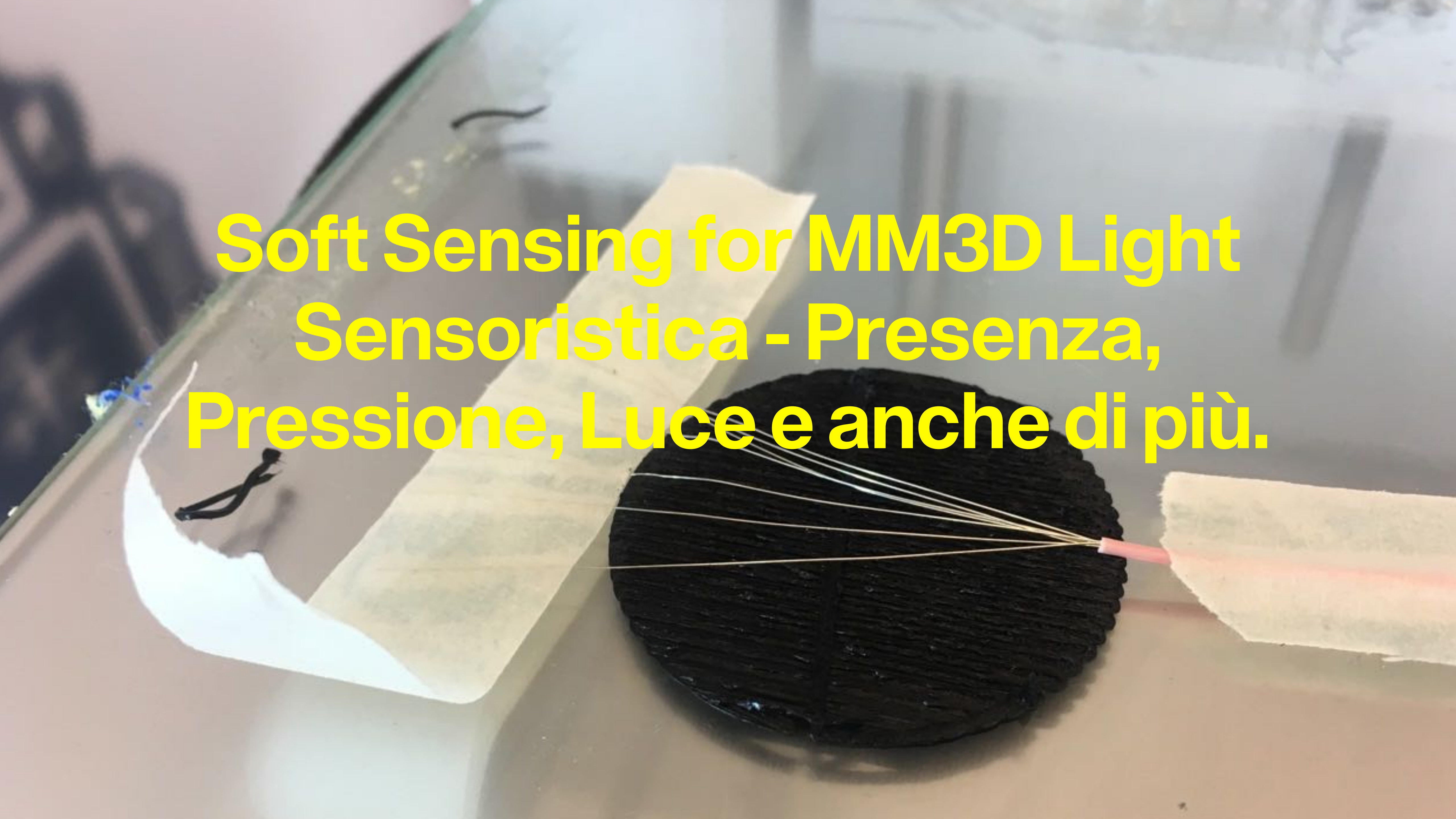


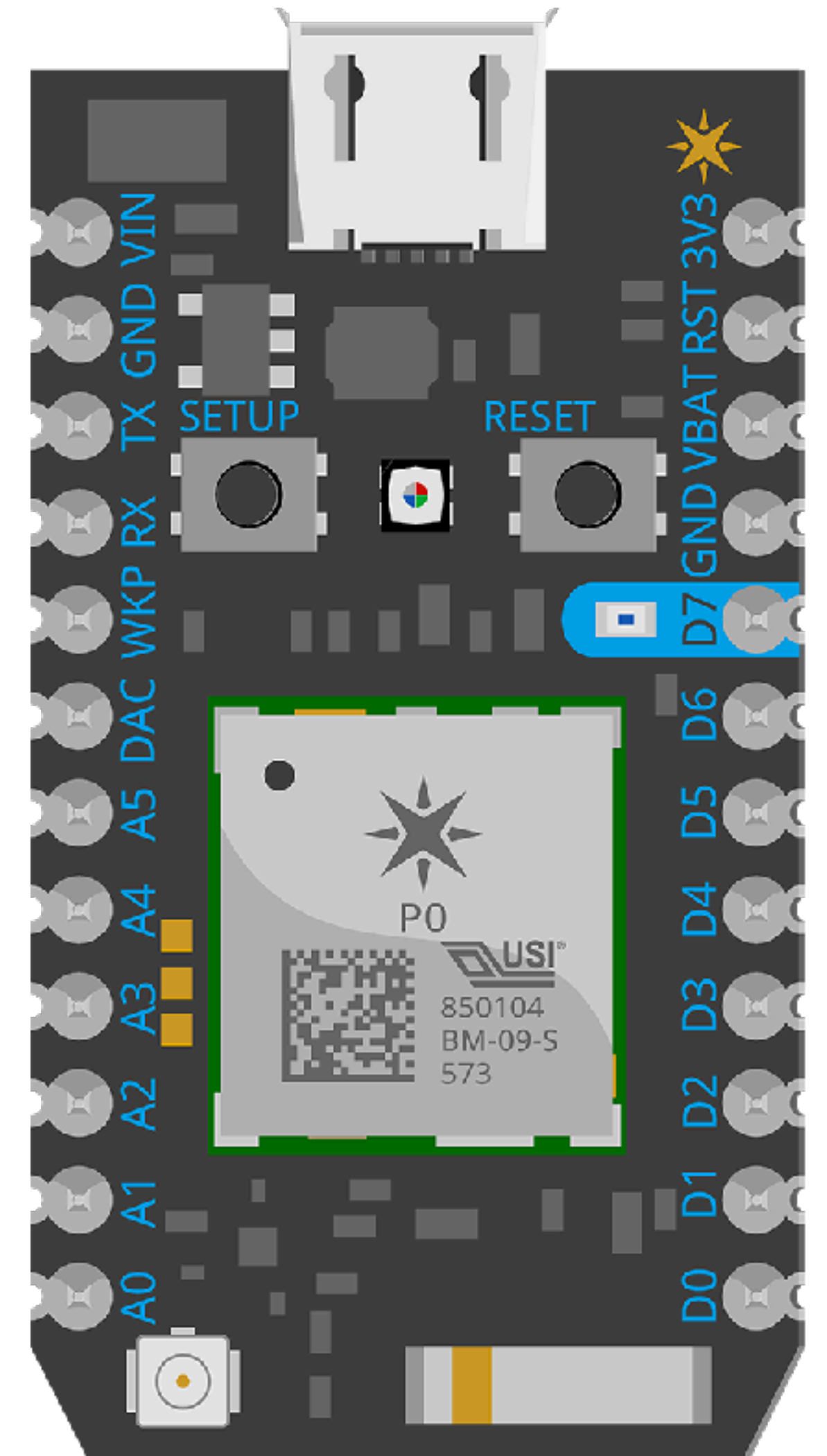
**Soft Sensing for MM3D Light
Sensoristica - Presenza,
Pressione, Luce e anche di più.**



