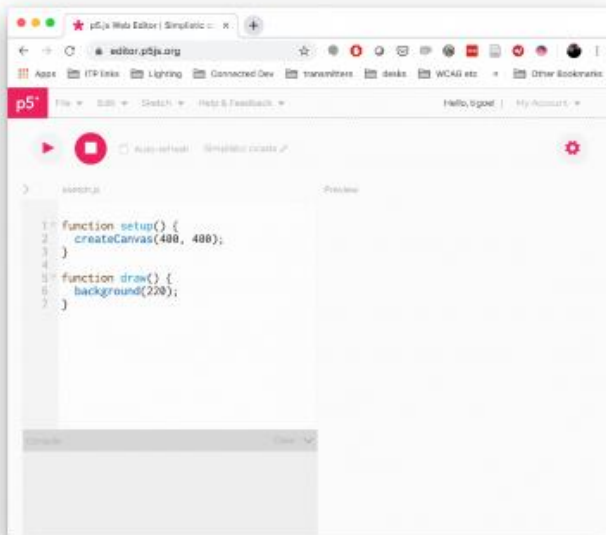


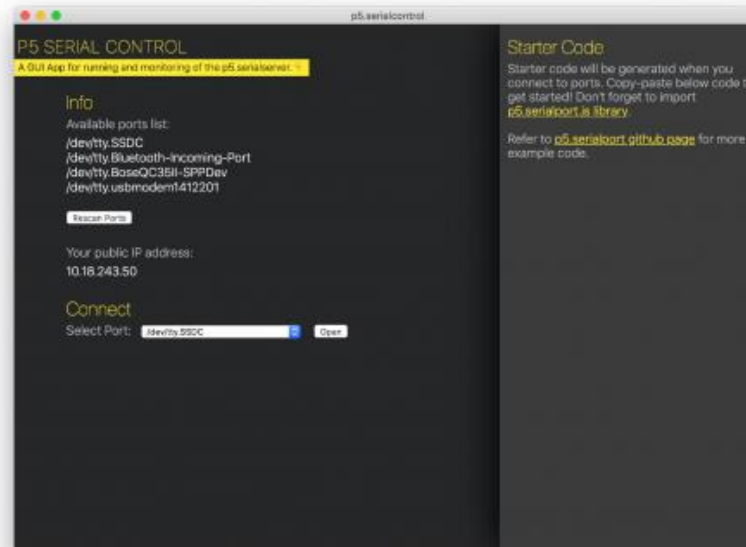
P5JS와 Ardunio와 연동

# P5.Serialcontrol 앱

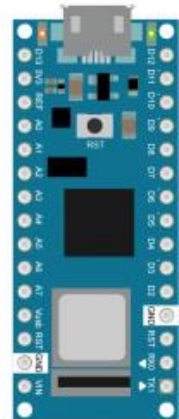
- 다운로드 :
- <https://github.com/p5-serial/p5.serialcontrol/releases>
  - Windows 10 : p5.serialcontrol-win32-x64.zip
  - Mac : p5.serialcontrol-Darwin-x64.zip



Connects via  
Websocket



Connects via  
serial port



# 사용법

- Index.html의 head 부분에 추가

<script src="<https://cdnjs.cloudflare.com/ajax/libs/p5.js/1.4.0/p5.js>"></script>

