

# Arduino setup guide for Otto robots



# Download & install Arduino IDE



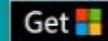
## ARDUINO 1.8.13

The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other open-source software.

This software can be used with any Arduino board. Refer to the [Getting Started](#) page for Installation instructions.

**Windows** Installer, for Windows 7 and up  
**Windows** ZIP file for non admin install

**Windows app** Requires Win 8.1 or 10



**Mac OS X** 10.10 or newer

**Linux** 32 bits

**Linux** 64 bits

**Linux** ARM 32 bits

**Linux** ARM 64 bits

[Release Notes](#)

[Source Code](#)

[Checksums \(sha512\)](#)



If you have Otto Blockly installed and working on your PC you do not need to install Arduino

# Download Otto DIY Libraries\*

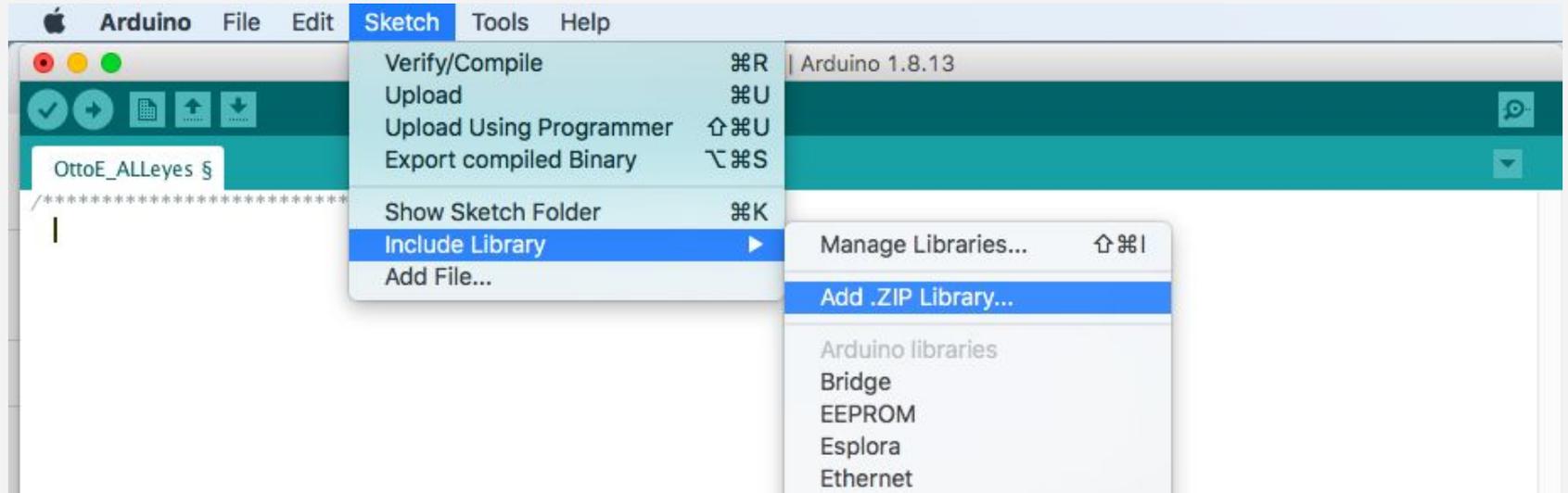


\*If you have already installed Blockly locally, then you do not need to do this, [skip to this slide](#) and upload codes directly.

**Link source:** <https://github.com/OttoDIY/OttoDIYLib/>

# Install Otto Libraries in Arduino

Open Arduino and select **Sketch** from the menu bar, then **Include Library** followed by selecting **Add .ZIP Library**.