Particle Photon

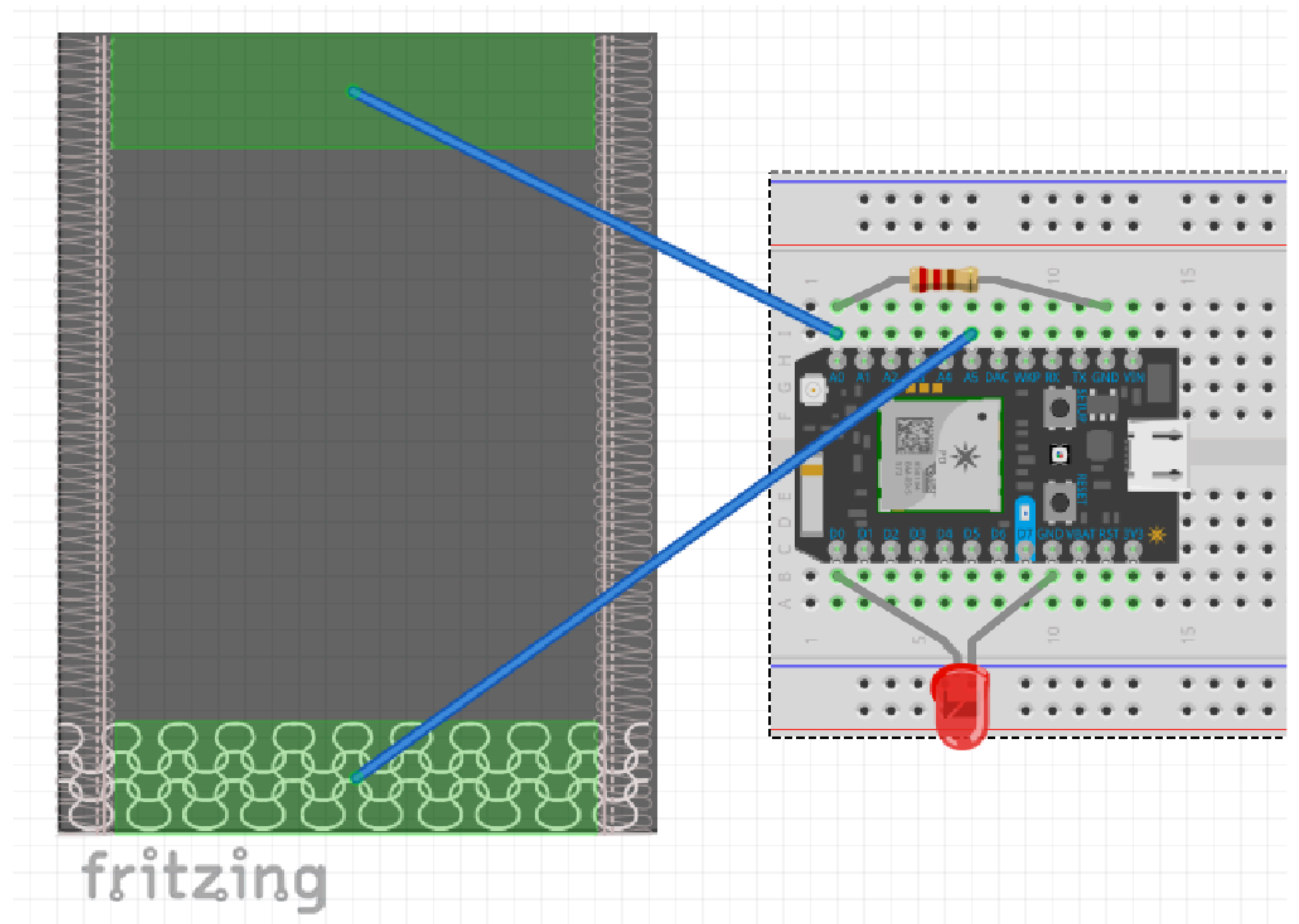
- build.particle.io
- Functional Variable

```
void loop() {  
    // check to see what the value of the photores  
    analogvalue = analogRead(photoresistor);  
    if ( analogvalue > 1000 ){  
        digitalWrite(led,HIGH);  
    }  
    else {  
        digitalWrite(led,LOW);  
    }  
}
```



