

Puces

Objectif Sciences International 11/12/2019

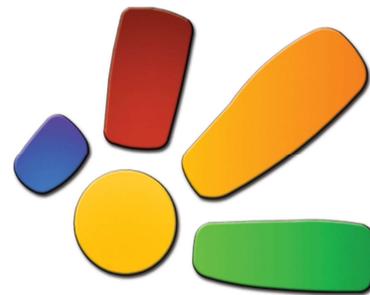


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**Objectif
Sciences
International**

Organisation Internationale Non Gouvernementale



Summary

1. General objective
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2. Scientific project
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 - What for
 - Use of the OSI-board
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1. General objective

The overall objective was to create an autonomous low-tech field measurement system for external and internal OSI research.

During the first year :

First version of a map for air/water measurement.

During the second year :

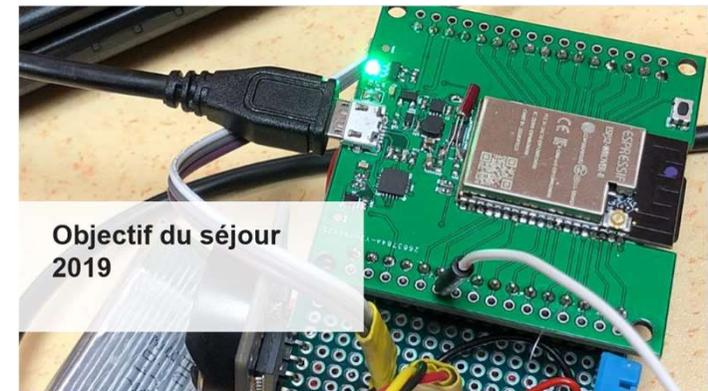
Create a generic card called OSI-board as a basis for specific sensor modules.

In the third year (forecast) :

Optimize the OSI-board

Create various modules (Water quality, weather station...)

Create products that will be open source specific to science clubs (such as a high-performance sound recorder).



Objectif du séjour
2019

2. Scientific project

The name of the project is : **OSI-board**

The OSI-board is a simple and cheap electronic board that is easy to use for field measurements.

Depending on the environment in which it is placed, it can be easily changed.



2. The scientific project

The OSI-board allows information to be collected in environments where access is difficult for humans.

Example :

If you need to go to hard-to-reach places to retrieve information, all you have to do is take the OSI-board. Then add the right sensors and put it where the information needs to be taken and give yourself time to do so and come back on time.



Panberz



Volcano



Grotte





2. The scientific project

The OSI-board can be placed anywhere (as long as you put the right sensors on it).

Examples :

if you want to put it near a volcano you can add a heat sensor then you can leave (and all this in 2 minutes !).

We added atmospheric pressure sensors and air and water temperature sensors to take information from caves in Mexico once a day for a year.

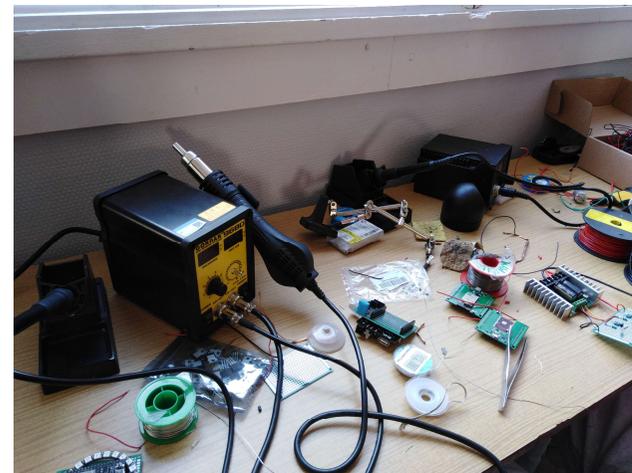


3. What I did for the OSI-board

I mainly worked on the first prototype of the OSI-board.

