# ME 102B Project Manual | Fully Automated Coffee Machine

By Junlong Li, Ivan Shao, Zelin Ye

#### Opportunity

The initial goal of this project is to create a relatively low-cost, smart drink-making appliance for everyday life. The machine is also designed to save time from operating machines and handles the simple repetitive actions when it comes to making customized drinks. There are products on the market that produce customizable beverages for customers, but they mostly remain in shopping malls and other public spaces, with the intention to attract nearby consumers. We looked to build a machine that is capable of making coffee, boba, etc. with a custom ratio of different ingredients at home, simply with a few touches with the fingers.

#### **High Level Strategy**

Our automatic coffee machine can be divided into two subsystems. There is a control panel section that allows the user to customize their inputs such as the ingredients ratio (with the option of less, normal, or more), which is controlled by the amount of time the solenoid stays open (will be mentioned later in the manual). We originally wanted to also incorporate water heating features as well, but did not find a way to build and incorporate into our controls in a timely manner.

Once the user inputs all the necessary commands and press start, the operating section of the coffee machine will start to make coffee. The lower operating section contains a roller carriage and a platform where the cup will be placed. The platform carries a cup and moves along a straight T-rail, making stops at the proper positions to allow the ingredients to be dropped into the cup. moves across a T-rail.

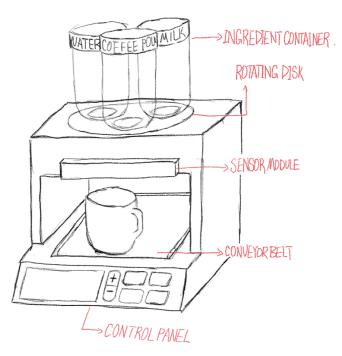
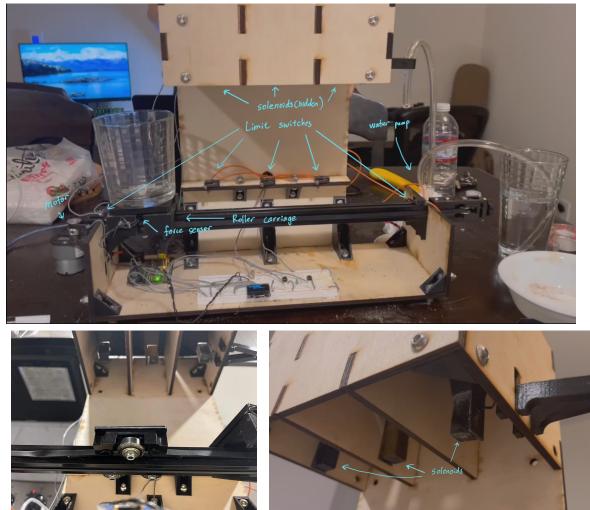


Figure 1. Proposed initial system-level

There is a pressure or weight sensor under the cup holder. It can be used to sense if there is a cup on the platform (safety feature). The machine will not continue to operate at any given time when the cup is being removed during the process or drink making. In the upper operating section, there are three boxes that contain the powdered ingredients, and a tube that is connected to a water pump that delivers water to the cup after loading the ingredients. The only differences we had compared to our original design was that the ingredient boxes are in line instead of a rotating disc, and that ultrasonic sensors were not implemented as a safety feature due to compatibility issues with a version of the Arduino UNO board we tried to use.

We also hoped to use PWM to adjust the output voltage of a 12V motor to control its speed, since it is desired to move the platform at a slow and steady speed. But we realized the

specific motor required 1.5A of current in order to operate as it has really high torque, and wiring it to the rest of the circuit would have very concerning issues (a fried ESP32). Thus we had to go with a 6V motor that had just enough torque to operate at the speed we want without PWM.



**Fully Integrated Device** 

Roller Carriage and Solenoids

### **Function-Critical Decisions**

The main component that drives the entire process of the machine is the motor. When deciding the proper motor, we had a ballpark estimation as follows:

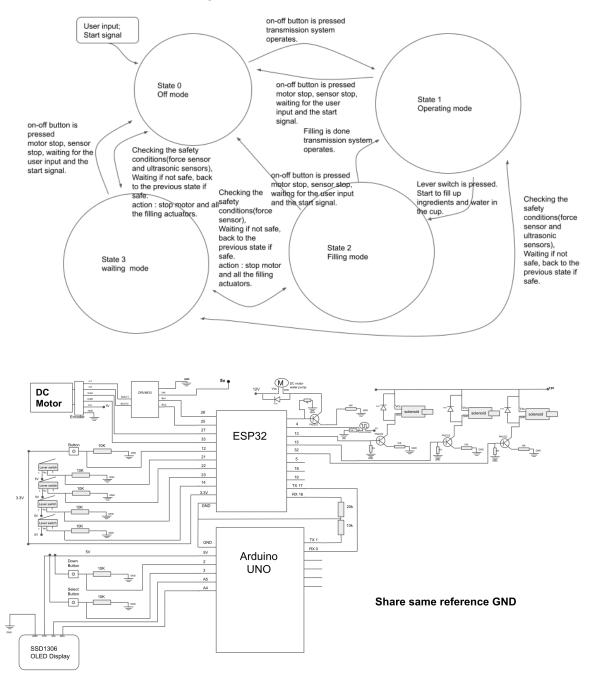
Mass of mug/drink container + filled water + weight of roller carriage = 1.2 kg;

Static coefficient of friction for aluminum against rubber = 0.6

Weight of the physical system = 0.6 \* 9.8 \* 1.2 = 7.056N

Minimum requirement of torque of a 6mm shaft diameter motor = 7.056 \* .006 = 0.042NmAccording to the data sheet of the motor we obtained, the torque at maximum efficiency at 6V is 1.5 kg\*cm, which is 0.147 Nm, indicating that it is sufficient to drive the entire system.

#### **Circuit and State Transition Diagram**



#### Reflection

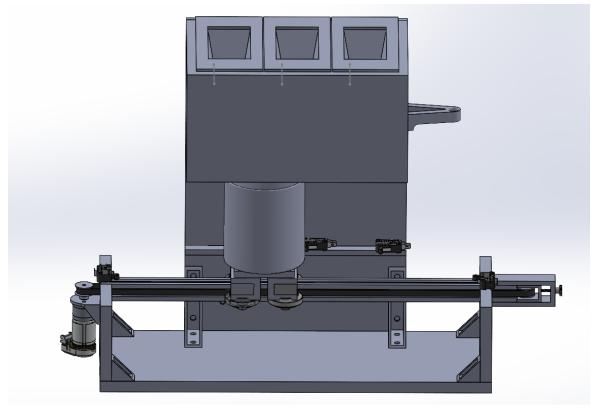
In terms of group dynamics, we knew how to split the duties properly so that each person can do what they are best at, and we had great communication within the team for meeting small deadlines. What we want to improve on is the amount of time we spend on testing the system as there were many imperfections between the code and the actuators, and we had to make many small adjustments and spend some time debugging. Afterall, we managed to complete a working prototype, and look to expand its functionalities in the future.

### Appendix A: Bill of Materials

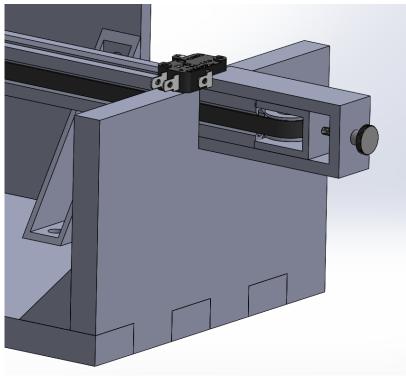
| Item Name   | Purchase Justification   | Price<br>(ea.) | Qu<br>ant<br>ity | Vendor | Link to Item |
|---|--|----------------|------------------|--------|--------------|
| SNUG Fasteners SNG586 Fifty (50) 1/4-20<br>Stainless Steel Nylon Insert Hex Lock Nuts   | Nuts for tightening laser<br>cut parts together                                | \$ 7.73        | 1                | amazon | link         |
| LC LICTOP Button Head Socket Cap Screws<br>1/4-20 3/4" Allen Hex 304 Stainless Steel<br>Bolts 50 Pack   | Screws for tightening laser cut parts together                                 | \$ 11.01       | 1                | amazon | link         |
| Zeberoxyz Big V Wheel with Plate and 6mm Belt<br>Buckle for 2020V-Slot Aluminum Profile 3D<br>Printer Accessories Parts Set for CNC Kossel<br>Black Wheel (Big V-Wheels with Belt | Cart for 80-20 track   | \$ 20.50       | 1                | amazon | link         |
| 20Sets Black 2020 Series Aluminum Profile<br>Connector Set, 20pcs Corner Bracket, 40pcs<br>T Nuts and Hex Screw Bolt for Slot 6mm<br>20S Aluminum Rail Accessor                   | Connector for the 80-20<br>rail  | \$ 24.22       | 1                | amazon | link         |
| Iverntech 4pcs 500mm 2020 V Type Black<br>European Standard Anodized Linear Rail<br>Aluminum Profile Extrusion for DIY 3D<br>Printer and CNC Machine                              | 80-20 rail used for cart<br>that transport the<br>platform                     | \$ 33.06       | 1                | amazon | link         |
| Befenybay Upgrade 2020 Profile X-axis<br>Synchronous Belt Stretch Straighten<br>Tensioner for Creality Ender-3/Ender3<br>Pro/Ender3 V2/CR-10/ CR-10 V2/ CR-10 V                   | Tensioner to ensure<br>transmission belt runs<br>smoothly                      | \$ 15.42       | 1                | amazon | link         |
| PLA 3D Printer Filament, SUNLU PLA<br>Filament 1.75mm, Dimensional Accuracy +/-<br>0.02 mm, 1 kg Spool, 1.75mm, PLA Black   | 3D print material for all<br>3D printed parts                                  | \$ 23.14       | 1                | amazon | link         |
| 1 of: E-outstanding Synchronous Wheel 2PCS<br>Silver 20 Teeth 6.35mm Bore Timing Pulley GT2<br>Aluminium Alloy Synchronous Wheel for 6mm<br>Width Belt 3D Printer CNC Mechanical  | TIming belt pulley for the transmission  | \$ 6.16        | 1                | amazon | link         |
| 1 of: 6V/12V DC 3.5 - 150 RPM High Torque<br>Gear Box Motor Reducer Reversible  | High torque motor to<br>drive transmission that<br>has high friction           | \$ 9.90        | 1                | Ebay   | <u>link</u>  |
| 1 of: 5PCS DC 12V 4mm Stroke Mini Push-Pull<br>Type Solenoid Micro DC Solenoid Electromagnet<br>Electric Magnet Valve Open Frame Spring<br>Solenoid Valves Linear Mot             | Solenoid is used in<br>actuating the valves of<br>the ingredients<br>container | \$ 13.54       | 1                | amazon | link         |

| 1 of: 12V 2A Power Supply AC Adapter, AC<br>100-240V to DC 12 Volt Transformers, 2.1mm X<br>5.5mm Wall Plug (12 Volt - 2 amp - 2 pack)                                | Power supply for<br>solenoid and high<br>torque motor which use<br>12V power supply | \$ 14.32 | 1 | amazon | link  |
|---|---|----------|---|--------|---|
| 1 of: 5PCS DC 12V 4mm Stroke Mini Push-Pull<br>Type Solenoid Micro DC Solenoid Electromagnet<br>Electric Magnet Valve Open Frame Spring<br>Solenoid Valves Linear Mot | Solenoid is used in<br>actuating the valves of<br>the ingredients container         | \$ 13.54 | 1 | amazon | link  |
| 1 of: 2Pcs Thin Film Pressure Sensor High<br>Precise Force-Sensitive Resistor Force Sensor<br>Pressure Sensor Resistance-type Thin Film<br>Pressure Sensor, Force Sen | Force sensor for the<br>platform that sense the<br>cup placement                    | \$ 12.23 | 1 | amazon | https://www.a<br>mazon.com/g<br>p/product/B0<br>7T1CHY58/re<br>f=ppx_yo_dt_<br>b_asin_imag<br>e_002_s00?i<br>e=UTF8&psc<br>=1 |
| 1 of: MUZHI SPDT1NO 1NC Momentary Hinge<br>Metal Roller Lever Micro Switch AC 5A 125 250V<br>3 Pins 12 Pcs  | Lever switch that is<br>used in position the<br>platform                            | \$ 7.32  | 1 | amazon | https://www.a<br>mazon.com/g<br>p/product/B0<br>7MW3W79B/<br>ref=ppx_yo_d<br>t_b_asin_ima<br>ge_o03_s00?<br>ie=UTF8&th=<br>1  |
| 1 of: Frienda 2 Pieces 0.96 Inch Display Module<br>12864 128x64 Driver IIC I2C Serial<br>Self-Luminous Display Board Compatible with<br>Raspberry PI (Blue Light)     | Display for user<br>interface   | \$ 8.37  | 1 | amazon | https://www.a<br>mazon.com/d<br>p/B08TTDW7<br>2N?ref=ppx<br>yo2_dt_b_pro<br>duct_details&<br>th=1                             |

