

microcontroller workshop part 2

Computational Craft Week 6

Fall 2013

agenda

WHERE WE ARE GOING

What's on for today:

Quick shareout

Analog

//INPUT = Switches + Variable resistors

//OUTPUT = PWM

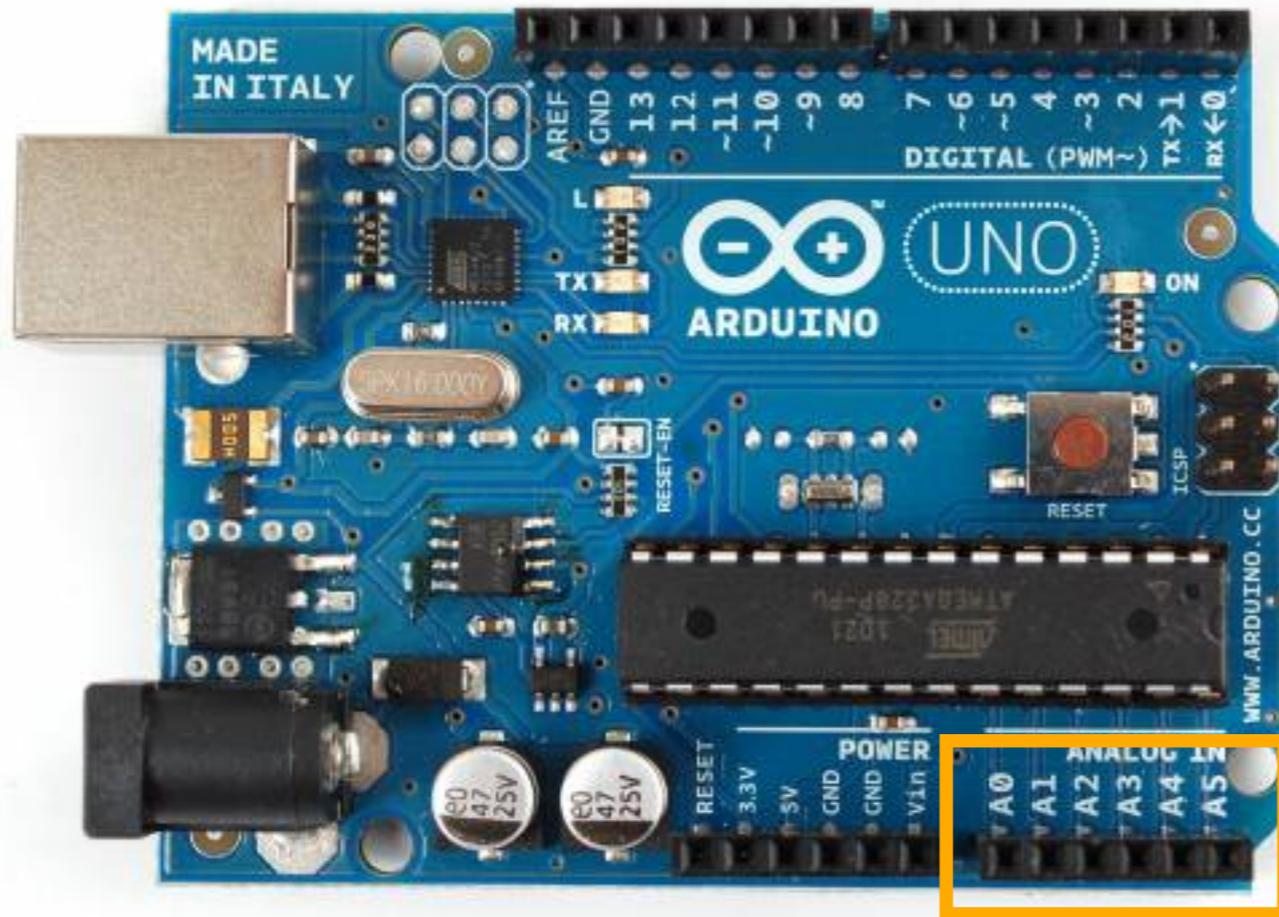
Capacitance Sensing

Sound

analog input

arduino

ANALOG INPUT PINS



6 Analog Input pins

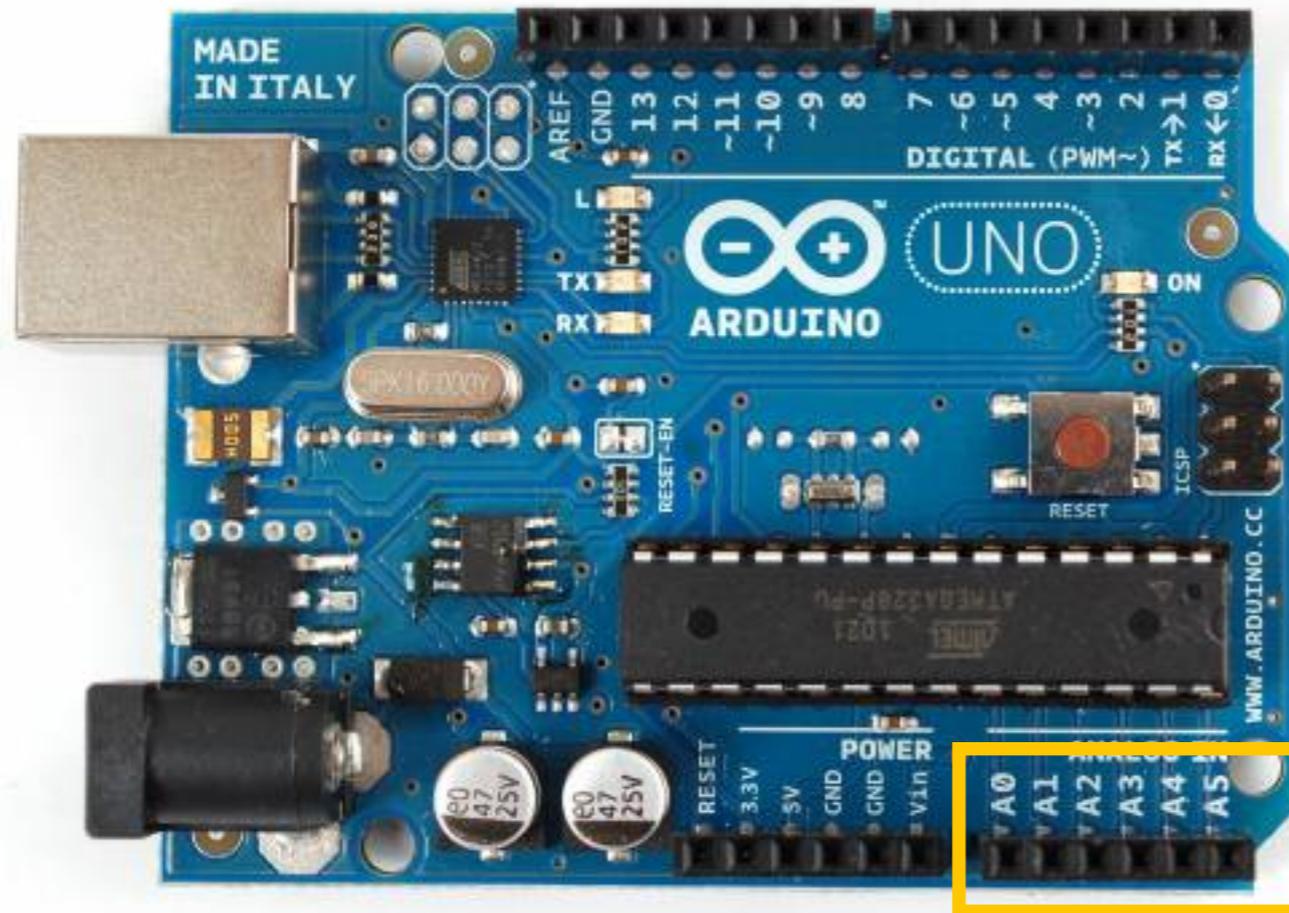
You can read or write a wide range of values

