

Include headers

```
#include "hardware/pio.h"

#include "quadrature.pio.h"
```

Define your QUADRATURE Encoder pins

```
#define QUADRATURE_A_PIN 2
#define QUADRATURE_B_PIN 3
```

• Initialize a PIO state machine

```
PIO pio = pio0;

uint offset = pio_add_program(pio, &quadratureA_program);

uint sm = pio_claim_unused_sm(pio, true);

quadratureA_program_init(pio, sm, offset, QUADRATURE_A_PIN, QUADRATURE_B_PIN);
```

• Read the current value of the encoder from the state machine

```
pio_sm_exec_wait_blocking(pio, sm, pio_encode_in(pio_x, 32));
uint x = pio_sm_get_blocking(pio, sm);
```

Zeroing/resetting position

```
pio_sm_exec(pio, sm, pio_encode_set(pio_x, 0));
```

Switch/Button

Not really applicable for this kind of library, but I'm going to drop this here in case it's useful. If you want to handle button presses via IRQ:

```
#define QUADRATURE_SW_PIN 4
PIO pio = pio0;
uint offset, sm;
void quadrature_sw_callback(uint gpio, uint32_t events) {
   if(gpio == QUADRATURE_SW_PIN) pio_sm_exec(pio, sm, pio_encode_set(pio_x, 0));
}
int main() {
   stdio_init_all();

   offset = pio_add_program(pio, &quadratureA_program);
   sm = pio_claim_unused_sm(pio, true);

   quadratureA_program_init(pio, sm, offset, QUADRATURE_A_PIN, QUADRATURE_B_PIN);
   gpio_set_irq_enabled_with_callback(QUADRATURE_SW_PIN, GPIO_IRQ_EDGE_FALL, true, &quadrature_sw_callback);

   // rest of your logic
}
```

Python Example

Q

Q

See python/quadrature.py.

Example

See the examples folder to see both 2 sub-state and 4 sub-state versions that write the value every 1 second.

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Languages

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• Python 35.2%