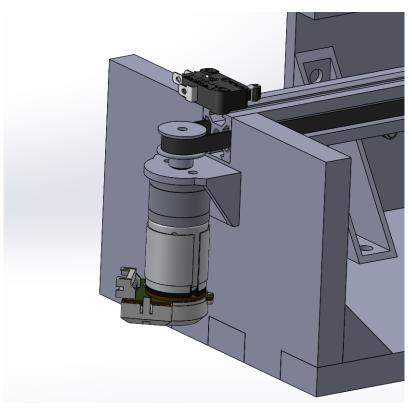
# Appendix B: CAD



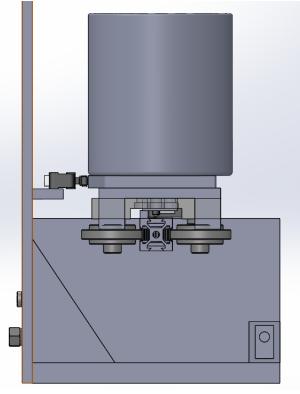
Front View of the Machine



The Conveyor Belt, Limit Switch, and Tensioner



The Motor



Cross-Section View of the Rolling System

# Appendix C: Screenshot of code

Cal\_Mixer | Arduino 1.8.16 (Windows Store 1.8.51.0)

| File Edit Sketch Tools Help  |                                   |
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|  |                                   |
| Cal_Mixer §  |                                   |
| finclude <esf32encoder.h></esf32encoder.h>   | ^                                 |
| fdefine PUMP 14  |                                   |
| fdefine BIN_1 26   |                                   |
| #define BIN_2 25   |                                   |
| fdefine BTN 12   |                                   |
| fdefine FSRAnalogPin 4   |                                   |
| #define Lever_Switch_Start 21  |                                   |
| #define Lever_Switch_End 13  |                                   |
| fdefine Lever_Switch_Pinl 33   |                                   |
| #define Lever_Switch_Pin2 27   |                                   |
| #define Lever_Switch_Pin3 15   |                                   |
| //#define Lever_Switch_cover 5   |                                   |
| #define MOTOR 32   |                                   |
| #define RXD2 16  |                                   |
| fdefine TXD2 17  |                                   |
| #define SOLENOID1 19   |                                   |
| #define SOLENOID2 18   |                                   |
| fdefine SOLENOID3 5  |                                   |
| ESP32Encoder encoder;  |                                   |
| int FSRreading = 0;  |                                   |
| <pre>int previous state = -1;</pre>  |                                   |
| <pre>int ingradient_times[3] = {0,0,0};</pre>  |                                   |
| <pre>int spot=0;</pre>   |                                   |
| int omegaSpeed = 0;  |                                   |
| <pre>int omegaDes = 0;</pre>   |                                   |
| int D = 0;   |                                   |
| int error = 0;   |                                   |
| float kv = 0.12;   |                                   |
| int Kp = 10;   |                                   |
| float Ki = 0.1;  |                                   |
| <pre>byte state = 0;</pre>   |                                   |
| int sum e = 0;   |                                   |
| <pre>int safe_dis = 10;</pre>  |                                   |
| volatile bool on_off = false; //for motor  |                                   |
| volatile bool ingradient_switch_onOroff= false;  |                                   |
| <pre>int waterFillingCounter = 5;</pre>  | ~                                 |
|  |                                   |
| Writing at 0x00008000 (100 %)  | <u>^</u>                          |
| Wrote 3072 bytes (128 compressed) at 0x00008000 in 0.0 seconds (effective 3510.9 kbit/s)                     |                                   |
|  |                                   |
| Hash of data verified.   | ~                                 |
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|---|-------------------|
| File Edit Sketch Tools Help   | <u></u>           |
| Cal_Mixer §   |                   |
| <pre>int waterFillingCounter = 5;<br/>//Setup interrupt variables</pre>   | ^                 |
| <pre>volatile int count = 0; // encoder count</pre>   |                   |
| <pre>volatile bool interruptCounter = false; // check timer interrupt 1 volatile bool deltaT = false; // check timer interrupt 2</pre>  |                   |
| <pre>volatile bool is ls_time = false; // check timer interrupt 3 int totalInterrupts = 0; // counts the number of triggering of the alarm</pre>  |                   |
| <pre>hw_timer_t * timer0 = NULL;<br/>hw_timer_t * timer1 = NULL;</pre>  |                   |
| <pre>hw_timer_t * timer2 = NULL;</pre>  |                   |
| <pre>portMUX_TYPE timerMux0 = portMUX_INITIALIZER_UNLOCKED;<br/>portMUX_TYPE timerMux1 = portMUX_INITIALIZER_UNLOCKED;</pre>  |                   |
| <pre>portMUX_TYPE timerMux2 = portMUX_INITIALIZER_UNLOCKED;<br/>volatile bool buttonIsPressed = false;</pre>  |                   |
| volatile bool pressSwitch1 = false;   |                   |
| <pre>volatile bool pressSwitch2 = false;<br/>volatile bool pressSwitch3 = false;</pre>  |                   |
| volatile bool pressNutchEnd = false;<br>volatile bool pressNutchEnd = false;  |                   |
| <pre>// setting FWM properties const int freq = 5000;</pre>   |                   |
| <pre>const int ledChannel_1 = 1;</pre>  |                   |
| <pre>const int ledChannel_2 = 2;<br/>const int resolution = 8;</pre>  |                   |
| <pre>const int MAX_PWM_VOLTAGE = 255;<br/>const int NOM_PWM_VOLTAGE = 200;</pre>  |                   |
| //Initialization void IRAM_ATTR onTime0() {   |                   |
| <pre>portENTER_CRITICAL_ISR(&amp;timerMux0);</pre>  |                   |
| interruptCounter = true; // the function to be called when timer interrupt is triggered<br>portEXIT_CRITICAL_ISR(&timerMux0);   |                   |
| ,   |                   |
| void IRAM_ATTR onTimel() (  |                   |
| <pre>portENTER_CRITICAL_ISR(stimerMux1); //count = encoder.getCount();</pre>  |                   |
| //encoder.clearCount ( );   | ~                 |
| Writing at 0x00008000 (100 %)   | <u>^</u>          |
| Wrote 3072 bytes (128 compressed) at 0x00008000 in 0.0 seconds (effective 3510.9 kbit/s)  |                   |
| Hash of data verified.  | ~                 |
| 55 ESP22 Dev Module, Disabled, Default 408 with sparts (1 2008 APP11 508 SPEFS), 420 Milet, 2018 APP1 508 SPEFS), 420 Milet, 2018 APP1 508 SPEFS), 420 Milet 2018   | 9:02 PM           |
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| Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)<br>File Edit Sketch Tools Help<br>Cal_Mixer §<br>//encoder.clearCount ( );<br>deltaT = true; // the function to be called when timer interrupt is triggered   | - 0 ×             |
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| <pre>Cal_Mose / Advise 18.16 (Windows Score 18.51.0) Fe Edd Sketh Tools Help Col_Mose {     Col_Mose {         //encoder.clearCount ();         delta = true; // the function to be called when timer interrupt is triggered         portEXIT_CRITICAL_ISR(stime:MNux1);     } void IRAM_ATTR isr_press_switch1() { // the function to be called when interrupt is triggered         pressSwitch2 = true;     } void IRAM_ATTR isr_press_switch2() { // the function to be called when interrupt is triggered         pressSwitch3 = true;     } void IRAM_ATTR isr_press_switch2() { // the function to be called when interrupt is triggered         pressSwitch3 = true;     } void IRAM_ATTR isr_press_switch3() { // the function to be called when interrupt is triggered         pressSwitch3 = true;     } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered         pressSwitch3 = true;     } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch3 () { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch3 Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered     p</pre>  | - 0 ×             |
| <pre>Gal_More   Addino 18.16 (Windows Store 18.51.0) Fie fact Stack Tools Hep  Cal_More }  Cal_More }</pre>   | - 0 ×             |
| <pre>Cd_Merr[Arduin 18.16 (Wendows Skow 18.51.0) The Edit Setch Tools Hep  Cd_Merr[Arduin 18.16 (Wendows Skow 18.51.0) The Edit Setch Tools Hep  Cd_Merr[Arduin 18.16 (Wendows Skow 18.51.0) The Edit Setch Tools Hep  Cd_Merr[Arduin 18.16 (Wendows Skow 18.51.0) (//encoder.clearCount (); doilar = true; // the function to be called when timer interrupt is triggered portEXIT_CRITICAL_ISR(stimerNux2); is ls_time = true; // the function to be called when timer interrupt is triggered portEXIT_CRITICAL_ISR(stimerNux2); } void IRAM_ATTR isr_press_switch() { // the function to be called when interrupt is triggered pressSwitch1 = true; } void IRAM_ATTR isr_press_switch() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_switch() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } void IRAM_ATTR isr_press_Switch_Start() { // the function to be called when interrupt is triggered pressSwitch3 = true; } </pre>   | - 0 ×             |
| <pre>C CL Mere [Arduino 12.16 (Windows Store 12.51.0) File Edit Stetch Tools Help C CL Mere [Arduino 12.16 (Windows Store 12.51.0) File Edit Stetch Tools Help C CL Mere [Arduino 12.16 (KimerMux1); //encoder.clearCount ( ); deltaT = trne; // the function to be called when timer interrupt is triggered portEXIT_CRITICAL_ISR(itimerMux2); ia_la_time = trne; // the function to be called when timer interrupt is triggered portEXIT_CRITICAL_ISR(itimerMux2); } void IRAM_ATTR isr_press_awitch1() { // the function to be called when interrupt is triggered pressSwitch1 = trne; } void IRAM_ATTR isr_press_awitch2() { // the function to be called when interrupt is triggered pressSwitch2 = trne; } void IRAM_ATTR Isr_press_awitch3() { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3() { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3() { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3() { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3() { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3() { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3() { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3(therefore) { // the function to be called when interrupt is triggered pressSwitch3 = trne; } void IRAM_ATTR Isr_press_awitch3(therefore) { // the function to be called when interrupt is triggered pressSwitch3 = trne; } </pre>  | - 0 ×             |
| <pre>C4LMer(Addmo16.16 (Mindows Score 18.510) Te tails Stack Tools Hep C4LMer(Addmo16.16 (Mindows Score 18.510) Te tails Stack Tools Hep C4LMer(Content) C4LMe</pre>  | - 0 ×             |
| <pre>CALMer [Ackino 18 16 Windows Scre 18:10] The Edit Stoch Took Help Colored and the stoch T</pre>  | - 0 ×             |
| <pre>CadAuse/Anduso 1.0 % (Modows Soure 1.8 1:0) The fits Stach Tools Help CadAuser (Lange Context) ( // encoder.clear/Context ( );     detEar - true; // the function to be called when timer interrupt is triggered     portEXTIC CALTER(climer/Mux2);     intal_stime = true; // the function to be called when timer interrupt is triggered     portEXTIC CALTER(stimer/Mux2);     intal_stime = true; // the function to be called when timer interrupt is triggered     portEXTIC CALTER(stimer/Mux2);     intal_stime = true; // the function to be called when interrupt is triggered     pressSwitch1 = true;     // the function to be called when interrupt is triggered     pressSwitch2 = true;     // the function to be called when interrupt is triggered     pressSwitch3 = true;     // the function to be called when interrupt is triggered     pressSwitch3 = true;     // the function to be called when interrupt is triggered     pressSwitch3 = true;     // the function to be called when interrupt is triggered     pressSwitch3 = true;     // the function to be called when interrupt is triggered     pressSwitch3 = true;     // the function to be called when interrupt is triggered     pressSwitch3 = true;     // void INAM_ATTR isc_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch3 = true;     // void INAM_ATTR isc_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch5 = true;     // void INAM_ATTR isc_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch5 = true;     // void INAM_ATTR isc_press_Switch_Start() { // the function to be called when interrupt is triggered     pressSwitch5 = true;     // void INAM_ATTR isc_press_Switch_Cover() { // the function to be called when interrupt is triggered     pressSwitch5 = true;     // void INAM_ATTR isc_press_Switch_Cover() { // the function to be called when interrupt is triggered     pressSwitch5 = true;     // void INAM_ATTR isc_press_Switch_Cover() { // the fun</pre>  | - 0 ×             |
| <pre>CALMer [Ardamo 13.16 (Windows Some 13.51.0) Re Edi Stuch Tools Help Coll Word 2 Coll Word 2 (//encoder.clearCount ( ) ? deltAr = true; // the function to be called when timer interrupt is triggered portEXIT_CALTICAL_ISK(timerMexi); } void IAWA_ATR onTime2() { portEXIT_CALTICAL_ISK(timerMexi); } void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch1 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_switch() { // the function to be called when interrupt is triggered pressWitch3 = true; // void IAWA_ATR isr_press_Switch(); // the function to be called when interrupt is triggered pressSwitch3 = true; // void IAWA_ATR isr_press_Switch(); // the function to be called when interrupt is triggered pressSwitch3 = true; // void IAWA_ATR isr_press_Switch(); // the function to be called when interrupt is triggered pressSwitch3 = true; // void IAWA_ATR isr_press_Switch(); // the function to be called when interrupt is triggered pressSwitch3 = true; // void IAWA_ATR isr_pr</pre>  | - 0 ×             |
| <pre>CidWee/Vedeo 145 Windows See 18510 Re Hds Seeh Took Hdp CidWee? C</pre>  | - 0 ×             |
| <pre>Classical Note Note<br/>Concerned as controls the Note<br/>Concerned as controls the Note<br/>Concerned as controls the Note<br/>Concerned as controls the Note Note<br/>Concerned as the Note</pre> | - 0 ×             |
| <pre>Cid/Mum / Addition 13.16 (Windows Store 13.51.0) The dis stath Took Help  Cid/Mum / Cides/Count (); dilater = true; // the function to be called when timer interrupt is triggered portEXIT_CRITICAL_ISR(timerMux1); } vidi IDAM_ATR isr_press_witch() ( // the function to be called when interrupt is triggered portEXIT_CRITICAL_ISR(timerMux2); // Unit ImaM_ATR isr_press_witch() ( // the function to be called when interrupt is triggered pressWitch() = true; // Unit ImaM_ATR isr_press_witch() ( // the function to be called when interrupt is triggered pressWitch() = true; // Unit ImaM_ATR isr_press_witch() ( // the function to be called when interrupt is triggered pressWitch() = true; // Unit ImaM_ATR isr_press_witch() ( // the function to be called when interrupt is triggered pressWitch() = true; // Unit ImaM_ATR isr_press_witch() ( // the function to be called when interrupt is triggered pressWitch() = true; // Unit ImaM_ATR isr_press_witch() ( // the function to be called when interrupt is triggered pressWitch() = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitch() = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitch() = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitchEdd = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitchEdd = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitchEdd = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitchEdd = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitchEdd = true; // UnitImaM_ATR isr_press_Witch_Edd() ( // the function to be called when interrupt is triggered pressWitchEdde = true; // Uniterruptede true; // UnitImaM_ATR isr_press_Witch_Edd()</pre>  | - 0 ×             |
| <pre>Cidle(produce 1450 Workews See 14513) The UE stach hole Hele Cidle() Cidl</pre>  |                   |