Read 0 - 1023

Written 0 - 255

arduino

ANALOG INPUT PINS



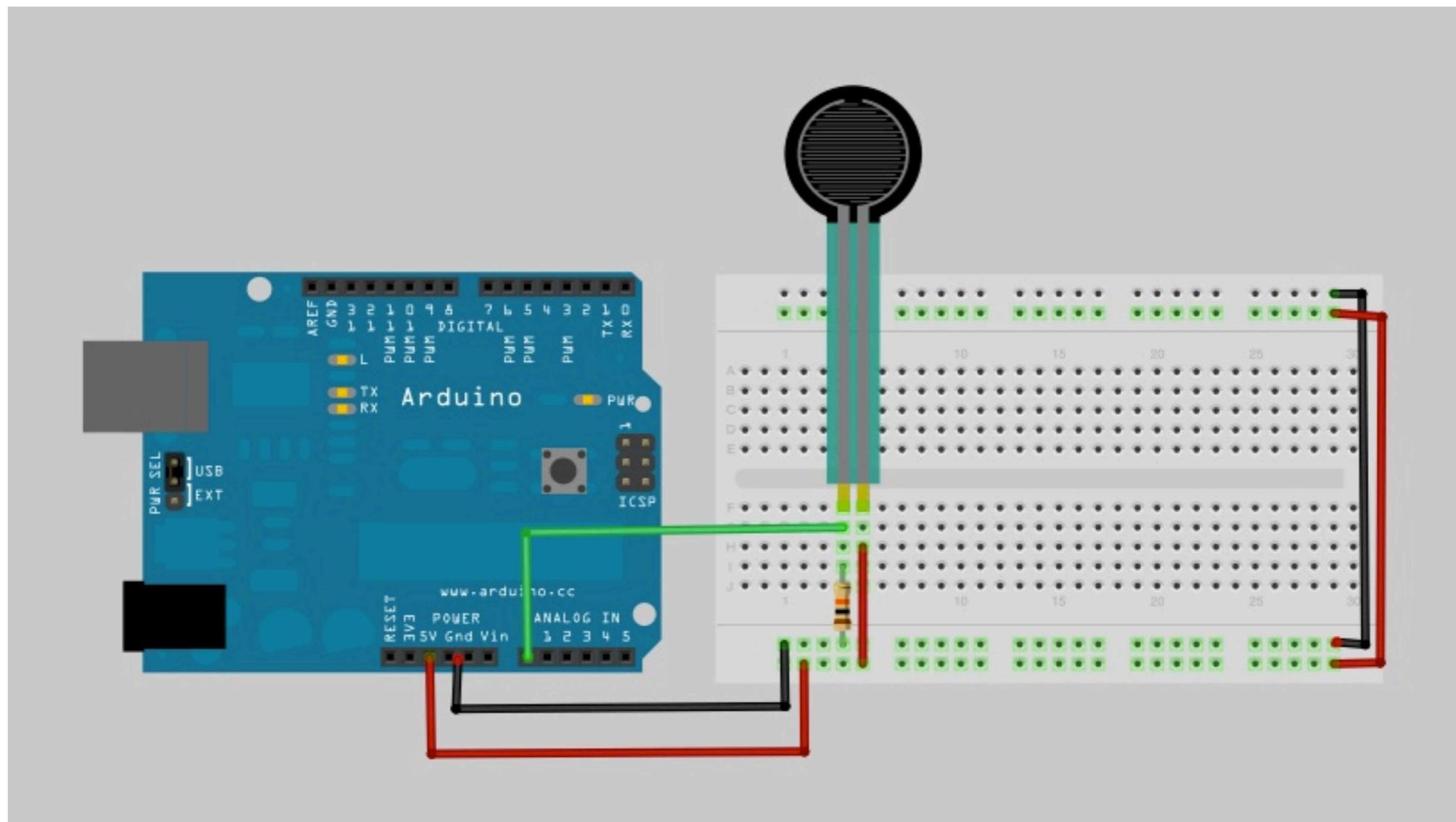
[analogRead \(pinNumber\)](#)

Reads value from specified analog in pin
For INPUT

arduino

MAKE IT

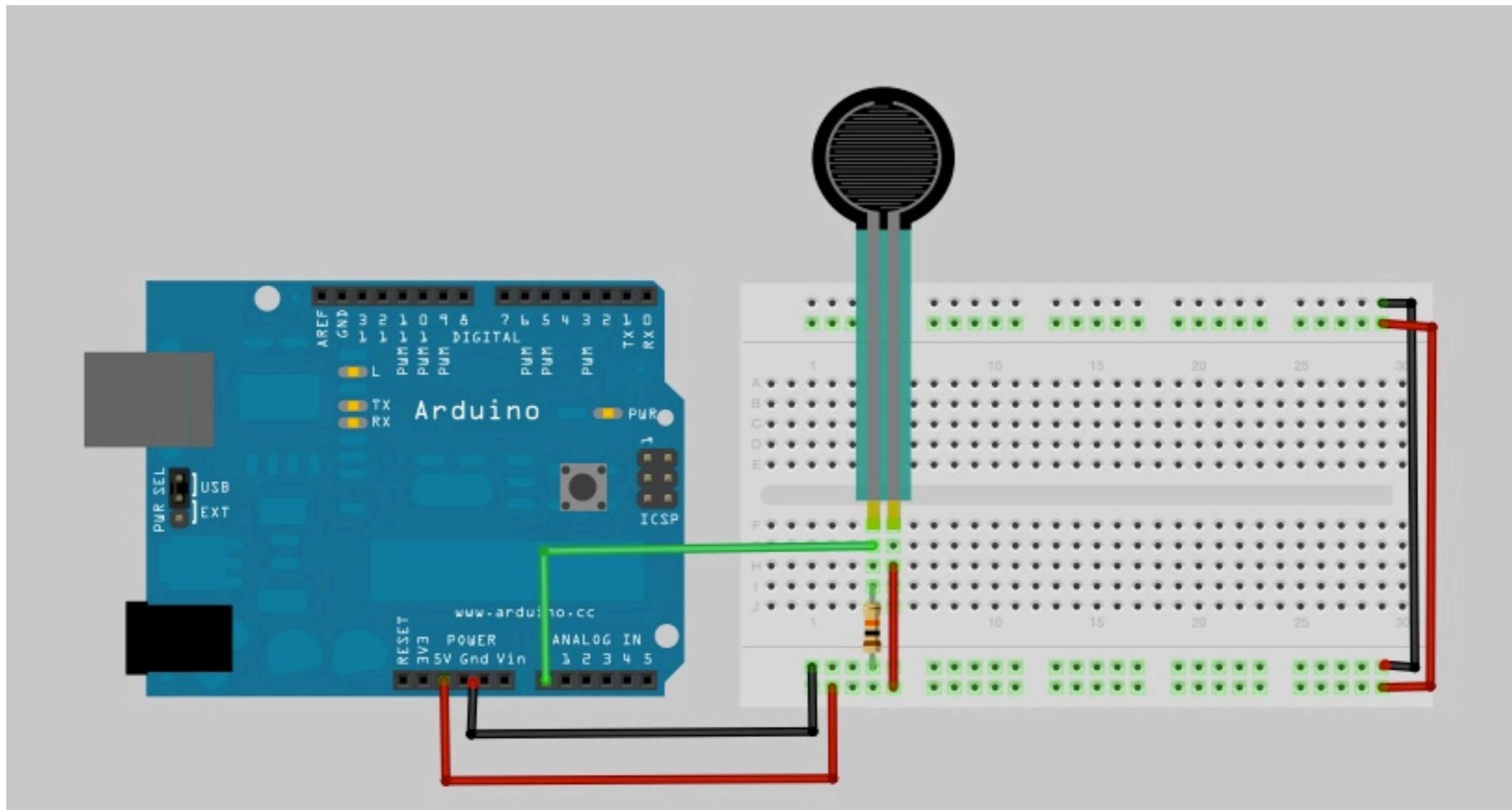
Build a circuit using one of your sensors.



