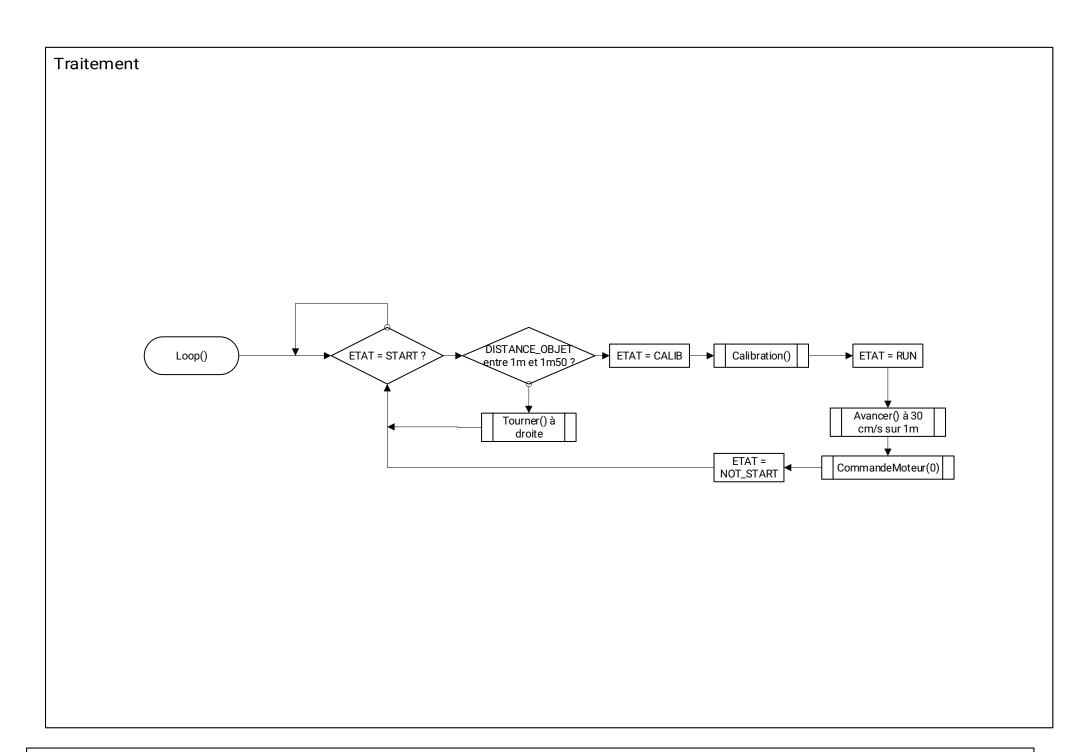


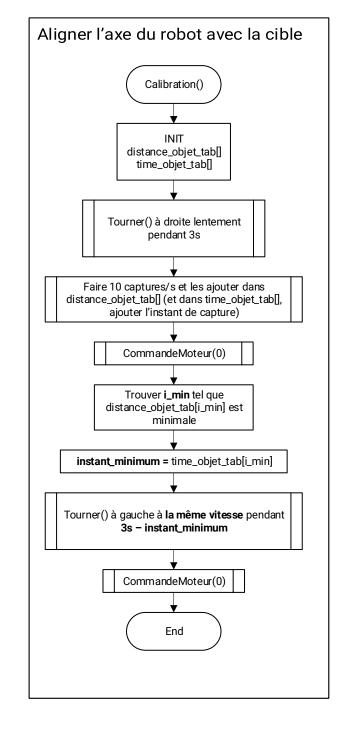
VARIABLE GLOBALES:
- ETAT = {NOT\_START, START, CALIB, RUN}

- VOLTAGE = valeur décimale

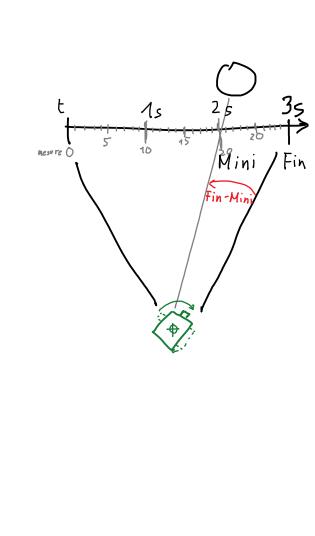
- VOLTAGE = valeur decimale - DISTANCE\_OBJET = valeur décimale







Commander en vitesse



Avancer

