

# Making Magic

with



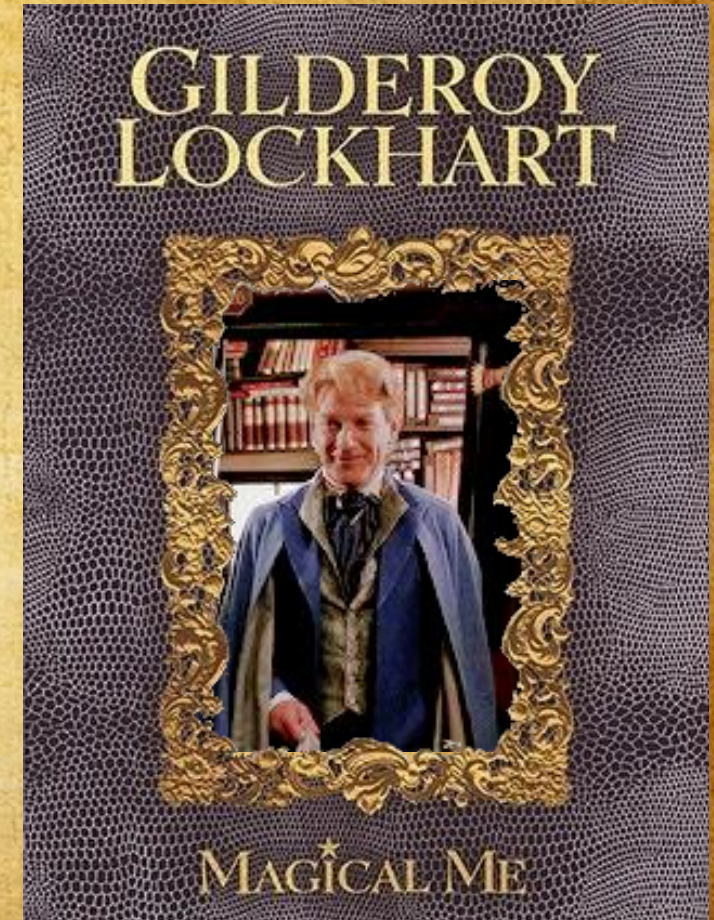
LabVIEW™ Community  
Edition

By Quentin "Q" Alldredge  
Q Software Innovations



# About "Magical Me"

- ★ Feel Free to call me "Q"
- ★ Work of the Aerospace and Defense Industry
  - ★ First at ATK (Now Northrup Grumman)
  - ★ Now at Hill Air Force Base
- ★ LabVIEW Consulting as Q Software Innovations





# Contact Q

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- ★ LabVIEWWiki.org: Q
- ★ Twitter: @QSI\_Q
- ★ NI Community Forums: TheQ
- ★ LAVA Forums: The Q
- ★ Stackoverflow: TheQ





# Background

- ★ Inspiration from the Harry Potter books by J.K. Rowling
- ★ Four Houses of Hogwarts School of Witchcraft and Wizardry
- ★ Weasley Family's Magic Clock





# Background

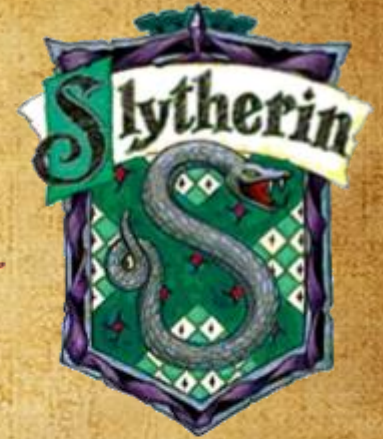
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# Background



★ Weasley Family's Magic Clock



# Examples

- ★ “Build Your Own “Weasley” Location Clock!” by ppeterso502  
<https://www.instructables.com/Build-Your-Own-Weasley-Location-Clock/>
- ★ “IoT Location Sensing Picture Frame” by allie.fauer  
<https://www.instructables.com/IoT-Location-Sensing-Picture-Frame/>
- ★ “Weasley Clock” by jessyjones  
<https://www.instructables.com/Weasley-Clock/>



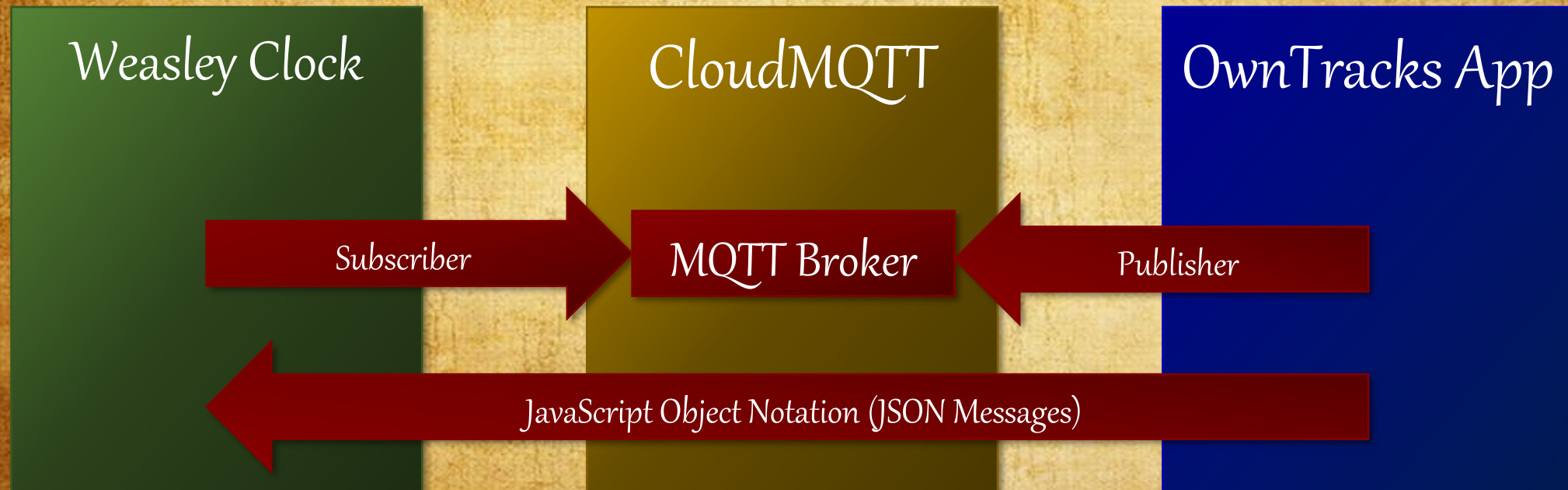
# Objective

- ★ Recreate the Weasley Family Clock for my own family
- ★ Give each family member their own clock hand that moves based on their location (update based on their phone GPS)
- ★ Keep telling time (include hands to indicate hour, minute, and second)
- ★ Look like a real working grandfather clock (moving pendulum and weights)



