

# **Develop leJOS Programs Step by Step**

**Version 0.6**

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**12-Apr-09**

# Index

<b>I.- Preface.....</b>	<b>9</b>
<b>I.1.- Introduction.....</b>	<b>9</b>
<b>I.2.- Audience.....</b>	<b>9</b>
<b>I.3.- Organization .....</b>	<b>9</b>
<b>I.4.- Comments &amp; Questions .....</b>	<b>10</b>
<b>I.5.- Acknowledgments .....</b>	<b>10</b>
<b>I.6.- Ebook requirements.....</b>	<b>11</b>
<b>I.7.- About the author .....</b>	<b>11</b>
<b>I.8.- About the collaborators .....</b>	<b>11</b>
<b>1.- Introduction .....</b>	<b>13</b>
<b>1.1.- Lego Mindstorms .....</b>	<b>13</b>
1.1.1.- History .....	13
1.1.2.- NXT Brick .....	15
1.1.3.- Alternatives for Lego Mindstorms NXT .....	16
<b>1.2.- LeJOS Project .....</b>	<b>17</b>
1.2.1.- LeJOS solutions.....	18
1.2.2.- The project in numbers .....	19
1.2.3.- LeJOS Packages .....	19
1.2.4.- LeJOS documentation.....	21
1.2.5.- Alternatives for leJOS project .....	21
<b>1.2.6.- To do list for leJOS project.....</b>	<b>21</b>
<b>1.3.- Summary.....</b>	<b>22</b>
<b>2.- Getting started with leJOS.....</b>	<b>23</b>
<b>2.1.- Introduction.....</b>	<b>23</b>
<b>2.2.- LeJOS Installation with leJOS Installer .....</b>	<b>23</b>
2.2.1.- Introduction .....	23
2.2.2.- Java JDK Installation.....	23
2.2.3.- Checking your J2SE Installation .....	26
2.2.4.- Installing leJOS project with leJOS installer .....	30
<b>2.3.- Manual Installation.....</b>	<b>34</b>
2.3.1.- Prerequisites .....	34
2.3.2.- Lego Mindstorm NXT Software.....	34
2.3.3.- Java Developer Kit .....	38
2.3.4.- LibUSB Filter Driver for Microsoft Windows .....	42
2.3.5.- LeJOS NXJ.....	46
<b>2.4.- Install leJOS firmware into your NXT brick .....</b>	<b>49</b>
2.4.1.- Introduction .....	49
2.4.2.- Install leJOS firmware using a GUI.....	49
2.4.3.- Install leJOS firmware using a shell console .....	52
<b>2.5.- Eclipse IDE and Eclipse plugin for leJOS.....</b>	<b>53</b>
2.5.1.- Introduction .....	53
2.5.2.- Installing Eclipse .....	54
2.5.3.- Installing Eclipse plugin for leJOS .....	54
2.5.4.- Configuring Eclipse plugin for leJOS.....	60
2.5.5.- Creating a new project in Eclipse IDE.....	61

