HS4100 软件源程序

```
#include "Drv_Beep.h"
/********全局变量*******/
float Beep_Time;//蜂鸣器响的时间
float Beep_Flash;//蜂鸣器响的次数
/*
************************
* 函数原型: void Buzzer_Status(float dT)
       能: 蜂鸣器的状态检测
  功
       入: dT:执行周期
       数: uint16_t dT
void Buzzer_Status(float dT)
   static float BT;
   if(Beep_Time <= 0 && Beep_Flash <= 0)//蜂鸣器的时间小于等于 0 时
       Beep_OFF;//关闭蜂鸣器
       return;
   if(Beep_Time)
       Beep_ON;//打开蜂鸣器
       Beep_Time -= dT;//蜂鸣器响的时间--
   if(Beep_Flash)
       BT = BT + dT;//周期++
       if(BT < 0.2)//如果小于 0.2s 时
          Beep_ON;//蜂鸣器响
       else if(BT >= 0.2 && BT < 0.3)//在 0.2 和 0.3s 之间时
          Beep_OFF;//关闭蜂鸣器
       else if(BT >= 0.3)//大于等于 0.2s 时
          Beep_Flash--;//次数--
          BT = 0;//周期清零
       }
   }
#include "Drv_HT162x.h"
************************
```

* 函数原型: static void LCD_Delay(void)

```
* 功
       能: LCD_us 延时
* 调
       用:内部调用
************************
static void LCD_Delay(void)
   unsigned char a;
   for(a = 100; a > 0; a - -);
}
*********************
* 函数原型: static void Write_Mode(unsigned char MODE)
       能: 写入模式,数据 or 命令
       入: MODE: 数据 or 命令
* 输
       数: unsigned char MODE
  参
* 调
       用:内部调用
************************
static void Write_Mode(unsigned char MODE)
   LCD_Delay();
   Clr_162x_Wr;//RW = 0;
   LCD_Delay();
   Set_162x_Dat;//DA = 1;
   Set_162x_Wr;//RW = 1;
   LCD_Delay();
   Clr_162x_Wr;//RW = 0;
   LCD_Delay();
   Clr_162x_Dat;//DA = 0;
   LCD_Delay();
   Set_162x_Wr;//RW = 1;
   LCD_Delay();
   Clr_162x_Wr;//RW = 0;
   LCD_Delay();
   if (0 == MODE)
      Clr_162x_Dat;//DA = 0;
   }
   else
   {
      Set_162x_Dat;//DA = 1;
   LCD_Delay();
   Set_162x_Wr;//RW = 1;
   LCD_Delay();
}
**************************
```

```
函数原型: static void Write_Command(unsigned char Cbyte)
 * 功
        能: LCD 命令写入函数
  输
        入: Cbyte: 控制命令字
  参
        数: unsigned char Cbyte
        用:内部调用
************************
static void Write_Command(unsigned char Cbyte)
   unsigned char i = 0;
   for (i = 0; i < 8; i++)
       Clr_162x_Wr;
       if ((Cbyte >> (7 - i)) & 0x01)
          Set_162x_Dat;
       else
       {
          Clr_162x_Dat;
       LCD_Delay();
       Set_162x_Wr;
       LCD_Delay();
   }
   Clr_162x_Wr;
   LCD_Delay();
   Clr_162x_Dat;
   Set_162x_Wr;
   LCD_Delay();
}
***********************
 * 函数原型: static void Write_Address(unsigned char Abyte)
        能: LCD 地址写入函数
  输
        入: Abyte: 地址
        数: unsigned char Abyte
        用:内部调用
********************
static void Write_Address(unsigned char Abyte)
{
   unsigned char i = 0;
   Abyte = Abyte \ll 1;
   for (i = 0; i < 6; i++)
       Clr_162x_Wr;
       if ((Abyte >> (6 - i)) & 0x01)
       {
```

```
Set_162x_Dat;
      }
      else
          Clr_162x_Dat;
      LCD_Delay();
      Set_162x_Wr;
      LCD_Delay();
}
***********************
  函数原型: static void Write_Data_8bit(unsigned char Dbyte)
       能: LCD 8bit 数据写入函数
  功
  输
       入: Dbyte: 数据
       数: unsigned char Dbyte
       用:内部调用
static void Write_Data_8bit(unsigned char Dbyte)
{
   int i = 0;
   for (i = 0; i < 8; i++)
      Clr_162x_Wr;
      if ((Dbyte >> (7 - i)) & 0x01)
          Set_162x_Dat;
       }
      else
      {
          Clr_162x_Dat;
      LCD_Delay();
      Set_162x_Wr;
      LCD_Delay();
   }
}
*******************
  函数原型: void Write_Data_4bit(unsigned char Dbyte)
  功
       能: LCD 4bit 数据写入函数
  输
       入: Dbyte: 数据
  参
       数: unsigned char Dbyte
       用:内部调用
***********************
```

*/

```
void Write_Data_4bit(unsigned char Dbyte)
   int i = 0;
   for (i = 0; i < 4; i++)
       Clr_162x_Wr;
       if ((Dbyte >> (3 - i)) & 0x01)
           Set_162x_Dat;
        }
       else
       {
           Clr_162x_Dat;
       LCD_Delay();
       Set_162x_Wr;
       LCD_Delay();
}
**********************
 * 函数原型: void Lcd_Init(void)
        能: LCD 初始化,对 lcd 自身做初始化设置
***********************
void Lcd_Init(void)
   Set_162x_Cs;
   Set_162x_Wr;
   Set_162x_Dat;
   LCD_Delay();
   Clr_162x_Cs_{,//}CS = 0;
   LCD_Delay();
   Write_Mode(0);//命令模式
   Write_Command(0x01);//Enable System
   Write_Command(0x03);//Enable Bias
    Write_Command(0x04);//Disable Timer
   Write_Command(0x05);//Disable WDT
   Write_Command(0x08);//Tone OFF
   Write_Command(0x18);//on-chip RC 震荡
    Write_Command(0x29);//1/4Duty 1/3Bias
   Write_Command(0x80);//Disable IRQ
    Write_Command(0x40);//Tone Frequency 4kHZ
   Write_Command(0xE3);//Normal Mode
   Set_162x_Cs;//CS = 1;
   HAL_TIM_PWM_Start(&htim3, TIM_CHANNEL_1);
    __HAL_TIM_SET_COMPARE(&htim3, TIM_CHANNEL_1, 1);//背光 pwm
```

```
Lcd_All();
   HAL_Delay(1000);
   Lcd_Clr();
***********************
* 函数原型: void Lcd_Clr(void)
       能: LCD 清屏函数
**************************
void Lcd_Clr(void)