# Message Queuing Telemetry Transport

Message Queuing Telemetry Transport





# Overview

- ★ Materials
- ★ Artistic Design
- ★ Mechanical Design
- ★ Electrical Design
- ★ Software Design
- ★ Final Product
- ★ “Plus It”



# Materials

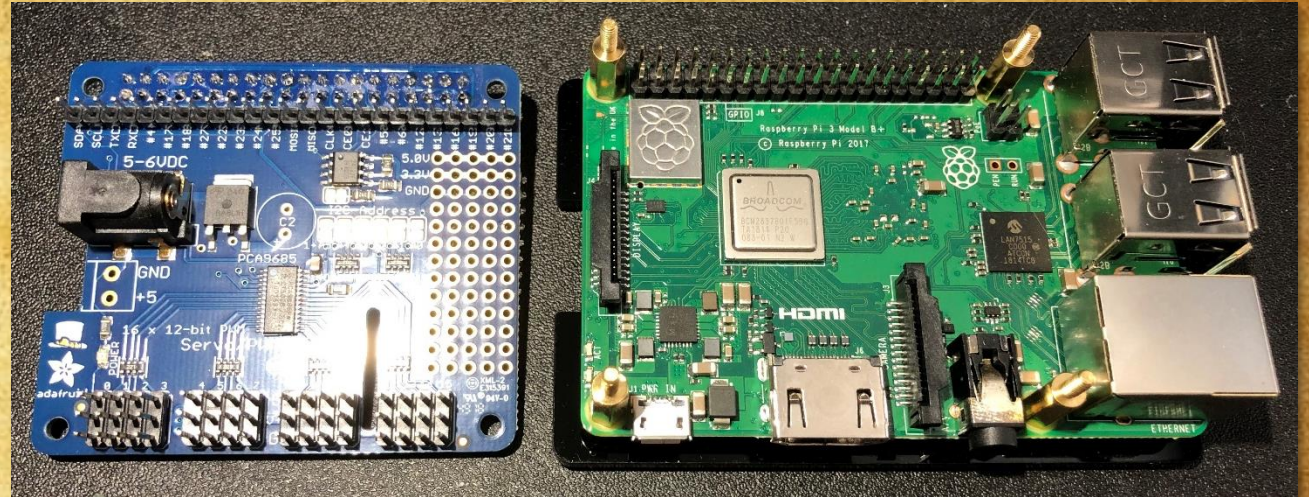
## ★ Old Clock





# Materials

- ★ Old Clock
- ★ Raspberry Pi w/ Servo Hat



Qty	Item
1	Raspberry Pi 3 B+
1	Ada-Fruit 16-Channel PWM Servo Hat
1	LabVIEW Community Edition



# Materials

- ★ Old Clock
- ★ Raspberry Pi w/ Servo Hat
- ★ Arduino Nano



Qty	Item
7	Arduino Nanos



# Materials

- ★ Old Clock
- ★ Raspberry Pi w/ Servo Hat
- ★ Arduino Nano
- ★ Servos



Qty	Item
7	Parallax 360 High Speed, Continuous Rotation Servos
2	W5513-6T-JX 6 Turns 10kg Sail Winch Servo
2/4	MG996R Servo



# Materials

- ★ Old Clock
- ★ Raspberry Pi w/ Servo Hat
- ★ Arduino Nano
- ★ Servos
- ★ Buttons



Qty	Item
5	WayinTop 12MM Momentary Push Button



# Materials

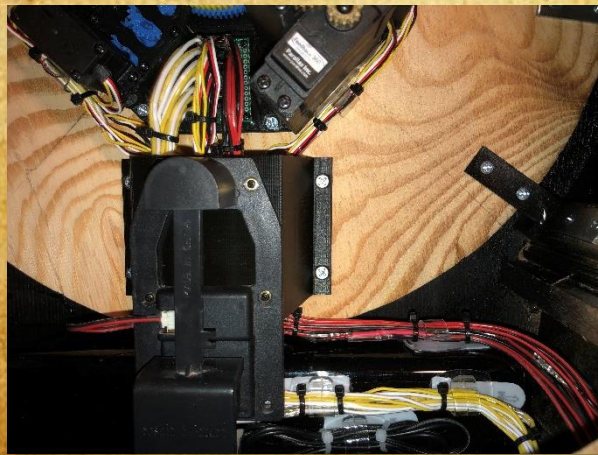
- ★ Old Clock
- ★ Raspberry Pi w/ Servo Hat
- ★ Arduino Nano
- ★ Servos
- ★ Buttons
- ★ Lights



Qty	Item
5m	WS2812b Strip Lights



# Tools

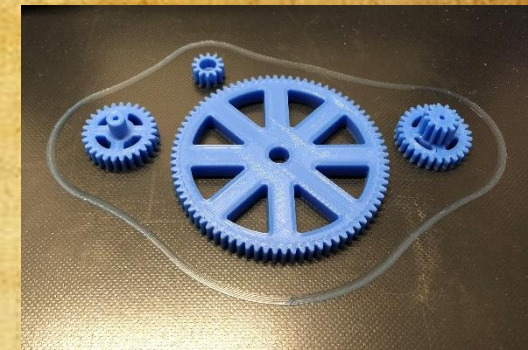
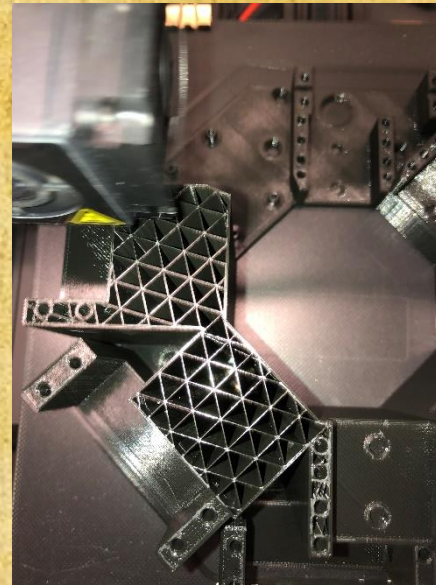


- ★ Power Tools: Drill, Jig Saw, Disc Sander, etc.
- ★ Soldering Iron (get one with temperature control)
- ★ Wire strippers, pliers, screwdrivers
- ★ 3D Printer!!!



