# ORDER OF OPERATION

ENCODER

The Encoder has a clear cylindric knob for fingers to rotate onto sets of contacts. The internal contacts can be heard making contact during rotation while the operator / touch sensitive device can distinctly feel resistance increasing as the contacts move out of the current locked position, reaching a peak value of resistance before a quick downslide of resistance engages the next set of contacts. This resistance strike can be a source of noise: can filter be used for controlling another device ie. Use the noise as an input to another device? Something to think about. <later>

Can Encoder switch be routed to an input so when it goes MomentaryTRUE a HIGH will be produced on a different Digital Pin? Breakover\_diode & capacitor to keep pin high long enough to be recognized otherwise will spike damage Teeensy? <later>

Pushing down on the cylindric knob will engage a switch mode. ButtonPush is regulated through each appropriate set of contacts. For each two-pin contact made the \_\_ screen gives a display of what mode of buttonPush you are in.

Perhaps I can also make each displaying buttonPush be two lines (ln 1: ButtonPush number; ln 2: limited button introduction)

buttonPush\_1

take the room temperature: light appropriate LED.

If currentTemp is outside the range of roomTemp LED: red=hot, cold=blue, else clear

//node cycling

//clock

//noise ambiance

buttonPush\_2

Connecting Encoder to three wemo

longPush

Connect to lights scattered in the room through wireless internet

Light is rainbow color

Turn knurled knob to bright / dim

buttonRed

Digitalwrite\_pin () // turns on sonar

Digital.read\_pin() = HIGH //from sonar

Turn on ledYellow

Digital.print(“Somebody is near”) {