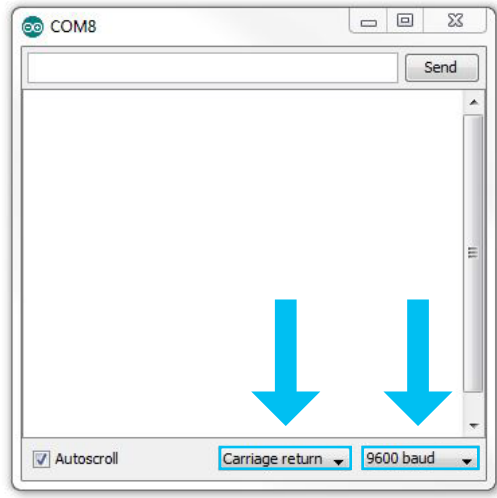


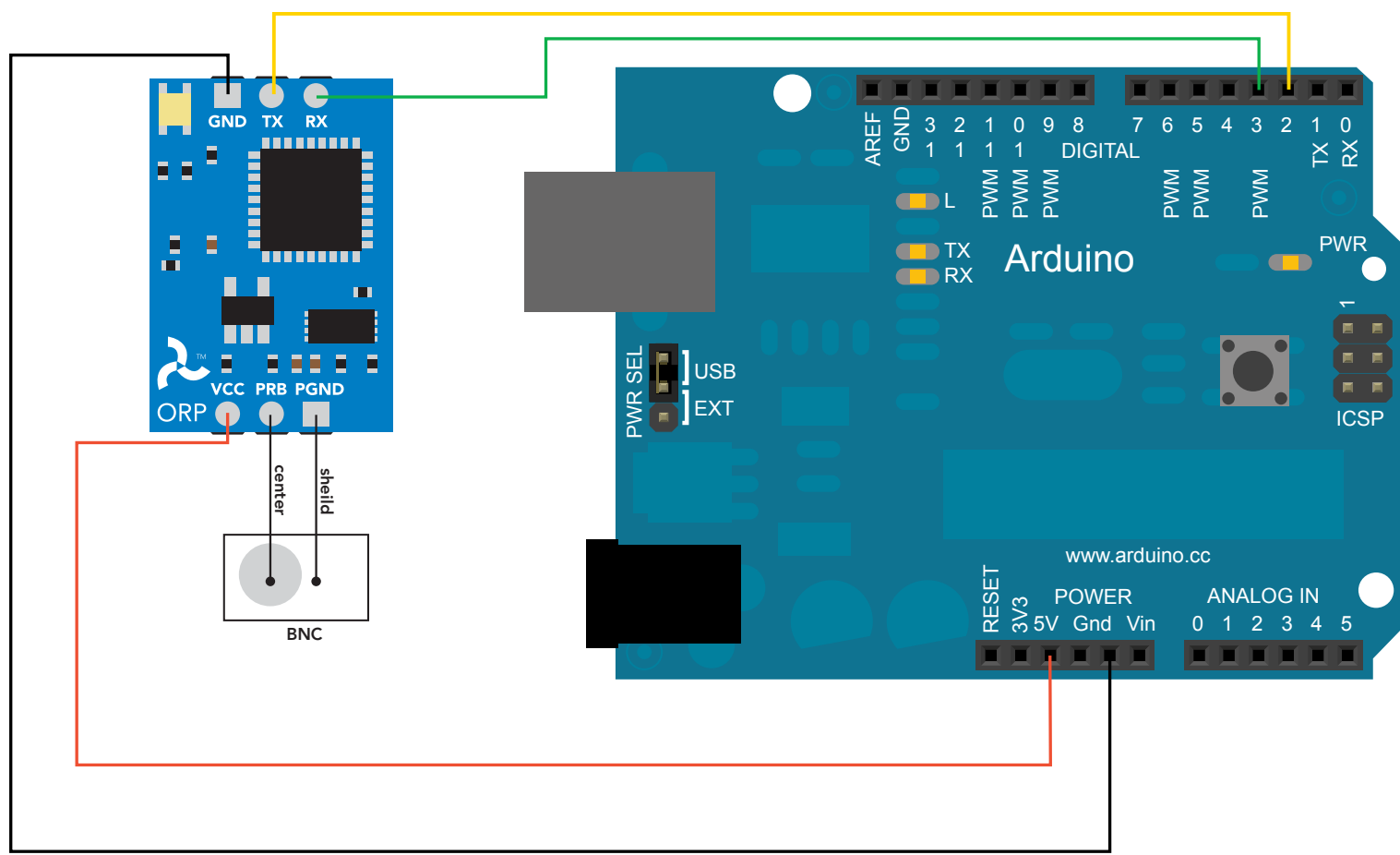


Arduino ORP Sample Code



//This code has intentionally been written to be overly lengthy and includes //unnecessary steps. Many parts of this code can be truncated. This code was written //to be easy to understand. Code efficiency was not considered. Modify this code //as you see fit. This code will output data to the Arduino serial monitor. Type commands //into the Arduino serial monitor to control the ORP circuit. set the var Arduino_only to //equal 1 to watch the Arduino take over control of the ORP circuit.

