Description

Bounce is a library for Arduino (arduino.cc). It debounces digital inputs and more.

Download, install and import

Download here: Attach:Bounce.zip

Put the Bounce folder in "*your Arduino Sketchbook Location*/libraries/". To identify this location open "menubar->File->Preferences".

In the Arduino IDE, select "menubar->Sketch->Import Library->Bounce" to import the library to your sketch. An "#includ Bounce.h" line will appear at the top of your Sketch.

You can also find examples under "menubar->File->Sketchbook->libraries->Bounce"

Methods

Bounce(byte pin,unsigned long debounce_interval)

Instantiates a Debounce object for the specified pin with a debounce time.

Because Bounce does not use interrupts, you have to "update" the object before reading its value.

int *update*()

Updates Bounce. Returns true if the pin state changed (HIGH to LOW or LOW to HIGH). False if not.

void *interval*(unsigned long interval)

Changes the debounce time in milliseconds.

int *read*()

Reads the updated pin state.

void *write*(int state)

Sets the stored pin state

void *rebounce*(unsigned long interval)

Forces the pin to signal a state change in X milliseconds even if the state does not actually change. Example: A button that repeats every X milliseconds as long as it is held down

unsigned long *duration*(void)

Returns the number of milliseconds the pin has been in the current state.

bool *risingEdge*()

The fallingEdge method it true for one scan after the de-bounced input goes from on-to-off.

Example

```
// This code turns a led on/off through a debounced switch#include <Bounce.h>// This code turns a led on/off through a debounced button// Build the circuit indicated here: http://arduino.cc/en/Tutorial/Button#define BUTTON 2#define
```