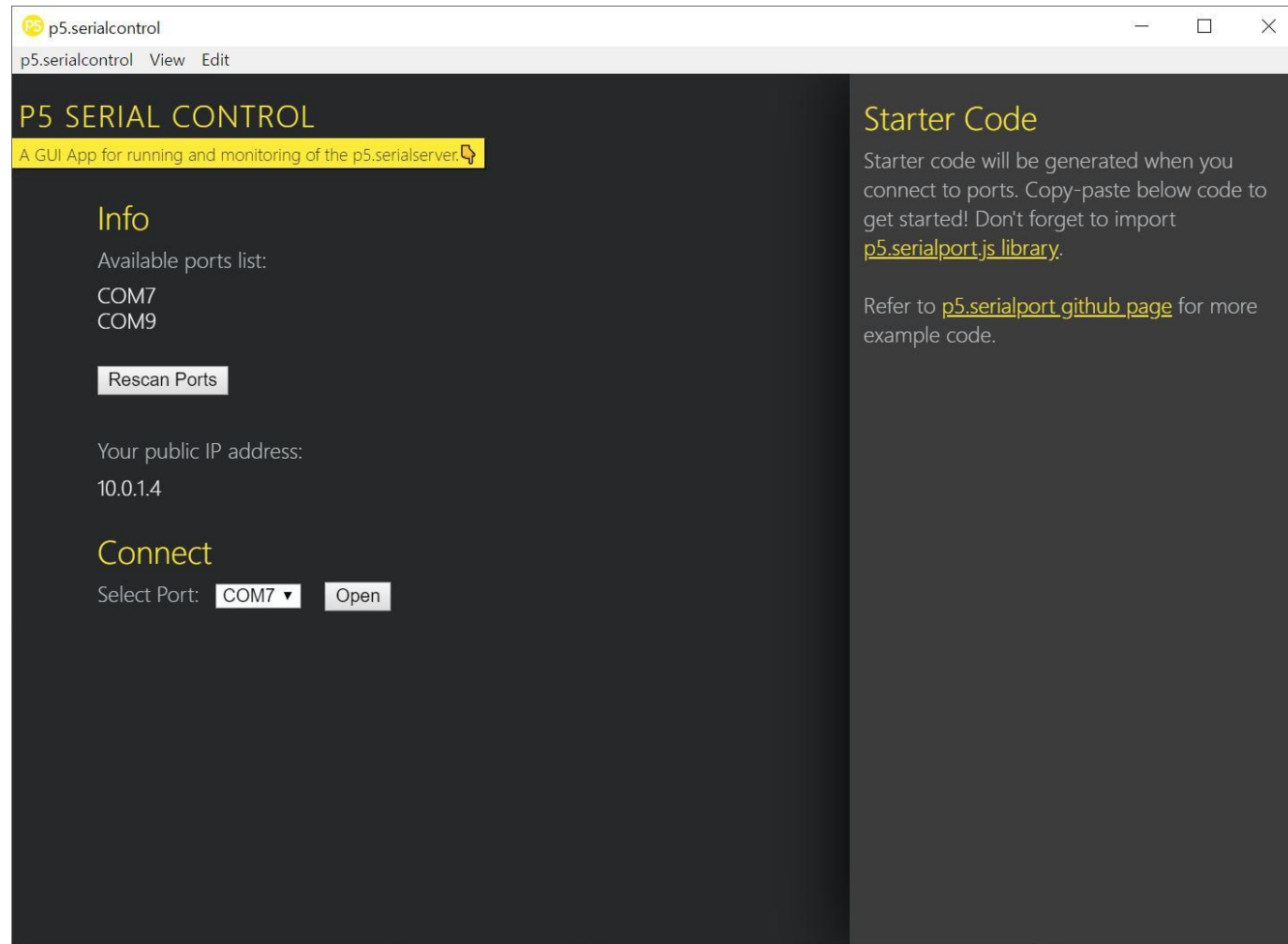
p5.js

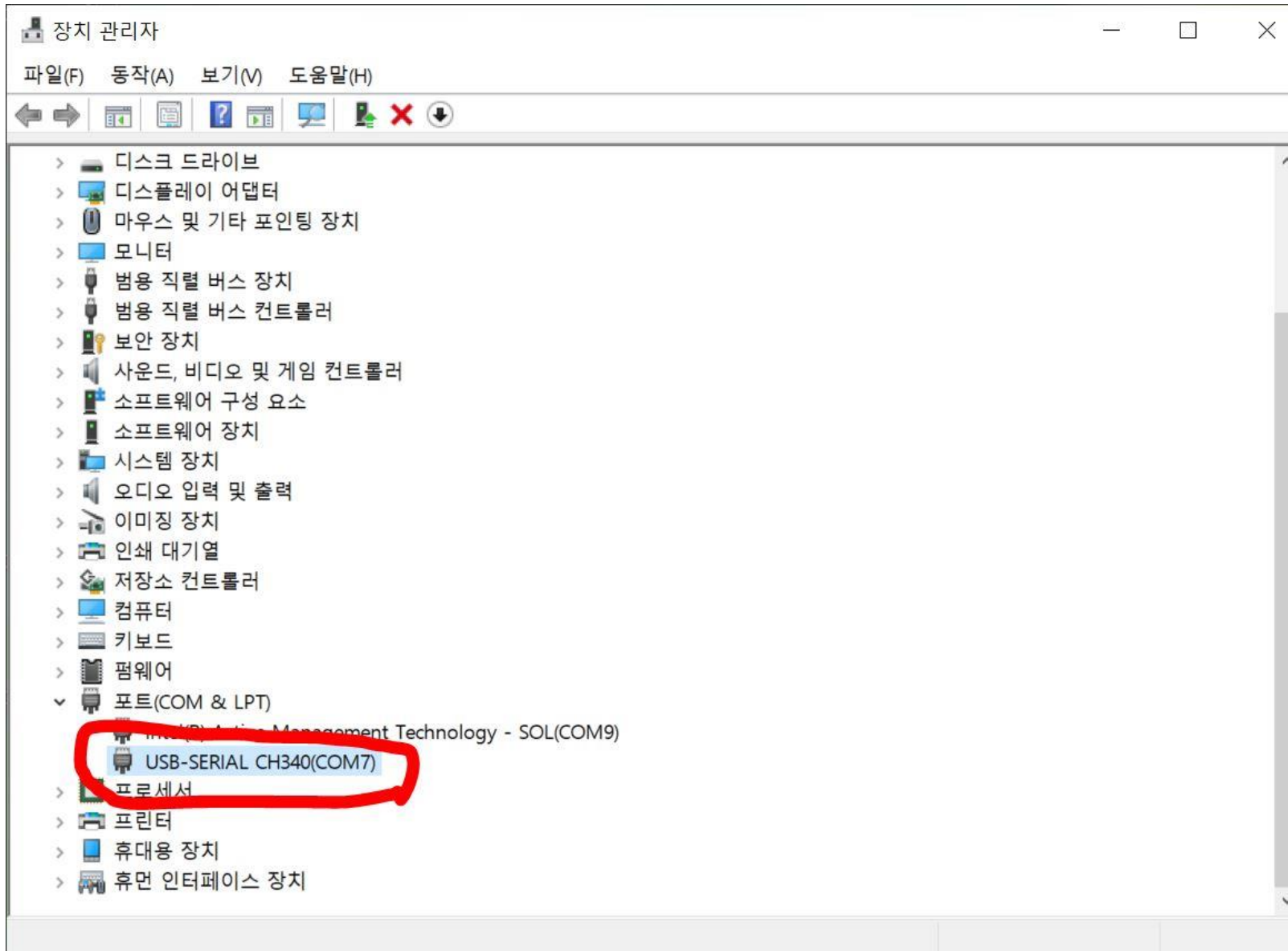


<script src="<https://cdn.jsdelivr.net/npm/p5.serialserver@0.0.28/lib/p5.serialport.js>"></script>