# 3D Printing

- ★ My Ender 3 Pro was one of my most used tools
- ★ Used Fusion 360 for modelling





# Artistic Design

- ★ Like movie, but make it my own
- ★ Bring in Elements from Books and Movies
- ★ Make it whimsical and reminiscent of the Wizarding World





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# Mechanical Design



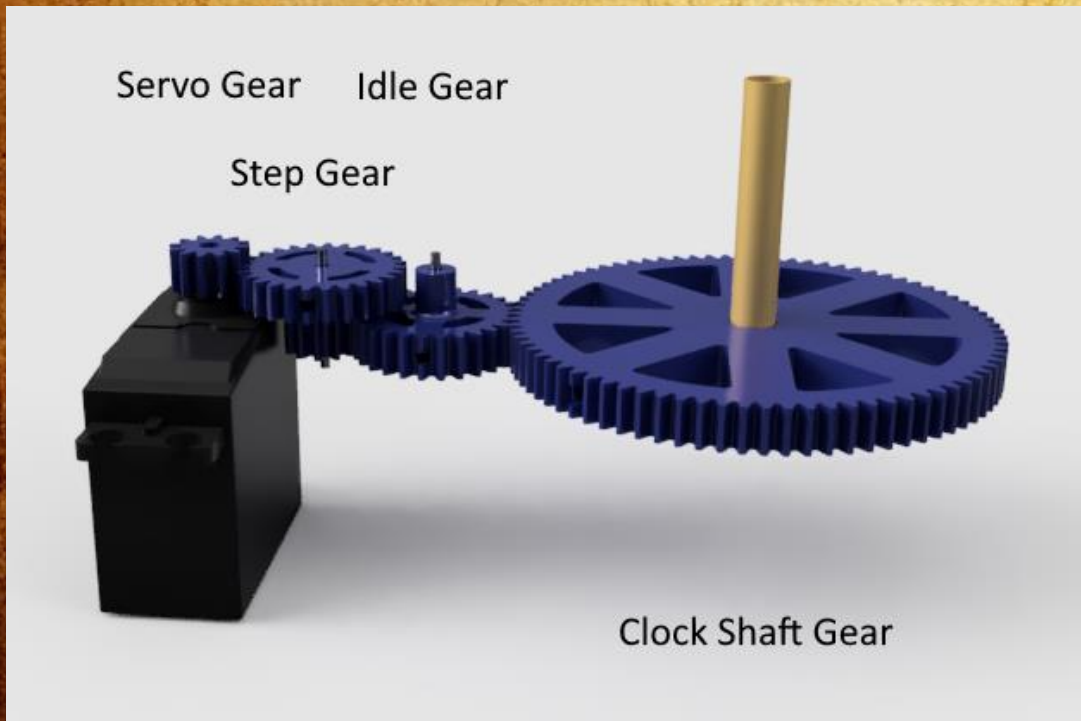
Second  
Minute  
Hour  
Slytherin  
Gryffindor  
Hufflepuff  
Ravenclaw

★ 7 Hands requires 7 servos  
and 7 nested shafts





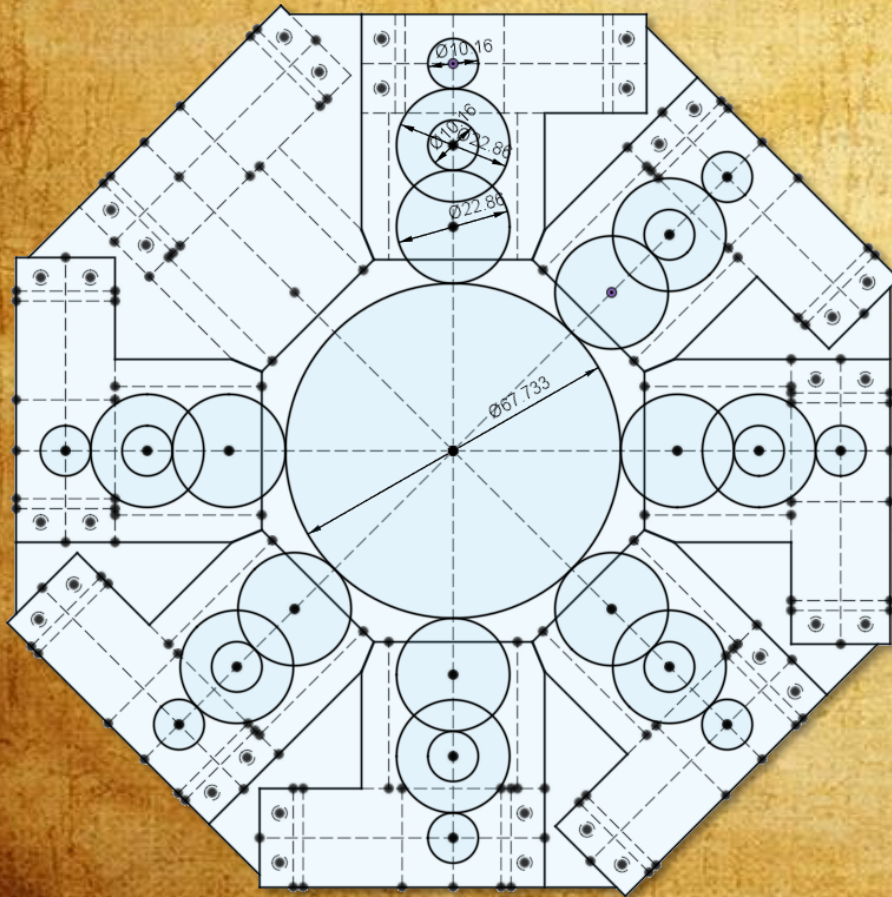
# Mechanical Design



- ★ 7 Hands requires 7 servos and 7 nested shafts
- ★ Decided on a 15:1 Gear Ratio
  - ★  $1^\circ$  Clock =  $15^\circ$  Servo
  - ★ 1 second =  $6^\circ$  Clock =  $90^\circ$  Servo
  - ★  $360^\circ$  on the clock =  $5400^\circ$  (15 rotations)