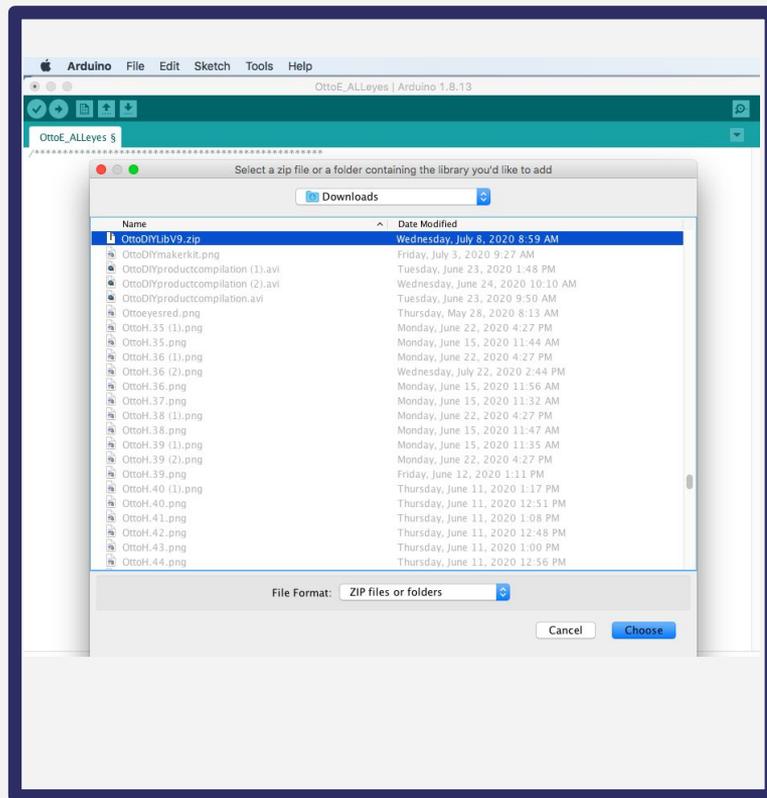


# Include the Libraries

You will be prompted to select the library.  
Navigate to the .zip file's location, that you just downloaded and open as it is.

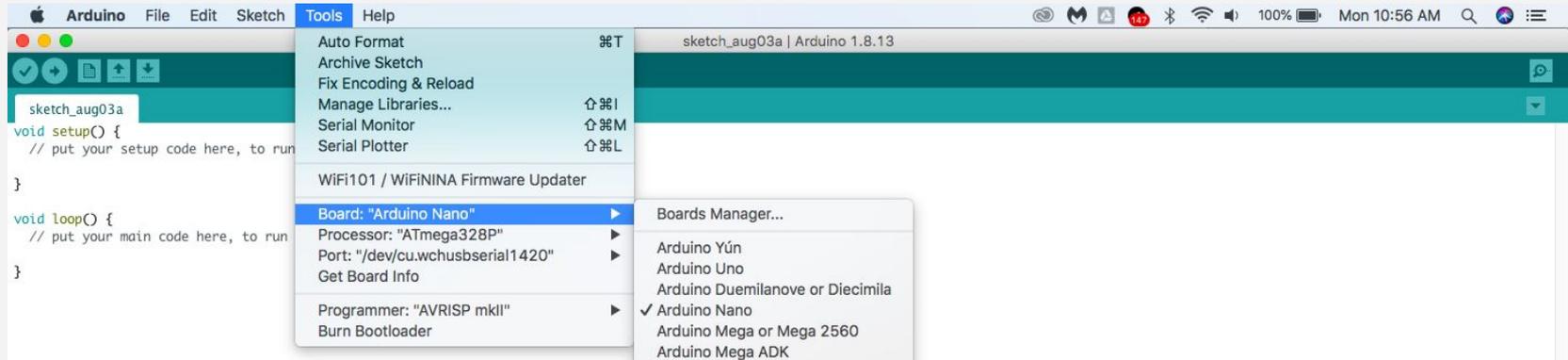
Navigate under downloads until you see the OttoDIYLibv9.zip then select **that file**.

To check if it was uploaded, select **Sketch** again > Include Library > & scrolling down to the bottom you should see **OttoDIY\_Lib**



# Select Board, Processor & Port Settings

- 1) Select tools from menu bar
- 2) For Board select “Arduino Nano”
- 3) For Processor select “Atmega328P” (choose Old bootloader if error)
- 4) For Port select “COM #” (where your Otto is connected, this can be different in your computer) if not visible the driver CH340 is not installed



# File/Examples/OttoDIYLib/dance/Otto\_allmoves

The screenshot shows the Arduino IDE interface with the following elements:

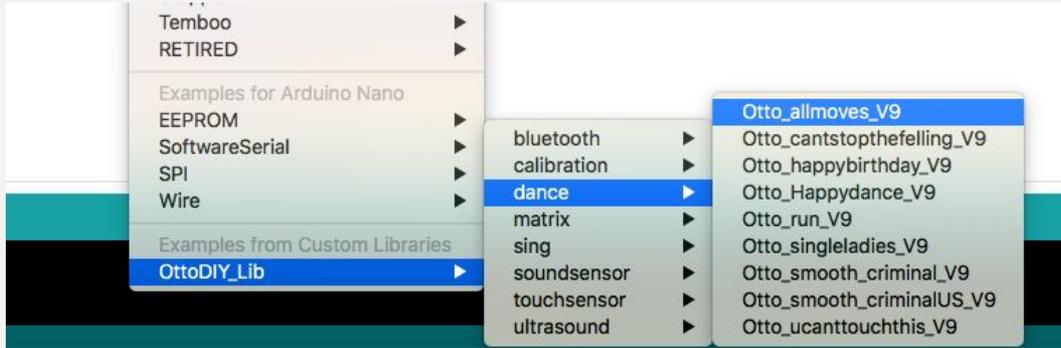
- Menu Path:** File > Examples > OttoDIYLib
- Code Editor Content:**

```
#include <Wire.h>
#include "Adafruit_LEDBackpack.h"
Adafruit_8x16matrix matrix = Adafruit_8x16matrix(0x70);

void setup() {
  Serial.begin(9600);
  Serial.println("16x8 LED Matrix Test");
  matrix.begin(0x70); // pass in the address
}

void loop() {
  static const uint8_t PROGMEM
  logo_bmp[] = { B01111110, B10000001, B10111110, B10010001, B10111110, B10010001, B10111110, B10101001, B10111110, B10000001, B01111110 },
  happy_bmp[] = { B00000000, B00111100, B00000000, B00000000 },
  eyes_bmp[] = { B00000000, B00111100, B00000000, B00000000 },
  sad_bmp[] = { B00000000, B00010000, B00000000, B00000000 },
  xx_bmp[] = { B00000000, B00100010, B00000000, B00000000 },
  XX_bmp[] = { B01000001, B00100010, B00000000, B00000000 },
  angry_bmp[] = { B00000000, B00011110, B00000000, B00000000 },
  angry2_bmp[] = { B00000000, B00000010, B00000000, B00000000 },
  <sleep_bmp[] = { B00000000, B00100010, B00000000, B00000000 };
```
- Footer:** Arduino Nano, ATmega328P on /dev/cu.wchusbserial1420

# Code from examples tab



```
Otto_allmoves_V9 | Arduino 1.8.13

Otto_allmoves_V9
-----
//-----
//-- Otto All moves test
//-- This code will make Otto make all functions, you can reorganize moves, gestures or uncoment sings in the principal loop
//-- April 2019: Designed to work with the basic Otto but could be compatible with PLUS or Humanoid or other biped robots
/-----
Make sure to have installed all libraries: https://wiki.factfactory.com/OttoDIY/otto-diy
Otto DIY invests time and resources providing open source code and hardware,
please support by purchasing kits from (https://www.ottodiy.com)

BSD license, all text above must be included in any redistribution
-----/
//-----
#include <Otto9.h>
Otto9 Otto; //This is Otto!
//-----
//-- Make sure the servos are in the right pin
/*
-----
| 0 0 |
|-----|
RIGHT LEG 3 | | LEFT LEG 2
-----
| | |
RIGHT FOOT 5 |---| LEFT FOOT 4
*/
```

## Upload code to Otto

Lastly select the arrow pointing to the right to upload.



This will automatically check and verify the code and upload the code to Otto.

If there were no problems your Otto is now a walking dancing machine! Well only the legs but that is ok because now we tested that everything is working ;) If not you need to check the previous steps again.

# You are all setup!

Now you can code Otto using Arduino IDE  
**play with the other examples** depending on your  
robot kit.