p5serialcontrol

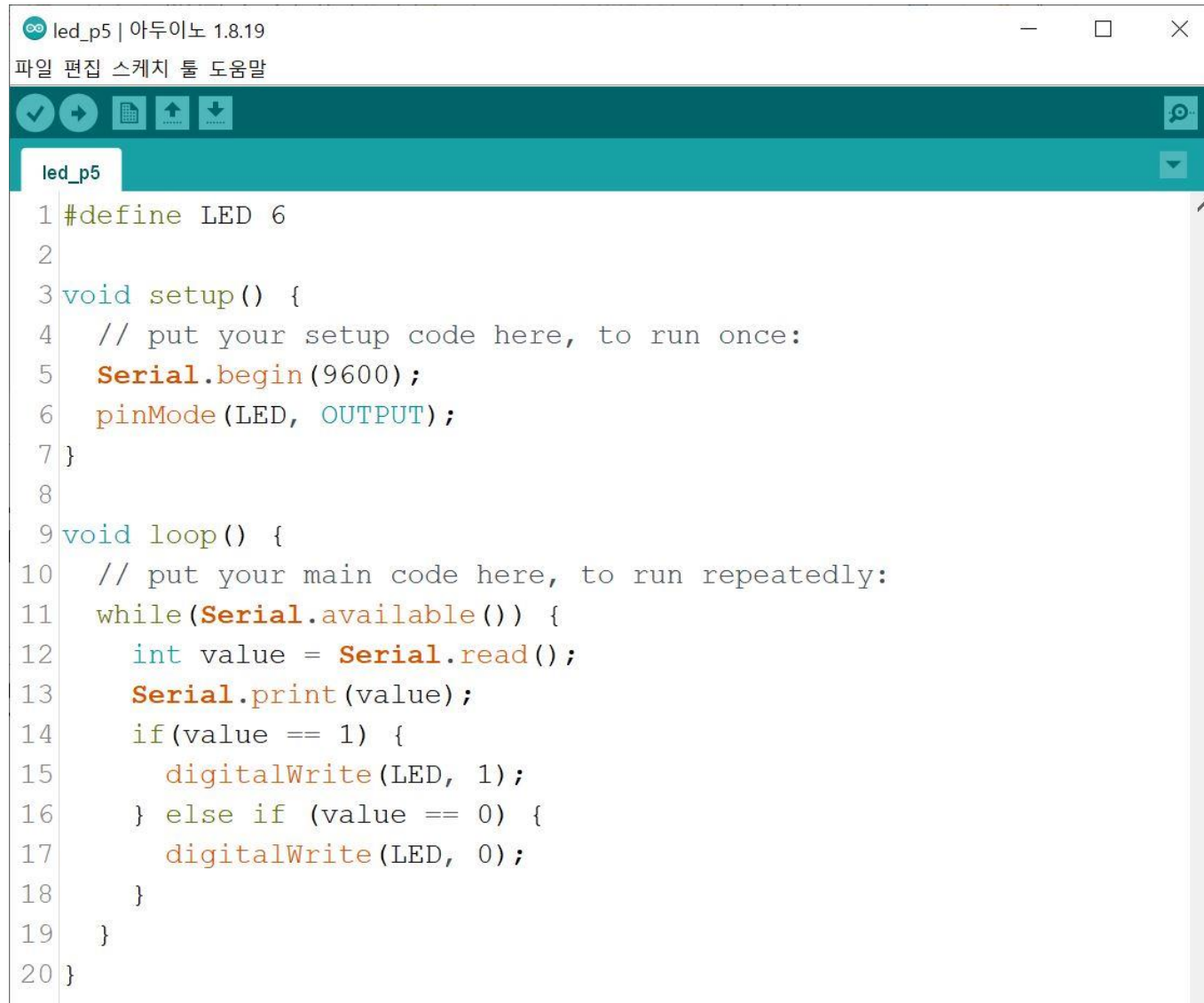
# P5 Serial Control 앱





P5.js -> Arduino 데이터 전송

# Arduino Sketch



The screenshot shows the Arduino IDE interface. The title bar reads 'led\_p5 | 아두이노 1.8.19'. Below the title bar is a menu bar with '파일', '편집', '스케치', '툴', and '도움말'. A toolbar with icons for check, run, upload, and download is visible. The main editor area shows a sketch named 'led\_p5' with the following code:

```
1 #define LED 6
2
3 void setup() {
4   // put your setup code here, to run once:
5   Serial.begin(9600);
6   pinMode(LED, OUTPUT);
7 }
8
9 void loop() {
10  // put your main code here, to run repeatedly:
11  while(Serial.available()) {
12    int value = Serial.read();
13    Serial.print(value);
14    if(value == 1) {
15      digitalWrite(LED, 1);
16    } else if (value == 0) {
17      digitalWrite(LED, 0);
18    }
19  }
20 }
```

# P5.js -> Ardunio

The screenshot shows the P5.js IDE interface. At the top, there are controls for running (play button), stopping (square button), and auto-refresh (checked checkbox). The sketch name is 'p5js2Ardu\_LED' by 'jhhkim3217'. Below this, the 'Sketch Files' panel on the left lists 'index.html', 'sketch.js' (selected), and 'style.css'. The main editor displays the code in 'sketch.js' with line numbers 1 through 23. The code defines a serial port and a mouse click event. A red arrow labeled 'click' points from the code to a black preview window on the right. The preview window displays the text 'Press on the mouse button' in yellow.