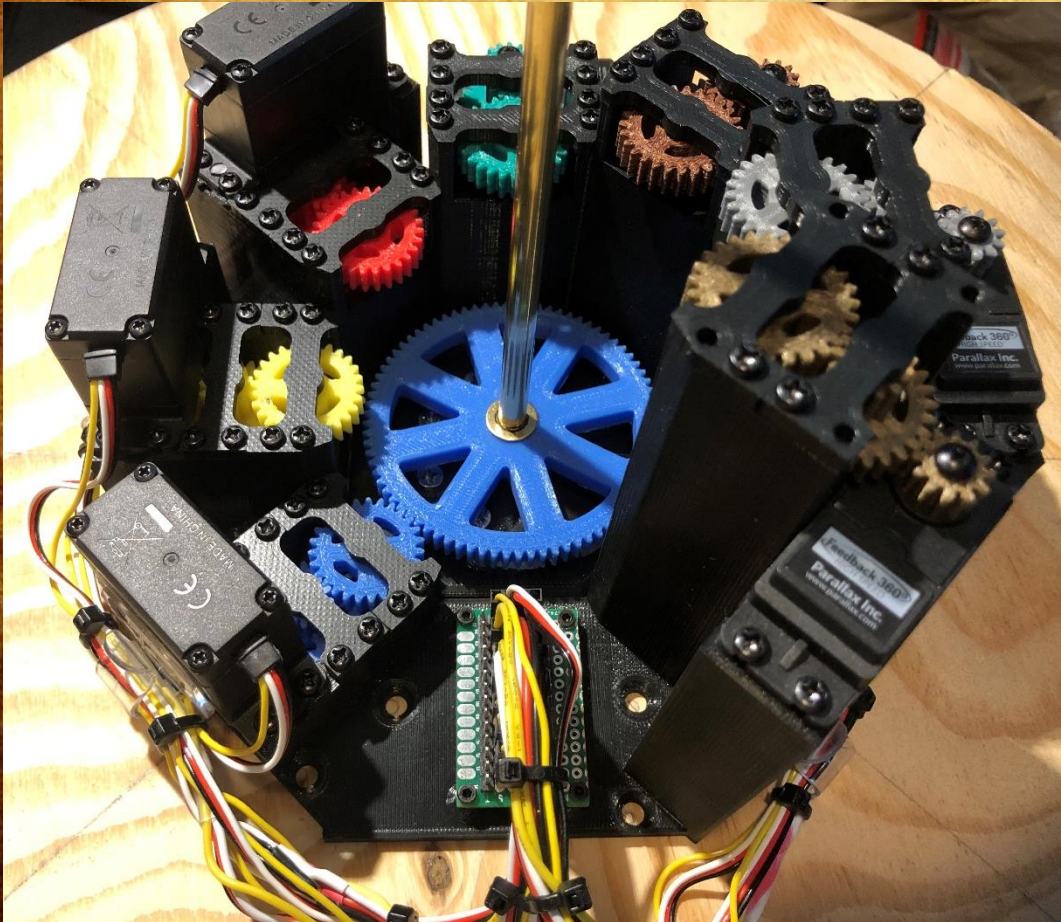
# Mechanical Design



- ★ 7 Hands requires 7 servos and 7 nested shafts
- ★ Decided on a 15:1 Gear Ratio
- ★ Pack all Servos around Shafts



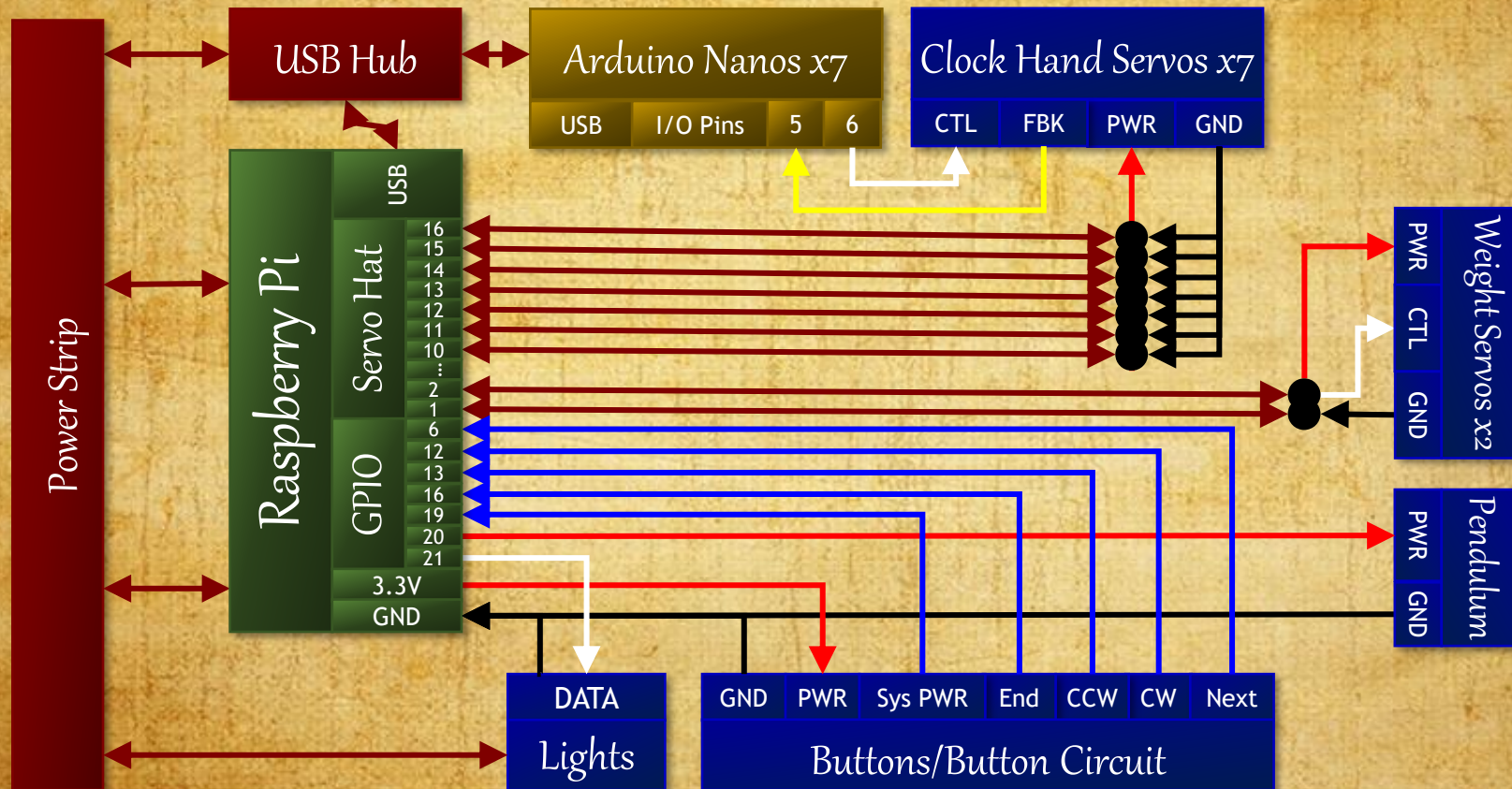
# Mechanical Design



- ★ 7 Hands requires 7 servos and 7 nested shafts
- ★ Decided on a 15:1 Gear Ratio
- ★ Pack all Servos around Shafts
- ★ Make it all fit behind the clock face



# Electrical Design





# Electrical Design

## ★ Base of Clock houses:

- ★ Raspberry Pi
- ★ Arduino Nanos
- ★ USB Hub
- ★ Button Circuit Board
- ★ Power Supplies

