ParallaxContinuousRotationServo

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1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ContinuousRotationServo   **1**

2 Class Documentation

2.1 ContinuousRotationServo Class Reference

Public Member Functions

- ContinuousRotationServo ()

  ContinuousRotationServo.cpp - Library for .... For more information: variable declaration, changelog,... see ContinuousRotationServo.h.
- void begin ()

  Begin function to set pins: default servoPin = 2.
- void begin (int servoPin)

  Begin variables.
- void rotate (int speed)

  rotate(int speed): Rotate at a given speed (and direction) between -100 and +100
- void rotateLeft (int speed)

  rotateLeft(int speed): Rotate left at a speed between 0 and +100
- void rotateRight (int speed)

  rotateRight(int speed): Rotate right at a speed between 0 and +100
- void rotateLeft (int speed, int time)

  rotateLeft(int speed): Rotate left at a speed between 0 and +100 for 'time' loops
- void rotateRight (int speed, int time)

  rotateLeft(int speed): Rotate right at a speed between 0 and +100 for 'time' loops

- void noMovement ()

    rotateLeft(int speed): No movement

- void noMovement (int time)

    rotateLeft(int speed): No movement for 'time' miliseconds

2.1.1 Constructor & Destructor Documentation

2.1.1.1 ContinuousRotationServo::ContinuousRotationServo ( )

ContinuousRotationServo.cpp - Library for .... For more information: variable declaration, changelog,... see ContinuousRotationServo.h.

Constructor

2.1.2 Member Function Documentation

2.1.2.1 void ContinuousRotationServo::begin ( )

Begin function to set pins: default servoPin = 2.

2.1.2.2 void ContinuousRotationServo::begin (int *servoPin*)

Begin variables.

- int _servoPin: the pin to control the servo

2.1.2.3 void ContinuousRotationServo::noMovement (int *time*)

rotateLeft(int speed): No movement for 'time' miliseconds

2.1.2.4 void ContinuousRotationServo::noMovement ( )

rotateLeft(int speed): No movement

2.1.2.5 void ContinuousRotationServo::rotate (int *speed*)

rotate(int speed): Rotate at a given speed (and direction) between -100 and +100

2.1.2.6 void ContinuousRotationServo::rotateLeft (int *speed*)

rotateLeft(int speed): Rotate left at a speed between 0 and +100

2.1.2.7 void ContinuousRotationServo::rotateLeft (int *speed,* int *time*)

rotateLeft(int speed): Rotate left at a speed between 0 and +100 for 'time' loops

2.1.2.8 void ContinuousRotationServo::rotateRight (int *speed,* int *time*)

rotateLeft(int speed): Rotate right at a speed between 0 and +100 for 'time' loops

2.1.2.9 void ContinuousRotationServo::rotateRight (int *speed*)

rotateRight(int speed): Rotate right at a speed between 0 and +100

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