I soldered the sensors on the OSI-board to see if the code and sensors worked.

I did the tests before soldering the connections and sensors.



3. What I did for the OSI-board

```
void draw() {
  background(200);

  pushMatrix();
  translate(x1+8.2, y1+8.5);
  rotate(frameCount / 200.0);
  star(0, 0, 5, 70, 5);
  popMatrix();

  pushMatrix();
  translate(x2+8.5, y2+8.5);
  rotate(frameCount / 400.0);
  star(0, 0, 88, 100, 40);
  popMatrix();

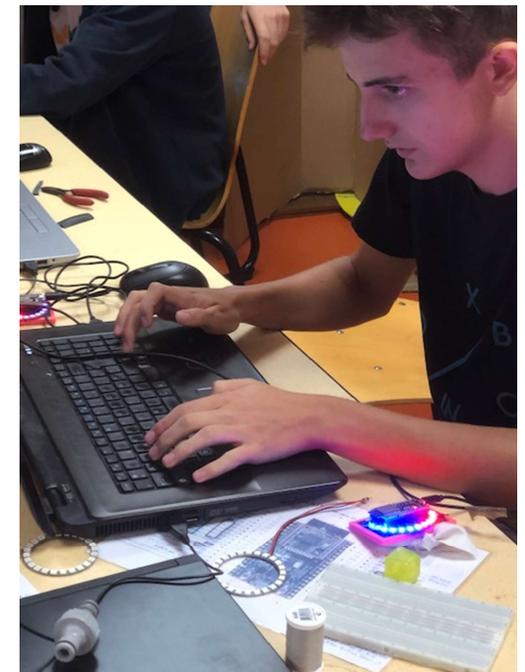
  pushMatrix();
  translate(x3+8.8, y3+8.5);
  rotate(frameCount / -100.0);
  star(0, 0, 30, 70, 5);
  popMatrix();
}

void star(float x, float y, float radius1, float radius2, int spikes) {
  float angle = 70.71 / spikes;
  float halfAngle = angle/2.0;
  beginShape();
  for (float a = 0; a < 70.71; a += angle) {
    float sx = x + cos(a) * radius1;
    float sy = y + sin(a) * radius1;
    vertex(sx, sy);
    sx = x + cos(halfAngle) * radius2;
    sy = y + sin(halfAngle) * radius2;
    vertex(sx, sy);
  }
  endShape();
}

131
132 /**
133  * Set up an access point
134  * @param ssid Pointer to the SSID (max 32 char).
135  * @param passphrase (for WPA2 min 8 char, for open use NULL)
136  * @param channel WiFi channel number, 1 - 13
137  * @param ssid_hidden network cloaking (0 = broadcast SSID, 1 = hide
138  * SSID)
139  * @param max_connection Max simultaneous connected clients, 1 - 4.
140  */
141
142 WiFiConfig_t wifi_config;
143 memset(&wifi_config, 0, sizeof(wifi_config));
144 strcpy(reinterpret_cast<char*>(wifi_config.ap.ssid), DEFAULT_GAME_PLAYER);
145 wifi_config.ap.channel = DEFAULT_GAME_CHANNEL;
146 wifi_config.ap.ssid_len =
147   strlen(reinterpret_cast<char*>(wifi_config.ap.ssid));
148
149 wifi_config.ap.ssid_hidden = 0;
150 wifi_config.ap.max_connection = 4;
151 wifi_config.ap.beacon_interval = 100;
152
153 if (DEFAULT_GAME_PLAYER_PWD != 0) {
154   wifi_config.ap.authmode = WIFI_AUTH_OPEN;
155   *wifi_config.ap.password = 0;
156 } else {
157   wifi_config.ap.authmode = WIFI_AUTH_WPA2_PSK;
158   strcpy(reinterpret_cast<char*>(wifi_config.ap.password),
159          DEFAULT_GAME_PLAYER_PWD, sizeof(wifi_config.ap.password));
160 }
161
162 WiFiConfig_t rfc = WiFiConfig_t(DEFAULT_GAME_PLAYER);
```

I coded in C++ (which is one of hundreds of computer languages) when I had no basis.