//As of 11/6/14 the default baud rate has changed to 9600.
//The old default baud rate was 38400.



```
#include <SoftwareSerial.h>
#define rx 2
#define tx 3

SoftwareSerial myserial(rx, tx);

char ORP_data[20];
char computerdata[20];
byte received_from_computer=0;
byte received_from_sensor=0;
byte received_from_sensor=0;
byte arduino_only=0;

byte startup=0;
float ORP=0;
byte string_received=0;

void setup(){
  Serial.begin(9600);
  myserial.begin(9600);
}

void serialEvent(){
  if(arduino_only!=1){
    received_from_computer=Serial.readBytesUntil(13,computerdata,20);

    computerdata[received_from_computer]=0;

    myserial.print(computerdata);

    myserial.print("\r");
  }
}

void loop(){
  if(myserial.available() > 0){
    received_from_sensor=myserial.readBytesUntil(13,ORP_data,20);

    ORP_data[received_from_sensor]=0;

    string_received=1;

    Serial.println(ORP_data);
  }

  if(arduino_only==1){Arduino_Control();}
}

void Arduino_Control(){
  if(startup==0){
    myserial.print("c,0\r");
    delay(50);
    myserial.print("c,0\r");
    delay(50);
    startup=1;
  }

  delay(800);
  myserial.print("R\r");
  if(string_received==1){
    ORP=atof(ORP_data);
    if(ORP>=500){Serial.println("high\r");}
    if(ORP<499.9){Serial.println("low\r");}
    string_received=0;
  }
}

//here are some functions you might find useful
//these functions are not enabled

/*
void cal_225(){
  myserial.print("cal,225\r");}

void ORPFactoryDefault(){
  myserial.print("X\r");}

void read_info(){
  myserial.print("I\r");}

void ORPSetLEDs(byte enabled)
{
  if(enabled)
    myserial.print("L,1\r");
  else
    myserial.print("L,0\r");
}
*/
```

//we have to include the SoftwareSerial library, or else we can't use it.
//define what pin rx is going to be.
//define what pin Tx is going to be.

//define how the soft serial port is going to work.

//we make a 20 byte character array to hold incoming data from the ORP.
//we make a 20 byte character array to hold incoming data from a pc/mac/other.
//we need to know how many characters have been received.
//we need to know how many characters have been received.
//if you would like to operate the ORP Circuit with the Arduino only and not use the serial monitor
//to send it commands set this to 1. The data will still come out on the serial monitor, so you can see
//it working

//used to make sure the Arduino takes over control of the ORP Circuit properly.
//used to hold a floating point number that is the ORP.
//used to identify when we have received a string from the ORP circuit.

//enable the hardware serial port
//enable the software serial port

//this interrupt will trigger when the data coming from the
//serial monitor(pc/mac/other) is received.
//if Arduino_only does not equal 1 this function will
//be bypassed.
//we read the data sent from the serial monitor
//(pc/mac/other) until we see a <CR>. We also count how
//many characters have been received.
//we add a 0 to the spot in the array just after the last
//character we received. This will stop us from transmitting
//incorrect data that may have been left in the buffer.
//we transmit the data received from the serial monitor
//(pc/mac/other) through the soft serial port to
//the ORP Circuit.
//all data sent to the ORP Circuit must end with a <CR>.

//if we see that the ORP Circuit has sent a character.
//we read the data sent from ORP Circuit until we see a <CR>.
//We also count how many character have been received.
//we add a 0 to the spot in the array just after the last character
//we received. This will stop us from transmitting incorrect data
//that may have been left in the buffer.
//a flag used when the Arduino is controlling the ORP Circuit
//to let us know that a complete string has been received.
//lets transmit that data received from the ORP Circuit to the
//serial monitor.
//If the var arduino_only is set to one we will call this function.
//Letting the Arduino take over control of the ORP Circuit

//if the Arduino just booted up, we need to set some things up first.
//take the ORP Circuit out of continues mode.
//on start up sometimes the first command is missed.
//so, let's send it twice.
//a short delay after the ORP Circuit was taken out of continues mode is used to make sure
//we don't over load it with commands.
//startup is completed, let's not do this again during normal operation.

//we will take a reading ever 800ms. You can make this much longer or shorter if you like.
//send it the command to take a single reading.
//did we get data back from the ORP Circuit?
//many people ask us "how do I convert a sting into a float?" This is how...
//This is the proof that it has been converted into a float.
//This is the proof that it has been converted into a float.
//reset the string received flag.

[Click here to download the *.ino file](#)