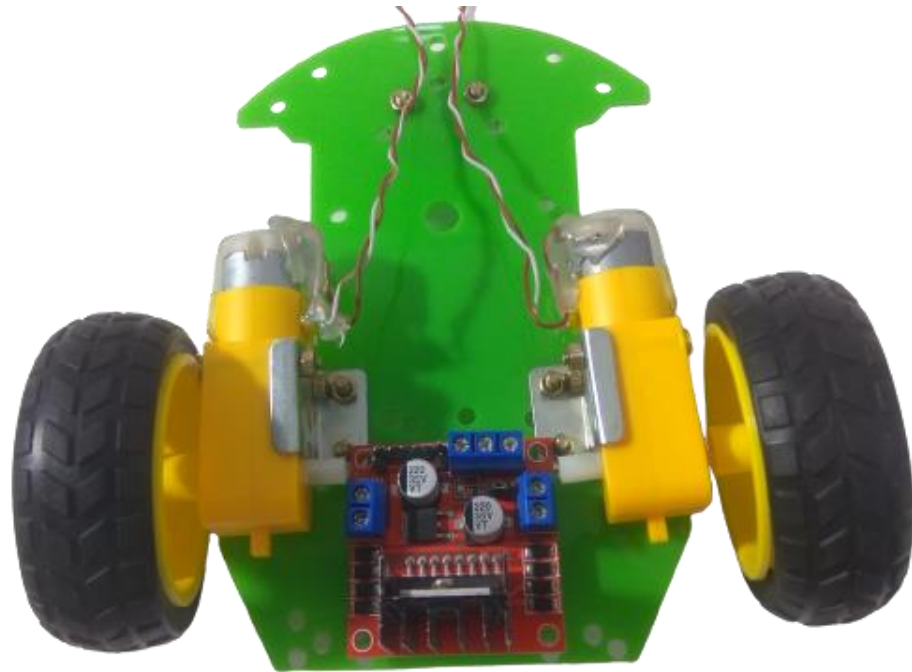
Pin 9 - To Arduino Uno Pin 10

Pin 10 - To Arduino Uno Pin 11

Pin 11 - Jumper Connected

Pin 12 - Red Wire (B+) Stepper Motor

Pin 13 - Blue Wire (B-) Stepper Motor



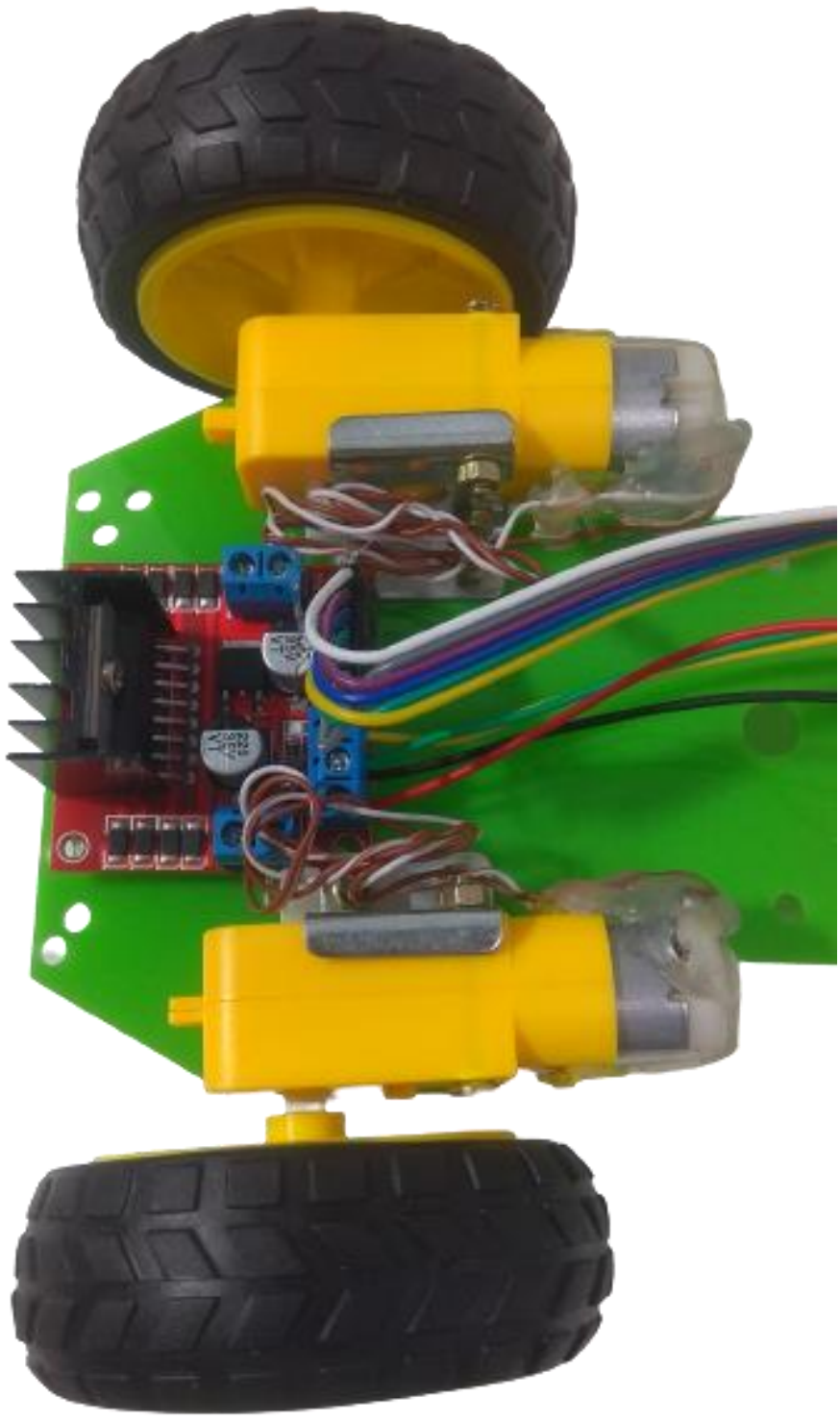
Step 8.

Now connect the male to female jumper wire with motor driver.

And also connect the motor with the L298n Motor Driver.

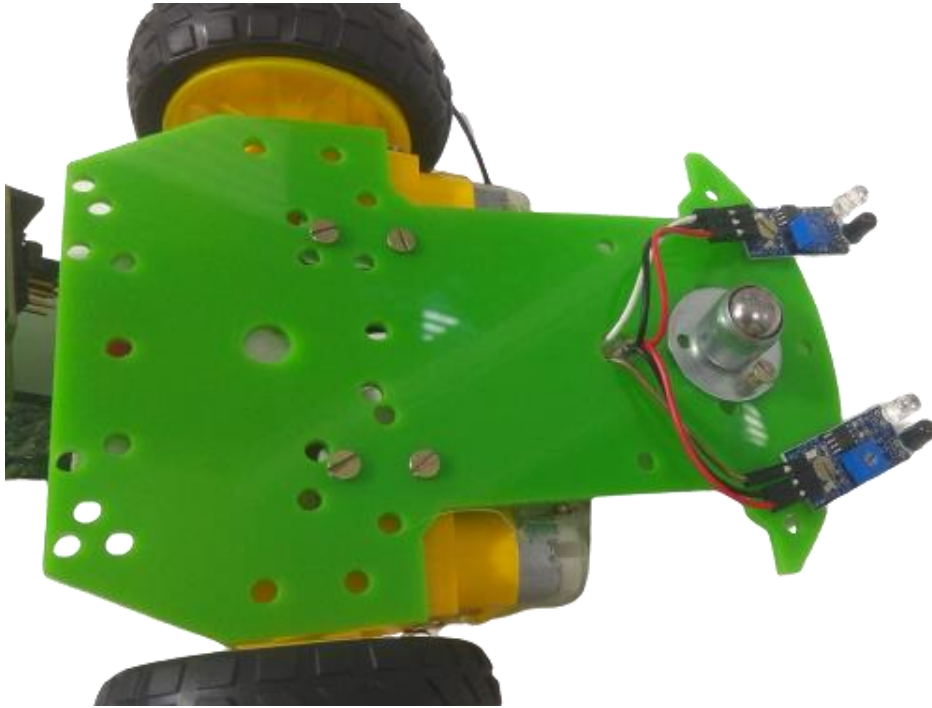
Connect left motor in out1 and out2

And right motor to out3 and out4 of the L298N Motor driver.



Step 9.

Now connect the male female wire with both IR Sensor module.

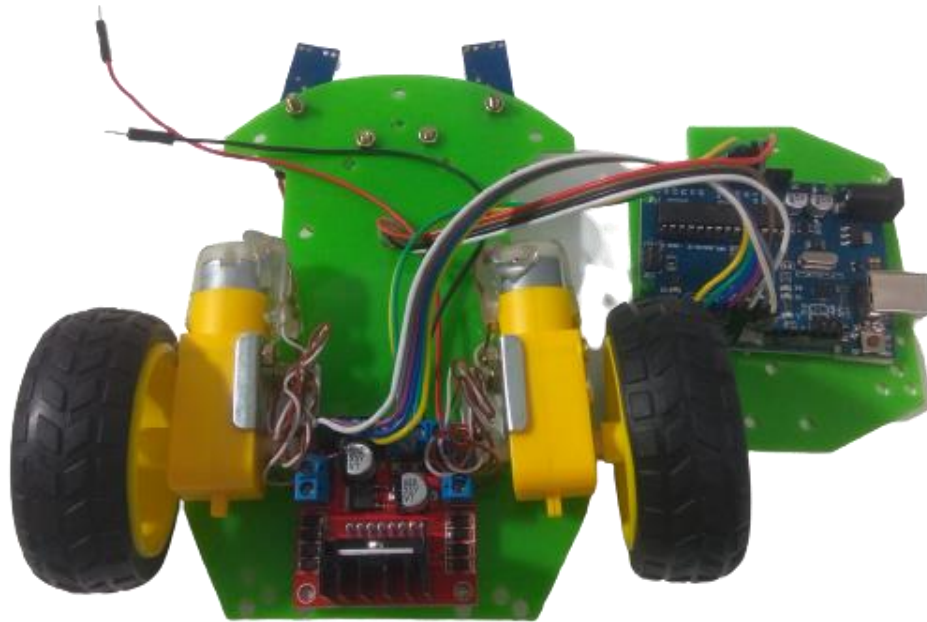


Step 10.

Now connect all these jumper wire with the Arduino Uno board.

You can also use bread board. If required.

Here we have just connected all positive with positive wire or jumper then these must be connected with 5v of Arduino Uno pin and all negative with Negative wires and these negative must be connected with GND of Arduino Uno board.

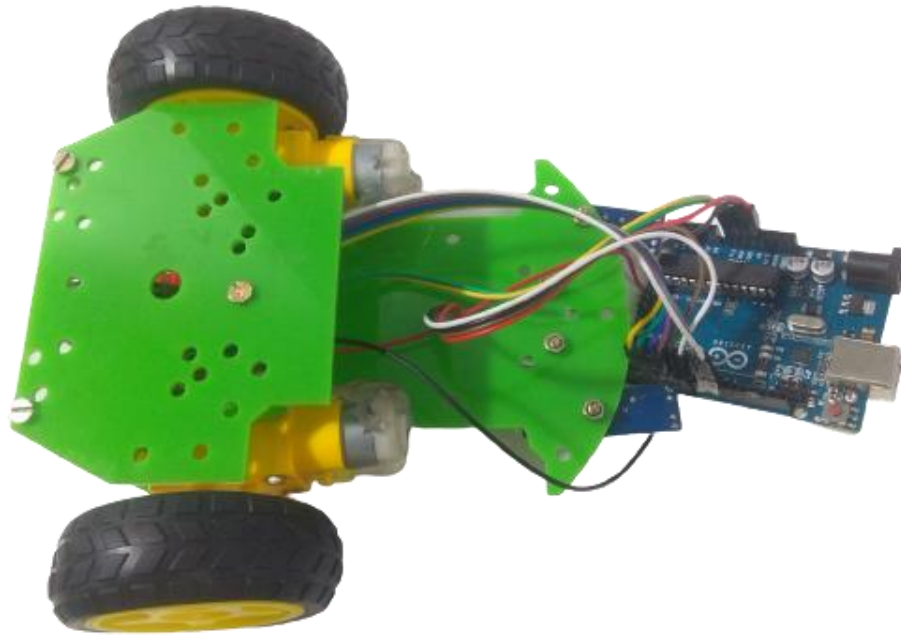


Step 11.