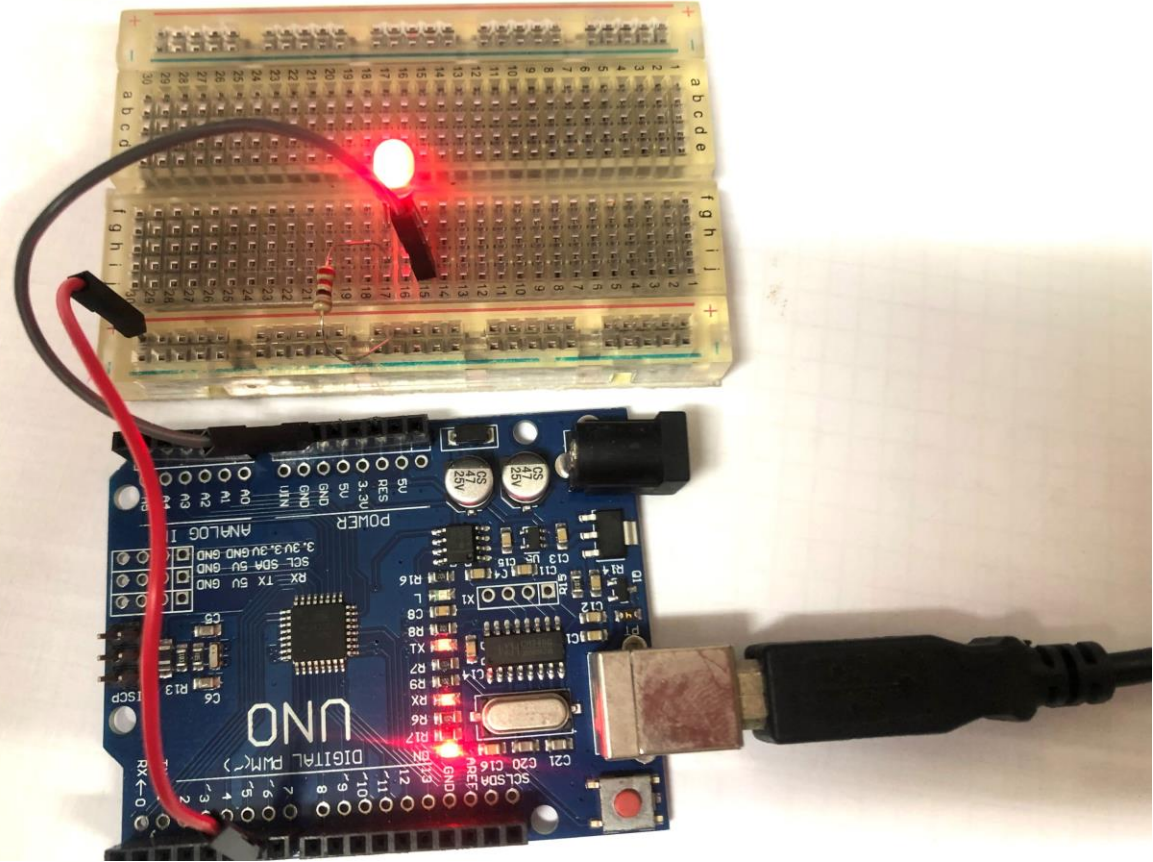
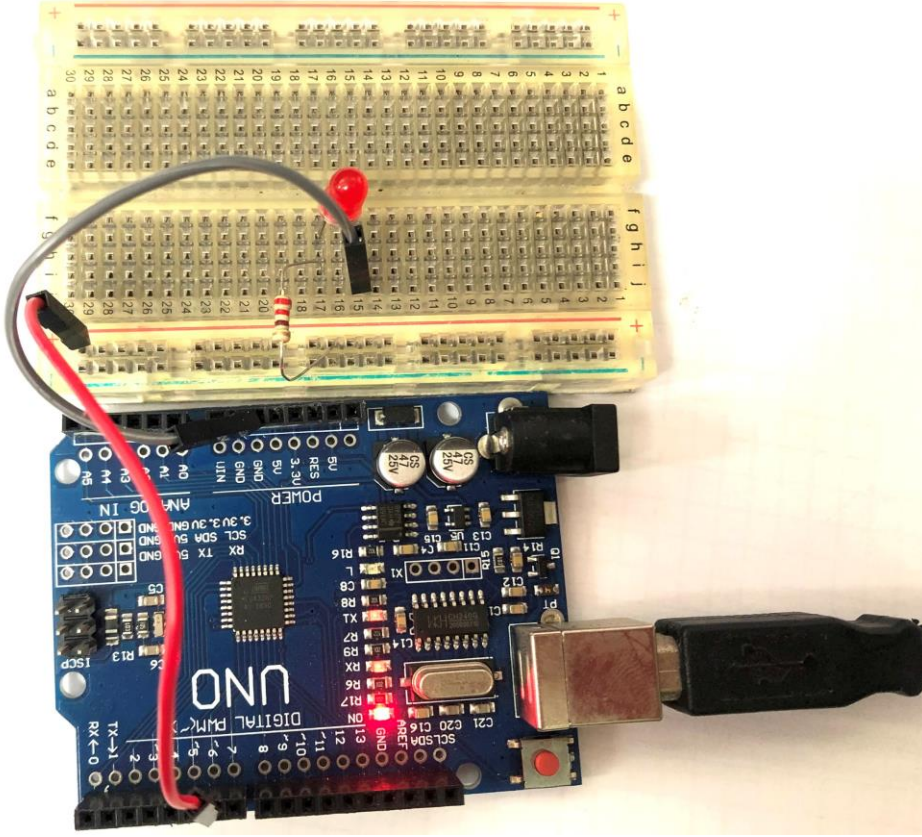
```
1 let port;
2
3 function setup() {
4   createCanvas(400, 400);
5   port = new p5.SerialPort();
6   port.open('COM7');
7
8   background(0);
9   fill(255, 255, 0);
10  textAlign(CENTER);
11  textSize(30);
12  text("Press on the mouse button", width/2, height/2);
13 }
14
15 function draw() {
16   if (mouseIsPressed) {
17     port.write(1);
18     text("", width/2, height/3)
19   } else {
20     port.write(0);
21     text("", width/2, height/3)
22   }
23 }
```