# Install Driver on Mac

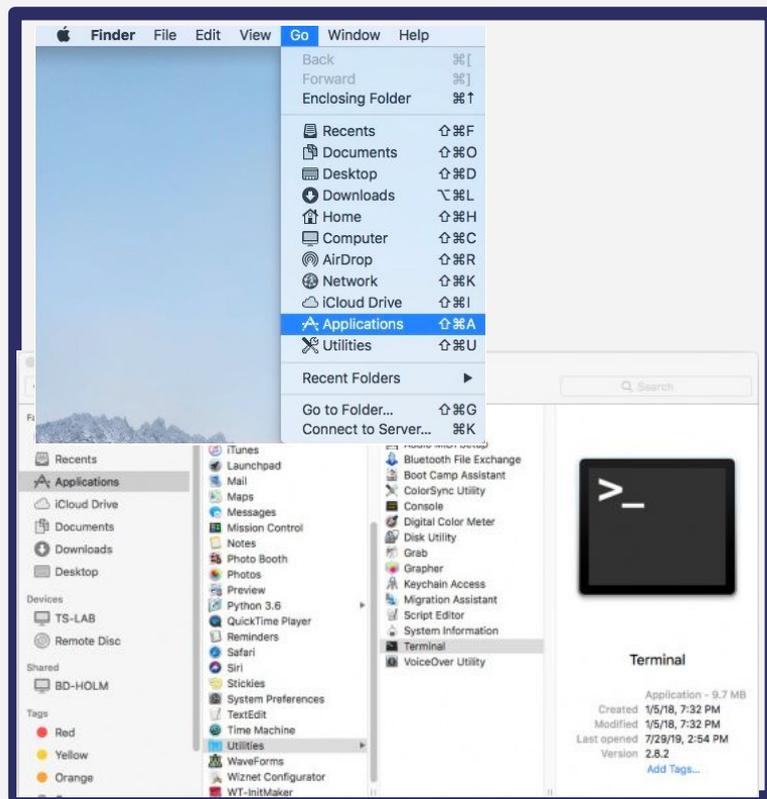
This slides are if you had problem seeing Otto when connected to USB

From your desktop click **go**, and then **applications**

Click **utilities**, then **terminal**

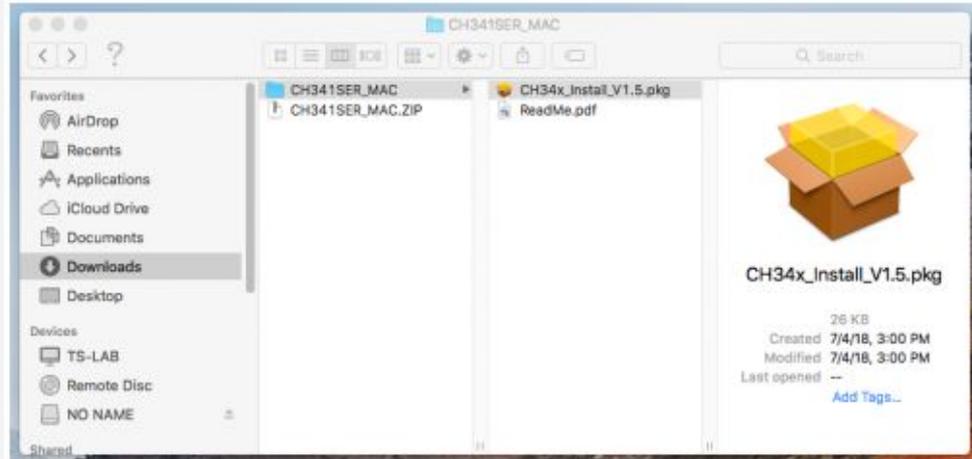
For Mac OSX v10.9+ type in the terminal and hit enter: **cd /Library/Extensions**

For Mac OSX v10.8 and below type and hit enter:  
**Cd /System/Library/Extension**



# Install CH340 Mac

Next, download & install the CH340 Driver for Mac. You can get it from [here](#).  
Once installed you will need to restart the computer and done!