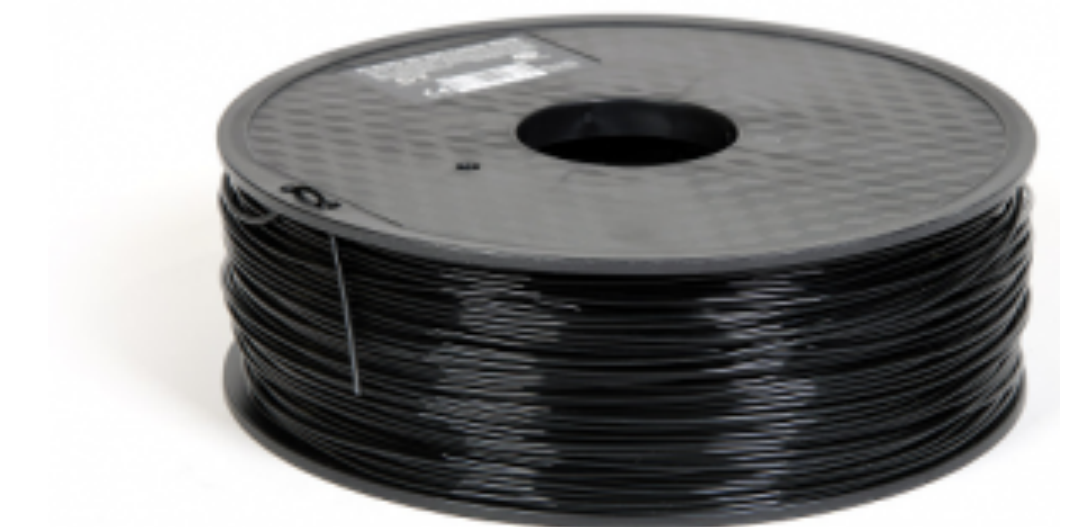
Connections :: Collegamenti

- LED D0 GND
- 10k Resistenza GND A0
- Printed Sensor A0 A5



PI-ETPU 95-250 Carbon Black