   Write_Addr_Dat_N(0x0, 0x00, 60);
}
************************
* 函数原型: void Lcd_All(void)
      能: LCD 全显示函数
***********************
void Lcd_All(void)
   Write_Addr_Dat_N(0x0, 0xFF, 60);
}
*********************
 * 函数原型: void Write_Addr_Dat_N(unsigned char _addr, unsigned char _dat, unsigned char
n)
       能: 屏幕显示
 * 功
 * 输
       入: _addr: 地址 char _dat: 数据 n: 个数
       数: unsigned char _addr, unsigned char _dat, unsigned char n
*********************
void Write_Addr_Dat_N(unsigned char _addr, unsigned char _dat, unsigned char n)
   unsigned char i = 0;
   Clr_162x_Cs_{,//}CS = 0;
   LCD_Delay();
   Write_Mode(1);
   Write_Address(_addr);
   for (i = 0; i < n; i++)
      Write_Data_8bit(_dat);
   Set_162x_Cs;//CS = 1;
#include "Drv_EC11A.h"
```

```
/********结构体********/
_EC11A_ EC11A[2];//旋钮参数
**********************
* 函数原型: void EC11A_Init(void)
       能: EC11A 初始化定时器
**********************
void EC11A_Init(void)
   /*********EC11A 1*******/
   EC11A[0].EXTI_Pin = EC1A_Pin;//EC11A 旋钮中断引脚
   EC11A[0].EC11A_Pin = EC1B_Pin;//EC11A 旋钮输入引脚
   EC11A[0].EC11A_GPIO = EC1B_GPIO_Port;//EC11A 旋钮输入 GPIO 端口
   EC11A[0].Key_Pin = KEY1_Pin;//EC11A 按键输入引脚
   EC11A[0].Key_GPIO = KEY1_GPIO_Port;//EC11A 按键输入 GPIO 端口
   EC11A[0].Tim = &EC11A_Tim_1;//定时器选择
   EC11A[0].EC11A_Fast = EC11A_FastSpeed;//判断旋转速度阈值
   /********EC11A 2******/
   EC11A[1].EXTI_Pin = EC2A_Pin;//EC11A 旋钮中断引脚
   EC11A[1].EC11A_Pin = EC2B_Pin;//EC11A 旋钮输入引脚
   EC11A[1].EC11A_GPIO = EC2B_GPIO_Port;//EC11A 旋钮输入 GPIO 端口
   EC11A[1].Key_Pin = KEY2_Pin;//EC11A 按键输入引脚
   EC11A[1].Key_GPIO = KEY2_GPIO_Port;//EC11A 按键输入 GPIO 端口
   EC11A[1].Tim = &EC11A_Tim_2;//定时器选择
   EC11A[1].EC11A_Fast = EC11A_FastSpeed;//判断旋转速度阈值
}
**********************
* 函数原型: void EC11A_Speed(float dT)
       能: EC11A 旋钮速度计算
************************
void EC11A_Speed(float dT)
{
   /*******EC11A 1*******/
  EC11A[0].EC11A_Speed = EC11A[0].EC11A_Cnt*60/20;//一秒检测一次。转一圈 20 个反
馈,一分钟的速度
   EC11A[0].EC11A_Cnt = 0;//将检测到的计数清零
   /*********EC11A 2*******/
   EC11A[1].EC11A_Speed = EC11A[1].EC11A_Cnt*60/20;//一秒检测一次。转一圈 20 个反
```

```
馈,一分钟的速度
   EC11A[1].EC11A_Cnt = 0;//将检测到的计数清零
}
**********************
* 函数原型: void Check_Press(float dT)
       能: 检测按键按下状态-500ms
************************
void Check_Press(float dT)
   if(EC11A[0].EC11A_Knob)//旋钮 0 旋转
      EC11A[0].EC11A_Knob -= dT;//倒计时
   if(EC11A[1].EC11A Knob)//旋钮 1 旋转
      EC11A[1].EC11A_Knob -= dT;//倒计时
}
************************
 * 函数原型: void EC11AKey_Scan(float dT)
       能: EC11A 按键扫描
************************
void EC11AKey_Scan(float dT)
   /*********EC11A 1*******/
   if(HAL_GPIO_ReadPin(EC11A[0].Key_GPIO,EC11A[0].Key_Pin) == KEY_DOWN)//按下
按键
      if(sys.Lock)
         return;
      if(EC11A[0].LongPress == 0)//没有长按过
         EC11A[0].Key_Cnt += dT;//按下时间++
         EC11A[0].Key_Flag = 1;//按键按下标志置一
   }
   if(EC11A[0].Key_Flag == 1)//按键被按下
      if(HAL_GPIO_ReadPin(EC11A[0].Key_GPIO,EC11A[0].Key_Pin) == KEY_UP)//抬
起按键
         if(EC11A[0].Key_Cnt > 0.1 && EC11A[0].Key_Cnt < 1.5)//小于 1.5S 是单击
             if(sys.Run_Status == 0 && (Speed.Set || Temp.Set))//系统没启动的话
                sys.Run_Status = 1;//启动系统
                Speed.ADDMode = 0;//进入判断速度显示处理
```

```
Speed_Val.Integral = 43;//电器起步
               else//系统启动的话
                   Speed.ADDMode = 2;//进入减速模式
                   sys.Motor_Stop = 1;//电机停止
               SpeedSet_Flag = TempSet_Flag = TimeSet_Flag=1;//进入设置
               Speed_Twinkle_Time = Temp_Twinkle_Time = Time_Twinkle_Time = 0;//关
闭闪烁
               Beep_Time = 0.1;//蜂鸣器响 0.1S
               sys.SetMode_Option = 0;
           EC11A[0].Key_Flag = 0;//按键事件结束,等待下一次按下
           EC11A[0].LongPress = 0;//长按标志清零
           EC11A[0].Key_Cnt = 0;//按钮计数清零
       if(EC11A[0].Key_Cnt > 1.5 && EC11A[0].Key_Cnt < 3)//按键时间大于 1.5S 小于 3S
表示长按
           if(EC11A[0].LongPress == 0)//如果没有一直一直长按着
               EC11A[0].LongPress = 1;//长按标志置一
           }
       }
   }
   /*********EC11A 2*******/
   if(HAL_GPIO_ReadPin(EC11A[1].Key_GPIO,EC11A[1].Key_Pin) == KEY_DOWN)//按下
按键
       if(sys.Lock)
           return;
       if(EC11A[1].LongPress == 0)//没有长按过
           EC11A[1].Key_Cnt += dT;//按下时间++
           EC11A[1].Key_Flag = 1;//按键按下标志置一
       }
   if(EC11A[1].Key_Flag == 1)//按键被按下
       if(HAL_GPIO_ReadPin(EC11A[1].Key_GPIO,EC11A[1].Key_Pin) == KEY_UP)//抬
起按键
           if(EC11A[1].Key_Cnt > 0.1 && EC11A[1].Key_Cnt < 1.5)//小于 1.5S 是单击
               if(sys.Run_Status == 0 && (Speed.Set || Temp.Set))//系统没启动的话
                   sys.Run_Status = 1;//启动系统
```

```
Speed.ADDMode = 0;//进入判断速度显示处理
                 Speed_Val.Integral = 43;//电器起步
              }
             else//系统启动的话
                 Speed.ADDMode = 2;//进入减速模式
                 sys.Motor_Stop = 1;//电机停止
