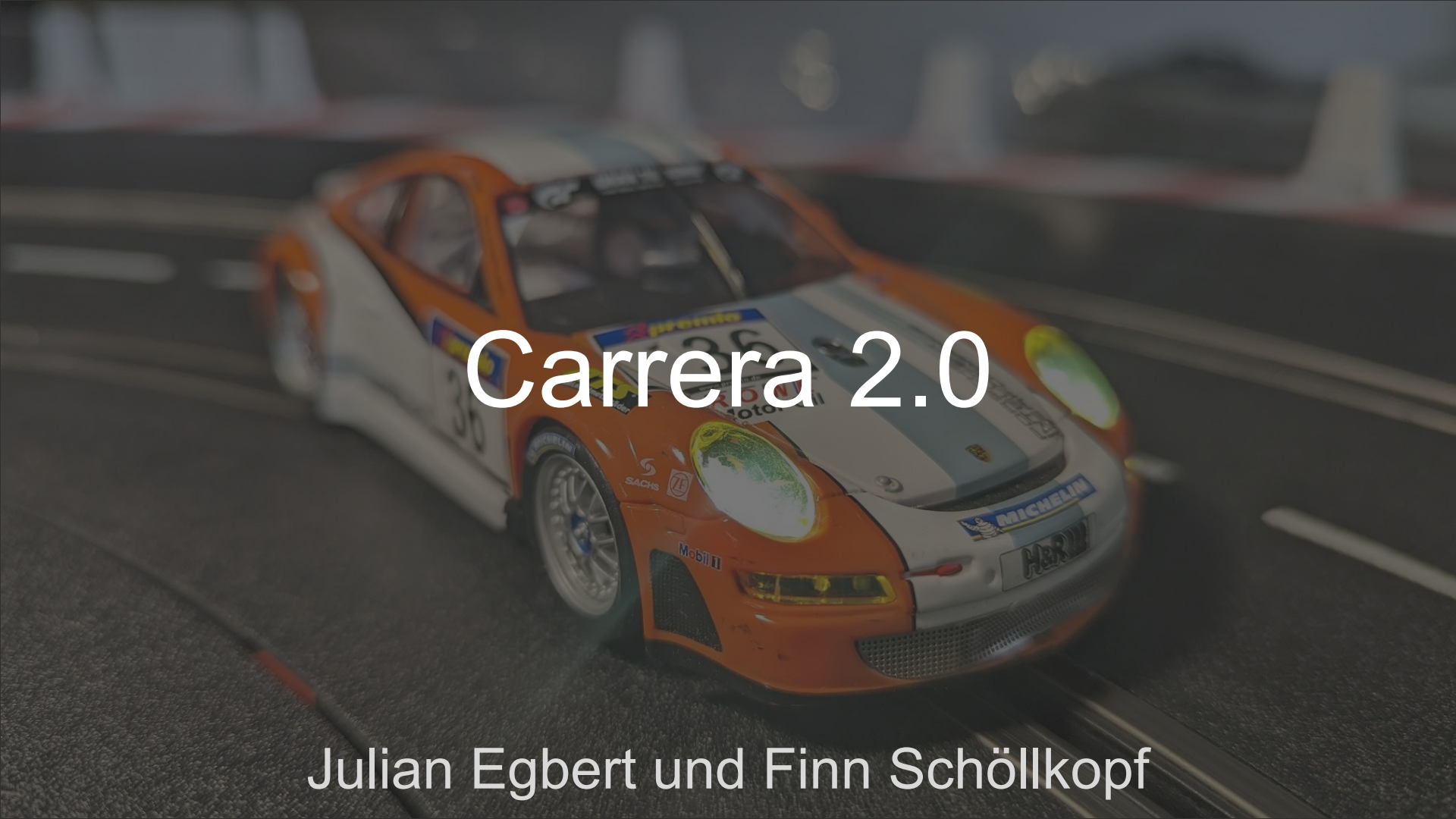




Carrera 2.0

Julian Egbert und Finn Schöllkopf

Projektidee

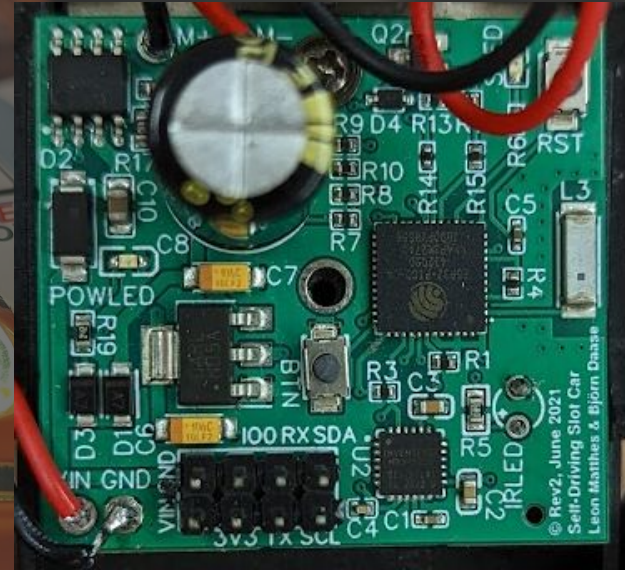
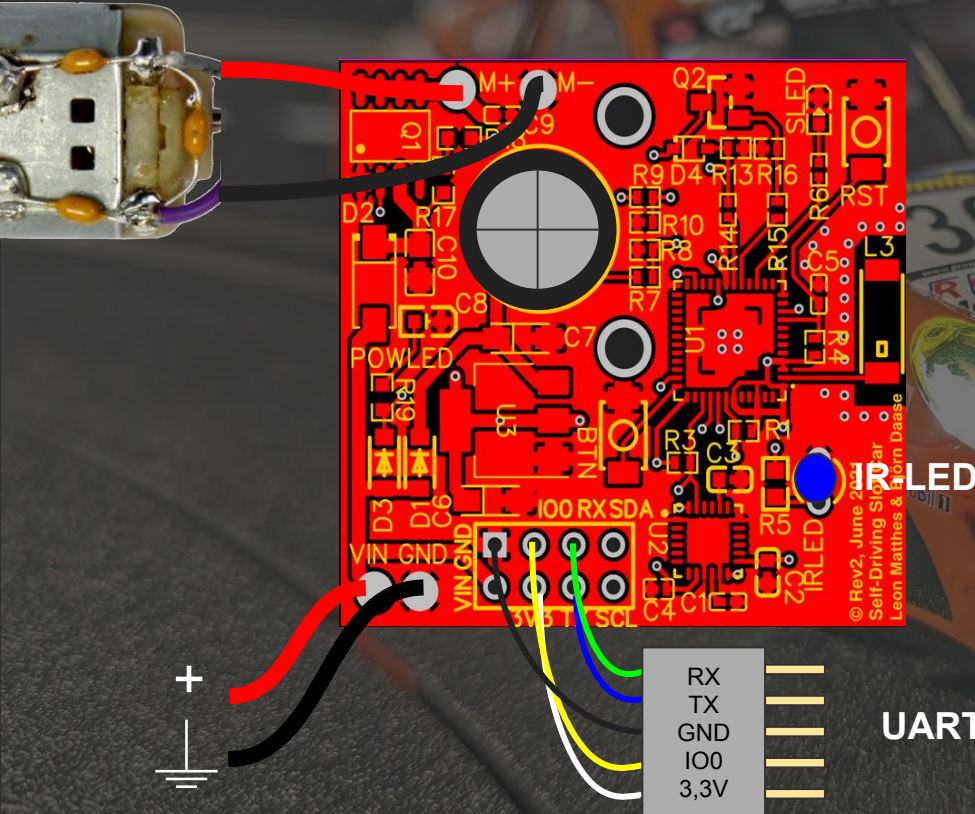
Alternative Steuerung von Carrera-Autos per Handy/Computer



