Input
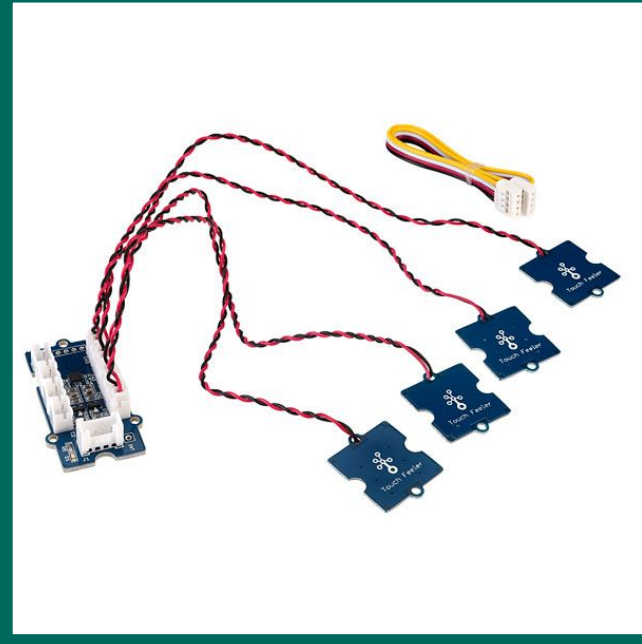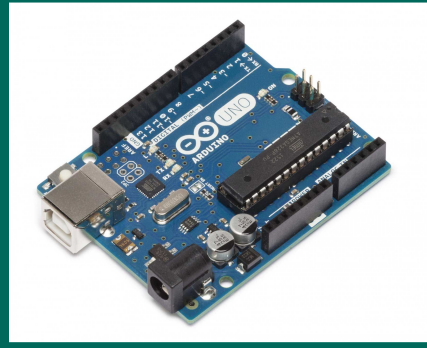# Output

Welkom!

Olli Appelt & Kilian Bultje

Input
Output

- Olli Appelt
- 17
- 2e Jaars
- Gamen & Muziek

—

- Kilian Bultje
- 26
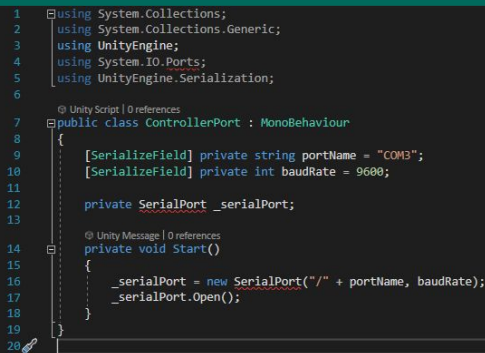- 2e Jaars
- Gamen, Muziek & F1

ARDUINO

Input
Output

Ons Product

- Input controller via Touch Sensor

- Onderzoek:
  Hardware & Software
  Ervaring
  Tijd

ARDUINO

Input
Output

Code


```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using System.IO.Ports;
5  using UnityEngine.Serialization;
6
   @ Unity Script | 0 references
7  public class ControllerPort : MonoBehaviour
8  {
9      [SerializeField] private string portName = "COM3";
10     [SerializeField] private int baudRate = 9600;
11
12     private SerialPort _serialPort;
13
   @ Unity Message | 0 references
14     private void Start()
15     {
16         _serialPort = new SerialPort("/" + portName, baudRate);
17         _serialPort.Open();
18     }
19  }
20
```

```cpp
MPR121test§
#include <TouchScreen.h>

#include <Mouse.h>
|
#include <Wire.h>
#include "Adafruit_MPR121.h"

#ifndef _BV
#define _BV(bit) (1 << (bit))
#endif
// You can have up to 4 on one i2c bus but one is enough for testing!
Adafruit_MPR121 cap = Adafruit_MPR121();

// Keeps track of the last pins touched
// so we know when buttons are 'released'
uint16_t lasttouched = 0;
uint16_t curtouched = 0;

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

  while (!Serial) { // needed to keep leonardo/micro from starting too fast!
    delay(10);
  }

  Serial.println("Adafruit MPR121 Capacitive Touch sensor test!");

  // Default address is 0x5A, if tied to 3.3V its 0x5B
  // If tied to SDA its 0x5C and if SCL then 0x5D
  if (!cap.begin(0x5A)) {
    Serial.println("MPR121 not found, check wiring?");
    while (1);
  }
  Serial.println("MPR121 found!");
}

void loop() {
  // Get the currently touched pads
  curtouched = cap.touched();

  for (uint8_t i=0; i<12; i++) {
    // it if *is* touched and *wasnt* touched before, alert!
    if ((curtouched & _BV(i)) && !(lasttouched & _BV(i)) ) {
      Serial.print(i); Serial.println(" touched");
    }
```

Input
Output

Test

- Code schrijven
- Programma uitvoeren
- Waarnemen wat er gebeurd
- Realiseren wat er gebeurd is
- Aanpassingen maken indien nodig

___

ARDUINO

Input
Output

Problemen

- Unity
- Port
- Informatie & Forums

———

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```

ARDUINO

Input
Output

Conclusie & Geleerd

- Leuk
- Interessant
- Libraries
- Hardware

—

- Research
- Verwachting
- Ervaring

Input
Output

Danku!

Vragen?

ARDUINO