             SpeedSet_Flag = TempSet_Flag = TimeSet_Flag=1;//进入设置
             Speed_Twinkle_Time = Temp_Twinkle_Time = Time_Twinkle_Time = 0;//关
闭闪烁
             Beep_Time = 0.1;//蜂鸣器响 0.1S
             sys.SetMode_Option = 0;
          EC11A[1].Key_Flag = 0;//按键事件结束,等待下一次按下
          EC11A[1].LongPress = 0;//长按标志清零
          EC11A[1].Key_Cnt = 0;//按钮计数清零
      if(EC11A[1].Key_Cnt > 1.5 && EC11A[1].Key_Cnt < 3)//按键时间大于 1.5S 小于 3S
表示长按
          if(EC11A[1].LongPress == 0)//如果没有一直一直长按着
          {
             EC11A[1].LongPress = 1;//长按标志置一
      }
   }
}
**********************
* 函数原型: void HAL_GPIO_EXTI_Callback(uint16_t GPIO_Pin)
       能:外部中断
*************************
void HAL_GPIO_EXTI_Callback(uint16_t GPIO_Pin)
   UNUSED(GPIO_Pin);
   /*********EC11A 1*******/
   if(GPIO_Pin == EC11A[0].EXTI_Pin)//A 上升沿触发外部中断
   {
      if(sys.Lock)
          return:
      HAL_TIM_Base_Start_IT(EC11A[0].Tim);//开始定时器
      while(EC11A[0].TIM_Cnt <= 2)//定时器一个周期 1ms, 计时 2ms 内看看 A 有没有电
跳变
      {
          if(GPIO_Pin == EC11A[0].EXTI_Pin)//在 2ms 内,检测到电平变化
```

```
{
                HAL_TIM_Base_Stop_IT(EC11A[0].Tim);//停止定时器
                EC11A[0].TIM_Cnt = 0;//清除 TIM 计数
                EC11A[0].EC11A_Cnt++;//旋钮计数
                EC11A[0].EC11A_Knob = 2;//在旋转旋钮时
                if(sys.SetMode_Option != 3)
                    sys.SetMode_Option = 1;//设置温度
                if(HAL_GPIO_ReadPin(EC11A[0].EC11A_GPIO,EC11A[0].EC11A_Pin) ==
0)//加
                {
                    if(sys.SetMode_Option == 1)
                        if(EC11A[0].EC11A_Speed < EC11A[0].EC11A_Fast)//如果慢慢
旋转
                         {
                            if(Temp.Set < 1000)
                                 Temp.Set += 5;
                            else
                                 Temp.Set += 10;
                         }
                        else
                            Temp.Set += 20;
                        if(Temp.Set > Temp\_MAX)
                            Temp.Set = Temp\_MAX;
                        Temp_Twinkle_Time = 2;//闪烁时间 6S
                    else if(sys.SetMode_Option == 3)
                        if(EC11A[0].EC11A_Speed < EC11A[0].EC11A_Fast)//如果慢慢
旋转
                         {
                            Time.Set += 60;
                         }
                        else
                         {
                            Time.Set += 300;
                        if(Time.Set > Time\_MAX)
                            Time.Set = Time\_MAX;
                        Time_Twinkle_Time = 6;//闪烁时间 6S
                    }
                    break;
               else if(HAL_GPIO_ReadPin(EC11A[0].EC11A_GPIO,EC11A[0].EC11A_Pin)
== 1)//减
                {
                    if(sys.SetMode_Option == 1)
                        if(EC11A[0].EC11A_Speed < EC11A[0].EC11A_Fast)//如果慢慢
旋转
```

```
if(Temp.Set < 1000)
                                Temp.Set -= 5;
                           else
                               Temp.Set -= 10;
                        }
                       else
                            Temp.Set -= 20;
                       if(Temp.Set \le 0)
                            Temp.Set = 0;
                       Temp_Twinkle_Time = 2;//闪烁时间 2S
                    }
                    else if(sys.SetMode_Option == 3)
                       if(EC11A[0].EC11A_Speed < EC11A[0].EC11A_Fast)//如果慢慢
旋转
                        {
                            Time.Set -= 60;
                        }
                       else
                            Time.Set = 300;
                       if(Time.Set < 0)
                           Time.Set = 0;
                       Time_Twinkle_Time = 6;//闪烁时间 6S
                    }
                    break;
                }
               break;
            }
        HAL_TIM_Base_Stop_IT(EC11A[0].Tim);//停止定时器
        EC11A[0].TIM_Cnt = 0;//清除 TIM 计数
    }
    /*********EC11A 2*******/
    if(GPIO_Pin == EC11A[1].EXTI_Pin)//A 上升沿触发外部中断
    {
        if(sys.Lock)
           return;
        HAL_TIM_Base_Start_IT(EC11A[1].Tim);//开始定时器
        while(EC11A[1].TIM_Cnt <= 2)//定时器一个周期 1ms, 计时 2ms 内看看 A 有没有电
跳变
            if(GPIO_Pin == EC11A[1].EXTI_Pin)//在 2ms 内,检测到电平变化
               HAL_TIM_Base_Stop_IT(EC11A[1].Tim);//停止定时器
               EC11A[1].TIM_Cnt = 0;//清除 TIM 计数
               EC11A[1].EC11A_Cnt++;//旋钮计数
```

```
EC11A[1].EC11A_Knob = 2;//在旋转旋钮时
                if(sys.SetMode_Option != 3)
                    sys.SetMode_Option = 2;//设置速度
                if(HAL\_GPIO\_ReadPin(EC11A[1].EC11A\_GPIO,EC11A[1].EC11A\_Pin) = 
0)//加
                {
                    if(sys.SetMode_Option == 2)
                        if(EC11A[1].EC11A_Speed < EC11A[1].EC11A_Fast)//如果慢慢
