

An underwater scene with a blue background, featuring several sharks and many small fish swimming. The sharks are silhouetted against the light blue water. The fish are scattered throughout the scene, some appearing as small specks and others as more distinct shapes.

# Optical Gesture & Proximity Sensing IC

Evaluation Board EVB75030V2 - Installation Manual

# Software Installation

## I : mbed Microcontroller Firmware

EVB75030V2 has been shipped with dedicated firmware visible as file “EVB75030V2\_vx.x.x.bin” on the microcontroller.

This firmware allows communication between the MLX75030 and a pc via a terminal.

A detailed API is available and will be described on the following slides.

In order to communicate with the mbed via a Windows OS a driver has to be installed.

The install procedure is described in [this URL](#) and the driver can be downloaded [here](#).

Note : On WindowsXP this driver has to be installed for each mbed separately.

## II : National Instruments Labview Interface Layer

We have developed a “first order” interface, based on the API, that visualizes the sensor output, combines different registers settings and has an integrated simple left & right “swipe” detection algorithm. Robust proximity sensing is available on both channels independently.

In order to use this application you will need to install 3 separate parts :

- 1) NI Labview Runtime (to run any Labview executable)
- 2) NI Visa Runtime (to use any serial communication in Labview)
- 3) MLX75030 application program

Part 1 & Part 2 are combined in the following [installation file](#) or available via the official NI website ([NI Labview Runtime](#) & [NI Visa Runtime](#)) and Part 3 can be downloaded [here](#).

# EVB75030V2 API

The communication between the  $\mu$ C and the pc is serial.  
To interface with a serial COM port you can use any terminal application.  
(for example [Putty](#), [HyperTerminal](#), [TeraTerm](#), ... )

At startup the system automatically outputs data with a default framerate of 30 FPS.  
In this continuous output mode it will accept input commands (described on the next slides) terminated with a carriage return character. ( $\rightarrow$  ENTER)

Most commands exists out of a character (A, B, C, D, ... ) followed by a number.  
Every API command returns a string %s as confirmation.

The only way to turn the system OFF is by using the F0 (Framerate = 0) command.  
In this state it will only be revived by A or M commands.

Important : The system has to run at a fixed framerate in order to maintain a constant duty cycle.  
Alternating duty cycle(s) could affect LED performance.  
However it's possible to change the duty cycle  
based on different API commands.

Note : A fixed framerate also facilitates the development & optimization of software algorithms, like a "swipe" detection algorithm.

# EVB75030V2 API Command List (1)

- ⇒ **A%d** : Enables temporal averaging on the microcontroller.  
This function has a dedicated data output format that includes mean & STD.  
%d = digital number in the range [2-99]
  
- ⇒ **D%s%s%s%s%s** : Enables HW DC Compensation.  
The HW DC compensation consists out of 5 different parameters, kneepoints.  
%s = hex. string in range [0-F]  
D0 : HW DC compensation disabled  
DFFFFFF : HW DC compensation maximum
  
- ⇒ **F%d** : Changes the framerate, the maximum framerate is limited by serial baud rate.  
%d = digital number in range [0-299]  
F0 : System OFF  
F1-299 : Changes framerate
  
- ⇒ **G%d** : Changes Data Output Format.  
G0 : default  
G1 : for use with MLX internal Python scripts  
G2 : for use with “old” Labview interface (v1.2, v1.5)

# EVB75030V2 API Command List (2)

⇒ **K%d** : Changes LED DAC value ChannelA = Register 0x1  
%d : digital number in range [0-255]

⇒ **L%d** : Changes LED DAC value ChannelB = Register 0x3  
%d : digital number in range [0-255]

The correlation between the DAC value and LED peak current is piece-wise linear.  
A corresponding table can be found [here](#).

