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# **Darth-Vader-RPi**

***Release 0.1.0a0.dev1***

**Raul C.**

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**Darth-Vader-RPi** (0.1.0a0.dev1) is a Python-based Raspberry Pi project about activating a Darth Vader action figure by turning on LEDs on his suit and lightsaber, and by playing sounds such as some of his famous quotes. See the [README](#) for more info about the project.



## README

**Darth-Vader-RPi** (0.1.0a0.dev1) is a Python-based Raspberry Pi (RPi) project about activating a Darth Vader action figure by turning on LEDs on his suit and lightsaber, and by playing sounds such as some of his famous quotes.

**Important:** If you don't have an RPi, don't worry. You can still *test the script on your own computer* because the `darth_vader_rpi` package uses the [SimulRPi](#) library to simulate I/O devices connected to an RPi such as LEDs and push buttons by blinking red dots in the terminal and playing sounds when a keyboard key is pressed. Almost like testing with a real RPi!

**Disclaimer:** I also wrote the [SimulRPi](#) library

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## 1.1 Introduction

The Darth Vader action figure is 11.5 inches tall (which is [this one from Hasbro](#)) and was modified to make it more lifelike by illuminating the lightsaber, chest control box, and belt. 3 push buttons are connected to an RPi and control the following sounds and LEDs:

1. Some of his famous quotes
2. The *Imperial march* theme song
3. The lightsaber drawing, hum and retraction sounds
4. The lightsaber illumination (3 LEDs)

His iconic breathing sound plays in the background almost as soon as the RPi is run with the `start_dv` script.

## 1.2 Connection diagram

Here's how the various LEDs and push buttons are connected to the Raspberry Pi:

- The lightsaber is illuminated by 3 LEDs connected in parallel.
- The *Top*, *Middle*, and *Bottom* LEDs illuminate the slots in Darth Vader's chest control box. They blink in a specific sequence [as specified in the configuration file](#).
- When the *Lightsaber button* is first pressed, it produces the drawing sound, illuminates the sword, and a hum sound persists until the *Lightsaber button* is turned off. If the button is pressed again, it produces the sound of retracting the lightsaber and turns it off.

**NOTE:** the *Lightsaber button* can be pressed while the *Song button* or the *Quotes button* is playing audio since they use different audio channels.

- The *Song button* plays the [Imperial March song by Jacob Townsend](#).
- The *Quotes button* plays famous Darth Vader quotes when pressed. For testing purposes, the `darth_vader_rpi` package comes with two movie lines:
  - “I am your father” ([YouTube](#))
  - “Nooooo” ([YouTube](#)): it is also used for the [closing sound](#) when the `start_dv` script exits

However, you could [add more quotes](#) if you want.

## 1.3 Dependencies

- **Platforms:** Linux, macOS
- **Python:** 3.5, 3.6, 3.7, 3.8
- **Packages**
  - `dv_sounds`  $\geq 0.1.0a0$ : for retrieving the sound files (quotes, songs, and sound effects)
    - \* **Ref:** [dv\\_sounds](#)
  - `pygame`  $\geq 1.9.3$ : for playing sounds
    - \* **Ref:** [pygame](#)



- `pynput` >=1.6.8: needed by `SimulRPi` for monitoring the keyboard when simulating push buttons with keyboard keys, i.e. when running the `start_dv` script in simulation mode
  - \* **Ref:** `pynput`
- `SimulRPi` >=0.1.0a0: for partly faking `RPI.GPIO` and simulating I/O devices connected to an RPi such as LEDs and push buttons in case that you don't have access to an RPi
  - \* **Ref:** `SimulRPi`

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**Important:** At the time of this writing (2020-08-28), I couldn't install `pygame` 1.9.6 (the latest stable release) with Python 3.5 and 3.8, on macOS. However, the latest pre-release development version (2.0.0.dev10) worked well with Python 3.5 and 3.8, on macOS.

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## 1.4 Installation instructions

1. It is highly recommended to install `darth_vader_rpi` in a virtual environment using for example `venv` or `conda`.
2. Make sure to update `pip`:

```
$ pip install --upgrade pip
```

3. Install the package `darth_vader_rpi` (released version **0.1.0a0**) with `pip`:

```
$ pip install git+https://github.com/raul23/Darth-Vader-RPi@v0.1.0a0#egg=Darth-
↳Vader-RPi
```

It will install the dependencies if they are not already found in your system.

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**Important:** Make sure that `pip` is working with the correct Python version. It might be the case that `pip` is using Python 2.x You can find what Python version `pip` uses with the following:

```
$ pip -V
```

If `pip` is working with the wrong Python version, then try to use `pip3` which works with Python 3.x

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**Note:** To install the **bleeding-edge version** (0.1.0a0.dev1) of the `darth_vader_rpi` package:

```
$ pip install git+https://github.com/raul23/Darth-Vader-RPi#egg=Darth-Vader-RPi
```

However, this latest version is not as stable as the released version but you get the latest features being implemented.

---

### Warning message

If you get the warning message from `pip` that the `start_dv` script is not defined in your `PATH`:

```
WARNING: The script start_dv is installed in '/home/pi/.local/bin' which is not on
↳PATH.
```

Add the directory mentioned in the warning to your `PATH` by editing your configuration file (e.g. `.bashrc`). See this [article](#) on how to set `PATH` on Linux and macOS.

### Test installation

1. Test your installation by importing `darth_vader_rpi` and printing its version:

```
$ python -c "import darth_vader_rpi; print(darth_vader_rpi.__version__)"
```

2. You can also test that the dependencies were installed correctly:

```
$ python -c "import dv_sounds, pygame, pynput, SimulRPi"
```

## 1.5 Usage

### 1.5.1 Script `start_dv`

Once the `darth_vader_rpi` package is *installed*, you should have access to the `start_dv` script which turns on LEDs and plays sound effects on a Raspberry Pi (RPi).

Run the script on your **RPi** with *default values* for the GPIO channels and other settings:

```
$ start_dv
```

If you want to test the script on your **computer** (use the `-s` flag for simulation):

```
$ start_dv -s
```

---

**Note:** Both previous commands will use the default values from the *configuration file* (e.g GPIO channel numbers, channel volume).

Check *Change default settings* on how to modify these values.

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**Important:** In order to stop the `start_dv` script at any moment, press `ctrl + c`.

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### List of options

To display the script's list of options and their descriptions:

```
$ start_dv -h
```

<b>--version</b>	show program's version number and exit
<b>-q, --quiet</b>	Enable quiet mode, i.e. nothing will be printed. (default: False)
<b>-s, --simulation</b>	Enable simulation mode, i.e. <code>SimulRPi.GPIO</code> will be used for simulating <code>RPi.GPIO</code> . (default: False)
<b>-v, --verbose</b>	Print various debugging information, e.g. print traceback when there is an exception. (default: False)

Edit a configuration file:

**-e `cfg_name`, --edit `cfg_name`** Edit a configuration file. Provide **log\_cfg** for the logging config file or **cfg** for the main config file. (default: None)

**-a APP, --app-name APP** Name of the application to use for editing the file. If no name is given, then the default application for opening this type of file will be used. (default: None)

## 1.5.2 Simulating on your computer

If you don't have access to a Raspberry Pi (RPi) and want to try out the `start_dv` script, you can run it with the `-s` flag. It will make use of the `SimulRPi` library to simulate LEDs and push buttons connected to an RPi by blinking red dots in the terminal and monitoring pressed keyboard keys:

```
$ start_dv -s
```

**NOTE:** the last command makes use of default values. See [Change default settings](#) on how to change these values.

Here's how the keyboard keys are related **by default** to push buttons connected to an RPi:

- `cmd_l` —> lightsaber button
- `alt_l` —> song button
- `alt_r` —> quotes button

Check [Change keymap](#) if you want to change this default key-to-channel mapping.

