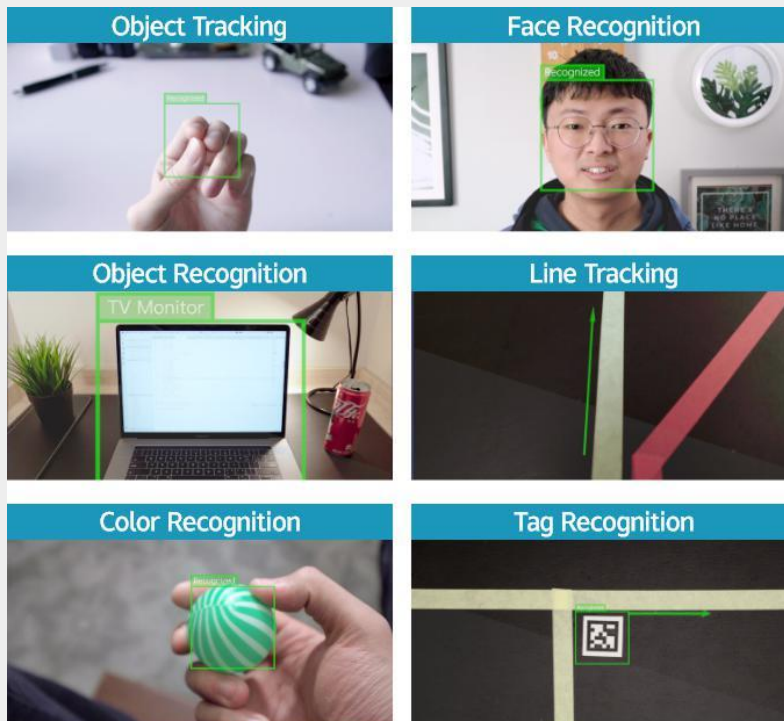


Gravity: HUSKYLENS with Silicone Case

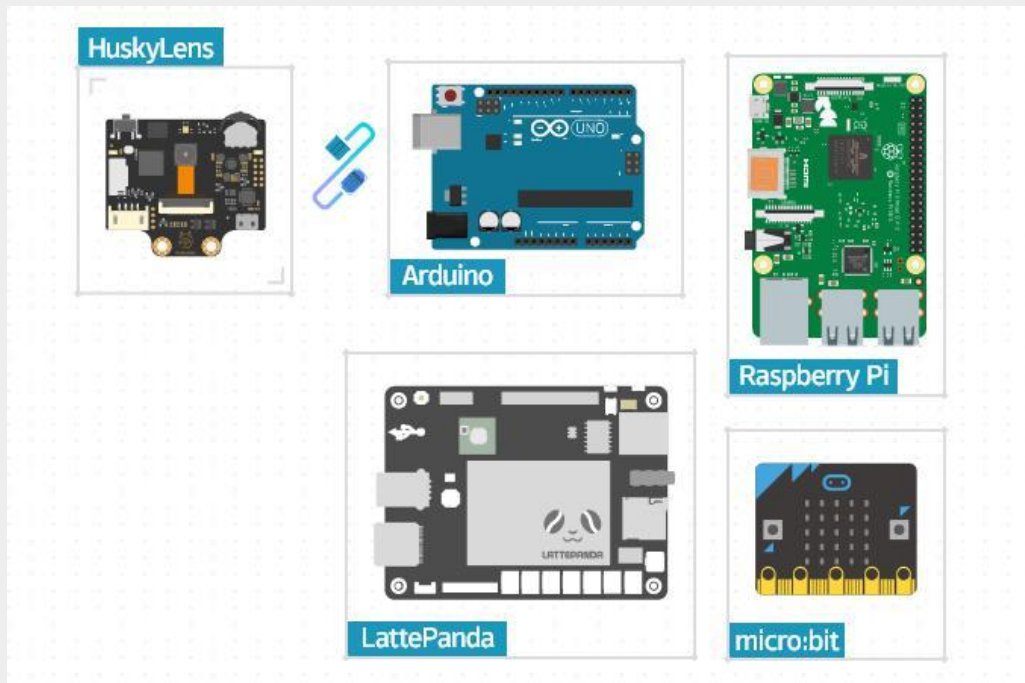
SKU:SEN0305-S

INTRODUCTION

HuskyLens is an easy-to-use AI machine vision [sensor](#). It is equipped with multiple functions, such as face recognition, object tracking, object recognition, line tracking, color recognition, and tag(QR code) recognition.

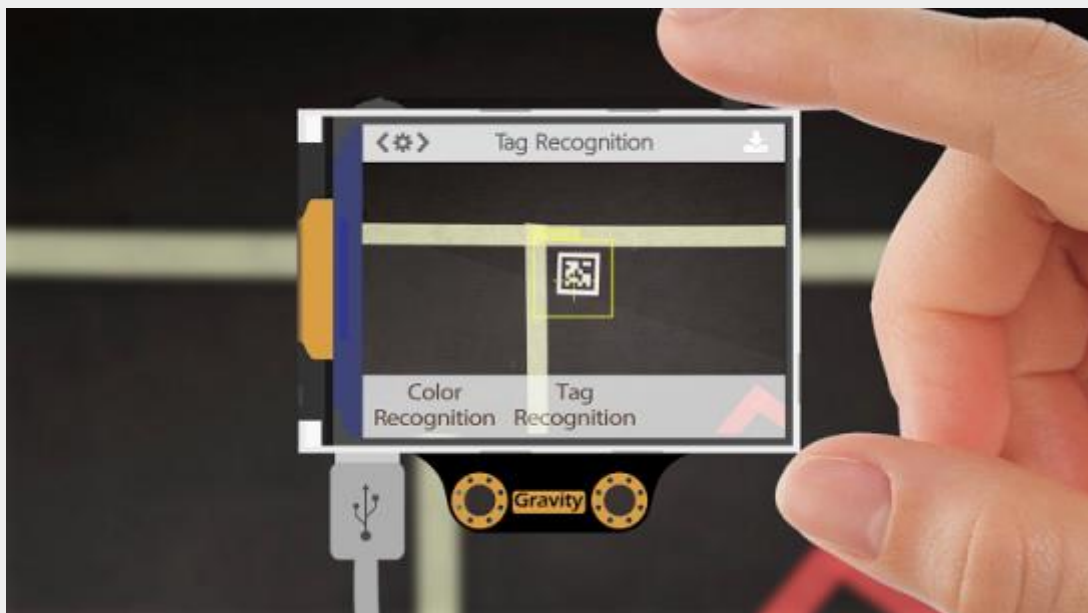


Through the UART / I2C port, HuskyLens can connect popular main control boards like [Arduino](#), [micro:bit](#), [Raspberry Pi](#) and [LattePanda](#) to help you make very creative projects without playing with complex algorithms.



HuskyLens is pretty easy-to-use. You can change various algorithms by pressing the function button. Click the learning button, HuskyLens starts learning new things. After that, HuskyLens is able to recognize them.

Additionally, HuskyLens carries a 2.0 inch IPS screen. So you don't need to use a PC in the parameters tuning. Enjoy the convenience it brings, what you see is what you get!



HuskyLens is designed to be smart. It has the built-in machine learning technology that enables HuskyLens to recognize faces and objects. Moreover, by long pressing the learning button, HuskyLens can continually learn new things even from different angles and in various ranges. The more it learns, the more accurate it is.

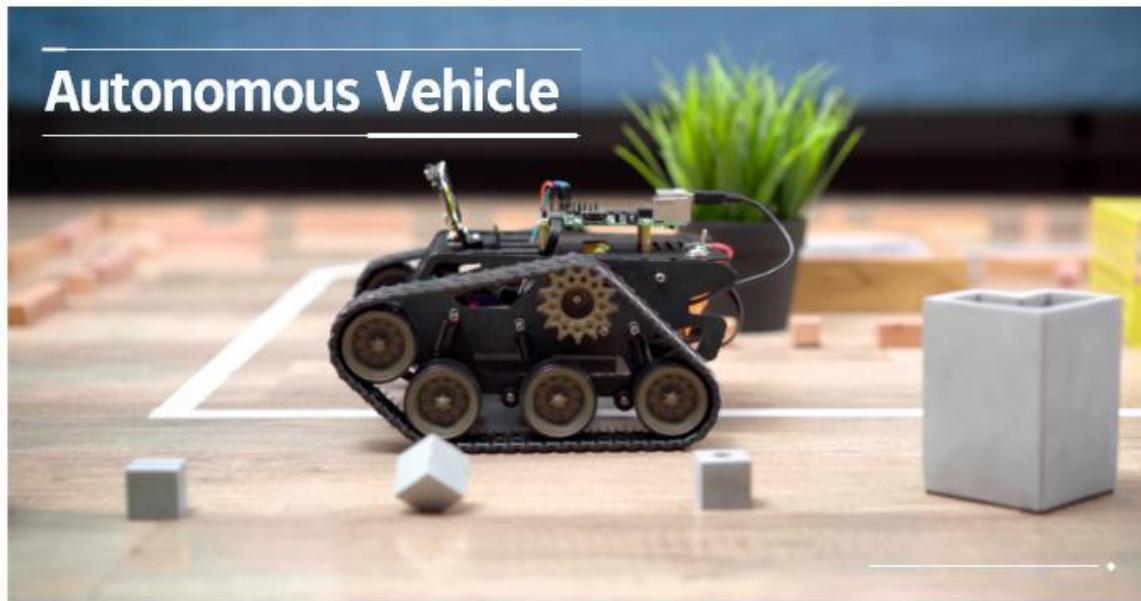


HuskyLens adopts the new generation of specialized AI chip Kendryte K210. The performance of this special AI chip is 1,000 times faster than that of the STM32H743 when running neural network algorithm. With these excellent performances, it is capable of capturing even fast-moving objects.

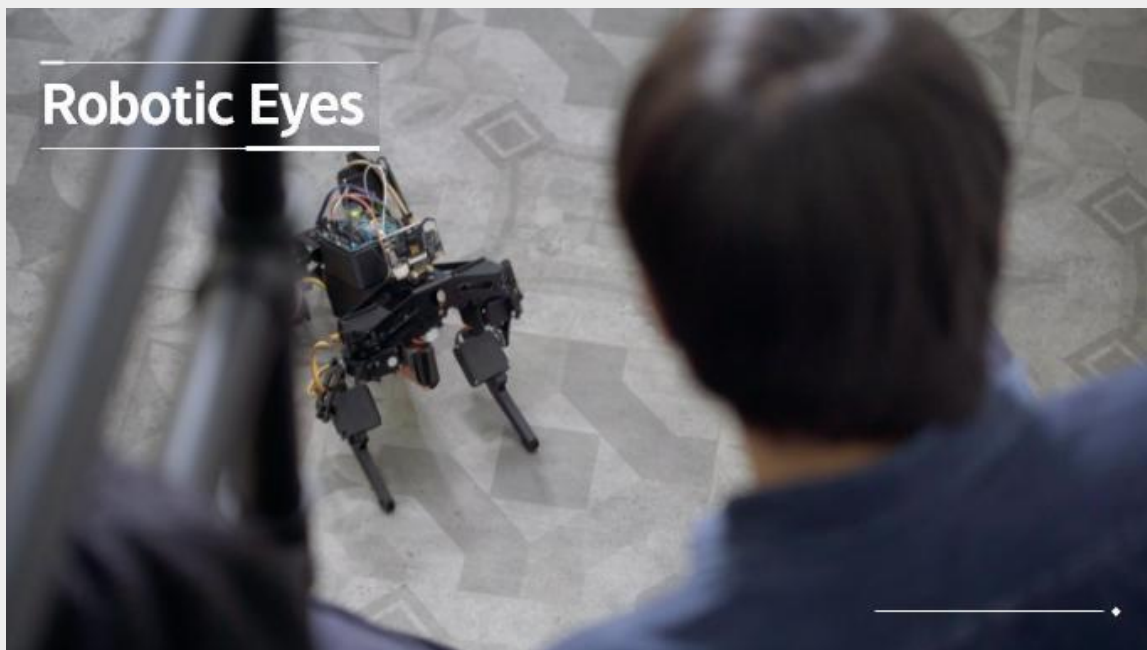
With the HuskyLens, your projects have new ways to interact with you or environment, such as interactive gesture control, autonomous robot, smart access control and interactive toy. There are so many new applications for you to explore.



