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1 // Preprocessor Directives to include the library only once
2 #ifndef _SONARSTATUS
3 #define _SONARSTATUS
4
5
6 // New defines:
7 #define ST_SETUP          0 // Number associated with the
  setup mode.
8 #define ST_MANUAL        1 // Number associated with the
  manual mode.
9 #define ST_AUTOMATIC     2 // Number associated with the
  automatic mode.
10 #define POSITIVO         0 // Number associated with the
  positive direction of the servo.
11 #define NEGATIVO         1 // Number associated with the
  negative direction of the servo.
12 #define N_SAMPLES        32 // Total number of samples of
  the sinusoidal signal.
13 #define Fpclk 25e6         // Frecuency of the
  peripherals by default.
14
15 // New struct:
16 struct sonar_status
17 {
18     /*
19      Structure that contains all
20      the information of the Sonar
21      and allows us to handle it
22      in a simple way.
23     */
24     char state; // Contains the mode of the
  servo, modes allowed: Setup, Manual and Automatic.
25     float distance; // The distance measure by the
  UTS in cm.
26     int servo_pose; // The position of the servo
  in degrees.
27     int servo_period; // How many 0.5 cycles are
  equal to the period of the servo, this parameter can be configured via UART.
28     int servo_resolution; // Servo motion
  resolution, this parameter can be configured via UART.
29     char f_block_keys; // Flag to prevent the Eints
  handlers being executed multiple times when the button is pressed.
30     char f_block_move; // Flag that enables the
  movement of the servo in automatic mode, it can be modified via ISP.
31     char f_block_measure; // Flag that allows the
  distance measure in manual mode, it can be modified via ISP.
32     char f_block_transmission; // Flag that allows you to
  send information about measurements via UART.
33 };
34
35 #endif
36

```