Here is a video of what it looks like in a terminal when running the `start_dv` script on a computer instead of an RPi:

## 1.6 How to uninstall

To uninstall **only** the package `darth_vader_rpi`:

```
$ pip uninstall darth_vader_rpi
```

To uninstall the package `darth_vader_rpi` and its dependencies:

```
$ pip uninstall darth_vader_rpi dv_sounds pygame pynput simulrpi
```

You can exclude from the previous command-line those dependencies that you don't want to uninstall.

**Note:** When uninstalling the `darth_vader_rpi` package, you might be informed that the configuration files `logging_cfg.json` and `main_cfg.json` won't be removed by `pip`. You can remove those files manually by noting their paths returned by `pip`. Or you can leave them so your saved settings can be re-used the next time you re-install the package.

**Example:**

```
$ pip uninstall darth-vader-rpi
Found existing installation: Darth-Vader-RPi 0.1.0a0
Uninstalling Darth-Vader-RPi-0.1.0a0:
  Would remove:
    /Users/test/miniconda3/envs/rpi_py37/bin/start_dv
    /Users/test/miniconda3/envs/rpi_py37/lib/python3.7/site-packages/Darth_Vader_RPi-
    ↪0.1.0a0.dist-info/*
    /Users/test/miniconda3/envs/rpi_py37/lib/python3.7/site-packages/darth_vader_rpi/*
  Would not remove (might be manually added):
    /Users/test/miniconda3/envs/rpi_py37/lib/python3.7/site-packages/darth_vader_rpi/
    ↪configs/logging_cfg.json
```

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```
/Users/test/miniconda3/envs/rpi_py37/lib/python3.7/site-packages/darth_vader_rpi/  
↪ configs/main_cfg.json  
$ rm -r /Users/test/miniconda3/envs/rpi_py37/lib/python3.7/site-packages/darth_vader_  
↪ rpi
```

---

## 1.7 Credits

### 1.7.1 Sounds

- **Darth Vader quotes:**
  - “I am your father” (YouTube)
  - “Nooooo” (YouTube)
- **Music:**
  - Imperial March song by Jacob Townsend is licensed under a Creative Commons (CC BY-NC-SA 3.0) License

**NOTE:** The original song file was reduced under 1 MB by removing the first 7 seconds (no sound) and the last 2 minutes and 24 seconds.
- **Sound effects:**
  - Darth Vader breathing sound (YouTube)
  - Darth Vader’s lightsaber sound effect (YouTube)
  - Darth Vader’s lightsaber retraction sound effect (YouTube)

### 1.7.2 Others

- **Schematic:**
  - [Scheme-it](#) from *Digi-Key Electronics* is an online schematic and diagramming tool that allows anyone to design and share electronic circuit diagrams.
- **Slot LEDs sequences:**
  - [Empire Strikes Back chest box light sequence](#) (YouTube)

## 1.8 Resources

- [Darth-Vader-RPi GitHub](#): source code

## 1.9 References

- `dv_sounds`: a package for downloading the various sounds needed for the `Darth-Vader-RPi` project, e.g. lightsaber sound effects.
- `pygame`: a Python library to write multimedia software, such as games, built on top of the SDL library.
- `RPI.GPIO`: a module to control RPi GPIO channels.
- `SimulRPi`: a package that partly fakes `RPi.GPIO` and simulates some I/O devices on a Raspberry Pi. It makes use of the `pynput` library for monitoring the keyboard for any pressed key.



## THE MAIN CONFIGURATION FILE

The default settings used by the `start_dv` script are found in the [main configuration file](#). It is referred to as *main* because there is another config file you could edit, the [logging configuration file](#).

The *main* configuration file can be edited with the following command:

```
$ start_dv -e cfg
```

The logging configuration file could be instead edited with the `-e log_cfg` command-line option.

The previous command will open the configuration file with the default text editor that is associated with JSON files as specified in your system, e.g. *atom* on macOS or *vim* on Linux.

If you want to use another text editor you can specify it with the `-a APP` command-line option:

```
$ start_dv -e cfg -a TextEdit
```

In what follows, you will find an explanation for each setting found in the [main configuration file](#), presented in alphabetic order.

---

**Important:** Some of the settings (*quiet*, *simulation*, and *verbose*) in the configuration file can be also set through the script's command-line arguments. The command-line arguments override the settings found in the configuration file.

---

**See also:**

The script [start\\_dv](#)

### 2.1 audio\_channels

Three audio channels are used for this project:

- **channel 0:** used for Darth Vader's breathing sound which plays in the background almost as soon as the `start_dv` script runs. Its volume is set by default at 0.2 since we don't want to overwhelm the other sounds playing in the other audio channels
- **channel 1:** used for playing the *Imperial March* song and all Darth Vader quotes. Its volume is set by default at 1.0
- **channel 2:** used for playing the lightsaber sound effects and the closing sound. Its volume is set by default at 1.0

The setting [audio\\_channels](#) in the configuration file defines these three audio channels with their default volume.

**Listing 1: Audio channels and their default volume**

```
"audio_channels": [  
  {  
    "channel_id": 0,  
    "channel_name": "breathing_sound",  
    "volume": 0.2  
  },  
  {  
    "channel_id": 1,  
    "channel_name": "song_and_quotes",  
    "volume": 1.0  
  },  
  {  
    "channel_id": 2,  
    "channel_name": "lightsaber_and_closing_sounds",  
    "volume": 1.0  
  }  
],
```

The Python package `pygame` is used for playing the various sounds used in this project.

---

**Note:**

- Volume takes values in the range 0.0 to 1.0 (inclusive).
- If value < 0.0, the volume will not be changed
- If value > 1.0, the volume will be set to 1.0

As per the [pygame documentation](#).

---

## 2.2 default\_led\_symbols

The setting `default_led_symbols` in the configuration file defines the default LED symbols used by **all** output channels. A LED symbol is used for each output state (*ON* and *OFF*).

By **default**, the symbols used for representing LEDs in the terminal are the following:

```
"default_led_symbols": {  
  "ON": " ",  
  "OFF": " "  
},
```

**See also:**

[Change LED symbols](#)



## 2.3 gpio\_channels

The setting `gpio_channels` in the configuration file defines the GPIO pins connected to LEDs and push buttons.

GPIO channels for the following I/O devices are defined:

- **Lightsaber button:** it controls the LEDs and sound effects for the lightsaber
- **Song button:** when pressed it plays the *Imperial March* song
- **Quotes button:** when pressed it plays one of Darth Vader quotes
- **Slot LEDs:** they consist of three LEDs referred to as *Top*, *Middle*, and *Bottom* LEDs and are found on Darth Vader's chest control box
- **Lightsaber LEDs:** when the lightsaber button is pressed, these LEDs are turned ON/OFF

**NOTE:** on the Darth Vader's figurine, three LEDs are used to turn on the lightsaber as explained in the [Connection diagram](#). However, when simulating the Raspberry Pi with `SimulRPi`, only one LED is shown in the terminal

`gpio_channels` lists GPIO channel objects with the following properties:

- `channel_id`: this property should **not be modified** because it is used to uniquely identify the GPIO channels
- `channel_name`: it will be displayed in the terminal along with the LED symbol. By default, the channel number is displayed if `channel_name` is the empty string, i.e. `channel_name = ""`
- `channel_number`: it identifies the GPIO pin based on the numbering system you have specified (*BOARD* or *BCM*)
- `key`: it is only defined for button objects. It specifies the mapping between a keyboard key and a push button so you can simulate push buttons with your keyboard

Listing 2: **Example:** changing keymap for the Song button

```
{
  "channel_id": "song_button",
  "channel_name": "song_button",
  "channel_number": 24,
  "key": "shift_r"
}
```

- `led_symbols`: it is only defined for LED objects. It is a dictionary defining the symbols to be used when the LED is turned ON and OFF. If not found for a LED object, then the *default LED symbols* will be used

Listing 3: **Example:** changing the default LED symbols for the lightsaber LEDs

```
{
  "channel_id": "lightsaber_led",
  "channel_name": "lightsaber",
  "channel_number": 22,
  "led_symbols": {
    "ON": "\\033[1;31;48m(0)\\033[1;37;0m",
    "OFF": "(0) "
  }
}
```

Let's take a look at two GPIO channels found in the configuration file:

Listing 4: **Example:** GPIO channels for the lightsaber button and LEDs

```
"gpio_channels": [  
  {  
    "channel_id": "lightsaber_button",  
    "channel_name": "lightsaber_button",  
    "channel_number": 23,  
    "key": "cmd"  
  },  
  {  
    "channel_id": "lightsaber_led",  
    "channel_name": "lightsaber",  
    "channel_number": 22  
  }  
]
```

Thus, in this example, you have a push button connected to the GPIO pin 23 (based on the BCM mode), controlling the lightsaber by turning it ON/OFF and producing the lightsaber sound effects (drawing, retraction, and hum sounds). Also, the keyboard key `cmd` simulates the lightsaber push button when running the `start_dv` script on your computer.

Finally, the lightsaber LEDs are connected to GPIO pin 22 (BCM) and are turned ON/OFF when the corresponding push button (or `cmd` key) is pressed.

**See also:**

- [Change GPIO channel name and number](#)
- [Change keymap](#)
- [Change LED symbols](#)

## 2.4 mode

The setting `mode` in the configuration file defines the numbering system (*BOARD* or *BCM*) used to identify the GPIO channels. By default, *BCM* is used.

As per the [RPi.GPIO documentation](#):

**BOARD** refers to the pin numbers on the P1 header of the Raspberry Pi board. The advantage of using this numbering system is that your hardware will always work, regardless of the board revision of the RPi. You will not need to rewire your connector or change your code.

**BCM** is a lower level way of working - it refers to the channel numbers on the Broadcom SOC. You have to always work with a diagram of which channel number goes to which pin on the RPi board. Your script could break between revisions of Raspberry Pi boards.

## 2.5 quiet

The setting `quiet` in the configuration file is a flag (set to *false* by default) that allows you to run the `start_dv` script without printing anything on the terminal, not even the LED symbols when running the simulation nor the exceptions are printed.

However, you will still be able to hear sounds and interact with the push buttons or keyboard.

Listing 5: The setting `quiet` set to *false* by default

```
{
  "quiet": false,
  "simulation": false,
  "verbose": false,
  "mode": "BCM"
}
```

This flag can also be set directly through the script's `-q` command-line option:

```
$ start_dv -q
```

### See also:

Script's list of options

## 2.6 quotes

The setting `quotes` in the configuration file defines all the Darth Vader's quotes used for this project.

By default, two movie lines are included:

- "I am your father"
- "Nooooo"

Each quote is represented in the configuration file as objects having the following properties:

- `id`: unique identifier
- `name`: it will be displayed in the terminal
- `filename`: it is relative to the directory *sounds\_directory*
- `audio_channel_id`: all quotes should be played in **channel 1** as explained in *audio\_channels*

Listing 6: **Example:** two Darth Vader quotes

```
"quotes": [
  {
    "id": "dont_make_me_destroy_you",
    "name": "Don't make me destroy you",
    "filename": "quote_dont_make_me_destroy_you.ogg",
    "audio_channel_id": 1
  },
  {
    "id": "give_yourself_to_the_dark_side",
    "name": "Give yourself to the dark side",
    "filename": "quote_give_yourself_to_the_dark_side.ogg",
```

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```
"audio_channel_id": 1
}
]
```

---

**Important:** All Darth Vader quotes should be played in **channel 1** as explained in [audio\\_channels](#)

---

**See also:**

- The setting [audio\\_channels](#)
- Add Darth Vader quotes
- Change channel volume
- Change paths to audio files

## 2.7 simulation

The setting [simulation](#) in the configuration file is a flag (set to *false* by default) that allows you to run the `start_dv` script on your computer, instead of a Raspberry Pi (RPi).

The `SimulRPi.GPIO` module is used in order to partly fake `RPi.GPIO` and simulate I/O devices connected to an RPi such as LEDs and push buttons by displaying LED symbols in the terminal and monitoring the keyboard for any pressed key.

This flag can also be set directly through the script's `-s` command-line option:

```
$ start_dv -s
```

---

**Note:** `SimulRPi.GPIO` makes use of the `pynput` package to monitor the keyboard for any pressed key.

---

**See also:**

[Script's list of options](#)

## 2.8 slot\_leds

Three LEDs (labeled as *top*, *middle*, and *top*) illuminate the slots in Darth Vader's chest control box.

The setting [slot\\_leds](#) in the configuration file defines the sequence the slot LEDs should be turned ON/OFF. This sequence corresponds to Darth Vader's physiological state, e.g. if he is in a calm mood the slot LEDs will blink in a different pattern than if he was in action.

`slot_leds` is an object that takes the following properties:

- `delay_between_steps`: delay in seconds between each step in the sequence
- `time_per_step`: time in seconds each step will last
- `sequence`: the type of the sequence which can be either "*action*", "*calm*" or a *custom sequence*. The sequence will keep on repeating until the script exits

Listing 7: **Example:** a `slot_leds` object with the calm sequence

```
"slot_leds":{
  "delay_between_steps": 0.5,
  "time_per_step": 1,
  "sequence": "calm"
},
```

The user can also provide its own sequence by using a list of LED labels {*top*, *middle*, *bottom*} arranged in a sequence specifying the order the slot LEDs should turn ON/OFF.

**Example:** custom slot LEDs sequence

```
"sequence": [
  ["top", "bottom"],
  [],
  ["middle"],
  []
]
```

This simple sequence will turn ON/OFF the slot LEDs in this order:

1. top + bottom LEDs turned ON
2. All LEDs turned OFF
3. middle LED turned ON
4. All LEDs turned OFF

Each step in the sequence will lasts for `time_per_step` seconds and there will be a delay of `delay_between_steps` seconds between each step in the sequence. And the whole sequence will keep on repeating until the script exits.