HuskyLens' object-tracking skills can be used to learn specific gestures. It is able to recognize those learned hand movement patterns and feed their positions. With these data, creating awesome interactive projects are never so easy.



HuskyLens can detect and follow lines. Line follower is not something new, there are plenty of excellent methods and algorithms in this scenario. However, most of them require tedious parameters tuning. This time, HuskyLens provides a new way to do line following: simply click the button, then it starts learning and tracking new lines. Let's enjoy the fun of making with HuskyLens!



HuskyLens can be eyes of robots. which allows your robot to recognize you, understand your hand gesture commands, or help you put stuff in order and so on. With Huskylens, nothing is impossible!

SPECIFICATION

- Processor: Kendryte K210
- Image Sensor: OV2640 (2.0Megapixel Camera)
- Supply Voltage: 3.3~5.0V
- Current Consumption (TYP): 320mA@3.3V, 230mA@5.0V (face recognition mode; 80% backlight brightness; fill light off)
- Connection Interface: UART, I2C
- Display: 2.0-inch IPS screen with 320*240 resolution
- Built-in Algorithms: Face Recognition, Object Tracking, Object Recognition, Line Tracking, Color Recognition, Tag Recognition
- Dimension: 52mm * 44.5mm / 2.05 x 1.75inch

SHIPPING LIST

- HuskyLens Mainboard x1
- M3 Screws x6
- M3 Nuts x6
- Small Mounting Bracket x1
- Heightening Bracket x1
- Gravity 4-Pin Sensor Cable x1
- Silicone Case



This tutorial is a beta version so you may find some issues here. But please do not worry, we are continuously updating it. Besides, any ideas or feedbacks are welcome. Please feel free to leave your comments on the [update #12](#). Thanks!

1. Introduction

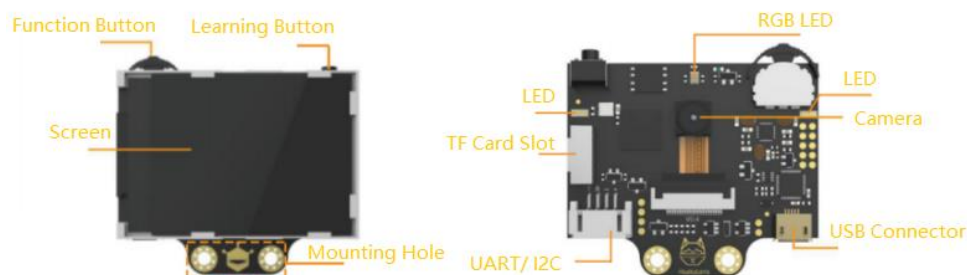
HuskyLens is an easy-to-use AI machine vision sensor with 6 built-in functions: face recognition, object tracking, object recognition, line following, color detection and tag detection.

Through the UART / I2C port, HuskyLens can connect to Arduino, Raspberry Pi, or micro:bit to help you make very creative projects without playing with complex algorithms.

2. Specification

- Processor: Kendryte K210
- Image Sensor:
 - SEN0305 HuskyLens: OV2640 (2.0Megapixel Camera)
 - SEN0336 HuskyLens PRO: OV5640 (5.0MegaPixel Camera)
- Supply Voltage: 3.3~5.0V
- Current Consumption(TYP): [320mA@3.3V](#), [230mA@5.0V](#) (face recognition mode; 80% backlight brightness; fill light off)
- Connection Interface: UART; I2C
- Display: 2.0-inch IPS screen with 320*240 resolution
- Built-in Algorithms: Face Recognition, Object Tracking, Object Recognition, Line Tracking, Color Recognition, Tag Recognition
- Dimension: 52mm * 44.5mm/2.05 * 1.75"

3. Board Overview



3.1 Connectors

- USB Connector: power supply for Huskylens; connect to the computer to upgrade the firmware
- 4pin Connector in UART Mode

Num	Label	Pin Function	Description
1	T	TX	TX pin of HuskyLens
2	R	RX	RX pin of HuskyLens
3	-	GND	negative pole of power supply(0V)
4	+	VCC	positive pole of power supply(3.3~5.0V)

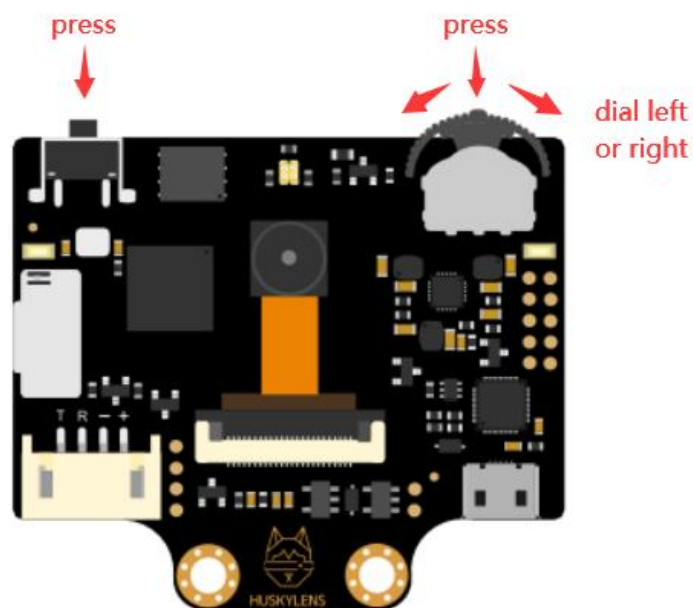
- 4pin Connector in I2C Mode

Num	Label	Pin Function	Description
1	T	SDA	Serial clock line
2	R	SCL	Serial data line
3	-	GND	Negative (0V)
4	+	VCC	Positive (3.3~5.0V)

3.2 Buttons

There are two buttons on the HuskyLens, the function button and the learning button. The basic operations of these two buttons are shown as follows:

- Dial the "function button" to left or right to switch different functions.
- Short press the "Learning button" to learn the specified object; long press the "Learning button" to continuously learn the specified object from different angles and distances; if HuskyLens has learned the object before, short press the "Learn button" to make it forget what he learned in the current function.
- Long press the "function button" to enter into the second-level menu(parameter setting) in the current function. Dial left, right or short press the "function button" to set related parameters.



4. Upgrade Firmware

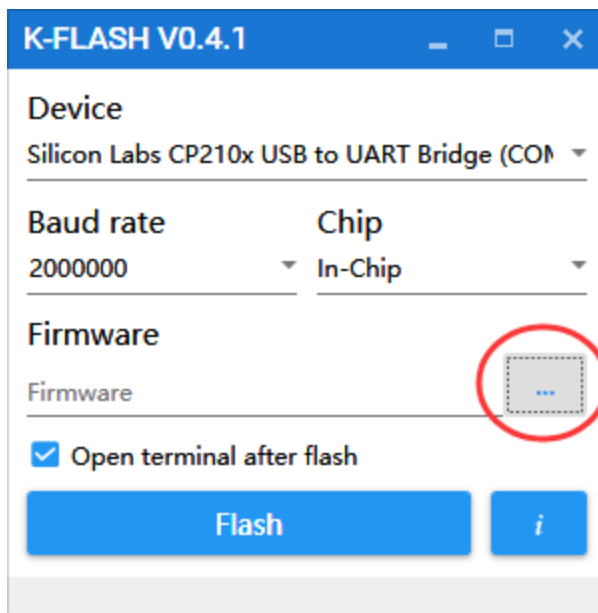
Before using this product, it is strongly recommended that you upgrade HuskyLens' firmware to the latest version, especially for Kickstarter backers. We recommend to upload the firmware on windows using the K-Flash software since it features a GUI, and easy-to-use.

4.1 In Windows

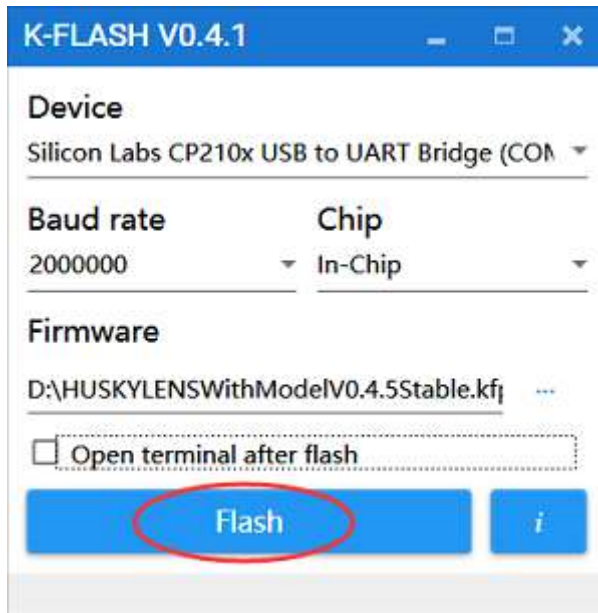
It is recommended to run the K-Flash software on Windows 10.

The steps are shown below:

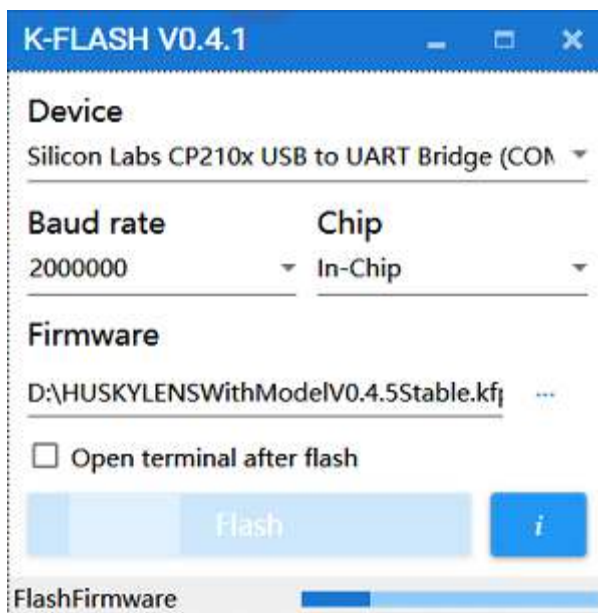
1. Download the K-Flash software. [Click here](#) to download it.
2. Download the USB to UART driver, and install it. [Click here](#) to download it. HuskyLesn adopts the CP2102N chip to implement the USB to serial port function.
3. Download the latest firmware. [Click here](#) to check the firmwares of all versions. In this tutorial, we adopt this firmware: **HUSKYLENSWithModelV0.4.6Stable.kfpkg**.
4. Open the K-Flash software, then click the button(...) to load the new firmware.



5. Set the K-Flash software according to the parameters shown below:
 - Device: select the COM port on your computer
 - Baud rate: 2000000
 - Chip: In-Chip
 - Uncheck "Open terminal after flash"



6. Click the Flash button. Wait about 5 minutes to complete the uploading. There is a major upgrade so it may take a little bit long time.



7. A box pops out and shows "successful". Upgrade has been completed now. Enjoy it.

4.2 In Linux or Mac

In this section, we take ubuntu 18.04.4 as an example to show you how to upgrade Huskylens firmware on Linux or Mac. The steps are shown as follows:

1. Download the USB to UART driver, and install it. [Click here](#) to download it.

HuskyLens adopts the CP2102N chip to implement the USB to serial port function.

In Ubuntu 18.04.4, the USB serial port of HuskyLens can be directly identified when plugged in, so the driver is not required to be installed.

2. Download the latest firmware and kflash.py script. [Click here](#) to check them.

In this tutorial, we adopt this

firmware: **HUSKYLENSWithModelV0.4.6Stable.kfpkg**.

You can clone the entire repository of "HuskyLens / HUSKYLENSUploader" to your computer by git command.