旋转
                        {
                            Speed.Set += 10;
                            if(Speed.Set == 10)//从零转开始最低为 50 转,判断是 10 后
                                Speed.Set = 100;//设定转速为 100 开始
                        }
                        else
                            Speed.Set += 30;
                            if(Speed.Set == 30)//从零转开始最低为 50 转,判断是 10 后
                                Speed.Set = 100;//设定转速为 100 开始
                        if(Speed.Set > Speed\_MAX)
                            Speed.Set = Speed_MAX;
                        Speed_Twinkle_Time = 2;//闪烁时间 6S
                    }
                    else if(sys.SetMode_Option == 3)
                        if(EC11A[1].EC11A_Speed < EC11A[1].EC11A_Fast)//如果慢慢
旋转
                        {
                            Time.Set += 60;
                        }
                        else
                            Time.Set += 300;
                        if(Time.Set > Time\_MAX)
                            Time.Set = Time\_MAX;
                        Time_Twinkle_Time = 6;//闪烁时间 6S
                    }
                    break;
                }
               else if(HAL_GPIO_ReadPin(EC11A[1].EC11A_GPIO,EC11A[1].EC11A_Pin)
== 1)//减
                {
                    if(sys.SetMode_Option == 2)
                        if(EC11A[1].EC11A_Speed < EC11A[1].EC11A_Fast)//如果慢慢
旋转
                        {
```

```
Speed.Set -= 10;
                     }
                     else
                         Speed.Set = 30;
                     if(Speed.Set < Speed_MIN)
                         Speed.Set = 0;
                     Speed_Twinkle_Time = 2;//闪烁时间 6S
                 else if(sys.SetMode_Option == 3)
                     if(EC11A[1].EC11A_Speed < EC11A[1].EC11A_Fast)//如果慢慢
旋转
                     {
                         Time.Set -= 60;
                     else
                         Time.Set -= 300;
                     if(Time.Set < 0)
                         Time.Set = 0;
                     Time_Twinkle_Time = 6;//闪烁时间 6S
                 }
                 break;
              break;
          }
       HAL_TIM_Base_Stop_IT(EC11A[1].Tim);//停止定时器
       EC11A[1].TIM_Cnt = 0;//清除 TIM 计数
   }
}
*********************
 * 函数原型: void HAL_TIM_PeriodElapsedCallback(TIM_HandleTypeDef *htim)
        能:定时器计数中断
void HAL_TIM_PeriodElapsedCallback(TIM_HandleTypeDef *htim)
{
   if(htim->Instance == EC11A_Tim_1.Instance)
       EC11A[0].TIM_Cnt++;
   if(htim->Instance == EC11A_Tim_2.Instance)
```

```
EC11A[1].TIM_Cnt++;
   }
#include "Drv_Flash.h"
//Flash_Write((uint8_t *)(&Param),sizeof(Param));
//Flash_Read((uint8_t *)(&Param),sizeof(Param));
**************************
* 函数原型: uint8_t Flash_Write(uint8_t *addr, uint16_t len)
       能:写入Flash
       入: addr 需要写入结构体的地址, len 结构体长度
       出: 写入是否成功
       数: uint8_t *addr, uint16_t len
**********************
uint8_t Flash_Write(uint8_t *addr, uint16_t len)
   uint16 t FlashStatus;//定义写入 Flash 状态
   FLASH_EraseInitTypeDef My_Flash;// 声 明 FLASH_EraseInitTypeDef 结 构 体 为
My_Flash
   HAL_FLASH_Unlock();//解锁 Flash
   My_Flash.TypeErase = FLASH_TYPEERASE_PAGES;//标明 Flash 执行页面只做擦除操
作
   My_Flash.PageAddress = PARAMFLASH_BASE_ADDRESS;//声明要擦除的地址
   My_Flash.NbPages = 1;//说明要擦除的页数,此参数必须是 Min_Data = 1 和 Max_Data
=(最大页数-初始页的值)之间的值
   uint32_t PageError = 0;//设置 PageError,如果出现错误这个变量会被设置为出错的
FLASH 地址
   FlashStatus = HAL_FLASHEx_Erase(&My_Flash, &PageError);//调用擦除函数(擦除
Flash)
   if(FlashStatus != HAL_OK)
      return 0:
   for(uint16_t i=0; i< len; i=i+2)
      uint16_t temp;//临时存储数值
      if(i+1 \le len-1)
          temp = (uint16_t)(addr[i+1] << 8) + addr[i];
      else
          temp = 0xff00 + addr[i];
      //对 Flash 进行烧写,FLASH_TYPEPROGRAM_HALFWORD 声明操作的 Flash 地
址的 16 位的,此外还有 32 位跟 64 位的操作,自行翻查 HAL 库的定义即可
      FlashStatus = HAL_FLASH_Program(FLASH_TYPEPROGRAM_HALFWORD,
PARAMFLASH_BASE_ADDRESS+i, temp);
```

```
if (FlashStatus != HAL_OK)
           return 0;
   HAL_FLASH_Lock();//锁住 Flash
   return 1;
}
************************
  函数原型: uint8_t Flash_Read(uint8_t *addr, uint16_t len)
        能:读取Flash
 * 输
        入: addr 需要写入结构体的地址, len 结构体长度
  输
        出: 读取是否成功
        数: uint8_t *addr, uint16_t len
*********************
uint8_t Flash_Read(uint8_t *addr, uint16_t len)
   for(uint16_t i=0; i<len; i=i+2)
       uint16_t temp;
       if(i+1 \le len-1)
       {
           temp = (*(__IO uint16_t*)(PARAMFLASH_BASE_ADDRESS+i));//*(__IO
uint16_t*)是读取该地址的参数值,其值为 16 位数据,一次读取两个字节
           addr[i] = BYTE0(temp);
           addr[i+1] = BYTE1(temp);
       }
       else
           temp = (*(__IO uint16_t*)(PARAMFLASH_BASE_ADDRESS+i));
           addr[i] = BYTEO(temp);
       }
    }
   return 1;