arduino

MAKE IT

Upload the
`SensorValSketch_no_map`

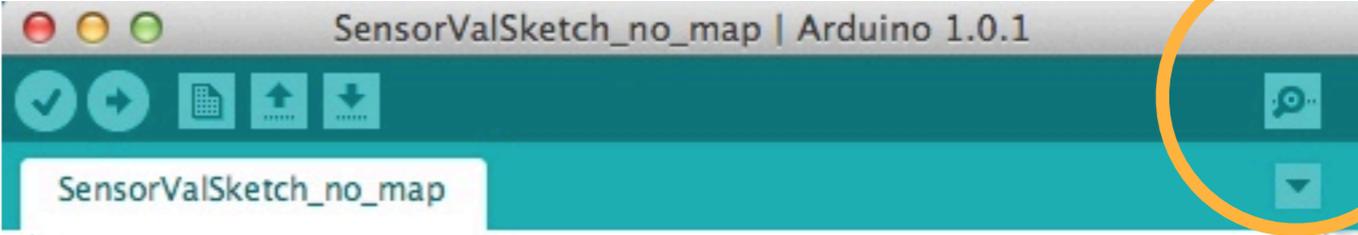


arduino

MAKE IT

Build a circuit using one of your sensors.

Click the Serial Monitor button.



Screenshot of the Arduino IDE interface. The window title is "SensorValSketch_no_map | Arduino 1.0.1". The toolbar contains several icons: a checkmark, a right arrow, a document icon, an upload icon, a download icon, and a Serial Monitor icon (magnifying glass over a document) which is circled in orange. Below the toolbar, the sketch name "SensorValSketch_no_map" is displayed. The main area shows the following code:

```
/*  
  
  Reading Sensor Values  
  Comp Craft Spring 2013  
  
  This sketch reads the data coming in from the sensor and prints it to  
  monitor. This is extremely helpful to debug or find the range of values  
  you want to use.  
  
  */  
  
int sensorPin = A0;    // select the input pin for the sensor  
int ledPin = 9;       // select the pin for the LED  
int sensorValue = 0;  // variable to store the value coming from the sensor  
  
void setup() {  
  // declare the ledPin as an OUTPUT:  
  pinMode(ledPin, OUTPUT);  
}
```

serial communication

THIS AIN'T YO BREAKFAST

If you want to read the values coming in from `analogRead()`, use the **serial monitor**.

Arduino usually communicates at a **baud rate of 9600**. This is the rate Arduino and the computer agree to exchange information.

This is also your best way to **debug** your program.

analog output

arduino

ANALOG OUTPUT PINS

When we **faded** LEDs using analog means, we controlled the brightness of the LED by controlling the voltage.

//Remember variable resistance?

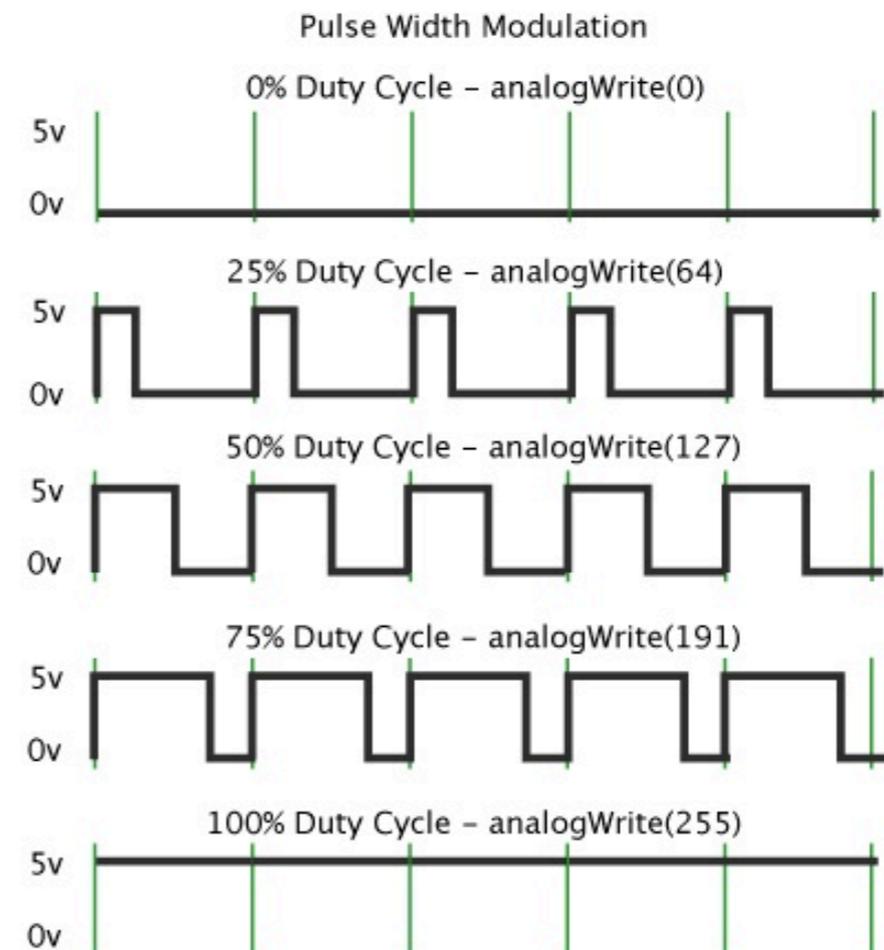
arduino

ANALOG OUTPUT PINS

When we **fade** an LED with Arduino, we don't actually change the voltage.