# Lets double check

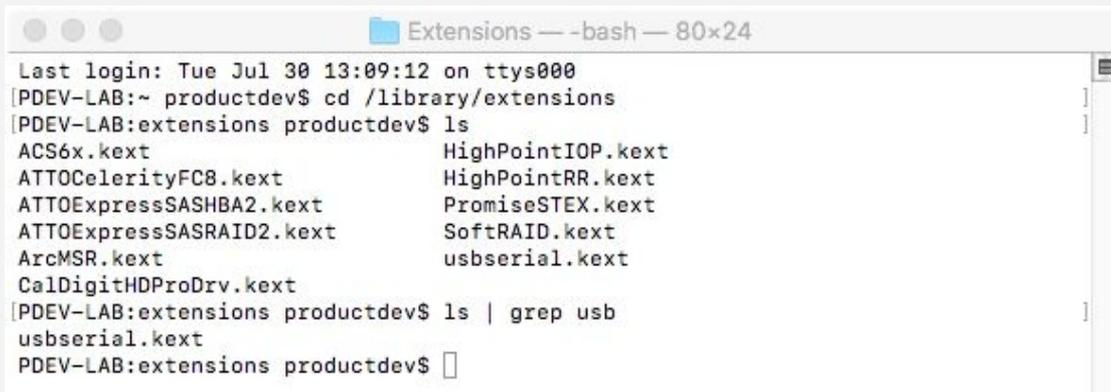
To check to see if the CH340 driver is in the correct path, use the following command to list the contents of the folder: `ls`

To look for CH340 driver files (i.e. `usb.kext` or `usbserial.kext`) in the path, you could use the following command:

```
ls | grep usb
```

You should see

something similar here



```
Extensions — -bash — 80x24
Last login: Tue Jul 30 13:09:12 on ttys000
PDEV-LAB:~ productdev$ cd /library/extensions
PDEV-LAB:extensions productdev$ ls
ACS6x.kext                               HighPointIOP.kext
ATTOcelerityFC8.kext                     HighPointRR.kext
ATTOExpressSASHBA2.kext                  PromiseSTEX.kext
ATTOExpressSASRAID2.kext                 SoftRAID.kext
ArcMSR.kext                              usbserial.kext
CalDigitHDPProDrv.kext
PDEV-LAB:extensions productdev$ ls | grep usb
usbserial.kext
PDEV-LAB:extensions productdev$
```

# Troubleshooting driver continued

If you have found the file in the path, you will need to run each of the following commands below in the CLI/Terminal to remove old CH340 drivers. In this case, there was only the **usbserial.kext** file but it does not hurt to run both commands. Make sure to have administrative privileges to ensure that the drivers are removed.

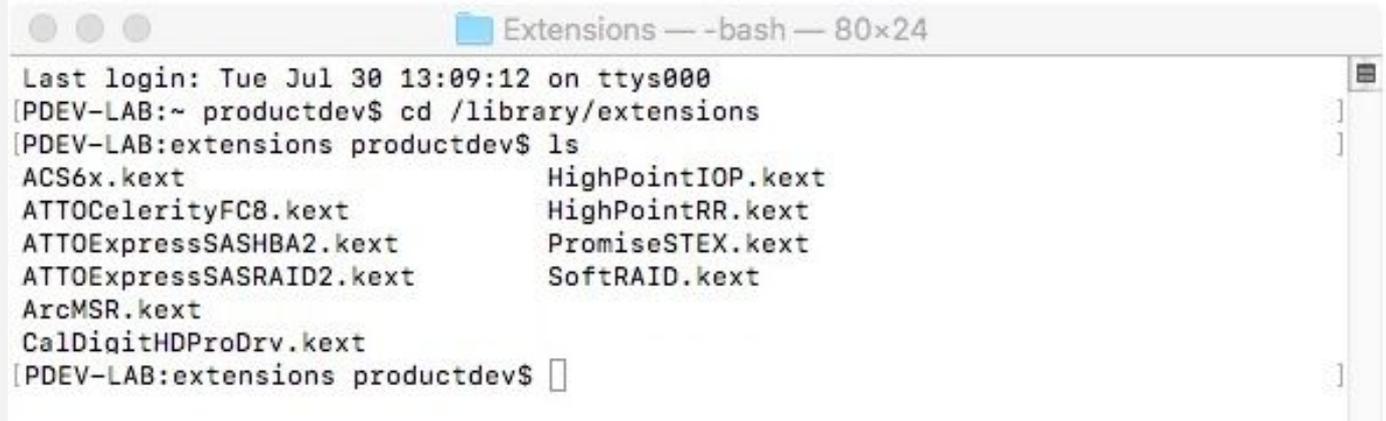
```
sudo rm -rf /Library/Extensions/usb.kext
```

```
sudo rm -rf /Library/Extensions/usbserial.kext
```

# Troubleshooting driver continued

Check if the old drivers were removed in the paths by using the ls command with your respective OS version. You will notice that the \*.kext file is removed from the respective paths. In this case, the usbserial.kext was removed from Mac OSX High Sierra.

