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#!/usr/bin/env python
# Sample Python/Pygame Programs
# Simpson College Computer Science
# http://programarcadegames.com/
# http://simpson.edu/computer-science/
# modif pour trraceur courbe temps reel 17/6/2013
# utilisable aussi pour visu enregistreur Nokia,chargeur batterie
#
#
# resion 18/6/2013 menu in separate window
# revision 25/6/2013 different color for different curves
# revision 2/7/2013 divers
#revision 4/7/2013 bug corrected in graphe_tout (y_to_plot)
# revision 5/7 scale lin or log for y
# revision 7/7 double scale for log for low value
# graph10_5.py 7/7/2013 :make option of loading a file to analyse not yet
working
# graph_10_7 8/7/2013 :loading file and visu working some bugs to remove
# graph_10_9 bugs removed, window size adjusable
# graph_10_12 16 juillet 2013:rs232 flag put in place to solve some
problem when downloading
# graph 11_test_3 4aout 2013:adjsutable backgroud color
# graph_12_test_1 22/8/2013 option to download and lot data from gas
flowmeter
# graph_13.py : 22/8/2013 ok version debuggee
# graph15.py :elimine bug sur echelle log
#graph16 21/12/2013 sauve auto ors dechargement recorder
#-----
# -----general description :
# show data coming from RS232 port having the following structure:
# *,x,y1,y2,y3,...CR/LF
# values of y1, y2,y3... are plotted against x
# the * caracater marque the start of data , each field is comma separated
from the others
# in case of downloading from a portable instrument the end of download is
marqued by # which
# close the serial port
#
# Case of gas flowmeter : data structure coming from recorder: *,t1 CR LF
where t1 is time between 2
# decompression in second .Before the first valid record . the
decompression volume is send as v,50
# (unit for v is Ncm3/10)
# example of valid file :
#      bla bla bla CR LF
#      v,50
#      *,12 CR LF
#      *,14 CR LF
#-----
import pygame
import serial
import math
import tkinter as Selector
yes=1
no=0
# ----- default value -----
largeur_win=600
hauteur_win=300
baud_rate=4800 # download speed
v=50 # volume par decompression cas lecture gas flowmeter
echelle_lin=yes # 1 for linear scale 0 for log scale

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x0=0 # valeur x mini
xm=1000 # val x maxi
y0=1 # val y mini
ym=1000 # val y maxi
nx=10 # nombre graduation sur axe x
ny=10 # nombre graduation sur Y
end_of_download='#' # caracter used in the file send o rs232 to mark end
of data
y_to_plot=['1'] # liste contenant les param y a tracer 1,3,5 par default 1
por y1
data_=[] # liste qui stocke x,y1,y2,...
record_number=0 # number of record read
number_of_parameter=0 # number of parameter
color=[0] # list containing color of curves
# Define the colors we will use in RGB format
black = [ 0, 0, 0]
grey=[125,125,125]
light_grey=[200,200,200]
white = [255,255,255]
blue = [ 0, 0,255]
green = [ 0,255, 0]
red = [255, 0, 0]

background_graph=light_grey # background of graph can be change by the
menu
color=[black,red,blue,green] # 4 colors used to draw differents curves
rs232_open=False
dummy=0
affiche=' '
# -----
# command code for vt102 tty terminal
reset_origine=chr(27)+"[?6l"
cursor_home=chr(27)+"[H"
reverse_video=chr(27)+"[7m' # video inverse
under_line=chr(27)+"[4m' # souligne
bold=chr(27)+"[1m" # ecriture en gras
reset_graph_mode=chr(27)+"[m" # revient au regalge affichage par default
reset=chr(27)+'c' # efface ecran curseur en haut et revient au reglage
par default

#-----
def open_serial():
    global ser,rs232_open
    ser=serial.Serial('/dev/ttyUSB0',baud_rate,timeout=1)
    #ser=serial.Serial(0)
    rs232_open=True
    return

