

```
1 #include <Servo.h>
2 #include "../vars/constants.h"
3
4 #define SERVO_UPPER_HOMING_POSITION 20
5 #define SERVO_UPPER_HOME_POSITION 0
6 #define SERVO_LOWER_HOME_POSITION 90
7 #define SERVO_HOMING_SPEED 11 //Lower Value -> higher Speed
8 #define SERVO_DEGREES_PER_FUNCTION_CALL 1
9 #define SERVO_MANUAL_TURNING_SPEED 20
10
11 // @brief Object of servo
12 class ServoController
13 {
14     private:
15     Servo servoLower;
16     Servo servoUpper;
17     Servo servoExtender;
18     unsigned long lowerServoLastTurn, upperServoLastTurn;
19
20     public:
21     uint8_t servoLowerPosition = 90;
22     uint8_t servoUpperPosition = 0;
23
24     void init()
25     {
26         pinMode(constants::pins::motor::ServoLowerPin, OUTPUT);
27         pinMode(constants::pins::motor::ServoUpperPin, OUTPUT);
28         pinMode(constants::pins::motor::ServoExtenderPin, OUTPUT);
29         pinMode
30             (constants::pins::motor::ServoExtenderLimitSwitchUpper_Pin,
31             INPUT);
32         pinMode
33             (constants::pins::motor::ServoExtenderLimitSwitchLower_Pin,
34             INPUT);
35         servoLower.attach(constants::pins::motor::ServoLowerPin, 4, 0,
36             180);
37         servoUpper.attach(constants::pins::motor::ServoUpperPin, 5, 0,
38             180);
39         servoExtender.attach(constants::pins::motor::ServoExtenderPin,
40             6, 0, 180);
41
42         resetPosition();
43         homePosition();
44     }
45
46     void applyPosition()
47     {
48         servoUpper.write(servoUpperPosition);
49         servoLower.write(servoLowerPosition);
50     }
51
52     void turnServoUpperCW()
53     {
```

```
47     if(upperServoLastTurn > millis() - SERVO_MANUAL_TURNING_SPEED)
48         return;
49     upperServoLastTurn = millis();
50
51     if(servoUpperPosition > 179)
52     {
53         servoUpperPosition = 180;
54         return;
55     }
56     servoUpperPosition = servoUpperPosition + 1;
57 }
58 void turnServoUpperCCW()
59 {
60     if(upperServoLastTurn > millis() - SERVO_MANUAL_TURNING_SPEED)
61         return;
62     upperServoLastTurn = millis();
63
64     if(servoUpperPosition < 1)
65     {
66         servoUpperPosition = 0;
67         return;
68     }
69     servoUpperPosition = servoUpperPosition - 1;
70 }
71
72 void turnServoLowerCW()
73 {
74     if(lowerServoLastTurn > millis() - SERVO_MANUAL_TURNING_SPEED)
75         return;
76     lowerServoLastTurn = millis();
77
78     if(servoLowerPosition > 179)
79     {
80         servoLowerPosition = 180;
81         return;
82     }
83     servoLowerPosition = servoLowerPosition + 1;
84 }
85 void turnServoLowerCCW()
86 {
87     if(lowerServoLastTurn > millis() - SERVO_MANUAL_TURNING_SPEED)
88         return;
89     lowerServoLastTurn = millis();
90
91     if(servoLowerPosition < 1)
92     {
93         servoLowerPosition = 0;
94         return;
95     }
96     servoLowerPosition = servoLowerPosition - 1;
97 }
98
99 void resetPosition()
```

```
100     {
101         fullyRetractExtender();
102         servoLowerPosition = 90;
103         servoUpperPosition = SERVO_UPPER_HOMING_POSITION;
104         applyPosition();
105     }
106
107 void homePosition()
108 {
109     fullyRetractExtender();
110
111     //Set Upper Servo to Homing Position
112     for (uint8_t i = servoUpperPosition; i != SERVO_UPPER_HOMING_POSITION;)
113     {
114         servoUpperPosition = i;
115         applyPosition();
116         if(i > SERVO_UPPER_HOMING_POSITION)
117             i--;
118         else
119             i++;
120
121         delay(SERVO_HOMING_SPEED);
122     }
123
124     //Home Lower Servo
125     for (uint8_t i = servoLowerPosition; i != SERVO_LOWER_HOME_POSITION;)
126     {
127         servoLowerPosition = i;
128         applyPosition();
129         if(i > SERVO_LOWER_HOME_POSITION)
130             i--;
131         else
132             i++;
133         delay(SERVO_HOMING_SPEED);
134     }
135
136     //Home Upper Servo
137     for (uint8_t i = servoUpperPosition; i != SERVO_UPPER_HOME_POSITION;)
138     {
139         servoUpperPosition = i;
140         applyPosition();
141         if(i > SERVO_UPPER_HOME_POSITION)
142             i--;
143         else
144             i++;
145         delay(SERVO_HOMING_SPEED);
146     }
147 }
148
149 void fullyExtendExtender()
```

```
150     {
151         while(extendExtender());
152     }
153
154     bool extendExtender()
155     {
156         if(!digitalRead
157             (constants::pins::motor::ServoExtenderLimitSwitchUpper_Pin))
158         {
159             Serial.print(millis());
160             Serial.println(" Servo Extender Extend...");
161             servoExtender.write(40);
162             delay(3);
163             servoExtender.write(90);
164         }
165         if(digitalRead
166             (constants::pins::motor::ServoExtenderLimitSwitchUpper_Pin))
167         {
168             servoExtender.write(100);
169             while(digitalRead
170                 (constants::pins::motor::ServoExtenderLimitSwitchUpper_Pin))
171             {
172                 ;
173             }
174             delay(3);
175             servoExtender.write(90);
176             return false;
177         }
178         return true;
179     }
180
181     void fullyRetractExtender()
182     {
183         while(retractExtender());
184     }
185
186     bool retractExtender()
187     {
188         if(!digitalRead
189             (constants::pins::motor::ServoExtenderLimitSwitchLower_Pin))
190         {
191             Serial.print(millis());
192             Serial.println(" Servo Extender Retract...");
193             servoExtender.write(140);
194             delay(3);
195             servoExtender.write(90);
196         }
197         if(digitalRead
198             (constants::pins::motor::ServoExtenderLimitSwitchLower_Pin))
199         {
200             servoExtender.write(80);
201             while(digitalRead
```

```
        (constants::pins::motor::ServoExtenderLimitSwitchLower_Pin  
        ))  
197     {  
198         ;  
199     }  
200     delay(3);  
201     servoExtender.write(90);  
202     return false;  
203 }  
204 return true;  
205 }  
206 };
```