

JavaDrone v1.3 Release Notes

8/08/2012

This is v1.3 release of javadrone project. It includes full project source code, documentation, as well as binary packages.

Summary of changes since v1.2

1. Added Support off PS3 Controller on Windows. (NOTE that you need to install PS3 driver from <http://www.motioninjoy.com/>)
2. Native libraries are now included inside hidapi-1.1.jar so they are removed from project
3. Fixed incorrect decoding of vision tags in NavData.

javadrone-api-1.3.jar - java API to control AR.Drone

javadrone-api-1.3-sources.jar - source code of javadrone-api v1.2

javadrone-api-1.3-javadoc.jar - javadrone API documentation

hidapi-1.1.jar - JNI wrapper around C/C++ HIDAPI library providing simple java API to work with devices such as USB gamepads, joysticks, keyboards

controlltower-full-1.3.jar - demo program that is using is using javadrone-api to control AR.Drone

Build instructions

1. Install Sun Java 1.6
2. Install Maven 2.2.1 or hider
3. Inside root directory of folder run :> mvn install

Additional maven commands:

mvn eclipse:eclipse – will generate eclipse project files

mvn eclipse:eclipse:clean – will delete eclipse project files

Run instructions

To run ControlTower application

1. Install Sun Java 1.6
2. Exacte :>java -jar controlltower-full-1.2.jar
or double click on controlltower-full-1.2.jar

Using JavaDrone API in your project

You need to add *javadrone-api-1.3.jar* and *hidapi-1.1.jar* to your project classpath. If you plan to use PS3 controller or other USB HID device, you also need to add native libraries for supported platforms.

Please refer to JavaDoc documentation for API reference.