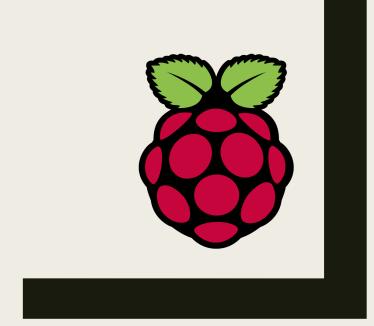
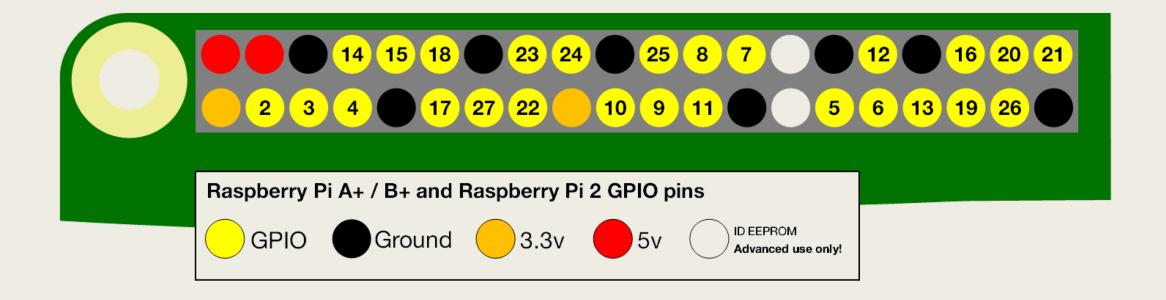
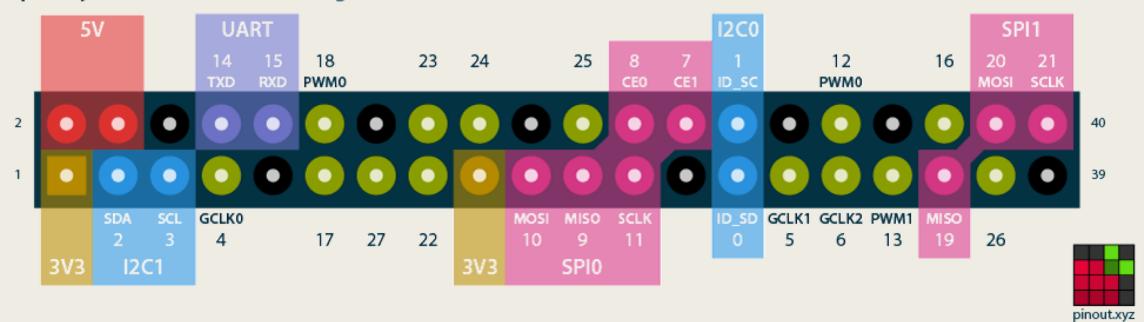
# **GPIO**

