Linear actuator electronic control with ARDUINO



Decodes & counts pulses function V. 1.0

Descriptions

This function is a routine of "ENCODER QUADRATURE with X4 multiplication". The mains benefit of this implementation are:

- Don't use dedicated interrupts. Are used only two digital input pins (PIN_CH1A = 12, PIN_CH1B = 11)
- Shares and works under the interrupt of TIMER1 (in the case of ARDUINO MICRO).
- It has a simple filter of the signals in quadrature.
- It increase for four the resolution of the hall sensor.
- It is very simple. Requires one line mathematical instruction for recognize the pulses and one operation of "Case" to count.
- It is very fast (about 17 micro second in the case of ARDUINO MICRO).

Syntax: EncDec()

Input parameters: CH1A, CH1B

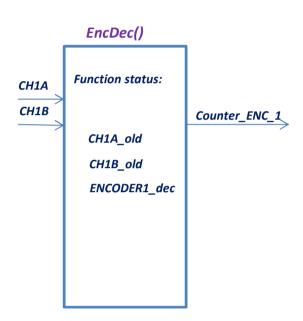
Output parameters: Counter ENC 1

Status: CH1A old, CH1B old, ENCODER1 dec

Calls:



EncDec function



```
void EncDec ()
CH1A = digitalRead (PIN_CH1A);
                                       // Reads the state of input channel A
CH1B = digitalRead (PIN_CH1B);
                                       // Reads the state of input channel B
ENCODER1_dec = CH1A + CH1A_old*2 + CH1B*4 + CH1B_old*8;
CH1A_old = CH1A;
                                       // Save as old value (channel A) for next interrupt
CH1B old = CH1B;
                                       // Save as old value (channel B) for next interrupt
 switch (ENCODER1 dec)
                   { // codes that increase
                   case 2: Counter_ENC_1++;
                   break;
                   case 4: Counter_ENC_1++;
                   break;
                   case 13:Counter_ENC_1++;
                   break;
                   case 11:Counter_ENC_1++;
                   break;
                   // codes that decrease
                   case 1: Counter_ENC_1--;
                   break;
                   case 7: Counter_ENC_1--;
                   break;
                   case 14:Counter_ENC_1--;
                   break;
                   case 8: Counter_ENC_1--;
                   break;
```