⇒ **M%d** : Internally the system runs at a fixed framerate.  
Command M1-99 outputs 1-99 measurements.  
%d : digital number in range [0-99]  
M0 : continuous output mode  
M1-99 : output of 1-99 frames

⇒ **P%d** : Changes the amount of LED pulses per frame = Register 0x5  
%d : digital number between (0-15, default value = 4 )  
A selection of 2,4,6,8,10,12,14,16,18,20,22,24,26,28,30 or 32 pulses can be made.  
More information can be found p45 of Datasheet MLX75030 Rev005.

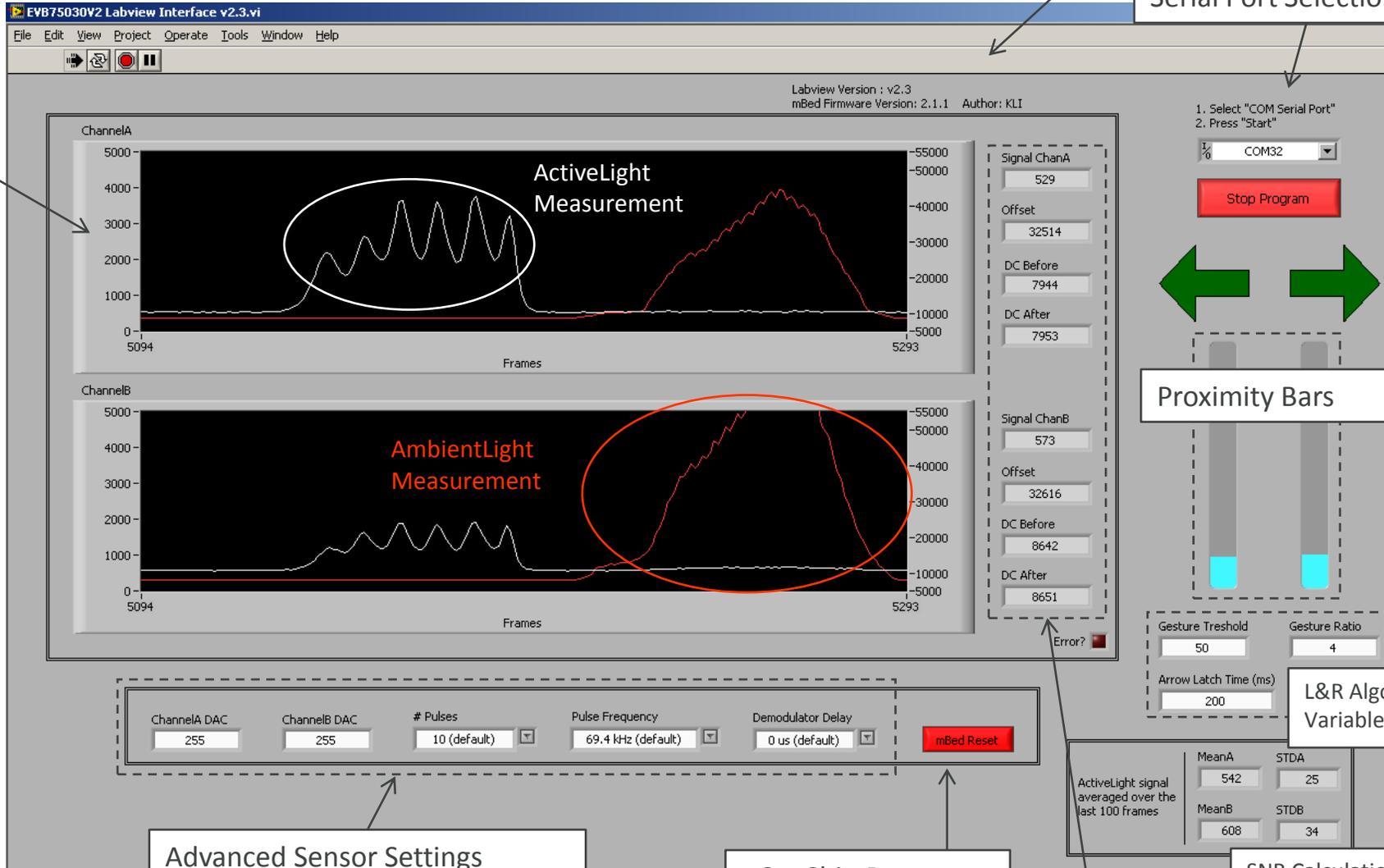
# EVB75030V2 API Command List (3)