#include "Drv_PT1000.h"
-22.1-300 摄氏度
const float Temp_map[1501]=
/*-22*/913.733,
               913.340,
                           912.946,
                                       912.553,
                                                   912.159,
                                                               911.766, 911.372,
   910.979,
               910.585,
                           910.192,
/*-21*/917.666,
               917.273,
                           916.879,
                                       916.486,
                                                   916.093,
                                                               915.700,
   915.306,
               914.913,
                           914.520,
                                       914.126,
/*-20*/921.599,
               921.206,
                           920.812,
                                       920.419,
                                                   920.026,
                                                               919.633,
   919.239,
               918.846,
                           918.453,
                                       918.059,
/*-19*/925.531,
               925.138,
                           924.745,
                                       924.351,
                                                   923.958,
                                                               923.565,
   923.172,
               922.779,
                           922.385,
                                       921.992,
```

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			0011		
/*-18*/929.460,	929.067,	928.674,	928.281,	927.888,	927.496,
927.103,	926.710,	926.317,	925.924,		
/*-17*/933.390,	932.997,	932.604,	932.211, 931	.818,	931.425, 931.032,
930.639,	930.246,	929.853,			
/*-16*/937.317,	936.924,	936.532,	936.139,	935.746,	935.354,
934.961,	934.568,	934.175,	933.783,		
/*-15*/941.244,	940.851,	940.459,	940.066,	939.673,	939.281,
938.888,	938.495,	938.102,	937.710,		
/*-14*/945.170,	944.777,	944.385,	943.992,	943.600,	943.207,
942.814,	942.422,	942.029,	941.637,		
/*-13*/949.094,	948.702,	948.309,	947.917,	947.524,	947.132,
946.740,	946.347,	945.955,	945.562,		
/*-12*/953.016,	952.624,	952.232,	951.839,	951.447,	951.055, 950.663,
950.271, 949	.878, 949.486,				
/*-11*/956.938,	956.546,	956.154,	955.761,	955.369,	954.977, 954.585,
954.193, 953	.800, 953.408,				
/*-10*/960.859 ,	960.467,	960.075,	959.683,	959.291,	958.899, 958.506,
958.114, 957	7.722, 957.330,				
/*-9*/964.779 ,		963.995,	963.603,	963.211,	962.819, 962.427,
962.035, 961	.643, 961.251,				
/*-8*/968.697 ,		967.913,	967.522,	967.130,	966.738, 966.346,
	5.563, 965.171,				
/*-7*/972.614 ,		971.831,	971.439,	971.047,	970.656, 970.264,
	.480, 969.089,		,	,	,
/*-6*/976.529 ,		975.746,	975.355,	974.963,	974.572, 974.180,
	.397, 973.006,		,	,	,
/*-5*/980.444 ,		979.662,	979.270,	978.879,	978.487, 978.096,
	.313, 976.921,		,	,	, ,
/*-4*/984.358 ,			983.184,	982.793,	982.401, 982.010,
*	.227, 980.835,	,	,	,	, ,
/*-3*/988.270 ,		987.488,	987.096,	986.705,	986.314, 985.923,
	.140, 984.749,		,	,	, ,
			.617, 990.226,	989.834,	989.443, 989.052,
988.661,	, ,	,	,	,	,
	.700, 995,309,	994.918, 994	.527, 994.136,	993.	745, 993.354,
992.963,			,,		,
/*0*/1000.000,		1000.782,	1001.172,	1001.563	, 1001.954,
	1002.736,				,
/*1*/1003.908 ,		1004.689,		1005.470	, 1005.861,
1006.252,		1007.033,		10001170	, 10001001,
/*2*/1007.814,				1009.377	, 1009.767,
	1010.548,			10071077	, 10051.707,
/*3*/1011.720,				1013.282	1013.672.
	1014.453,			1010.202	, 1010.0.2,
1015.624, 101				7 185	1017.576,
1017.966,				7.100,	1017.270,
1019.527, 101				1.088.	1021.478,
1021.868,		1022.649,		1.000,	10211110,
	3.819, 102			4.989	1025.380,
1025.770,		1026.550,		, 0,,	1020.000,
1023.770,	1020.100,	1020.330,	1020.770,		

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1027.330, 1027.720, 1028.110, 1028.500, 1028.890,	1029.280,
1029.670, 1030.060, 1030.450, 1030.840,	
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1037.466, 1037.856, 1038.246, 1038.636,	
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1068.607, 1068.996, 1069.385, 1069.774,	
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1116.729, 1117.117, 1117.504, 1117.891, 1118.279,	1118.666,
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1143.817, 1144.203, 1144.590, 1144.976, 1145.363,	1145.749,
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1163.130, 1163.516, 1163.902, 1164.288, 1164.674,	1165.060,
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1166.989, 1167.375, 1167.761, 1168.147, 1168.532,	1168.918.
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1170.847, 1171.233, 1171.619, 1172.004, 1172.390,	1172.776.