**Note:** This is how the *action* and *calm* sequences are exactly defined:

Listing 8: **Action sequence**

```
"sequence": [
  ["top", "middle", "bottom"],
  ["top", "bottom"],
  ["top", "middle", "bottom"],
  ["top"],
  [],
  ["top", "middle", "bottom"],
  ["top"],
  ["top", "middle", "bottom"],
  ["middle", "bottom"],
  [],
  ["top", "bottom"],
  ["top", "middle", "bottom"],
  ["top", "bottom"],
  [],
  ["top"],
  []
]
```

Listing 9: **Calm sequence**

```
"sequence": [
  ["middle"],
  ["top"],
  ["middle"],
  ["top"],
  ["middle"],
  ["top"],
  ["top"],
  [],
  ["bottom"],
  []
]
```

---

**Note:** The default sequences of slot LEDs were obtained from this YouTube video: [Empire Strikes Back chest box light sequence](#).

---

**See also:**

[Change slot LEDs sequence](#)

## 2.9 songs

The setting `songs` in the configuration file defines the songs that can be played as part of the project.

At the moment, only the [Imperial March song by Jacob Townsend](#) is supported.

The setting `songs` takes a list of song objects having the following properties:

- `id`: this property should **not be modified** because it is used to uniquely identify the songs
- `name`: the name of the song which will be shown in the terminal
- `filename`: it is relative to the directory [sounds\\_directory](#)
- `audio_channel_id`: all songs should be played in **channel 1** as explained in [audio\\_channels](#)

Listing 10: The **Imperial March** song playing in audio channel #1

```
"songs": [
  {
    "id": "imperial_march_song",
    "name": "Imperial March song",
    "filename": "song_the_imperial_march.ogg",
    "audio_channel_id": 1
  }
],
```

---

**Important:** All songs should be played in **channel 1** as explained in [audio\\_channels](#)

---

**See also:**

- The setting [audio\\_channels](#)

- Change channel volume
- Change paths to audio files

## 2.10 sound\_effects

The setting `sound_effects` in the configuration file defines the following sounds:

- **Breathing sound:** almost as soon as the `start_dv` script runs, Darth Vader's breathing sound starts playing in the background until the script ends
- **Lightsaber drawing sound:** when the lightsaber button is pressed, the drawing sound is played first followed by the hum sound which goes on until the button is pressed again which will produce the retraction sound
- **Lightsaber hum sound:** plays immediately after the lightsaber drawing sound and goes on until the lightsaber button is pressed again
- **Lightsaber retraction sound:** plays when the lightsaber button is pressed while the hum sound is playing
- **Closing sound:** plays after the user presses `ctrl + c` to exit from the script. By default, it is not played at the end

`sound_effects` takes a list of sound objects having the following properties:

- `id`: this property should **not be modified** because it is used to uniquely identify the sound effects
- `name`: it is the name of the sound which will be displayed in the terminal
- `filename`: it is relative to the directory `sounds_directory`
- `audio_channel_id`: the audio channel used for playing the sound. See [audio\\_channels](#) to know what channel is used for each type of sounds
- `mute`: it is only defined for the breathing and closing sounds. If set to `true`, the sound will not be played
- `loops`: only defined for the breathing sound. It is the number of times the sound should be repeated. If set to `-1`, it will be repeated indefinitely

Listing 11: **Example:** two sound effects playing in different audio channels

```
"sound_effects": [
  {
    "id": "breathing_sound",
    "name": "Breathing sound",
    "filename": "darth_vader_breathing.ogg",
    "audio_channel_id": 0,
    "mute": false,
    "loops": -1
  },
  {
    "id": "closing_sound",
    "name": "Nooooo [Closing]",
    "filename": "quote_nooooo.ogg",
    "audio_channel_id": 2,
    "mute": true
  }
]
```

**Important:** The breathing sound should use channel 0, while the other sound effects should use channel 2. Hence, the breathing sound can be heard in the background while a sound effect is also being played (e.g. the drawing sound of the lightsaber). See [audio\\_channels](#).

---

See also:

- The setting [audio\\_channels](#)
- [Change closing sound](#)
- [Change paths to audio files](#)
- [Mute breathing sound](#)

## 2.11 sounds\_directory

The setting `sounds_directory` in the configuration file defines the directory where all the audio files are saved.

By default, `sounds_directory` points to the path where the `dv_sounds` package is installed. `dv_sounds` is used to download the various sounds (e.g. sound effects) needed for the project.

All the audio filenames found in the configuration file are defined relative to `sounds_directory`.

Listing 12: **Example:** Filename for the breathing-sound audio file

```
"sound_effects": [  
  {  
    "id": "breathing_sound",  
    "name": "Breathing sound",  
    "filename": "darth_vader_breathing.ogg",  
    "audio_channel_id": 0,  
    "mute": false,  
    "loops": -1  
  }  
]
```

In this example, the audio file `darth_vader_breathing.ogg` is to be found in the directory `sounds_directory`.

See also:

[Change paths to audio files](#)

## 2.12 verbose

The setting `verbose` in the configuration file is a flag (set to *false* by default) that allows you to run the `start_dv` script by logging to the terminal all messages (logging level is set to `DEBUG` when `verbose` is *true*). Also, when there is an exception, a traceback is printed so you can pinpoint exactly where the error occurred in the code which is not the case when running the script without `verbose` (you only get a one-line error message).

Listing 13: **Example:** running the script **without verbose**

```
ERROR      AttributeError: 'Namespace' object has no attribute 'edits'  
ERROR      Program exited with 1
```



Listing 14: **Example:** running the script with verbose

```
ERROR      'Namespace' object has no attribute 'edits'
Traceback (most recent call last):
  File "start_dv.py", line 795, in main
    if args.edits:
AttributeError: 'Namespace' object has no attribute 'edits'
ERROR      Program exited with 1
```

This flag can also be set directly through the script's `-v` command-line option:

```
$ start_dv -v
```

**See also:**

[Script's list of options](#)



## CHANGE THE DEFAULT SETTINGS

- *Important tips*
- *Add Darth Vader quotes*
- *Change channel volume*
- *Change closing sound*
- *Change GPIO channel name and number*
- *Change keymap*
- *Change LED symbols*
  - *Case 1: change `default_led_symbols`*
  - *Case 2: change `gpio_channels`*
- *Change paths to audio files*
- *Change slot LEDs sequence*
- *Mute breathing sound*
- *Run the script as quiet or verbose*

### 3.1 Important tips

- This is the command to edit the [configuration file](#) with a **default** text editor as defined in your system:

```
$ start_dv -e cfg
```

Or with a **specific** text editor:

```
$ start_dv -e cfg -a APP_NAME
```

where `APP_NAME` is the name of a text editor, e.g. `TextEdit`

- To end the `start_dv` script, press `ctrl + c`
- When adding audio files, don't use `mp3` as the file format. Instead, use `ogg` (compressed) or `wav` (uncompressed). The reason is that `mp3` won't work well with pygame's simultaneous playback capability.