A slot car rally car, primarily orange and white, is shown on a dark grey track. The car features a large white number '36' on its front, a 'MICHELIN' logo on the front bumper, and a 'MOBIL' logo on the side. The car is angled towards the right, and the background is blurred, suggesting motion. The text 'Was bisher geschah' is overlaid in white on the car's body.

Was bisher geschah

Was bisher geschah - Hardware

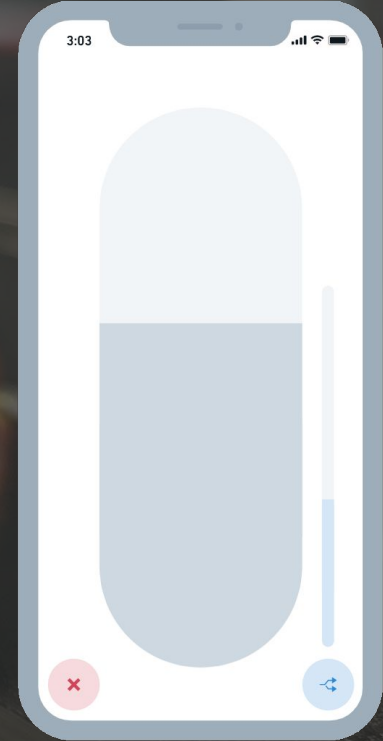


Was bisher geschah - Software

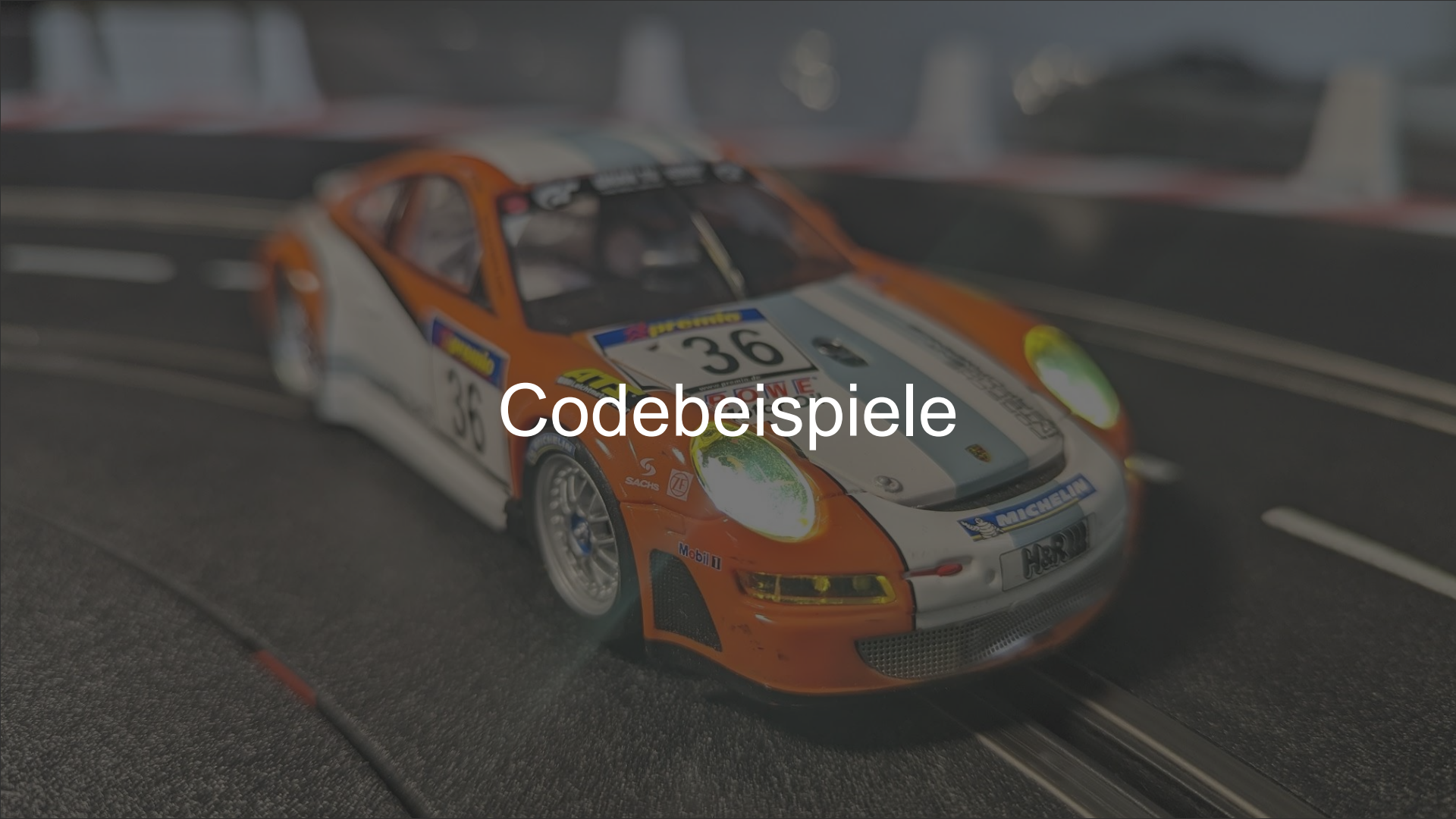
- ESP öffnet WiFi Access Point 
- Steuerungs-Webseite im Browser erreichbar
 - Geschwindigkeitsregler zur Bedienung
 - Aktivierung der IR-Led
 - Not-Aus
- OTA Updates