#-----
def graphe(y_a_tracer,curve_color):
    global x0,xm,y0,ym,val
    global echelle_lin
    global nx,ny,data_,number_of_parameter

    xori=0.06*largeur_win
    xabci=0.9*largeur_win
    yori=0.9*hauteur_win
    yordo=0.03*hauteur_win
    yabci=yori

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xordo=xori
x=0
y=0
ximpri=0
yimpri=0
dx=xm-x0
if echelle_lin==no:
    y0=y0+1
    dy=math.log(ym)-math.log(y0)
else:
    dy=ym-y0
# trace axes
pygame.draw.line(screen,black,[xori,yori],[xabci,yabci],3)
pygame.draw.line(screen,black,[xori,yori],[xordo,yordo],3)

font = pygame.font.Font(None, 20)
# -----trace reticule-----
y=y0
pas_y=(ym-y0)/ny # pas pour tracer le reticule suivant Y
while y<=ym+1:
    #for y in range(y0,ym+1,dy/ny):
        if echelle_lin==yes:
            yimpri=yori-(y-y0)*(yori-yordo)/dy

pygame.draw.line(screen,light_grey,[xori,yimpri],[xabci,yimpri],1)
    text = font.render(str(y),True,black)
    y=y+pas_y
    else:
        yimpri=yori-(math.log(y)-math.log(y0))*(yori-yordo)/dy

pygame.draw.line(screen,light_grey,[xori,yimpri],[xabci,yimpri],1)
    text = font.render(str(y),True,black)
    if y<y0+pas_y:
        y=y+pas_y/ny
    else:
        y=y+pas_y

    screen.blit(text, [xori-30,yimpri])

for x in range(x0,xm+1,dx/nx):
    ximpri=xori+(x-x0)*((xabci-xori)/dx)

pygame.draw.line(screen,light_grey,[ximpri,yori],[ximpri,yordo],1)
    text = font.render(str(x),True,black)
    screen.blit(text, [ximpri,yori+10])

n_param=number_of_parameter # len(val)
n_record=len(data_)/n_param
#print data_
#y_a_tracer=1 # pour test preliminaire
#print "nparam=",n_param," nrecord=",n_record
first=1
for i in range(0,len(data_),n_param):
    try:
        x=int(data_[i]) # sort x et y du tableau data_
        y=int(data_[i+y_a_tracer])
        #print "i= ",i," x=",x," y=",y,"x+y",x+y

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        ximpri=xori+(x-x0)*(xabci-xori)/dx
        if echelle_lin==yes:
            yimpri=(y-y0)*(yori-yordo)/dy
        else:
            yimpri=(math.log(y)-math.log(y0))*(yori-
yordo)/dy

        yimpri=yori-yimpri
        if first==1:

pygame.draw.rect(screen,curve_color,[ximpri,yimpri,2,2],2)
            xold=ximpri
            yold=yimpri
            first=0

        else:

pygame.draw.line(screen,curve_color,[xold,yold],[ximpri,yimpri],2)
            xold=ximpri
            yold=yimpri
        except:
            print "erreur fichier"
            pass

    return
#-----
def graphe_tout():
    global y_to_plot,color
    #print "valeurs en memoire"
    jj=0
    for i in range(0,len(y_to_plot)):
        #print "valeurs i",i," y_to_plot ",y_to_plot[i],"y_to_plot
",y_to_plot
        y_a_tracer=int(y_to_plot[i])
        couleur=color[jj]
        graphe(y_a_tracer,couleur)
        jj=jj+1
        if jj>3:# 4 valeurs pour la couler des courbes
            jj=0
    #dummy=raw_input( "return pour suite")

#-----
def get_command():
    global x0,xm,y0,ym
    global baud_rate
    global y_to_plot,number_of_parameter
    global data_,record_number,affiche
    global largeur_win,hauteur_win
    global background_graph

    print reverse_video
    print"-----Available commands -----"
    print reset_graph_mode
    print " 0   : change download baud rate  (",baud_rate,")"
    print " 1   : change Xmin i  Xmaxi"
    print " 2   : change Ymini  Y maxi"
    print " 3   : define data_Y to plot vs X"
    print " 4   : change x y graduations  "
    print " 5   : save data read"
    print " 6   : load a file of data  "
    print " 7   : change Y scale type (lin or log)"
    print " 8   : change graph background color"
    print " 9   : change window size  "

