Connection of a game wheel to the CAN bus

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Abstract

This bachelor thesis deals with connection of a game wheel to the CAN bus. In the solution of this problem is used data analysis of game wheel buttons, position analysis of a game wheel and foot pedals from which is formed a message for the CAN bus. Afterwards this message is sent to the modules with CAN bus interface that are connected to the development board Digilent ZYBO. To the software is added an option of monitoring transmissions on the CAN bus and print-out of messages in the text form on terminal or to the file. The result of a software design and implementation is the console application in C programming language for operating system Linux.

Acknowledgment