2.6.-	<b>Developing your first program with NXJ .....</b>	<b>68</b>
2.7.-	<b>Summary.....</b>	<b>69</b>
3.-	<b><i>Basic concepts about Java.....</i></b>	<b>71</b>
3.1.-	<b>Introduction.....</b>	<b>71</b>
3.2.-	<b>Learning the example HelloWorld.java .....</b>	<b>71</b>
3.3.-	<b>Discovering the sections in any Java class .....</b>	<b>71</b>
3.3.1.-	The Import Area: .....	71
3.3.2.-	Class encapsulation: .....	71
3.3.3.-	The main method:.....	72
3.4.-	<b>Summary.....</b>	<b>72</b>
4.-	<b><i>Sensors .....</i></b>	<b>73</b>
4.1.-	<b>Introduction.....</b>	<b>73</b>
4.2.-	<b>Ultrasonic Sensor .....</b>	<b>73</b>
4.3.-	<b>Compass sensor .....</b>	<b>74</b>
4.4.-	<b>GPS.....</b>	<b>75</b>
4.4.1.-	Using the package javax.microedition.location .....	76
4.4.2.-	Using the package lejos.gps.....	76
4.5.-	<b>NXTCam.....</b>	<b>86</b>
4.5.1.-	Introduction .....	86
4.5.2.-	Install NXTCam driver.....	87
4.5.3.-	Install NXTCamView .....	93
4.5.4.-	Using NXTCamView to Train NXTCam.....	96
4.5.5.-	NXTCam NXJ API.....	101
4.6.-	<b>NXTLine .....</b>	<b>104</b>
4.7.-	<b>Touch sensor .....</b>	<b>104</b>
4.8.-	<b>Sound sensor .....</b>	<b>106</b>
4.9.-	<b>Summary.....</b>	<b>108</b>
5.-	<b><i>Actuators .....</i></b>	<b>109</b>
5.1.-	<b>Introduction.....</b>	<b>109</b>
5.2.-	<b>NXT Motors.....</b>	<b>109</b>
5.3.-	<b>PF Motors .....</b>	<b>111</b>
5.4.-	<b>RC Servos and DC Motors with NXTe/LSC .....</b>	<b>113</b>
5.4.1.-	Introduction .....	113
5.4.2.-	NXTe architecture .....	113
5.4.3.-	Servos .....	115
5.4.4.-	LeJOS and NXTe/LSC .....	116
5.5.-	<b>RC Servos with NXTServo.....</b>	<b>118</b>
5.6.-	<b>RC Servos systems with MRS H01 .....</b>	<b>120</b>
5.6.1.-	Using MRS H01 with Bluetooth.....	120
5.6.2.-	Using MRS H01 with I2C .....	120
5.7.-	<b>Summary.....</b>	<b>121</b>
6.-	<b><i>Graphical user interfaces with leJOS .....</i></b>	<b>122</b>
6.1.-	<b>Introduccion .....</b>	<b>122</b>

6.2.-	LCD .....	122
6.3.-	System.out.....	122
6.4.-	RConsole .....	122
6.5.-	Learning javax.microedition.Lcdui .....	123
6.5.1.-	Using the class Graphics.....	124
6.6.-	Creating Textmenu for your GUI.....	124
6.7.-	Summary.....	125
7.-	<i>Communications</i> .....	126
7.1.-	Introduction.....	126
7.1.1.-	Communications for System integrations.....	126
7.1.2.-	Communications for NXT integrations .....	126
7.2.-	Strategies.....	126
7.3.-	Summary.....	126
8.-	<i>Communications I: Bluetooth</i> .....	127
8.1.-	Introduction.....	127
8.2.-	History.....	127
8.3.-	Bluetooth Architecture .....	127
8.4.-	Bluetooth Protocols .....	128
8.5.-	Bluetooth profiles .....	129
8.6.-	Bluetooth Networks.....	130
8.6.1.-	Piconet .....	130
8.6.2.-	Scatternet .....	131
8.7.-	Bluetooth Connections.....	131
8.8.-	How to use Bluetooth with leJOS .....	132
8.8.1.-	Discovery Bluetooth Device.....	132
8.8.2.-	Connect with a Bluetooth device.....	133
8.8.3.-	Exchange Data between a NXT Brick with another one or a Bluetooth device .....	134
8.8.4.-	Listen a Bluetooth connection .....	136
8.9.-	LeJOS examples using Bluetooth .....	137
8.10.-	Summary.....	137
9.-	<i>Communications II: USB</i> .....	138
9.1.-	Introduction.....	138
9.2.-	Send data from PC to NXT .....	138
9.3.-	Receive data from PC .....	139
9.4.-	Summary.....	140
10.-	<i>Communications III: RS485</i> .....	141
10.1.-	Introduction.....	141
10.2.-	Send data with RS485 .....	141
10.3.-	Receive data with RS485 .....	142
10.4.-	Summary.....	144
11.-	<i>Communications IV: I2C</i> .....	145