Now place the top layer of the line following robot.

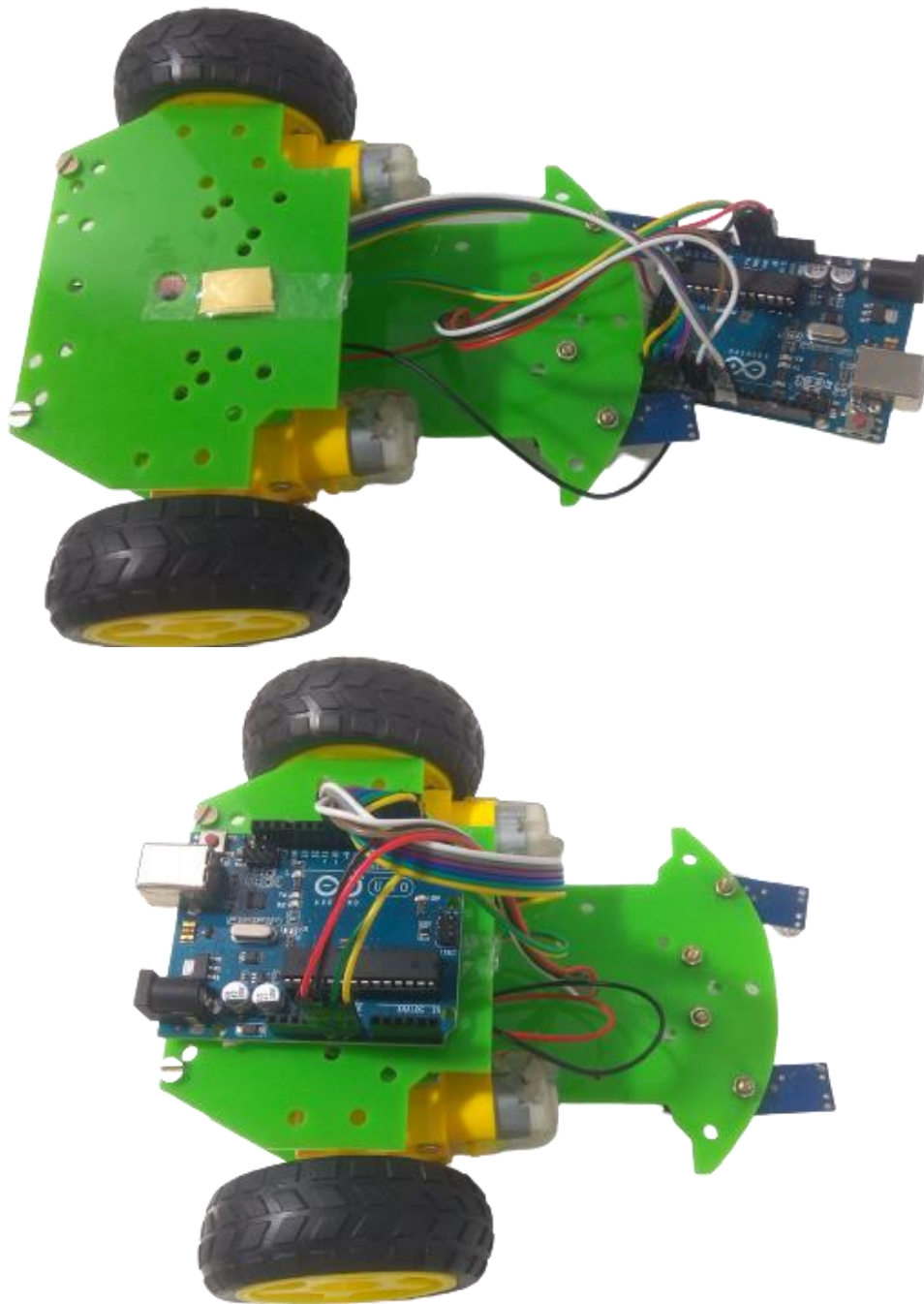
Place the spacer between the top layer and base of the robot.

And the fix it using nut and bolt.



Step 12.

Now stick the Arduino Uno on the top of the line following robot and cover the nuts or bolt where you have to put Arduino Uno or motor driver shield to protect electronic components with short circuit.



Wiring connection.

This image is only for reference.

ENB of motor driver to pin no 10 of Arduino Uno.

IR Sensor module with Arduino Uno

Left IR module

Vcc to 5v of Arduin Uno.

Gnd to GND of Arduin Uno.

And Signal to Pin no 6 of arduino.

Right IR module

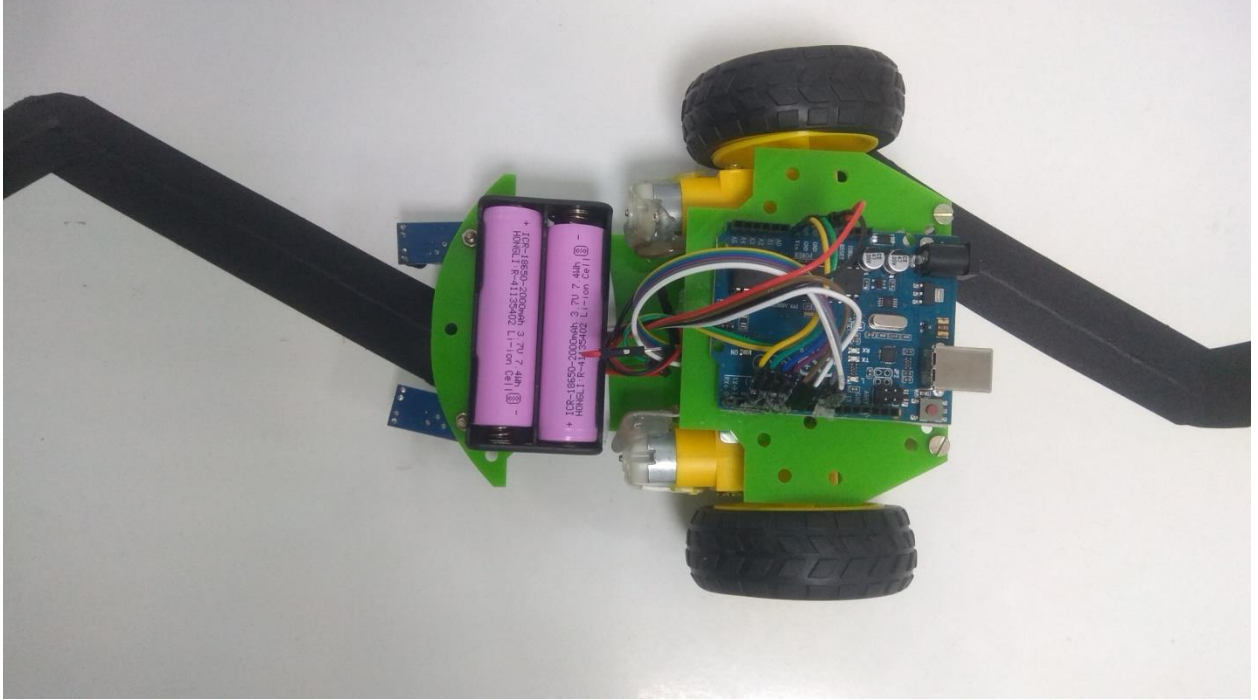
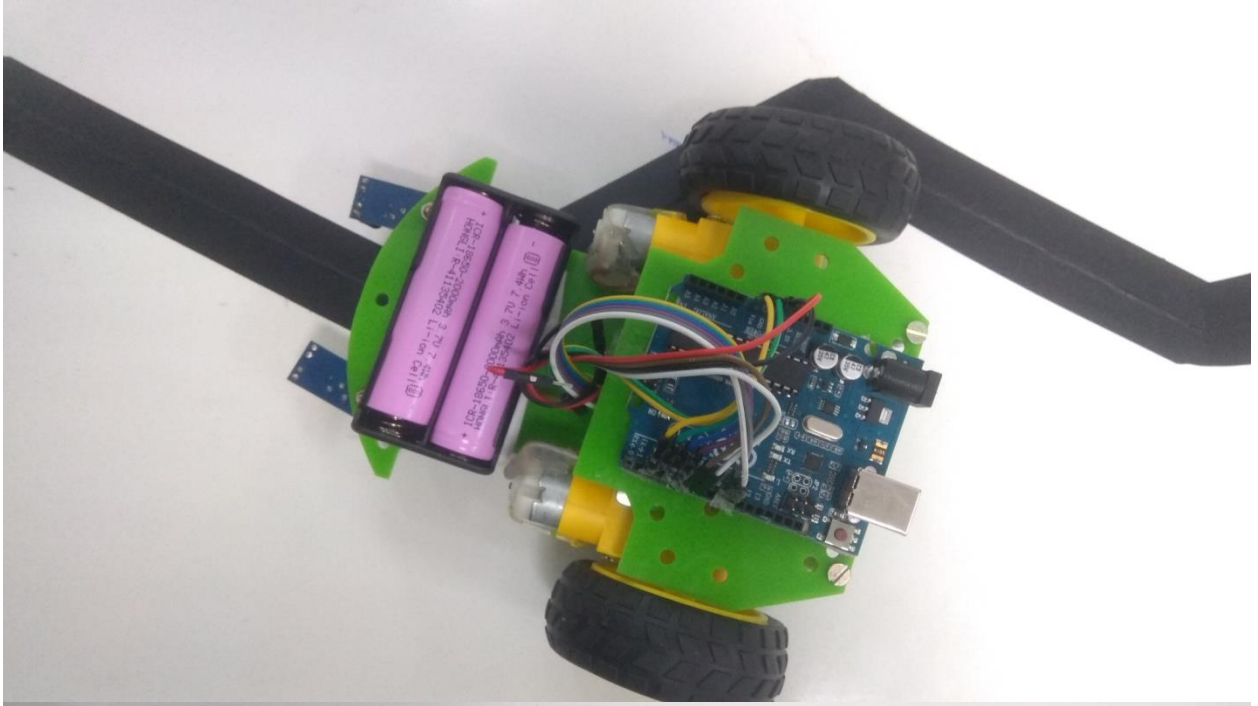
Vcc to 5v of Arduin Uno.

Gnd to GND of Arduin Uno.

And Signal to Pin no 7 of arduino.

Step 13.

Finally our line following robot is ready.



Micro controller which is used and which can be used.

About the microcontroller.

For this robot here we used Arduino Uno R3 microcontroller. You can also use Abira board SV1.0

Some features of these board are.

Arduino Uno R3 Board

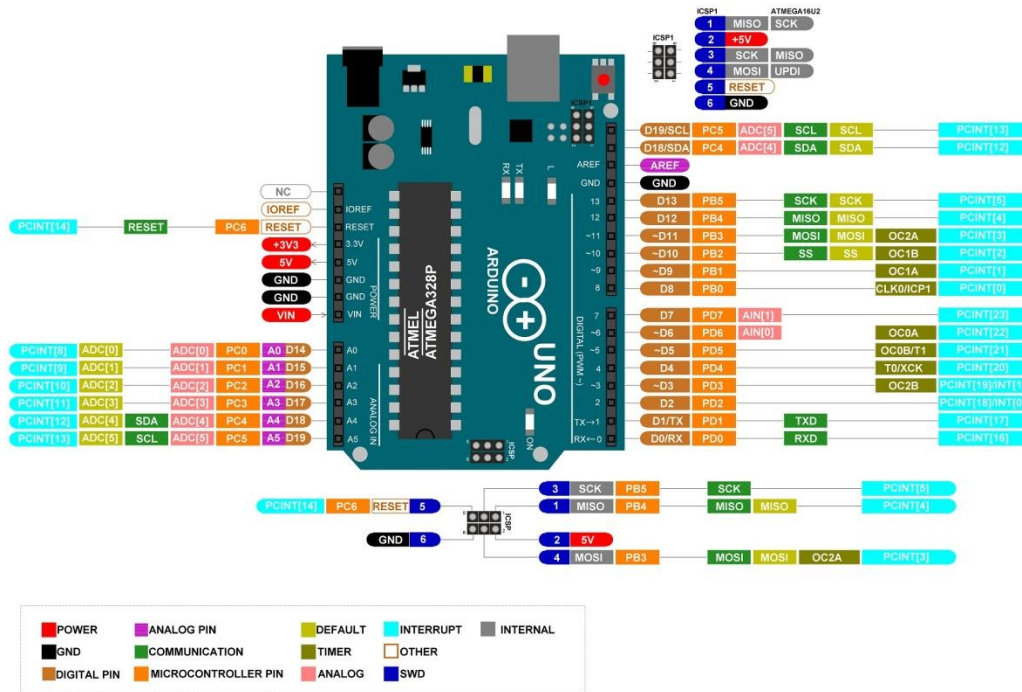
Arduino UNO is a microcontroller board based on the **ATmega328P**. It has 14 digital input/output pins (of which 6 can be used as PWM outputs), 6 analog inputs, a 16 MHz ceramic resonator, a USB connection, a power jack, an ICSP header and a reset button. It contains everything needed to support the microcontroller; simply connect it to a computer with a USB cable or power it with a AC-to-DC adapter or battery to get started. You can tinker with your UNO without worrying too much about doing something wrong, worst case scenario you can replace the chip for a few dollars and start over again.