3. Install `pip3` first if you do not have it in your OS.

```
sudo apt install python3-pip
```

```
user@ubuntu:~$ sudo apt install python3-pip
[sudo] password for user:
Reading package lists... Done
Building dependency tree
Reading state information... Done
The following additional packages will be installed:
  build-essential dh-python dpkg-dev fakeroot g++ g++-7 gcc gcc-7
  libalgorithm-diff-perl libalgorithm-diff-xs-perl libalgorithm-merge-perl
  libasan4 libatomic1 libc-dev-bin libc6-dev libcilkrts5 libexpat1-dev
  libfakeroot libgcc-7-dev libitm1 liblsan0 libmpx2 libpython3-dev
  libpython3.6-dev libquadmath0 libstdc++-7-dev libtsan0 libubsan0
  linux-libc-dev make manpages-dev python-pip-whl python3-dev
  python3-distutils python3-lib2to3 python3-setuptools python3-wheel
  python3.6-dev
Suggested packages:
  debian-keyring g++-multilib g++-7-multilib gcc-7-doc libstdc++6-7-dbg
  gcc-multilib autoconf automake libtool flex bison gcc-doc gcc-7-multilib
  gcc-7-locales libgcc1-dbg libgomp1-dbg libitm1-dbg libatomic1-dbg
```

Install `pip3` on MAC

```
/bin/bash -c "$(curl -fsSL
https://raw.githubusercontent.com/Homebrew/install/master/install.sh)"
brew install python3
```

4. Run the following script to install `pyserial`.

```
sudo pip3 install pyserial
```

```
user@ubuntu:~$ sudo pip3 install pyserial
The directory '/home/user/.cache/pip/http' or its parent directory is not owned
by the current user and the cache has been disabled. Please check the permission
s and owner of that directory. If executing pip with sudo, you may want sudo's -
H flag.
The directory '/home/user/.cache/pip' or its parent directory is not owned by th
e current user and caching wheels has been disabled. check the permissions and o
wner of that directory. If executing pip with sudo, you may want sudo's -H flag.
Collecting pyserial
  Downloading https://files.pythonhosted.org/packages/0d/e4/2a744dd9e3be04a0c090
7414e2a01a7c88bb3915cbe3c8cc06e209f59c30/pyserial-3.4-py2.py3-none-any.whl (193k
B)
    100% |██████████████████████████████████████████████████████████████████████| 194kB 1.1MB/s
Installing collected packages: pyserial
Successfully installed pyserial-3.4
```

5. Go to the **HUSKYLENSUploader** folder.

```
cd HUSKYLENSUploader
```

```
user@ubuntu:~/Downloads$ cd HUSKYLENSUploader-master
```

6. Run the following script to upload the firmware.

```
sudo python3 kflash.py -b 2000000 HUSKYLENSWithModelV0.4.6Stable.kfpkg
```

```
user@ubuntu:~/Downloads/HUSKYLENSUploader-master$ sudo python3 kflash.py -b 2000
000 HUSKYLENSWithModelV0.4.6Stable.kfpkg
[sudo] password for user:
[INFO] COM Port Auto Detected, Selected /dev/ttyUSB0
[39][INFO] Default baudrate is 115200 , later it may be changed to the value you
set.
[39][INFO] Trying to Enter the ISP Mode...
[39]_
[INFO] Greeting Message Detected, Start Downloading ISP
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 2.9% Comple
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 5.9% Compl
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 8.8% Compl
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 11.8% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 14.7% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 17.6% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 20.6% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 23.5% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 26.5% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 29.4% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 32.4% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 35.3% Comp
Downloading ISP: |██████████████████████████████████████████████████████████████████████| 38.2% Comp
```

7. Wait about 5 minutes to complete the uploading.

3. Dial the function button left or right to select different parameter, then short press the function button to set the parameter. Dial the function button left or right to adjust the parameter. Then short press the function button again to confirm the parameter.
4. Save the settings: After adjusting the parameters, dial the function button left to select "Save & Return", then short press the function button. A message "Do you save data?" will appear. The default selection is "Yes". At this time, short press the function button to save and exit.



5.2 Parameters Introduction

- **Protocol Type**

Huskylens supports three UART baud rates (9600, 115200, 1000000), and I2C protocol. In addition, it supports auto-detection of the protocols, that is to say, Huskylens will automatically switch between UART and I2C. We recommend to use the auto detection protocol, which is simple and convenient. The default value is auto-detection.

- **Screen Brightness**

The screen supports the brightness from 1 ~ 100. The default value is 80.

- **Menu Auto-hide**

When you don't operate the Huskylens for a period of time, the menu on the screen will automatically hide. This duration time can be adjusted from 1-100 seconds. The default value is 10 seconds.

- **LED Light**

There are two LED lights on the front of the Huskylens. You can set it ON or OFF. The default value is OFF.

- **LED Brightness**

The brightness of these two LED lights ranges from 1 to 100. The default value is 50.

- **RGB Light**

There is also an RGB light on the front of the Huskylens. You can set it ON or OFF. The default value is ON.

- **RGB Brightness**

The brightness range of this RGB light is 1--100. The default is 20.

- **Factory Reset**

Huskylens can be reseted to factory settings via this function.

- **Version**

The current version of the built-in firmware.

- **Language**

Huskylens supports Chinese and English language. You can choose your as per your needs.

6. Definitions You Need to Know

6.1 Color Instructions

In each function, the color definitions of the frame and the symbol "+" in the center of the screen are all the same, which helps you know the current status of HuskyLens.

Color	Status
From orange to yellow, then from yellow to orange	have not learned the object yet but ready to learn
Yellow	Learning the new object
Blue	Have learned the object and recognized it

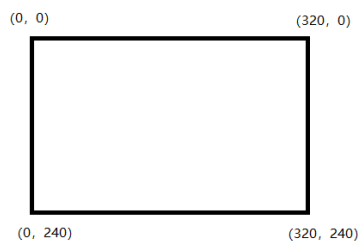
The RGB LED indicator is currently only used to indicate the status of the face recognition function. Its colors are defined as follows.

Color	Status
Blue	Have not learned the face yet, but detected the face
Yellow	Learning the new face
Green	Have learned the face and recognized it

6.2 Coordinate System

When HuskyLens is detecting a learned object, the target will be automatically selected by a color frame on the screen. The coordinates of the color frame position x and y are assigned according to the following coordinate system. After getting the coordinates from the UART / I2C port, you can know the position of the object.

Format: (x,y)



7. Functions Introduction

7.1 Face Recognition

This function can detect any face contour; recognize and track the learned face.

7.1.1. Learn one face

The default setting is to learn and recognize a single face.

Operation and Setting

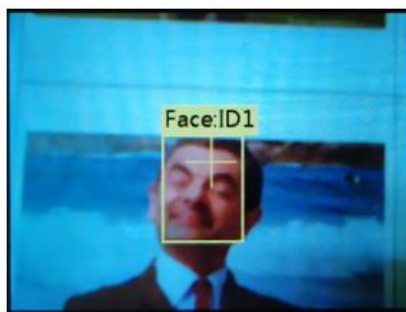
Dial the function button to the left until the word "Face recognition" is displayed at the top of the screen.

Learning and Detection

1. **Face Detection:** Point the HuskyLens at any faces. When a face is detected, it will be automatically selected by a white frame with words "Face" on the screen.

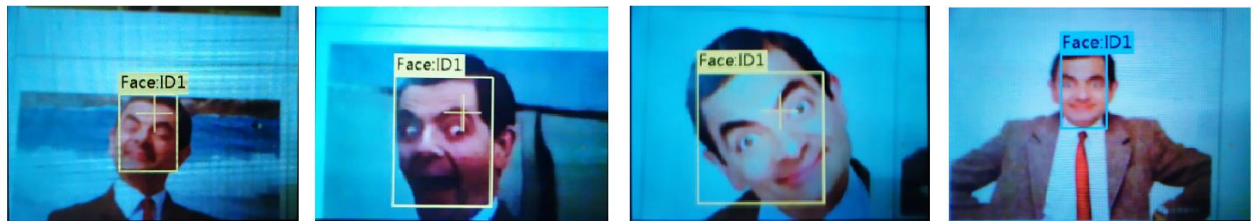


2. **Face Learning:** Point the "+" symbol at a face, short press the "learning button" to learn the face. If the same face is detected by HuskyLens, a blue frame with words "Face: ID1" will be displayed on the screen, which indicates that HuskyLens has learned the face before and can recognize it now.



However, HuskyLens only learned one plane (one-dimensional) of the face after the above operation, while human face is three-dimensional. If the angle of the face has been changed, HuskyLens may not recognize it. So you need to let HuskyLens learn a face from its different angles. The operation shows as follows : (Before HuskyLens learning news thing, please let it forget the former things first.)

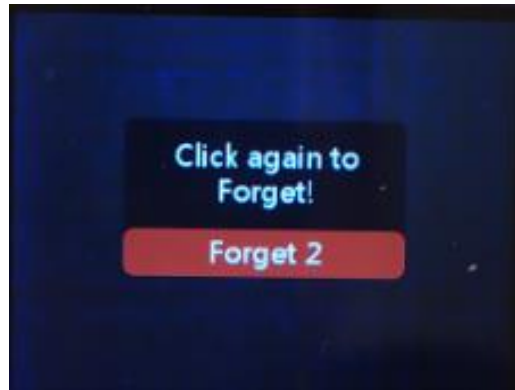
Keep pressing the "learning button", point HuskyLens' "+" at different angles of the face. During this process, a yellow frame with words "Face: ID1" will be displayed on the face, which indicates HuskyLens is learning the face. After HuskyLens learned the face from all angles, release the "learning button". Then when HuskyLens detected the learned face, a blue frame with words "Face: ID1" will be displayed, indicating that the process of face learning is completed successfully. Now HuskyLens can recognize the face from different angles.



Tips: If there is no "+" symbol in the center of the screen before learning, it means that the HuskyLens has already learned the face in the current function, now HuskyLens is detecting it. If you want to let HuskyLens learn a new face, you have to make it forget the learned face first.

3. **Face Recognition** The learned face information will be automatically saved. When HuskyLens detects the learned face from multiple faces, this face will be selected by a blue frame and identified as face: ID1.
4. **Forget the Learned Face** If you want to recognize another face, or re-enter face information interface, you need to delete the current face information. When HuskyLens is in the face recognition mode, short press the "learning button", the screen will display "click again to forget". Before the countdown ends, short press the "learning button" again to delete the learned face information, then the yellow "+" symbol is displayed. Now you can let HuskyLens learn a new face.

The operation of forgetting is totally the same in other functions. Therefore, this operation will not be repeated in subsequent chapters.

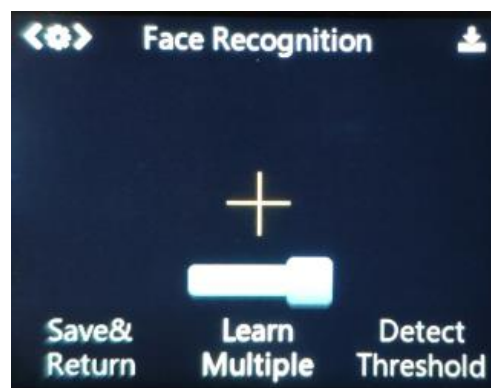


7.1.2. Learn multiple faces

The default setting is to learn a single face. In order to learn multiple faces, we need to enable "Learn Multiple" of face recognition.

Operation and Setting

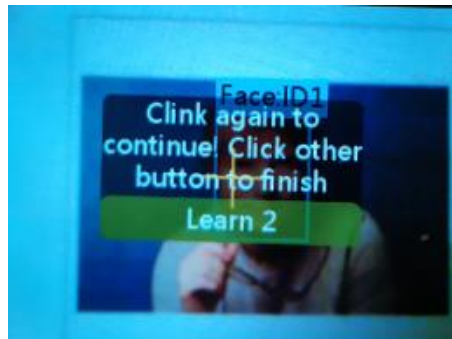
1. Dial the function button to the left until the word "Face recognition" is displayed at the top of the screen.
2. Long press the function button to enter the parameter setting of the face recognition function.
3. Dial the function button until "Learn Multiple" is displayed, then short press the function button, and dial to the right to turn on the "Learn Multiple" switch, that is, progress bar turns blue and the square icon on the progress bar moves to the right. Then short press the function button to confirm this parameter.



4. Dial the function button to the left until "Save & Return" shows. And the screen prompts "Do you want to save the parameters?" Select "Yes" in default, now short-press the function button to save the parameters and return automatically.

Learning and Detection

1. **Multiple Faces Learning:** Point the "+" symbol at the face, long press the "learning button" to learn the face of the first person. Then release the "learning button", a blue frame with words "Face: ID1" will be displayed if HuskyLens detects the same face, meanwhile, a message "Click again to continue! Click other button to finish" will be displayed. Please short press the "learning button" before the countdown ends if you want to learn the face of other person. If not, short press the "function button" before the countdown ends, or do not press any button to let the countdown ends.



