

UnoLib documentation

pulse.pas

version 11/10/2025

The pulse.pas module contains routines for reading a pulse on a pin.

Routines

```
function pulseInMilli(pout, State: UINT8; TimeOut: UInt32):  
UInt32;
```

Blocking function used to measure the duration of a digital pulse (either HIGH or LOW) on a specified pin. It returns value in milliseconds.

Parameters

pin – digital pin number on which to read the pulse. This pin must be set to INPUT via PinMode.

state – the type of pulse to read: either HIGH or LOW.

TimeOut - the maximum number of milliseconds to wait for the pulse to start

Note: **extra procedure, not present in Arduino sources.**

```
function pulseIn(pin: UInt8; state: UInt8; timeout: UInt32 =  
1000000): UInt32;
```

Blocking function used to measure the duration of a digital pulse (either HIGH or LOW) on a specified pin. It returns value in microseconds. It generally works well for pulses from 10 microseconds up to about 3 minutes in length, though accuracy can decrease with very long pulses.

Parameters

pin – digital pin number on which to read the pulse. This pin must be set to INPUT via PinMode.

state – the type of pulse to read: either HIGH or LOW.

timeout - the maximum number of microseconds to wait for the pulse to start. Defaults to one second (1,000,000 microseconds).

```
function pulseInLong(pin: UInt8; state: UInt8; timeout: UInt32  
= 1000000): UInt32;
```

Advanced, blocking function in Arduino that is an alternative to *pulseIn*. It is specifically designed to provide better accuracy when measuring long-duration digital pulses (either HIGH or LOW) on a specified pin, particularly in scenarios where interrupts are active.

Parameters

pin – digital pin number on which to read the pulse. This pin must be set to INPUT via PinMode.

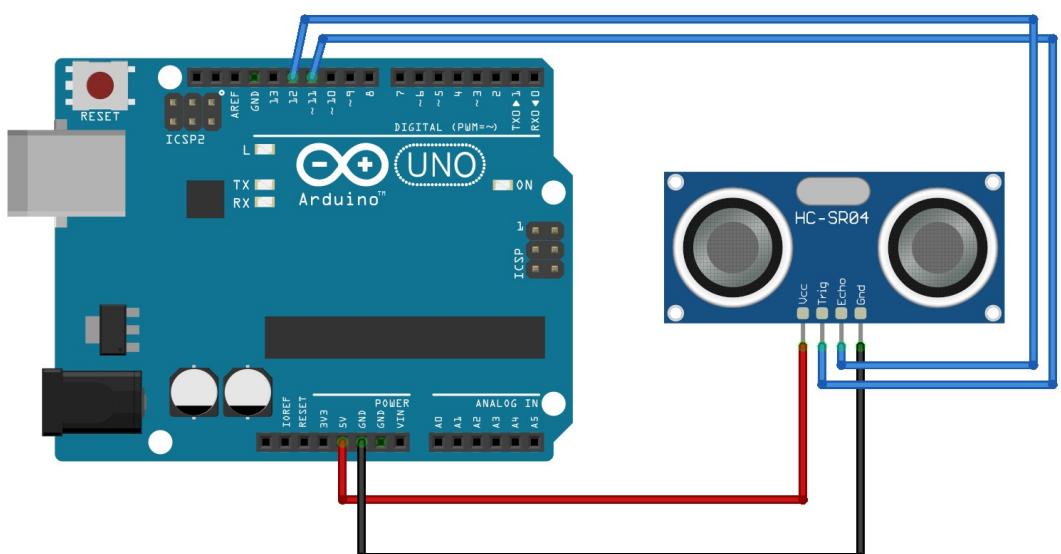
state – the type of pulse to read: either HIGH or LOW.

timeout - the maximum number of microseconds to wait for the pulse to start. Defaults to one second (1,000,000 microseconds).

Example

This example is designed to measure the distance to an object using an HC-SR04 ultrasonic sensor and output the result in centimeters to the Serial Monitor. The program uses a low-level implementation, including manual pin control and raw floating-point arithmetic (*TRawFloat32*).

The code initializes an HC-SR04 ultrasonic sensor and the Serial port. In a loop, it triggers the sensor, measures the time-of-flight of the sound pulse using the *pulseIn* function, and then calculates the distance in centimeters using single-precision floating-point arithmetic (*Float32Div*) before printing the result to the Serial Monitor.



```
program TestHCSR04;  
{  
    Test Ultrasonic Sensor HC-SR04  
  
    Ultrasonic sensor Pins:  
        VCC: +5VDC  
        Trig : Trigger (INPUT) - Pin11  
        Echo: Echo (OUTPUT) - Pin 12  
        GND: GND  
  
    ported 2025 to Pascal by @ackarwow  
    based on sketch by Rui Santos (https://randomnerdtutorials.com)  
}  
  
{$IFDEF AVR_Pascal}  
{$IF NOT (DEFINED(atmega328p) or DEFINED(arduino_uno) or  
DEFINED(arduino_nano))}  
    {$Fatal Invalid controller type, expected: atmega328p, arduino_uno, or  
arduino_nano}
```

```

{$ENDIF}
{$ELSE}
{$IF NOT (DEFINED(fpc_mcu_atmega328p) or DEFINED(fpc_mcu_arduino uno) or
DEFINED(fpc_mcu_arduino nano))}
    {$Fatal Invalid controller type, expected: atmega328p, arduino uno, or
arduino nano}
    {$ENDIF}
{$ENDIF}

{$mode objfpc}

uses
    timer, defs, digital, hardwareserial, strings, pulse, float32;

Const
    TrigPin=11; // Trigger
    EchoPin=12; // Echo

    RawTwo: TRawFloat32 = $40000000;
    Raw_29_1: TRawFloat32 = $41E8CCCC; //29.1

var
    Res: UInt32;
    B: Uint8;
    Buff: array[0..30] of char;
    BuffPtr: PChar;
    duration, cm: TRawFloat32;
begin
    //Define inputs and outputs
    pinMode(trigPin, OUTPUT);
    pinMode(echoPin, INPUT);
    //Serial Port begin
    Serial.Start(9600);

    //Main loop
    while True do
        begin
            // The sensor is triggered by a HIGH pulse of 10 or more microseconds.
            // Give a short LOW pulse beforehand to ensure a clean HIGH pulse:
            digitalWrite(trigPin, LOW);
            delayMicroseconds(5);
            digitalWrite(trigPin, HIGH);
            delayMicroseconds(10);
            digitalWrite(trigPin, LOW);

            // Read the signal from the sensor: a HIGH pulse whose
            // duration is the time (in microseconds) from the sending
            // of the ping to the reception of its echo off of an object.
            Res:=pulseIn(echoPin, HIGH);

            FillChar(Buff, SizeOf(Buff), #0);
            BuffPtr:=UInt32ToStr(Res, Buff, 10);
            Serial.Write(' Res: ');
            Serial.Writeln(BuffPtr);

            duration := IntToFloat32(Res);

            // Convert the time [microseconds] into a distance [cm]
            // cm = (duration/2) / 29.1

```

```
cm:=Float32Div(Float32Div(duration, RAWTwo), Raw_29_1);

FillChar(Buff, SizeOf(Buff), #0);
b:=Float32ToStr(Buff, 30, 2, cm);
if b>0 then
begin
  Serial.Write(' Cm: ');
  Serial.Writeln(Buff);
end;

  delay(250);
end;
end.
```