Aktuelles UI



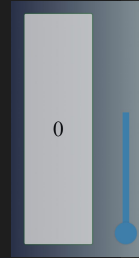
Mock-Entwurf des UI



Codebeispiele

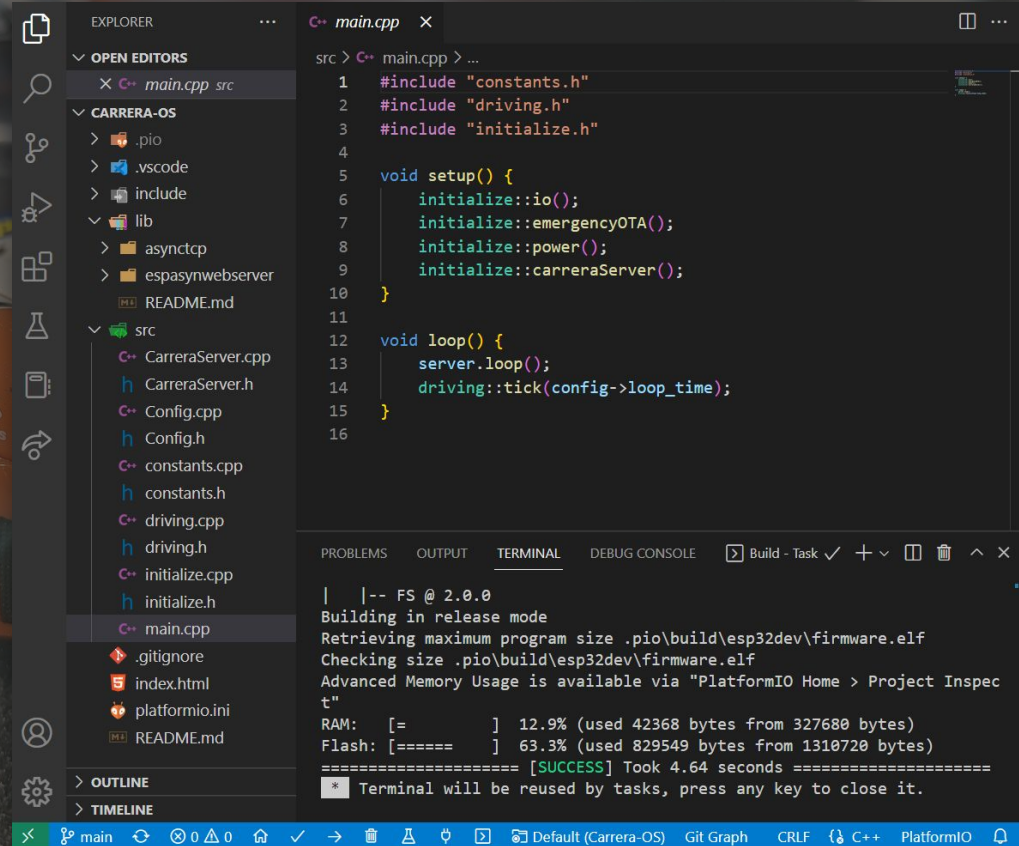
Web-Server

```
1 void CarreraServer::setup() {  
2     WiFi.softAP(ssid, password);  
3  
4     initWebSocket();  
5  
6     m_server.on("/", HTTP_GET, [](AsyncWebServerRequest *request) {  
7         request->send_P(200, "text/html", index_html);  
8     });  
9     m_server.on("/OTA", HTTP_GET, [&](AsyncWebServerRequest *request) {  
10         request->send(200, "text/plain", "Ready for OTA!");  
11         ota_mode = true;  
12     });  
13     m_server.on("/uptime", HTTP_GET, [](AsyncWebServerRequest *request) {  
14         request->send(200, "text/plain", String(millis()));  
15     });  
16  
17     m_server.begin();  
18 }
```



