/\* ========================================

Delsey Sabu

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#include <project.h>

#include <stdio.h>

char myStringX[20]; // global variable myString

char myStringY[20]; // global variable myString

char myString[20];

int xAwe;

int main()

{

GLCD\_Start();

/\* Place your initialization/startup code here (e.g. MyInst\_Start()) \*/

ACD\_Start();

ACD\_StartConvert();

timerIntr\_Start();

TC\_Start();

backlight\_Write(1); // turn on backlight

GLCD\_Clear(GLCD\_BROWN);

CyGlobalIntEnable; /\* Enable global interrupts. \*/

int16 awesomeX;

int16 greatY;

int16 sample= 130;

for(;;)

{

awesomeX = ACD\_GetResult16(0)-1324; //from Joy\_Stick\_X -1324 for 0

greatY = ACD\_GetResult16(1);

CyGlobalIntDisable; //disable for GLCD

if (awesomeX < -100 && sample >50) //left joystick

{

sample = sample -5; //decrement by 5 left

TC\_WritePeriod(100000/sample);

sprintf(myString, "%8d", sample);

GLCD\_PrintString(myString, 20, 20, GLCD\_BLACK, GLCD\_BROWN); //counter - myString print

}

if (awesomeX > 100 && sample <300) //right joystick

{

sample = sample +5; //increment by 5 right

TC\_WritePeriod(100000/sample);

sprintf(myString, "%8d", sample);

GLCD\_PrintString(myString, 20, 20, GLCD\_BLACK, GLCD\_BROWN); //sample - myString print

}

if (xAwe ==131)

{

GLCD\_Clear(GLCD\_BROWN);

xAwe = 0;

GLCD\_PrintString(myString, 20, 20, GLCD\_BLACK, GLCD\_BROWN); //sample - myString print

}

CyGlobalIntEnable; //enable back

}

}

/\* [] END OF FILE \*/

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//timerIntr.c

/\* `#START timerIntr\_intc` \*/

#include <project.h>

#include <stdio.h>

extern int xAwe = 0;

int y;

float pixel;

float m;

/\* `#END` \*/

CY\_ISR(timerIntr\_Interrupt)

{

/\* Place your Interrupt code here. \*/

/\* `#START timerIntr\_Interrupt` \*/

y = ACD\_GetResult16(1); //JPY\_Stick\_Y

//linear, analog to GLCD – x,y format

m = (-y)\*111;

pixel = ((m/2000)) +111;

GLCD\_Pixel(pixel, xAwe, GLCD\_BLACK);

xAwe ++;

TC\_ClearInterrupt(TC\_INTR\_MASK\_TC);

timerIntr\_ClearPending();

/\* `#END` \*/

}