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print
print " 10 : start real time downloading "
print " 11 : start recorder download "
print " 12 : start gas_flowmeter download"
print reverse_video,
dummy=raw_input("Your choice please ? ")
print reset_graph_mode

if dummy=='0':
    baud_rate=int(raw_input("New baud rate "))

    return 0
if dummy=='1':
    x0=int(raw_input("X mini "))
    xm=int(raw_input("X maxi "))
    #try:
    update_graph()
    #except:
    #    print "erreur"
    #    pass

    return 1

if dummy=='2':
    y0=int(raw_input("Y mini "))
    ym=int(raw_input("Y maxi "))
    try:
        update_graph()
    except:
        print "erreur"
        pass
    return 2

if dummy=='3':
    global y_to_plot
    print "enter index of various Y to plot   eg 1+3+4"
    s=raw_input(" ")
    y_to_plot=s.split('+')
    print y_to_plot
    try:
        update_graph()
    except:
        print "erreur"
        pass
    return 3

if dummy=='4':
    global nx,ny
    print" nombre. grad. sur x et y actuelles :",nx,"/",ny
    nx=int(raw_input("Nouvelle val. de nx "))
    ny=int(raw_input("Nouvelle val. de ny "))
    try:
        update_graph()
    except:
        print "erreur"
        pass
    return 4

if dummy=='5':

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descr=Selector.asksaveasfilename(title='Fichier contenant
les donnee',defaulttextextension=" *.dat")
print "nom fichier ",descr
print "number of record:",record_number
print "number of parameters ",number_of_parameter
#print data_[0],",",data_[1],",",data_[2],",",data_[3]
#zz=raw_input(" suite enter ")
ii=0
try:
    file=open(descr,'w+')
    while ii<len(data_):
        jj=0
        while jj<number_of_parameter:
            print >>file,(data_[ii+jj]+","),
            jj=jj+1
        print >> file
        ii=ii+number_of_parameter
    file.close()
    print "download is done "
except:
    print "erreur"
    dummy=raw_input("return ")
    pass
return 5
if dummy=='6':

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data_=[]
descr=Selector.askopenfilename(defaulttextextension=".dat")
print "nom fichier ",descr
file_descri=descr
# file structure :   x,y1,y2,y3,      example for 3 Y as of X,
try:
    file=open(descr,'r')
    record_number=0
    for lu in file:
        print lu,
        lu=lu.strip()   #strip RC et NL
        lu=lu.strip(',')# strip , terminal
        #print "lu apres strip",lu
        val=lu.split(",")
        #print "apres lu.split",val
        #number_of_parameter=len(val)

        for item in val:
            data_.append(item)
            record_number=record_number+1
            number_of_parameter=number_of_parameter+1
        number_of_parameter=len(val)
        print "nombre de paramametre",len(val)
        print " number of record :",record_number
        file_descri=file_descri+"/ Parameters
:"+str(number_of_parameter)
        file_descri=file_descri+"/
Records="+str(record_number)
affiche=file_descri # to show on graph
file.close()
prepare_graph()
update_graph()
#get_command()

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        except:
            print "erreur"
            pass
        return 6
    if dummy=='7':
        global echelle_lin
        echelle_lin=int(raw_input("choix type echelle :1= lineaire
0 =log  "))
        try:
            update_graph()
            pygame.display.flip() # test alas
        except:
            print "erreur"
            pass
        return 7
    if dummy=='8':
        print "enter the backgroud color for graph
present=",background_graph
        xx=int(raw_input("value between 0 (black) and 255 (white)"))
        background_graph=[xx,xx,xx]
        update_graph()
        print "ok"
        return 8
    if dummy=='10':
        # start downloading
        data_=[]