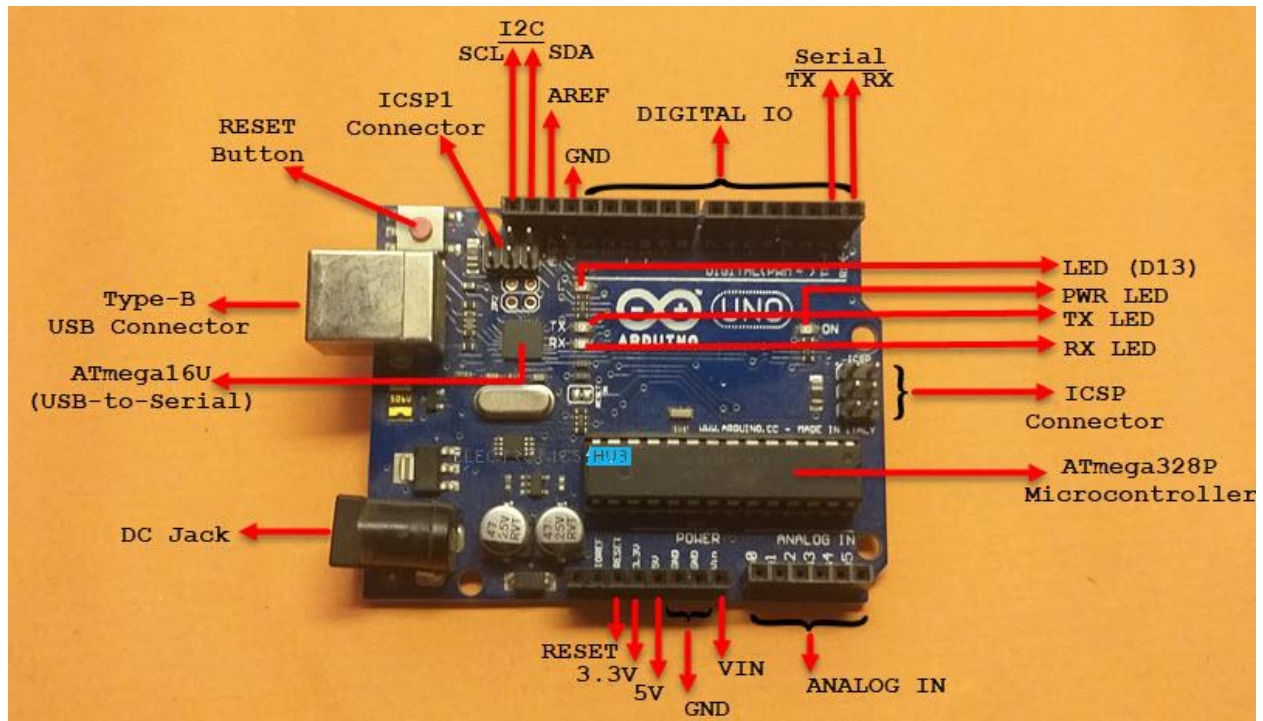
Features:

Model Type	Arduino Uno R3
Microcontroller Chip	ATmega328
Operating Voltage (VDC)	5
Input Voltage(Recommended)	7-12V
Input Voltage (limit)	6-20V
Analog I/O Pins	6
Digital I/O Pins	14 (of which 6 provide PWM output)
PWM Digital I/O Pins	6
DC Current for 3.3V Pin	50

(mA)	
DC Current per I/O Pin (mA)	40
Clock Speed	16 MHz
SRAM	2
EEPROM	1 KB (ATmega328)
Flash Memory	32 KB
On Board LEDs	On/Off, L (PIN 13), TX, RX
Dimensions in mm (LxWxH)	75 x 54 x 12
Weight (gm)	26

Arduino Uno pin details.





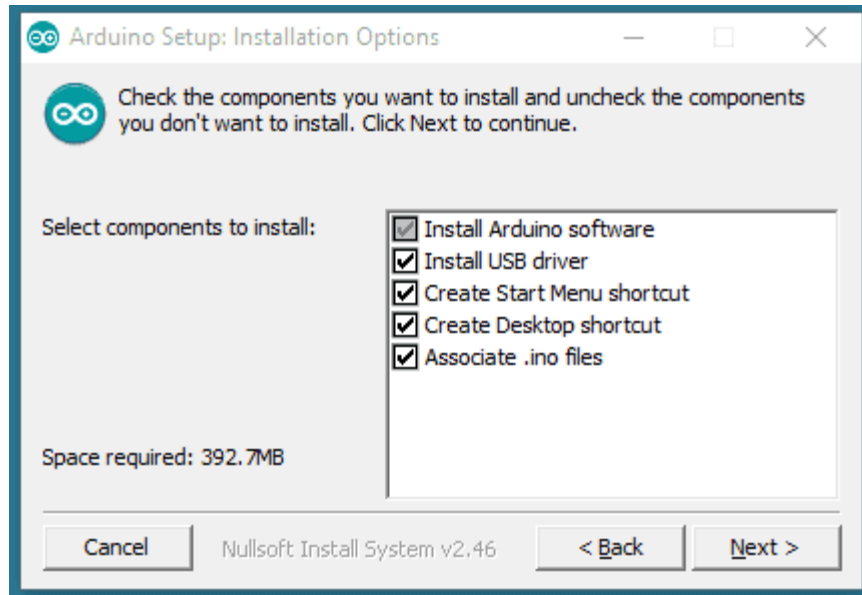
How to install the Arduino Software (IDE)

This document explains how to install the Arduino Software (IDE) on Windows machines.

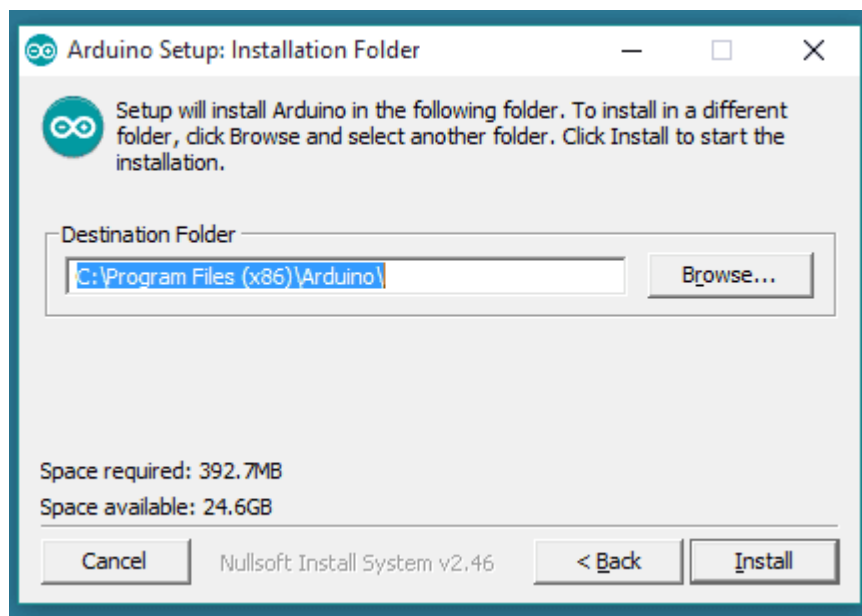
Download the Arduino Software (IDE)

Get the latest version from the download page. You can choose between the Installer (.exe) and the Zip packages. We suggest you use the first one that installs directly everything you need to use the Arduino Software (IDE), including the drivers. With the Zip package you need to install the drivers manually. The Zip file is also useful if you want to create a portable installation.

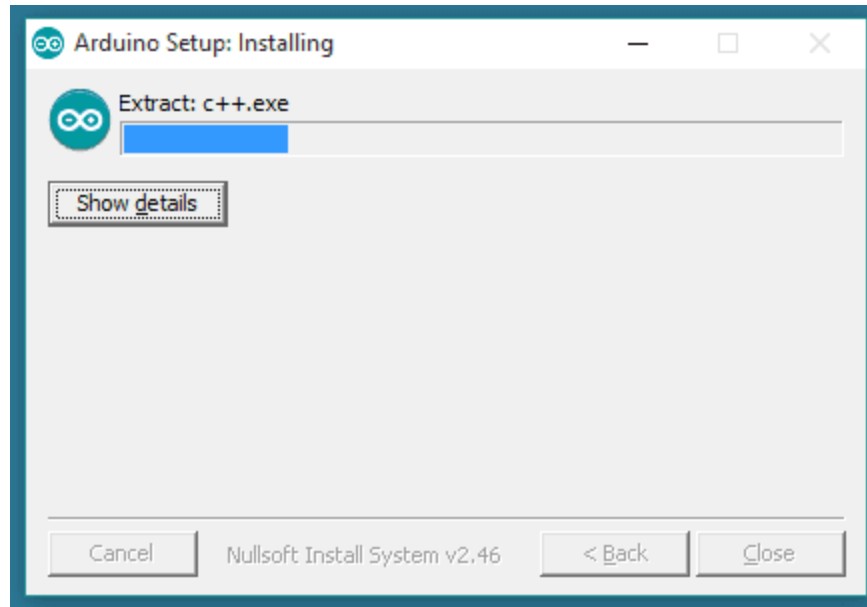
When the download finishes, proceed with the installation and please allow the driver installation process when you get a warning from the operating system.



Choose the components to install.



Choose the installation directory.



Installation in progress.

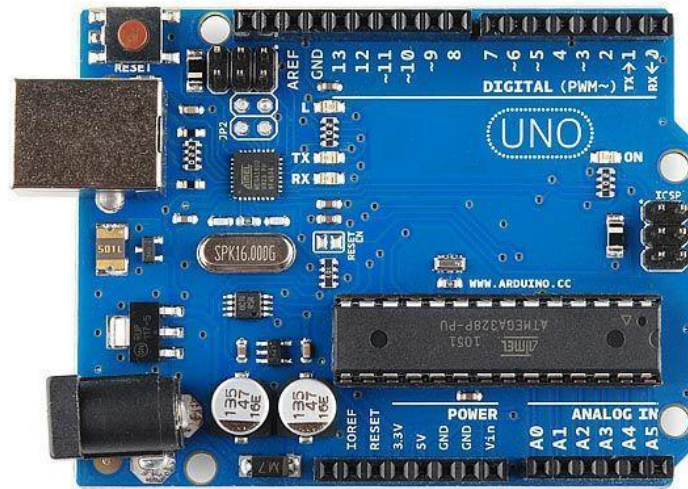
The process will extract and install all the required files to execute properly the Arduino Software (IDE)

The text of the Arduino getting started guide is licensed under a Creative Commons Attribution-ShareAlike 3.0 License. Code samples in the guide are released into the public domain.

How to connect Arduino Uno R3.