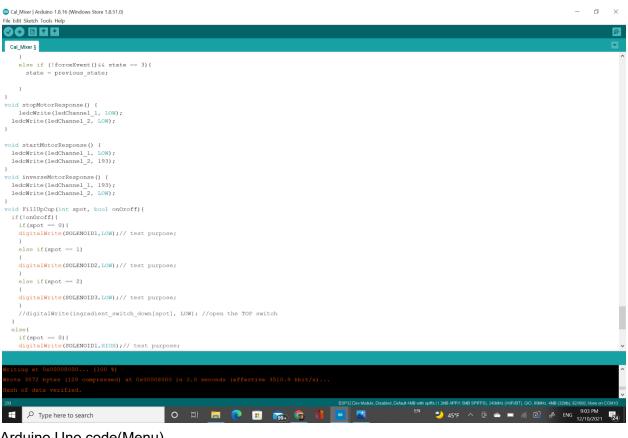
| Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)   | - 0 ×            |
|---|------------------|
| File Edit Sketch Tools Help   | <mark>₽</mark> - |
| Cal_Mixer §   |                  |
| <pre>pinMode (Lever_Switch_Pin3, INPUT);<br/>pinMode (Lever_Switch_Start, INPUT);<br/>pinMode (Lever_Switch_End, INPUT);</pre>  | ^                |
| <pre>//pinMode(Lever_Switch_cover, INPUT); pinMode(PUMP,OUTPUT);</pre>  |                  |
| pinMode(MOTOR, OUTPUT);<br>pinMode(SOLENOIDL, OUTPUT);  |                  |
| pinMode (SOLENOID2, OUTPUT) ;<br>pinMode (SOLENOID3, OUTPUT) ;  |                  |
| <pre>attachInterrupt(BTN, isr_button, RISING);<br/>attachInterrupt(Lever_Switch_Pinl, isr_press_switchl, RISING);</pre>   |                  |
| attachInterrupt(Lever_Switch_Pin2, isr_press_switch2, RISING);<br>attachInterrupt(Lever_Switch_Pin3, isr_press_switch3, RISING);  |                  |
| attachInterrupt(Lever_Switch_Start, isr_press_Switch_Start, RISING);<br>attachInterrupt(Lever_Switch_Stard, isr_press_Switch_CAR, RISING);<br>//attachInterrupt(Lever_Switch_cover, isr_press_Switch_cover, HIGH);  |                  |
| Serial.begin(115200);<br>Serial2.begin(9600,SERIAL_8N1,RXD2,TXD2);  |                  |
| /*ESP32Encoder::useInternalWeakPullResistors = UP; // Enable the weak pull up resistors<br>encoder.attachHalfQuad(33, 27); // Attache pins for use as encoder pins  |                  |
| <pre>encoder.setCount(0); // set starting count value after attaching */</pre>  |                  |
| <pre>// configure LED FWM functionalitites ledcSetup(ledChannel_1, freq, resolution); ledcSetup(ledChannel_2, freq, resolution);</pre>  |                  |
| // attach the channel to the GPIO to be controlled<br>ledcAttachPin(BIN 1, ledChannel 1);   |                  |
| <pre>leuchtachrin(bh_1, feuchannel_1);<br/>ledcAttachPin(BIN_2, ledChannel_2);</pre>  |                  |
| // initilize timer<br>timer0 = timerBegin(0, 80, true); // timer 0, MWDT clock period = 12.5 ns * TIMGn Tx WDT CLK PRESCALE -> 12.5 ns * 80 -> 1000 ns = 1 us, countUp  |                  |
| <pre>timerAttachInterrupt(timer0, śonTime0, true); // edge (not level) triggered<br/>timerAlarmWrite(timer0, 100000, true); // 2000000 * 1 us = 0.1 s, autoreload true</pre>  |                  |
| timer1 = timerBegin(1, 80, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -> 12.5 ns * 80 -> 1000 ns = 1 us, countUp  |                  |
|   |                  |
| Writing at 0x00008000 (100 %)<br>Wrote 3072 bytes (128 compressed) at 0x000088000 in 0.0 seconds (effective 3510.9 kbit/s)  | ^                |
| Hash of data verified.  | ~                |
| 55 ESP22 Dev Module, Desibed, Defaut alike win systs (1 2016 APPr) Sills SPFFS), 243Met (WHSHT), 000, States, 4<br>#  ク Type here to search  O 川 篇 〇 作 音 一 (  | 0:02 014         |
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| 💿 Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)   | – 0 ×            |
| Cal Miber   Arduino 1.8.16 (Windows Store 1.8.51.0)<br>File Edit Sketch Tools Help  | - 0 ×            |
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| File Edit Sketch Tools Help   | × D -<br>9       |
| File fdf Sketh Took Help<br>Cal Mwar 5<br>timerAttachInterrupt(timer1, 6onTime1, true); // edge (not level) triggered<br>timerAlarmWrite(timer1, 100, true);<br>timer2 = timerBegin(2, 80, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -> 12.5 ns * 80 -> 1000 ns = 1 us, countUp  | × ۵ –<br>۹       |
| File Edit Sketch Tools Help<br>Cal_Mixer 5<br>timerAttachInterrupt(timer1, fonTime1, true); // edge (not level) triggered<br>timerAlarmWrite(timer1, 100, true);  | - 0 ×            |
| File Edit Sketch Tools Help  Cal_Mowr 6  LimerAttachInterrupt(timer1, fonTime1, true); // edge (not level) triggered timerAlarmWrite(timer1, 100, true);  Limer2 = timerBegin(2, 80, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -> 12.5 ns * 80 -> 1000 ns = 1 us, countUp timerAttachInterrupt(timer2, 1000000, true); // edge (not level) triggered timerAlarmWrite(timer2, 1000000, true); // 10000 * 1 us = 10 ms, autoreload true  | - 0 ×            |
| <pre>Fde fdi Sketch Tools Help Cal_Mixer\$ Cal_Mixer\$ timerAtlachInterrupt(timer1, ionTime1, true); // edge (not level) triggered timerAlarmWrite(timer1, 100, true); timerAtlachInterrupt(time2, 60, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAtlarmWrite(time2, 1000000, true); // loge (not level) triggered timerAlarmWrite(time7, 1000000, true); // 10000 * 1 us = 10 ms, autoreload true // at least enable the timer alarms timerAlarmMrite(time70; // enable</pre>  | - 0 ×            |
| <pre>Feb Edit Statch Tools Help  Col_Mark 5  Col_Mark 5  timerAlarmWrite(timer1, 100, true); // edge (not level) triggered timerAlarmWrite(timer1, 100, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAlarmWrite(timer2, 1000000, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAlarmWrite(timer2, conTime2, true); // edge (not level) triggered timerAlarmWrite(timer2, 1000000, true); // 10000 * 1 us = 10 ms, autoreload true // at least enable the timer alarms timerAlarmEnable(timer1); // enable timerAlarmEnable(timer2); // enable timerAlarmEnable(timer2); // enable </pre>   | - 0 ×            |
| <pre>Feb Edit Statch Tools Help  Col_More 5  time:AttachInterrupt(timer1, fonTime1, true); // edge (not level) triggered time:AlarmWrite(timer1, 100, true);  time:AttachInterrupt(timer2, sonTime2, true); // timer 1, MNDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp time:AttachInterrupt(timer2, true); // timer 1, MNDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp time:AttachInterrupt(timer2, tou0); // edge (not level) triggered time:AtachInterrupt(timer2, true); // times 1 us = 10 ms, autoreload true // at least enable the timer alarms time:AtamEnable(timer1); // enable time:AtamEnable(timer2); // enable time:AtamEnable(time:At</pre>  | × 0 -            |
| <pre>Fe Edd Sech Took Hep</pre>   | - 0 ×            |
| <pre>File fdf Sketh Took Hep</pre>  | - 0 ×            |
| <pre>File ford Sech Tools Help  Cal_Wars {     timerAttachInterrupt(timer1, fonTime1, true); // edge (not level) triggered     timerAlarmWrite(timer1, 100, true);      timer2 = timerBegin(2, 80, true); // timer 1, MNDT clock period = 12.5 ns * TIMOn_Tx_MDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp     timerAttachInterrupt(timer2, toru); // edge (not level) triggered     timerAtmmWrite(timer0, 100000, true); // timer 1 us = 10 ms, autoreload true     // at least enable the timer alarms     timerAlarmEnable(timer0); // enable     timerAlarmEnable(timer2); // enable     timerAlarmEnable(t</pre>  | - 0 ×            |
| <pre>File fild Sketh Took Help  Cal_Mars 5  timerAttachInterrupt(timer1, fonTime1, true); // edge (not level) triggered timerAlarmWrite(timer1, 100, true);  timer2 = timerBegin(2, 80, true); // timer 1, MMDT clock period = 12.5 ns * TIMOn_Tx_MDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAttachInterrupt(timer2, toru0); // edge (not level) triggered timerAlarmWrite(timer7, 1000000, true); // 10000 * 1 us = 10 ms, autoreload true // at least enable the timer alarms timerAlarmEnable(timer1); // enable timerAlarmEnable(timer2); // enable compareSwitchEvent5(); digitalWrite(FUMP, LOM); serial.print(n("0000"); digitalWrite(FUMP, LOM); </pre>   | - 0 ×            |
| <pre>Fak Edd Sketh Took Hep  Cal_Mers {     timerAttachInterrupt(timer1, tonTime1, true); // edge (not level) triggered     timerAtantMwrite(timer1, 100, true);      timer2 = timerBegin(2, 80, true); // timer 1, NWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp     timerAtachInterrupt(timer2, tonTime2, true); // edge (not level) triggered     timerAtachInterrupt(timer2, 100000, true); // 10000 * 1 us = 10 ms, autoreload true     // at least enable the timer alarma     timerAlarmEnable(timer2); // enable     finerAlarmEnable(timer2); // enable     timerAlarmEnable(timer2); // enable     timerAlarmEnable(timer2); // enable     finerAlarmEnable(timer2); // enable     fine</pre>  | - U ×            |
| <pre>Fak Edi Sketh Too's Hep  Col_Wowsfs  timerAttachInterrupt(timer1, conTime1, true); // edge (not level) triggered timerAttachInterrupt(timer1, 100, true);  timer2 = timerBegin(2, 80, true); // timer 1, MMDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAttachInterrupt(timer2, conTime2, true); // edge (not level) triggered timerAttachInterrupt(timer2, 1000000 rue); // louo * 1 us = 10 ms, autoreload true // at least enable the timer alarma timerAlarmEnable(timer1); // enable timerAlarmEnable(timer2); // enable timerAlarmEnable(timer2); // enable timerAlarmEnable(timer2); // enable timerAlarmEnable(timer2); // enable }  void loop() ( String a = Serial2.readString(); Serial.print(a); // distance = distance_detect(); awitch (state) {     case 0 : // off_mode     preasSwitchEvent5();     digitalWrite(SOLENOID1,LOW);     digitalWrite(SOLENOID1,LOW);     digitalWrite(SOLENOID1,LOW);     digitalWrite(SOLENOID1,LOW);     digitalWrite(SOLENOID1,LOW);     pressSwitch2 = false; </pre>  | - 0 ×            |
| <pre>File fait Stach Took Hep  Col_Wors;  time:AtchChIterrupt(time:1, iconTime1, true); // edge (not level) triggered timerAlarmWrite(time1, 100, true);  time:At tachInterrupt(time:2, aconTime2, true); // edge (not level) triggered timerAtarmWrite(time7, 100000, true); // lime1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAtarmEnable(time:2, aconTime2, true); // edge (not level) triggered timerAtarmEnable(time:2, 100000, true); // looo0 * 1 us = 10 ms, autoreload true // at least enable the timer alarms timerAtarmEnable(time:1); // enable timerAtarmEnable(time:2); // enable timerAtarmEnable(time:2); // enable timerAtarmEnable(time:2); // enable timerAtarmEnable(time:2); // enable file string a = Secial2.ceadString(); Secial.print(a); // distance = distance_detect(); switch (state) {     case 0 : // off_mode     pressWitchStrif();     digitalWrite(GOLEMOTD,LOW);     digitalWrite(GOLEMOTD,LOW);     digitalWrite(GOLEMOTD,LOW);     pressWitch = false;     pressWitch =</pre>  | - 0 ×            |
| <pre>File find Stach Tools Hep  Col_Wors?  Col_Wors?  Lime:AttachInterrupt(timer1, conTime1, true); // edge (not level) triggered time:AtarmWrite(timer1, 100, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_PRESCALE -&gt; 12.5 ns * 00 -&gt; 1000 ns = 1 us, countUp time:AttachInterrupt(timer2, conTime2, true); // edge (not level) triggered time:AtarmEnable(time:1, 100, true); // time 1 us = 10 ms, autoreload true // at least enable the timer atarms time:AtarmEnable(time:1); // enable time:AtarmEnable(time:1); // enable time:AtarmEnable(time:1); // enable } void loop() { String a = Serial2.readString(); Serial print(a); // distace = distance_detect(); switch (state) { case 0 : // off_mode preasSwitchStrie(SOENOID,LOW); digitalWrite(VORN,LOW); digitalWrite(VORN,LOW); digitalWrite(SOENOID,LOW); digitalWrite(SOENOID,LOW); digitalWrite(SOENOID,LOW); digitalWrite(SOENOID,LOW); pressSwitch3 = false; pressSwitch3 = false; </pre>   |                  |
| <pre>Fik Edit Stech Took Hep  Col_Movs;  Cal_Movs;  LimerAttachInterrupt(timer1, fonTime1, true); // edge (not level) triggered timerAtarnMrite(timer1, 100, true); // timer 1, MNUT clock period = 12.5 ns * TIMOn_Tx_WUT_CLK_PRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAttachInterrupt(timer2, nonTime2, true); // dege (not level) triggered timerAtarnMrite(timer2, 1000000, true); // 10000 * 1 us = 10 ms, autoreload true // at least enable the timer Atarnma timerAtarnEnable(timer2); // enable timerAtarnEnable(timer2); // enable }  void loop() ( String a = Serial2:readString(); Serial_nite(a); // distance = distance_detect(); switch(tate) {     case 0 : // off_mode     pressWitchFeretS();     digitalMrite(ROMNOID3,LOW);     pressWitch1 = false;     pressWitch3 = false;     pressW</pre>  |                  |
| <pre>Fite Kat Sketh Took Hep  Col_Mors?  Cal_Mors?  LimerAttachInterrupt(timer1, conTime1, true); // (dog (not level) triggered timerAlarmWrite(timer2, conTime2, true); // timer 1, MWT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_FRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAttachInterrupt(timer2, torm); // timer 1, MWT clock period = 12.5 ns * TIMGn_Tx_WDT_CLK_FRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp timerAttachInterrupt(timer2, conTime2, true); // lood0 * 1 us = 10 ms, autoreload true // at least enable the timer alarmm timerAlarmEnable(timer2); // enable timerAlarmEnable(timer2); // enable timerAlarmEnable(timer2); // enable } void loop() ( String a String a String a String); Serial.print(0); digitalHrite(TOMP.LON); digitalHrite(TOMP.LON); digitalHrite(SOLSNOID,LON); digitalHrite(SOLSNOID,LON); digitalHrite(SOLSNOID,LON); digitalHrite(SOLSNOID,LON); pressWitchH = false; pressW</pre>  |                  |
| <pre>Fit bit Stach took Hep<br/>(ou_weis)<br/>time:AttachInterrupt(timer1, iconTime1, true); // edge (not level) triggered<br/>time:AttachInterrupt(timer2, iconTime2, true); // timer 1, MWDT clock period = 12.5 ns * TIMGn_Tx_MWT_CLK_FRESCALE -&gt; 12.5 ns * 80 -&gt; 1000 ns = 1 us, countUp<br/>time:AttachInterrupt(timer2, iconTime2, true); // ledge (not level) triggered<br/>time:AttamBrable(timer2, iconTime2, true); // ledge (not level) triggered<br/>time:AttamBrable(timer2, iconTime2, true); // loo00 * 1 us = 10 ms, autoreload true<br/>// at least enable the timer alarms<br/>time:AtamBrable(timer2); // enable<br/>time:AtamBrable(timer2); // enable<br/>time:AtamBrable(timer2); // enable<br/>;<br/>void loop() {<br/>String a = Serial2.readString();<br/>Berial.print(a);<br/>// distach = distance_detect();<br/>swich (state) {<br/>digitalWrice(SOLKNOTD,LOW);<br/>digitalWrice(SOLKNOTD,LOW);<br/>digitalWrice(SOLKNOTD,LOW);<br/>digitalWrice(SOLKNOTD,LOW);<br/>digitalWrice(SOLKNOTD,LOW);<br/>preesSwitch1 = false;<br/>preesSwitch1 = false;<br/>preesSwitch1 = false;<br/>preesSwitch2 = false;<br/>preesSwitch2 = false;<br/>preesSwitch3 = false;<br/>pr</pre>  |                  |
| <pre>Net di such tobs Heb<br/>Col_Mord {<br/>timeAttrohInterrupt (Lime1, tom); // edge (not level) triggered<br/>timeAtamMite(time1, 100, true); // timer 1, MUT clock period = 12.5 ns * THMn_Tx_HUT_CLK_PRESCALE -&gt; 12.5 ns * 00 -&gt; 1000 ns = 1 us, countUp<br/>timeAtamMite(time2, continue2, true); // timer 1, MUT clock period = 12.5 ns * THMn_Tx_HUT_CLK_PRESCALE -&gt; 12.5 ns * 00 -&gt; 1000 ns = 1 us, countUp<br/>timeAtamMite(time2, continue2, true); // edge (not level) triggered<br/>timeAtamMite(time2); // enable<br/>timeAtamMite(time1); // enable<br/>timerAtamMite(time2); // enable<br/>timerAtamMite(time2); // enable<br/>timerAtamMite(time2); // enable<br/>timerAtamMite(time2); // enable<br/>fine(t);<br/>woid (ocg0) {<br/>woid (ocg0) {<br/>digita/Wite(GUARNID);<br/>digita/Wite(GUARNID);<br/>digita/Wite(GUARNID);<br/>digita/Wite(GUARNID);<br/>digita/Wite(GUARNID);<br/>digita/Wite(GUARNID);<br/>digita/Wite(GUARNID);<br/>digita/Wite(GUARNID);<br/>ff (enable fine;<br/>pressNutch f fine;<br/>press</pre> |                  |
| <pre>Fit &amp; Ed Such Tools Hep C Use S C</pre>  |                  |
| <pre>Note that the second seco</pre>  | ■                |

