Memorandum

**To:**  R.M. Schafer  
**From:** Team AutoBev  
**Date:** February 16, 2010  
**Subject:** Meeting Four Agenda

Team Leader: Alex

Minutes: Liz

1. **Updates/Questions:**
2. GUI updated by Liz. Added functionality: multiple pours within one session, start and stop buttons, time of pouring recorded, ordering of specialty drinks.
3. Decided on protocol for microcontroller/kiosk serial interface. During pour, microcontroller and kiosk will periodically (every millisecond?) check status. If kiosk does not respond, emergency stop pouring. If microcontroller stops pouring, it sends how much was poured.
4. Decided on bartender/customer interface. Will talk via network.
5. **Low Level Design Due Feb 18**

- Make sure all aspects are covered

1. **GUI**
2. To do (next week): Test bytes being sent to the com port from C#.
3. Question: How to test what messages are leaving/entering com port? Alex tried one port emulator that “opened” the com port which disallows C# code from accessing it.
4. Question: Should we send messages over the serial interface or bytes?
5. To do (next week): Add up multiple pours within each session, and then add up each total from multiple sessions, different user.
6. **Microcontroller**
7. To do (next week): Look over task involving EUSART and practice sending/receiving information serially from microcontroller. (Can use com emulator, or hopefully C#)
8. **Board**
9. To do (Mark): Enter board design into Eagle.
10. **Network between customer/bartender**
11. To do (next week): Start looking into how the network will run. Needs two way communication and the ability to interrupt.
12. **Additional questions**