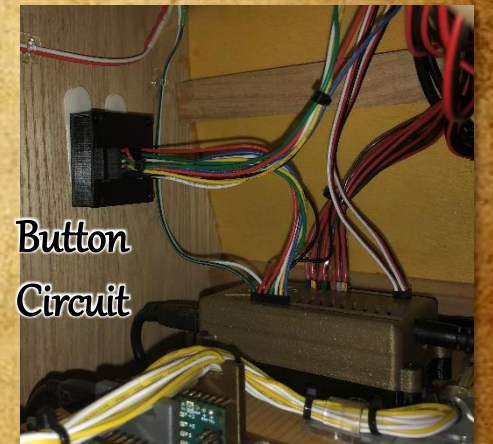
Conduit  
To Top



Arduino Nanos



Button  
Circuit





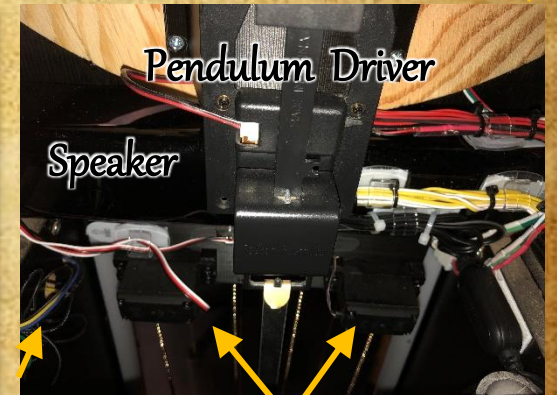
# Electrical Design

## ★ Top of Clock houses:

- ★ Servo Assembly
- ★ Pendulum Driver
- ★ Weight Servos
- ★ Speaker
- ★ Buttons



Conduit  
To Base

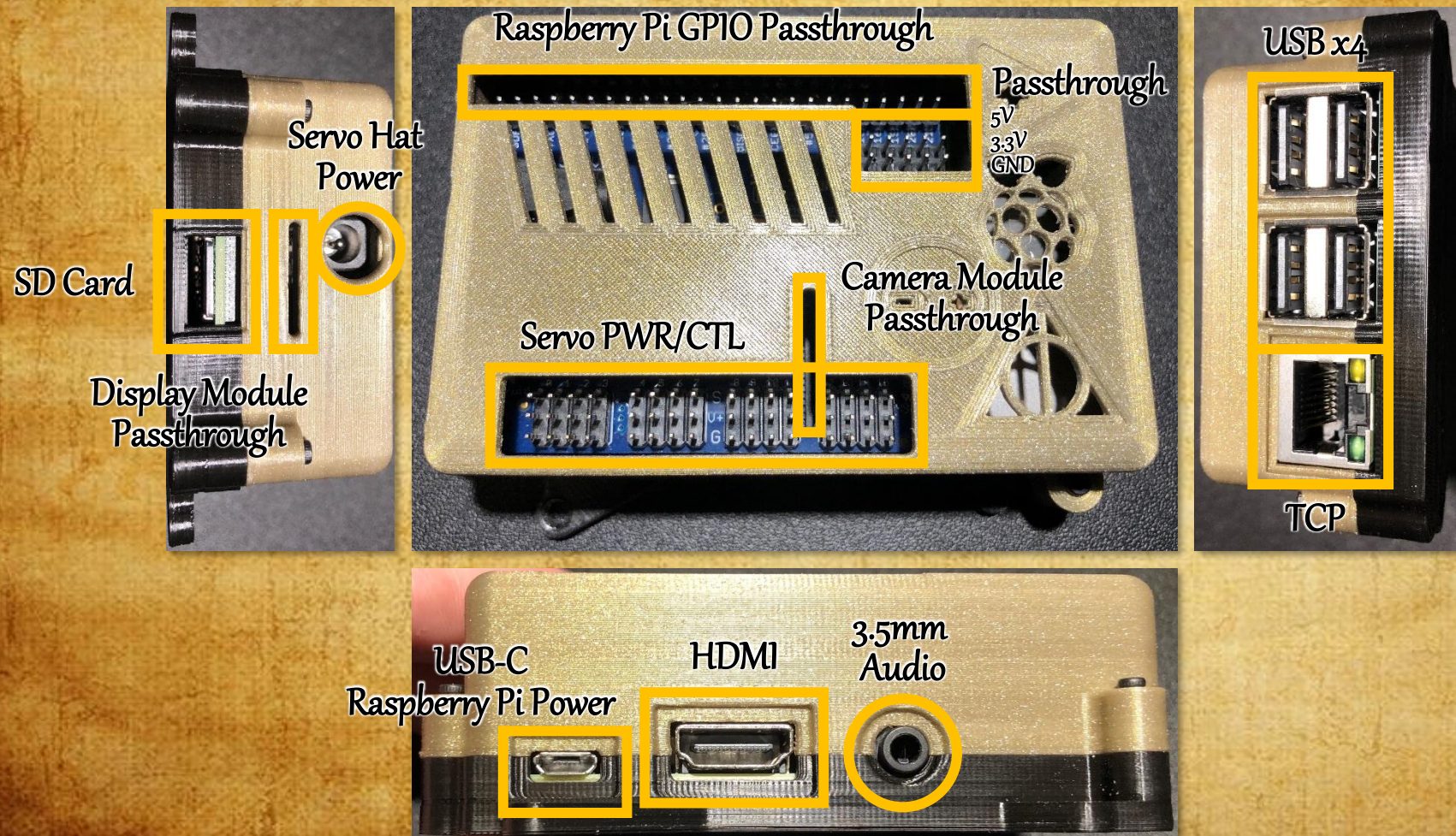


Buttons  
(inside)

