

```

1  /*
2  * File:   pec12.c
3  * Author: ricch
4  *
5  * Created on August 30, 2023, 9:15 AM
6  */
7
8  #include "app.h"
9  #include "pec12.h"
10 #include "lcd_spi.h"
11
12 PEC12 pec12;
13
14 void scanPec12(void){
15
16     // Save old states for debounce
17     pec12.chA.state[3] = pec12.chA.state[2];
18     pec12.chA.state[2] = pec12.chA.state[1];
19     pec12.chA.state[1] = pec12.chA.state[0];
20     pec12.chA.state[0] = CHANNEL_AStateGet();
21
22     pec12.chB.state[1] = pec12.chB.state[0];
23     pec12.chB.state[0] = CHANNEL_BStateGet();
24
25     pec12.chC.state[3] = pec12.chC.state[2];
26     pec12.chC.state[2] = pec12.chC.state[1];
27     pec12.chC.state[1] = pec12.chC.state[0];
28     pec12.chC.state[0] = PEC12R_SWStateGet();
29
30     // Check if PEC12 is in rotation
31     if(pec12.chA.state[0] == 0 && pec12.chA.state[1] == 0
32        && pec12.chA.state[2] == 1 && pec12.chA.state[3] == 1){
33
34         // Check direction of rotation
35         if(pec12.chB.state[0] == 1 && pec12.chB.state[1] == 1){
36
37             // CW
38             pec12.incrOrDecr++;
39             // SetPostion(LINE3);
40             // sprintf(a_toPrint, "counter = %d",counter);
41             // WriteString(a_toPrint);
42         }
43         else{
44
45             //CCW
46             pec12.incrOrDecr--;
47             // SetPostion(LINE3);
48             // sprintf(a_toPrint, "counter = %d",counter);
49             // WriteString(a_toPrint);
50         }
51     }
52     // Check if PEC12 switch is pressed
53     if(pec12.chC.state[0] == 0 && pec12.chC.state[1] == 0
54        && pec12.chC.state[2] == 1 && pec12.chC.state[3] == 1){
55
56         pec12.isPressed = true;
57     }
58 }
59
60 int8_t getPec12IncrOrDecr(void){
61
62     int8_t incrOrDecr = pec12.incrOrDecr;
63     pec12.incrOrDecr = 0;
64
65     return incrOrDecr;
66 }
67
68 int8_t getPec12SwitchEvent(void){
69

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```
70     int8_t isPressed = pec12.isPressed;
71     pec12.isPressed = 0;
72
73     return isPressed;
74 }
```