1173.161, 1173.547, 1173.933, 1174.318,	•
1174.704, 1175.090, 1175.475, 1175.861, 1176.247,	1176.632,
1177.018, 1177.403, 1177.789, 1178.174,	,
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1192.431, 1192.816, 1193.201, 1193.586,	1172.010,
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1196.281, 1196.666, 1197.051, 1197.436,	1175.070,
1197.821, 1198.206, 1198.591, 1198.976, 1199.361,	1199 746
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1261.562, 1261.945, 1262.328, 1262.711,	
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1269.220, 1269.603, 1269.986, 1270.368,	
1270.751, 1271.134, 1271.517, 1271.899, 1272.282,	1272.665,
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1286.052, 1286.434, 1286.816, 1287.199, 1287.581,	1287.963,
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1292.167, 1292.549, 1292.931, 1293.313,	
1293.695, 1294.077, 1294.459, 1294.841, 1295.223,	1295.605,
1295.987, 1296.369, 1296.751, 1297.133,	
1297.515, 1297.897, 1298.279, 1298.661, 1299.043,	1299.425,
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1312.783, 1313.165, 1313.546, 1313.928, 1314.309,	1314.691,
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1318.885, 1319.267, 1319.648, 1320.029,	
1320.411,1320.792, 1321.173, 1321.554, 1321.935	5, 1322.316, 1322.697,
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1326.509, 1326.890, 1327.271, 1327.652,	
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1331.843, 1332.224, 1332.604, 1332.985, 133	3.366, 1333.747,
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1317.742, 1314.123, 1310.503, 1306.884,	,
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1345.570, 1345.928, 1346.308, 1346.689,	
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1350.873, 1351.253, 1351.634, 1352.014, 135	2 394 1352 774
1353.155, 1353.535, 1353.915, 1354.295,	2.37 1, 1332.77 1,
1354.676, 1355.056, 1355.436, 1355.816, 135	6 196 1356 577
1356.957, 1357.337, 1357.717, 1358.097,	3.170, 1330.377,
1358.477, 1358.857, 1359.237, 1359.617, 135	9 997 1360 377
1360.757, 1361.137, 1361.517, 1361.897,	7.777, 1300.377,
1362.277, 1362.657, 1363.037, 1363.417, 136	3 797 1364 177
1364.557, 1364.937, 1365.317, 1365.697,	3.777, 1304.177,
1366.077, 1366.456, 1366.836, 1367.216, 136	7 596 1367 976
1368.355, 1368.735, 1369.115, 1369.495,	7.570, 1307.570,
1369.875, 1370.254, 1370.634, 1371.014, 137	1 303 1371 773
1372.153, 1372.532, 1372.912, 1373.292,	1.373, 1371.773,
1373.671, 1374.051, 1374.431, 1374.810, 1375	5 190 1375 569
1375.949, 1376.329, 1376.708, 1377.088,	3.150, 1373.305,
1377.467, 1377.847, 1378.226, 1378.606, 137	8 985 1379 365
1379.744, 1380.123, 1380.503, 1380.882,	3.703, 1377.303,
1381.262, 1381.641, 1382.020, 1382.400, 1382.779	1383 158 1383 538
1383.917, 1384.296, 1384.676, //99	, 1303.130, 1303.330,
/*	
*/	
/*100*/ 1385.055, 1388.847, 1392.638, 1396.428	8 1400 217 1404 005
1407.791, 1411.576, 1415.360, 1419.143,	, 1400.217, 1404.003,
/*110*/ 1422.925, 1426.706, 1430.485, 1434.264	1/38 0/1 1//1 817
1445.592, 1449.366, 1453.138, 1456.910,	., 1438.041, 1441.817,
/*120*/ 1460.680, 1464.449, 1468.217, 1471.984	1475 750 1470 514
	., 1473.730, 1479.314,
1483.277, 1487.040, 1490.801, 1494.561,	1512 242 1517 006
/*130*/ 1498.319, 1502.077, 1505.833, 1509.589	9, 1513.343, 1517.096,
1520.847, 1524.598, 1528.381, 1532.139, (*140*/ 1535.842 1530.580 1542.324 1547.078	1550 920 1554 572
/*140*/ 1535.843, 1539.589, 1543.334, 1547.078	0, 1550.820, 1554.562,
1558.302, 1562.041, 1565.779, 1569.516,	1500 100 1501 010
/*150*/ 1573.251, 1576.986, 1580.719, 1584.451	, 1300.102, 1391.912,

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1595.641,	1599.368,	1603.094,	1606.820,			
/*160*/ 1610.544	4, 1614.267	7, 1617.989), 1621.709,	1625.429	, 1629.147,	
1632.864,	1636.580,	1640.295,	1644.009,			
/*170*/ 1647.72 ¹	1, 1651.433	3, 1655.143	3, 1658.852,	1662.560	, 1666.267,	
		1677.380,				
/*180*/ 1684.783				1699.575	, 1703.271,	
		1714.349,			,	
/*190*/ 1721.729				1736.475	5, 1740.159,	
		1751.203,			,	
/*200*/ 1758.560				1773.260	. 1776.932.	
		1787.941,			,	
-, -, -, -,	,	-,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,				
/*210*/1795.275,	1798 940	1802.604,	1806.267, 1	809.929,	1813 590	
1817.249,		1824.564,	· · · · · · · · · · · · · · · · · · ·	, , , , , , , , , , , , , , , , , , , ,	1013.370,	
/*220*/1831.875,		1839.181,		846 483	1850.132,	
	1857.426,			,	1030.132,	
/*230*/1868.359,				882 921	1886 558	
	1893.830,			1002.721,	1000.550,	
/*240*/1904.728,			1915.616, 1	919 243	1922 869	
1926.494,		1933.740,		1717.243,	1722.007,	
/*250*/1940.981,		1948.218,		955 450	1959 065	
1962.678,		1969.901,		755.150,	1737.003,	
/*260*/1977.119,			3, 1987.938,	1991 542	1995 145	
1998.746,			5, 2009.544,	1771.542	, 1773.143,	
/*270*/2013.141,				2027.518,	2031 109	
2034.699,		2041.876,		2027.310,	2031.10),	
/*280*/2049.048,				2063 378	2066.958,	
,	2074.114,			2003.370,	2000.930,	
/*290*/2084.839,				2099.123,	2102.692,	
	2109.824,			2077.123,	2102.072,	
*	· · · · · · · · · · · · · · · · · · ·	*	*	31 21/11/87	2145.42, 2148.97,	