In this chapter, we will learn the next face continuously. So we need to short press the "learning button" before the countdown ends. Then we can let HuskyLens learn the face of the second person. The same as the steps to recognize the first face, point the "+" symbol at the second face, long press the "learning button" to learn the face of the second person. Then release the "learning button", a blue frame with words "Face: ID2" will be displayed if HuskyLens detects the same face.

Tips: If there is no "+" symbol in the center of the screen before learning, it means that the HuskyLens has already learned, now HuskyLens is detecting face. If you want to let HuskyLens learn new face, you need to let HuskyLens forget the learned face first.

Please turn to the 7.1.1. Learn one face to check the way to forget the learned face.

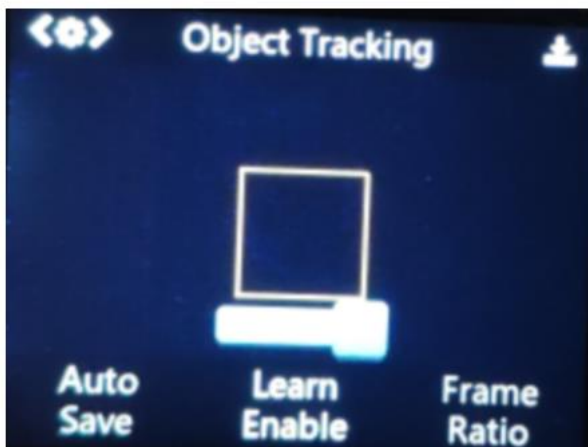
3. **Multiple Faces Recognition** The learned face information will be saved automatically. When HuskyLens detects the learned face from multiple faces, the learned face will be selected with a frame and identified by the message face: IDx. For example, when HuskyLens detects the learned face of the first person, it will be selected with a blue frame and identify face: ID1; when HuskyLens detects the learned face of the second person, it will be selected with a yellow frame and identify face: ID2; and so on.



7.2 Object Tracking

Operation and Setting

1. Dial the function button to the left or right until the word "Object Tracking" is displayed at the top of the screen.
2. Long press the function button to enter the parameter setting of the object tracking function.
3. Dial the function button to the right to select "Learn Enable", then short press the function button, and dial it to the right to turn the "Learn Enable" ON, that is, the square icon on the progress bar is turned to the right. Then short press the function button to confirm this parameter.
4. The method to turn on the switch of saving models automatically is the same as before. According to the steps above to switch "Auto Save" ON.



5. You can also adjust the size of the frame by setting "Frame Ratio" and "Frame Size" to match the shape of the object.
6. Dial the function button to the left to select "Save & Return", and short press the function button to save the parameters and return automatically.

Learning and Detection

to the yellow frame

1. **Object Learning** Point Huskylens to the target object, adjusting the distance and until the object is included in the yellow frame of the center of the screen. Then long press "learning button" to learn the object from various angles and distances. During the learning process, the yellow frame with words "Learning: ID1" will be displayed on the screen. Then release the "learning button" to complete the learning.



2. Object Tracking

Move the HuskyLens or the target, the frame will track the target automatically. When tracking the object, the yellow words "Learning: ID1" will be displayed, indicating that HuskyLens is tracking the object while learning. This setting improves the object tracking ability. You can also press and hold the "function button" to enter the secondary menu parameter settings, select "Learn on" and turn off this parameter.



Tips:

- Only one object can be tracked at a time. It can be any object with a clear outline, even various gestures.
- If there is no yellow frame on the center of the screen, it means that the HuskyLens has already learned a object. Please refer to the method of delete faces in face recognition to delete the learned object.

7.3 Obejct Recognition

HuskyLens can recognize 20 built-in objects. They are aeroplane, bicycle, bird, boat, bottle, bus, car, cat, chair, cow, dining-able, dog, horse, motorbike, person, potted lant, sheep, sofa, train, TV.

7.3.1. Recognize a single object

The default setting is to recognize a single object.

Operation and Setting

Dial the function button to the left until the word "Obejct Recognition" is displayed at the top of the screen.

Learning and Detection

1. **Obejct Detection**

When detecting objects, HuskyLens will automatically recognize it, and the object will be displayed by the white frame with it's name on the screen.

At present, only 20 built-in objects can be recognized, and the remaining objects cannot be recognized temporarily.



2. Object Mark

Point the "+" symbol at the object, then short press the "learning button". When pressing, the color of the frame changes from white to blue, and the name of the object and its ID number will appear on the screen.

Tips: If there is no yellow "+" symbol on the center of the screen, it means that the HuskyLens has already learned a object. Please refer to the method of delete faces in face recognition, to delete the learned object.

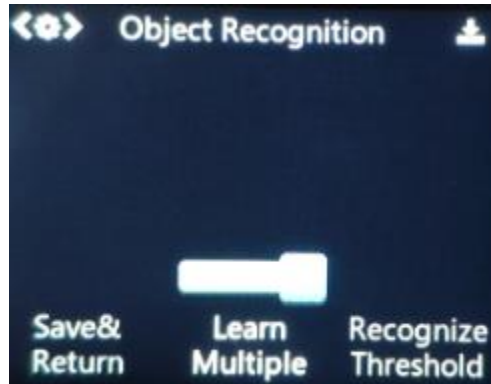
3. Object Recognition

When encountering the same objects, they will be selected by the blue frame and the name and ID number will be displayed. When encountering other ones, they still with a white frame selection. This can be used as a simple filter to find out what you need from a bunch of objects.

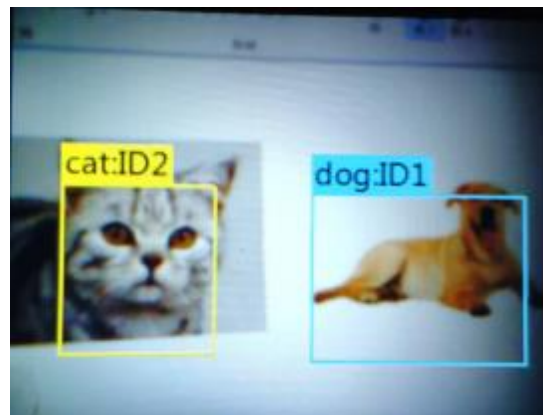


7.3.2. Recognize multiple objects

The default setting is to recognize a single object, so we need to enable "Learn Multiple" parameter of the object recognition function. Please refer to the multiple faces learning and recognition chapter for setting, this chapter will not repeat it.



The ID number is related to the order of marking objects. For example, if a dog is marked for the first time and a cat is marked for the second time, when the dog is recognized, the words "dog: ID1" will be displayed on the screen, and when the cat is recognized, the words "cat: ID2" will be displayed on the screen.



7.4 Line Tracking

Operation and Setting

1. Dial the function button to the left or right until the word "Line Tracking" is displayed at the top of the screen.
2. Long press the function button to enter the parameter setting of the line tracking function.
3. Dial the function button right until select "Learn Multiple", then short press the function button, and dial to the left to turn off the "Learn Multiple" switch, that is, the square icon on the progress bar is turned to the left. Then short press the function button to complete this parameter.



4. You can also turn on the LEDs by setting "LED Switch". This is very useful in the dark environment.
5. Dial the function button left until select "Save & Return", and short press the function button to save the parameters and return automatically.

Learning and Detection

1. **Line Learning** Point the "+" symbol at the line, then point the yellow frame at the background area. It is recommended that within the view field, there is only one line that need to be learned and no crossing lines. Then, short press the "learning button" to complete the learning process. A blue route direction arrow will appear on the screen.



Tips: If there is no yellow frame and "+" symbol on the center of the screen, it means that the HuskyLens has already learned a line. Please refer to the method of delete faces in face recognition, to delete the learned line.

2. **Line Prediction** When HuskyLens detects the line which has been learned, a blue arrow will appear automatically on the screen. The direction of the arrow indicates the direction of the line prediction.



Tips:

- When learning the line, we need to adjust the position of HuskyLens to be parallel to the line.
- HuskyLens can learn multiple lines according to the color of lines, but these lines must be monochrome lines with obvious color difference from the background.
- In most cases, only one line is tracked. In order to ensure stability, we recommend to track the single line.

7.5 Color Recognition

7.5.1. Learn a single color

The default setting is to learn a single color.

Operation and Setting

Dial the function button to the right until the word "Color Recognition" is displayed at the top of the screen.

Learning and Detection

1. **Color Learning:** Point the "+" symbol at the color block, and long press the "learning button". A yellow frame is displayed on the screen, indicating that HuskyLens is learning the color. At this time, adjust the distance and angle between HuskyLens and the color

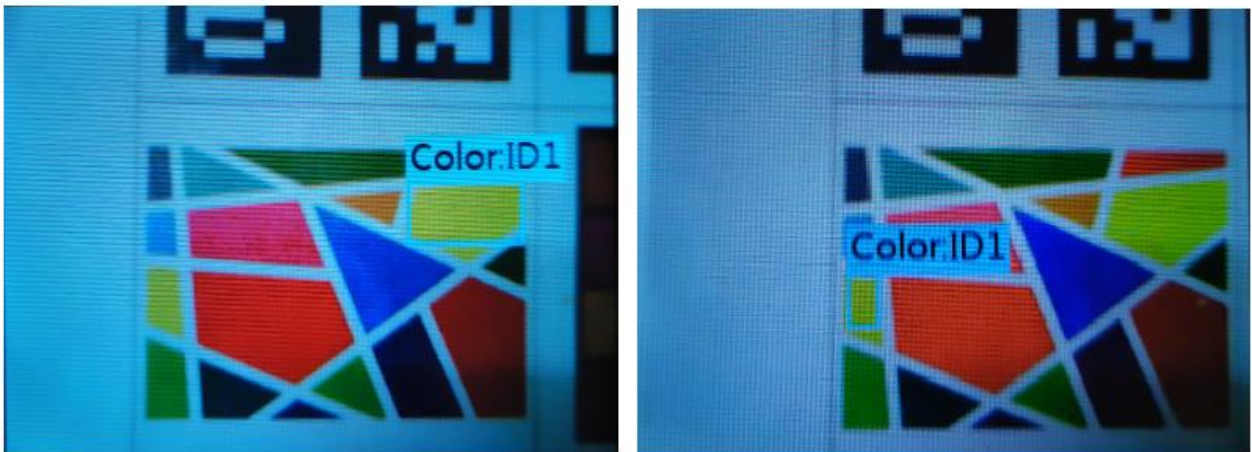
block, to make the size of yellow frame same as the color block. Then, release the "learning button" to complete the learning.



Tips: If there is no "+" symbol in the center of the screen before learning, it means that the HuskyLens has already learned, now HuskyLens is detecting color. If you want to let HuskyLens learn new color, you need to let HuskyLens forget the learned color first.

2. **Color Recognition** When encountering the same or similar color blocks, a blue frame with an ID will be automatically displayed on the screen, and the size of the blue frame is same as the size of the color blocks.

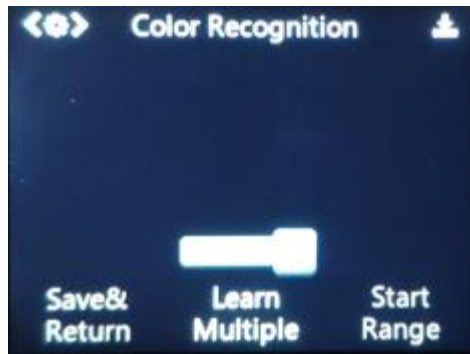
When there are multiple same or similar color blocks appear at the same time , the other color blocks cannot be recognized, that is, only one color block can be recognized at a time.



Tips: Color recognition is greatly affected by ambient light. Sometimes HuskyLens may misidentify similar colors. It is recommended to keep the ambient light unchanged.

7.5.2. Learn multiple colors

The default setting is to recognize a single color, so we need to enable "Learn Multiple" parameter of the color recognition function. Please refer to the multiple faces learning and recognition chapter for setting, this chapter will not repeat it.



The ID number is related to the order of learned color. For example, if a yellow block is marked for the first time and a green block is marked for the second time, when the yellow block is recognized, the words "Color: ID1" will be displayed on the screen, and when the green block is recognized, the words "Color: ID2" will be displayed on the screen.