| al, Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)<br>Edit Sketch Tools Help  | -                               | ٥         | ×    |
|--|---------------------------------|-----------|------|
|  |                                 |           | p    |
|  |                                 |           | _    |
| al_Mxer§   |                                 |           |      |
| if (buttonPressEvent()) (  |                                 |           |      |
| previous_state = state;  |                                 |           |      |
| state = 1;   |                                 |           |      |
| }  |                                 |           |      |
| break;   |                                 |           |      |
| case 1 : // Operating mode   |                                 |           |      |
| pressWitchEvent5();  |                                 |           |      |
| <pre>Serial.println("illil"); desite interference interfe</pre> |                                 |           |      |
| <pre>digitalWrite(FUMP,LOW);<br/>digitalWrite(SOLENDI,LOW);</pre>  |                                 |           |      |
| digitalWite(soLEWID2,Low);   |                                 |           |      |
| digitalWrite (SOLENOID),LOW);  |                                 |           |      |
| Serial printh(ingradient times[0]);  |                                 |           |      |
| Serial printh (ingradient times[1]);   |                                 |           |      |
| Serial.println(ingradient_times[2]);   |                                 |           |      |
| enable FSR;  |                                 |           |      |
| if (deltaT) {  |                                 |           |      |
| //on off = !on off;  |                                 |           |      |
| portENTER_CRITICAL(&timerMux1);  |                                 |           |      |
| deltaT = false;  |                                 |           |      |
| portEXIT_CRITICAL(&timerMux1);   |                                 |           |      |
| D = NOM_PWM_VOLTAGE;   |                                 |           |      |
| previous_state = state;  |                                 |           |      |
| <pre>safty_response();</pre>   |                                 |           |      |
| )  |                                 |           |      |
| startMotorResponse();  |                                 |           |      |
| if (buttonPressEvent()) (  |                                 |           |      |
| stopMotorResponse();   |                                 |           |      |
| state = 0;   |                                 |           |      |
| }  |                                 |           |      |
| if(pressSwitchEventl())(   |                                 |           |      |
| stopMotorResponse();   |                                 |           |      |
| apot = 0;  |                                 |           |      |
| state = 2;   |                                 |           |      |
| <pre>Serial.println("1 press"); ingradient switch onOroff = false;</pre>   |                                 |           |      |
| )  |                                 |           |      |
| 1  |                                 |           | _    |
|  |                                 |           |      |
| ting at 0x00008000 (100 %)   |                                 |           |      |
|  |                                 |           |      |
|  |                                 |           |      |
|  |                                 |           |      |
| ESP32 Dev Module, Disabled, Default 4/MB with splifts (1/2/MB APP/1/5/MB SPEPFS), 24/0/Hz (W/FI  | RT) O/O 80MH7 4MR (32Mb) 921600 | None on C | OM10 |
|  |                                 | 3 PM      |      |
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| Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)     File Edit Sketch Tools Help   | - 0 ×  |
|---|--|
|   | <u>م</u>   |
| Cal_Mixer §   |  |
| } if(pressSwitchEvent2())(  | ^  |
| <pre>stopMotorResponse(); spot = 1;</pre>   |  |
| state = 2;  |  |
| <pre>Serial.println("2 press"); ingradient_switch_onOroff = false;</pre>  |  |
| )<br>if(pressSwitchEvent3()){   |  |
| <pre>stopMotorResponse(); spot = 2;</pre>   |  |
| state = 2;  |  |
| <pre>Serial.println("3 press"); ingradient_switch_onOroff = false;</pre>  |  |
| ) if (pressSwitchEvent4())(   |  |
| <pre>state = 4;<br/>inverseMotorResponse();</pre>   |  |
| delay(100);   |  |
| stopMotorResponse(); }  |  |
| break;  |  |
| case 2 : // Filling up  |  |
| <pre>stopMotorResponse(); Serial.println("22222");</pre>  |  |
| <pre>digitalWrite(PUMP,LOW); if (buttonPressEvent()) (</pre>  |  |
| <pre>state = 0;<br/>stopMotorResponse();</pre>  |  |
| }   |  |
| if(is_ls_time) (  |  |
| <pre>portENTER_CRITICAL(&amp;timerMux2); is_ls_time = false;</pre>  |  |
| <pre>portEXIT_CRITICAL(&amp;timerMux2); if(spot!=3)(</pre>  |  |
|   |  |
| Writing at 0x00008000 (100 %)   | ^  |
| Wrote 3072 bytes (128 compressed) at 0x00008000 in 0.0 seconds (effective 3510.9 kbit/s)<br>Hash of data verified.  |  |
| 203   | ESP32 Dev Module, Disabled, Default 4MB with spiffs (1 2MB APP/1 5MB SPIFFS); 240MHz (WFi/BT), OXO, 80MHz, 4MB (32Mb), 921600, Nane on COM10   |
| 🗉 🔎 Type here to search 🛛 🛛 🖂 📻 🥎 🌓   | 🕶 📉 EN 🌙 45°F ^ Qi 👄 📼 🌾 🖾 🖋 ENG 903 PM  |
|   | introteer. O   |
| Cal Minuel Andriane 1 9 16 AMendarum Chara 1 9 54 (0)   | - @ V  |
| Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)<br>File Edit Sketch Tools Help  | - 0 ×  |
|   | × ۵ –<br>Q   |
| File Edit Sketch Tools Help   | × 0 -<br>Q<br>V  |
| File Edit Sketch Tools Help   | × ۵ -<br>۹<br>•  |
| <pre>File Edit Sketch Tools Help Col_Mxer 5     if (spot!=3) {         ingradient_switch_onOroff;         //FillOpSmallTank(spot,ingradient_switch_onOroff);         //FillOpSmallTank(spot,ingradient_switch_onOroff);</pre>      | × ۵ –<br>۹<br>•  |
| <pre>File Edit Sketch Tools Help Cal_Moor \$     if (apot1=3) {         ingradient_switch_onOroff;         //FillUpOBmallTank(spot,ingradient_switch_onOroff);         FillUpOUp(spot,ingradient_switch_onOroff);         Serial.println(spot);         Serial.println(spot);</pre>           | × ۵ –<br>۹<br>۲  |
| <pre>File fdt Sketch Tools Help  File fdt Sketch Tools Help  Gal_Mtoor \$  If (apot!=3) {     ingradient_switch_onOroff;     //FillUpSmallTank(apot,ingradient_switch_onOroff);     FillUpGup(apot,ingradient_switch_onOroff);     Serial.println(spot);     ingradient_times[apot]);     Serial.println(ingradient_times[apot]); </pre>  | - 0 ×<br>Q<br>~  |
| <pre>File Edit Sketch Tools Help  File Edit Sketch Tools Help  Cal_Mixer {     if (spot!=3) {         ingradient_switch_onOroff;         //FillUpOpmallTank(spot,ingradient_switch_onOroff);         FillUpOup (spot, ingradient_switch_onOroff);         Serial.println(spot);         Serial.println(spot);         ingradient_times[spot]=1;     } }</pre>   | - 0 ×<br>9<br>•  |
| <pre>File Edit Sketch Tools Help  Cal_Moor 5  If (apot1=3) {     ingradient_switch_onOroff= 'ingradient_switch_onOroff;     //FillOpGup(apot, ingradient_switch_onOroff);     FillOpGup(apot, ingradient_switch_onOroff);     Serial println(apot);     ingradient_times[apot]-1;     serial_println(ingradient_times[apot]);     if(ingradient_times[apot]);     if(ingradient[apot]);     if(ingradient_times[apot]);     if</pre>    | - 0 ×<br>9<br>*  |
| <pre>File Edit Sketch Tools Help  File Edit Sketch Tools Help  If (apot1=3) {     ingradient_switch_onOroff;     //FillOpSmallTank(apot_ingradient_switch_onOroff);     FillOpCup(apot, ingradient_switch_onOroff);     Serial.println(spot);     ingradient_times[spot]-1;     Serial.println(ingradient_times[apot]-1;     if(ingradient_times[apot]);     if(ingradient_times[apot]&lt;0) {         state = 1;     } } </pre>  | - 0 ×  |
| <pre>File Edit Sketch Tools Help  File Edit Sketch Tools Help  If (spot!=3) {     ingradient_switch_onOroff;     //FillUpGun(spot, ingradient_switch_onOroff);     FillUpGun(spot, ingradient_switch_onOroff);     Serial.println(spot);     ingradient_times[spot]-1;     Serial.println(ingradient_times[spot]);     if (ingradient_times[spot]);     if (ingradient_time</pre>    | - 0 ×  |
| <pre>File Edit Sketch Tools Help  File Edit Sketch Tools Help  If (apot1=3) {     ingradient_awitch_onOroff= 'ingradient_awitch_onOroff;     //FillUpSmallTank(apot,ingradient_awitch_onOroff);     FillUpCup(apot, ingradient_awitch_onOroff);     Serial.println(spot);     ingradient_times[apot]=/ingradient_times[apot]=/;     serial.println(ingradient_times[apot]);     if(ingradient_times[apot]&lt;0) {         state = 1;         Serial.println("Now back to 1");     }     }     if (deltar) {         //on_off = !on_off;     } }</pre>   | - 0 ×<br>9<br>•  |
| <pre>File Edit Sketch Tools Help  File Edit Sketch Tools Help  If (apot != 3) {     ingradient_switch_onOroff;     //FillUpSmallTank(apot,ingradient_switch_onOroff);     FillUpCup(apot, ingradient_switch_onOroff);     Serial.println(apot);     ingradient_times[apot]-1;     serial.println(ingradient_times[apot]);     if(ingradient_times[spot]);     if(deltaT) {       //on_off = !on_off;       portENTER_CRITIOAL(kimerMux1);       deltaT = fnlee;     } } </pre>  | - 0 X  |
| <pre>File fdf Sketch Tools Help</pre>   | - 0 X  |
| <pre>File Edit Sketch Tools Help  File Edit Sketch Tools Help  If (apot!=3) {     inf (apot!=3) {         inf (apot!=3) {             inf (apot!=3) {</pre>   | - 0 X  |
| <pre>File Edit Sketch Tools Help</pre>  | - 0 X  |
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| <pre>File Edf Sketch Tools Help</pre>   | - 0 X  |
| <pre>File Edit Stetch Tools Help</pre>  | - 0 X  |
| <pre>File first Stetch Tools Help</pre>   | - 0 X  |
| <pre>File Edf Sketch Tools Help      if (apot!=3) {         ingradient_switch_onOroff= !ingradient_switch_onOroff;         //FillUpGualTank(apot,ingradient_switch_onOroff);         FillUpGualTank(apot);         ingradient_times[apot]:         serial.println(synot);         ingradient_times[apot]);         if (ingradient_times[apot]);         if (ingradient_times[apot]);         if (ingradient_times[apot]);         if (ingradient_times[apot]);         if (ingradient_times[apot]);         if (deltar) {             //.on_off = !on_off;             //on_off = !on_off;;             portENTER_CRITICAL((timerMux1);             deltar = false;             portENTER_CRITICAL(timerMux1);             deltar = state;             safty_response();         }         break;         case 3 : // waiting State         pressNitchEvent5();         Serial.println("33333");         digitalWrite(gueR_LOW);// test purpose;         //digitalWrite(gueR_LOW);// test purpose;         //digitalWrite(gueRoufD2,LOW);// test purpose;         //digitalWrite(gueRoufD2,LOW);</pre>    |  |
| <pre>File Edit Stech Fook Help  if (apot != 3) {     ingradient_switch_onOroff= !ingradient_switch_onOroff;     //FillUpGur(apot, ingradient_switch_onOroff);     FillUpGur(apot, ingradient_switch_onOroff);     Serial.println(spot);     ingradient_times[apot]);     if(ingradient_times[apot]);     if(ingradient_times[apot]);     if(ingradient_times[apot]);     if(ingradient_times[apot]);     if(ingradient_times[apot]);     if(deltaT) {         //on_off = !on_off;         portENTRE.(CHITORAL(stimerMux1);         deltaT = false;         portENTRE.(CHITORAL(stimerMux1);         previous_matte = state;         aafty_response();     }     break;     case 3 : // waiting State     pressSwitchEvent5();     Serial.println("3333");     digitalWrite(StatWrite</pre>    | - 0 X  |
| <pre>File first Steth Tools Help</pre>  |  |
| <pre>File fill Sketch Tools Help  if (apot!=3) {     ingradient_switch_onOroff= !ingradient_switch_onOroff;     //FillUpSmallTank(apot,ingradient_switch_onOroff);     FillUpCup(apot,ingradient_switch_onOroff);     FillUpCup(apot,ingradient_times[apot]);     ingradient_times[apot]=1;     serial.println(ingradient_times[apot]);     if (ingradient_times[apot]);     if (ingradient_times[apot]);     if (ingradient_times[apot]);     if (ingradient_times[apot]);     if (ingradient_times[apot]);     if (deltar) {         //on_off = !on_off;         portENTTE_CRITICAL((timerMux1);         deltar = state;         aafty_response();     }     resistichEvent();     Serial.println("3333");     digitalWrite(perturb.print);     test = 0;     }     stopMotorResponse();     //idgitalWrite(yellow_led.LOW);// test purpose;     //idgitalWrite(yellow_led.LOW);// test purpose;     //idgitalWrite(solENNIO2, LOW);     digitalWrite(solENNIO2, LOW);     digitalWrite(solE</pre>    |  |
| <pre>Fite tidt Sketch Tools Help  if (apot1=3) {     ingradient_switch_onOroff= !ingradient_switch_onOroff;     //FillUpGun(epot, ingradient_switch_onOroff);     FillUpCun(epot, ingradient_switch_onOroff);     Serial.println(spot);     ingradient_times[spot]-1;     Serial.println(ingradient_times[spot]);     if (ingradient_times[spot]);     if (ingradient_times[spot]);     if (deltaT) {         //for = !on_off;         portENTER_CRITICAL(stimerMux1);         deltaT = false;         portENTER_CRITICAL(stimerMux1);         revious_state = state;         safty_response();     }     treas;     if (buttonPressEvent()) {         stopMotorResponse();         //igitalWrite(gueen_led_LOW);// test purpose;         //igitalWrite(solENDID, LOW);     digitalWrite(solENDID, LOW);     if (deltaT) {         //igitalWrite(solENDID, LOW);         if (deltaT) {         //igitalWrite(solENDID, LOW);         //igi</pre>    |  |
| <pre>File first Starth Tools Help</pre>   |  |
| <pre>Fik tell Sketh Took Hep<br/>View of the set of the se</pre> | E5P12 Dev Modele, Desaded, Defaale 4 definien speking (1. Mad APP) 1988 EPFFS), 2004rt (WF-RBT) 0.0, 804rt; 4086 (2004), 911800, flater on control<br>■ ● 45°F ~ ● ● ■ 6 © ● ■ 6 100 91170021 1942 |

