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Blink without Delay

Turns on and off a light emitting diode (LED) connected to a digital pin,

without using the delay() function. This means that other code can run at the

same time without being interrupted by the LED code.

The circuit:

- Use the onboard LED.

- Note: Most Arduinos have an on-board LED you can control. On the UNO, MEGA

and ZERO it is attached to digital pin 13, on MKR1000 on pin 6. LED\_BUILTIN

is set to the correct LED pin independent of which board is used.

If you want to know what pin the on-board LED is connected to on your

Arduino model, check the Technical Specs of your board at:

https://www.arduino.cc/en/Main/Products

created 2005

by David A. Mellis

modified 8 Feb 2010

by Paul Stoffregen

modified 11 Nov 2013

by Scott Fitzgerald

modified 9 Jan 2017

by Arturo Guadalupi

This example code is in the public domain.

https://www.arduino.cc/en/Tutorial/BuiltInExamples/BlinkWithoutDelay

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// constants won't change. Used here to set a pin number:

//const int ledPin = LED\_BUILTIN;// the number of the LED pin

const int ledPin = PB1;// the number of the LED pin

// Variables will change:

int ledState = HIGH; // ledState used to set the LED

// Generally, you should use "unsigned long" for variables that hold time

// The value will quickly become too large for an int to store

unsigned long previousMillis = 0; // will store last time LED was updated

// constants won't change:

const long interval = 2000; // interval at which to blink (milliseconds)

void setup() {

// set the digital pin as output:

pinMode(ledPin, OUTPUT);

}

void loop() {

// here is where you'd put code that needs to be running all the time.

// check to see if it's time to blink the LED; that is, if the difference

// between the current time and last time you blinked the LED is bigger than

// the interval at which you want to blink the LED.

unsigned long currentMillis = millis();

if (currentMillis - previousMillis >= interval) {

// save the last time you blinked the LED

previousMillis = currentMillis;

// if the LED is off turn it on and vice-versa:

if (ledState == LOW) {

ledState = HIGH;

} else {

ledState = LOW;

}

// set the LED with the ledState of the variable:

digitalWrite(ledPin, ledState);

}

}