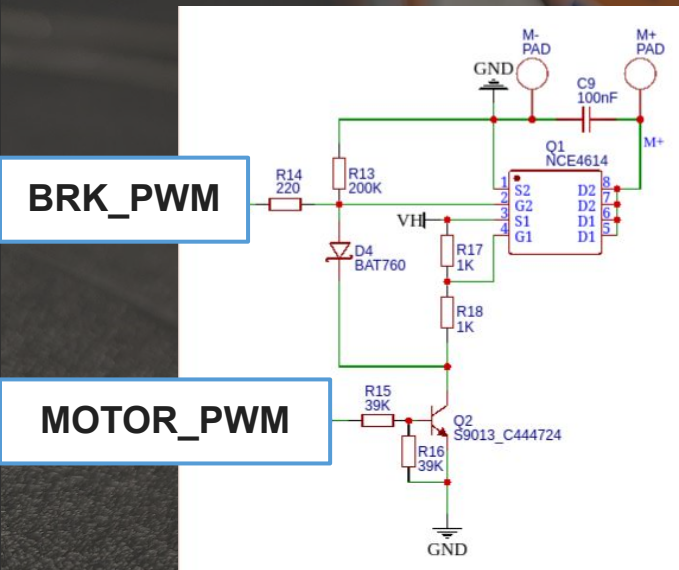
Platform IO & VS-Code

- Kompilieren und flashen
- Übersichtliche IDE
- Easy to use
- Git-Integration



Motorsteuerung

- accelerate/decelerate über PWM Signal



```

1 float target_speed = 0;
2 float real_speed = 0;
3
4 void decelerate(uint32_t duty) {
5     ledcWrite(MOTOR_PWM_CHANNEL, 0);
6     delay(1);
7     ledcWrite(MOTOR_BRK_PWM_CHANNEL, duty);
8 }
9
10 void accelerate(uint32_t duty) {
11     ledcWrite(MOTOR_BRK_PWM_CHANNEL, 0);
12     delay(1);
13     ledcWrite(MOTOR_PWM_CHANNEL, duty);
14 }
15
16 void driving::tick(float milliseconds) {
17     if (real_speed < target_speed) {
18         accelerate(255);
19         real_speed += config->acceleration * (milliseconds / 1000);
20         if (real_speed >= target_speed) {
21             real_speed = target_speed;
22         }
23     } else if (real_speed > target_speed) {
24         decelerate(255);
25         real_speed -= config->deceleration * (milliseconds / 1000);
26         if (real_speed <= target_speed) {
27             real_speed = target_speed;
28         }
29     } else { // target_speed and real_speed are equal
30         accelerate(target_speed);
31     }
32 }

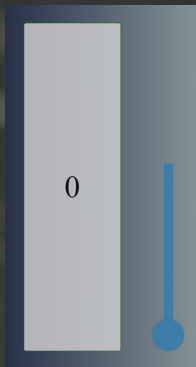
```

looptime

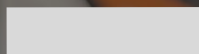
Erste Ergebnisse



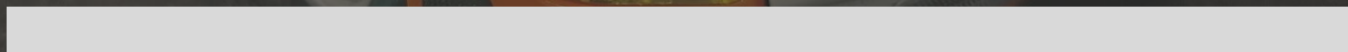
Latenz



2-12 ms

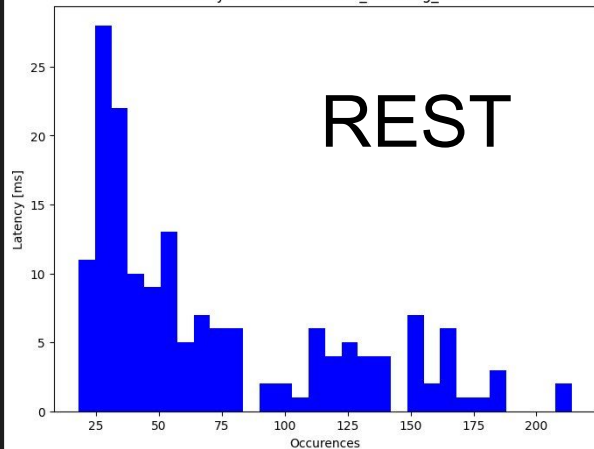


75 ms¹



Min: 18 ms, Max: 214 ms, AVG: 72.02994011976048 ms.

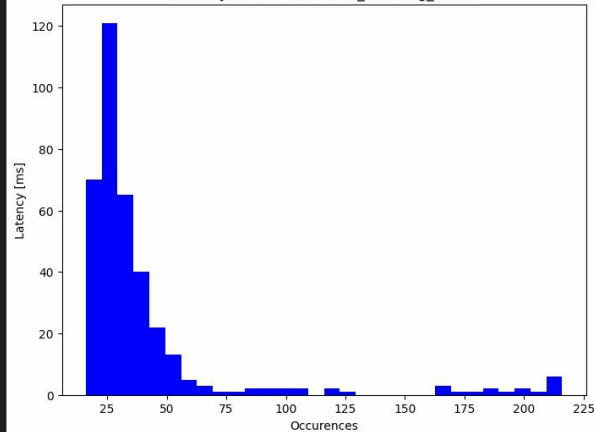
Latency distribution: REST_Messung_01.txt



REST

Min: 16 ms, Max: 216 ms, AVG: 40.482384823848236 ms.

Latency distribution: REST_Messung_02.txt

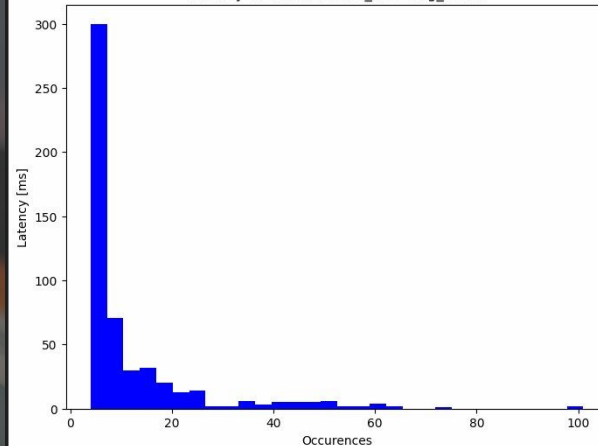


Latenz

VS.

Min: 4 ms, Max: 101 ms, AVG: 12.15180265654649 ms.