7.6 Tag Recognition

7.6.1. Learn a single tag

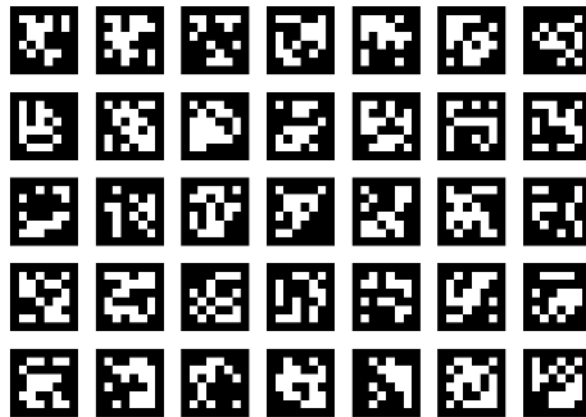
The default setting is to learn a single tag.

Operation and Setting

Dial the function button to the right until the words "Tag Recognition" is displayed at the top of the screen.

Learning and Detection

You can use the following tag / QR code pictures to test this function.



1. **Tag Detection:**

When Huskylens detects the tag, the tag will be automatically selected by the white frame on the screen.



2. **Tag Learning:** Point the "+" symbol at the tag, and press the "learning button". A yellow frame with words "Tag:ID1" will be displayed on the screen, which indicating that Huskylens is learning the tag now. Then, release the "learning button" to complete the learning process.



Tips: If there is no “+” symbol in the center of the screen before learning, it means that the HuskyLens has already learned, now HuskyLens is detecting tag. If you want to let HuskyLens learn new tag, you need to let HuskyLens forget the learned tag first.

3. **Tag Recognition** When encountering the learned tag, a blue frame with an ID will be automatically displayed on the screen.



7.6.2. Learn multiple tags

The default setting is to recognize a single tag, so we need to enable “Learn Multiple” parameter of the tag recognition function. Please refer to the multiple faces learning and recognition chapter for setting, this chapter will not repeat it.



Similarly, the ID is related to the order of learned tags.

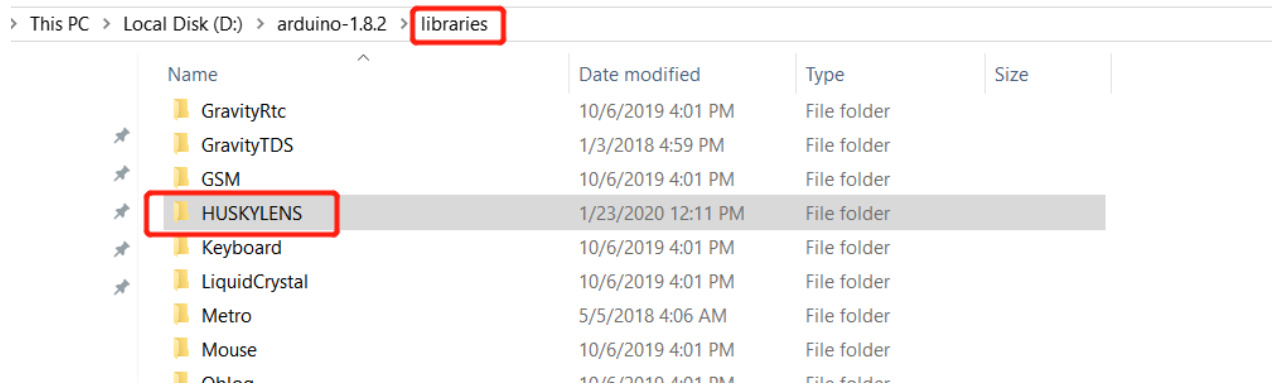


8. Arduino Tutorial

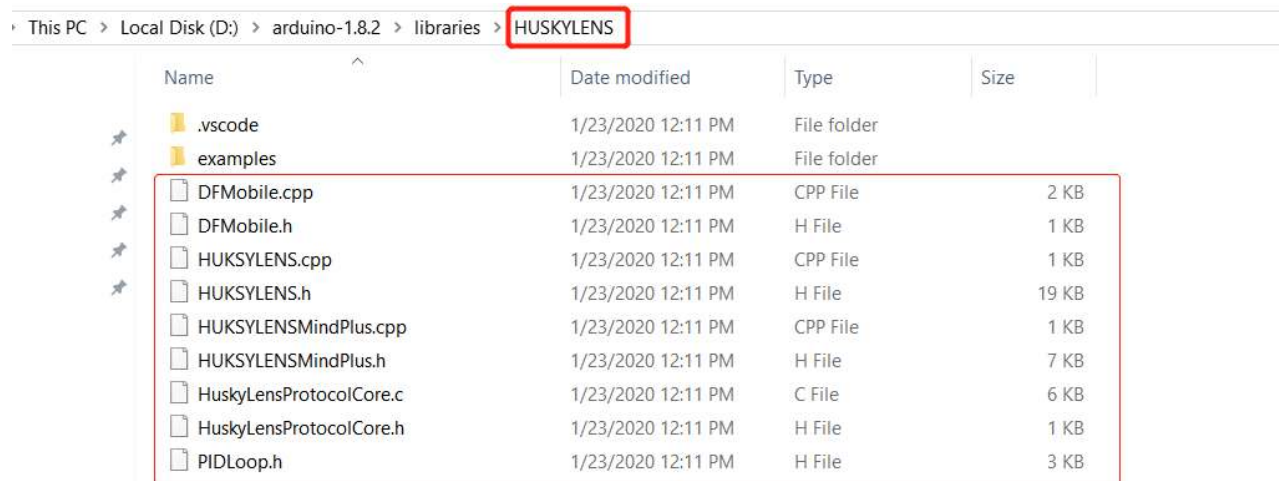
Please download and install the [HUSKYLENS Library](#) first.

8.1 Install The Library

1. Unzip the file, then copy the folder to the "libraries" folder of the Arduino IDE. Then check whether the folder name is "HUSKYLENS". If not, please change it as "HUSKYLENS".



2. All .h files and .cpp files are must in the root directory of the "HUSKYLENS" folder.



The screenshot shows a Windows File Explorer window with the path 'This PC > Local Disk (D:) > arduino-1.8.2 > libraries > HUSKYLENS'. The 'HUSKYLENS' folder name is highlighted with a red box. Below the path, a table lists the files and folders inside the HUSKYLENS directory. The table has columns for Name, Date modified, Type, and Size. A red box highlights the files: DFMobile.cpp, DFMobile.h, HUSKYLENS.cpp, HUSKYLENS.h, HUSKYLENSMindPlus.cpp, HUSKYLENSMindPlus.h, HuskyLensProtocolCore.c, HuskyLensProtocolCore.h, and PIDLoop.h.

Name	Date modified	Type	Size
.vscode	1/23/2020 12:11 PM	File folder	
examples	1/23/2020 12:11 PM	File folder	
DFMobile.cpp	1/23/2020 12:11 PM	CPP File	2 KB
DFMobile.h	1/23/2020 12:11 PM	H File	1 KB
HUSKYLENS.cpp	1/23/2020 12:11 PM	CPP File	1 KB
HUSKYLENS.h	1/23/2020 12:11 PM	H File	19 KB
HUSKYLENSMindPlus.cpp	1/23/2020 12:11 PM	CPP File	1 KB
HUSKYLENSMindPlus.h	1/23/2020 12:11 PM	H File	7 KB
HuskyLensProtocolCore.c	1/23/2020 12:11 PM	C File	6 KB
HuskyLensProtocolCore.h	1/23/2020 12:11 PM	H File	1 KB
PIDLoop.h	1/23/2020 12:11 PM	H File	3 KB

8.2 Project 1: Read Position Data

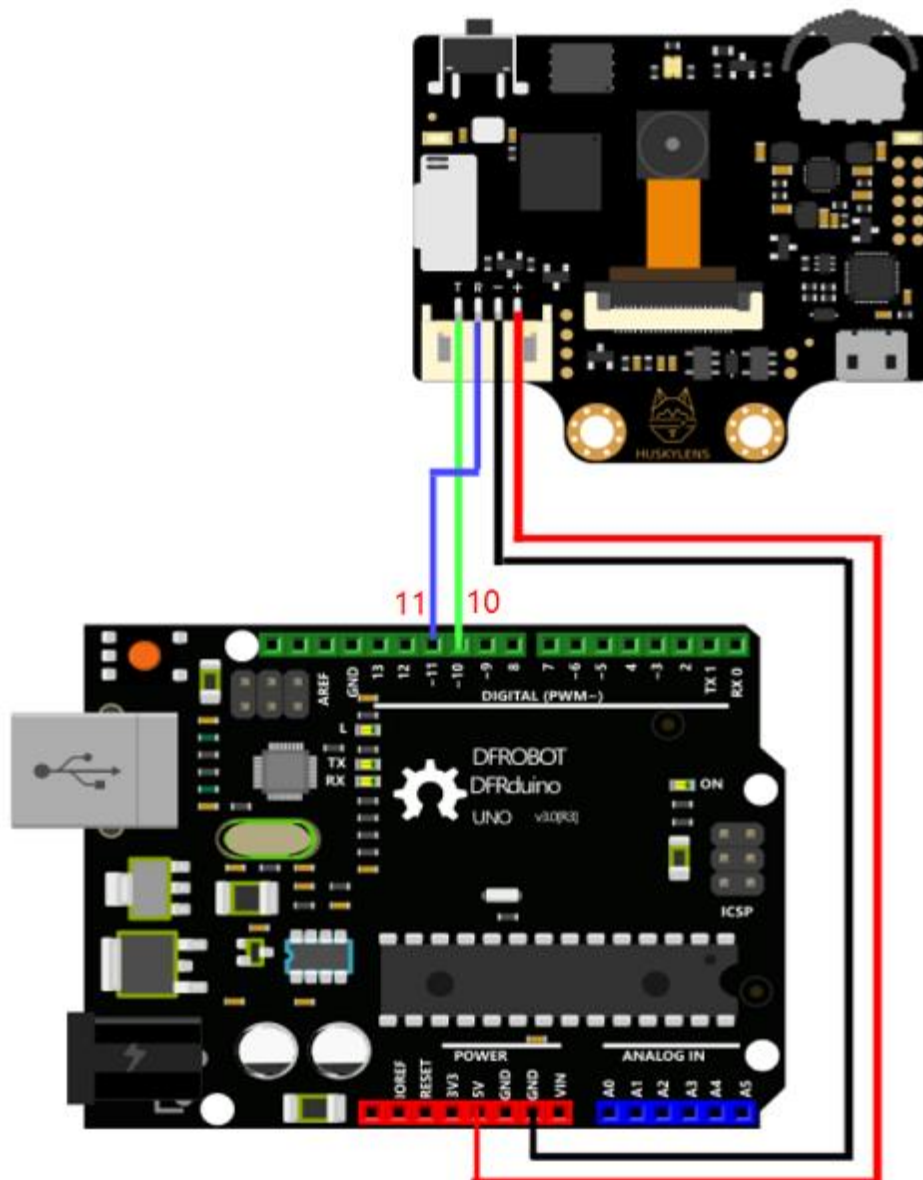
In this project, HuskyLens will be connected to Arduino mainboard. Arduino board will read position data of the object from HuskyLens. You will know the position of the object in real time.

Requirements

- **Hardware**
 - [DFRduino UNO R3](#) (or similar) x 1
 - [HUSKYLENS](#) x 1
 - M-M/F-M/F-F Jumper wires
- **Software**
 - [Arduino IDE](#)(version 1.8.x is recommended)
 - Download and install the [HUSKYLENS Library](#) (About how to install the library?)

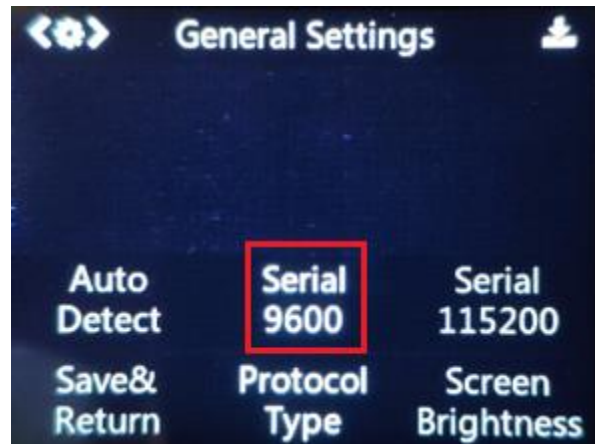
UART Mode(SoftwareSerial)

Connection Diagram



HuskyLens Protocol Setting

You need to set the protocol type of HuskyLens. The protocol should be 'Serial 9600'. Of course, you can adopt the auto detect protocol, which is easy-to-use and convenient.