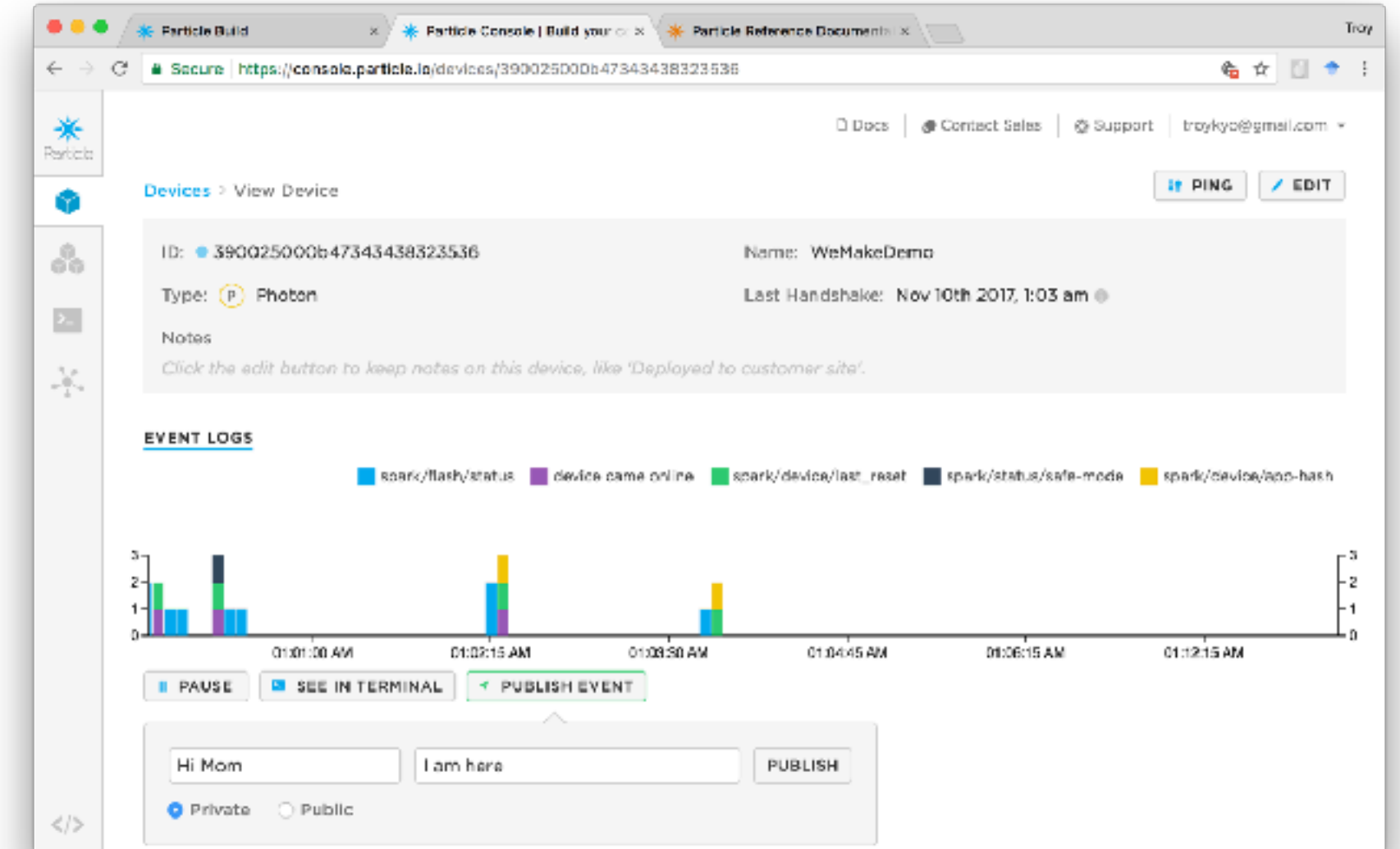
- <http://rubber3dprinting.com/pi-etpu-95-250-carbon-black/>
- Resistance = 10cm filament s 30 to 750Ωcm fra produzione
- Sporca la macchina