<b>11.1.-</b>	<b>Introduction.....</b>	<b>145</b>
<b>11.2.-</b>	<b>I2C Bus terminology .....</b>	<b>146</b>
<b>11.3.-</b>	<b>Terminology for bus transfer.....</b>	<b>146</b>
<b>11.4.-</b>	<b>LeJOS API.....</b>	<b>147</b>
<b>11.5.-</b>	<b>I2C Examples with leJOS.....</b>	<b>148</b>
<b>11.6.-</b>	<b>Migrating code I2C from others platforms.....</b>	<b>149</b>
11.6.1.-	Migrating I2C Code from RobotC to Java leJOS .....	149
11.6.2.-	Migrating I2C Code from NXJ to Java leJOS .....	150
<b>11.7.-</b>	<b>Summary.....</b>	<b>153</b>
<b>12.-</b>	<b><i>Subsumption architecture .....</i></b>	<b><i>154</i></b>
<b>12.1.-</b>	<b>Introduction.....</b>	<b>154</b>
<b>12.2.-</b>	<b>Subsumption package in NXJ .....</b>	<b>154</b>
<b>12.3.-</b>	<b>Subsumption example.....</b>	<b>154</b>
<b>13.-</b>	<b><i>Multithreading with Java leJOS.....</i></b>	<b><i>157</i></b>
<b>13.1.-</b>	<b>Introduction.....</b>	<b>157</b>
<b>13.2.-</b>	<b>The Thread concept .....</b>	<b>157</b>
<b>13.3.-</b>	<b>The Thread life cycle.....</b>	<b>159</b>
<b>13.4.-</b>	<b>Using the class Thread.....</b>	<b>159</b>
13.4.1.-	Method start.....	160
13.4.2.-	Method isAlive .....	160
13.4.3.-	Method sleep.....	161
<b>13.5.-</b>	<b>Examples.....</b>	<b>161</b>
13.5.1.-	Example1: LineFollower .....	161
13.5.2.-	Example2: Stereo US.....	165
<b>14.-</b>	<b><i>LeJOS and mobile phones .....</i></b>	<b><i>169</i></b>
<b>14.1.-</b>	<b>Introduction.....</b>	<b>169</b>
<b>14.2.-</b>	<b>Install SDKs.....</b>	<b>169</b>
14.2.1.-	Installing J2SE SDK.....	169
14.2.2.-	Installing Java ME Wireless Toolkit .....	169
<b>14.3.-</b>	<b>Install IDE.....</b>	<b>173</b>
14.3.1.-	Installing Eclipse IDE.....	173
14.3.2.-	Installing Eclipse ME Plugin .....	175
<b>14.4.-</b>	<b>Install Optional Software .....</b>	<b>178</b>
14.4.1.-	Proguard .....	178
14.4.2.-	Antenna.....	179
<b>14.5.-</b>	<b>Creating your first Java ME project.....</b>	<b>180</b>
<b>14.6.-</b>	<b>Creating a new Java ME Project.....</b>	<b>180</b>
<b>14.7.-</b>	<b>Java ME Settings.....</b>	<b>183</b>
<b>14.8.-</b>	<b>Add a HelloWorld Middlet.....</b>	<b>185</b>
<b>14.9.-</b>	<b>Test your Middlet with a simulator .....</b>	<b>187</b>
<b>14.10.-</b>	<b>Package your application.....</b>	<b>189</b>
<b>14.11.-</b>	<b>Deliver your Middlet into a Mobile Phone.....</b>	<b>190</b>
14.11.1.-	Deliver Java ME with Nokia PC Suite .....	190