Sample Code

```
#include "HUSKYLENS.h"
#include "SoftwareSerial.h"

HUSKYLENS huskylens;
SoftwareSerial mySerial(10, 11); // RX, TX
//HUSKYLENS green line >> Pin 10; blue line >> Pin 11

void setup() {
  Serial.begin(115200);
  mySerial.begin(9600);
  while (!huskylens.begin(mySerial))
  {
    Serial.println(F("Begin failed!"));
    Serial.println(F("1.Please recheck the \"Protocol Type\" in HUSKYLENS
(General Settings>>Protocol Type>>Serial 9600)"));
    Serial.println(F("2.Please recheck the connection."));
    delay(100);
  }
}

void loop() {
  if (!huskylens.request()) Serial.println(F("Fail to request objects from
HUSKYLENS!"));
  else if(!huskylens.isLearned()) Serial.println(F("Object not learned!"));
  else if(!huskylens.available()) Serial.println(F("Object disappeared!"));
  else
  {
    HUSKYLENSResult result = huskylens.read();
    if (result.command == COMMAND_RETURN_BLOCK)
    {
      Serial.println(String()+F("Block:xCenter=")+result.xCenter+F(",yCenter=")+result.yCenter+F(",width=")+result.width+F(",height=")+result.height);
    }
    else if (result.command == COMMAND_RETURN_ARROW)
    {

```

```

Serial.println(String()+F("Arrow:xOrigin=")+result.xOrigin+F(",yOrigin=")+result.yOri
gin+F(",xTarget=")+result.xTarget+F(",yTarget=")+result.yTarget);
    }
    else
    {
        Serial.println("Object unknown!");
    }
}
}
}

```

Copy

Expected Results

1. Upload the above codes to your Arduino board.
2. Let your HuskyLens learn a new thing first. You can refer to the previous chapters of this tutorial.
3. Open the serial monitor of Arduino IDE, then you will get the position data of the object.

If HuskyLens is in the face recognition, object tracking, object recognition, color recognition, tag recognition mode, you will get the results like follows:

```

COM4
Block:xCenter=162,yCenter=135,width=138,height=146
Block:xCenter=163,yCenter=134,width=138,height=146
Block:xCenter=163,yCenter=134,width=138,height=146
Block:xCenter=162,yCenter=137,width=108,height=145
Block:xCenter=162,yCenter=135,width=108,height=146
Block:xCenter=162,yCenter=135,width=108,height=146
Block:xCenter=163,yCenter=135,width=138,height=146
Block:xCenter=163,yCenter=136,width=109,height=146
Block:xCenter=163,yCenter=136,width=109,height=146
Block:xCenter=162,yCenter=137,width=138,height=145
Block:xCenter=162,yCenter=136,width=138,height=146
Block:xCenter=162,yCenter=136,width=138,height=146
Block:xCenter=162,yCenter=136,width=138,height=146
Block:xCenter=162,yCenter=137,width=108,height=145
Block:xCenter=162,yCenter=137,width=108,height=145
Block:xCenter=162,yCenter=137,width=108,height=145
Block:xCenter=163,yCenter=135,width=109,height=146
Block:xCenter=163,yCenter=137,width=109,height=145

```

If HuskyLens is in the line tracking mode, you will get the results like follows:

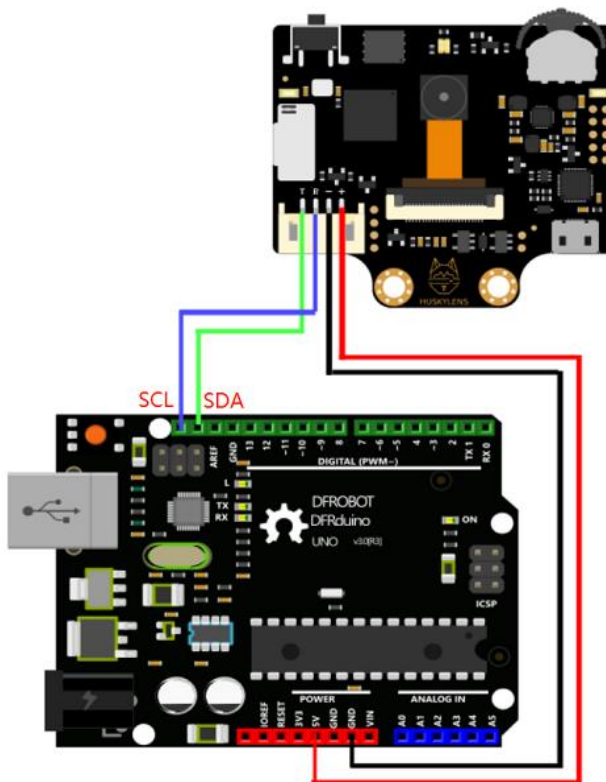
```
COM4
发送
Arrow:xOrigin=304,yOrigin=158,xTarget=216,yTarget=82
Arrow:xOrigin=312,yOrigin=164,xTarget=224,yTarget=82
Arrow:xOrigin=312,yOrigin=164,xTarget=216,yTarget=86
Arrow:xOrigin=304,yOrigin=164,xTarget=216,yTarget=86
Arrow:xOrigin=304,yOrigin=166,xTarget=216,yTarget=86
Arrow:xOrigin=304,yOrigin=164,xTarget=208,yTarget=86
Arrow:xOrigin=304,yOrigin=164,xTarget=216,yTarget=84
Arrow:xOrigin=312,yOrigin=164,xTarget=216,yTarget=84
Arrow:xOrigin=312,yOrigin=164,xTarget=216,yTarget=84
Arrow:xOrigin=304,yOrigin=164,xTarget=216,yTarget=82
Arrow:xOrigin=312,yOrigin=164,xTarget=216,yTarget=84
Arrow:xOrigin=312,yOrigin=162,xTarget=216,yTarget=82
Arrow:xOrigin=312,yOrigin=162,xTarget=216,yTarget=82
Arrow:xOrigin=304,yOrigin=162,xTarget=216,yTarget=82
Arrow:xOrigin=312,yOrigin=162,xTarget=216,yTarget=80
Arrow:xOrigin=312,yOrigin=164,xTarget=216,yTarget=82
```

starting coordinates of the path arrow

end coordinates of the path arrow

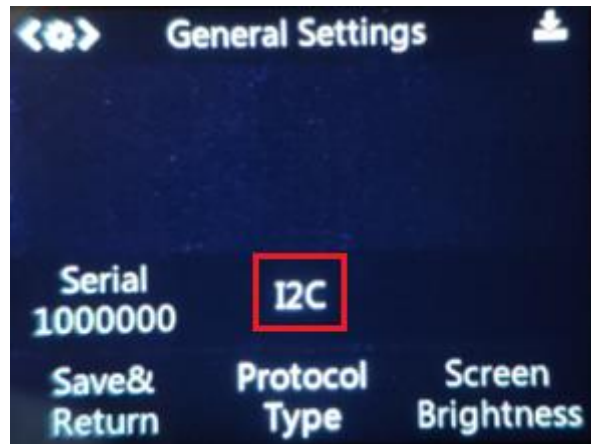
I2C Mode

Connection Diagram



HuskyLens Protocol Setting

You need to set the protocol type of HuskyLens. The protocol should be 'I2C'. Of course, you can adopt the auto detect protocol, which is easy-to-use and convenient.



Sample Code

```
#include "HUSKYLENS.h"
#include "SoftwareSerial.h"

HUSKYLENS huskylens;
//HUSKYLENS green line >> SDA; blue line >> SCL

void setup() {
  Serial.begin(115200);
  Wire.begin();
  while (!huskylens.begin(Wire))
  {
    Serial.println(F("Begin failed!"));
    Serial.println(F("1.Please recheck the \"Protocol Type\" in HUSKYLENS
(General Settings>>Protocol Type>>I2C)"));
    Serial.println(F("2.Please recheck the connection."));
    delay(100);
  }
}

void loop() {
  if (!huskylens.request()) Serial.println(F("Fail to request objects from
HUSKYLENS!"));
  else if(!huskylens.isLearned()) Serial.println(F("Object not learned!"));
  else if(!huskylens.available()) Serial.println(F("Object disappeared!"));
  else
  {
    HUSKYLENSResult result = huskylens.read();
    if (result.command == COMMAND_RETURN_BLOCK)
    {
      Serial.println(String()+F("Block:xCenter=")+result.xCenter+F(",yCenter=")+result.yCenter+F(",width=")+result.width+F(",height=")+result.height);
    }
    else if (result.command == COMMAND_RETURN_ARROW)
    {

```

```
Serial.println(String()+F("Arrow:xOrigin=")+result.xOrigin+F(",yOrigin=")+result.yOri  
gin+F(",xTarget=")+result.xTarget+F(",yTarget=")+result.yTarget);  
    }  
    else  
    {  
        Serial.println("Object unknown!");  
    }  
}  
}
```

Copy

Expected Results

1. Upload the above codes to your Arduino board.
2. Let your HuskyLens learn a new thing first. You can refer to the previous chapters of this tutorial.
3. Open the serial monitor of Arduino IDE, then you will get the position data of the object, same as the results in UART mode. Please refer to the previous chapter, which will not be repeated here.

9. Raspberry Pi Tutorial

In this chapter, we use the Raspberry Pi to read the data from the HuskyLens. The communication protocol is I2C.

9.1 Initialize Raspberry Pi

On your Raspberry Pi, you must enable I2C in settings before using it. Therefore, open a terminal on your Raspberry Pi and run the following commands.

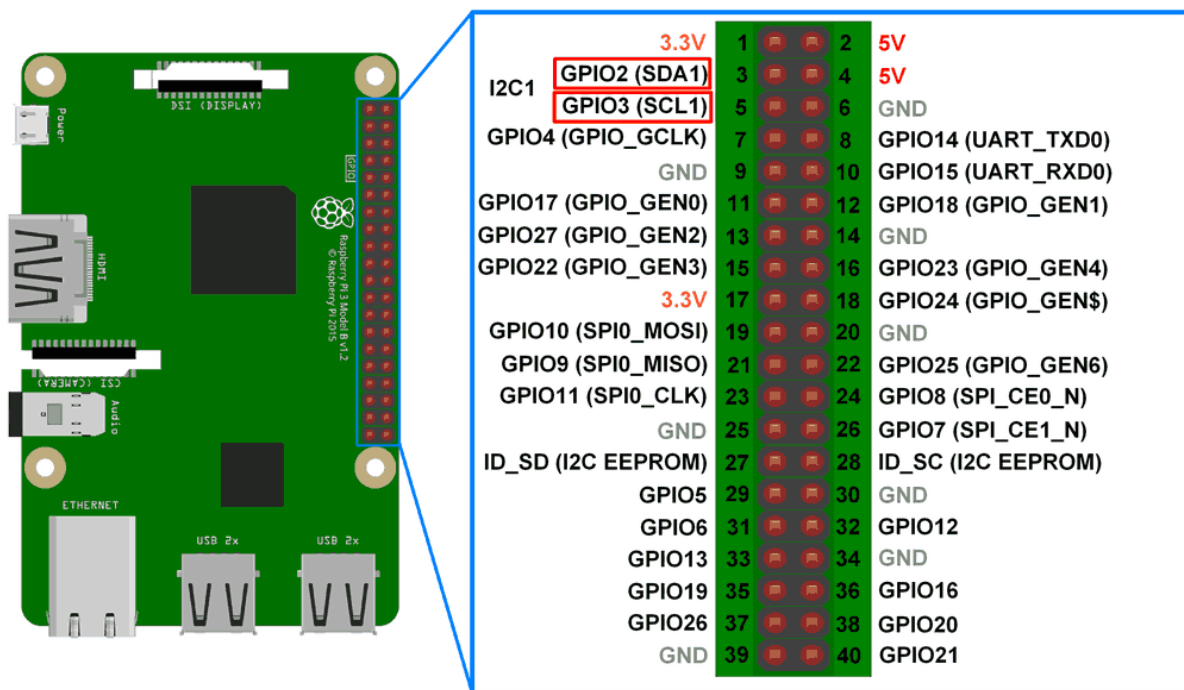
1. Run `sudo raspi-config`
2. Use the down arrow to select 5 Interfacing Options
3. Arrow down to P5 I2C.
4. Select yes when it asks you to enable I2C
5. Also select yes if it asks about automatically loading the kernel module.
6. Use the right arrow to select the Finish button.
7. Select yes when it asks to reboot.
8. After reboot, run `sudo apt-get install -y i2c-tools`

