

# Javadrone v1.2 Release Notes

7/31/2012

This is v1.2 release of javadrone project. It includes full project source code, documentation, as well as binary packages.

## Changes summary since v1.1

1. Build system is migrated from Ant to Maven.
2. Added integration of native HIDAPI libraries into controlltower.jar.
3. Fixed API freeze issue that appears when you send take off command and drone is in emergency state.
4. Added generation of Eclipse .project and .classpath files to Maven build process
5. Removed deprecated sun.\* audio player, Control Tower now uses javax.sound instead
6. Added reconnection algorithm to javadrone-api to deal with situation when drone flies out of range and then gets back in range. If we detect that we do not receive any data from ardrone, API will try to reconnect every 1 second.
7. Mapped Keyboard 'E' to start video recording and 'F' to take a camera snapshot.

javadrone-api-1.2.jar - java API to control AR.Drone

javadrone-api-1.2-sources.jar - source code of javadrone-api v1.2

javadrone-api-1.2-javadoc.jar - javadrone API documentation

hidapi-jar-1.0.jar - JNI wrapper around C/C++ HIDAPI library providing simple java API to work with devices such as USB gamepads, joysticks, keyboards

controlltower-full-1.2.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 controltower-full-1.2.jar  
or double click on controltower-full-1.2.jar

## Using JavaDrone API in your project

You need to add *javadrone-api-1.2.jar* and *hidapi-jar-1.0.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.