

每週進度報告

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Outline

- 1 Road map
- 2 Last Week Issue
- 3 Progress Rate
- 4 This Week Issue
- 5 Next Week Plan
- 6 Reference

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行程規劃 (Road Map)

- 06/27-07/31 以 Arduino 實作 '有線' 搖桿
- 08/01-08/10 撰寫投稿用論文
- 08/11-09/XX 研究 '無線' 藍芽搖桿

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上週 lastweek 遭遇問題及後續

問題：UnoJoy.c 編譯的 Hex File 無法使用

- 解法：修改 Makefile: [▶ Link](#)

```
OBJCOPY = avr-objcopy
CC = avr-gcc
F_CPU = -DF_CPU=16000000UL
MMCU = -mmcu=atmega8u2
C_FLAGS = $(F_CPU)
C_FLAGS += $(MMCU)
C_FLAGS += -funsigned-char
C_FLAGS += -funsigned-bitfields
C_FLAGS += -Os
C_FLAGS += -fpack-struct
C_FLAGS += -fshort-enums
C_FLAGS += -Wall

# Target source file
UNOJOY = UnoJoy
GAMEPAD= usb_gamepad
C_UNOJOY = $(UNOJOY).c
C_GAMEPAD = $(GAMEPAD).c

# Compile output file
O_UNOJOY = TEST_UnoJoy.o
O_GAMEPAD = TEST_gamepad.o
ELF_FILE = TEST.elf
HEX_FILE = TEST.hex
#####
all: $(ELF_FILE)

@echo ===== HexFiles Creating =====
$(OBJCOPY) -O ihex -R .eeprom -R .fuse -R .lock -R .signature $(ELF_FILE
) $(HEX_FILE)

$(ELF_FILE): $(O_UNOJOY) $(O_GAMEPAD)
@echo ===== ELF File Creating =====
$(CC) $(MMCU) -o $@ $(O_UNOJOY) $(O_GAMEPAD)

$(O_UNOJOY): $(C_UNOJOY)
@echo ===== Compile $(C_UNOJOY) =====
$(CC) $(C_FLAGS) -c $< -o $@

$(O_GAMEPAD): $(C_GAMEPAD)
@echo ===== Compile $(C_GAMEPAD) =====
$(CC) $(C_FLAGS) -c $< -o $@

clean:
@echo ===== Clean: ALL =====
@rm -f $(O_UNOJOY) $(O_GAMEPAD) $(ELF_FILE) $(HEX_FILE)
```

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本週 thisweek 進度

- 自建 Makefile 可正常編譯，且 HexFile 能燒至 Arduino Flash。
- 修改 UnoJoy 原始碼及測試。

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本週所遭遇問題及可能解法

問題：自編 UnoJoy_PS4 無法正常運作

- 可能的問題：還沒完全搞懂 Source Code
- 可能的解法：從 UnoJoy 官方原始碼研讀。

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- 自編的 UnoJoy 能夠被判讀為搖桿。

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Reference

- [1] Avr libc reference manual options for the c compiler avr-gcc.
http://www.atmel.com/webdoc/AVRLibcReferenceManual/using_tools_1using_sel_gcc_opts.html.
Accessed:2015-07-16.
- [2] Dualshock 3 - eleccelerator wiki.
http://eleccelerator.com/wiki/index.php?title=DualShock_3. Accessed:2015-07-16.
- [3] Dualshock 4 - eleccelerator wiki.
http://eleccelerator.com/wiki/index.php?title=DualShock_4. Accessed:2015-07-16.