2152.52,	2124.00, 212	7.04, 2131.20,	2134.73, 2136.	31, 2141.67,	2143.42, 2146.77,	
/*310*/ 2156.08,	2159.62 216	3 17 2166 72	2170 27 2173	81 2177 36	2180.90, 2184.44,	
2187.98,	2137.02, 210	3.17, 2100.72,	2170.27, 2173.	01, 2177.30,	2100.70, 2104.44,	
/*320*/ 2191.52,	2195.06 219	8 60 2202 13	2205 67 2209	20 2212.73	2216.26, 2219.79,	
2223.32,	21/3.00, 21/	0.00, 2202.13,	2203.07, 2207.	20, 2212.73,	2210.20, 2217.77,	
/*330*/ 2226.85,	2230 38 223	3 90 2237 43	2240 95 2244	47 2247 9 0	2251.51, 2255.03,	
2258.55,	<i></i>	J.70, 22J1. 4 J,	2270.73, 22 74 .	11, 2271.77,	2231.31, 2233.UJ,	
/*340*/ 2262.06,	2265 58 226	9 09 2272 60	2276 12 2270	63 2283 14	2286.64, 2290.15,	
2293.66,	2203.30, 220	,.o,, 2212.00,	2210.12, 2219.	05, 4405.14,	2200.0 1 , 2270.13,	
/*350*/ 2297.16						
};						
J ,						
A 1-1	. . →					

/********全局变量*******/

#define AD_LEN 2//DMA 获取长度

uint16_t ADC_Val[AD_LEN];//adc 的值 0:台面温度 ad 值。 1: 外部探头 ad 值

uint32_t ADC1_Val,ADC2_Val;//adc 的值

#define OP_Value 6.8//放大系数

#define Vref_3V3 3.30//3.3V 电压

```
#define K1
                0.2327367//电阻基准系数
#define Vref
             2.494//参考电压
#define IIR(x,y) (x)=((x)*9+(y))/10//滤波
************************
* 函数原型: int Filter_ADC(void)
       能:滑动平均值滤波
* 输
       出:滤波后的值
**************************
#define N 100//采集 100 次
int ADCvalue_Buf[N];//用于储存采集到的 adc 值
int i = 0;
int Filter_ADC(void)
   char count;
   long sum = 0;
   ADCvalue_Buf[i++] = ADC_Val[0];
   if (i == N)//加入读了 100 组就从新开始
      i = 0;
   for (count = 0; count < N; count++)
      sum += ADCvalue_Buf[count];//100 组相加
   if(ADCvalue_Buf[N-1] == 0)//如果没有读到 100 组就用第一次读到的数
      return ADCvalue_Buf[0];
   else//读到 100 组后
      return (int)(sum / N);//输出平均值
}
**************************
 * 函数原型: int Filter_ADC1(void)
 * 功
       能:滑动平均值滤波
       出:滤波后的值
***********************
int ADCvalue_Buf1[N];//用于储存采集到的 adc 值
int j = 0;
int Filter_ADC1(void)
   char count;
   long sum = 0;
   ADCvalue_Buf1[j++] = ADC_Val[1];
```

```
if (j == N)//加入读了 100 组就从新开始
      j = 0;
   for (count = 0; count < N; count++)
      sum += ADCvalue_Buf1[count];//100 组相加
   if(ADCvalue_Buf1[N-1] == 0)//如果没有读到 100 组就用第一次读到的数
      return ADCvalue_Buf1[0];
   else//读到 100 组后
      return (int)(sum / N);//输出平均值
}
*********************
* 函数原型: void AFE_Sample_Handler(void)
       能: 计算阻值
***********************
float temp_correct,temp_correct1;//温度系数
float ADC_Val_Avg[2];//0 为台面温度 1 为探头温度
float AD_T1=0.0;//ADC 计算后的电压值
float AD_T2=0.0;//ADC 计算后的电压值
float PT_VALUE_1_TEMP;//外部探头阻值
float PT_VALUE_2_TEMP;//台面探头阻值
void AFE_Sample_Handler(void)
   temp\_correct = 1.00167f;
   temp\_correct1 = 1.0f;
   ADC_Val_Avg[0] = Filter_ADC();
   ADC_Val_Avg[1] = Filter_ADC1();
   AD_T1=((float)ADC_Val_Avg[1]*Vref_3V3/4096)/OP_Value/Vref+K1;//计算电压值
   PT_VALUE_1_TEMP=3000*AD_T1/(1-AD_T1)*temp_correct;//计算电阻值
   AD_T2=((float)ADC_Val_Avg[0]*Vref_3V3/4096)/OP_Value/Vref+K1;//计算电压值
   PT_VALUE_2_TEMP=3000*AD_T2/(1-AD_T2)*temp_correct1;//计算电阻值
}
***********************
* 函数原型: int AFE_GetTemperature(float tmp)
       能: 查表
**************************
int AFE_GetTemperature(float tmp)
{
   int temp;
   if(tmp<1000)//小于 0 摄氏度
```

```
for(int j = 0; j < 220; j++)
           if(tmp < Temp_map[j])</pre>
               temp = j-220;
               break;
           }
       }
   else if((tmp<Temp_map[1219])&&(tmp>=1000))//小于 99.9 摄氏度
       for(int j = 220; j < 1220; j++)
           if \; (tmp < Temp\_map[j]) \\
               temp = j-220;
               break;
       }
    }
   else
       for(int j = 1220; j < 1501; j++)
           if(tmp < Temp\_map[j])
               temp = (j-1220)*10+1000;
               break;
           }
       }
    }
   return temp;
*************************
  函数原型: float Get_ADCVal(int16_t temp)
        能: 查表读 ADC 值
***********************
float Get_ADCVal(int16_t temp)
   float adc_Val;
   if(temp < 0)//小于 0 摄氏度
       adc_Val = Temp_map[220 + temp];
```

}

```
else if(temp >= 0 \&\& temp < 1000)
      adc_Val = Temp_map[220 + temp];
   else if(temp >= 1000)
      adc_Val = Temp_map[1220 + (temp-1000)/10];
   return adc_Val;
}
*********************
* 函数原型: void ADCDMA Init(void)
       能: ADC 和 DMA 的初始化
*********************
void ADCDMA_Init(void)
   HAL_ADCEx_Calibration_Start(&hadc);
   HAL_TIM_Base_Start_IT(&htim15);//开启 TIM15 的定时,用于刷新
   HAL_ADC_Start_DMA(&hadc, (uint32_t *)ADC_Val, AD_LEN);//用 DMA 获取 adc 值
   for(uint8_t i = 0; i < 200; i++)
      AFE_Sample_Handler();//计算阻值
      Read_Temp(0.6f);
   }
}
***********************
* 函数原型: void Read_Temp(float dT)
       能: 读取温度-10ms
****************************
void Read_Temp(float dT)
   static float T;
   Temp.Outside = AFE_GetTemperature(PT_VALUE_1_TEMP);//外部温度
   Temp.Mesa = AFE_GetTemperature(PT_VALUE_2_TEMP);//台面温度
   T += dT;
   AFE_Sample_Handler();//计算阻值
   if(T >= 1.0f)
      if(PT_VALUE_1_TEMP < 2200)//假如插入外部探头
          Temp.Rel = Temp.Outside;//真实温度显示外部探头测的温度
      else//假如没有插入外部探头
          Temp.Rel = Temp.Mesa;//真实温度显示台面温度
      T = 0;
```

```
}
#include "Drv_KEY.h"
/********局部变量声明*****/
float Key_Cnt1,Key_Cnt2,Key_Cnt3;//按下时间
uint8_t Key_Flag1,Key_Flag2,Key_Flag3;//按键按下标志