Weight Servos



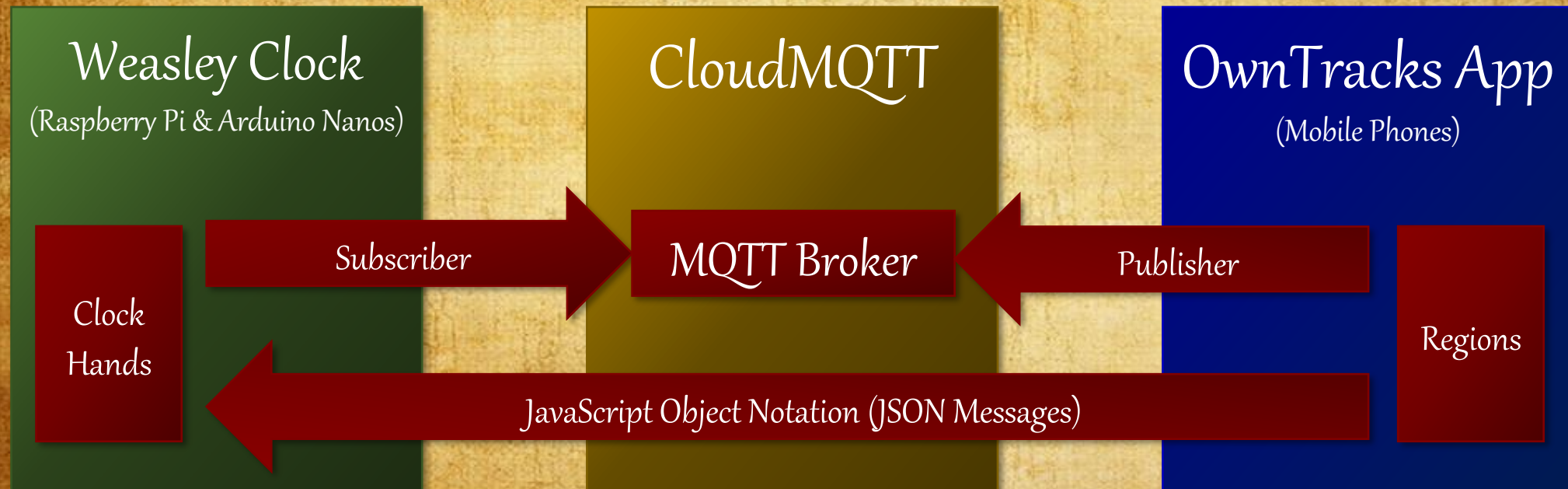
# Raspberry Pi 3 B+ with Servo Hat





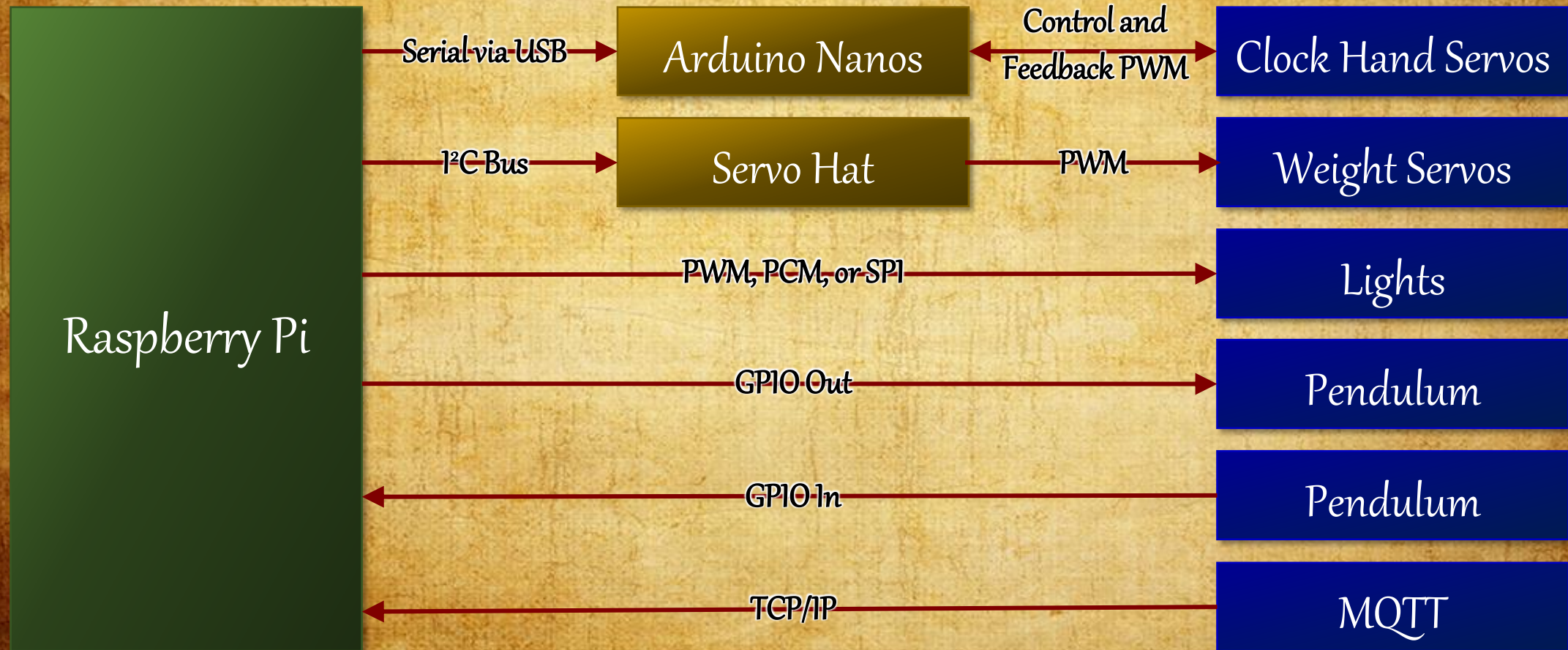
# Software Design

## Message Queuing Telemetry Transport





# Software Design





# Software Components

## Raspberry Pi

### G (LabVIEW)

Main Controller  
Receive MQTT Messages (TCP)  
Control Servos through Hat  
Interface with Python via  
Command Line  
Interface with Arduino Nanos via  
Serial (USB)  
Control Pendulum and Receive  
Button Presses via GPIO