click

Press on the mouse button

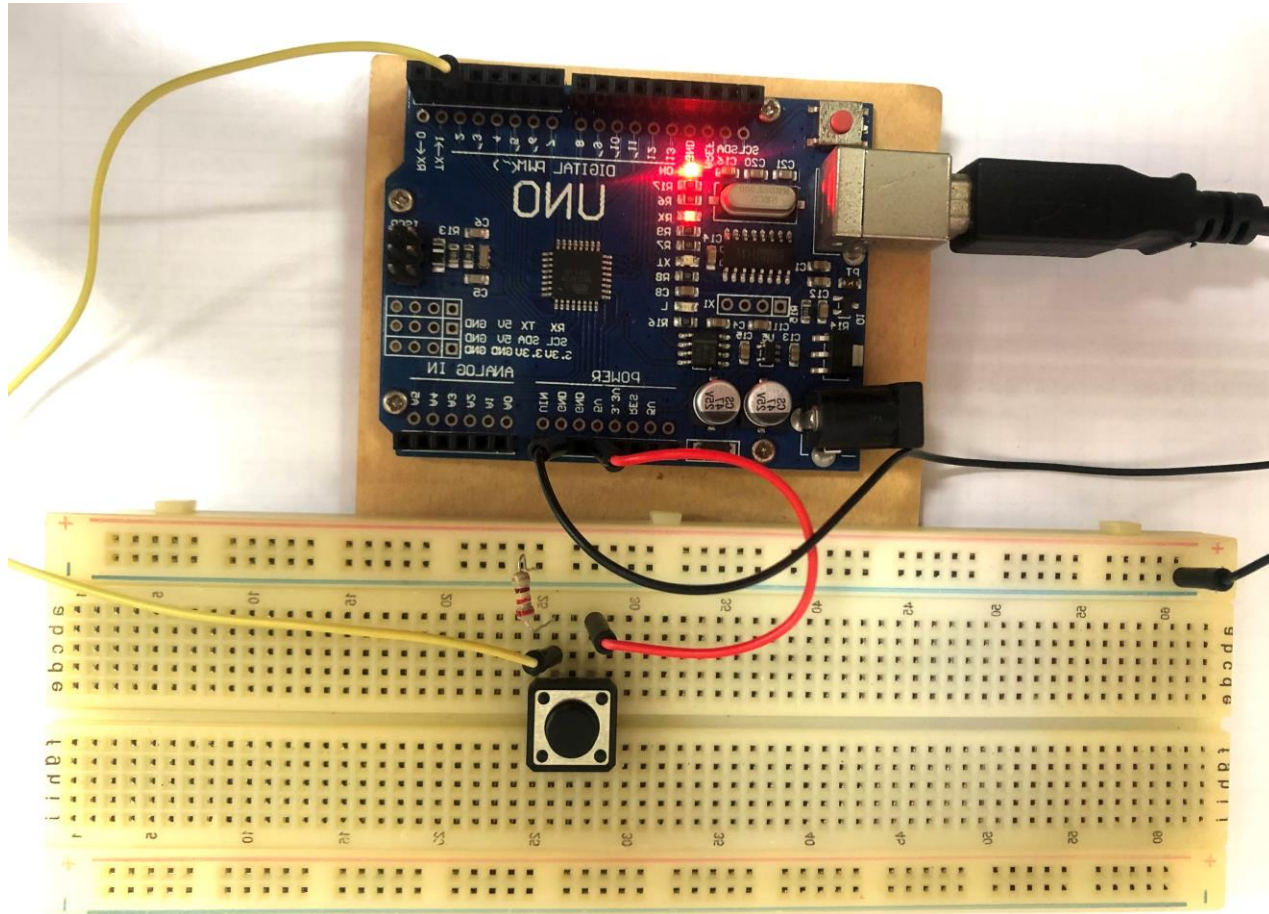


# 실행 화면



Ardunio -> p5.js 데이터 전송

# 아두이노 버튼 : pull-down







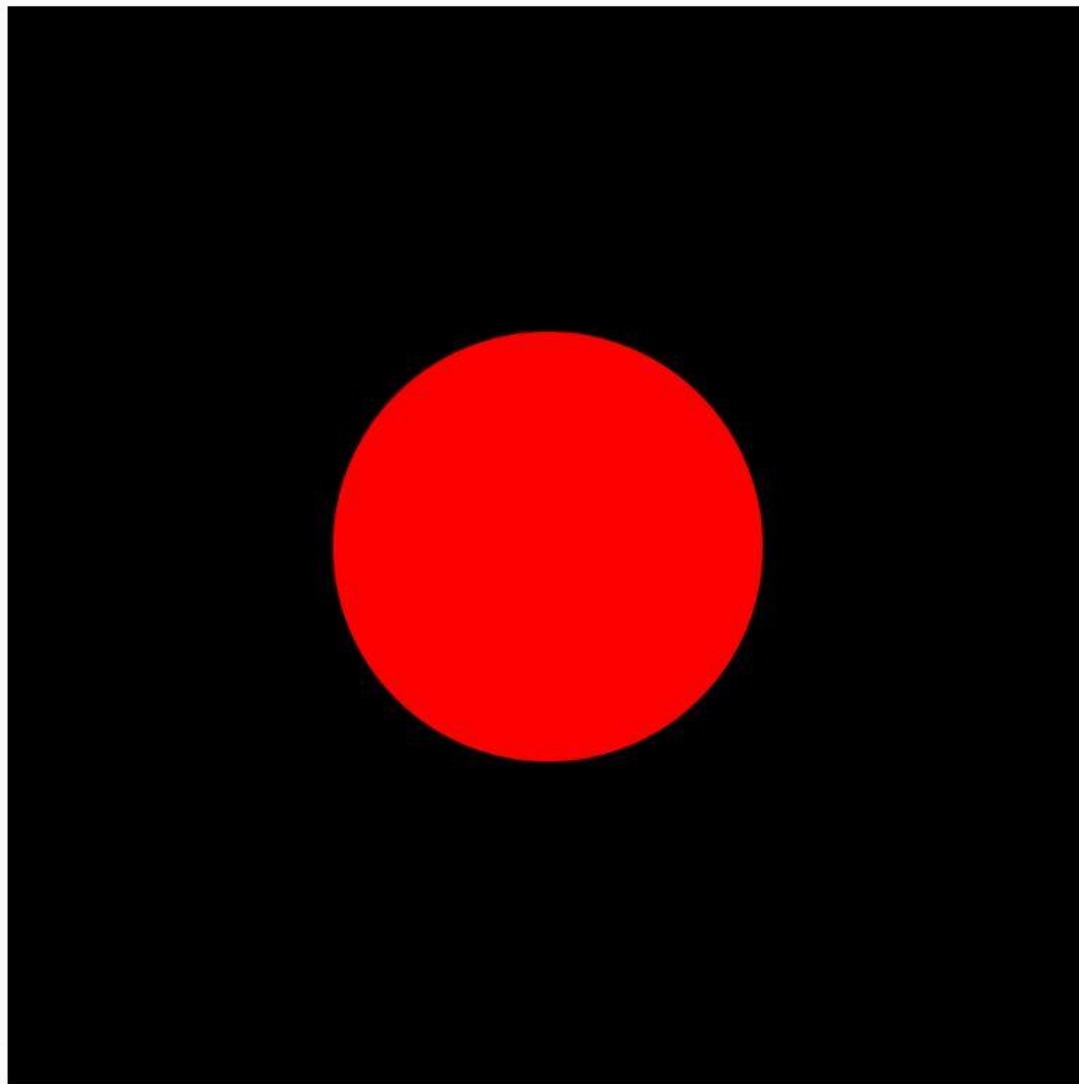


sketch.js

Saved: 25 days ago

Preview

```
1 // p5.js: 버튼값 수신하여 원 색상 변경
2
3 let port, value;
4
5 function setup() {
6   createCanvas(500, 500);
7   port = new p5.SerialPort();
8   port.open("COM7");
9   port.on('data', serialEvent);
10 }
11
12 function draw() {
13   background(0);
14   if (value === 0) {
15     fill(255, 255, 0);
16   } else {
17     fill(255, 0, 0);
18   }
19   ellipse(width/2, height/2, 200, 200);
20 }
21
22 // 수신값이 있으면 자동 호출
23 function serialEvent() {
24   value = port.read();
25 }
```



Console

Clear ▼

ws://localhost:8081

opened socket.