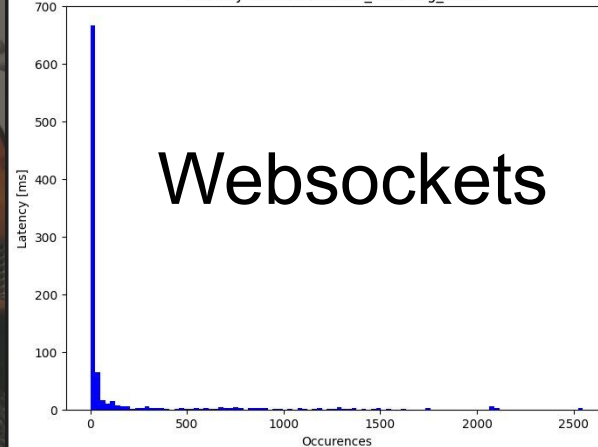
Latency distribution: WS_Messung_01.txt



Websockets

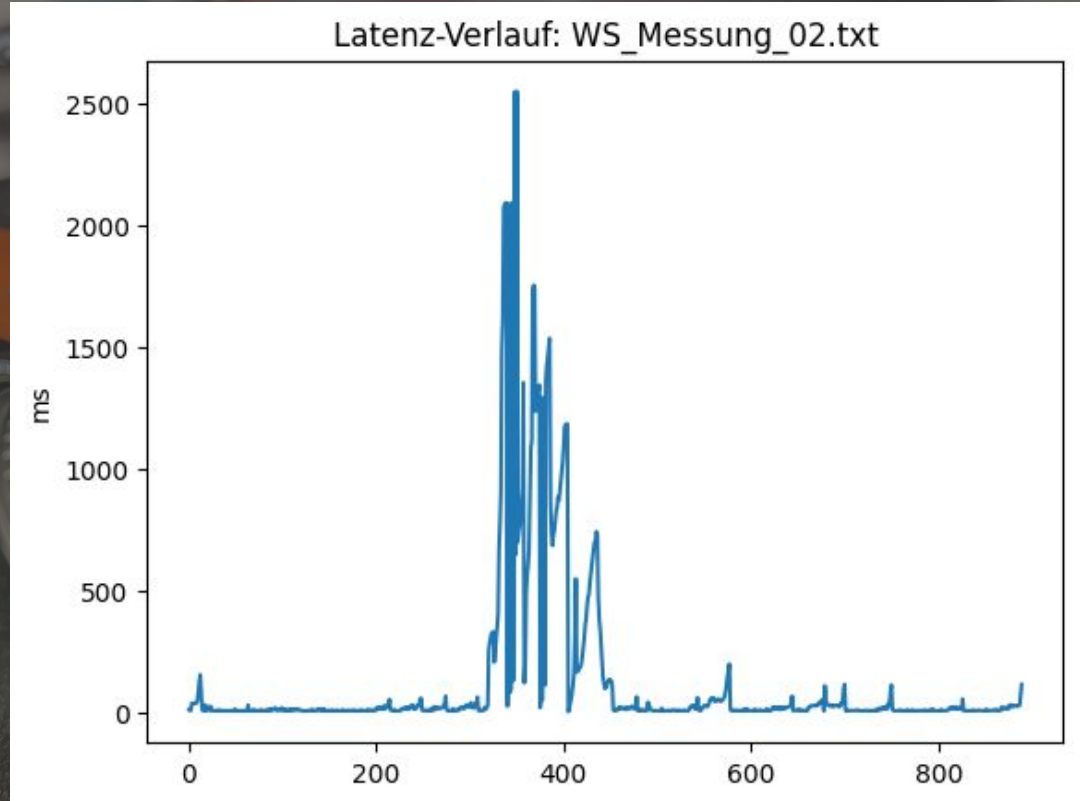
Min: 1 ms, Max: 2549 ms, AVG: 120.80561797752809 ms.

Latency distribution: WS_Messung_02.txt



Woher kommen die “Ausreißer”?

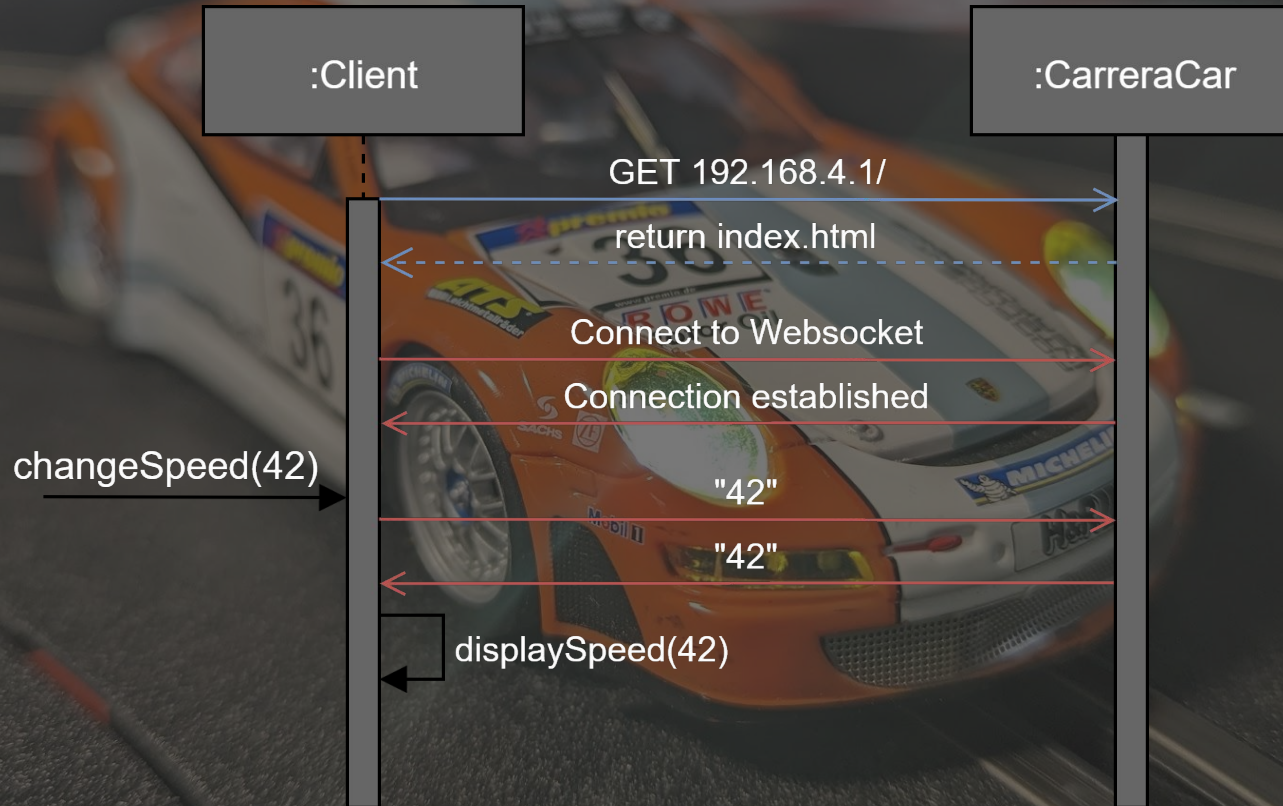
- “Stau” beim **Acknowledgment** der Nachrichten
- Problematisch bei vielen schnellen Änderungen
- Nur im Frontend sichtbar
 - Fahrzeug reagiert weiterhin schnell!