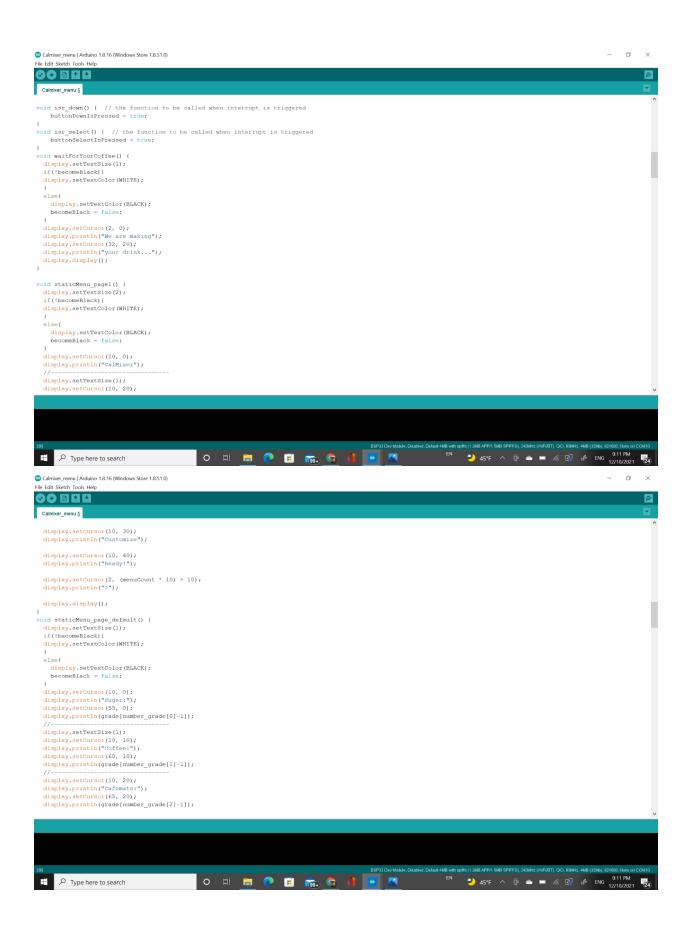
| Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)  |                                   |                                     |  | - 0                                      |
|--|-----------------------------------|-------------------------------------|--|--|
| ile Edit Sketch Tools Help   |                                   |                                     |  | - 0                                      |
|  |                                   |                                     |  |  |
| Cal_Mixer \$ portENTER_CRITICAL(&timerMux1);   |                                   |                                     |  |  |
| <pre>deltaT = false; portEXIT_CRITICAL(&amp;timerMux1);</pre>  |                                   |                                     |  |  |
| <pre>safty_response(); }</pre>   |                                   |                                     |  |  |
| break;<br>case 4 :   |                                   |                                     |  |  |
| <pre>digitalWrite(SOLENOID1, LOW); digitalWrite(SOLENOID2, LOW);</pre>   |                                   |                                     |  |  |
| <pre>digitalWrite(SOLENOID3, LOW); Serial.println("44444");</pre>  |                                   |                                     |  |  |
| <pre>if(waterFillingCounter&gt;=0) {   stopMotorResponse();</pre>  |                                   |                                     |  |  |
| <pre>FillWater(); waterFillingCounter-=1;</pre>  |                                   |                                     |  |  |
| <pre>Serial.println("waterFillingCounter"); Serial.println(waterFillingCounter);</pre>   |                                   |                                     |  |  |
| <pre>} if (waterFillingCounter&lt;0) {</pre>   |                                   |                                     |  |  |
| <pre>digitalWrite(PUMP, LOW); if(forceEvent()))(</pre>   |                                   |                                     |  |  |
| <pre>Serial.println("back to Start");<br/>inverseMotorResponse();</pre>  |                                   |                                     |  |  |
| }  |                                   |                                     |  |  |
| <pre>if (pressSwitchEvent5()) {     rtata = 0;</pre>   |                                   |                                     |  |  |
| <pre>state = 0;<br/>waterFillingCounter=5;</pre>   |                                   |                                     |  |  |
| }<br>break;  |                                   |                                     |  |  |
| <pre>default: // should not happen    Serial.println("SM_ERROR");</pre>  |                                   |                                     |  |  |
| break;   |                                   |                                     |  |  |
| /Event Checkers  |                                   |                                     |  |  |
| <pre>bol buttonPressEvent() {</pre>  |                                   |                                     |  |  |
| riting at 0x00008000 (100 %)   |                                   |                                     |  |  |
|  |                                   |                                     |  |  |
| 13   |                                   | ESP32 Dev Module, Disabled, Default | t 4MB with splifs (1.2MB APP/1.5MB SPIFFS), 240MHz (WIF/BT), Q/C   | , 80MHz, 4MB (32Mb), 921600, None on COM |
| Type here to search  | o H 🚍 💽 🕫                         | h 🙆 💶 🛄                             | EN 🌙 45°F 🔨 😳 👄 🖿 🌾  | 9:03 PM<br>ENG 12/10/2021                |
| Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)  |                                   |                                     |  | - 0                                      |
| e Edit Sketch Tools Help   |                                   |                                     |  |  |
| Cal_Mixer §  |                                   |                                     |  |  |
| <pre>ool buttonPressEvent() {     if (buttonIsPressed == true) {</pre>   |                                   |                                     |  |  |
| <pre>buttonIsPressed = false; return true;</pre>   |                                   |                                     |  |  |
| }  |                                   |                                     |  |  |
| else {     return false;   |                                   |                                     |  |  |
|  |                                   |                                     |  |  |
| }  |                                   |                                     |  |  |
| <pre>bol pressSwitchEvent1() {     if (pressSwitch1 == true) {</pre>   |                                   |                                     |  |  |
| <pre>ool pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 = false;         return true;     } }</pre>  |                                   |                                     |  |  |
| <pre>ool pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 = false;     } }</pre>   |                                   |                                     |  |  |
| <pre>ol pressSwitchEvent1() {   if (pressSwitch1 == true) {     pressSwitch1 = false;     return true;     } }</pre>   |                                   |                                     |  |  |
| <pre>ol pressSwitchEventl() (     if (pressSwitch1 == true) {         pressSwitch1 = false;         return true;     }     else {         return false;     } </pre>   |                                   |                                     |  |  |
| <pre>ol pressSwitchEvent1() (     if (pressSwitch1 == true) {         pressSwitch1 = false;         return true;     }     else {         return false;     }     pl pressSwitchEvent2() {     if (pressSwitch2 == true) {     } }</pre>   |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 = false;         return true;     }     else {         return false;     }     col pressSwitchEvent2() {         if (pressSwitch2 == true) {             pressSwitch2 = false;         return true;     } }</pre>  |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {   if (pressSwitch1 == true) {     pressSwitch1 = false;     return true;   }   else {     return false;   }   col pressSwitchEvent2() {     if (pressSwitch2 = false;     pressSwitch2 = false;     return true;   }   else {   } }</pre>   |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 = false;         return true;     }     else {         return false;     }     pol pressSwitchEvent2() {         if (presaSwitchEvent2() {             pressSwitch2 == true) {             pressSwitch2 = false;             return true;         }     } </pre>   |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 == false;         return true;     }     else {         return false;     }     col pressSwitchEvent2() {         if (pressSwitch2 == true) {             pressSwitch2 == false;         return false;     }     else {         return false;     }     col pressSwitchEvent3() {     } }</pre>  |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 == false;         return true;     }     else {         return false;     }     col pressSwitchEvent2() {         if (preasSwitch2 == true) {             pressSwitch2 = false;             return false;     }     clae {         return false;     }     col pressSwitchEvent3() {         if (preasSwitch3 == true) {             pressSwitch3 = true) {             true {             true {             true {             tru</pre> |                                   |                                     |  |  |
| <pre>col pressSwitchEventl() {     if (pressSwitch1 == true) {         pressSwitch1 == false;         return true;     }     else {         return false;     }     col pressSwitchEvent2() {         if (preasSwitch2 == true) {             pressSwitch2 = false;             return false;     }     else {         return false;     }     col pressSwitchEvent3() {         if (pressSwitch3 == true) {             pressSwitch3 == true) {             pressSwitch3 == false;             return true;         }     } }</pre>   |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 == false;         return true;     }     else {         return false;     }     col pressSwitch2 == true) {         pressSwitch2 == false;         return true;     }     else {         return false;     }     col pressSwitch5== true) {         pressSwitch2 == false;         return true;     }     else {         return true;     }     else {         return false;     }     else {         return true;     }     }     }     else {         return true;     }     }     }     }     * } </pre>  |                                   |                                     |  |  |
| <pre>col preasSwitchEvent1() {     if (preasSwitch1 == true) {         preasSwitch1 = false;         return true;     }     else {         return false;     }     col preasSwitchEvent2() {         if (preasSwitch2 = false;         return true;     }     else {         return false;     }     col preasSwitchEvent3() {         if (preasSwitch3 == true) {             preasSwitch3 == false;         return true;     }     col preasSwitch3 == true) {             p</pre> |                                   |                                     |  |  |
| <pre>cool pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 = false;         return true;     }     else {         return false;     }     cool pressSwitch2 == true) {         pressSwitch2 == true) {         pressSwitch2 == true) {         return true;      }     else {         return false;     }     cool pressSwitch3 == true) {         pressSwitch3 == true) {         pressSwitch3 == true) {         pressSwitch3 == true) {         pressSwitch3 == false;         return true;     }     else {         return true;     } </pre>  |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 = false;         return true;     }     else {         return false;     }     col pressSwitchEvent2() {         if (preasSwitch2 = false;         return false;     }     else {         return false;     }     col pressSwitch3 == true) {         pressSwitch3 == true) {             pressSwitch3 = true) {             pressSw</pre> |                                   |                                     |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch] == true){         pressSwitch] = false;     return true;     }     else {         return false;     }     col pressSwitchEvent2() {         if (pressSwitch2 == true){             pressSwitch2 = false;         return true;     }     else {         return false;     }     col pressSwitchEvent3() {         if (pressSwitch3 == true){             pressSwitch3 = false;         return true;     }     else {         return false;     }     else {         return false;     }     col pressSwitchEvent4() {         (             // column false;         )     }     } } </pre>   | 10 in 0.0 seconds (effective 3510 | .9 kbt/s)                           |  |  |
| <pre>col pressSwitchEvent1() {     if (pressSwitch1 == true) {         pressSwitch1 == false;         return true;     }     else {         return false;     }     col pressSwitchEvent2() {         if (pressSwitch2 == false;         return true;     }     else {         return false;     }     col pressSwitchEvent3() {         if (pressSwitch3 == true) {             pressSwitch3 == false;         return true;     }     else {         return true;     }     else {         return false;     }     col pressSwitchEvent3() {         if (pressSwitch3 == true) {             pressSwitch3 == false;         return true;     }     else {         return false;     }     col pressSwitchEvent4() {         cting at 0x00000000 (100 %)         crote 3072 bytes (128 compressed) at 0x0000000000000000000000000000000000</pre>   | 00 in 0.0 seconds (effective 3510 | ESP32 Dev Module, Disabled, Default | دالله سره دوام (۱۰۸۵ ۹۹۲) ۱۹۸۵ ۲۹۴۴۶), کاله (۱۷۴۶۵), ۵۵۵<br>۱۹۹۵ کال ۱۹۹۹ کال ۱۹۹<br>۱۹۹۹ کال ۱۹۹۹ کال ۱۹۹ |  |