### Python

Control Sound  
Control Lights  
Get Timezone  
Call Shutdown

## Arduino Nanos

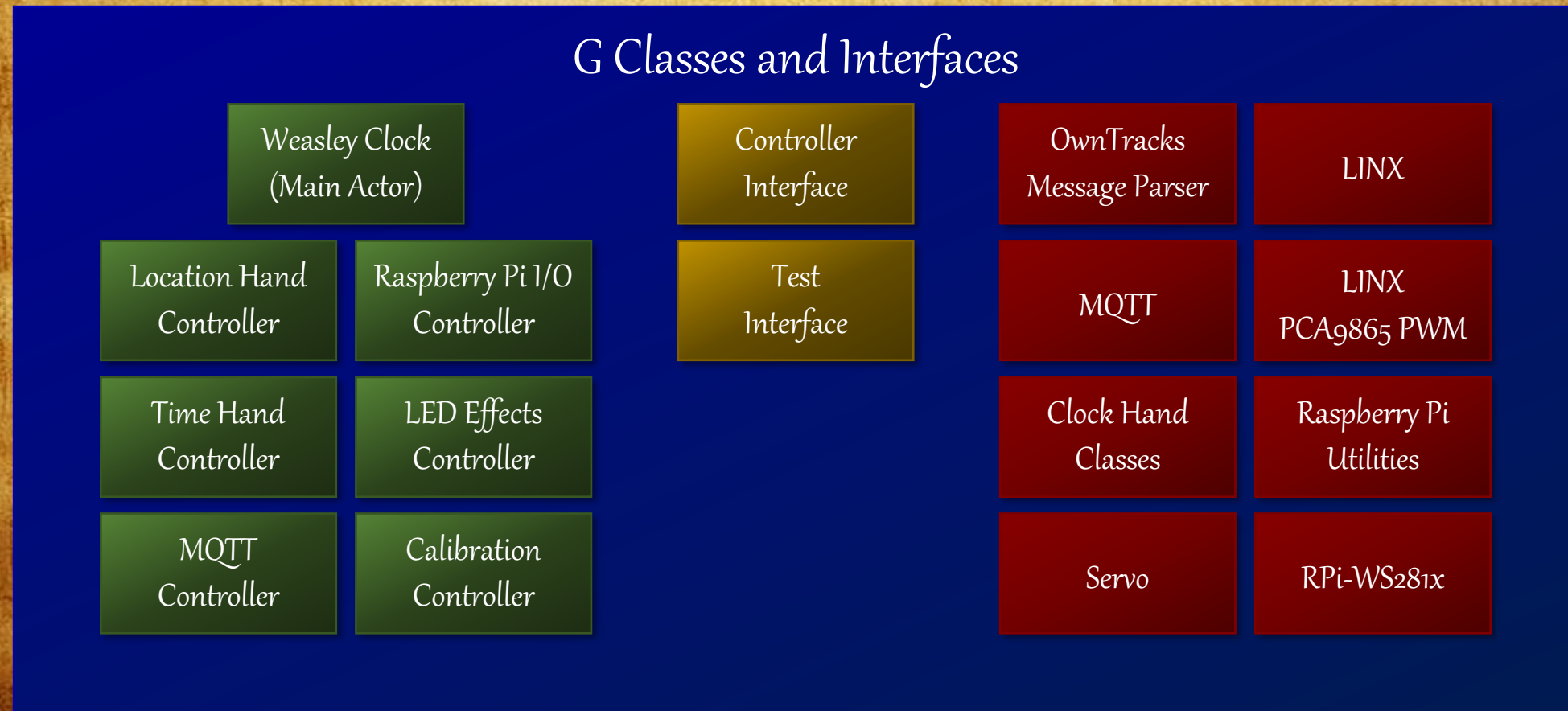
### C

Control Servos  
Read Feedback Line  
Calculate Angle and Maintain  
Position



# Software Components

## G Classes and Interfaces





# Why Actor Framework?

★ Multiple Asynchronous Modules with Communication between them





# Finding the Arduino Nanos

## ★ Problems:

- ★ The Arduinos wouldn't always be at the same VISA Resource Names
- ★ The name the Raspberry Pi assigns isn't the VISA Resource Name



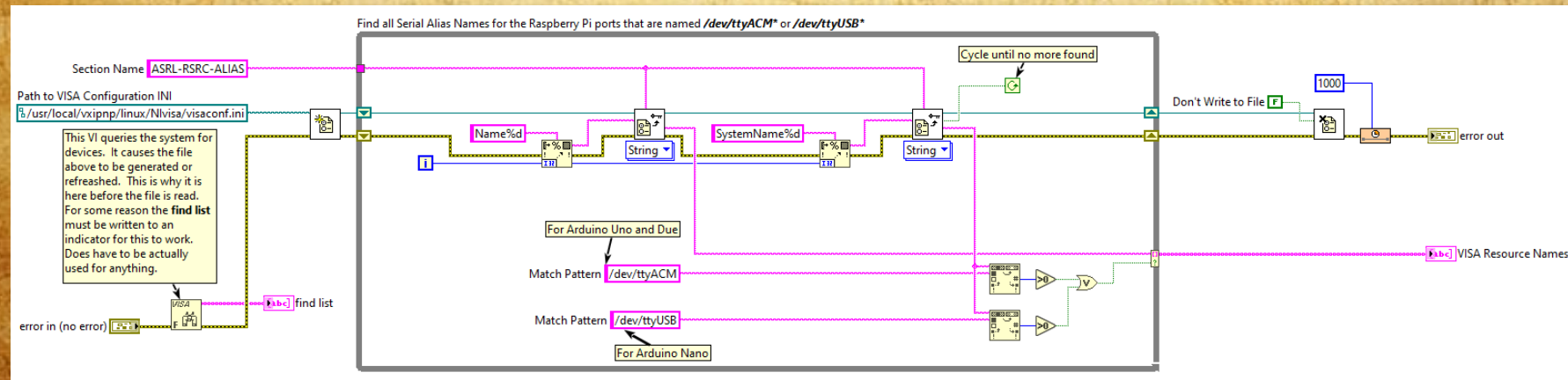
# Finding the Arduino Nanos

## ★ Solution:

- ★ Run the *VISA Find Resource.vi*
- ★ Don't have to using anything from it but it causes a file to be generated on the Rasp Pi at:

*/usr/local/vxipnp/linux/Nlvisa/visaconf.ini*

- ★ Look in the file to correlate the System Name with the VISA Resource Name





# Finding the Arduino Nanos

## ★ Solution:

- ★ Try to open the VISA Resource

- ★ Old resources could be in the file so ignore ones that fail

- ★ Ones that connect, send a command to the Arduino and see if it responds

- ★ I programmed the Arduino code to return a Servo ID letting me know which one it was



# Controlling the Servos



★ Via the Arduino Nanos

★ Serial communication set up between LabVIEW and Arduino Sketch

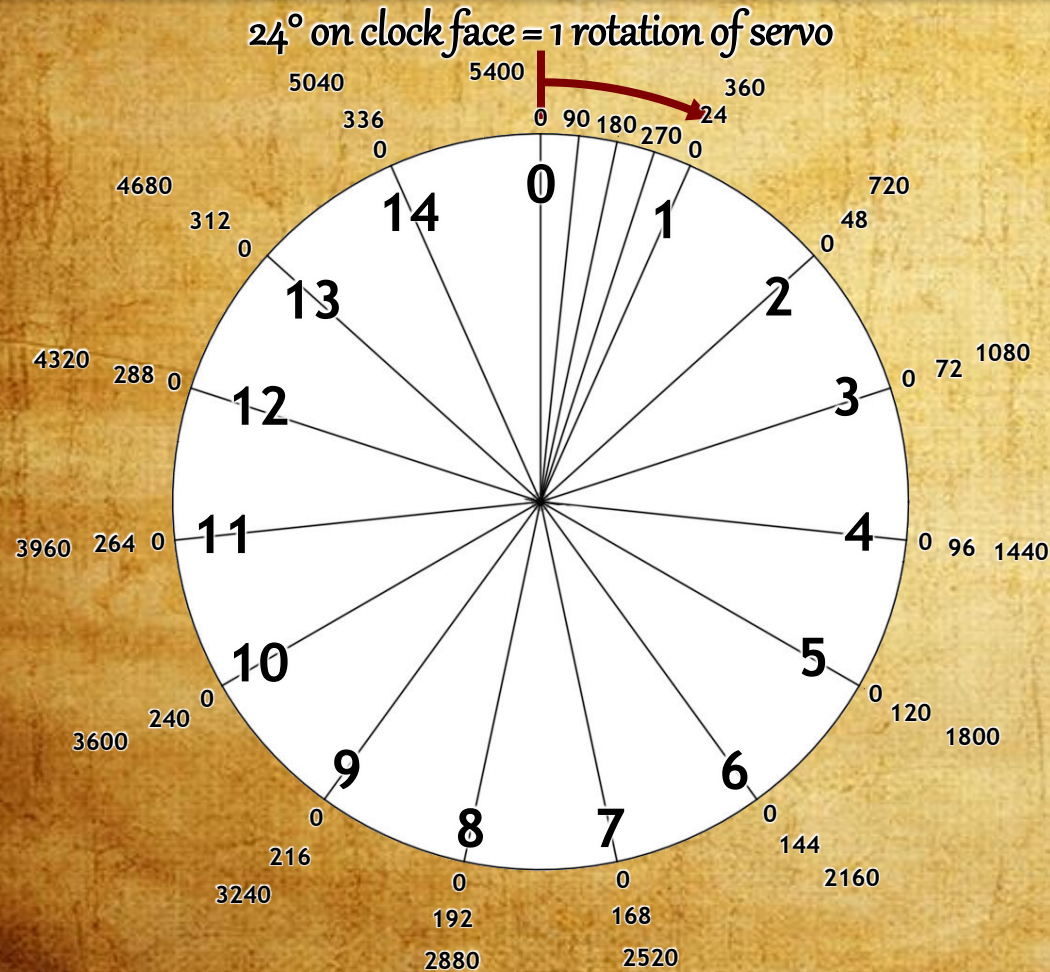
★ Send degrees on the clock face Arduino Sketch take care of conversion due to gear ratio.