ls

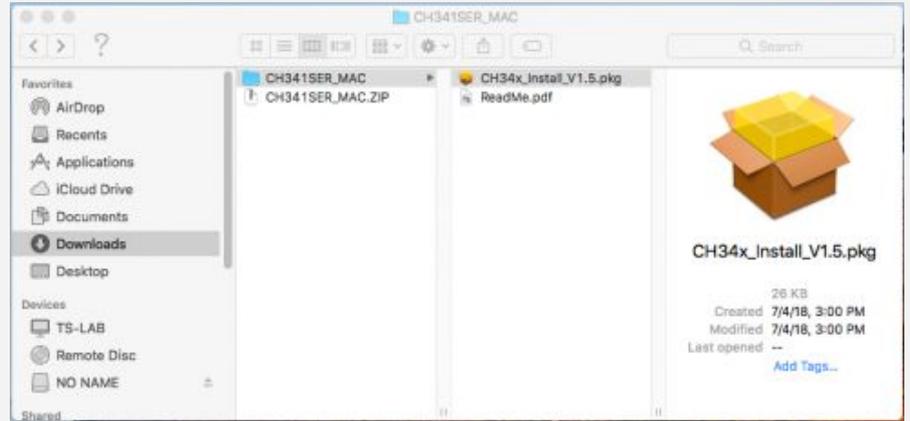


```
Extensions — -bash — 80x24
Last login: Tue Jul 30 13:09:12 on ttys000
[PDEV-LAB:~ productdev$ cd /library/extensions
[PDEV-LAB:extensions productdev$ ls
ACS6x.kext                HighPointIOP.kext
ATTOCelerityFC8.kext     HighPointRR.kext
ATTOExpressSASHBA2.kext  PromiseSTEX.kext
ATTOExpressSASRAID2.kext SoftRAID.kext
ArcMSR.kext
CalDigitHDPProDrv.kext
[PDEV-LAB:extensions productdev$ ]
```

# Troubleshooting driver continued

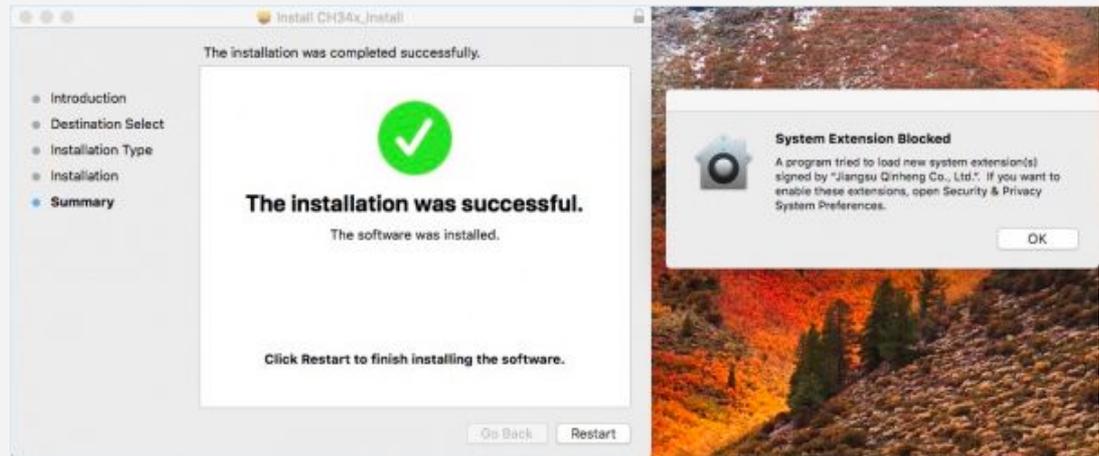
Next, download and extract the folder [here](#).

Then, open the "\*.pkg" file from the unzipped folder and follow the instructions. You'll need to restart your computer for the changes to take effect.



