

# Reset button. h

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```
#ifdef BOARD_BUTTON_PIN

volatile bool      g_buttonPressed = false;
volatile uint32_t g_buttonPressTime = -1;

void button_action(void)
{
    BlynkState::set(MODE_RESET_CONFIG);
}

ICACHE_RAM_ATTR
void button_change(void)
{
    #if BOARD_BUTTON_ACTIVE_LOW
        bool buttonState = !digitalRead(BOARD_BUTTON_PIN);
    #else
        bool buttonState = digitalRead(BOARD_BUTTON_PIN);
    #endif

    if (buttonState && !g_buttonPressed) {
        g_buttonPressTime = millis();
        g_buttonPressed = true;
        DEBUG_PRINT("Hold the button for 10 seconds to reset configuration...");
    } else if (!buttonState && g_buttonPressed) {
        g_buttonPressed = false;
        uint32_t buttonHoldTime = millis() - g_buttonPressTime;
        if (buttonHoldTime >= BUTTON_HOLD_TIME_ACTION) {
            button_action();
        } else if (buttonHoldTime >= BUTTON_PRESS_TIME_ACTION) {
            // User action
        }
        g_buttonPressTime = -1;
    }
}

void button_init()
{
    #if BOARD_BUTTON_ACTIVE_LOW
        pinMode(BOARD_BUTTON_PIN, INPUT_PULLUP);
    #else
        pinMode(BOARD_BUTTON_PIN, INPUT);
    #endif
    attachInterrupt(BOARD_BUTTON_PIN, button_change, CHANGE);
}

#else

#define g_buttonPressed      false
#define g_buttonPressTime    0

void button_init() {}

#endif
```

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