Steps to upload a program to Arduino UNO board through a Windows PC:- In order to upload a program to an Arduino UNO board using a Windows PC involves

- Connecting UNO with PC using a USB cable.
 - Selection of the correct board and port in the Tools menu.
 - Uploading the program using the upload button in Arduino IDE after successful compilation.
- Arduino UNO board(SMD/DIP)



Arduino Uno R3 DIP

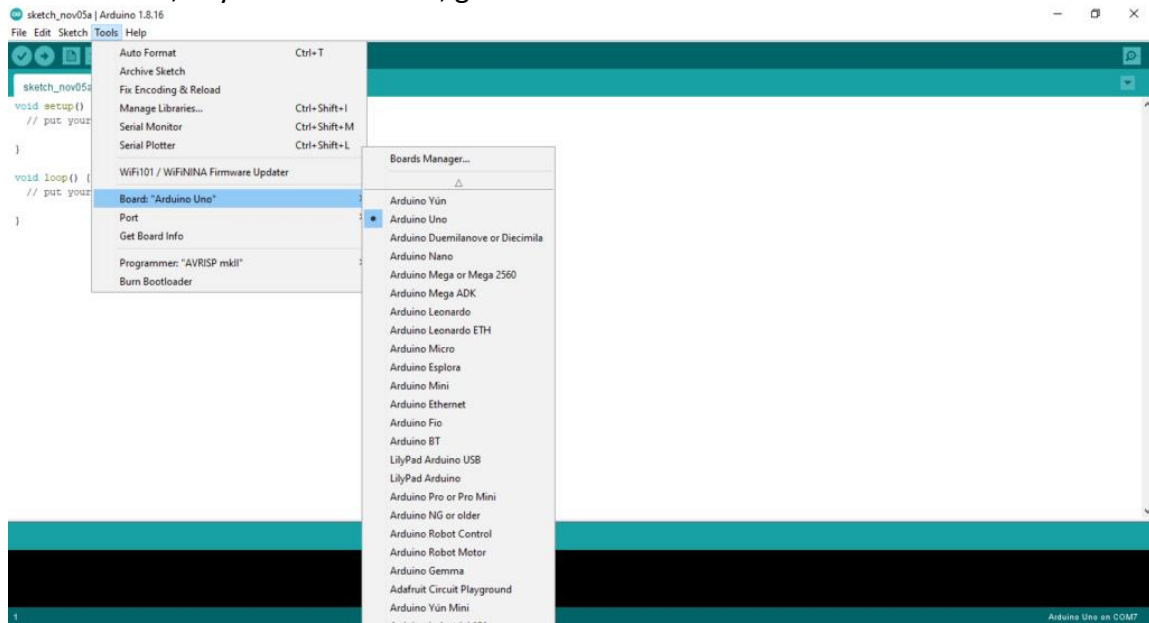
First, we will discuss the problems related to the DIP board.

Problem with uploading programs to Arduino board:-
There are multiple pieces involved to upload a program onto an Arduino board and if any of them aren't right, the upload can fail.

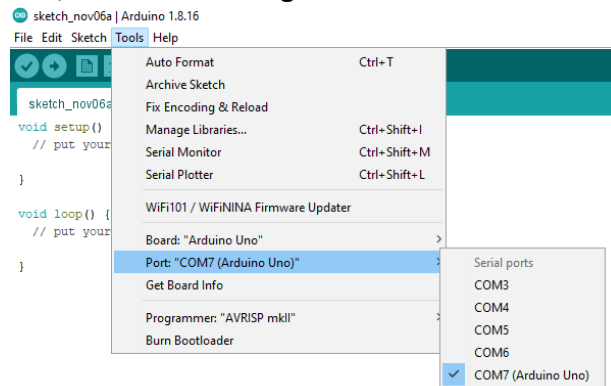
Following are some possible solutions: –

1. Arduino Software

- One possible reason could be that the right Arduino board is not selected in Arduino IDE. To check this, in your Arduino IDE, go to Tools > Board menu and select Arduino UNO.



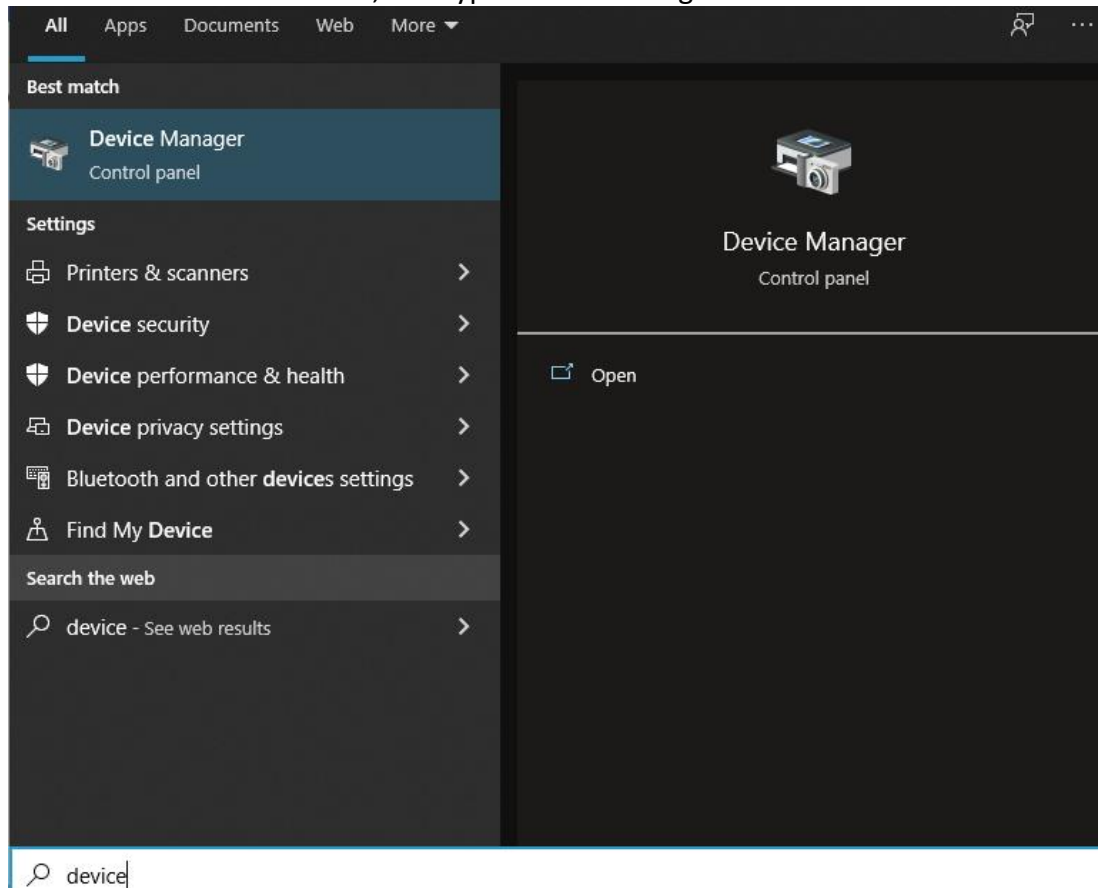
- Check if the correct port is selected by navigating to Tools > Port menu (if your port doesn't appear, try restarting the IDE with the board connected to the computer), then select the port which has Arduino UNO written with it. If you don't seem to have a serial port for your Arduino board, see the following information about drivers.



2. Drivers – Drivers provide a way for software on your computer (i.e. the Arduino software) to talk to the hardware you connect to your computer (the Arduino board). In the case of Arduino, the drivers work by providing a virtual serial port (or virtual COM port). If you are operating a

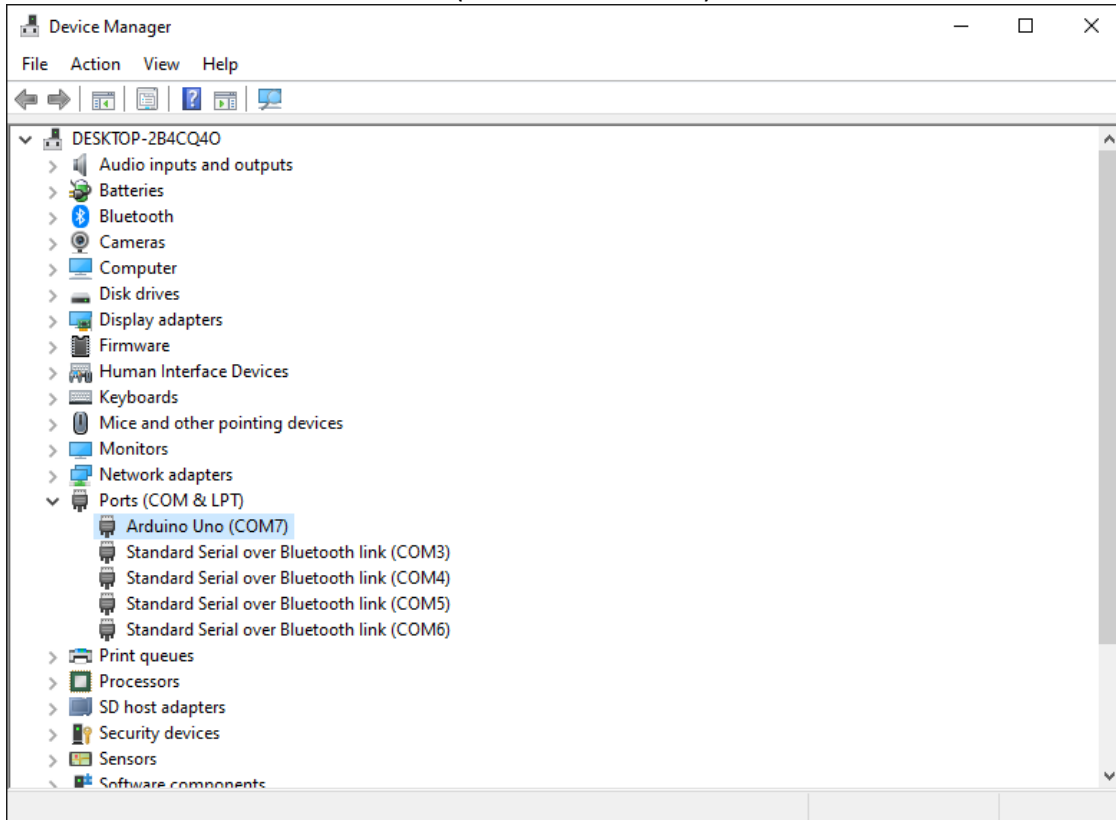
Windows system, and your Arduino drivers are not up to date you will usually get Arduino ports not showing up. If this is the case, update using these steps below.

- Go to Start Menu, and type Device Manager on the search bar.

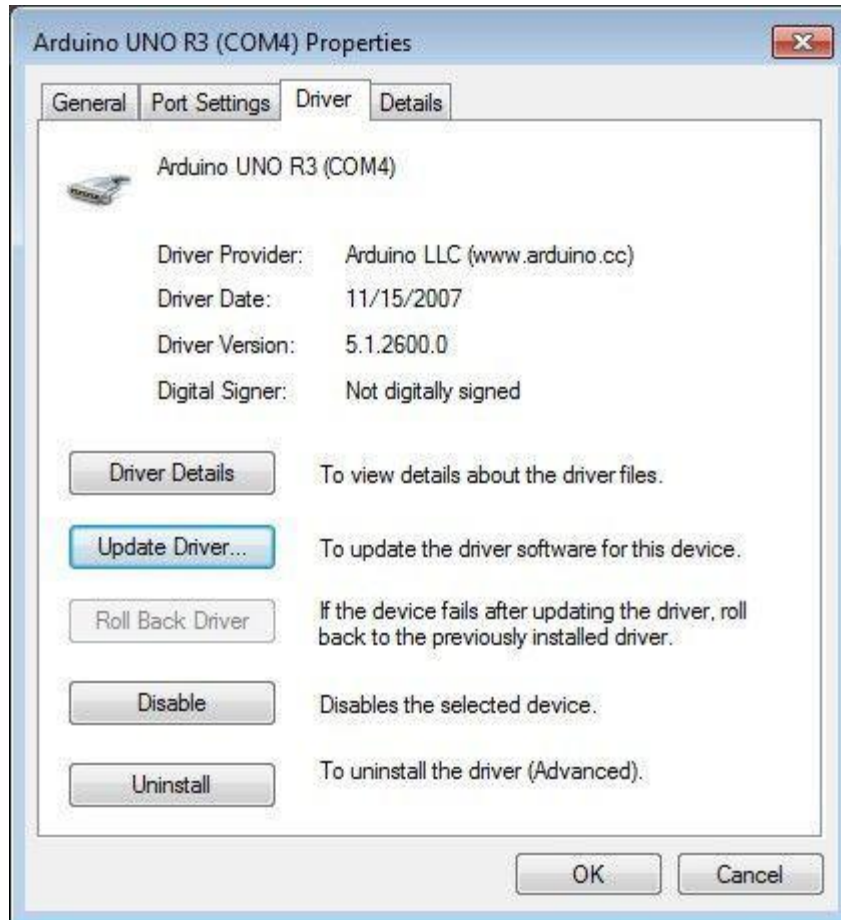


- Click the Device Manager icon to open a new window.