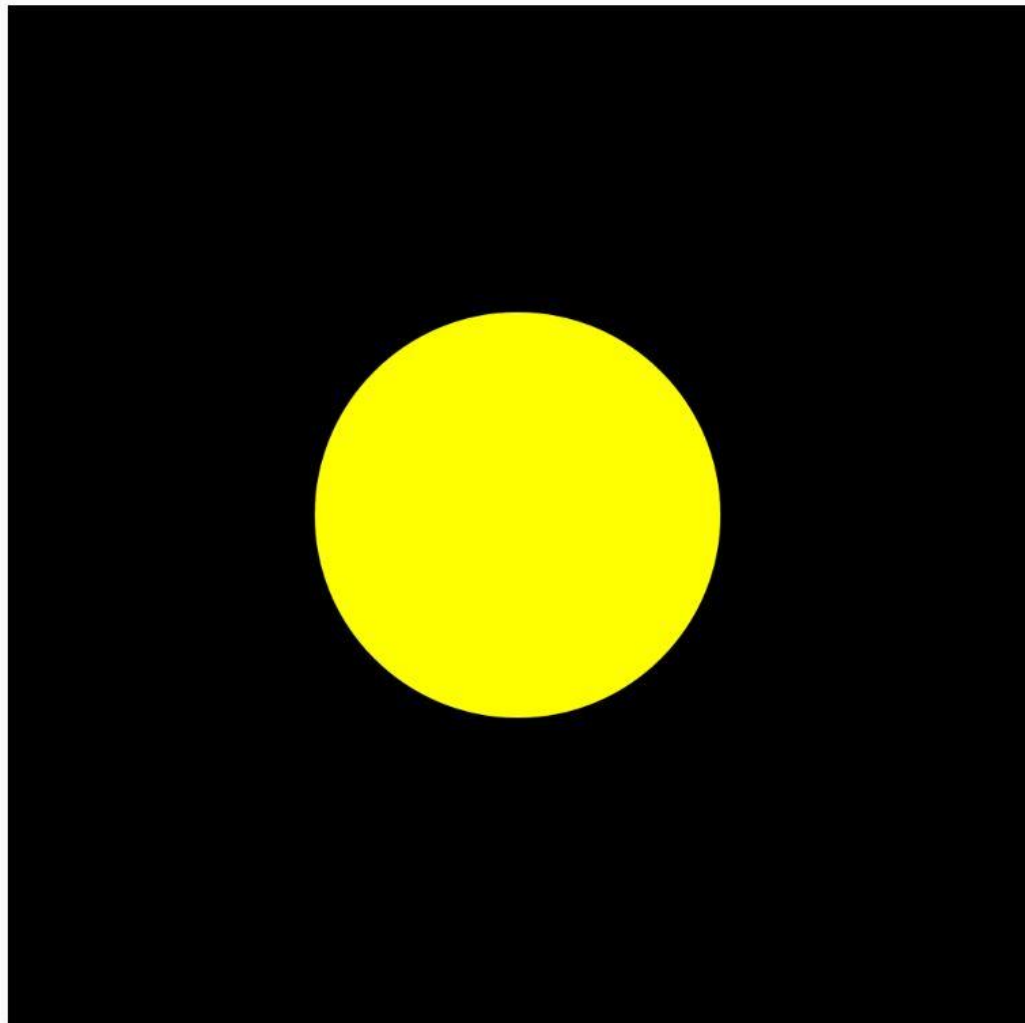


sketch.js

Saved: 25 days ago

Preview

```
1 // p5.js: 버튼값 수신하여 원 색상 변경
2
3 let port, value;
4
5 function setup() {
6   createCanvas(500, 500);
7   port = new p5.SerialPort();
8   port.open("COM7");
9   port.on('data', serialEvent);
10 }
11
12 function draw() {
13   background(0);
14   if (value === 0) {
15     fill(255, 255, 0);
16   } else {
17     fill(255, 0, 0);
18   }
19   ellipse(width/2, height/2, 200, 200);
20 }
21
22 // 수신값이 있으면 자동 호출
23 function serialEvent() {
24   value = port.read();
25 }
```



Console

Clear ▼

ws://localhost:8081

opened socket