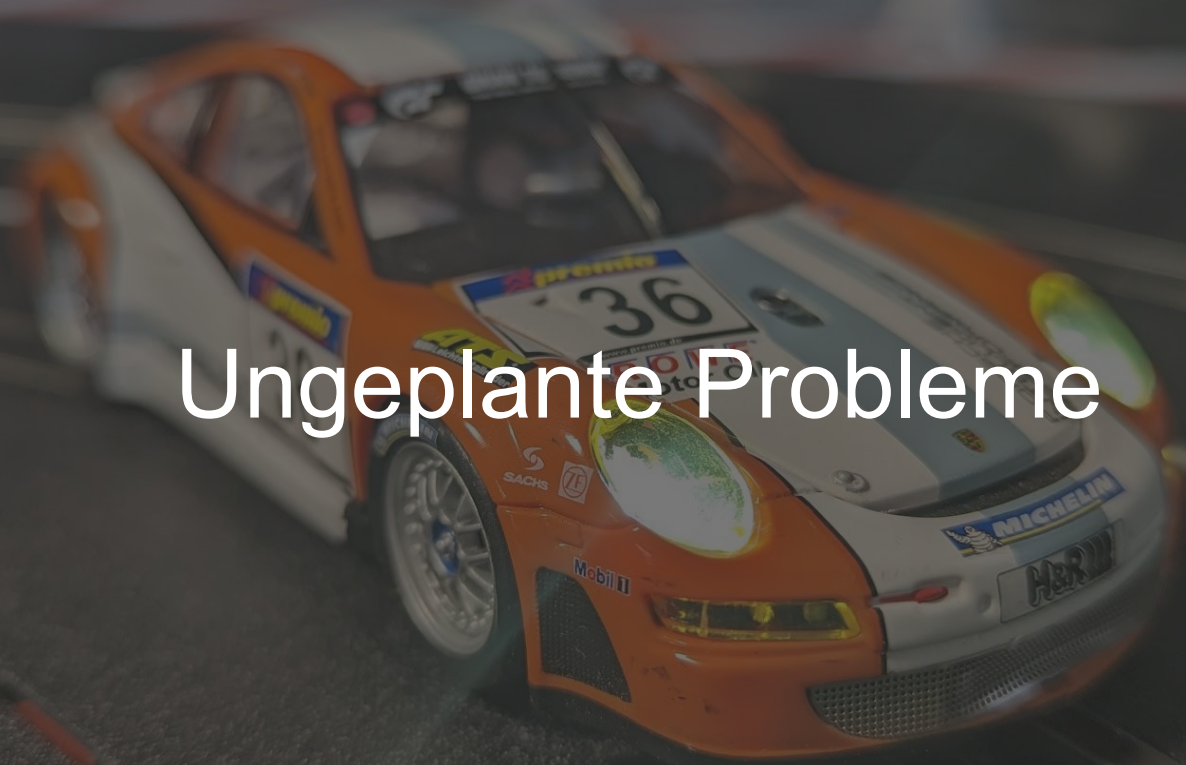
Hotspot, AP und BLE

	(externer) WiFi Hotspot	WiFi AccessPoint	Bluetooth (Low Energy)
Vorteile	• Fahrzeug mit Internet verbunden • Fahrzeuge können untereinander kommunizieren	• Kein externer Hotspot notwendig • Keine anderen Nachrichten im WiFi	• Geringerer Stromverbrauch (für BLE)
Nachteile	• Mehr irrelevante Pakete anderer Nutzer	• Kein Internet während Nutzung	• Nicht in vielen Browsern unterstützt

