

## Stepper Library

### Constructor:

- **Stepper()**
  - Creates a new Object called „Stepper“
  - Is made for a4988 driver
  - Use init()-method to initialize the driver

### Methods:

- **boolean getAllowed()**
  - Get allowed-state of driver
- **boolean getEnabled()**
  - Get enabled-state of driver
- **boolean getOnPosition()**
  - Check if driver is on position
- **byte getDir()**
  - Get direction of driver
- **double getPosition()**
  - Get the driven distance
- **boolean halfStep()**
  - Make a half step (change step state from low to high or from high to low)
  - This function must be called in a loop without or with minimal delay
  - Delay with accelration and braking is integrated
  - Returns true if steps can be made
- **void init(byte stepPin, byte dirPin, byte enablePin)**
  - Initialize driver by pins step, dir and enable.
- **void setAccelration(float accelration)**
  - Set steppers accelration in m/(s\*s)
- **void setDiameter(float diameter)**
  - Set wheel diameter in mm
- **void setDir(byte direction)**
  - Set direction of driver

- **void setAllowed(boolean allowed)**
  - Set allowed state for driver
  - If this is false, the stepper would stay fixed on position (only used for switchStep())
- **void setEnabled(boolean enabled)**
  - Set enabled state for driver
  - If this is false, the stepper has no current anymore
- **void setFeedrate(float feedrate)**
  - Set feedrate in m/s
- **void setPosition(double position)**
  - Set position to drive in mm
- **void setStepsPerRotation(int stepsPerRotation)**
  - Set steps per rotation
  - Don't use steps per rotation from steppers datasheet
  - You have to calculate with your driver configuration
- **void setStepState(boolean state)**
  - Set driver state to low or high
  - Can be used to control stepper manually
- **void setStopFeedrate(float feedrate)**
  - Set minimum feedrate by braking
  - After reaching this feedrate, the movement will be stopped
- **void switchStep()**
  - Switch on step pin from low to high or high to low ignoring all parameters excepting allowed-state