| Cal_Mixer§<br>ol pressSwitchEvent4() {   |  |
|--|--|
| <pre>if (pressSwitchEnd == true) {     pressSwitchEnd = false;</pre>   |  |
| return true:   |  |
| )<br>else (  |  |
| return false;<br>}   |  |
| ol pressSwitchEvent5() {   |  |
| <pre>if (pressSwitchStart == true) {     Serial.println("Start Switch being press");</pre>   |  |
| pressSwitchStart = false;  |  |
| return true; )   |  |
| else (<br>return false;  |  |
| )  |  |
| ol forceEvent(){// if no cup return true<br>if(analogRead(FSRAnalogPin)< 200/*4095 is max analog output*/){  |  |
| return true;   |  |
| )<br>21se (  |  |
| return false;  |  |
| Event Service Responses  |  |
| id safty_response() (  |  |
| <pre>Serial.println("force:" + String(analogRead(FSRAnalogPin)));</pre>  |  |
| <pre>if(forceEvent()){     Serial.println("my previous state:");</pre>   |  |
| <pre>Serial.print(previous_state); state = 3;</pre>  |  |
| else if (!forceEvent()%% state == 3) (   |  |
| else II (:IOICEEVenc()aa Sidice 5/1  |  |
| ting at 0x00008000 (100 %)   |  |
|  |  |
| h of data verified.  | .5MB SPIFFS), 240MHz (WF#BT), QKO, 80MHz, 4MB (32Ma), 821600, Nane on C4   |
|  | ○ DB C INTERCENTION CONTROL AND CONTRO |
|  |  |
| Cal_Mixer   Arduino 1.8.16 (Windows Store 1.8.51.0)  |  |
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| <pre></pre>  | - 0  |
| <pre></pre>  | - ,  |
| <pre>     Alwors     If(spot == 0) {         digitalWrite(SOLENOID1,LOW);// test purpose;         }         else if(spot == 1)         {         digitalWrite(SOLENOID2,LOW);// test purpose;         }         else if(spot == 2)         {         digitalWrite(SOLENOID3,LOW);// test purpose;         }         //digitalWrite(SOLENOID3,LOW);// test purpose;         }         //digitalWrite(ingradient_switch_down[spot], LOW); //open the TOP switch         //digitalWrite(switch_down[spot], LOW); //open the TOP switch         // digitalWrite(switch_down[spot], LOW); // digitalWrite(switch_down[spot], LOW); // digitalWrite(switch_dow</pre> | - ŋ  |
| <pre>     Alwors      If(spot == 0) {         digitalWrite(SOLENOID1,LOW);// test purpose;         }         else if(spot == 1)         {         digitalWrite(SOLENOID2,LOW);// test purpose;         }         else if(spot == 2)         {         digitalWrite(SOLENOID3,LOW);// test purpose;         }         //digitalWrite(SOLENOID3,LOW);// test purpose;         }         //digitalWrite(solENOID3,LOW);// test purpose;         //digitalWrite(solENOID3,LOW);         //digitalW</pre> |  |
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| <pre> Vision Content of Content o</pre> |  |
| <pre>Viewsf<br/>if(spot == 0){<br/>digitalWrite(SOLENOID1,LOW);// test purpose;<br/>}<br/>else if(spot == 1)<br/>{<br/>digitalWrite(SOLENOID2,LOW);// test purpose;<br/>}<br/>else if(spot == 2)<br/>{<br/>digitalWrite(SOLENOID3,LOW);// test purpose;<br/>}<br/>//digitalWrite(SOLENOID1,HIGH);// test purpose;<br/>}<br/>else if(spot == 0){<br/>digitalWrite(SOLENOID2,HIGH);// test purpose;<br/>}<br/>else if(spot == 1)<br/>{<br/>digitalWrite(SOLENOID2,HIGH);// test purpose;<br/>}<br/>else if(spot == 2)<br/>{<br/>digitalWrite(SOLENOID2,HIGH);// test purpose;<br/>}<br/>}<br/>//digitalWrite(SOLENOID3,HIGH);// test purpose;<br/>}<br/>//digitalWrite(soLENOID3,HIGH);// test purpose;<br/>}<br/>//digitalWrite(ingradient_switch_down[spot], HIGH);</pre>  |  |
| <pre>     Control Contro Control Control Control Control Control Control Control Contr</pre> |  |
| <pre></pre>  |  |
| <pre>Work<br/>Move<br/>if (spot == 0) {<br/>digitalWrite(SOLENOID1,LOW);// test purpose;<br/>}<br/>else if (spot == 1)<br/>{<br/>digitalWrite(SOLENOID2,LOW);// test purpose;<br/>}<br/>else if (spot == 2)<br/>{<br/>digitalWrite(SOLENOID3,LOW);// test purpose;<br/>}<br/>//digitalWrite(SOLENOID3,LOW);// test purpose;<br/>}<br/>else if(spot == 0) {<br/>digitalWrite(SOLENOID1,HIGH);// test purpose;<br/>}<br/>else if(spot == 1)<br/>{<br/>digitalWrite(SOLENOID2,HIGH);// test purpose;<br/>}<br/>else if(spot == 2)<br/>{<br/>digitalWrite(SOLENOID3,HIGH);// test purpose;<br/>}<br/>//digitalWrite(SOLENOID3,HIGH);// test purpose;<br/>}<br/>//digitalWrite(SOLENOID3,HIGH);// test purpose;<br/>}<br/>//digitalWrite(ingradient_switch_down[spot], HIGH);<br/>d FillWater() {<br/>ligitalWrite(FUMP,HIGH);<br/>d enable_FSR() {<br/>}<br/>} </pre>  |  |
| <pre></pre>  |  |
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Arduino Uno code(Menu)