We **simulate** analog behavior by turning a signal on and off at different frequencies, because Arduino is **not** truly analog.

This is called **Pulse Width Modulation.**

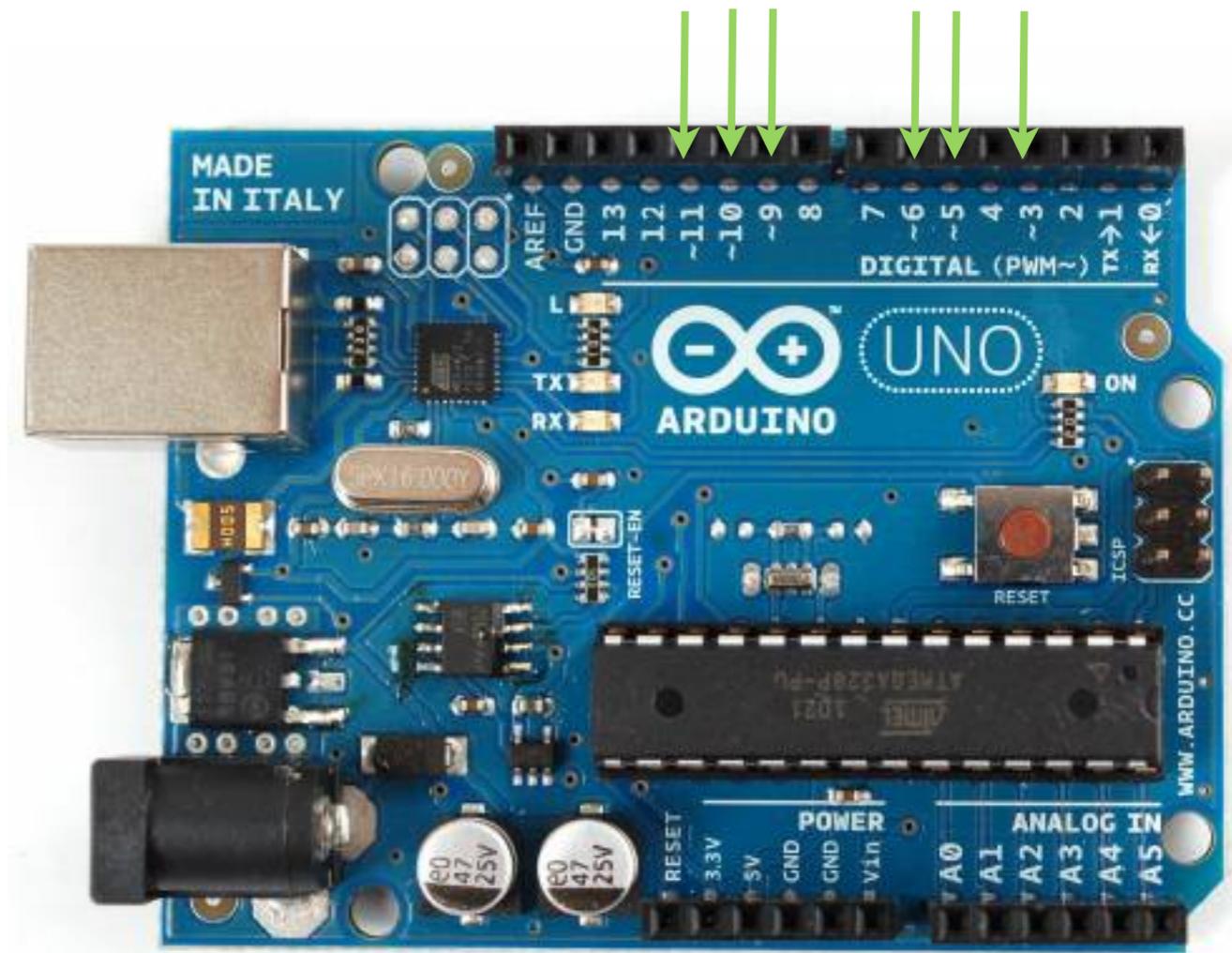


pulse width modulation

ANALOG OUTPUT PINS

Only a few pins can execute this function: 3, 5, 6, 9, 10, and 11.

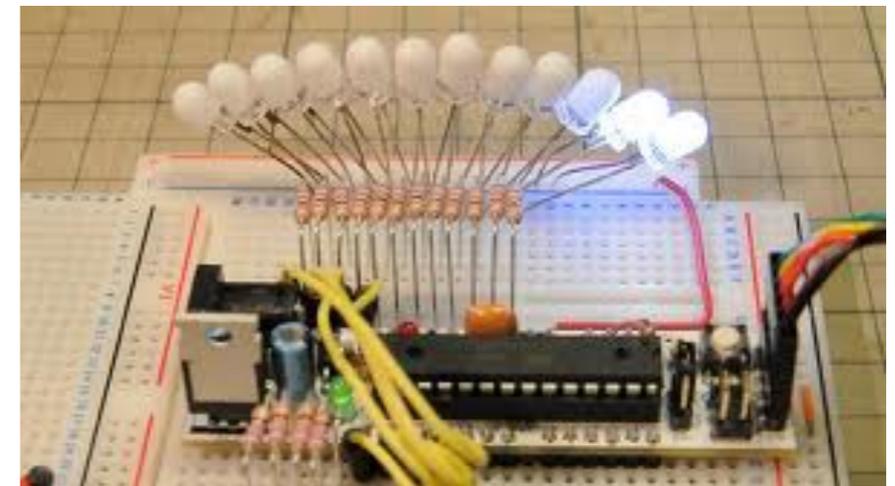
These are special because they can be digital I/O OR analog out.



pulse width modulation

ANALOG OUTPUT PINS

Let's see what this looks like.
Because fading is pretty.



Upload this sketch:

`File>Examples>Basics>Fade`

Once you've done that, try this one:

`File>Examples>Analog>Fade`

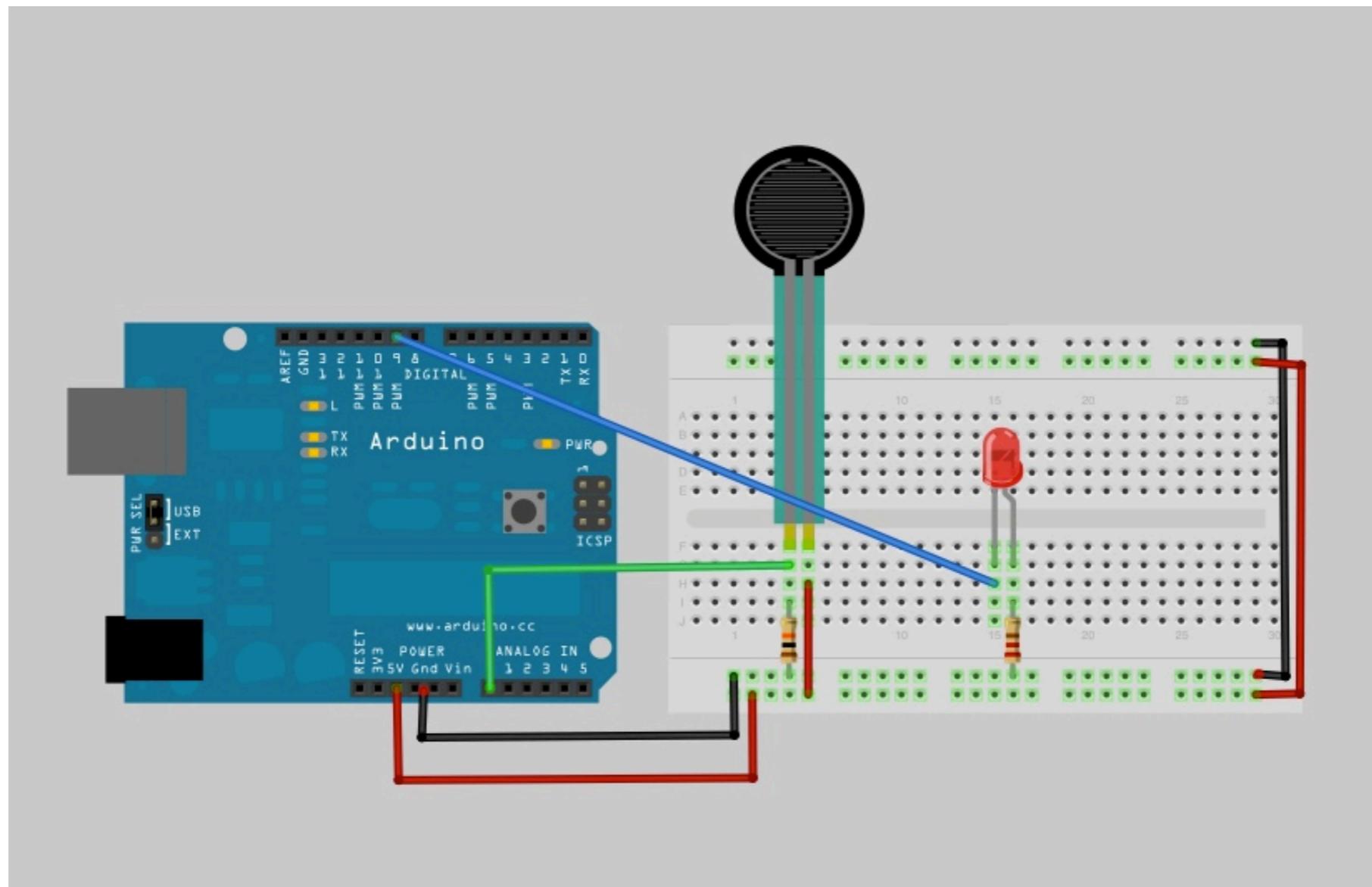
Notice a difference?

Try **changing the values** to fade the LED at different speeds.

pulse width modulation

ANALOG OUTPUT PINS

Now add an LED to pin 9 and upload
`SensorValSketch_map`



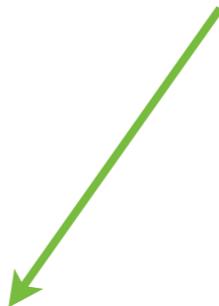
pulse width modulation

ANALOG OUTPUT PINS

Add an LED to pin 9 (you should still have your sensor attached)

Upload the
`SensorValSketch_map`

This is where your
serial monitor
becomes important!



`analogWrite(pin, value)`

The value can be between 0 - 255.
For OUTPUT

`map(value, fromLow, fromHigh, toLow, toHigh)`

We can control the range of the values
by using this function.

capacitive sensing

capacitance

SWITCHING IT UP

Sensing the electrical capacitance of the body.

Capacitance = the ability to store a charge.

Used when little or no human touch or force is desired.



capacitance

SWITCHING IT UP

So what do we need?

Arduino

High value resistor (100 kilohm - 50 megohm)

CapSense Library

Conductive material

Insulating material

capacitance

SWITCHING IT UP

So what do we need?

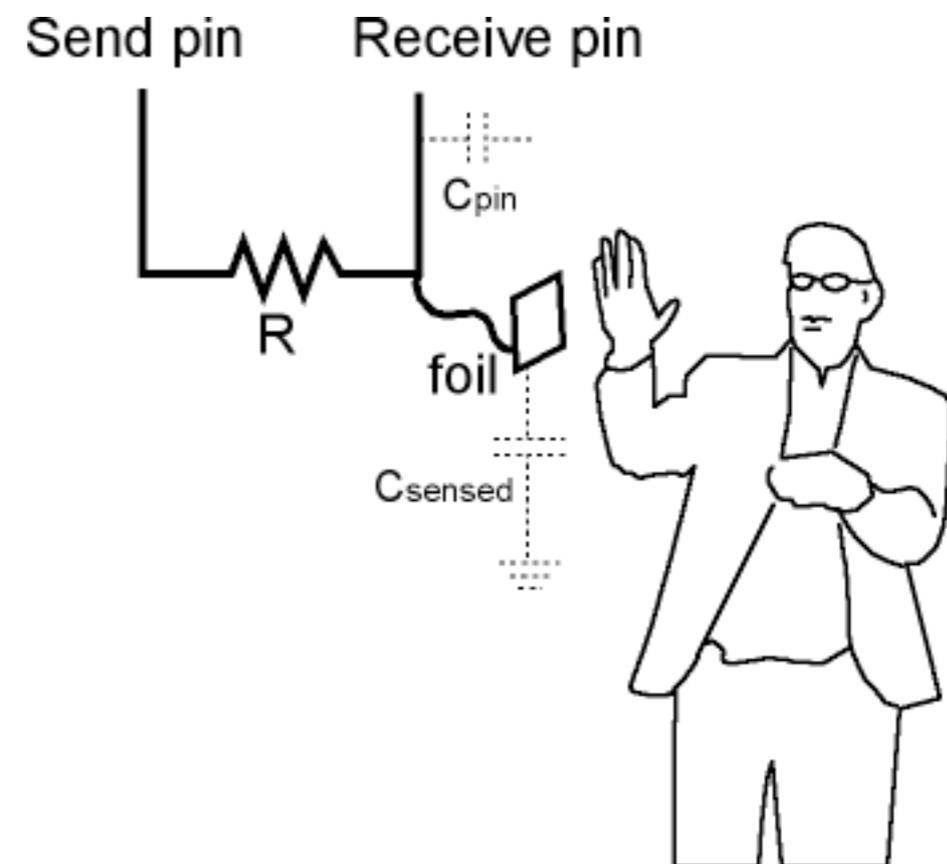
Arduino

High value resistor (100 kilohm - 50 megohm)

CapSense Library

Conductive material

Insulating material



capacitance

SWITCHING IT UP

Remember - these are all variables to experiment with!