**Reference:** [stackoverflow](#)

## 3.2 Add Darth Vader quotes

If you want to add more Darth Vader quotes, you have to edit the setting `quotes` in the configuration file. Open the configuration file with:

```
$ start_dv -e cfg
```

Each quote is represented in the configuration file as objects having the following properties:

- `id`: unique identifier
- `name`: it will be displayed in the terminal
- `filename`: it is relative to the directory `sounds_directory`
- `audio_channel_id`: all quotes should be played in **channel 1** as explained in `audio_channels`

Add your quote object to the list in `quotes`, like in the following example:

Listing 1: **Example:** adding a new quote

```
"quotes": [  
  {  
    "id": "there_is_no_escape",  
    "name": "There is no escape",  
    "filename": "quote_there_is_no_escape.ogg",  
    "audio_channel_id": 1  
  },  
]
```

See also:

- The setting `audio_channels`
- The setting `quotes`
- *Change channel volume*
- *Change paths to audio files*

## 3.3 Change channel volume

To change the volume for an audio channel, open the configuration file and edit the channel's `volume` found in the setting `audio_channels`:

```
$ start_dv -e cfg
```

Listing 2: **Audio channels and their default volume**

```
"audio_channels": [  
  {  
    "channel_id": 0,  
    "channel_name": "breathing_sound",  
    "volume": 0.2  
  },  
  {  
    "channel_id": 1,  
    "name": "song_and_quotes",  
    "volume": 1.0  
  }  
]
```

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```

    },
    {
      "channel_id": 2,
      "name": "lightsaber_and_closing_sounds",
      "volume": 1.0
    }
  ],

```

What each channel controls:

- **Channel 0** controls Darth Vader’s breathing sound
- **Channel 1** controls the *Imperial March song* and all Darth Vader quotes
- **Channel 2** controls the lightsaber sound effects and the closing sound

**Note:** Volume takes values in the range 0.0 to 1.0 (inclusive). As per the [pygame documentation](#).

#### See also:

The setting `audio_channels`

## 3.4 Change closing sound

When the `start_dv` script is exiting after the user presses `ctrl + c`, a sound is produced. By default, no closing sound is produced and if it were to play, it would be the “Nooooo” quote.

To change the default closing sound, edit the setting `sound_effects` in the configuration file which can be opened with:

```
$ start_dv -e cfg
```

At the end of the list in `sound_effects`, you will find the `closing_sound` object. These are the properties you can modify for this object:

- `name`: it is the name of the sound which will be displayed in the terminal
- `filename`: it is relative to `sounds_directory`
- `mute`: if `true`, nothing will be played at the end of the script. Otherwise, the closing sound will be played when the script is terminating.

Listing 3: **Example:** choosing another closing sound by changing filename

```

"sound_effects": [
  {
    "id": "closing_sound",
    "name": "Bye [Closing]",
    "filename": "bye.ogg",
    "audio_channel_id": 2,
    "mute": false
  },

```

---

**Note:** By default, the closing sound is not played at the end of the `start_dv` script. Set its property `mute` to `true` in order to play the closing sound when the script exits.

---

**See also:**

- The setting `audio_channels`
- The setting `sound_effects`
- *Change channel volume*
- *Change paths to audio files*

## 3.5 Change GPIO channel name and number

The `GPIO channels` are identified in the terminal by their `channel_name` along with their LED symbols. If `channel_name` is not available, then its `channel_number` is shown.

The `channel_number` is the GPIO channel number of a pin used for connecting an I/O device (e.g. LED) and is defined based on the numbering system you have specified (*BOARD* or *BCM*).

To change a GPIO channel's `channel_name` and `channel_number`, open the configuration file with:

```
$ start_dv -e cfg
```

And edit its properties `channel_name` and `channel_number`, like in the following example.

Listing 4: **Example:** changing the `channel_name` and `channel_number` for the bottom LED

```
"gpio_channels": [  
  {  
    "channel_id": "bottom_led",  
    "channel_name": "Bottom LED",  
    "channel_number": 15  
  },  
]
```

---

**Important:** Don't change the property `channel_id` since it is used to uniquely identify the GPIO channels.

---

**See also:**

The setting `gpio_channels`

## 3.6 Change keymap

If you want to change the default keymap used for the three push buttons, edit the setting `gpio_channels` in the configuration file which can be opened with:

```
$ start_dv -e cfg
```

Listing 5: Default keymap used for the three push buttons

```

"gpio_channels": [
  {
    "channel_id": "lightsaber_button",
    "channel_name": "lightsaber_button",
    "channel_number": 23,
    "key": "cmd"
  },
  {
    "channel_id": "song_button",
    "channel_name": "song_button",
    "channel_number": 24,
    "key": "alt"
  },
  {
    "channel_id": "quotes_button",
    "channel_name": "quotes_button",
    "channel_number": 25,
    "key": "alt_r"
  },
]

```

In order to change the default keymap, you will need to change the value for `key` which refers to the name of the keyboard key associated with a given push button.

The names of keyboard keys that you can use are those specified in the [SimulRPi's documentation](#), e.g. `media_play_pause`, `shift`, and `shift_r`.

Listing 6: **Example:** choosing `shift_r` for the *Quotes* button

```

{
  "channel_id": "quotes_button",
  "channel_name": "quotes_button",
  "channel_number": 25,
  "key": "shift_r"
},

```

**Note:** On mac, I recommend using the following keyboard keys because they don't require running the `start_dv` script with `sudo`: `alt`, `alt_r`, `cmd`, `cmd_r`, `ctrl`, `ctrl_r`, `media_play_pause`, `media_volume_down`, `media_volume_mute`, `media_volume_up`, `shift`, and `shift_r`.

**Ref.:** Platform limitations

#### See also:

The setting `gpio_channels`

## 3.7 Change LED symbols

You can either:

1. change the default LED symbols used by **all** output channels, or
2. change the LED symbols for **specific** output channels

### 3.7.1 Case 1: change default\_led\_symbols

To change the default LED symbols used by **all** output channels, edit the setting `default_led_symbols` by opening the configuration file:

```
$ start_dv -e cfg
```

Add your LED symbols for each output state:

```
"default_led_symbols": {  
  "ON": "",  
  "OFF": " "  
},
```

### 3.7.2 Case 2: change gpio\_channels

To change the LED symbols for **specific** output channels, edit the setting `gpio_channels` by opening the configuration file:

```
$ start_dv -e cfg
```

You need to modify the property `led_symbols` for a given LED object defined in `gpio_channels`.

Listing 7: **Example:** changing the symbols for the lightsaber LED

```
"gpio_channels": [  
  {  
    "channel_id": "lightsaber_led",  
    "channel_name": "lightsaber",  
    "channel_number": 22,  
    "led_symbols": {  
      "ON": "\\033[1;31;48m(0)\\033[1;37;0m",  
      "OFF": "(0) "  
    }  
  }  
]
```

---

**Note:** If you omit `led_symbols` as a property for a LED object, the default LED symbols will be used instead.

---

---

**Important:** If you are having problems displaying the default LED symbols when running the `start_dv` script, such as this error:

```
ERROR      UnicodeEncodeError: 'ascii' codec can't encode character '\U0001f6d1' in_  
↪position 2: ordinal not in range(128)
```



Then, you might have your locale settings set incorrectly. Check [Display problems](#) for more info about how to change them properly or other solutions.

**See also:**

- The setting `gpio_channels`
- *Change slot LEDs sequence*

## 3.8 Change paths to audio files

The setting `sounds_directory` in the configuration file defines the directory where all audio files (e.g. quotes) are saved.

Each audio object defined in the settings `quotes`, `songs` and `sound_effects` have a `filename` property that you can modify. The filename for each audio file is defined with respect to the directory `sounds_directory`.

Listing 8: **Example:** filename for the *closing sound*

```
"sound_effects": [
  {
    "id": "closing_sound",
    "filename": "quote_nooooo.ogg",
    "audio_channel_id": 2,
    "mute": false
  },
```

**Important:** Don't change the `id` property for `songs` and `sound_effects` objects because it is used to uniquely identify them.

**See also:**

- The setting `quotes`
- The setting `songs`
- The setting `sound_effects`
- The setting `sounds_directory`

## 3.9 Change slot LEDs sequence

The setting `slot_leds` in the configuration file controls the blinking pattern of the three slot LEDs in Darth Vader's control box.

To change the default sequence, open the configuration file:

```
$ start_dv -e cfg
```

The `slot_leds` object defines the property `sequence` which can take a string value (`'action'` or `'calm'`) or a custom sequence.

The custom sequence consists of a list of LED labels { `'top'`, `'middle'`, `'bottom'` } arranged in a sequence specifying the order the slot LEDs should turn ON/OFF.

Listing 9: **Example:** a `slot_leds` object with the **calm** sequence

```
"slot_leds":{
  "delay_between_steps": 0.5,
  "time_per_step": 1,
  "sequence": "calm"
},
```

Listing 10: **Example:** a `slot_leds` object with a **custom** sequence

```
"slot_leds":{
  "delay_between_steps": 0.5,
  "time_per_step": 1,
  "sequence":[
    ["top", "bottom"],
    [],
    ["middle"],
    []
  ]
},
```

This simple custom sequence will turn ON/OFF the slot LEDs in this order:

1. top + bottom LEDs turned ON
2. All LEDs turned OFF
3. middle LED turned ON
4. All LEDs turned OFF

Each step in the sequence will last for `time_per_step` seconds and there will be a delay of `delay_between_steps` seconds between each step in the sequence. And the whole sequence will keep on repeating until the script exits by pressing `ctrl + c`.

**See also:**

The setting `slot_leds`

## 3.10 Mute breathing sound

To mute Darth Vader's breathing sound which plays almost as soon as the `start_dv` script runs, edit the setting `sound_effects` in the configuration file which can be opened with:

```
$ start_dv -e cfg
```

Set the `breathing_sound` object's `mute` to `false`.

Listing 11: **Example:** Mute the breathing sound

```
"sound_effects": [
  {
    "id": "breathing_sound",
    "name": "Breathing sound",
    "filename": "darth_vader_breathing.ogg",
    "audio_channel_id": 0,
    "mute": false,
    "loops": -1
  }
]
```

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```
}  
]
```

**See also:**

- The setting `sound_effects`
- *Change channel volume*

## 3.11 Run the script as quiet or verbose

To run the `start_dv` script as quiet or verbose, open the configuration file with:

```
$ start_dv -e cfg
```

And set the setting `quiet` or `verbose` to `true`.

When running the `start_dv` script as `verbose`, the logging level is set to `DEBUG`. Thus, all messages will be displayed and when there is an exception, the traceback will be shown.

On the other hand, when running the `start_dv` script as `quiet`, nothing will be printed to the terminal, not even error messages. However, you will still be able to hear sounds and interact with the push buttons or keyboard.

---

**Important:** if `quiet` and `verbose` are both activated at the same time, only `quiet` will have an effect.

---

**See also:**

- The setting `quiet`
- The setting `verbose`



## API REFERENCE

- `darth_vader_rpi.start_dv`
  - *Usage*
- `darth_vader_rpi.darth_vader`
- `darth_vader_rpi.ledutils`
- `darth_vader_rpi.utils`

### 4.1 `darth_vader_rpi.start_dv`

Script to turn on LEDs and play sound effects on a Raspberry Pi (RPI).

The LEDs illuminate a Darth Vader action figure's lightsaber and the three slots in the chest control box. 3 push buttons control the following sounds and LEDs:

1. Some of his famous quotes
2. The Imperial march theme song
3. The lightsaber drawing, hum and retraction sounds
4. The lightsaber illumination (3 LEDs)

His iconic breathing sound plays in the background indefinitely almost as soon as the RPi is run with the script.

The script allows you also to edit the [main config file](#) to setup among other things the RPi's GPIO pins connected to LEDs and push buttons.

By default the [RPi.GPIO](#) module is used, but if the simulation option (`-s`) is used with the `start_dv` script, then the [SimulRPi.GPIO](#) module will be used instead which simulates [RPi.GPIO](#) for those that don't have an RPi to test on.

### 4.1.1 Usage

Once the `darth_vader_rpi` package is installed, you should have access to the `start_dv` script:

```
start_dv [-h] [--version] [-q] [-s] [-v] [-e {log,main}] [-a APP]
```

Run the script on the **RPi** with default values for the GPIO channels and other settings:

```
$ start_dv
```

Run the script on your **computer** using `SimulRPi.GPIO` which simulates `RPi.GPIO`:

```
$ start_dv -s
```

Edit the main config file with `TextEdit` (e.g. on macOS):

```
$ start_dv -e main -a TextEdit
```

Edit the logging config file with a default application (e.g. `atom`):

```
$ start_dv -e log
```

### Notes

More information is available at:

- [Darth-Vader-RPi GitHub](#)
- [SimulRPi GitHub](#)

---

**Note:** In `darth_vader`, `ledutils`, and `start_dv`, the default value for GPIO is `None` and will be eventually set to one of the two modules (`RPi.GPIO` or `SimulRPi.GPIO`) depending on the user's settings.

`RPi.GPIO` provides a class to control the GPIO pins on a Raspberry Pi.

If the *simulation* option (`-s`) is used with the `start_dv` script, the `SimulRPi.GPIO` module will be used instead.

---

`start_dv.edit_config(cfg_type, app=None)`

Edit a configuration file.

The user chooses what type of config file (`cfg_type`) to edit: 'log' for the [logging config file](#) and 'main' for the [main config file](#).

The configuration file can be opened by a user-specified application (`app`) or a default program associated with this type of file (when `app` is `None`).

#### Parameters

- **cfg\_type**(*str*, {'log', 'main'}) – The type of configuration file we want to edit. 'log' refers to the [logging config file](#), and 'main' to the [main config file](#) used to setup the Darth-Vader-RPi project such as specifying the sound effects or the GPIO channels.
- **app**(*str*, optional) – Name of the application to use for opening the config file, e.g. `TextEdit` (the default value is `None` which implies that the default application will be used to open the config file).

**Returns** `retcode` – If there is a [subprocess](#) -related error, the return code is non-zero. Otherwise, it is 0 if the file can be successfully opened with an external program.

**Return type** `int`

`start_dv.main()`

Main entry-point to the script.

According to the user's choice of action, the script might:

- activate a Darth Vader figurine (turn on LEDs and play sound effects)
- edit a configuration file

**Raises** `ValueError` – Raised if an invalid configuration name is given to the command-line argument *edit*.

## Notes

Only one action at a time can be performed.