| ∞ Calmixer_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br>File Edit Sketch Tools Help   |                               |                     |   |   | _                                       | o ×               |
|--|-------------------------------|---------------------|---|---|---|-------------------|
|  |                               |                     |   |   |   | <mark>,0</mark> - |
| Calmixer_menu \$ #include <spi.h></spi.h>  |                               |                     |   |   |   |                   |
| <pre>#include <wire.h> #include <adafruit gfx.h=""></adafruit></wire.h></pre>  |                               |                     |   |   |   |                   |
| <pre>#include <adafruit_ssd1306.h></adafruit_ssd1306.h></pre>  |                               |                     |   |   |   |                   |
| <pre>#define OLED_ADDR 0x3C #define SCREEN_WIDTH 128 // OLED display wid </pre>  |                               |                     |   |   |   |                   |
| <pre>#define SCREEN_HEIGHT 64 // OLED display heid //</pre>  |                               |                     |   |   |   |                   |
| <pre>#define OLED_RESET -1 // Reset pin # (or<br/>#define SCREEN_ADDRESS 0x3C ///&lt; See datashe<br/>Adafruit_SSD1306 display(SCREEN_WIDTH, SCREE</pre> | et for Address; 0x3D for 128x | 64, 0x3C for 128x32 |   |   |   |                   |
| #define Down_BTN 2   |                               |                     |   |   |   |                   |
| <pre>#define Select_BTN 3 volatile bool buttonDownIsPressed = false;</pre>   |                               |                     |   |   |   |                   |
| <pre>volatile bool buttonSelectIsPressed = false;<br/>volatile bool Stop = false;</pre>  |                               |                     |   |   |   |                   |
| <pre>String grade[3] = {"Less", "Normal", "More"} int number_grade[3] = {2,2,2};</pre>   | ;                             |                     |   |   |   |                   |
| <pre>int selectLimit = 5;<br/>int page = 0;</pre>  |                               |                     |   |   |   |                   |
| <pre>int option = 0;<br/>int menuCount = 1;</pre>  |                               |                     |   |   |   |                   |
| <pre>volatile bool becomeBlack = false;</pre>  |                               |                     |   |   |   |                   |
| <pre>void setup() {     // put your setup code here, to run once:</pre>  |                               |                     |   |   |   |                   |
| Serial.begin(9600);<br>pinMode(Down_BTN, INPUT);   |                               |                     |   |   |   |                   |
| <pre>pinMode(Select_BTN, INPUT);<br/>attachInterrupt(digitalPinToInterrupt(Down</pre>  | PPN) is down DISING).         |                     |   |   |   |                   |
| attachInterrupt (digitalPinToInterrupt (Sele   | ct_BTN), isr_select,RISING);  |                     |   |   |   |                   |
| <pre>display.begin(SSD1306_SWITCHCAPVCC, OLED_A display.display();</pre>   | (JDR);                        |                     |   |   |   |                   |
| <pre>display.clearDisplay(); }</pre>   |                               |                     |   |   |   |                   |
| void loop() (  |                               |                     |   |   |   | ~                 |
|  |                               |                     |   |   |   |                   |
|  |                               |                     |   |   |   |                   |
| 390  |                               | ESP32 Dev           | / Module, Disabled, Default 4MB with spil | ffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WIF | vBT), Q/O, 80MHz, 4MB (32Mb), 921600, № | lone on COM10     |
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| Scalmixer_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)   |                               |                     |   |   | _                                       | o ×               |
| File Edit Sketch Tools Help  |                               |                     |   |   |   | <mark>.p.</mark>  |
| Calmixer_menu §  |                               |                     |   |   |   |                   |
| <pre>void loop() {     switch (page) {</pre>   |                               |                     |   |   |   | ^                 |
| <pre>case 0 : // main page<br/>menuCheck main();</pre>   |                               |                     |   |   |   |                   |
| <pre>staticMenu_page1();</pre>   |                               |                     |   |   |   |                   |
| <pre>break;<br/>case 1 : // page for default</pre>   |                               |                     |   |   |   |                   |
| <pre>menuCheck_default(); staticMenu_page_default();</pre>   |                               |                     |   |   |   |                   |
| break;<br>case 2 : // page for customize   |                               |                     |   |   |   |                   |
| <pre>menuCheck_customize(); staticMenu_page_customize();</pre>   |                               |                     |   |   |   |                   |
| break;<br>case 3: // sub-menu in customize sugar   |                               |                     |   |   |   |                   |
| <pre>menuCheck_submenu(); staticMenu_page_submenuInCustomize();</pre>  |                               |                     |   |   |   |                   |
| break;<br>case 4: // coffee  |                               |                     |   |   |   |                   |
| <pre>menuCheck_submenu(); staticMenu_page_submenuInCustomize();</pre>  |                               |                     |   |   |   |                   |
| break;<br>case 5: // cafemate  |                               |                     |   |   |   |                   |
| <pre>menuCheck_submenu(); staticMenu_page_submenuInCustomize();</pre>  |                               |                     |   |   |   |                   |
| break;   |                               |                     |   |   |   |                   |
| <pre>case 6: // passed start signal waitForYourCoffee(); break:</pre>  |                               |                     |   |   |   |                   |
| default: // should not happen  |                               |                     |   |   |   |                   |
| <pre>Serial.println("SM_ERROR"); break;</pre>  |                               |                     |   |   |   |                   |
| <pre>} display.clearDisplay();</pre>   |                               |                     |   |   |   |                   |
| <pre>delay(100); }</pre>   |                               |                     |   |   |   |                   |
|  |                               |                     |   |   |   | ~                 |
|  |                               |                     |   |   |   |                   |
|  |                               |                     |   |   |   |                   |
| 390  |                               |                     |   | ffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WIF |   |                   |
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|  | <b>₽</b> -               |
| Calmber_menu §   |                          |
| <pre>display.setCursor(10, 30);<br/>display.println("Back");</pre>   | ^                        |
| <pre>display.setCursor(2, (menuCount * 10)-10);<br/>display.println("&gt;");</pre>   |                          |
| <pre>display.display(); )</pre>  |                          |
| <pre>void staticMenu_page_customize() {     display.setTextSize(1);     if(lbecomeBlack) {         display.setTextColor(WHITE);     } }</pre>  |                          |
| else(<br>display.setTextColor(BLACK);<br>becomeBlack = false;  |                          |
| )<br>display.setCursor(10, 0);<br>display.println("Suger");  |                          |
| <pre>// display.setTextSize(1); display.setCursor(10, 10); display.println("Coffee");</pre>  |                          |
| //- display.setCursor(10, 20); display.println("Cafemate");  |                          |
| <pre>display.setCursor(10, 30);<br/>display.println("Back");</pre>   |                          |
| <pre>display.setCursor(2, (menuCount * 10)-10);<br/>display.println("&gt;");</pre>   |                          |
| display.display();   |                          |
|  |                          |
|  |                          |
|  |                          |
| 289 ESP22 Dev Module, Dedukt 44B with spirits (1 3MB 44F91 5MB 54F51), AUAMet (NVF-16T), CAO, 8MMet.   | 4 ENG 9:12 PM            |
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| © Calmixer_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br>File Edit Sketch Tools Help   | - 0 ×                    |
|  |                          |
| Calmber_menu §   |                          |
| <pre>void staticMenu_page_submenuInCustomize() {     display.setTextSize(1);     if(thecomeBlack)(     display.setTextColor(WHITE); </pre>   |                          |
| <pre>} else{     display.setTextColor(BLACK);     becomeBlack = false; }</pre>   |                          |
| <pre>display.setCursor(10, 0);<br/>display.println("Less");<br/>//</pre>   |                          |
| <pre>display.setTextSize(1);<br/>display.setCursor(10, 10);<br/>display.println("Normal");<br/>//</pre>  |                          |
| <pre>display.setCursor(10, 20);<br/>display.println("More");</pre>   |                          |
| <pre>display.setCursor(10, 30);<br/>display.println("Back");</pre>   |                          |
| <pre>display.setCursor(2, (menuCount * 10) -10 );<br/>display.println("&gt;");</pre>   |                          |
| display.display(); ) //  |                          |
| <pre>void menuCheck_main() (     if (buttonDownPressEvent() &amp;&amp; menuCount &lt; 4) {     menuCount++; </pre>   |                          |
| <pre>} if (menuCount &gt;= 4) {     menuCount = 1;</pre>   |                          |
| <pre>} if(menuCount == 1){</pre>   |                          |
|  |                          |
|  |                          |
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| Calmixer_menu §   |                |
| <pre>if(menuCount == 1)( if(buttonSelectPressEvent())</pre>   | ^              |
| { page = 1;   |                |
| <pre>menuCount = 1;<br/>becomeBlack = true;</pre>   |                |
|   |                |
| <pre>if(menuCount == 2) {     if(buttonSelectPressEvent()) {</pre>  |                |
| <pre>page = 2;<br/>menuCount = 1;</pre>   |                |
| <pre>becomeBlack = true; }</pre>  |                |
| )<br>if( menuCount == 3){   |                |
| <pre>if (buttonSelectPressEvent()) {     int num = number_grade[0]*100+ number_grade[1]*10 + number_grade[2];</pre> |                |
| Serial.println(num);<br>page = 6;   |                |
| <pre>becomeBlack = true; }</pre>  |                |
| )<br>)  |                |
| //  |                |
| <pre>void menuCheck_default() {     if (buttonDownPressEvent() &amp;&amp; menuCount &lt;= 4) {</pre>                |                |
| <pre>menuCount++; }</pre>   |                |
| if (menuCount >4) {   |                |
| <pre>menuCount = 1; }</pre>   |                |
| <pre>if (buttonSelectPressEvent() &amp;&amp; menuCount == 4) { </pre>   |                |
| page = 0;   | ~              |
|   |                |
|   |                |
| 390 ESP32 Dev Module, Desabled, Detault 4UB with sprits (1 2MB 4FP/1 5MB SPFFS), 240Metz (WF/BT), OID, 80Met<br>    |                |
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| Calmixer_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br>File Edit Sketch Tools Help                              | - 0 ×          |
|   | <u>9</u> -     |
| Calmixer_menu §   |                |
|   |                |
| <pre>page = 0;<br/>option =0;</pre>   | ^              |
|   | ^              |
| <pre>option =0 ;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}</pre>   | ^              |
| <pre>option =0 ;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                      | ^              |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       | ^              |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       | ^              |
| <pre>option =0;<br/>menuCount = 1;<br/>}<br/>}<br/>//</pre>   | ^              |
| <pre>option =0;<br/>menuCount = 1;<br/>}<br/>//</pre>   | ^              |
| <pre>option = 0;<br/>menuCount = 1;<br/>}<br/>//</pre>  |                |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       |                |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       |                |
| <pre>option = 0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                      |                |
| <pre>option = 0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                      |                |
| <pre>option = 0;<br/>menuCount = 1;<br/>}<br/>//</pre>  |                |
| <pre>option = 0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                      |                |
| <pre>option = 0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>}<br/>//</pre>                                |                |
| <pre>option = 0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                      |                |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       |                |
| <pre>option = 0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                      |                |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       |                |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       |                |
| <pre>option =0;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>//</pre>                                       | 0:12 014       |