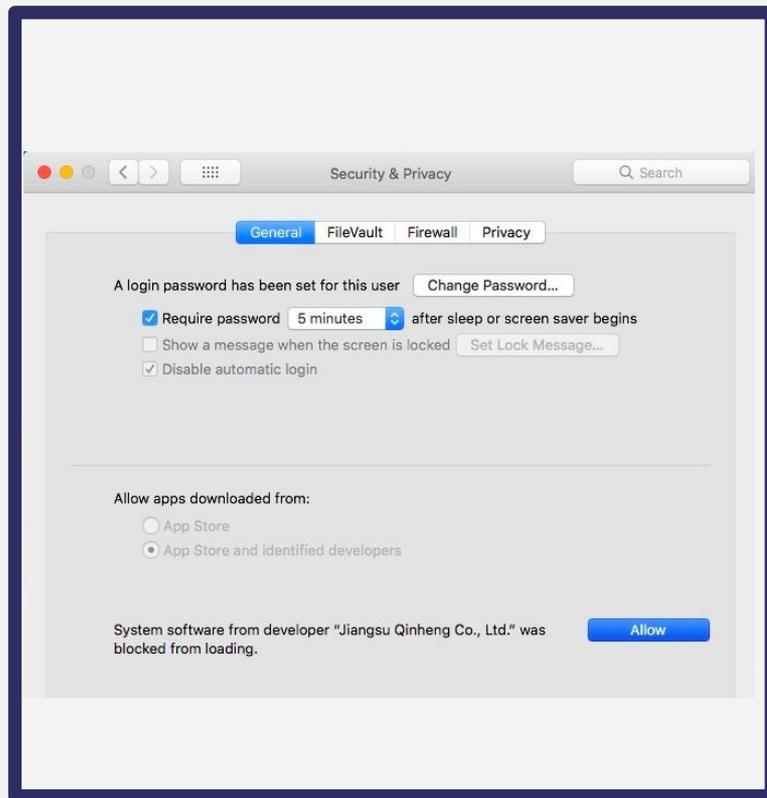
# Troubleshooting driver continued

**Heads up!** Depending on your settings, you may need to adjust your **Security & Privacy** settings to allow the CH340 drivers to function. A window may pop up indicating that the drivers have been block as shown in the image below



# Troubleshooting driver

If you receive a window that indicates that the system extension is blocked, you'll need to open a search with Spotlight by pressing **⌘ (Command) + space bar (Space Bar)**. Type **Security & Privacy** and click on the **"Allow"** button to enable the CH340 drivers.

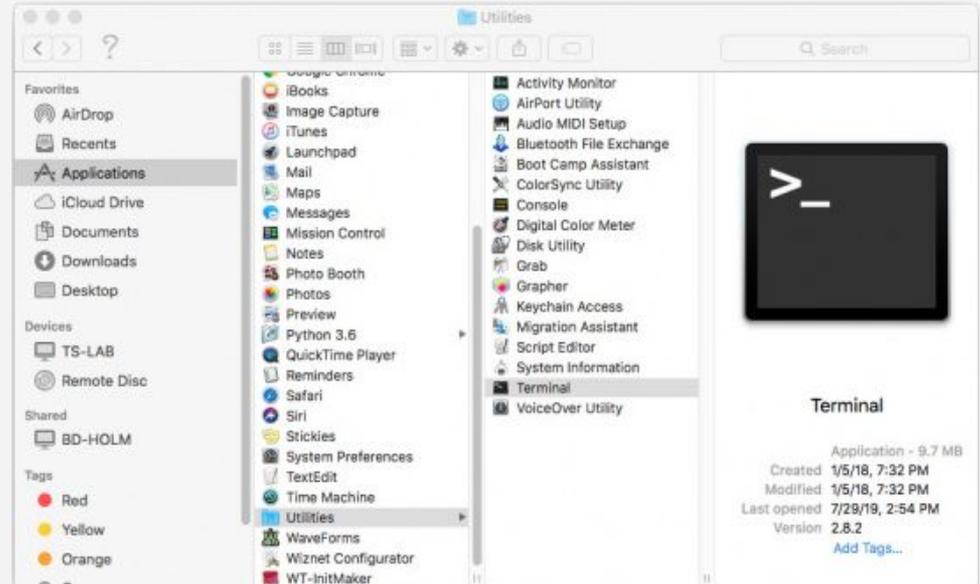


# Driver Verification

To verify that your driver is working, you should see a difference in the following pictures after plugging the CH340 to a USB port.

## Command Line

Open the Terminal by heading to Applications > Utilities > Terminal if the program is not open yet.