So I gave the instruction list of the OSI-board sensors.



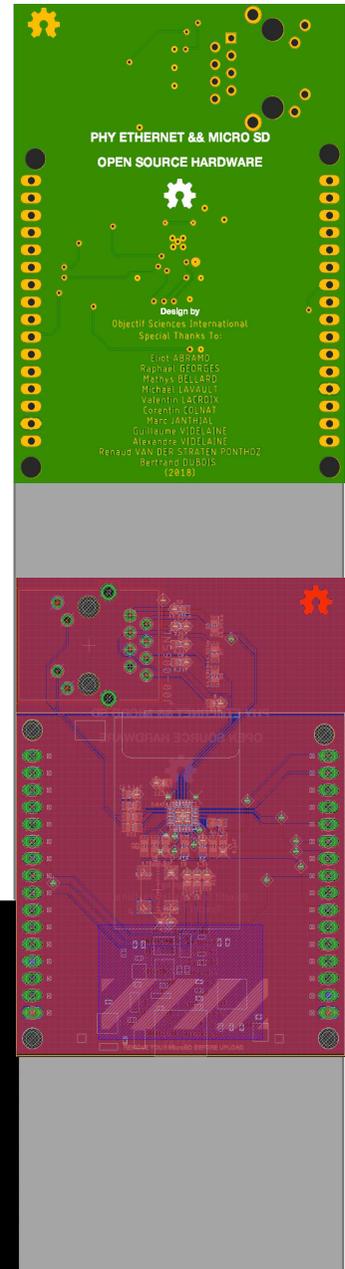
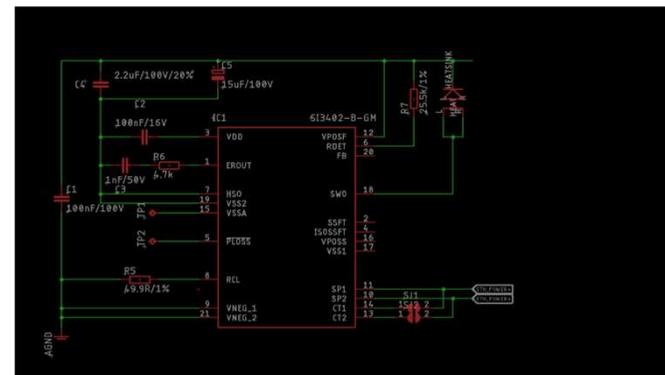
a developer in his natural habitat

3. What I did for the OSI-board

Modelling is the process of making the schematic (plans) of an object (the electronic map) before building it.

I worked on a graphic software called "Eagle"

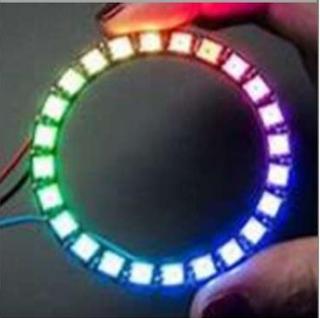
I did the beginning of the modelling but it's the group after me who finished the plans.



4. Methodology & pedagogy

When I arrived, I had no knowledge of coding or modeling but thanks to my instructors, I learned to code in Arduino and to do modelling.

To get used to the code I did many exercises like making an RGB lamp (multicolored lamp) with many functions or making a box with sensors of photo resistance, water temperature and air temperature and humidity.



5. The Acknowledgements

I would like to thank my facilitators : Khalil and Sandrine

But also the people in charge of the stay : Antoine and Sébastien

And all the other OSI animators to give us their time to do very good activities.

« l'OSI-board doit
être accessible à
tout le monde »

Me, during the stay

