

What's next?

Realize a depth and pitch controller on a PC ashore. Ashore send control values to the vessel and the vessel send process value to shore (telemetry). A joy-stick, that is connected to the PC, is used for set-point generation purposes (depth, velocity and direction).

Amongst others this includes the following tasks:

- Validating the velocity estimator
- Installing a pressure sensor
- Develop the software for the GUI on the PC
- Replace the dive rudder servo by a stronger and faster model
- Find a way to reduce the mechanical play between servo and dive rudder

In the vessel still remains some electronics to deal with emergencies like a low battery or loss of signal.