Carattere del sensore

Characterising the sensor

- Dove' il Serial Monitor?
- <https://console.particle.io/devices>



FUNCTIONS

f led = 1

on

CALL

VARIABLES

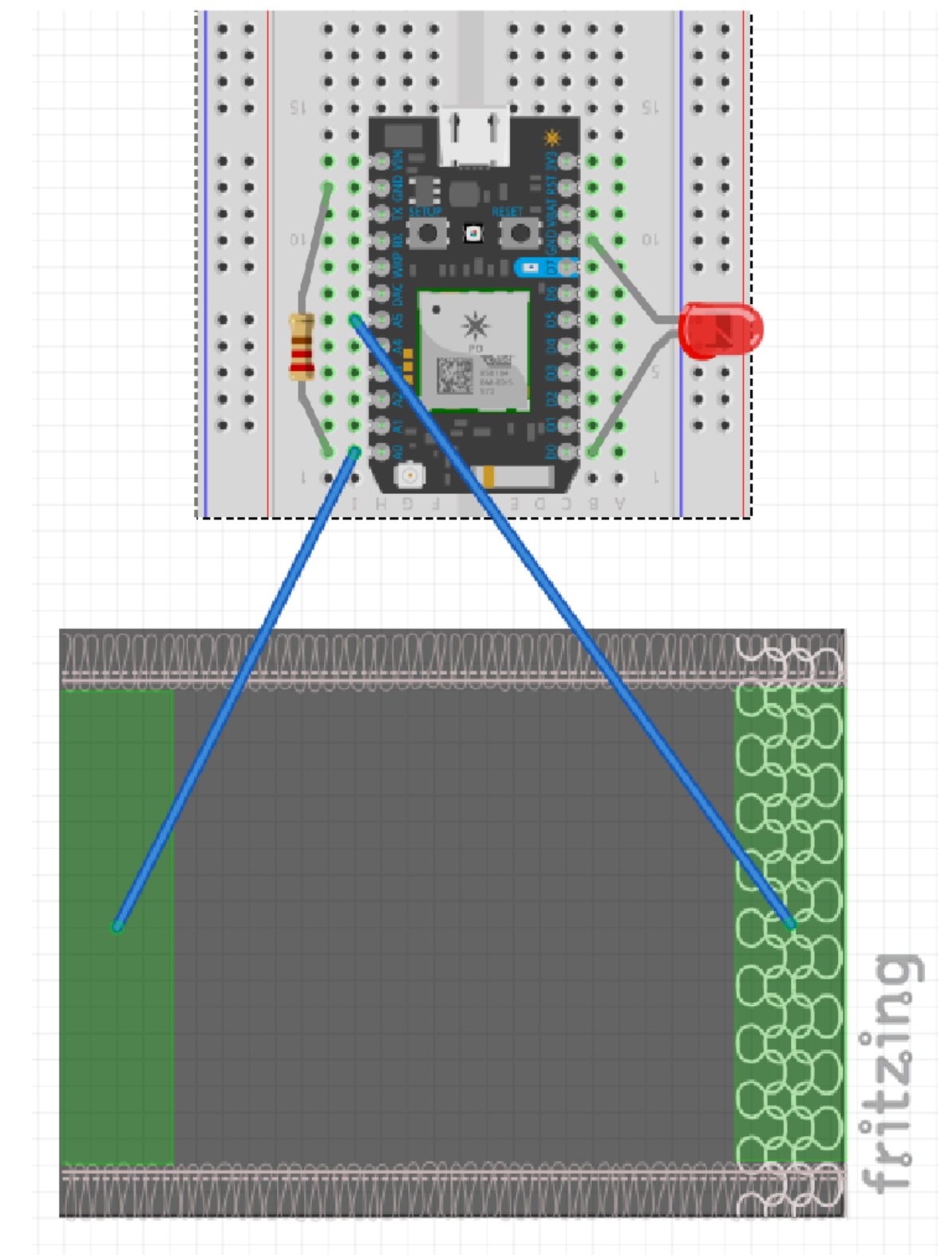
v analogvalue (int32) = 515

GET

Hello Blinky World

- https://go.particle.io/shared_apps/5a04ea3b53af7b126d000707