Arduino

High value resistor (100 kilohm - 50 megohm)

CapSense Library

Conductive material

Insulating material

capacitance

SWITCHING IT UP

Resistor values

1 megaohm - touch will activate

10 megaohm = 4-6 inches

40 megaohm - 12-24 inches

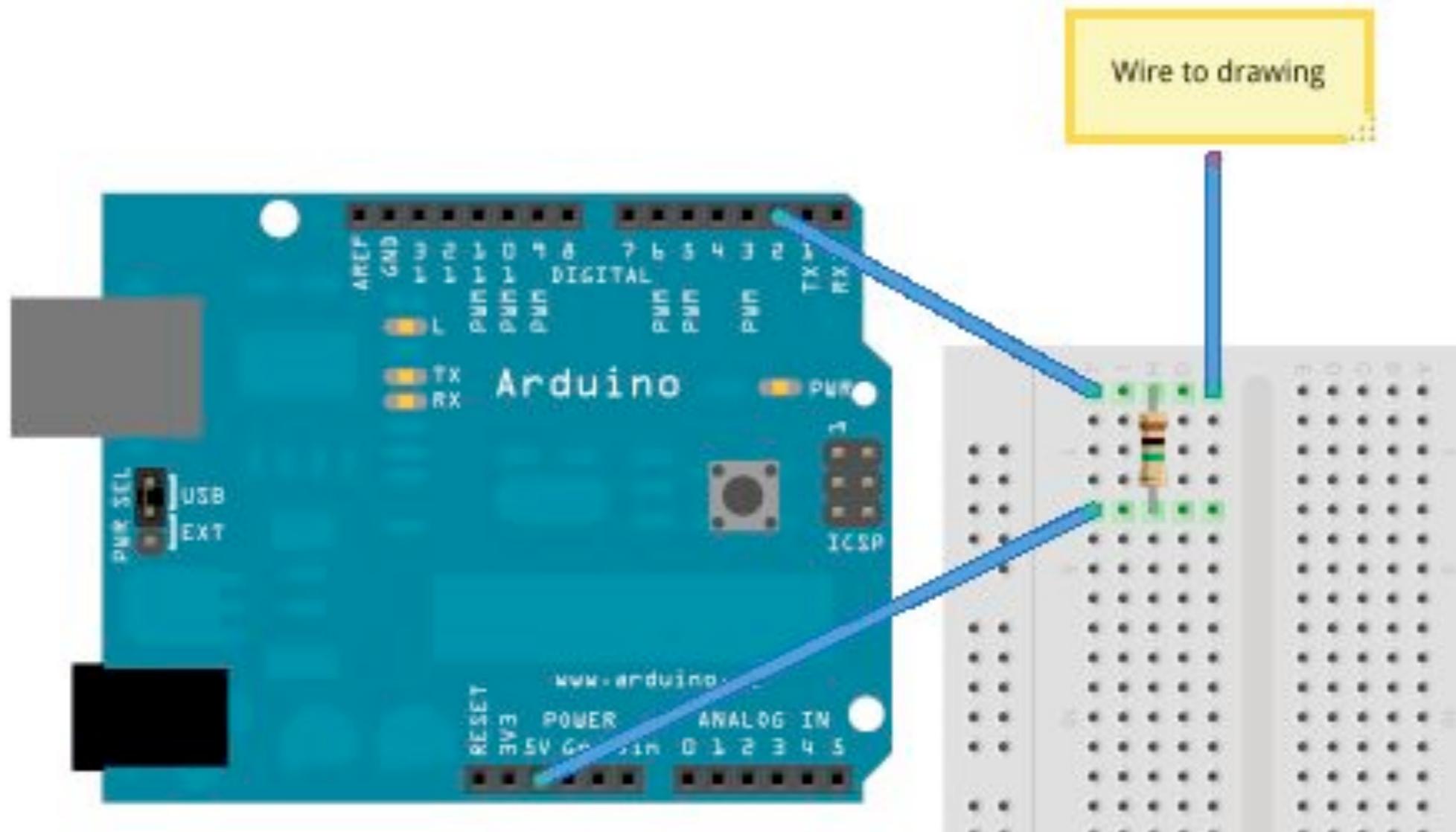
40 + megaohm - >24 inches

Larger resistor = increased sensitivity

Larger resistor = slower response

capacitance

WIRING IT UP



Upload the [CapacitiveSensorSketch](#) in the Examples folder.

<http://playground.arduino.cc/Main/CapacitiveSensor?from=Main.CapSense>

capacitance

SWITCHING IT UP

Debugging.

A capacitive sensor attached to a laptop if the laptop is unconnected to a main power source can be jerky. (In many ways) The computer can become a sensor and affect the values.

Too unstable? Add a small capacitor (100 pF - .01 uF) to ground, on the sense pin

sound

sound off

LOUD AND PROUD

We will hit sound hard in a few weeks.

This is just to whet your palette. And because playing sound is FUN.

sound off

LOUD AND PROUD

What you need:

Arduino

Breadboard

Wire

Speaker

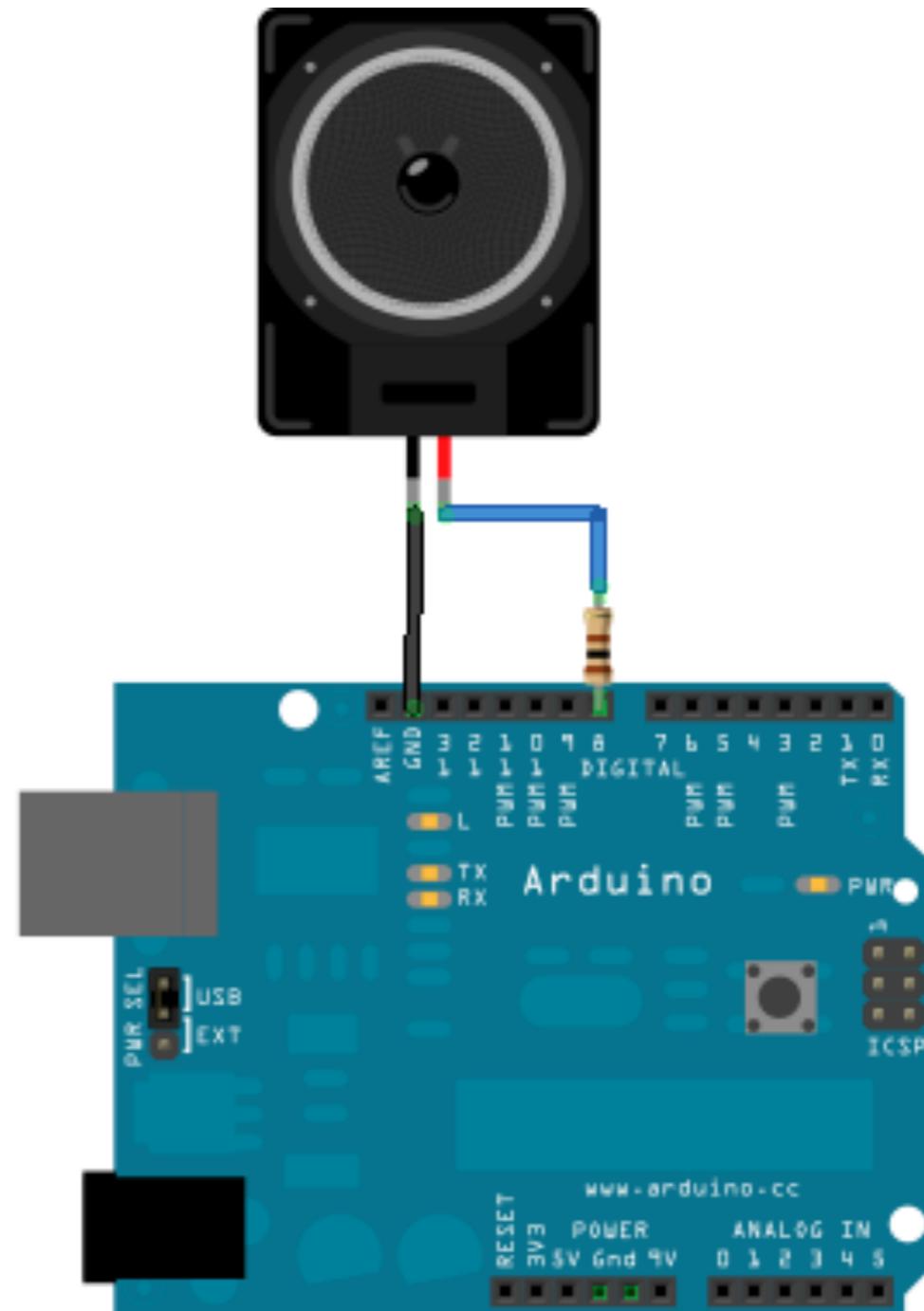
100 ohm resistor

sound off

LOUD AND PROUD

What you do:

Hook up one wire to pin 8 with a 100 Ohm resistor and the other to ground.



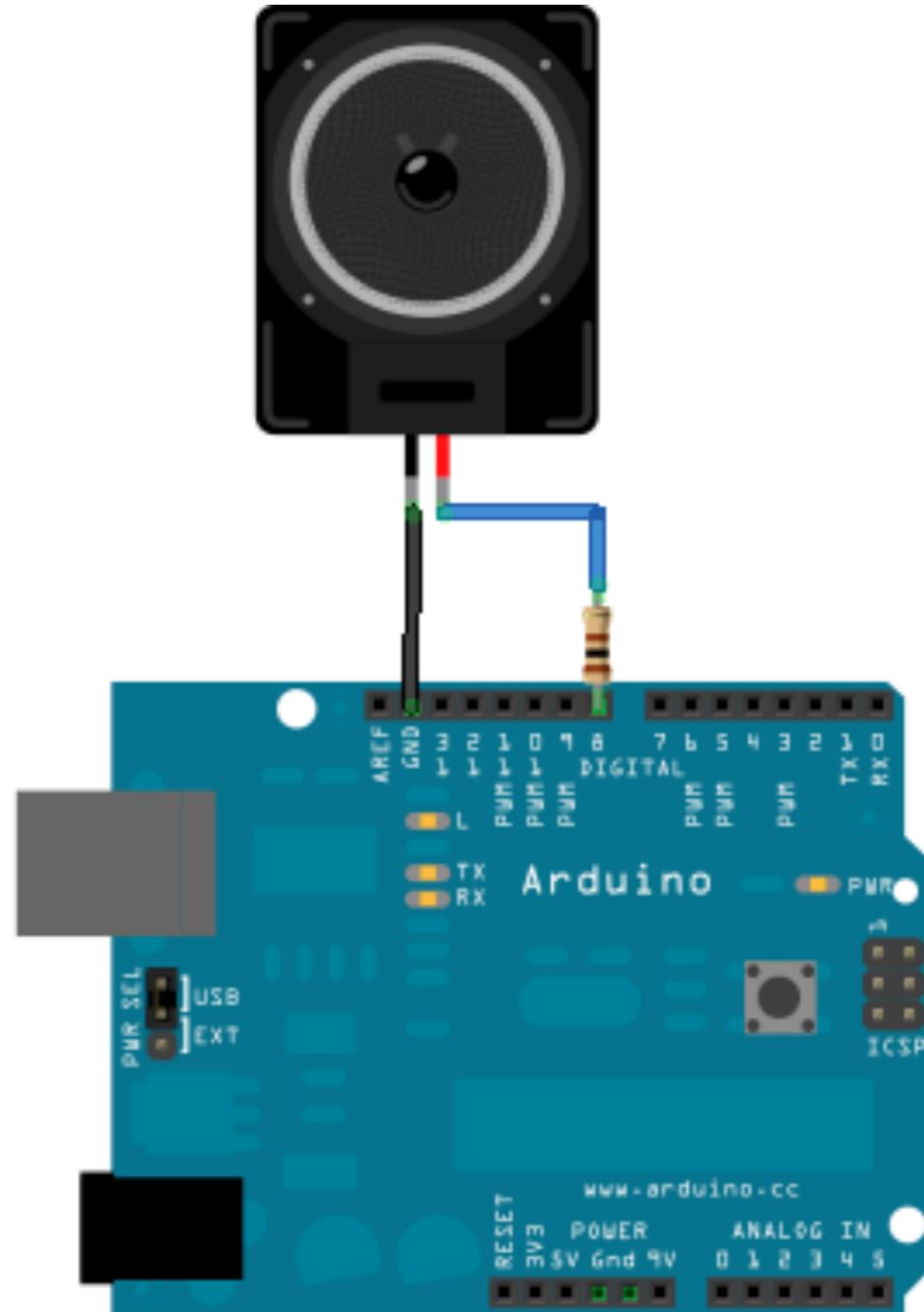
sound off

LOUD AND PROUD

What you do:

Hook up one wire to pin 8 with a 100 Ohm resistor and the other to ground.