Kommunikationsprotokoll



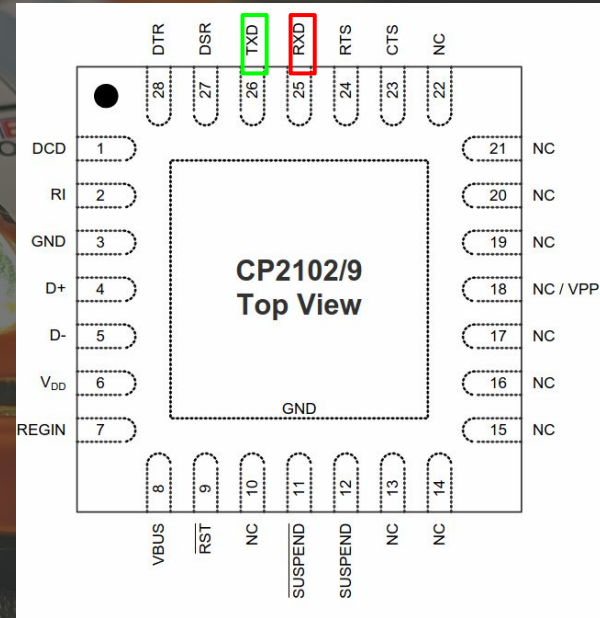
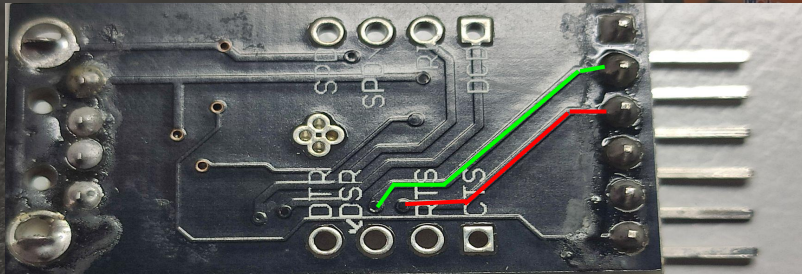
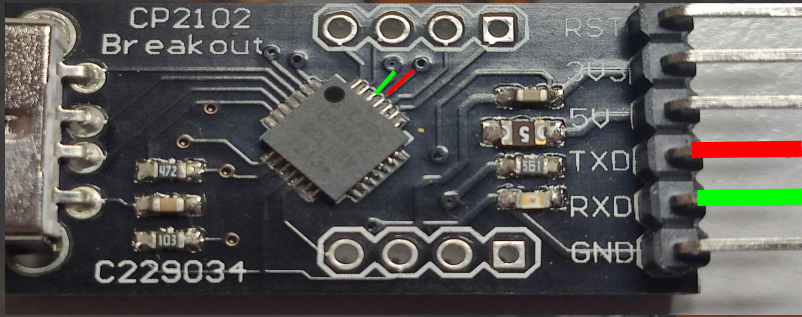
Ungeplante Probleme



