

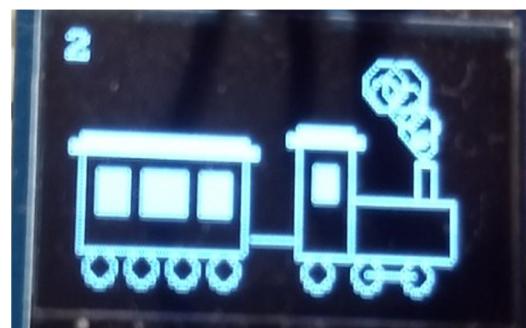
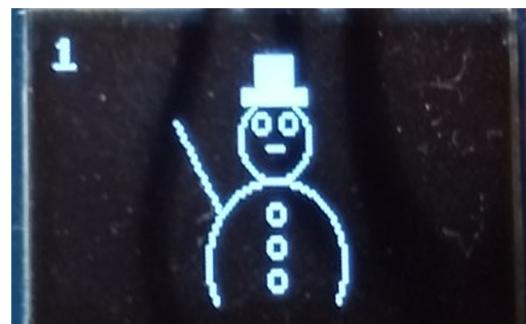
Accesliderator

Application

Wissel tussen 3 pixelarts.

Wissel op basis van de acceleratie en tilt op de x en y as.

Aanpasbare drempelwaardes per as en richting.



Library

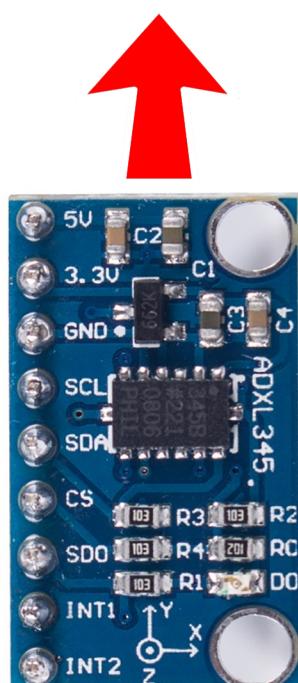
Volledige setup van de adxl345 sensor.

Functies om de assen uit te lezen.

Volledige weergave van de ingestelde instellingen

```
while(1){
    valx = sensor.getx();
    valy = sensor.gety();
    hwlib::cout << "x= " << valx << " y= " << valy << "\n";
    if( (valx > posThreshX && valy > negThreshY) || (valy > posThreshY && valx > negThreshX) ){
        if( counter == 1){
            counter =3;
        }else{
            counter--;
        }
        go = 1;
    }
    if( ( valx < negThreshX && valy < posThreshY) || ( valy < negThreshY && valx < posThreshX ) ){
        if(counter == 3){
            counter =1;
        }else{
            counter++;
        }
        go = 1;
    }
}
```

```
int16_t adxl345::getZ(){
    bus.write( address_base ).write( ADXL345_DATAZ0 );
    auto transaction = bus.read( address_base );
    auto b1 = transaction.read_byte();
    auto b2 = transaction.read_byte();
    return (int) ((b2 << 8 ) | ( b1 ));
}
```



```
void adxl345::setRangeSetting(int val) {
    uint8_t byte_code;
    if(val == 4){
        byte_code = 0x01;
    }else if(val == 8){
        byte_code = 0x02;
    }else if (val == 16){
        byte_code = 0x03;
    }else{
        byte_code = 0x00;
    }
    writeReg(ADXL345_DATA_FORMAT, byte_code);
```

```
the range is 2g
the bitrate is 100hz
the x offset integer is -4
the y offset integer is -12
the z offset integer is -58
the tap threshold integer is 10
the tap duration integer is 0
the tap detection binary code is 0
the latent integer is 0
the window integer is 0
the window integer is 10
the inactivity threshold integer is 10
the inactivity time integer is 1
the activity/inactivity binary code is 0
the free fall threshold integer is 0
the free fall time integer is 0
the interrupts binary code is 0
```