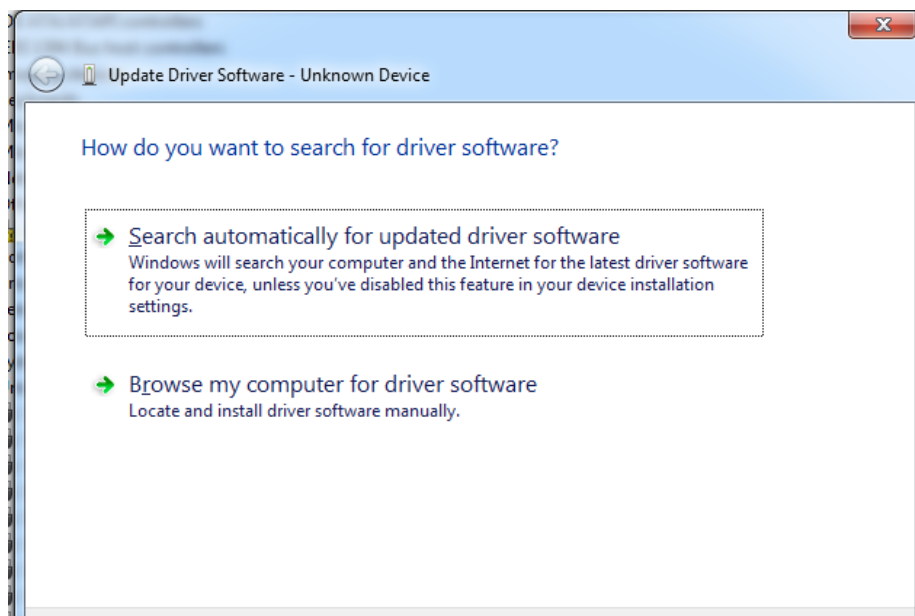
- Scroll down to Ports (COM & LPT) and click on to expand.



- Double-click the Arduino Uno device for the properties window to display.
- Select the Driver tab, and click Update Driver



- Choose the search automatically for the updated driver software option.



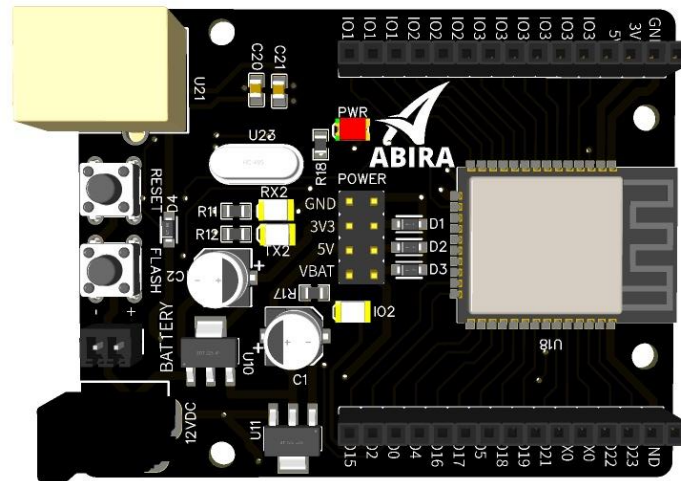
- Windows will begin to update.
- After the update is done, “Windows has successfully updated your driver software” will be displayed on your screen.
- Run a final check to be sure the driver was updated correctly.

3. Physical Connection

- First, make sure your board is on (the green LED is on) and connected to the computer.
- The Arduino Uno may have trouble connecting to Windows through a USB hub. If nothing appears in your “Tools > Serial Port” menu, try plugging the board directly into your computer and restarting the Arduino IDE.
- Disconnect digital pins 0 and 1 while uploading as they are shared with serial communication with the computer (they can be connected and used after the code has been uploaded).
- Try uploading with nothing connected to the board (apart from the USB cable).
- Make sure the board isn’t touching anything metallic or conductive.
- Try a different USB cable; sometimes they don’t work.
- If you have a board that doesn’t support auto-reset, be sure that you are resetting the board a couple of seconds before uploading using the reset button present in the Arduino UNO board.
- If you get this error: [VP 1] Device is not responding correctly. try uploading again (i.e., reset the board and press the download button a second time).

4. Bootloader – Make sure there’s a bootloader burned on your Arduino board. To check, reset the board. The built-in L LED (which is connected to pin 13) should blink. If it doesn’t, there may not be a bootloader on your board.

Abira Board SV1.0



Abira board SV1.0 is best development board for getting into the field of Electronics and learning with hands on Experience using such a powerful hardware. Including the features which comes with this board makes learning with it so much fun and the possibilities is endless.

Specification:

AbiraSV1.0 comes with ESP32 Microcontroller on Board. Powered by 40 nm technology, ESP32 provides a robust, highly integrated platform, which helps meet the continuous demands for efficient power usage, compact design, security, high performance, and reliability.

Main Features

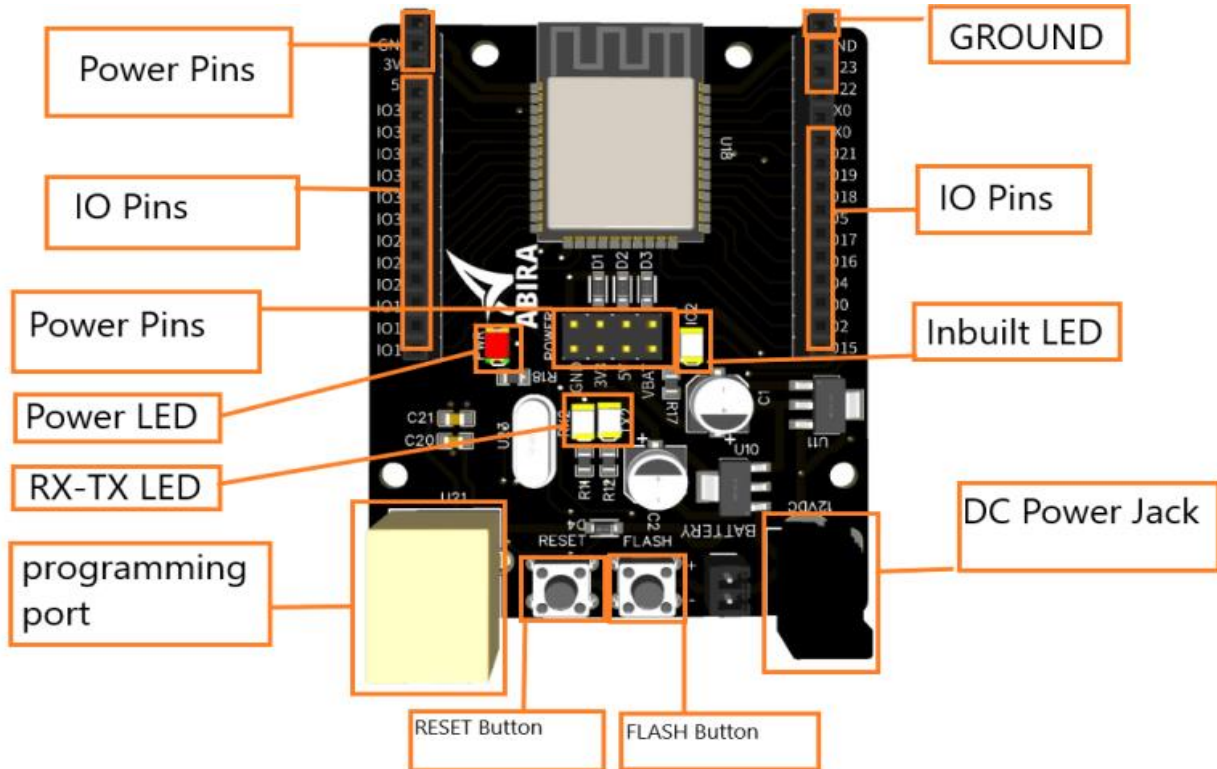
- It Comes with 2.4GHz Wi-Fi band
- Bluetooth
- Dual high performance Xtensa 32-bit LX6 CPU cores
- Ultra Low Power co-processor
- Multiple peripherals
- 4Mb of Internal flash memory
- 320Kb SRAM
- 4Kb EEPROM
- Peripheral
- 34 Programmable GPIOs
- 2 8bit Digital to analogue converter
- 4 SPI communication interfaces
- 2 I2C Interfaces

Programming of Arduino Uno R3.

First we need to install Arduino IDE from Arduino official website

<https://docs.Arduino.cc/software/ide-v1/tutorials/Windows>

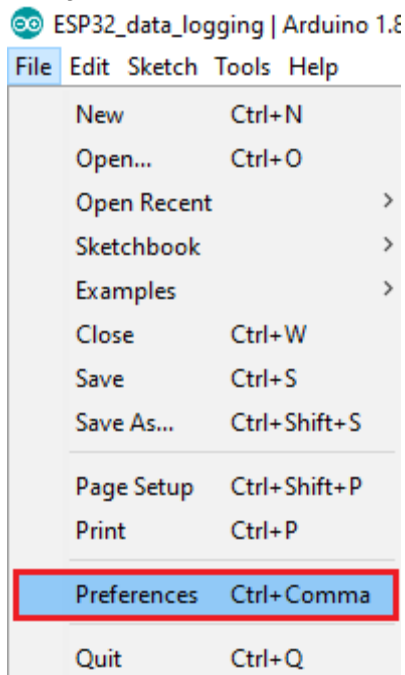
Then install it or extract it. After that you will get Arduino.exe or Arduino application.



Installing ESP32 Add-on in Arduino IDE

To install the ESP32 board in your Arduino IDE, follow these next instructions:

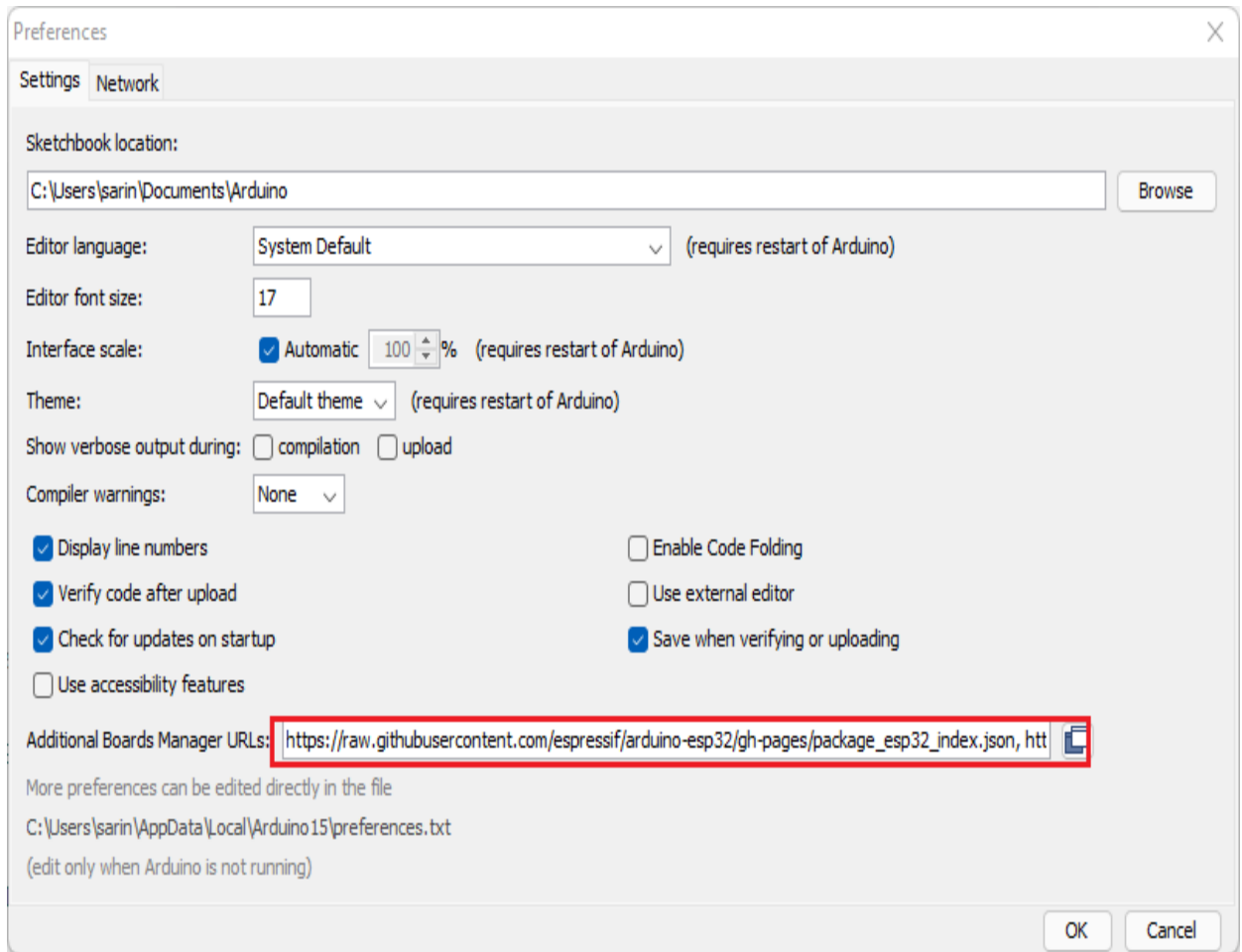
1. In your Arduino IDE, go to **File**> **Preferences**



