Final | Arduino 1.8.12 (Windows Store 1.8.33.0)

File Edit Sketch Tools Help

Final | pitches.h

```
#include <CapacitiveSensor.h>
#include "pitches.h"
#define buzzer 11

// Set the Send Pin & Receive Pin.
CapacitiveSensor   cs_12_3 = CapacitiveSensor(12,3);
CapacitiveSensor   cs_12_4 = CapacitiveSensor(12,4);
CapacitiveSensor   cs_12_5 = CapacitiveSensor(12,5);
CapacitiveSensor   cs_12_6 = CapacitiveSensor(12,6);
CapacitiveSensor   cs_12_7 = CapacitiveSensor(12,7);
CapacitiveSensor   cs_12_8 = CapacitiveSensor(12,8);
CapacitiveSensor   cs_12_9 = CapacitiveSensor(12,9);
CapacitiveSensor   cs_12_10 = CapacitiveSensor(12,10);

void setup()
{
  // turn off autocalibrate on channel 1 - just as an example
  cs_12_3.set_CS_AutocaL_Millis(0xFFFFFFFF);
  cs_12_4.set_CS_AutocaL_Millis(0xFFFFFFFF);
  cs_12_5.set_CS_AutocaL_Millis(0xFFFFFFFF);
  cs_12_6.set_CS_AutocaL_Millis(0xFFFFFFFF);
  cs_12_7.set_CS_AutocaL_Millis(0xFFFFFFFF);
  cs_12_8.set_CS_AutocaL_Millis(0xFFFFFFFF);
  cs_12_9.set_CS_AutocaL_Millis(0xFFFFFFFF);
  cs_12_10.set_CS_AutocaL_Millis(0xFFFFFFFF);
}

void loop()
{
  // Set the sensitivity of the sensors.
  long touch1 =  cs_12_3.capacitiveSensor(1000);
  long touch2 =  cs_12_4.capacitiveSensor(1000);
  long touch3 =  cs_12_5.capacitiveSensor(1000);
  long touch4 =  cs_12_6.capacitiveSensor(1000);
  long touch5 =  cs_12_7.capacitiveSensor(1000);
  long touch6 =  cs_12_8.capacitiveSensor(1000);
  long touch7 =  cs_12_9.capacitiveSensor(1000);
  long touch8 =  cs_12_10.capacitiveSensor(1000);

  // When we touched the sensor, the buzzer will produce a tone.
  if (touch1 > 1000){
    tone(buzzer,385);
    }
  if (touch2 > 1000){
    tone(buzzer,370);
    }
  if (touch3 > 1000){
    tone(buzzer,328);
  }
  if (touch4 > 1000) {
    tone(buzzer,294);
  }
  if (touch5 > 1000){
    tone(buzzer,260);
  }
  if (touch6 > 1000){
    tone(buzzer,250);
  }
  if (touch7 > 1000){
    tone(buzzer,220);
  }
  if (touch8 > 1000){
    tone(buzzer,200);
```

CS_XX_X
XX: Receive Pin
X: Send Pin

I did not understand what this part does.

I found out that my project would still work even if I deleted this part.

1000 is where it perfectly senses me when I get in touch. So I put 1000 for all the receive pin. I also named them from 1-8

Set tone(XX,##)
XX: where(which pin, in this case, buzzer=pin11) the sound plays
##: what tone it plays

When the sensor does not sense anything there will be no sound.