- ⇒ **R%d** : Read MLX75030 register(s).  
%d : digital number in range [0-15]  
R0-14 : Register 1-14  
R15 : Read all registers simultaneously
  
- ⇒ **S%d** : Enable SW Compensation.  
**Not implemented at this moment**
  
- ⇒ **T%d** : Changes MLX75030 internal demodulator delay. (= phase shift)  
%d : digital number in range [0-15], default value is 0  
More information can be found p42 of Datasheet MLX75030 Rev005.
  
- ⇒ **U%d** : Change pulse modulation frequency.  
%d : digital number in range [0-7], default value is 4  
More information can be found p46 of Datasheet MLX75030 Rev005.
  
- ⇒ **V%d** : Returns current firmware version of the microcontroller.
  
- ⇒ **X%d** : Initiates a microcontroller reset, all registers settings will change to default.

# EVB75030V2 Labview Interface v2.3

Version Indicator(s)

Serial Port Selection



You can manually adjust Y-axis min. & max.

Proximity Bars

L&R Algorithm Variables

Advanced Sensor Settings

µC + Chip Reset

Raw Sensor Data

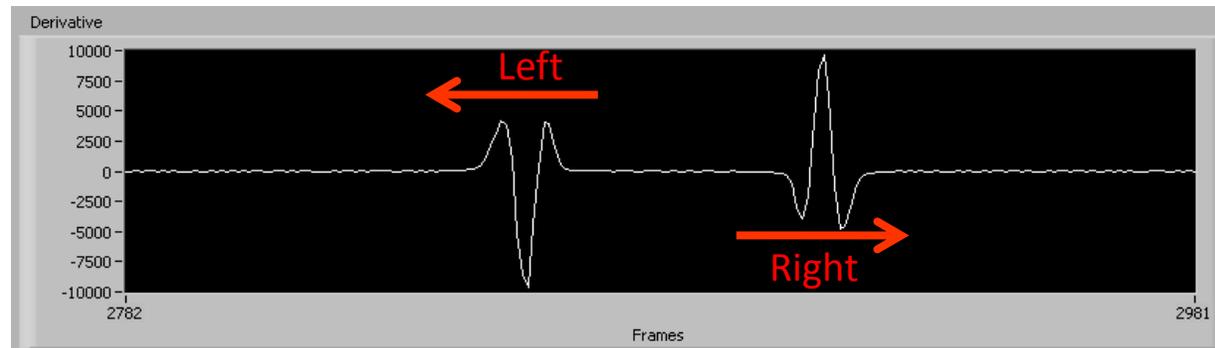
SNR Calculation of the last 100 frames

# EVB75030V2 Left & Right Gesture Recognition Algorithm

- A “derivative” value is calculated on each frame

$$Derivative(x) = (A(x) - B(x)) - (A(x - 1) - B(x - 1))$$

- These values are stored in an *Array* which holds the last 6 frame values
- Gestures are recognized as a waveform :



- This waveform is split in 3 recognizable parts
- A gesture is only recognized if all 3 parts are *true*
- “Left Gesture” :  $IF (max(Array[0: 1]) > Treshold)$   
&  $(min(Array[2: 3]) < -Ratio \times Treshold)$   
&  $(max(Array[4: 5]) > Treshold)$
- “Right Gesture” :  $IF (min(Array[0: 1]) < -Treshold)$   
&  $(max(Array[2: 3]) > Ratio \times Treshold)$   
&  $(min(Array[4: 5]) < -Treshold)$