<b>15.-</b>	<b><i>LeJOS Tools</i></b> .....	<b>193</b>
15.1.-	<b>Introduction</b> .....	<b>193</b>
15.2.-	<b>NXJFlashg</b> .....	<b>193</b>
15.3.-	<b>NXJBrowse</b> .....	<b>194</b>
15.4.-	<b>NXJConsole</b> .....	<b>196</b>
15.5.-	<b>NXJMonitor</b> .....	<b>197</b>
15.6.-	<b>LeJOS statemachine developer toolkit</b> .....	<b>199</b>
15.6.1.-	Introduction .....	199
15.6.2.-	Installing LeJOS statemachine developer toolkit.....	200
15.6.3.-	Creating the first project with the toolkit.....	209
15.6.4.-	Videos.....	212
15.7.-	<b>Summary</b> .....	<b>212</b>
<b>16.-</b>	<b><i>Robotics projects</i></b> .....	<b>213</b>
16.1.-	<b>Introduction</b> .....	<b>213</b>
16.2.-	<b>Steering behaviors</b> .....	<b>213</b>
16.2.1.-	Introduction .....	213
16.2.2.-	Behaviors.....	213
16.2.3.-	Obstacle Avoidance .....	214
16.3.-	<b>Parallel Architectures</b> .....	<b>218</b>
16.3.1.-	Introduction .....	218
16.3.2.-	JCSP re .....	218
16.3.3.-	JCSP re Stack.....	219
16.3.4.-	The Process Orientated Design Pattern .....	220
16.3.5.-	LeJOS & JCSP re for building robot controllers .....	220
16.3.6.-	Line follower robot with JCSP re & leJOS.....	221
<b>17.-</b>	<b><i>FAQ</i></b> .....	<b>230</b>
17.1.-	<b>How to reinstall Lego Firmware</b> .....	<b>230</b>
17.1.1.-	Introduction .....	230
17.1.2.-	Download latest Lego firmware .....	230
17.1.3.-	Set your NXT brick in update mode.....	230
17.1.4.-	Reinstall Lego firmware .....	231
17.2.-	<b>Using Tortoise SVN to collaborate in leJOS project</b> .....	<b>234</b>
17.2.1.-	Introduction .....	234
17.2.2.-	Installing Tortoise SVN.....	235
17.2.3.-	Downloading LeJOS Repository .....	238
17.2.4.-	Using Tortoise in LeJOS .....	240
17.2.5.-	How to be a new LeJOS Developer.....	245
17.3.-	<b>How to use beta software from leJOS SVN?</b> .....	<b>245</b>
17.3.1.-	Make a checkout from leJOS SVN.....	245
17.3.2.-	Copy snapshot to your leJOS installation .....	246
17.4.-	<b>How to package NXJ programs with Jar</b> .....	<b>247</b>
<b>18.-</b>	<b><i>Links</i></b> .....	<b>248</b>
18.1.-	<b>LeJOS links</b> .....	<b>248</b>
18.2.-	<b>Java links</b> .....	<b>248</b>
18.3.-	<b>Lego links</b> .....	<b>249</b>
18.4.-	<b>Robotics links</b> .....	<b>249</b>

<b>18.5.- Technology links.....</b>	<b>250</b>
<b>18.6.- Software links .....</b>	<b>250</b>
<b>18.7.- Multithreading Links.....</b>	<b>250</b>

## Revision History

<b>Name</b>	<b>Date</b>	<b>Reason For Changes</b>	<b>Version</b>
Juan Antonio Breña Moral	12/01/2008	Initial release	0.1
Juan Antonio Breña Moral	18/02/2008	Add FAQ section	0.2
Juan Antonio Breña Moral	09/03/2008	Add Tortoise SVN Section	0.3
Juan Antonio Breña Moral	23/06/2008	Add leJOS RC Car Project	0.4
Juan Antonio Breña Moral	20/03/2009	Book reorganization	0.5
Juan Antonio Breña Moral	10/04/2009	Add RS485 Chapter	0.6



## I.- Preface

### I.1.- Introduction

In next 10 years, Robotics will become in one of the most helpfully technology for the society. Currently, robotics field is not in a mature phase and it needs new ideas to evolve but this goal is not easy because robotics is a complex science and it has several research lineas as as Localization, Computer vision & Neural Networks for example.

In the market exists many products to learn basic concepts and techniques about robotics and Artificial Intelligence but in my personal opinion, Lego Mindstorms NXT is the best platform to be used in robotics courses at secondary school, university bachelors, and postgraduate programs / Phd.

Lego Midstorms NXT has many ways to develop software for robots but this ebook only offer support for leJOS project which offers the possibility to develop with Java.

This ebook is a project to spread the knowledge about leJOS project and Java techniques to develop software for robots. This ebook is live and every 3-6 months, I will try to update with new ideas and techniques from the projects and the readers.

Enjoy, Learn, **Contact with me** to improve the eBook and share ideas.

Juan Antonio Breña Moral.