`start_dv.setup_argparser()`

Setup the argument parser for the command-line script.

The important actions that can be performed with the script are:

- activate a Darth Vader figurine (turn on LEDs and play sound effects)
- edit a configuration file

**Returns** `parser` – Argument parser.

**Return type** `argparse.ArgumentParser`

## 4.2 `darth_vader_rpi.darth_vader`

Module for activating a Darth Vader figurine by turning on LEDs on his suit and playing sounds, all done via a Raspberry Pi (RPi).

The LEDs illuminate Darth Vader's lightsaber and the three slots in the chest control box. 3 push buttons control the following sounds and LEDs:

1. Some of his famous quotes
2. The Imperial march theme song
3. The lightsaber drawing, hum and retraction sounds
4. The lightsaber illumination (3 LEDs)

His iconic breathing sound plays in the background indefinitely almost as soon as the RPi is run with the script.

**class** `darth_vader.DarthVader` (*main\_cfg*)

Bases: `object`

Class for activating a Darth Vader figurine by turning on LEDs on his suit and playing sounds, all done via a Raspberry Pi (RPi).

The *main config file* is used to setup the *start\_dv* script, such as the GPIO pins and the sound files.

**Parameters** `main_cfg` (*dict*) – Dictionary containing the configuration data to setup the *start\_dv* script, such as the GPIO pins and the sound files. See *main config file* for a detailed look into its content.

**Variables** `th_slot_leds` (`start_dv.ExceptionThread`) – Thread responsible for turning on the three slot LEDs in a precise sequence.

Its target function is `ledutils.turn_on_slot_leds()`.

**activate** ()

Activate a Darth Vader figurine by turning on LEDs on his suit and playing sounds, all done via an RPi.

While the method waits for a pressed button, you can exit by pressing `ctr + c`.

**Returns**

**retcode** – If the method is run without any `Exception`, the return code is 0. Otherwise, it is 1.

Also, even if there is an `Exception`, the method will try to clean up before exiting.

**Return type** `int`

**cleanup** (`gpio_channels`)

Clean up any resources such as threads and GPIO channels.

The cleanup consists in the following actions:

- turn off each LED
- stop the thread `th_slot_leds`
- stop each audio channel
- call `RPi.GPIO.cleanup()` which will return all GPIO channels back to inputs with no pull up/down
  - If in simulation mode, `SimulRPi.GPIO.cleanup` is called to stop the threads among other things

**Parameters** `gpio_channels` (`dict`) – Dictionary mapping channel id (`str`) to channel attributes (`dict`). The channel attributes consist in the following:

- `channel_number`
- `channel_name`
- `key`
- `led_symbols`

---

**Note:** These channel attributes are those found in the setting `gpio_channels` from the main configuration file.

---

**class** `darth_vader.ExceptionThread` (`verbose=False, *args, **kwargs`)

Bases: `threading.Thread`

A subclass from `threading.Thread` that defines threads that can catch errors if their target functions raise an exception.

**Parameters**

- **verbose** (`bool`, *optional*) – If `True`, print the traceback when there is an exception. Otherwise, print just a one-line error message, e.g. `KeyError: 'test'`
- **args** (`tuple`, *optional*) – Positional arguments given to the thread's target function.
- **kwargs** (`dict`, *optional*) – Keyword arguments given to the thread's target function.



**Variables** `exc` (`Exception`) – Represents the exception raised by the target function.

## References

- [stackoverflow](#)

### `run()`

Method representing the thread's activity.

Overridden from the base class `threading.Thread`. This method invokes the callable object passed to the object's constructor as the target argument, if any, with sequential and keyword arguments taken from the args and kwargs arguments, respectively.

**It also saves and logs any error that the target function might raise.**

## 4.3 `darth_vader_rpi.ledutils`

Collection of LEDs-related utilities for the *Darth-Vader-RPi* project.

`ledutils.turn_off_led(channel)`

Turn off a LED from a given channel.

**Parameters** `channel` (`int`) – Channel number associated with a LED which will be turned off.

`ledutils.turn_on_led(channel)`

Turn on a LED from a given channel.

**Parameters** `channel` (`int`) – Channel number associated with a LED which will be turned on.

`ledutils.turn_on_slot_leds(top_led, middle_led, bottom_led, leds_sequence='action', delay_between_steps=0.5, time_per_step=0.5)`

A thread's **target function** that turn on/off the three slot LEDs in a precise sequence.

These three LEDs are associated with Darth Vader's three slots located on his chest control box. These LEDs are labeled as *'top'*, *'middle'*, and *'bottom'*, respectively.

The three LEDs are turned on according to a default or custom sequence which repeats itself. The accepted values for `leds_sequence` are *'action'* and *'calm'* which represent Darth Vader's physiological state as a sequence of LEDs blinking in a particular order.

The user can also provide its own `leds_sequence` by using a list of LED labels *{'top', 'middle', 'bottom'}* arranged in a sequence specifying the order the slot LEDs should turn on/off, e.g. `[['top', 'bottom'], [], ['middle'], []]` will turn on/off the slot LEDs in this order:

```
1. top + bottom LEDs turned on
2. All LEDs turned off
3. middle LED turned on
4. All LEDs turned off
```

Each step in the sequence will last for `time_per_step` seconds.

There will be a delay of `delay_between_steps` seconds between each step in the previous example.

The default sequences of slot LEDs were obtained from this [YouTube video](#).

### Parameters

- `top_led` (`int`) – Channel number associated with the *Top* slot LED.
- `middle_led` (`int`) – Channel number associated with the *Middle* slot LED.

- **bottom\_led** (*int*) – Channel number associated with the *Bottom* slot LED.
- **leds\_sequence** (*str or list, optional*) – Sequence of slot LEDs on Darth Vader’s chest box.

If `leds_sequence` is a string, then it takes on one of these values which represent Darth Vader’s physiological state: {‘*action*’, ‘*calm*’}.

If `leds_sequence` is a list, then it must be a list of slot LED labels {‘*top*’, ‘*middle*’, ‘*bottom*’} arranged in a sequence as to specify the order the slot LEDs should turn on/off, e.g. [['*top*', '*bottom*'], [], ['*middle*'], []] will turn on/off the slot LEDs in this order:

```
1. top + bottom LEDs turn on
2. All LEDs turn off
3. middle LED turn on
4. All LEDs turn off
```

- **delay\_between\_steps** (*float, optional*) – Delay in seconds between each step in the sequence. The default value is 0.5 second.
- **time\_per\_step** (*float, optional*) – Time in seconds each step in the sequence will last. The default value is 0.5 second.

---

**Important:** This also affects the time all LEDs will remain turned off if a step in `leds_sequence` is an empty list.

---

---

**Important:** `turn_on_slot_leds()` should be run by a thread and eventually stopped from the main program by setting its `do_run` attribute to *False* to let the thread exit from its target function.

**For example:**

```
th = threading.Thread(target=turn_on_slot_leds,
                      args=(leds_channels))
th.start()

# Your other code ...

# Time to stop thread
th.do_run = False
th.join()
```

---

## 4.4 darth\_vader\_rpi.utils

Collection of utilities for the *Darth-Vader-RPi* project.