UART-Bridge

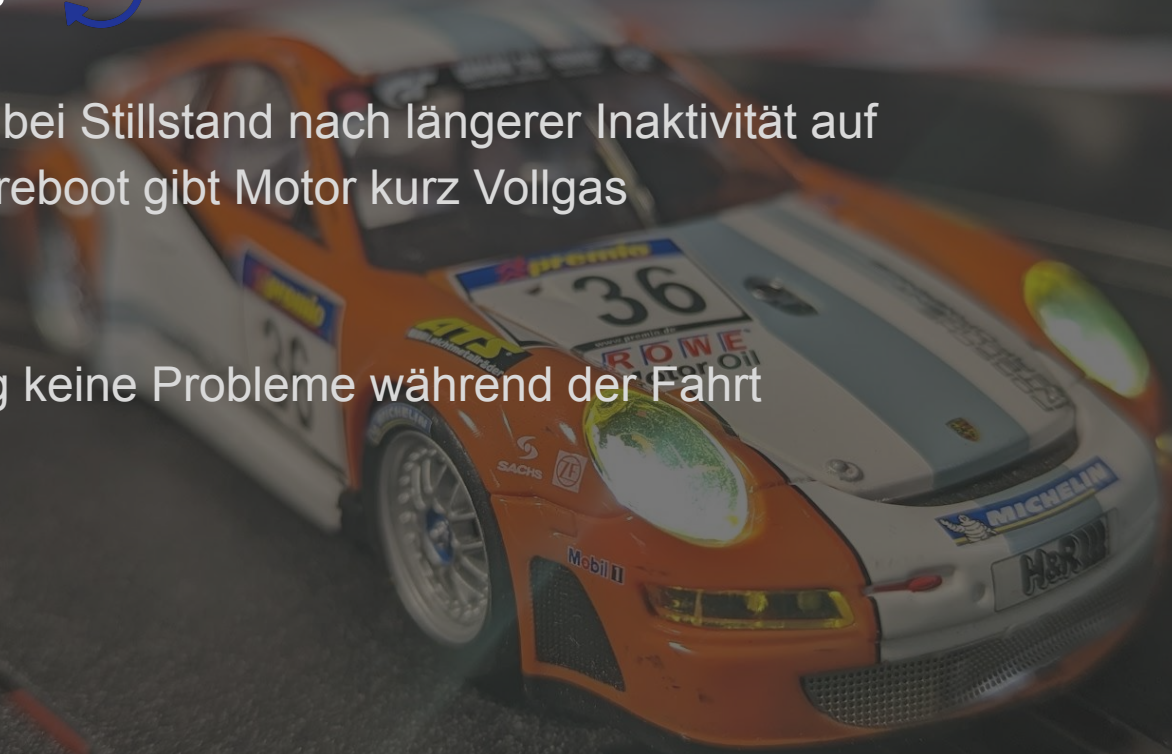
ESP32 programming

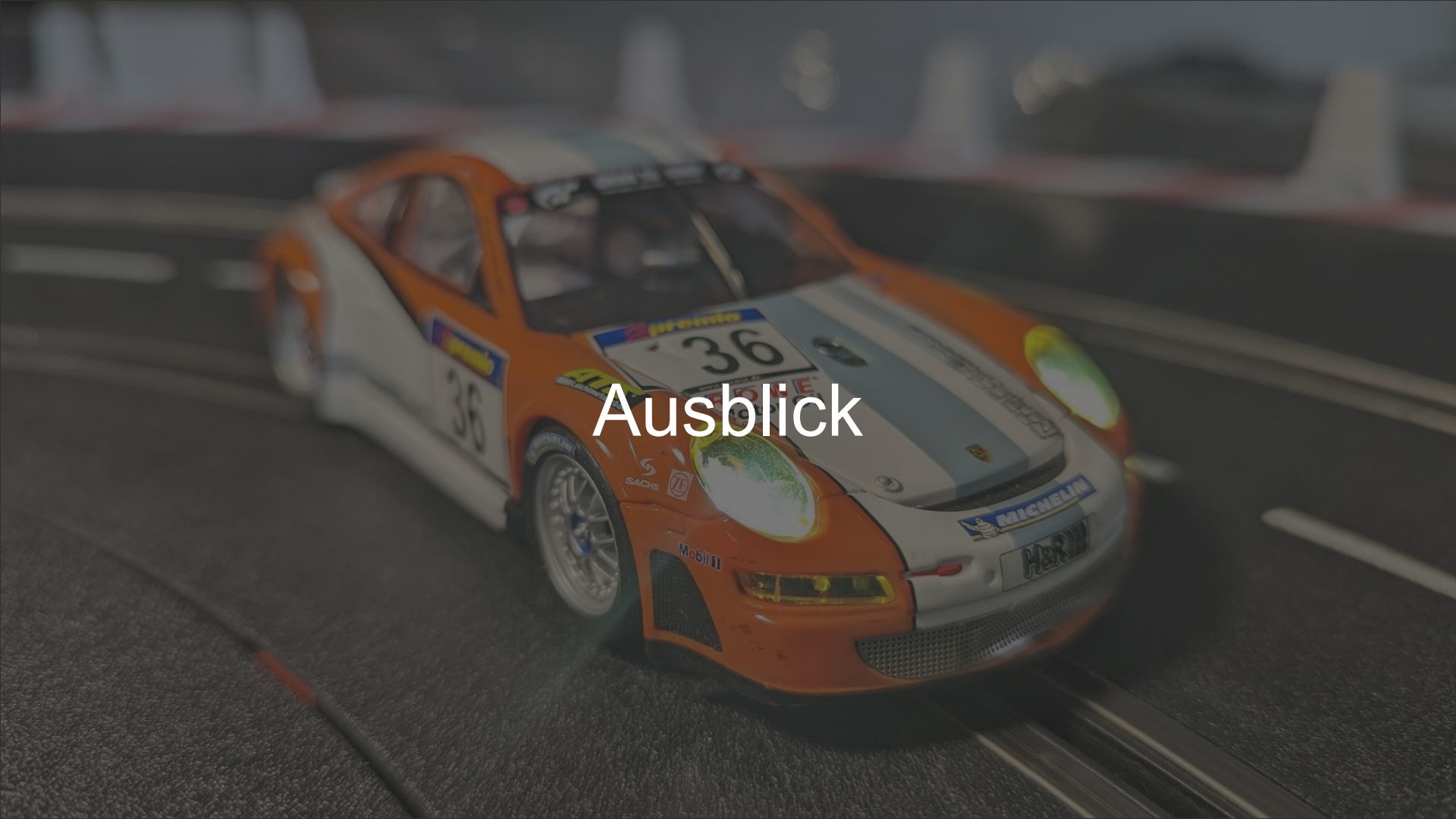
Initial programming of the ESP32 must be done via UART with an external USB to UART bridge. For this connect the RX and TX pins to the UART bridge. Remember to reverse it, TX of the UART bridge must be RX on the ESP and vice versa. Also remember to use a 3.3V UART bridge, NOT a 5V one!



Reboots

- Treten bei Stillstand nach längerer Inaktivität auf
- Durch reboot gibt Motor kurz Vollgas
- Bislang keine Probleme während der Fahrt

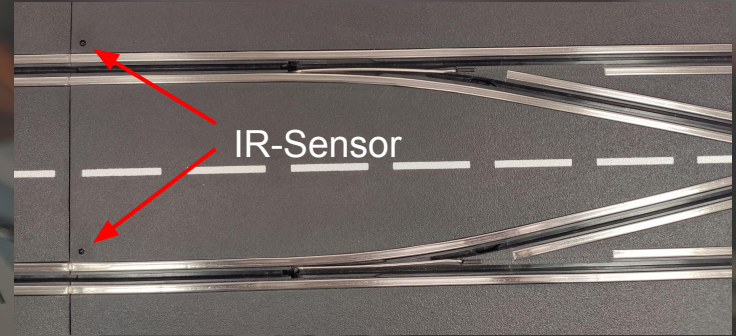


A detailed model of a Porsche Carrera GT race car, number 36, is shown on a track. The car is orange and white with blue racing stripes. It features various sponsor logos including Mobil 1, Michelin, SACHS, and Repsol. The car is positioned on a dark asphalt track with white lane markings. The background is blurred, suggesting motion or a distant horizon.

Ausblick

IR-Led

- Wichtiges Feature (für Spurwechsel)
- Feature (Code) bereits implementiert
- Schwierig zu testen



Lösungsideen:

- Led einzeln testen
- Andere Leds ausprobieren

Controllerunterstützung

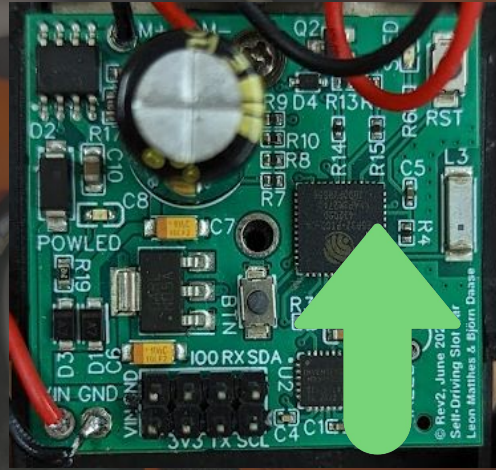
- Erweiterung der Steuerungsmöglichkeiten
 - ggf. Gangschaltung simulieren



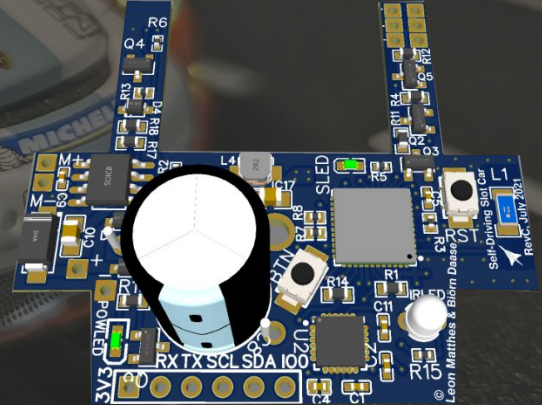
Weitere Ideen



Kamera am Auto befestigen



Revision 2 ausbessern



Revision 3 fertigstellen

See you on the race-track