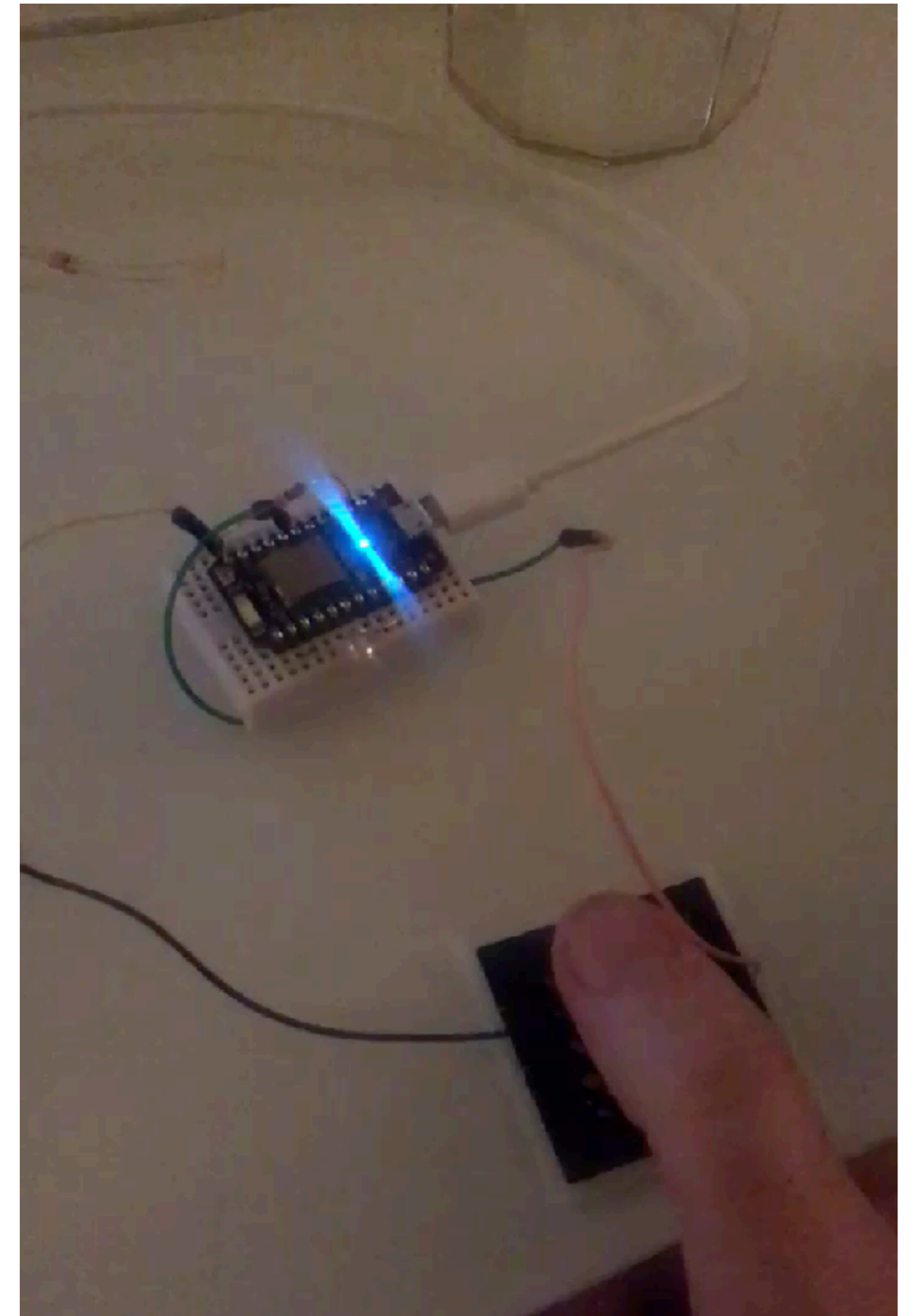
```
void loop() {  
    // check to see what the value of the photores  
    analogvalue = analogRead(photoresistor);  
    if ( analogvalue > 1000 ){  
        digitalWrite(led,HIGH);  
    }  
    else {  
        digitalWrite(led,LOW);  
    }  
}
```