2. Enter the following into the “Additional Board Manager URLs” field:

https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json

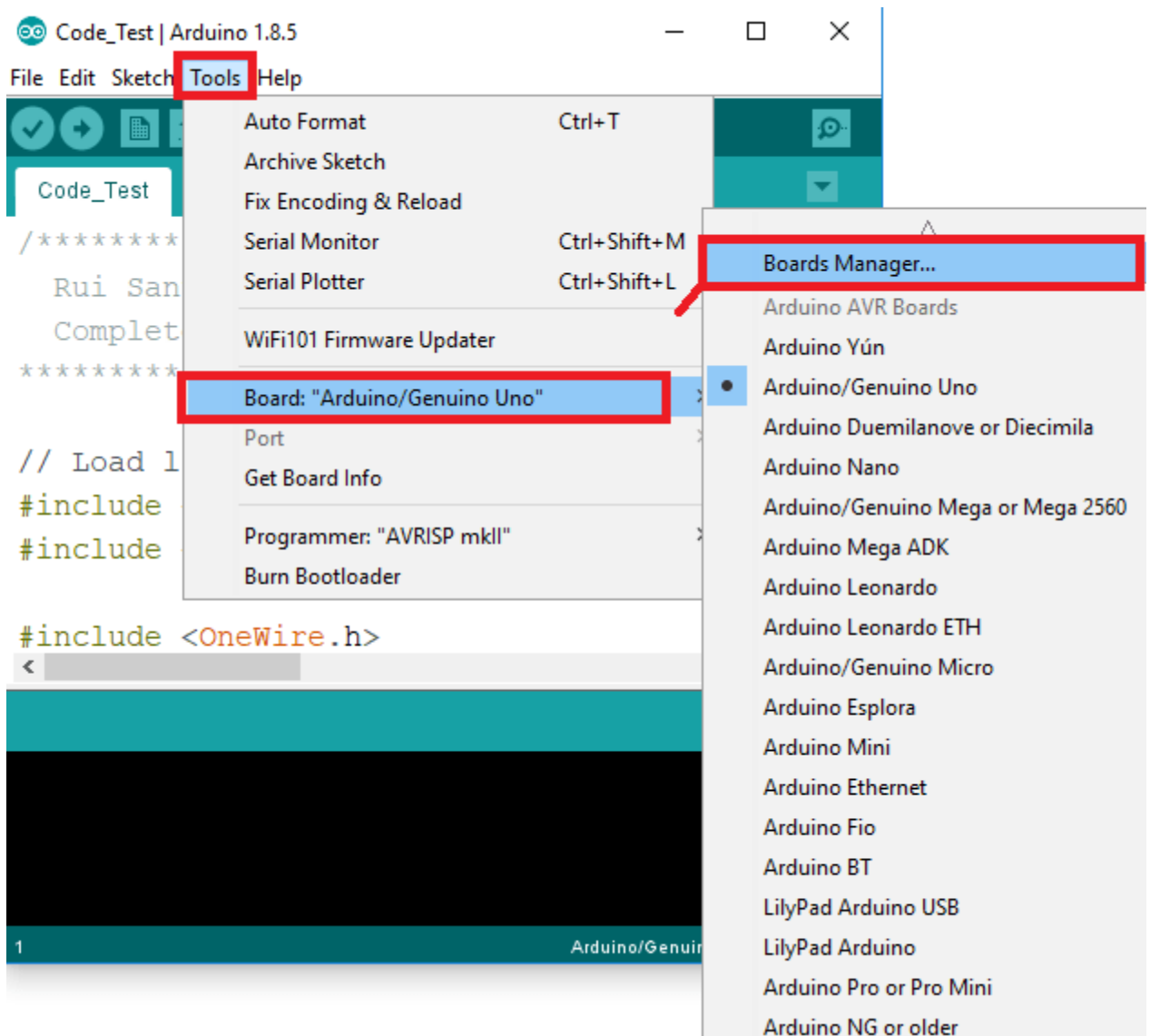
Then, click the “OK” button:



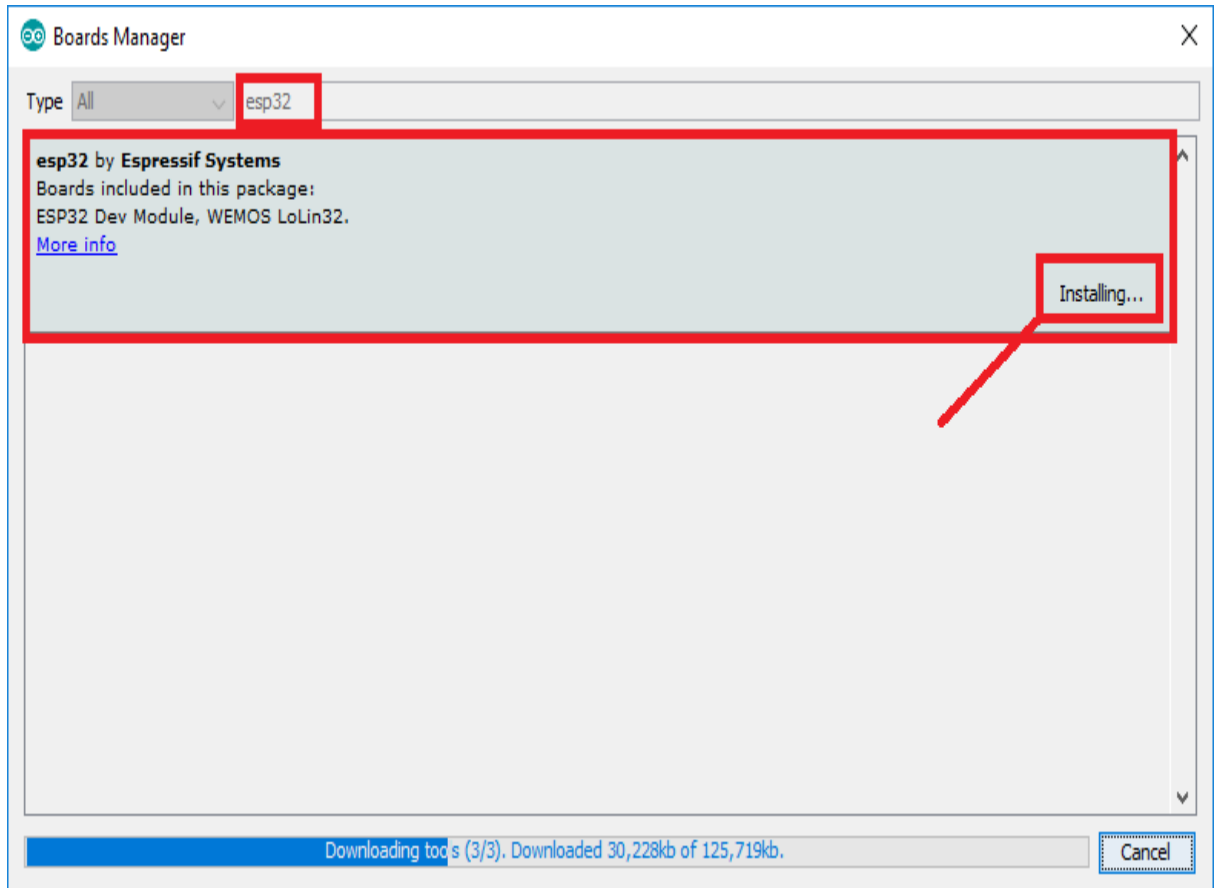
Note: if you already have the ESP8266 boards URL, you can separate the URLs with a comma as follows:

```
https://raw.githubusercontent.com/espressif/arduino-esp32/gh-  
pages/package_esp32_index.json,  
http://arduino.esp8266.com/stable/package_esp8266com_index.json
```

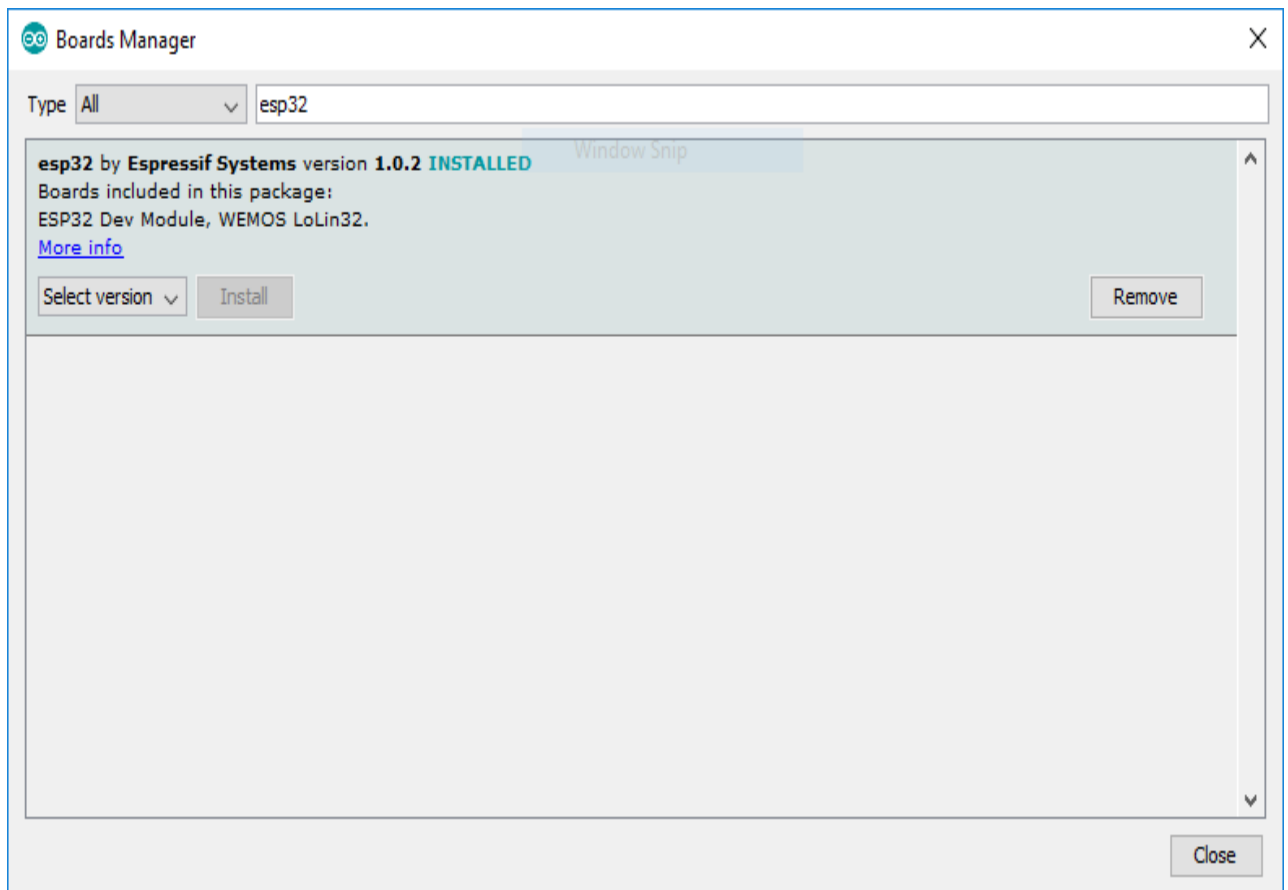
3. Open the Boards Manager. Go to **Tools > Board > Boards Manager...**