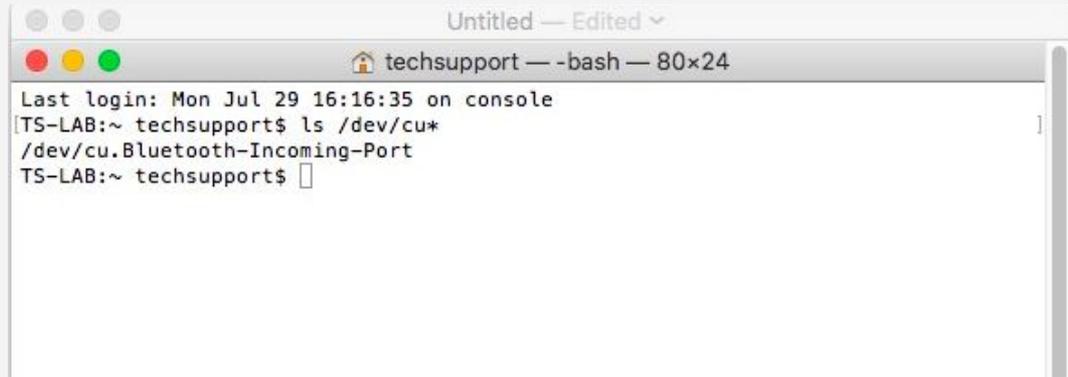


# Driver Verification Continued

Next, run the following command:

```
ls /dev/cu*
```

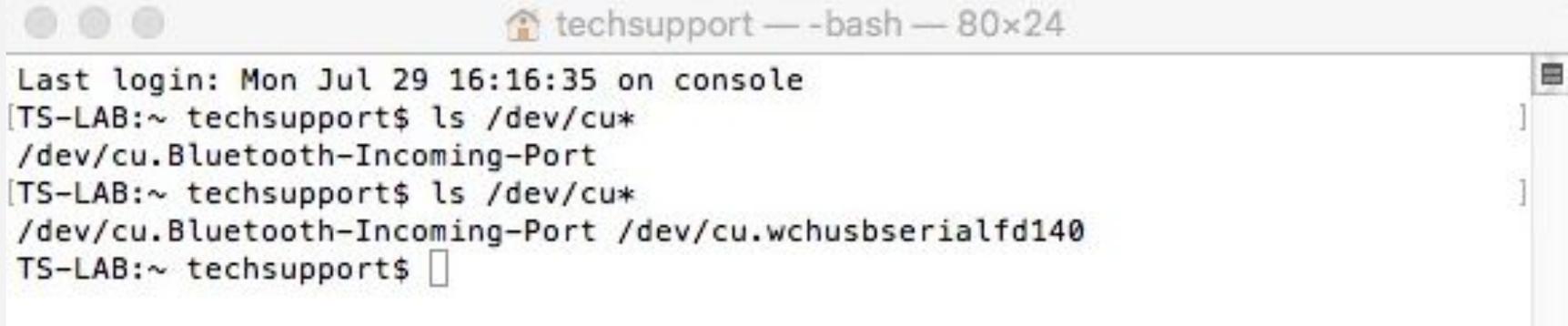
A list of devices connected to your Mac's COM ports will be displayed as a result. Assuming that the CH340 is not connected to your computer, you should see something similar to the image.



```
Untitled — Edited v
techsupport — -bash — 80x24
Last login: Mon Jul 29 16:16:35 on console
TS-LAB:~ techsupport$ ls /dev/cu*
/dev/cu.Bluetooth-Incoming-Port
TS-LAB:~ techsupport$
```

# Driver Verification Continued

Connect the CH340 to one of your Mac's COM ports. Check for the following changes (your board may show up under a different device name). The CH340 should show up as **/dev/cu.wchusbserial\*\*\*\*\***. Depending on your computer, the COM port may show up as a different number.

A terminal window titled 'techsupport — -bash — 80x24' with three window control buttons (red, yellow, green) in the top-left corner. The terminal output shows the following sequence of commands and results:

```
Last login: Mon Jul 29 16:16:35 on console
[TS-LAB:~ techsupport$ ls /dev/cu*
/dev/cu.Bluetooth-Incoming-Port
[TS-LAB:~ techsupport$ ls /dev/cu*
/dev/cu.Bluetooth-Incoming-Port /dev/cu.wchusbserialfd140
TS-LAB:~ techsupport$
```