Fade e Comandi da Internet

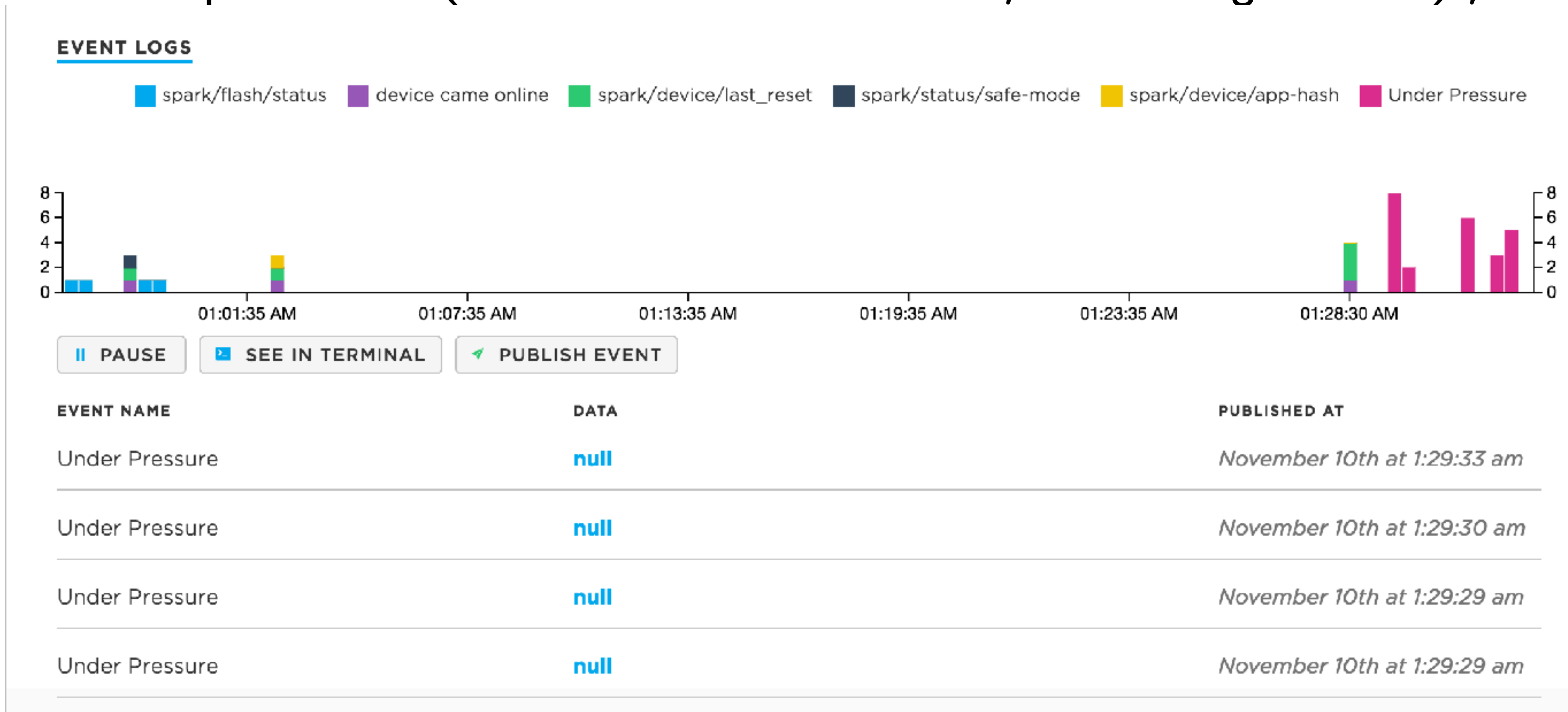
- https://go.particle.io/shared_apps/5a04ecda53af7b610e000821

```
void loop() {  
  
  // check to see what the value of the photoresistor is and store it  
  analogvalue = analogRead(photoresistor);  
  if ( analogvalue > 550 ){  
    analogWrite(led,map(analogvalue, 550, 1400, 0, 255));  
  }  
  else {  
  }  
}
```



Due chiacchiere

- Come possiamo fare sì che il Photon parla con la cloud
- `Particle.publish("Under Pressure", analogvalue);`



Obbiettivo

- Fai parlare il tuo photon con Philips Hue.
- Make your Photon talk to a Server that commands Hue
- <https://khcherenack007.wixsite.com/becomlight>
- <http://stitchandsolder.com/Italiano.html>