4. Search for **ESP32** and press install button for the “**ESP32 by Espressif Systems**”:



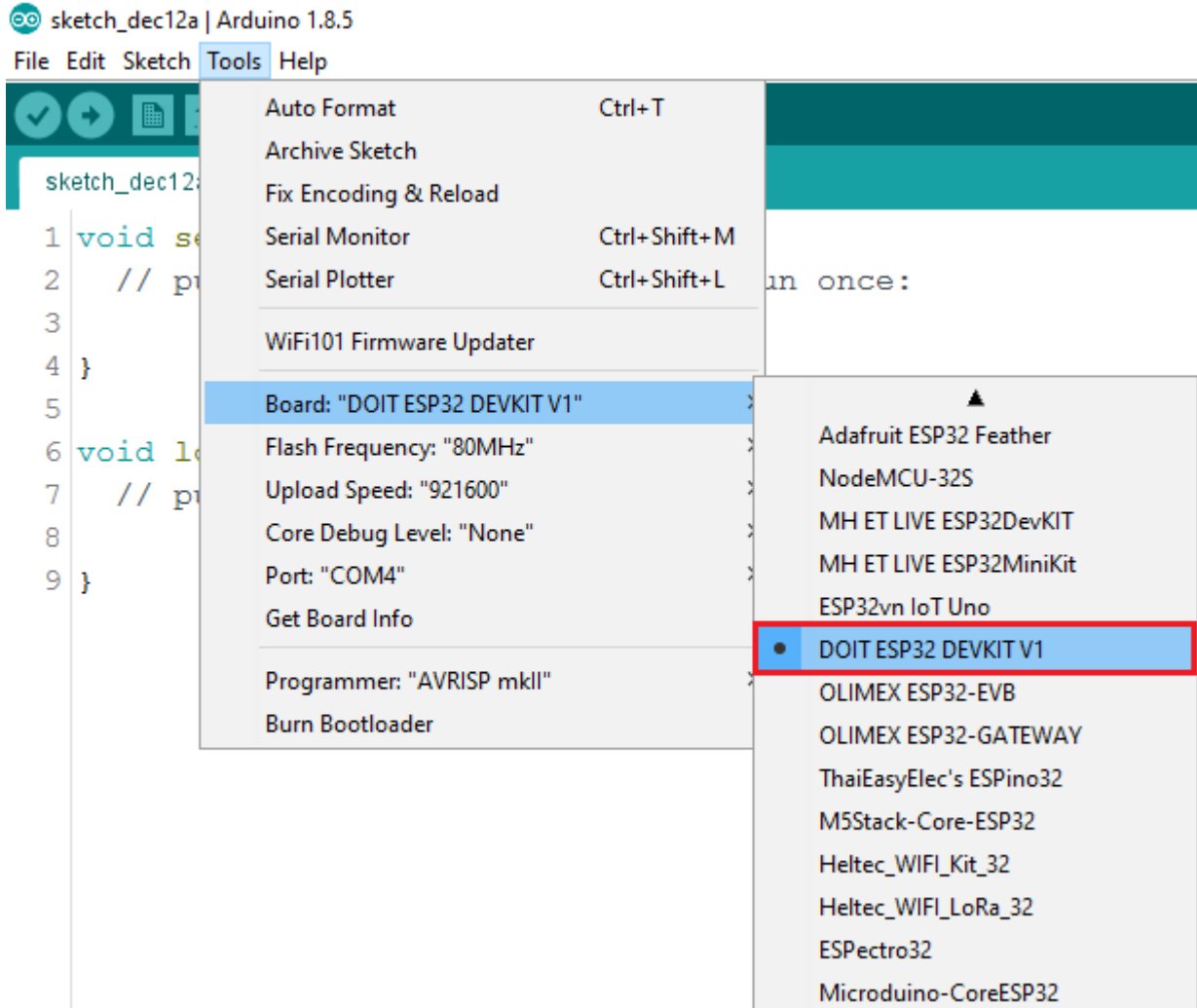
5. That's it. It should be installed after a few seconds.



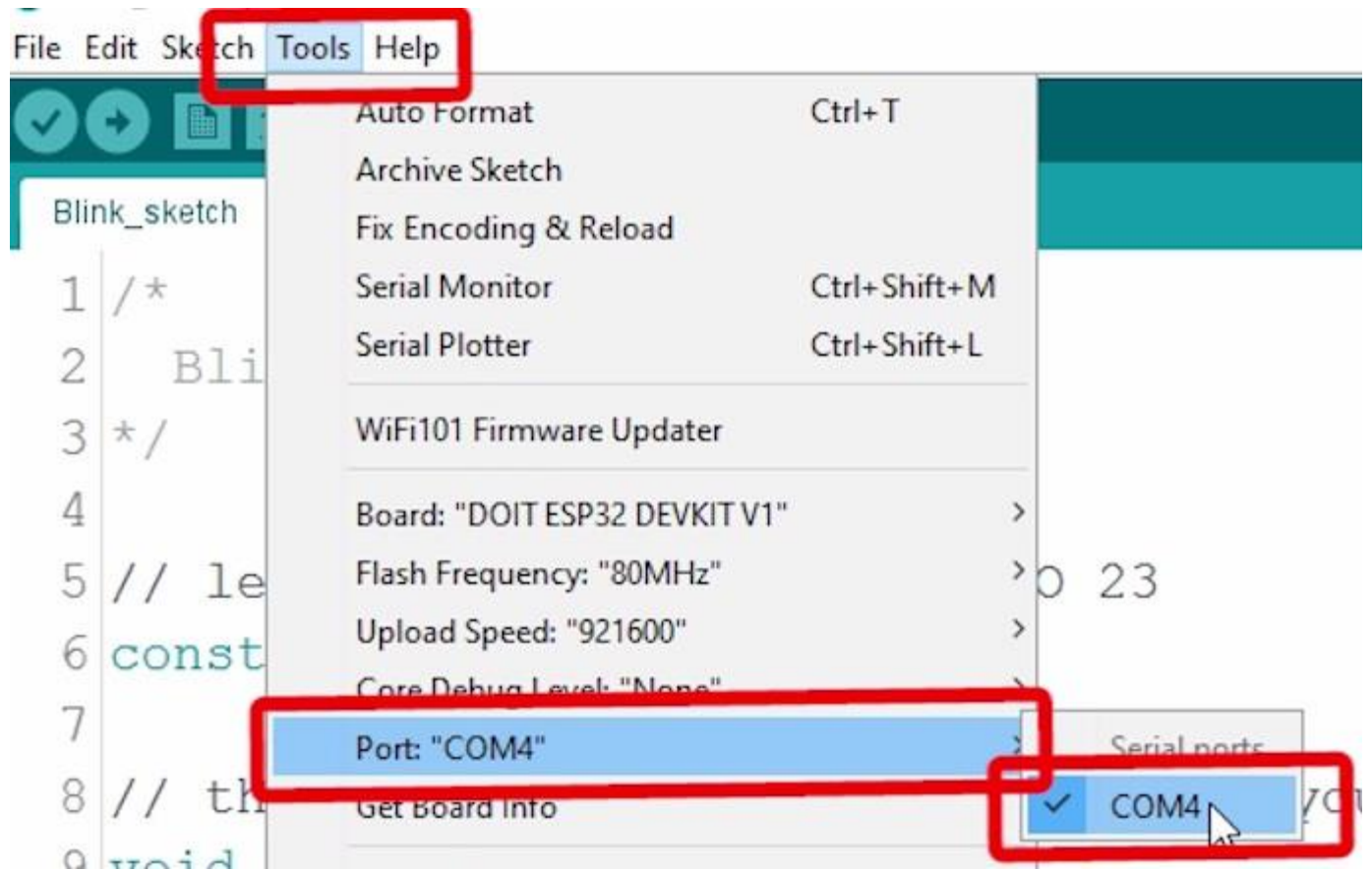
TESTING

Plug the ESP32 board to your computer. With your Arduino IDE open, follow these steps:

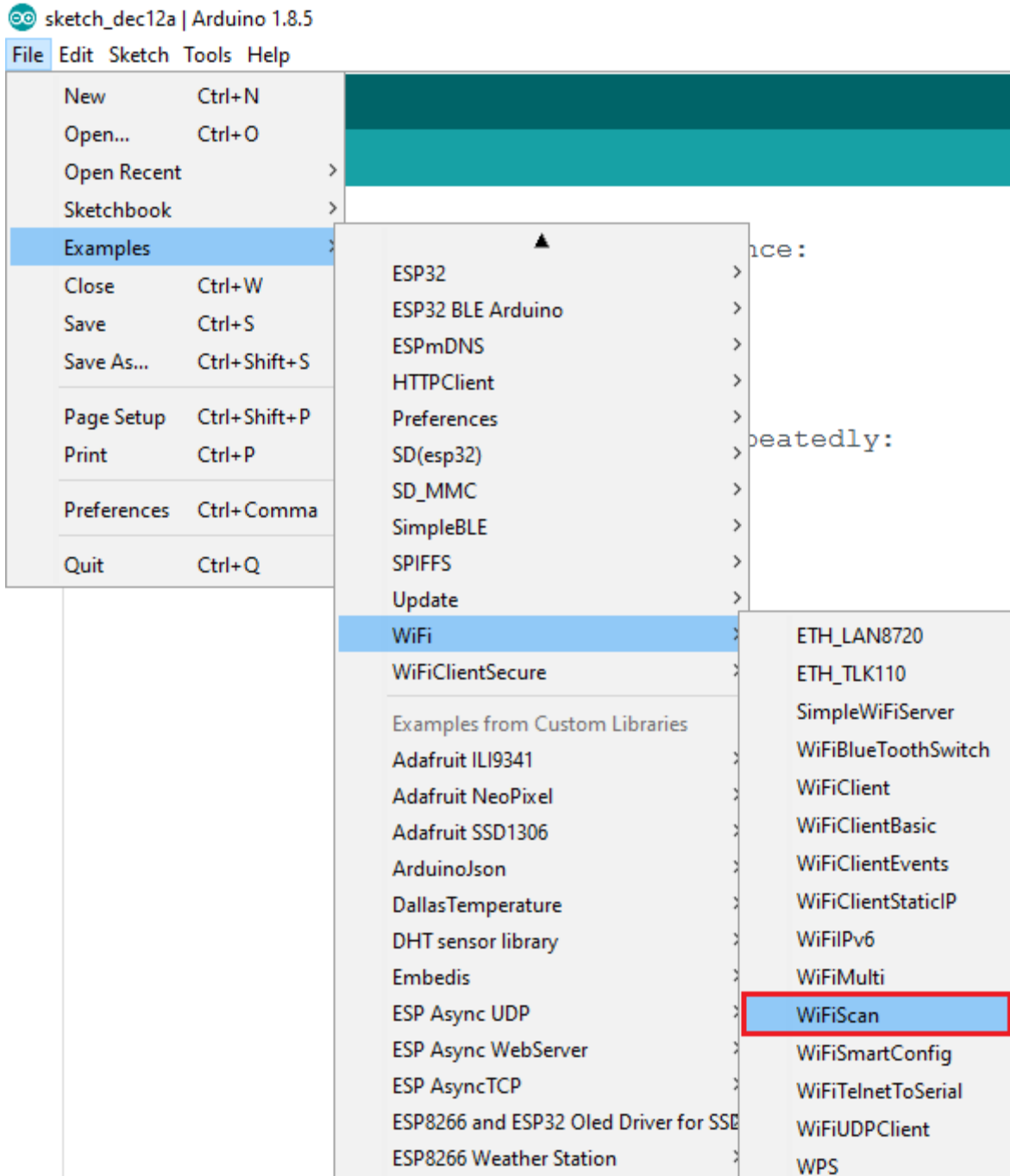
1. Select your Board in **Tools > Board** menu (in my case it's the **DOIT ESP32 DEVKIT V1**)



2. Select the Port (if you don't see the COM Port in your Arduino IDE, you need to install the [CP210x USB to UART Bridge VCP Drivers](#)):