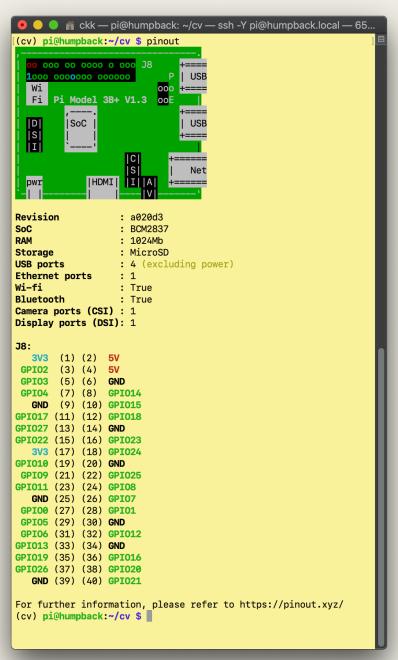




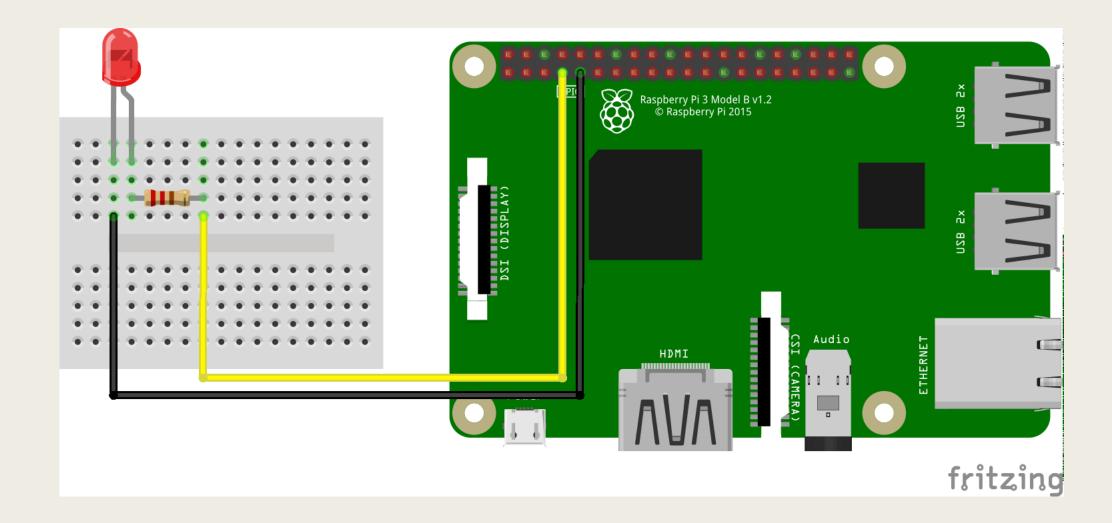
朱克剛

#### Raspberry Pi GPIO BCM numbering





#### LED



#### 輸出

import RPi.GPIO as GPIO

GPIO.setmode(GPIO.BCM)

GPIO.setup(4, GPIO.OUT) # 設定 GPIO4 為 output

GPIO.output(4, 1) # 設定 GPIO4 高電位

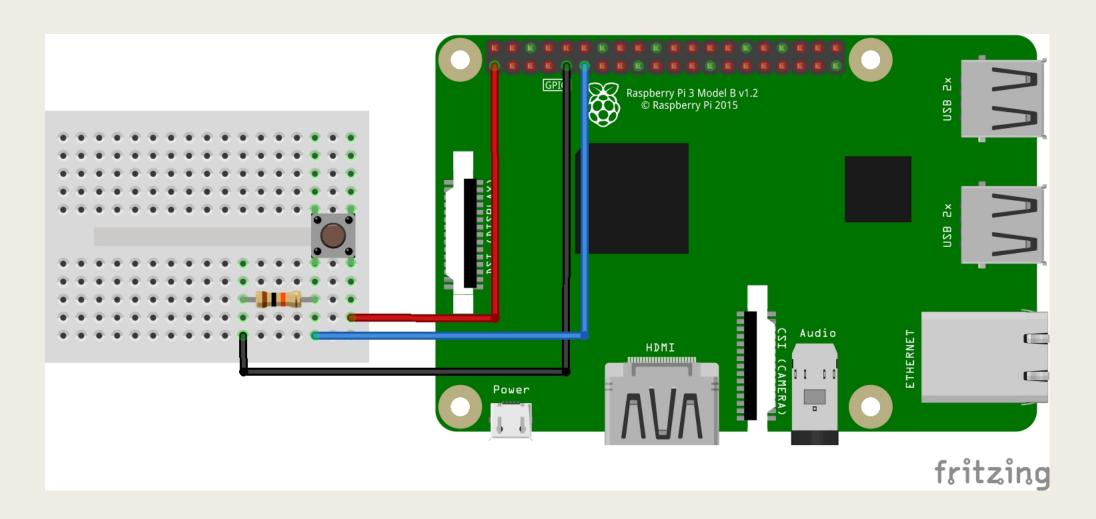
#### LED閃爍

```
import RPi.GPIO as GPIO
import time
pinLED = 4
GPIO.setmode(GPIO.BCM)
GPIO.setup(pinLED, GPIO.OUT)
try:
   while True:
       GPIO.output(pinLED, 1)
       time.sleep(1)
       GPIO.output(pinLED, 0)
       time.sleep(1)
except KeyboardInterrupt:
   pass
GPIO.cleanup()
```

### 輸入

```
import RPi.GPIO as GPIO
GPIO.setmode(GPIO.BCM)
                       #設定 GPIO17 為 input
GPIO.setup(17, GPIO.IN)
input = GPIO.input(17) # 讀取 GPIO17 電位
if (input):
  print ("高電位")
```