9. Run `sudo apt-get install python-smbus`
10. Run `sudo pip3 install pyserial`

9.2 I2C Wiring Guide

The primary protocol for communication between the HuskyLens and the Raspberry Pi is I2C. This requires you to use the 4-Pin connector to wire ground, power, SDA, and SCL. To read more about how I2C works, please check out the following link: <https://en.wikipedia.org/wiki/I%C2%B2C>

Pin Outline(Raspberry Pi)

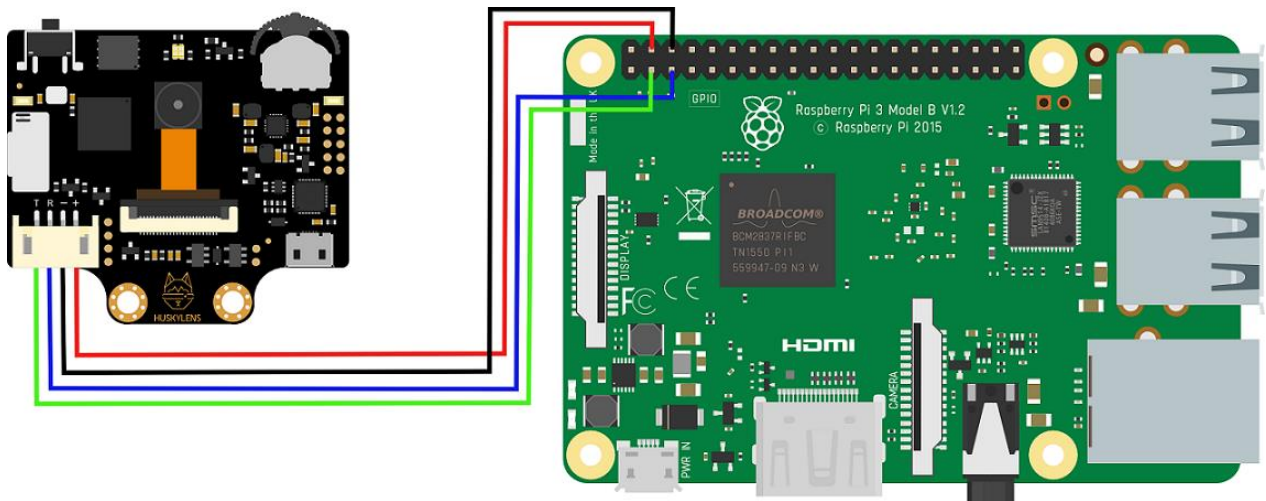


Pin Outline(HUSKYLENS)

Label	Pin Function	Description
T	SDA	serial clock line
R	SCL	serial data line

Label	Pin Function	Description
-	GND	negative pole of power supply(0V)
+	VCC	positive pole of power supply(3.3~5.0V)

Connection Diagram



Tips:HuskyLens consumes heavy current, up to 3.3V 320mA, 5V 230mA or more. We recommend connecting HuskyLens to the 5V power supply pins on your Raspberry Pi, which can supply enough power to HuskyLens.

9.3 Coding Guide

1. Download the [HuskyLens Python Library](#).
2. Place the huskylensPythonLibrary.py in your projects folder
3. In your python file (e.g. test.py), import the library using

```
from huskylensPythonLibrary import HuskyLensLibrary
```

Copy

4. Init the HuskyLens

```
my_Var= HuskyLensLibrary("I2C", "", address=0x32)
```

Copy

5. Now begin calling functions !

```
6. # Check if HuskyLens can receive commands
7. print(my_Var.command_request_knock())
8. # Get all the current blocks on screen
9. blocks=my_Var.command_request_blocks()
10.# Print the data
```

```
print(blocks)
```

Copy

9.4 Functions Introduction

```
command_request()
=> Return all data

command_request_blocks()
=> Return all blocks on the screen

command_request_arrows()
=> Return all arrows on the screen(only in line tracking mode)

command_request_learned()
=> Return all learned objects on screen

command_request_blocks_learned()
=> Return all learned blocks on screen

command_request_arrows_learned()
=> Return all learned arrows on screen(only in line tracking mode)

command_request_by_id(idVal)
*idVal is an integer
=> Return the object with id of idVal

command_request_blocks_by_id(idVal) *idVal is an integer
*idVal is an integer
=> Return the block with id of idVal

command_request_arrows_by_id(idVal) *idVal is an integer(only in line tracking mode)
*idVal is an integer
=> Return the arrow with id of idVal
```

```
command_request_algorithim(ALG_NAME)
  * ALG_NAME is a string whose value can be the following
    "ALGORITHM_OBJECT_TRACKING"
    "ALGORITHM_FACE_RECOGNITION"
    "ALGORITHM_OBJECT_RECOGNITION"
    "ALGORITHM_LINE_TRACKING"
    "ALGORITHM_COLOR_RECOGNITION"
    "ALGORITHM_TAG_RECOGNITION"
    "ALGORITHM_OBJECT_CLASSIFICATION"

command_request_knock()
  => Returns "Knock Recieved" on success
```

9.5 Project 1 : Read Position Data

In this project, we use the Raspberry Pi to read the position data of the object from the HuskyLens. The communication protocol is I2C.

Requirements

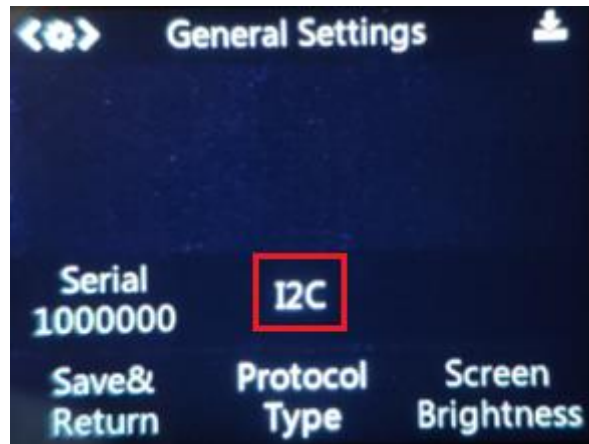
- **Hardware**
 - [Raspberry Pi 3 Model B+](#) (or similar) x 1
 - [HUSKYLENS](#) x 1
 - M-M/F-M/F-F Jumper wires
- **Software**
 - [HUSKYLENS Python Library](#)

Connection Diagram

Refer the chapter "9.2 I2C Wiring Guide".

HuskyLens Protocol Setting

You need to set the protocol type of HuskyLens. The protocol should be I2C.



Sample Code

The following code is in the test.py. [Click here](#) to view and download it.

```
# Import the library
from huskylensPythonLibrary import HuskyLensLibrary
# Initialize the HuskyLens
test = HuskyLensLibrary("I2C", "", address=0x32)
print("First request a knock: {}".format(test.command_request_knock()))

# Change to face recognition algorithm
test.command_request_algorithm("ALGORITHM_FACE_RECOGNITION")

# Display a simple menu where you can call every function in a loop!
ex=1
print("""
    Menu options:
    1) command_request()
    2) command_request_blocks()
    3) command_request_arrows()
    4) command_request_learned()
    5) command_request_blocks_learned()
    6) command_request_arrows_learned()
    7) command_request_by_id() ***format 7 ID_VAL***
    8) command_request_blocks_by_id() ***format 8 ID_VAL***
    9) command_request_arrows_by_id() ***format 9 ID_VAL***
    10) Exit
    """)
while(ex==1):
    v=input("Enter cmd number:")
    numEnter=v
    if(numEnter=="10"):
        ex=0
    v=int(v[0])
    if(v==1):
        print(test.command_request())
    elif(v==2):
```

```

    print(test.command_request_blocks())
elif(v==3):
    print(test.command_request_arrows())
elif(v==4):
    print(test.command_request_learned())
elif(v==5):
    print(test.command_request_blocks_learned())
elif(v==6):
    print(test.command_request_arrows_learned())
elif(v==7):
    print(test.command_request_by_id(int(numEnter[2:])))
elif(v==8):
    print(test.command_request_blocks_by_id(int(numEnter[2:])))
elif(v==9):
    print(test.command_request_arrows_by_id(int(numEnter[2:])))

```

Copy

Expected Results

1. Run the following code in the terminal on your Raspberry Pi.

```
python3 test.py
```

Copy

2. Let your HuskyLens learn a new thing first, e.g. your face. You can refer to the previous chapters of this tutorial.
3. Point the HuskyLens at your face. Then input the command number in your terminal. You will get the results like follows:

```

pi@raspberrypi:~/Desktop/test/huskylens $ python3 test.py
First request a knock: Knock Recieved

Menu options:
1) command_request()
2) command_request_blocks()
3) command_request_arrows()
4) command_request_learned()
5) command_request_blocks_learned()
6) command_request_arrows_learned()
7) command_request_by_id() ***format 7 ID_VAL***
8) command_request_blocks_by_id() ***format 8 ID_VAL***
9) command_request_arrows_by_id() ***format 9 ID_VAL***
10) Exit

Enter cmd number:1
[[151, 116, 64, 87, 1]]
Enter cmd number:2
[[141, 118, 65, 86, 1]]
Enter cmd number:3
[]
Enter cmd number:4
[[132, 123, 65, 87, 1]]
Enter cmd number:5
[[125, 125, 65, 86, 1]]
Enter cmd number:8:1
[[124, 130, 65, 86, 1]]
Enter cmd number:

```

The results provide the x, y coordinates, width, height of the frame on the screen, and the ID of the object. The format is shown as below:

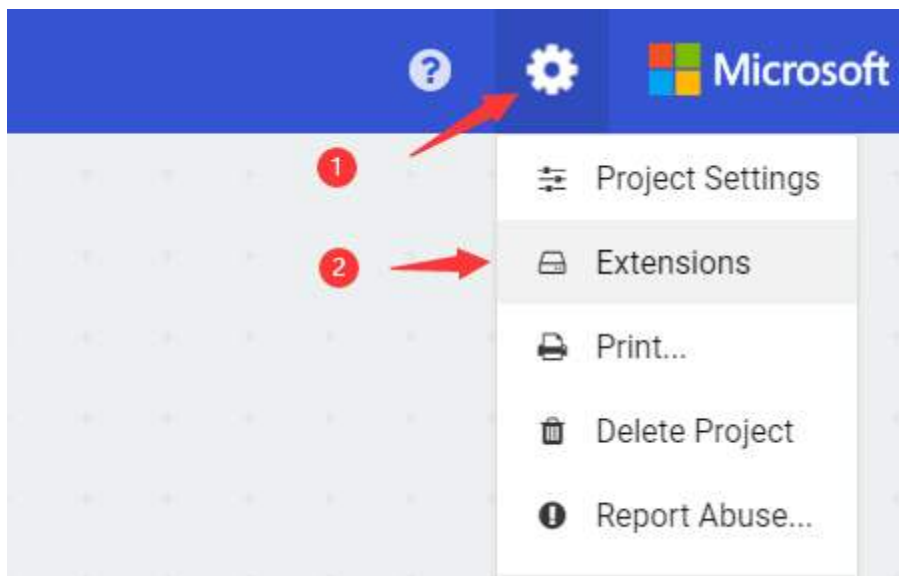
[X Center of Block, Y Center of Block, Width of Block, Height of Block, Index of the learned items]

