

# Project 08-deb2

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## Hardware

ESP32 development board  
2 Tact switch  
Jumper wire  
Filter capacitor

## Connections

From GND and from 3V3 on ESP32 development board to both negative (blue) and positive rails of one side

From GPIO 'PUSH\_00' to one side of Tact switch 0  
From the other side of Tact switch to negative (blue) rail  
From GPIO 'PUSH\_01' to one side of Tact switch 1  
From the other side of Tact switch to negative (blue) rail

Between both power supply rails (red and blue, a capacitor in order to filter 3V3 power supply

Please note, if one of tact switch is that marked as 'BOOT' or 'IO0' in board, connection must not be done and only must be defined as GPIO 0, as is defined PUSH\_00 originally in platformio.ini

If user want to use more tact switches, please connect other as indicated and define GPIO's in platformio.ini

## Software nodifications

If user add more switches, proceed as follows:

1. Connect each switch as stated in *Connections*.
2. Add GPIO number under *build\_flags* in platformio.ini
3. Edit *push.h* and add symbolic name of each switch in enum
4. Edit *push.cpp* and add GPIO name in array *pin*
5. After that, always refer in your program using the symbolic name defined in *enum*

## Important Notes

Please, remember that not all GPIOs may be used; consult Web document named *ESP32 Pinout Reference: Which GPIO pins should you use?*

## Web documents

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[The simplest button debounce solution](#)

[A Guide to debouncing, Part 2](#)

[ESP32 Pinout Reference: Which GPIO pins should you use?](#)

## debounce library github

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[e-tinkers/button](#)