

Datei Bearbeiten Sketch Werkzeuge Hilfe



distance

Ultrasonic.cpp

Ultrasonic.h



```
digitalWrite(ports[i], leds[x][i] ? HIGH : LOW);
```

```
}
```

# Compile Upload

```
int select = 0;
```

```
void loop() {
```

```
    int dist = ultrasonic.Ranging(CM);
```

```
    Serial.println(dist);
```

```
    for (int i = 0; i < 10; i++) {
```

```
        if (select) {
```

```
            digitalWrite(DISPLAY_LEFT, HIGH);
```

```
            digitalWrite(DISPLAY_RIGHT, LOW);
```

```
            show(dist / 10);
```

```
        } else {
```

```
            digitalWrite(DISPLAY_LEFT, LOW);
```

Kompilieren abgeschlossen.

Der Sketch verwendet 3.814 Bytes (1%) des Programmspeicherplatzes. Das Maximum sind 253.952 Bytes.  
Globale Variablen verwenden 362 Bytes (4%) des dynamischen Speichers, 7.830 Bytes für lokale Variablen