**class** `utils.SoundWrapper` (*sound\_id, sound\_name, sound\_filepath, channel\_id, mute=False*)  
Bases: `object`

Class that wraps around `pygame.mixer.Channel` and `pygame.mixer.Sound`.

The `__init__` method takes care of automatically loading the sound file. The sound file can then be played or stopped from the specified channel `channel_id` with the `play()` or `stop()` method, respectively.

**Parameters**

- **sound\_id** (*str*) – A unique identifier.
- **sound\_name** (*str*) – Name of the sound file that will be displayed in the terminal.
- **sound\_filepath** (*str*) – Path to the sound file.
- **channel\_id** (*int*) – Channel id associated with an instance of `pygame.mixer.Channel` for controlling playback. It must take an `int` value starting from 0.
- **mute** (*bool*, *optional*) – If set to *True*, the sound will not be played. The default value is *False*.

---

**Note:** It is a wrapper with a very minimal interface to `pygame.mixer.Channel` where only two methods `play()` and `stop()` are provided for the sake of the project.

---

**play** (*loops=0*)

Play a sound on the specified Channel `channel_id`.

**Parameters** **loops** (*int*) – Controls how many times the sample will be repeated after being played the first time. The default value (zero) means the sound is not repeated, and so is only played once. If `loops` is set to -1 the sound will loop indefinitely (though you can still call `stop()` to stop it).

**Reference:** `pygame.mixer.Sound.play()`

**stop** ()

Stop playback on the specified channel `channel_id`.

`utils.add_spaces_to_msg` (*msg*, *nb\_spaces=60*)

Add spaces at the end of a message.

**Parameters**

- **msg** (*str*) – Message to be updated with spaces at the end.
- **nb\_spaces** (*int*) – Number of spaces to add at the end of the message. The default value is 60.

**Returns** **message** – The updated message with spaces added at the end.

**Return type** *str*

`utils.dumps_json` (*filepath*, *data*, *encoding='utf8'*, *ensure\_ascii=False*, *indent=None*, *sort\_keys=False*)

Write data to a JSON file.

The data is first serialized to a JSON formatted string and then saved to disk.

**Parameters**

- **filepath** (*str*) – Path to the JSON file where the data will be saved.
- **data** – Data to be written to the JSON file.
- **encoding** (*str*, *optional*) – Encoding to be used for opening the JSON file in write mode (the default value is *'utf8'*).
- **ensure\_ascii** (*bool*, *optional*) – If `ensure_ascii` is *False*, then the return value can contain non-ASCII characters if they appear in strings contained in `data`. Otherwise, all such characters are escaped in JSON strings. See the `json.dumps` docstring description (the default value is *False*).
- **indent** (*int or None*, *optional*) – If `indent` is a non-negative integer, then JSON array elements and object members will be pretty-printed with that indent level. An

indent level of 0 will only insert newlines. `None` is the most compact representation. See the `json.dumps()` docstring description. (the default value is `None`).

- **sort\_keys** (*bool, optional*) – If `sort_keys` is `True`, then the output of dictionaries will be sorted by key. See the `json.dumps` docstring description. (the default value is `False`).

**Raises** `OSError` – Raised if any I/O related error occurs while writing the data to disk, e.g. the file doesn't exist.

`utils.get_cfg_dirpath()`

Get the path to the directory containing the config files.

**Returns** `dirpath` – The path to the directory containing the config files.

**Return type** `str`

`utils.get_cfg_filepath(file_type)`

Get the path to a config file used by the script `start_dv`.

`file_type` accepts the following values:

- **default\_log**: refers to the `default logging configuration file` used to setup the logging for all custom modules.
- **default\_main**: refers to the `default main configuration file` used to setup the script `start_dv`.
- **log**: refers to the user-defined logging configuration file which is used to setup the logging for all custom modules.
- **main**: refers to the user-defined main configuration file used to setup the script `start_dv`.

**Parameters** `file_type` (`str`, `{'default_log', 'default_main', 'log', 'main'}`) – The type of config file for which we want the path.

**Returns** `filepath` – The path to the config file.

**Return type** `str`

**Raises** `AssertionError` – Raised if the wrong type of config file is given to the function. Only `{'default_log', 'default_main', 'log', 'main'}` are accepted for `file_type`.

`utils.load_json(filepath, encoding='utf8')`

Load JSON data from a file on disk.

If using Python version between 3.0 and 3.6 (inclusive), the data is returned as `collections.OrderedDict`. Otherwise, the data is returned as `dict`.

**Parameters**

- **filepath** (*str*) – Path to the JSON file which will be read.
- **encoding** (*str, optional*) – Encoding to be used for opening the JSON file in read mode (the default value is `'utf8'`).

**Returns** `data` – Data loaded from the JSON file.

**Return type** `dict` or `collections.OrderedDict`

**Raises** `OSError` – Raised if any I/O related error occurs while reading the file, e.g. the file doesn't exist.

## References

Are dictionaries ordered in Python 3.6+? (stackoverflow)

`utils.override_config_with_args` (*config*, *parser*)

Override a config dictionary with arguments from the command-line.

### Parameters

- **config** (*dict*) – Dictionary containing configuration options.
- **parser** (*argparse.ArgumentParser*) – Argument parser.

### Returns

**retval** – Contains two lists:

1. *args\_not\_found*: saves command-line arguments not found in the config dictionary
2. *config\_opts\_overridden*: saves config options overridden by command-line arguments as a three-tuple (option name, old value, new value)

**Return type** `collections.namedtuple`

`utils.run_cmd` (*cmd*)

Run a shell command with arguments.

The shell command is given as a string but the function will split it in order to get a list having the name of the command and its arguments as items.

**Parameters** **cmd** (*str*) – Command to be executed, e.g.

```
open -a TextEdit text.txt
```

**Returns** **retcode** – Returns code which is 0 if the command was successfully completed. Otherwise, the return code is non-zero.

**Return type** `int`

**Raises** **FileNotFoundError** – Raised if the command *cmd* is not recognized, e.g. `$ TextEdit {filepath}` since *TextEdit* is not an executable.



## CHANGELOG

### 5.1 Version 0.1.0a0

September 15, 2020

- Initial release
- Tested the `start_dv` script on various platforms and environments.

**Here are the results:**

- macOS:
  - \* The `start_dv -s` command runs without errors on Python 3.7 and 3.8
  - \* On Python 3.5 and 3.6, I had to set my locale settings to `LANG="en_US.UTF-8"` to make the `start_dv -s` command work. Thus, it was not an error with the script but with how my system environment was setup. Python 3.5 and 3.6 don't assume **UTF-8** based local settings like the other more recent Python versions.
- Raspberry Pi (Python 3.5):
  - \* Running the `start_dv` command without errors.
  - \* Running the `start_dv -s` command without errors.
- SSH from macOS to RPi (Python 3.5):
  - \* Running the `start_dv` command without errors.
  - \* Running the `start_dv -s` command produces a warning about `pynput` not being able to be imported (as expected) but the rest of the code that doesn't depend on keyboard keys being detected works, i.e. blinking of LED symbols in the terminal.

---

**Note:** For more detailed information about these tests, check [Test results for start\\_dv](#)

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Version 3, 29 June 2007

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