        return 10
    if dummy=='9':
        print "present window width ",largeur_win
        largeur_win=int(raw_input(" enter new width "))
        print " present window height ",hauteur_win
        hauteur_win=int(raw_input(" Enter new height "))
        try:
            prepare_graph()
            update_graph()
        except:
            print "erreur"
            pass
        return 9

    if dummy=='11':
        total_download_rs232()

        save_data()
        #affiche='Parameter:'+ 'Records:'
        #prepare_graph()
        #affiche='Parameters:'+str(number_of_parameter)+'    Number
Records:'+str(record_number)
        #pygame.display.set_caption(affiche)
        #graphe_tout()
        #pygame.display.flip()
        #et_command()
        return 11
    if dummy=='12':
        total_download_rs232_flowmeter()

        prepare_graph()
        affiche='Parameters:'+str(number_of_parameter)+'    Number
Records:'+str(record_number)

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        pygame.display.set_caption(affiche)
        graphe_tout()
        pygame.display.flip()
        return 12
    return -1

def save_data():
    descr=Selector.asksaveasfilename(title='Fichier contenant
les donnee',defaultextension=" *.dat")
    print "nom fichier ",descr
    print "number of record:",record_number
    print "number of parameters ",number_of_parameter
    #print data_[0],"",data_[1],"",data_[2],"",data_[3]
    #zz=raw_input(" suite enter ")
    ii=0
    try:
        file=open(descr,'w+')
        while ii<len(data_):
            jj=0
            while jj<number_of_parameter:
                print >>file,(data_[ii+jj]+","),

                jj=jj+1
            print >> file

            ii=ii+number_of_parameter
        file.close()
        print "download is done "
    except:
        print "erreur"
        dummy=raw_input("return ")
        pass

#-----
def update_graph():
    screen.fill(background_graph)
    font = pygame.font.Font(None, 25)
    text = font.render(affiche,True,black)
    # Put the image of the text on the screen at 60*3
    screen.blit(text, [60,1])
    graphe_tout()
    pygame.display.flip()
    return

# -----
#-----
def download_one_record_rs232_flowmeter():
    # load data_[] with the various parameters
    global data_,record_number,val,number_of_parameter,affiche
    global done
    global total_time,total_volume
    global v
    # structure *,t1 ended with CR,NL
    global ser

c='a'

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```

while c!='*': # attente  caract *
    c=ser.read()
    print c,
    if c=='v': # detecte valeur volume decompression
        print"v detecte"
        lu=ser.readline()
        lu=lu.strip(',')
        v=int(lu)

    if c==end_of_download:
        print" End of data "
        ser.close()

        return -1

lu=ser.readline()

#print "lu ser.readline", lu
lu=lu.strip() #strip RC et NL
lu=lu.strip(',')
#print "lu apres strip",lu
val=lu.split(",")
#print "apres val=lu.split",val
x=int(val[0])
#print "int(val)=", x

total_time=total_time+x
debit=(3600*v/x)/10 # debit en Ncm3/h
total_volume=total_volume+v/10 # volume total en Ncm3
number_of_parameter=3
record_number=record_number+1
print record_number,":",
print "Temps:",total_time,"(sec)  Debit:",debit," (Ncm3/h)  Volu
degaze:",total_volume," (Ncm3)"
data_.append(total_time)
data_.append(debit)
data_.append(total_volume)
#print data_
#variable_names=('temps(sec)=',' debit=',' volume')
return record_number

#-----
def total_download_rs232_flowmeter():
    global total_time,total_volume
    total_time=0
    total_volume=0
    dummy=0
    open_serial()
    while download_one_record_rs232_flowmeter()!=-1:
        dummy=dummy
    ser.close()
    #prepare_graph()
    #graphe_tout()
    #pygame.display.flip()

    return

```

```

#-----
def total_download_rs232():
    dummy=0
    open_serial()
    while download_one_record_rs232() != -1:
        dummy=dummy+1
    ser.close()
    #prepare_graph()
    #graphe_tout()
    #pygame.display.flip()

    return

#-----
def download_one_record_rs232():
    # load data_[] with the various parameters
    global data_, record_number, val, number_of_parameter, affiche
    global done
    # structure *,x1,y1,y2,.....ended with CR,NL
    global ser
    c='a'
    while c!='*': # attente carac *
        c=ser.read()
        print c,
        if c==end_of_download:
            print " End of data "
            ser.close()

            return -1

    lu=ser.readline()