Upload the toneMelody sketch in Examples>Digital Folder



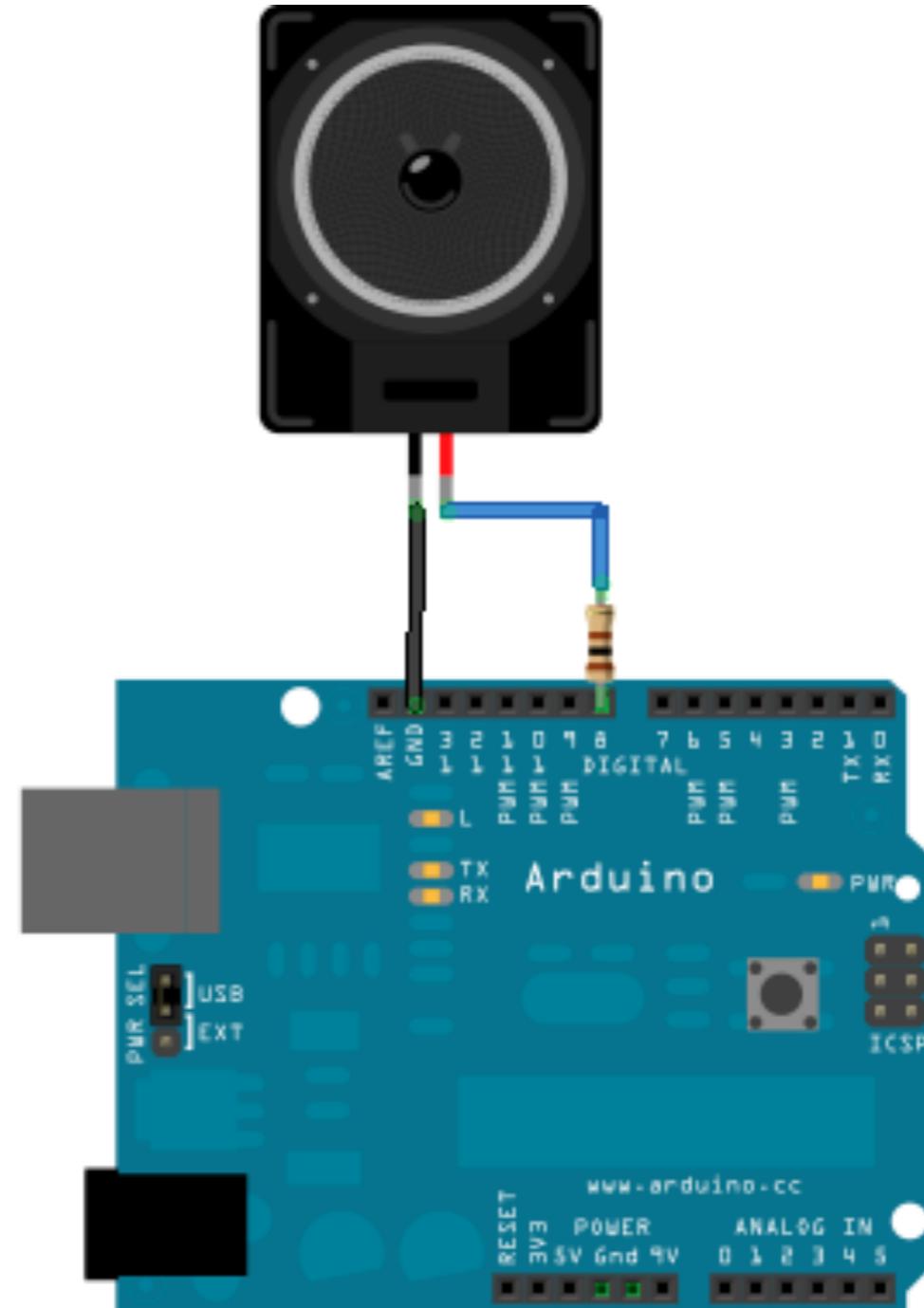
sound off

LOUD AND PROUD

Let's look at the code.

```
tone(pin, frequency)  
tone(pin, frequency, duration)
```

pitches.h



sound off

SO ARDUINO IS NOT THE BEST FOR SOUND

A few things:

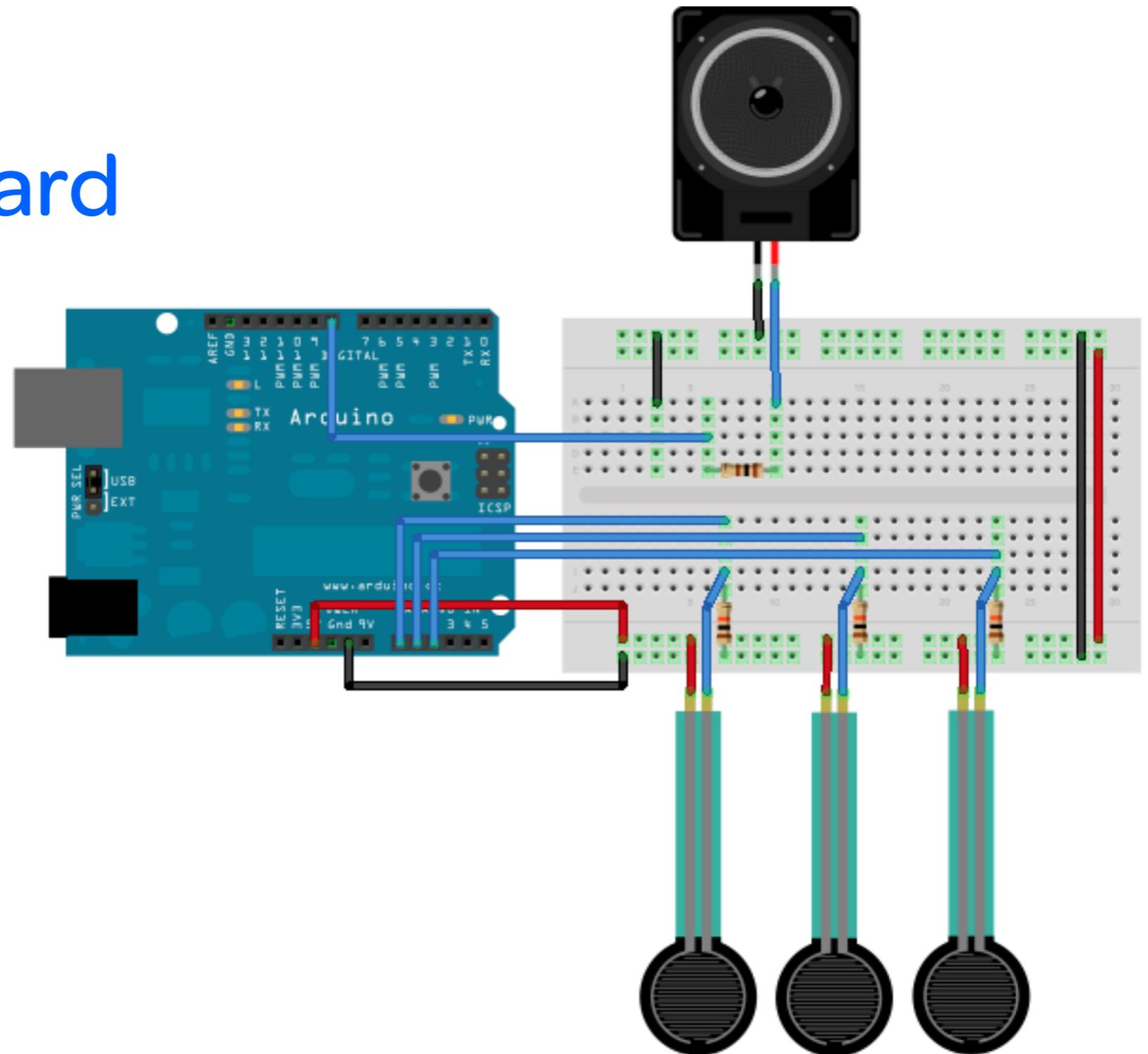
- 1) Only ONE tone can be played at a time.
- 2) Use of the tone() function will interfere with PWM output on pins 3 and 11 (on boards other than the Mega).
- 3) If you want to play different pitches on multiple pins, you need to call noTone() on one pin before calling tone() on the next pin.

sound off

OTHER FUN

Simple keyboard

Examples > Digital >
toneKeyboard



sound off

SO ARDUINO IS NOT THE BEST FOR SOUND

Other options for better sound:

Adafruit Wave Shield

<http://learn.adafruit.com/adafruit-wave-shield-audio-shield-for-arduino/overview>

Adafruit Tone Tutorial

<http://learn.adafruit.com/adafruit-arduino-lesson-10-making-sounds/overview>

Simple Audio Samples (only about 4 secs, but still cool)

<http://hlt.media.mit.edu/?p=1963>

Awesome but advanced: Mozzi Sound Synthesis Library

<http://sensorium.github.io/Mozzi/>

<http://arduino.cc/en/Tutorial/Tone>

capacitance

SWITCHING IT UP

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