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// "A Data Receiver in 3D Calligraphy"
// This is a sketch of Processing to receive and save panel data from Arduino.
// Arduino Uno as "A Writing Brush" is connected to PC by an USB cable.
// This sketch is run in the PC.
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PrintWriter output; //1
import processing.serial.*; //2
Serial myPort; //3
int obs; //4
byte dataDim = 8; //5
int [] data = new int[ dataDim ];

void setup() { //7
  size(240, 60);
  myPort=new Serial(this,"COM5",115200); //9 <-- Replace number of COM port with your Arduino's
  myPort.bufferUntil('\n');
  output = createWriter("rawData.csv");
} //12

void draw() { //13
  background(255);
  textAlign(LEFT); //15
  fill(#EBOFF0);
  textSize(30);
  text("Obs. No.", 10, 40, 0);
  text(obs, 135, 40, 0);
} //20

void serialEvent(Serial myPort) { //21
  String myString = myPort.readStringUntil('\n');
  myString = trim(myString);
  int arduino[] = int(split(myString, ','));
  if (arduino.length == dataDim) { //25
    for ( int i = 0; i < dataDim; i++ ) { data[i] = arduino[i]; }
    obs++;
  } //28
  output.print( data[0] ); output.print(", "); output.print( data[1] ); output.print(", "); output.print( data[2] ); output.print(", ");
  output.print( data[3] ); output.print(", "); output.print( data[4] ); output.print(", "); output.print( data[5] ); output.print(", ");
  output.print( data[6] ); output.print(", "); output.println( data[7] );
} //32

void keyPressed() { //33
  output.flush();
  output.close(); //35
  exit();
} //37
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