★ See Tim Robinson's VIWeek presentation:

[https://labviewwiki.org/wiki/VIWeek\\_2020/Proper\\_way\\_to\\_communicate\\_over\\_serial](https://labviewwiki.org/wiki/VIWeek_2020/Proper_way_to_communicate_over_serial)



# Number of Turns Problem



- ★ What is the actual hand positions on startup?
- ★ The servo knows its position from 0° to 359°
- ★ Due to the gear ratio I have 15 "0°" positions
- ★ I need to keep track of the number of rotations (turns) the servo has gone to know its clock face position.



# Number of Turns Problem

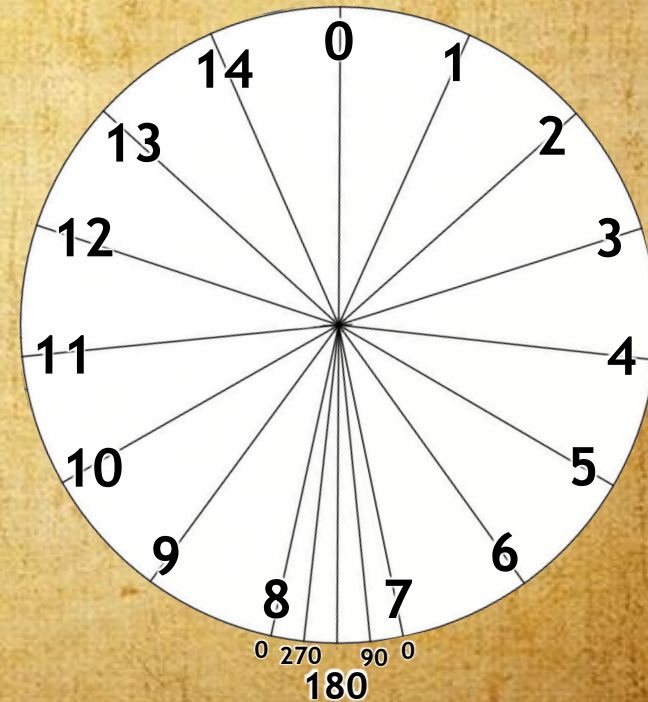
- ★ Tried Arduino Nano's EEPROM
  - ★ 1024 bytes
  - ★ 100k write limit per byte
  - ★ at once every second 4 seconds = 4.63 days
- ★ Write to file on Raspberry Pi
  - ★ Never kept up, would always be off
  - ★ Hard to reset, would have to remote into Rasp Pi to edit files manually



# Calibration



- ★ On startup put the hands in a known position
- ★ Best place to set it is all hands pointing straight down
- ★ Use buttons to “manually” command hands to move then tell the Arduino the turns at “7”





# Controlling the Servos



★ Via the LINUX PCA9865 PWM and the Servo Hat

★ Check out MediaMongrels' DemocracyBot:

<https://www.mediamongrels.com/democracybot-rpi-linx-websockets-nxg-webvis/>



# SSH Trick

- ★ LabVIEW runs in its own root (or chroot)
  - ★ This is partially the reason you can't have UI on the Rasp Pi
  - ★ LabVIEW Run-Time Engine runs as a pseudo-real time deployment
- ★ Like to running computers: Main Root & LabVIEW Root
  - ★ To run code in the main root you have to create a “remote-local” connection
  - ★ [https://labviewwiki.org/wiki/Chroot\\_SSH\\_trick](https://labviewwiki.org/wiki/Chroot_SSH_trick)



# Time and Time Zones



- ★ Raspberry Pi does not have its own clock
  - ★ It has to sync with the internet to get correct time
  - ★ Time zone is set in the setting to calculate offset from UTC
- ★ LabVIEW time VIs will output only UTC
  - ★ Manually correct for time zone
  - ★ Python call to get time zone offset from the Rasp Pi



# Playing Sound



- ★ Sound VIs don't work on the Raspberry Pi
- ★ I use a Python script to play sound instead
  - ★ Uses the SSH Trick
  - ★ Uses the Pygame Library



# Controlling the Lights



★ SSH Trick

★ Three Options:

- ★ Through PWM (GPIO18 - conflicts with audio)
- ★ Through PCM (GPIO21)
- ★ Through SPI (GPIO10 – more setup)



# Stopping the Lights



- ★ Shared Array – used as a single element array
- ★ Python code running lights in a loop check for state of Shared Array
  - ★ 1 = effect running
  - ★ 0 = stop effect



# Final Product



"Around here, however, we don't look backwards for very long. We **keep moving forward**, opening up new doors and doing new things, because we're curious ... and curiosity keeps leading us down new paths."

--Walt Disney



# Plus It — Version 2.0

- ★ Add Interactive Spells
  - ★ Wand from Universal Studios Wizarding World Theme Park (Passive IR Reflector)
  - ★ Raspberry Pi NoIR Camera Module
  - ★ Spell Recognition via Optical Character Recognition
  - ★ Animate spell effects (i.e. lights, move weight/hands, stop pendulum)



# Plus It — Version 3.0

- ★ Add Interaction with Home Lights
  - ★ Replace some lights with Red-Green-Blue-Warm White (RGBWW) LED Strips
  - ★ Replace some lights with Philips Hue or equivalent
  - ★ Control strips using Arduino Nano 33 IoT



# Plus It — Version 4.0

- ★ Add “Olivanders” Wand Holder
  - ★ Get more IR reflective wands
  - ★ Create a holder with switches
  - ★ Create wand selection effects



*Any sufficiently advanced technology is  
indistinguishable from magic.*

*--Clarke's Third Law, Arthur C. Clarke*



# Questions, Incantations, or Hexes