uint8_t LongPress1,LongPress2,LongPress3;//按键长按标志
* 函数原型: void Key_Scan(float dT)
        能: 按键扫描
void Key_Scan(float dT)
   /*************
                                              锁
                                                         定
                                                                    键
**************
   if(KEY1 == KEY_DOWN)//按下按键
       if(LongPress1 == 0)//没有长按过
          Key_Cnt1 += dT;//按下时间++
          Key_Flag1 = 1;//接键按下标志置一
   }
   if(Key_Flag1 == 1)//按键被按下
       if(KEY1 == KEY_UP)//抬起按键
          if(Key_Cnt1 > 0.1 && Key_Cnt1 < 1.5)//小于 1.5S 是单击
          {
              if(sys.Lock)
                 sys.Lock = 0;
              else
                 sys.Lock = 1;
              Beep_Time = 0.1;//蜂鸣器响 0.1S
          Key_Flag1 = 0;//按键事件结束,等待下一次按下
          LongPress1 = 0;//长按标志清零
          Key_Cnt1 = 0;//按钮计数清零
       if(Key_Cnt1 > 1.5 && Key_Cnt1 < 3)//按键时间大于 1.5S 小于 3S 表示长按
          if(LongPress1 == 0)//如果没有一直一直长接着
              LongPress1 = 1;//长按标志置一
```

```
}
   /*************
                                             定
                                                                  键
                                                       肘
***************
   if(KEY2 == KEY_DOWN)//按下按键
      if(sys.Lock)
          return;
      if(LongPress2 == 0)//没有长接过
          Key_Cnt2 += dT;//按下时间++
          Key_Flag2 = 1;//按键按下标志置一
   }
   if(Key_Flag2 == 1)//按键被按下
      if(KEY2 == KEY_UP)//抬起按键
          if(Key_Cnt2 > 0.1 && Key_Cnt2 < 1.5)//小于 1.5S 是单击
             if(sys.SetMode_Option != 3)
             {
                 sys.SetMode_Option = 3;
                 Time_Twinkle_Time = 6;//闪烁时间 6S
             }
             else
             {
                 sys.SetMode_Option = 0;
                 EC11A[1].EC11A\_Knob = EC11A[0].EC11A\_Knob = 0;
                 Time_Twinkle_Time = 0;
                 TimeSet_Flag = 1;//进入时间设定
             Beep_Time = 0.1;//蜂鸣器响 0.1S
          Key_Flag2 = 0;//按键事件结束,等待下一次按下
          LongPress2 = 0;//长按标志清零
          Key_Cnt2 = 0;//按钮计数清零
      if(Key_Cnt2 > 1.5 && Key_Cnt2 < 3)//接键时间大于 1.5S 小于 3S 表示长按
          if(LongPress2 == 0)//如果没有一直一直长按着
             LongPress2 = 1;//长按标志置一
      }
   /*************
                                          正
                                                  反
                                                          转
                                                                  键
***************
   if(KEY3 == KEY_DOWN)//按下按键
```

```
if(sys.Lock)
          return;
      if(LongPress3 == 0)//没有长按过
          Key_Cnt3 += dT;//按下时间++
          Key_Flag3 = 1;//接键按下标志置一
   }
   if(Key_Flag3 == 1)//按键被按下
      if(KEY3 == KEY_UP)//抬起按键
          if(Key_Cnt3 > 0.1 && Key_Cnt3 < 1.5)//小于 1.5S 是单击
          {
             if(!Speed.Cw)//改变转向的话
                 Speed.ADDMode = 2;//进去减速显示
                 sys.Motor_Stop = 1;//电机停止
                 Speed.Cw = 1;//进入改变转向
                 Speed.CwShow = 1;//转向图标改变,动画开始
                 SpeedSet_Flag = TempSet_Flag = TimeSet_Flag=1;//进入设置
              }
             Beep_Time = 0.1;//蜂鸣器响 0.1S
          Key_Flag3 = 0;//按键事件结束,等待下一次按下
          LongPress3 = 0;//长按标志清零
          Key_Cnt3 = 0;//按钮计数清零
      if(Key_Cnt3 > 1.5 && Key_Cnt3 < 3)//按键时间大于 1.5S 小于 3S 表示长按
          if(LongPress3 == 0)//如果没有一直一直长按着
             LongPress3 = 1;//长按标志置一
      }
#include "Param.h"
/********结构体*******/
struct _Save_Param_ Param;//原始数据
/********全局变量声明*****/
uint8_t Save_Param_En;
**********************
* 函数原型: void Param_Reset(void)
       能:初始化硬件中的参数
```

```
***********************
void Param_Reset(void)
   Param.Flash_Check_Start = FLASH_CHECK_START;
   Param.Speed = 100;//转速 100
   Param.Temp = 500;//温度 50℃
   Param.Time = 0;//时间常动
   Param.Flash_Check_End = FLASH_CHECK_END;
}
************************
* 函数原型:
           void Param Save(void)
           保存硬件中的参数
       能:
void Param_Save(void)
   Flash_Write((uint8_t *)(&Param),sizeof(Param));
}
***********************
* 函数原型: void Param_Read(void)
       能: 读取硬件中的参数, 判断是否更新
***********************
void Param_Read(void)
   Flash_Read((uint8_t *)(&Param),sizeof(Param));
   //板子从未初始化
   if(Param.Flash_Check_Start != FLASH_CHECK_START || Param.Flash_Check_End !=
FLASH_CHECK_END)
      Param_Reset();
      Speed.Set = Param.Speed;//将 Flash 中的速度赋值
      Temp.Set = Param.Temp;//将 Flash 中的温度赋值
      Time.Set = Param.Time;//将 Flash 中的时间赋值
      SpeedSet_Flag = TempSet_Flag = TimeSet_Flag=1;//进入设置
      Save_Param_En = 1;
   }
   else
      Speed.Set = Param.Speed;//将 Flash 中的速度赋值
      Temp.Set = Param.Temp;//将 Flash 中的温度赋值
      Time.Set = Param.Time;//将 Flash 中的时间赋值
```

```
SpeedSet_Flag = TempSet_Flag = TimeSet_Flag=1;//进入设置
   }
   //保存参数
   if(Save_Param_En)
       Save_Param_En = 0;
       Param_Save();
}
*************************
 * 函数原型: void Param_Save_Overtime(float dT)
        能:保存标志位置 1,0.5s 后保存
void Param_Save_Overtime(float dT)
   static float time;
   if(Save_Param_En)
       time += dT;
       if(time >= 0.5f)
           Param_Save();
           Save_Param_En = 0;
       }
   }
   else
       time = 0;
}
```