10. micro:bit Tutorial

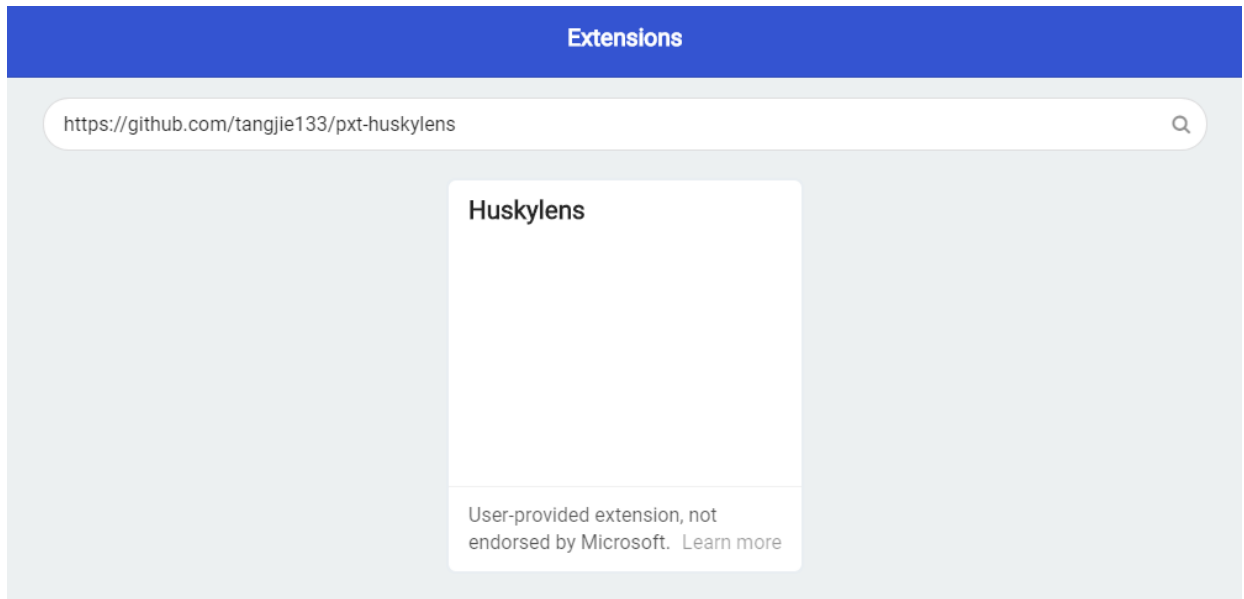
In this chapter, we will use micro:bit board to read data from the HuskyLens. The communication protocol is I2C.

10.1 Load HuskyLens Extension

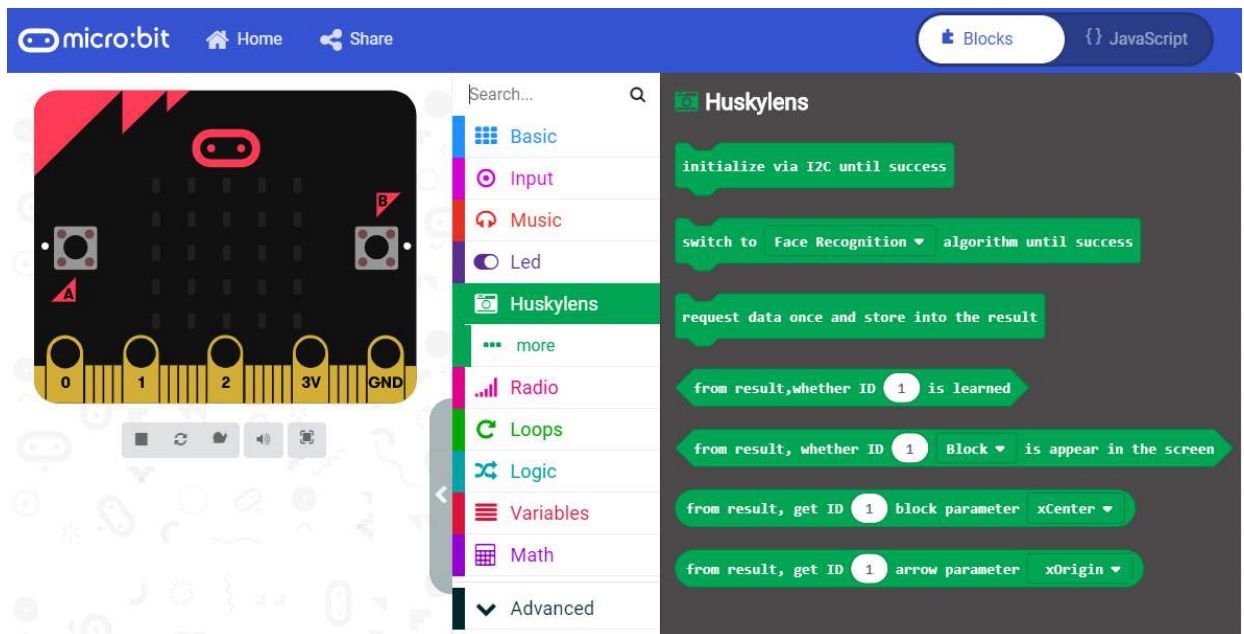
1. Create a new project in [MakeCode](#) web version, and then click the "More..." button (gear icon) at the top right and select "Extensions" from its drop-down menu to open the extension page.



2. Enter <https://github.com/tangjie133/pxt-huskyLens> in the search bar, then click the search button (the magnifying glass button on the right of the search bar), you will see the HuskyLens extensions. Then click it to load the HuskyLens extension into the MakeCode.



3. In the programming page, you can see the Huskylens module.



10.2 Project 1: Face Recognition

This chapter demonstrates how to connect HuskyLens to the micro: bit board, then the micro: bit board reads the face recognition results from HuskyLens. If HuskyLens recognizes you (the learned face), the dot-matrix screen of the micro: bit displays a smiling face, otherwise it displays a crying face.

The communication protocol between HuskyLens and micro: bit is I2C.

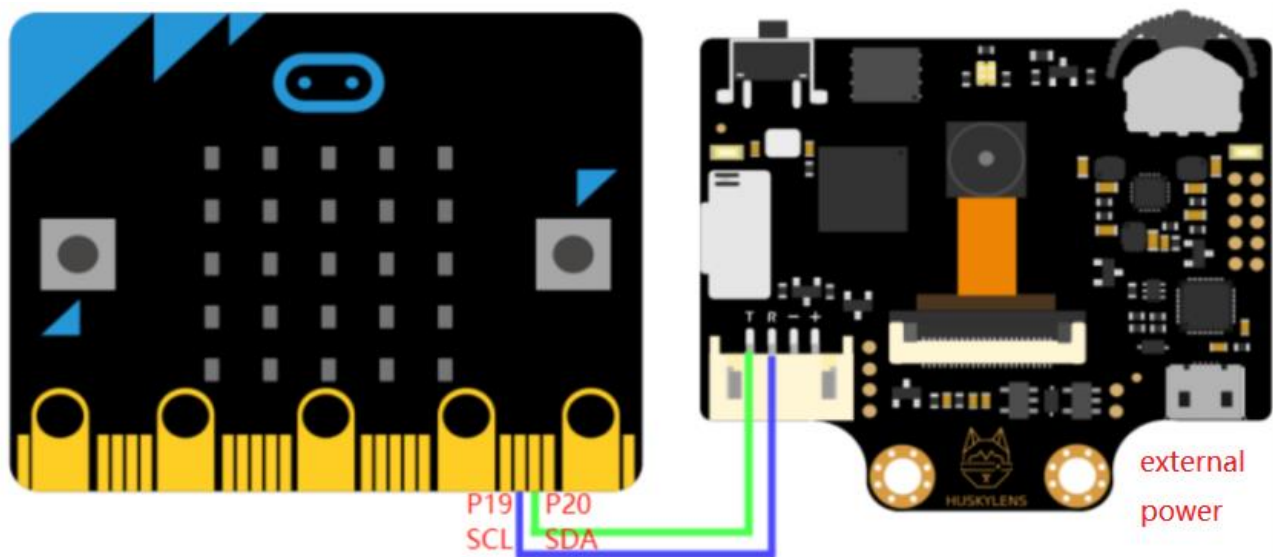
Requirements

- **Hardware**
 - [micro:bit board](#) x 1
 - [micro:bit expansion board](#) x 1
 - [HUSKYLENS](#) x 1
 - M-M/F-M/F-F Jumper wires
- **Software**
 - [Microsoft MakeCode for micro:bit](#)
 - [HUSKYLENS MakeCode Extension](#)

Connection Diagram

The following picture is only for reference when wiring. The R and T pins of HuskyLens (their functions are SCL and SDA here) are connected to the SCL (P19) and SDA (P20) pins of the micro: bit respectively. The communication protocol between HuskyLens and micro: bit is I2C.

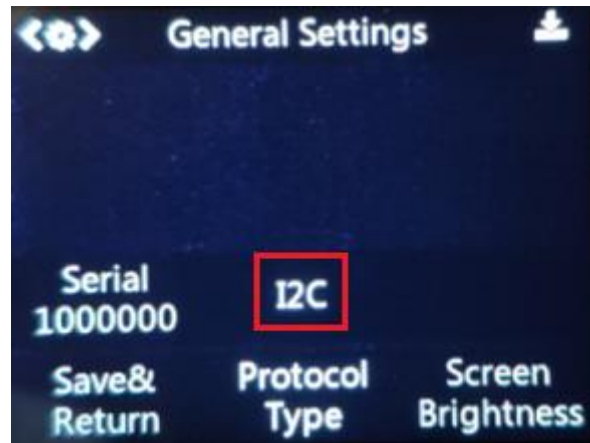
A micro: bit expansion board is recommended to simplify wiring.



Tips: HuskyLens consumes heavy current, up to 3.3V 320mA or more. The micro: bit board is not enough to supply power. Therefore, external power supply is required. You can connect the external power supply to the external power connector of the micro: bit expansion board, or the HuskyLens USB connector.

HuskyLens Protocol Setting

You need to set the protocol type of HuskyLens. The protocol should be I2C. Of course, you can adopt the auto detect protocol, which is easy-to-use and convenient.



Sample Code

```
on start
  initialize via I2C until success
  switch to Face Recognition algorithm until success

forever
  request data once and store into the result
  if from result, whether ID 1 Block is appear in the screen then
    show icon [Face Recognition]
  else
    show icon [Face Recognition]
```

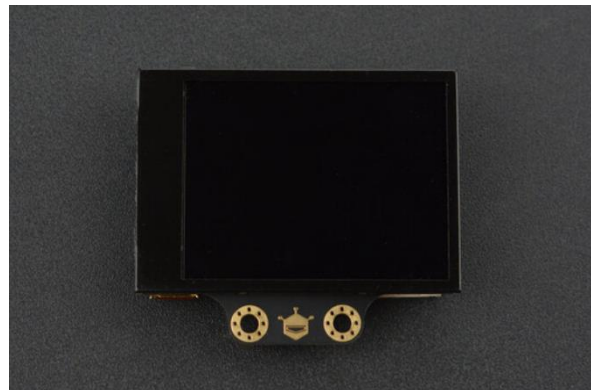
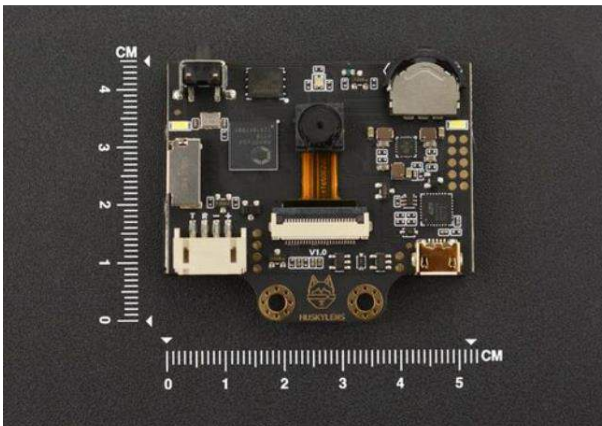
Expected Results

1. Upload the above codes to the micro: bit board.

2. Refer to the previous chapter which explaining the face recognition function(chapter 7.1), let your HuskyLens learn a face, such as your face.
3. When HuskyLens recognizes your face, the dot-matrix screen on the micro: bit board will show a smiling face. If it were not your face, or no face appeared, it would display a crying face.

11. More Documents

- Arduino Library(github)
- Raspberry Pi Python Library(github)
- micro:bit Makecode Library(github)
- Protocol Document
- Tag/ QR Code Pictures
- Color Block Pictures
- 3D model file(.stp)
- Download WIKI Page(PDF)



<https://www.dfrobot.com/product-1989.html?search=SEN0305-S&description=true/3-16-20>