3. Open the following example under **File > Examples > WiFi (ESP32) > WiFiScan**



4. A new sketch opens in your Arduino IDE:



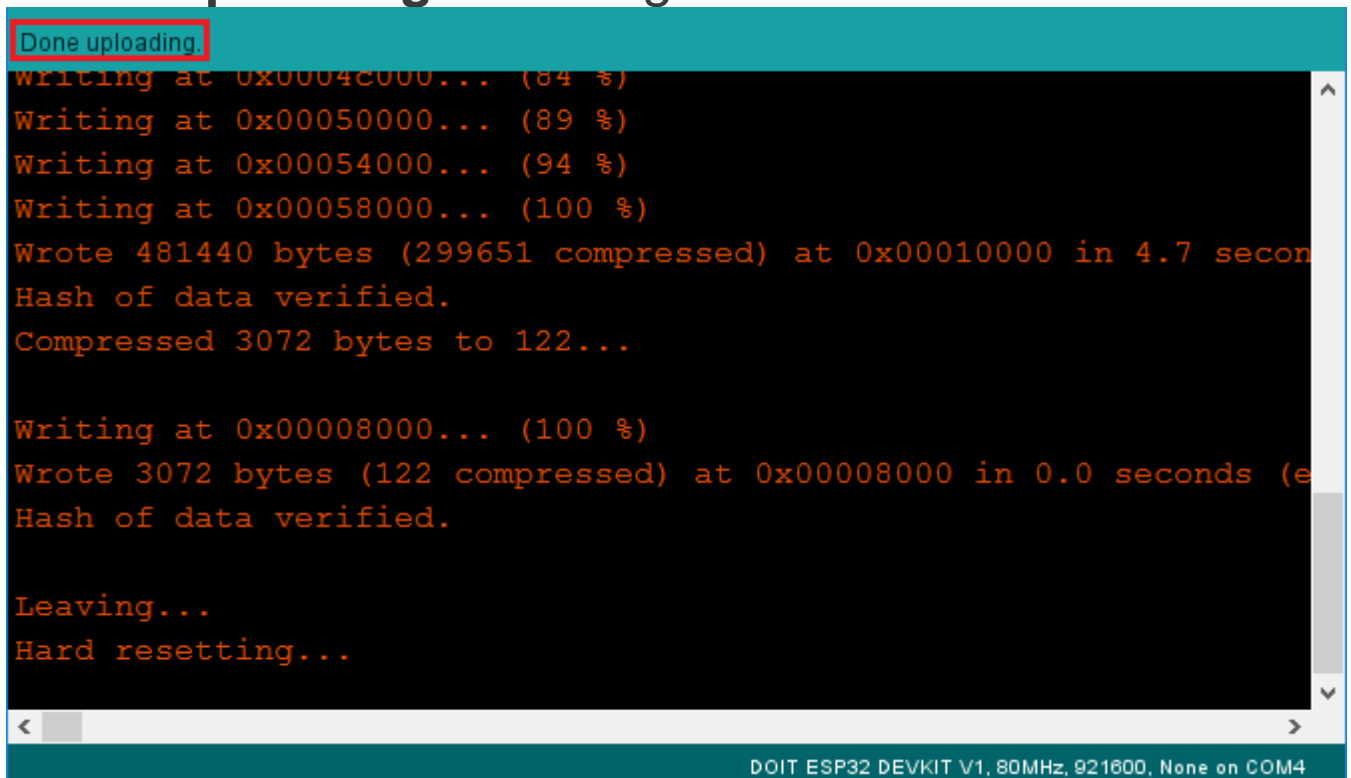
WiFiScan

```
1 /*
2  * This sketch demonstrates how to scan WiFi networks.
3  * The API is almost the same as with the WiFi Shield library,
4  * the most obvious difference being the different file you need to include:
5  */
6 #include "WiFi.h"
7
8 void setup()
9 {
10     Serial.begin(115200);
11
12     // Set WiFi to station mode and disconnect from an AP if it was previously
13     WiFi.mode(WIFI_STA);
14     WiFi.disconnect();
15     delay(100);
16
17     Serial.println("Setup done");
18 }
19
20 void loop()
```

5. Press the **Upload** button in the Arduino IDE. Wait a few seconds while the code compiles and uploads to your board.



6. If everything went as expected, you should see a “**Done uploading.**” message.

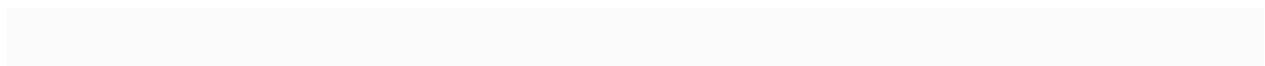
A screenshot of the Arduino IDE Serial Monitor window. The window has a teal header bar with the text "Done uploading." highlighted in a red box. Below the header, the serial output is displayed in orange text on a black background. The output shows the progress of writing code to memory, with percentages from 84% to 100%. It also shows the total bytes written (481440), the compressed size (122 bytes), and the time taken (4.7 seconds). The output ends with "Leaving..." and "Hard resetting...". At the bottom of the window, the hardware information "DOIT ESP32 DEVKIT V1, 80MHz, 921600, None on COM4" is visible.

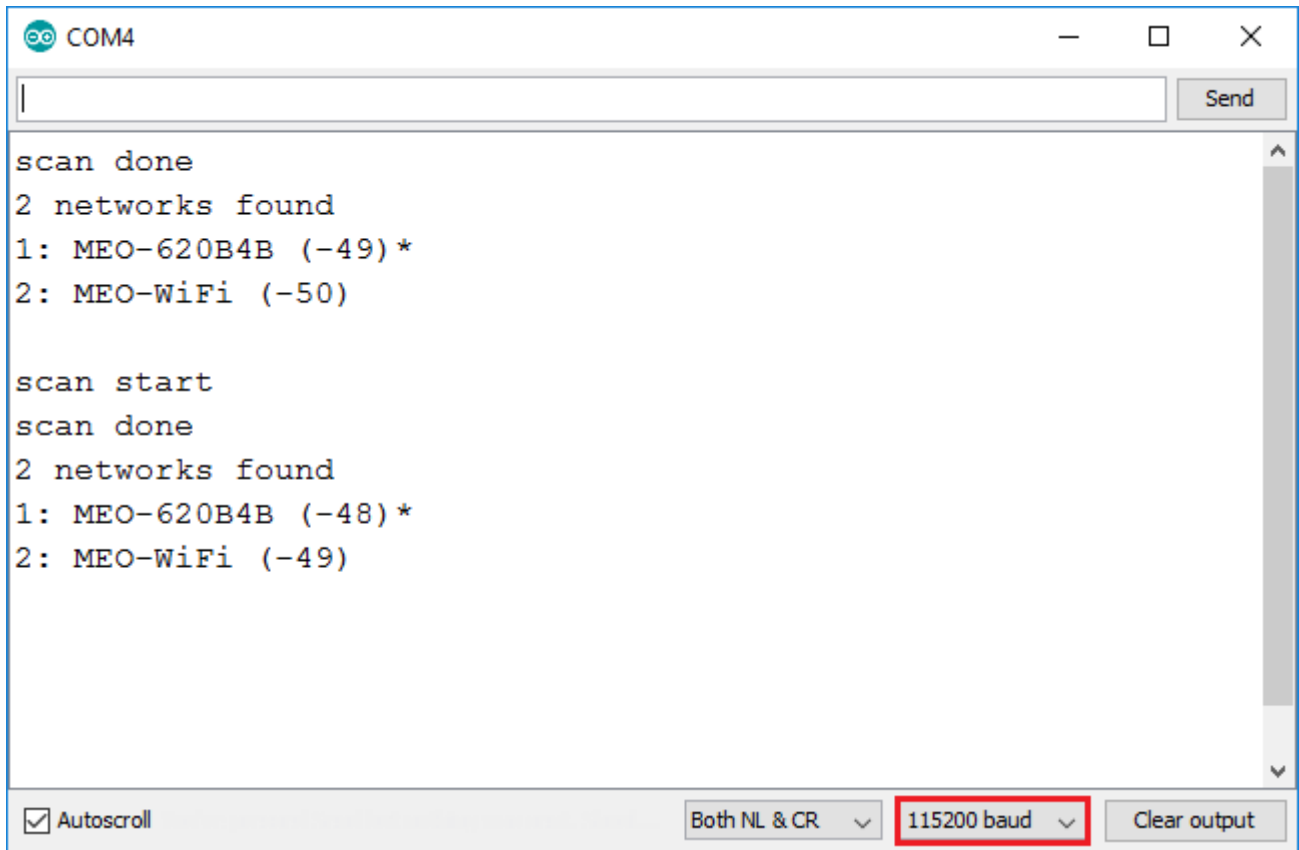
```
Done uploading.  
writing at 0x0004c000... (84 %)  
Writing at 0x00050000... (89 %)  
Writing at 0x00054000... (94 %)  
Writing at 0x00058000... (100 %)  
Wrote 481440 bytes (299651 compressed) at 0x00010000 in 4.7 seconds  
Hash of data verified.  
Compressed 3072 bytes to 122...  
  
Writing at 0x00008000... (100 %)  
Wrote 3072 bytes (122 compressed) at 0x00008000 in 0.0 seconds (elapsed 0.0s)  
Hash of data verified.  
  
Leaving...  
Hard resetting...
```

7. Open the Arduino IDE Serial Monitor at a baud rate of 115200:



8. Press the ESP32 on-board **Enable** button and you should see the networks available near your ESP32:





Test :Blinking Program

```
void setup() {
  pinMode(2, OUTPUT);
}

void loop() {
  digitalWrite(2, HIGH);
  delay(1000);
  digitalWrite(2, LOW);
  delay(1000);
}
```

Now Upload this Code.

```
int lmf = 2;
```

```
int lmb = 3;
```

```
int lme = 9;
```

```
int rmf = 4;
```

```
int rmb = 5;
```

```
int rme = 10;
```

```
int leftsensor = 6;
```

```
int rightsensor = 7;
```

```
int leftsensorvalue=0;
```

```
int rightsensorvalue=0;
```

```
void setup()

{

// pinMode(9, OUTPUT); // this pin will pull the HC-05 pin 34 (key pin) HIGH to switch
module to AT mode

//digitalWrite(9, HIGH);

Serial.begin(9600);

pinMode(lmf, OUTPUT);

pinMode(lmb, OUTPUT);

pinMode(rmf, OUTPUT);

pinMode(rmb, OUTPUT);

pinMode(lme, OUTPUT);

pinMode(rme, OUTPUT);

//digitalWrite(led, HIGH);

}

void loop()

{

// Keep reading from HC-05 and send to Arduino Serial Monitor

/// if (BTSerial.available())

//Serial.write(BTSerial.read());
```

```
// Keep reading from Arduino Serial Monitor and send to HC-05
```

```
//if (Serial.available())
```

```
  //BTSerial.write(Serial.read());
```

```
//delay(500);
```

```
if ((digitalRead(6) == LOW) && (digitalRead(7) == LOW) )
```

```
{
```

```
  forward();
```

```
  Serial.println("forward");
```

```
}
```

```
if ((digitalRead(6) == HIGH) && (digitalRead(7) == LOW) )
```

```
{
```

```
  left();
```

```
  Serial.println("left");
```

```
}
```

```
if ((digitalRead(6) == LOW) && (digitalRead(7) == HIGH) )
```

```
{
```

```
  right();
```

```
  Serial.println("right");
```

```
}
```

```
if ((digitalRead(6) == HIGH) && (digitalRead(7) == HIGH) )
```

```
{
```

```
  stop1();
```

```
  Serial.println("stop1");
```

```
}
```

```
/*
```

```
  leftsensor=digitalRead(6);
```

```
  rightsensor=digitalRead(7);
```

```
  Serial.println(leftsensor);
```

```
  Serial.println(rightsensor);
```

```
*/
```

```
}
```

```
void left()
```

```
{
```

```
  analogWrite(lme, 100);
```

```
digitalWrite(lmf, HIGH);  
digitalWrite(lmb, LOW);  
analogWrite(rme, 100);  
digitalWrite(rmf, LOW);  
digitalWrite(rmb, HIGH);  
  
//for testing  
}
```

```
void right()
```

```
{  
  analogWrite(lme, 100);  
  digitalWrite(lmf, LOW);  
  digitalWrite(lmb, HIGH);  
  analogWrite(rme, 100);  
  digitalWrite(rmf, HIGH);  
  digitalWrite(rmb, LOW);  
  
  //for testing  
}
```

```
void backward()
```



```
{  
  
  analogWrite(lme, 100);  
  
  digitalWrite(lmf, LOW);  
  
  digitalWrite(lmb, HIGH);  
  
  analogWrite(rme, 100);  
  
  digitalWrite(rmf, LOW);  
  
  digitalWrite(rmb, HIGH);  
  
  //for testing  
  
}
```

```
void forward()
```

```
{  
  
  analogWrite(lme, 100);  
  
  digitalWrite(lmf, HIGH);  
  
  digitalWrite(lmb, LOW);  
  
  analogWrite(rme, 100);  
  
  digitalWrite(rmf, HIGH);  
  
  digitalWrite(rmb, LOW);  
  
  //for testing  
  
}
```

```
void stop1()

{

analogWrite(lme, 100);

digitalWrite(lmf, LOW);

digitalWrite(lmb, LOW);

analogWrite(rme, 100);

digitalWrite(rmf, LOW);

digitalWrite(rmb, LOW);

//for testing

}
```

How to use this robot.

Give the 12v power supply to this robot

And place it on black path or line where background will be white.

Now it will start follow the black line.