

```
1  /*! \class EC12P
2  Interaction with the sparksfun RGB encoder
3  */
4
5  #pragma once
6
7  #include "eqep.h"
8  #include "GPIO.h"
9  #include "FailedToCreateThreadException.h"
10
11 #include <pthread.h>
12
13 using namespace std;
14
15 namespace Hardware
16 {
17     class EC12P
18     {
19     public:
20         EC12P();
21         ~EC12P();
22
23         /*! Enumerator indicating the color of the encoder shaft*/
24         enum Color
25         {
26             Red,          /*!< Red*/
27             Pink,         /*!< Pink*/
28             Blue,         /*!< Blue*/
29             SkyBlue,     /*!< SkyBlue*/
30             Green,       /*!< Green*/
31             Yellow,      /*!< Yellow*/
32             White,       /*!< White*/
33             None         /*!< Off*/
34         };
35
36         void SetPixelColor(Color value);
37         Color GetPixelColor() { return PixelColor; };
38
39         void RainbowLoop(int sleeperperiod);
40         void StopRainbowLoop() { threadRunning = false; };
41
42         eQEP Rotary{ eQEP2, eQEP::eQEP_Mode_Absolute };    /*!< The encoder*/
```

```
43     GPIO Button{ 68 };                                /*!< The pushbutton*/
44
45 private:
46     Color PixelColor;  /*!< Current shaft color*/
47
48     GPIO R{ 31 };      /*!< Red LED*/
49     GPIO B{ 48 };      /*!< Blue LED*/
50     GPIO G{ 51 };      /*!< Green LED*/
51
52     pthread_t thread;  /*!< the thread*/
53     bool threadRunning; /*!< Bool used to stop the thread*/
54     int sleeperperiod; /*!< Sleep period*/
55     friend void *colorLoop(void *value);
56
57 };
58 void *colorLoop(void *value);
59
60 }
61
```