#### 按鈕

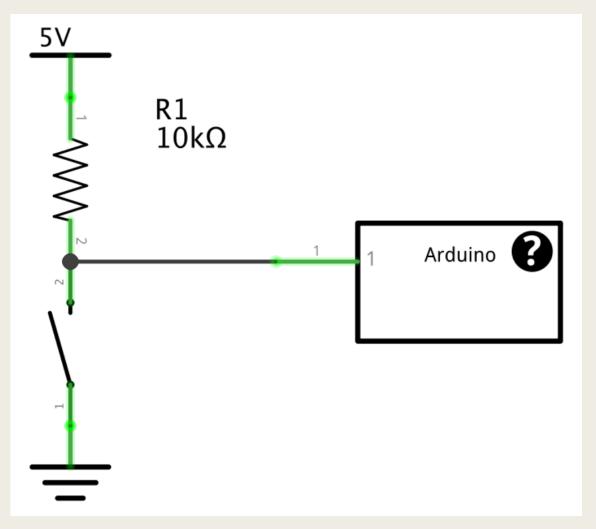


朱克剛

#### 按鈕

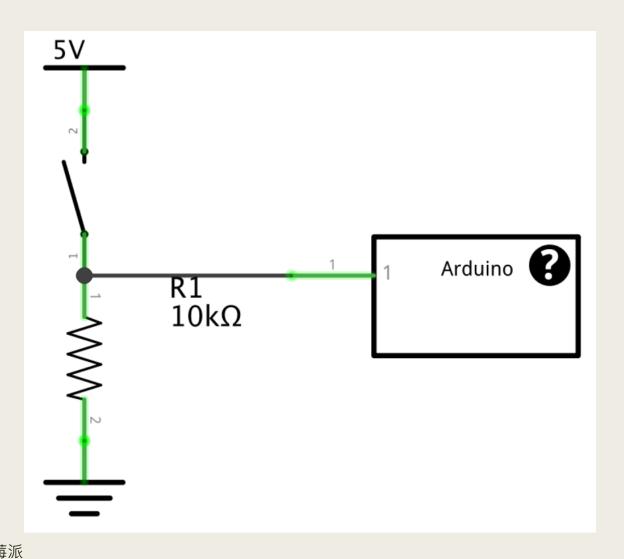
```
import RPi.GPIO as GPIO
import time
pinBN = 17
GPIO.setmode(GPIO.BCM)
GPIO.setup(pinBN, GPIO.IN)
try:
   while True:
       if GPIO.input(pinBN):
           print ("button down")
       time.sleep(0.1)
except KeyboardInterrupt:
   pass
GPIO.cleanup()
```

## 上拉電阻

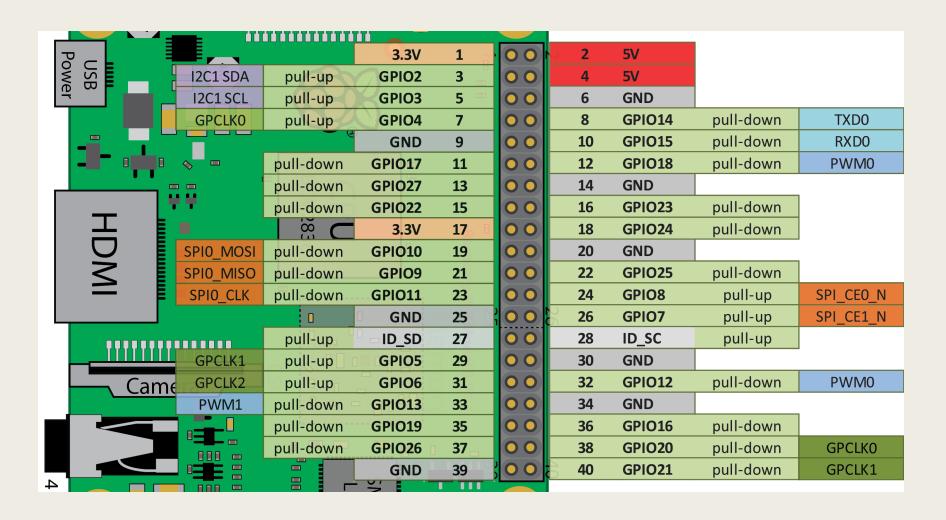


朱克剛

## 下拉電阻



#### GPIO與上、下拉電阻



朱克剛

#### 啟動內建上拉或下拉電阻

■ 啟動 GPIO4 的上拉電阻

GPIO.setup(4, GPIO.IN, pull\_up\_down=GPIO.PUD\_UP)

■ 啟動 GPIO25 的下拉電阻

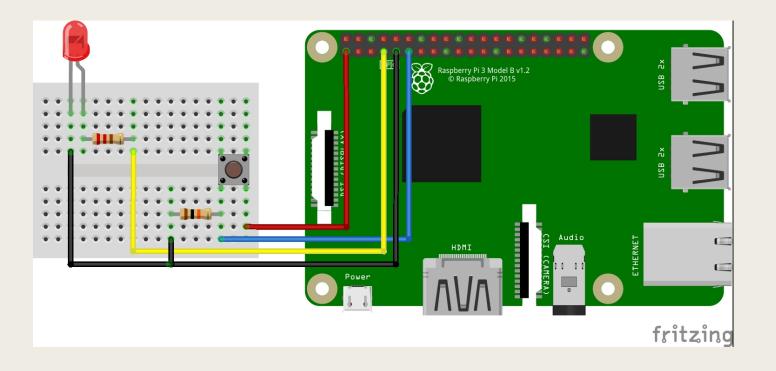
GPIO.setup(25, GPIO.IN, pull\_up\_down=GPIO.PUD\_DOWN)