    #print "lu ser.readline", lu
    lu=lu.strip() #strip RC et NL
    lu=lu.strip(',')
    #print "lu apres strip",lu
    val=lu.split(",")
    #print "apres lu.split",val
    number_of_parameter=len(val)
    #print "nombre de parametre",len(val)
    record_number=record_number+1
    print record_number,":",
    #print val
    ii=0
    variable_names=('X=', ' y1=', ' y2=', ' y3=', ' y4=', ' y5=')

    for item in val:
        print variable_names[ii],val[ii],
        data_.append(item)
        ii=ii+1

    print ""

    return record_number

#-----
def listen_rs232():

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# return 0 if nothing read or number_of_parameter
# load data_[] with the various parameters
global data_,record_number,val,number_of_parameter,affiche
global done
# structure *,x1,y1,y2,.....ended with CR,NL
if ser.isOpen()==False:
    return 0
if ser.inWaiting()==0:
    return 0

c='a'
while ser.inWaiting()>=0 and c!='*': # attente  caract *
    c=ser.read()
    print c,
    if c==end_of_download:
        print" End of data "
        ser.close()
        rs232_open=False
        get_command()
        return 0

lu=ser.readline()

#print "lu ser.readline", lu
lu=lu.strip() #strip RC et NL
lu=lu.strip(',')
#print "lu apres strip",lu
val=lu.split(",")
#print "apres lu.split",val
number_of_parameter=len(val)
#print "nombre de paramametre",len(val)
record_number=record_number+1
print record_number,":",
#print val
ii=0
variable_names=('X=', ' y1=', ' y2=', ' y3=', ' y4=', ' y5=')

for item in val:
    print variable_names[ii],val[ii],
    data_.append(item)
    ii=ii+1

print ""

#print data_x

# Select the font to use. Default font, 25 pt size.
font = pygame.font.Font(None, 25)

# Render the text. "True" means anti-aliased text.
# Black is the color. This creates an image of the
# letters, but does not put it on the screen
affiche=' ' # 'X='+val[0]+' y1='+val[1]
ii=0
for item in val:
    affiche=affiche+variable_names[ii]+val[ii]
    ii=ii+1

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#affiche='X='+val[0]+' y1='+val[1]
text = font.render(affiche,True,black)
# Put the image of the text on the screen at 60*1
screen.blit(text, [60,1])
return number_of_parameter

#-----
def prepare_graph():
    global screen ,largeur_win,hauteur_win
    pygame.init()
    size = [largeur_win,hauteur_win]
    screen = pygame.display.set_mode(size)
    screen.fill(background_graph)

#-----PROGRAMME PRINCIPAL-----
-----

encore=True
while encore==True:
    c=get_command()
    #print "val de c =",c
    if c==10:
        encore=False
# --- zone de telechargement -----
prepare_graph()
pygame.display.set_caption("Type Esc key for menu ")
open_serial()
#Loop until the user clicks the close button.
done = False
clock = pygame.time.Clock()

while done == False:

    # This limits the while loop to a max of 10 times per second.
    # Leave this out and we will use all CPU we can.
    #clock.tick(1)

    for event in pygame.event.get(): # User did something
        if event.type == pygame.QUIT: # If user clicked close
            done=True # Flag that we are done so we exit this loop
        if event.type== pygame.KEYDOWN and event.key == pygame.K_ESCAPE:
#escape K
            #ser.flush()
            #ser.close()
            get_command()
            open_serial()
            ser.flush()

# Clear the screen and set the screen background

screen.fill(background_graph)

if rs232_open==True:
    if listen_rs232(>0):
        graphe_tout()
        pygame.display.flip()

# Be IDLE friendly
pygame.quit()
ser.close()

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