

# Driving Board Protobuffers

**This page:** each `driving_board` protobuffer explained.

The protobuffers for the `driving_board` are passed between software, control and embedded.

`DrivingBoardDiagnostics.proto`

Embedded → Software / Debugging

This file contains the full diagnostic state of the driving board and all attached motors.

`DrivingBoardDiagnostics` is the main status message used to report the system state and motor-level health information.

## DrivingBoardDiagnostics

This message contains:

- Overall board state (IDLE, OPERATING, CALIBRATING, ERROR)
- Motor information for all driving and steering motors

The board state is used to indicate the current operating mode of the driving board.

### MotorInformation fields:

Each motor is reported using the `MotorInformation` protobuf, which includes:

- motor state
- motor ID
- RPM
- voltage
- encoder angle

Motors included The diagnostics message explicitly contains 10 motors: `front_left_motor` `middle_left_motor` `back_left_motor` `front_right_motor` `middle_right_motor` `back_right_motor` `steering_front_left_motor` `steering_back_left_motor` `steering_front_right_motor` `steering_back_right_motor`

Notes: This structure is currently fixed-size, meaning all motors are explicitly defined instead of using a repeated field.

## DrivingBoardMotorMessage.proto

Software → Embedded

This message is used to send motion commands to the driving board.

DrivingBoardMotorMessage Contains high-level movement instructions:

- distance\_to\_go → target travel distance
- turning\_radius

Purpose: This message defines a movement request from software. The embedded system uses it as input to compute values on the control code.

## DrivingBoardMotorPeriodicProgress.proto

Embedded → Software

This message provides runtime feedback during movement execution.

DrivingBoardMotorPeriodicProgress

Contains:

- distance\_left → remaining distance to target

Purpose This message allows software to track progress of an ongoing movement command in real time. It is typically sent periodically while a movement is being executed.

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