[www.juanantonio.info](http://www.juanantonio.info)

### I.2.- Audience

The ebook has been written to be read by the following kind of users:

- Lego Mindstorms users
- LeJOS Developers
- Java Developers
- Teachers who teach robotics courses
- Students in Secondary School
- Students in University
- Students in Postgraduate programs / Phd
- Scientifics
- Engineers

### I.3.- Organization

The ebook has been organized in the following chapters:

#### Chapter 1: Introduction

This chapter explains what Lego Mindstors NXT is and the context in the market. The chapter explains the origins, history and milestones with the product Lego Mindstorms NXT.

### **Chapter 2: LeJOS project**

This chapter explains the LeJOS Project, API, Tools, Project structure, etc.

### **Chapter 3: Getting started with leJOS project**

This chapter explains how to install LeJOS Project to execute the , API, Tools, Project structure, etc.

### **Chapter 4: Basic concepts about Java**

This chapter explains basic concepts about Java.

### **Chapter 5: Sensors**

This chapter explains how to use sensors from NXT Kit or sensors from NXT providers as Mindsensors, Hitechnic, CANCAN and others.

### **Chapter 6: Actuators**

This chapter explains how to use actuators. This chapter includes NXT Motors, PF Motors, Servos, DC Motors and RCX Legacy Motors.

### **Chapter 6: GUI**

This chapter explains how to use LCD in NXT brick

### **Chapter 7-11: Communications**

These sets of chapters explain how to use Bluetooth, USB, RS485 & I2C Protocols.

### **Chapter 12: Sumsubption architecture**

This chapter explains how to use sumsubption architecture

### **Chapter 13: Multithreading**

This chapter explains how to manage a java feature which allow your robot manage in parallel multiple tasks.

### **Chapter 14: LeJOS and mobile phones**

This chapter explains how to use some leJOS with mobile phones.

### **Chapter 15: LeJOS Tools**

This chapter explains how to use some tools which are included in every leJOS release and others from leJOS community.

## **I.4.- Comments & Questions**

Please, I would like to receive your feedback about the book to improve it.

## **I.5.- Acknowledgments**

This Project has been posible with the help of my family and friends as Juan Diego Avendaño, Antonio Tejero, Bruno Piñeiro, Isaac Olmos & Marina Perez. I have to congratulate to Brian Bagnall because in the past, he gave the opportunity to join to the leJOS developer team. Besides I give my sincere thanks to my colleagues in the project as Lawrie Griffiths, Andy Shaw, Roger Glassey & Matthias Paul Scholz,

they have nice ideas about the future of the project and they have strong experience with Java. Everyday, I learn new things with them.

Finally I have to give many thanks for my readers in special, Yu Yang, Deepak Patik, Dhinakar Radhakrishnan, Takashi Chikamasa, Koldo, Craig Reynolds, Matt Denton and Jose Maria Plaza.

Sorry If I forgot some name.

## I.6.- Ebook requirements

This ebook needs the following requirements to use correctly

1. Lego Mindstorms NXT Kit
2. Computer with your favorite OS (Windows, Linux or Mac OS)

### Note:

For the moment, this ebook only offer support for Windows OS but I hope to expand the support for Linux too in 2009

## I.7.- About the author



Juan Antonio Breña Moral collaborates in leJOS Research team since 2006. He works in Europe leading Marketing, Engineering and IT projects for middle and large customers in several markets. Currently, he teaches NXT courses and study Phd about Robotics and Artificial Intelligence in URJC.

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## I.8.- About the collaborators



Frank Zimmermann is a Doctor in Mathematics and Professor for CIS at the University of Applied Sciences Nordakademie since 1996. Frank teaches Java, Software Engineering and Information Systems at the university. He discovered leJOS and NXT Technology in 2007.

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Patrick Lismore a Napier University Edinburgh student finishing his Bsc (Hons) Software Technology. An aspiring entrepreneur and IT professional who have experience teaching programming and robotics at Carnegie Mellon University. Patrick first got involved with leJOS and NXT's while studying in his last year of University. Patrick research at University involved designing and developing concurrent robotics software using leJOS, JCSP re and Bluetooth.

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