## 練習一

■ 偵測按鈕的「click」事件

## 練習二

■ 使用按鈕來控制LED亮滅



#### 中紅

- 如何偵測開關或開關型感測器作動
  - Polling (輪詢)
  - Interrupt (中斷)
- Polling 方式為使用迴圈,不斷偵測 GPIO input 是否變化
  - 大量消耗 CPU 時間
  - 加上sleep 減緩 CPU 負荷
    - sleep 中無法偵測按鈕變化

#### wait\_for\_edge()

```
channel = GPIO.wait_for_edge(channel, GPIO.RISING, timeout=5000)

if channel is None:
    print ('逾時')

else:
    print ('邊緣觸發,位於 channel', channel)
```

- GPIO.RISING
- GPIO.FALLING
- GPIO.BOTH

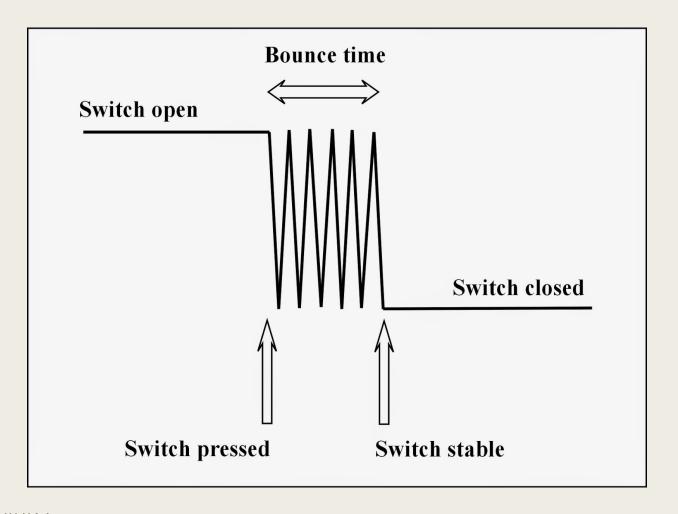
#### event\_detected()

```
def my_callback(channel):
    print ('中斷發生')
    pass

GPIO.add_event_detect(channel, GPIO.RISING, callback=my_callback)

while True:
    # do something
    time.sleep(10000000)
```

## 接點抖動 (Switch Bounce)



## 解除抖動 (Switch Debounce)

- 在開關旁接一顆0.1uF電容
- 軟體處理

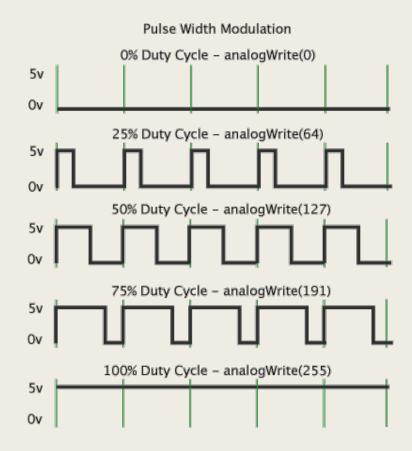
GPIO.add\_event\_detect(channel, GPIO.RISING, callback=my\_callback, bouncetime=200)

## 移除事件偵測

GPIO.remove\_event\_detect(channel)

### 脈衝寬度調變PWM

- 透過在一個訊號週期內調整高電位訊號的持續時間 來模擬類比訊號輸出的技術
- Duty Cycle ( 佔空比 )
  - 0 ~ 100
- 讓LED只有50%亮度的方式:
  - 用電阻
    - 耗電、發熱
  - *用*PWM
    - 省電



#### 硬體與軟體PWM

#### ■ 硬體PWM

- PWM0 : GPI012 \ GPI018
- PWM1 : GPI013
- 優點:準確

#### ■ 軟體模擬

- 任何GPIO OUTPUT接腳均可
- Python 的 GPIO lib 為軟體模擬
- 缺點:慢,準度稍差

#### LED每一秒亮滅一次

```
import RPi.GPIO as GPIO
pinPWM = 4
freq = 1
dc = 50
GPIO.setmode(GPIO.BCM)
GPIO.setup(pinPWM, GPIO.OUT)
p = GPIO.PWM(pinPWM, freq)
p.start(dc)
raw_input("Press return to stop:")
p.stop()
GPIO.cleanup()
```

### 修改頻率與佔空比

- 修改頻率
  - p.ChangeFrequency(freq)
- 修改佔空比
  - p.ChangeDutyCycle(dc)