

Farvesensortest

I dette dokument findes resultaterne af den farvesensortest, der er udført for at kalibrere farvesensorerne på de forskellige robotter. De er opgivet i følgende form:

$$\text{colorMap}[X][Y] = \text{Color}(R, G, B, C, \text{NIU}, \text{NIU})$$

X = X Koordinat på banen

Y = Y Koordinat på banen

R = Red (Mængden af rødt lys, der reflekteres)

G = Green (Mængden af grønt lys, der reflekteres)

B = Blue (Mængden af blå lys, der reflekteres)

C = Clear (Den totale mængde af lys, der reflekteres)

NIU = NOT IN USE

Arduino 0

```
colorMap[0][0] = Color (108,35,30,169,0,0);
colorMap[1][0] = Color (342,394,227,511,4,0);
colorMap[2][0] = Color (273,149,60,511,2,0);
colorMap[3][0] = Color (277,199,152,511,3,0);
colorMap[4][0] = Color (163,38,42,272,4,0);

colorMap[0][1] = Color (141,49,41,245,0,1);
colorMap[1][1] = Color (240,113,49,420,1,1);
colorMap[2][1] = Color (298,237,87,511,2,1);
colorMap[3][1] = Color (230,155,126,511,3,1);
colorMap[4][1] = Color (319,306,218,511,4,1);

colorMap[0][2] = Color (315,280,83,511,0,2);
colorMap[1][2] = Color (200,218,182,511,3,2);
colorMap[2][2] = Color (330,365,160,511,2,2);
colorMap[3][2] = Color (318,310,108,511,1,2);
colorMap[4][2] = Color (260,280,222,511,4,2);
```

```
colorMap[0][3] = Color (123,208,71,449,0,3);
colorMap[1][3] = Color (160,275,129,511,1,3);
colorMap[2][3] = Color (200,320,190,511,2,3);
colorMap[3][3] = Color (185,290,210,511,3,3);
colorMap[4][3] = Color (91,105,113,333,4,3);

colorMap[0][4] = Color (31,55,29,127,0,4);
colorMap[1][4] = Color (93,191,91,417,1,4);
colorMap[2][4] = Color (213,310,169,511,2,4);
colorMap[3][4] = Color (87,200,170,511,3,4);
colorMap[4][4] = Color (53,144,137,373,4,4);

colorMap[0][5] = Color (55,41,24,128,0,5);
colorMap[1][5] = Color (49,103,47,221,1,5);
colorMap[2][5] = Color (157,268,216,511,2,5);
colorMap[3][5] = Color (121,251,204,511,3,5);
colorMap[4][5] = Color (45,114,125,314,4,5);

colorMap[0][6] = Color (37,73,90,218,5,4);
colorMap[1][6] = Color (84,70,86,250,5,3);
colorMap[2][6] = Color (197,234,146,511,5,2);
colorMap[3][6] = Color (163,203,132,511,5,1);
colorMap[4][6] = Color (324,382,263,511,5,0);
```

Arduino 1

```
colorMap[0][0]= Color (108,35,30,169,0,0);
colorMap[1][0]= Color (342,394,227,511,4,0);
colorMap[2][0]= Color (273,149,60,511,2,0);
colorMap[3][0]= Color (277,199,152,511,3,0);
colorMap[4][0]= Color (165,57,42,272,1,0);

colorMap[0][1]= Color (153,49,41,245,0,1);
colorMap[1][1]= Color (263,113,49,449,1,1);
colorMap[2][1]= Color (298,237,87,511,2,1);
colorMap[3][1]= Color (247,162,126,511,3,1);
colorMap[4][1]= Color (319,306,218,511,4,1);

colorMap[0][2]= Color (336,298,83,511,0,2);
colorMap[1][2]= Color (200,218,182,511,3,2);
colorMap[2][2]= Color (345,376,160,511,2,2);
colorMap[3][2]= Color (318,310,108,511,1,2);
colorMap[4][2]= Color (262,295,222,511,4,2);
```

```
colorMap[0][3]= Color (123,208,71,449,0,3);
colorMap[1][3]= Color (160,275,129,511,1,3);
colorMap[2][3]= Color (215,336,195,511,2,3);
colorMap[3][3]= Color (190,303,216,511,3,3);
colorMap[4][3]= Color (91,105,113,333,4,3);
```

```
colorMap[0][4]= Color (31,55,29,127,0,4);
colorMap[1][4]= Color (93,191,91,417,1,4);
colorMap[2][4]= Color (222,320,169,511,2,4);
colorMap[3][4]= Color (87,200,170,511,3,4);
colorMap[4][4]= Color (53,144,137,373,4,4);
```

```
colorMap[0][5]= Color (55,41,24,128,0,5);
colorMap[1][5]= Color (49,103,47,221,1,5);
colorMap[2][5]= Color (172,291,216,511,2,5);
colorMap[3][5]= Color (121,251,204,511,3,5);
colorMap[4][5]= Color (45,114,125,314,4,5);
```

```
colorMap[0][6]= Color (37,73,90,218,5,4);
colorMap[1][6]= Color (84,70,86,250,5,3);
colorMap[2][6]= Color (197,234,146,511,5,2);
colorMap[3][6]= Color (163,203,132,511,5,1);
colorMap[4][6]= Color (324,382,263,511,5,0);
```

Arduino 2

```
colorMap[0][0]= Color (108,35,30,169,0,0);
colorMap[1][0]= Color (350,394,227,511,1,0);
colorMap[2][0]= Color (273,149,60,511,2,0);
colorMap[3][0]= Color (277,199,152,511,3,0);
colorMap[4][0]= Color (165,57,42,272,4,0);
```

```
colorMap[0][1]= Color (153,49,41,245,0,1);
colorMap[1][1]= Color (263,113,49,449,1,1);
colorMap[2][1]= Color (309,239,95,511,2,1);
colorMap[3][1]= Color (247,162,126,511,3,1);
colorMap[4][1]= Color (330,306,230,511,4,1);
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```
colorMap[0][2]= Color (336,298,83,511,0,2);
colorMap[1][2]= Color (219,224,198,511,3,2);
colorMap[2][2]= Color (354,376,170,511,2,2);
colorMap[3][2]= Color (335,310,108,511,1,2);
colorMap[4][2]= Color (255,282,222,511,4,2);
```

```
colorMap[0][3]= Color (123,208,71,449,0,3);
colorMap[1][3]= Color (165,265,129,511,1,3);
colorMap[2][3]= Color (215,336,200,511,2,3);
colorMap[3][3]= Color (190,303,216,511,3,3);
colorMap[4][3]= Color (91,105,113,333,4,3);
```

```
colorMap[0][4]= Color (31,55,29,127,0,4);
colorMap[1][4]= Color (93,191,91,417,1,4);
colorMap[2][4]= Color (222,320,169,511,2,4);
colorMap[3][4]= Color (87,200,170,511,3,4);
colorMap[4][4]= Color (53,144,137,373,4,4);
```

```
colorMap[0][5]= Color (55,41,24,128,0,5);
colorMap[1][5]= Color (49,103,47,221,1,5);
colorMap[2][5]= Color (172,291,216,511,2,5);
colorMap[3][5]= Color (121,251,204,511,3,5);
colorMap[4][5]= Color (45,114,125,314,4,5);
```

```
colorMap[0][6]= Color (37,73,90,218,5,4);
colorMap[1][6]= Color (84,70,86,250,5,3);
colorMap[2][6]= Color (197,220,146,511,5,2);
colorMap[3][6]= Color (163,195,132,511,5,1);
colorMap[4][6]= Color (324,382,263,511,5,0);
```