| Calmixer_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)  |           |                            |  | - 0 ×                           |
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|  |           |                            |  | ₽ <u>-</u>                      |
| Calmixer_menu §<br>if (menuCount == 4) {   |           |                            |  |                                 |
| if (buttonSelectPressEvent()) {  |           |                            |  |                                 |
| <pre>page = 0;<br/>menuCount = 1;</pre>  |           |                            |  |                                 |
| becomeBlack = true;  |           |                            |  |                                 |
| }  |           |                            |  |                                 |
| )<br>//  |           |                            |  |                                 |
| //   |           |                            |  |                                 |
| <pre>void menuCheck_submenu() {     if (buttonDownPressEvent() &amp;&amp; menuCount</pre>  | . <5) {   |                            |  |                                 |
| menuCount++;   |           |                            |  |                                 |
| }<br>if (menuCount >=5) {  |           |                            |  |                                 |
| <pre>menuCount = 1; }</pre>  |           |                            |  |                                 |
| if (page == 3 && menuCount == 1) {   |           |                            |  |                                 |
| <pre>if (buttonSelectPressEvent()) {     number_grade[0] = 1;</pre>  |           |                            |  |                                 |
| page = 2;<br>menuCount = 1;  |           |                            |  |                                 |
| becomeBlack = true;  |           |                            |  |                                 |
| }  |           |                            |  |                                 |
| if (page == 3 && menuCount == 2) {   |           |                            |  |                                 |
| <pre>if(buttonSelectPressEvent()){     number_grade[0] = 2;</pre>  |           |                            |  |                                 |
| <pre>page = 2;<br/>menuCount = 1;</pre>  |           |                            |  |                                 |
| becomeBlack = true;  |           |                            |  |                                 |
| }  |           |                            |  |                                 |
| <pre>if (page == 3 &amp;&amp; menuCount == 3) {     if (buttonSelectPressEvent()) {</pre>  |           |                            |  |                                 |
| <pre>number_grade[0] = 3;</pre>  |           |                            |  |                                 |
| page = 2;  |           |                            |  | v                               |
|  |           |                            |  |                                 |
|  |           |                            |  |                                 |
|  |           |                            |  |                                 |
| 390  |           | ESP32 Dev Module, Disabled | d, Default 4MB with spliffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WIF/BT), Q/C |                                 |
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| Calmixer_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)  |           |                            |  | - 0 ×                           |
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| Calmixer_menu §  |           |                            |  |                                 |
| <pre>page = 2;<br/>menuCount = 1;</pre>  |           |                            |  | ^                               |
| becomeBlack = true;  |           |                            |  |                                 |
| }  |           |                            |  |                                 |
| if (page == 4 && menuCount == 1){  |           |                            |  |                                 |
| if (buttonSelectPressEvent()) {  |           |                            |  |                                 |
| <pre>number_grade[1] = 1; page = 2;</pre>  |           |                            |  |                                 |
| menuCount = 1;   |           |                            |  |                                 |
| <pre>becomeBlack = true; }</pre>   |           |                            |  |                                 |
| <pre>} if (page == 4 &amp;&amp; menuCount == 2) {</pre>  |           |                            |  |                                 |
| if(buttonSelectPressEvent()){  |           |                            |  |                                 |
| <pre>number_grade[1] = 2; page = 2;</pre>  |           |                            |  |                                 |
|  |           |                            |  |                                 |
| menuCount = 1;   |           |                            |  |                                 |
| <pre>menuCount = 1;<br/>becomeBlack = true;<br/>}</pre>  |           |                            |  |                                 |
| <pre>becomeBlack = true; }</pre>   |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 &amp; &amp; menuCount == 3) { if (buttonSelectPressEvent()) { </pre>  |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 %% menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3; }</pre>   |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 &amp;&amp; menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1; }</pre>  |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 &amp;&amp; menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2; }</pre>   |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 6% menuCount == 3) { if (buttonSelectPressEvent()) {    number_grade[1] = 3;     page = 2;    menuCount = 1;    becomeBlack = true; } </pre>  |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 &amp;&amp; menuCount == 3) {     if (buttonSelectPreasEvent()) {         number_grade[1] = 3;         page = 2;         menuCount = 1;         becomeBlack = true;     } } if (page == 5 &amp;&amp; menuCount == 1) {     if (buttonSelectPreasEvent()) { } </pre>  |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 &amp;&amp; menuCount == 3) {     if (buttonSelectPressEvent()) {         number_grade[1] = 3;         page = 2;         menuCount = 1;         becomeBlack = true;     } } if (page == 5 &amp;&amp; menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;     } }</pre>  |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 &amp;&amp; menuCount == 3) {     if (page == 4 &amp;&amp; menuCount == 3) {         number_grade[1] = 3;         page = 2;         menuCount = 1;         becomeBlack = true;     } } if (page == 5 &amp;&amp; menuCount == 1) {     if (buttonSelectPreseXvent()) {         number_grade[2] = 1;         page = 2;         menuCount = 1;     } } </pre> |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 %% menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1;     becomeBlack = true; } if (page == 5 %% menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;         page = 2; } </pre>   |           |                            |  |                                 |
| <pre>becomeBlack = true; } if (page == 4 %% menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1;     becomeBlack = true; } if (page == 5 %% menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;         page = 2;         menuCount = 1;     becomeBlack = true; } </pre>                                    |           |                            |  | Ţ                               |
| <pre>becomeBlack = true; } if (page == 4 %% menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1;     becomeBlack = true; } if (page == 5 %% menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;         page = 2;         menuCount = 1;     becomeBlack = true; } </pre>                                    |           |                            |  | Ţ                               |
| <pre>becomeBlack = true; ) if (page == 4 %% menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1;     becomeBlack = true; } if (page == 5 %% menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;         page = 2;         menuCount = 1;     becomeBlack = true; } </pre>                                    |           |                            |  | v                               |
| <pre>becomeBlack = true; } if (page == 4 %% menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1;     becomeBlack = true; } if (page == 5 %% menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;         page = 2;         menuCount = 1;     becomeBlack = true; } </pre>                                    |           |                            |  | v                               |
| <pre>becomeBlack = true; } if (page == 4 %% menuCount == 3) { if(buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1;     becomeBlack = true; } if (page == 5 %% menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;         page = 2;         menuCount = 1;         becomeBlack = true; } </pre>                                 |           |                            | t, Default AUB with spifts (1.200 APPTI SUB SPEPS), 24004ct (WERBT), OD    |                                 |
| <pre>becomeBlack = true; } if (page == 4 %% menuCount == 3) { if (buttonSelectPressEvent()) {     number_grade[1] = 3;     page = 2;     menuCount = 1;     becomeBlack = true; } if (page == 5 %% menuCount == 1) {     if (buttonSelectPressEvent()) {         number_grade[2] = 1;         page = 2;         menuCount = 1;     becomeBlack = true; } </pre>                                    | 0 🖽 💼 💽 🖬 | ESP12 Dev Module, Dasaber  |  |                                 |

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| calmixer_menu {<br>becomeBlack = true;  |             |           |   |  |                                     |  |          |
| }   |             |           |   |  |                                     |  |          |
| )<br>if (page == 5 && menuCount == 1){  |             |           |   |  |                                     |  |          |
| <pre>if (buttonSelectPressEvent()){     number_grade[2] = 1;</pre>  |             |           |   |  |                                     |  |          |
| page = 2;   |             |           |   |  |                                     |  |          |
| <pre>menuCount = 1;<br/>becomeBlack = true;</pre>   |             |           |   |  |                                     |  |          |
| }   |             |           |   |  |                                     |  |          |
| }<br>if (page == 5 && menuCount == 2){  |             |           |   |  |                                     |  |          |
| if (buttonSelectPressEvent()) {   |             |           |   |  |                                     |  |          |
| <pre>number_grade[2] = 2; page = 2;</pre>   |             |           |   |  |                                     |  |          |
| menuCount = 1;  |             |           |   |  |                                     |  |          |
| <pre>becomeBlack = true; }</pre>  |             |           |   |  |                                     |  |          |
| }   |             |           |   |  |                                     |  |          |
| <pre>if (page == 5 &amp;&amp; menuCount == 3) {     if (buttonSelectPressEvent()) {</pre>   |             |           |   |  |                                     |  |          |
| number_grade[2] = 3;  |             |           |   |  |                                     |  |          |
| <pre>page = 2;<br/>menuCount = 1;</pre>   |             |           |   |  |                                     |  |          |
| becomeBlack = true;   |             |           |   |  |                                     |  |          |
| )   |             |           |   |  |                                     |  |          |
| )<br>if (menuCount == 4){   |             |           |   |  |                                     |  |          |
| if (buttonSelectPressEvent()) {   |             |           |   |  |                                     |  |          |
| page = 2;<br>menuCount = 1;   |             |           |   |  |                                     |  |          |
| becomeBlack = true;   |             |           |   |  |                                     |  |          |
| }   |             |           |   |  |                                     |  |          |
|   |             |           |   |  |                                     |  |          |
| Event Checkers  |             |           |   |  |                                     |  |          |
|   |             |           |   |  |                                     |  |          |
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|   |             |           | ESP32 Dev Module                              | Disabled, Default 4MB with splifs (1.2MB | APP/1.5MB SPIFFS), 240MHz (WIF/BT), | , QIO, 80MHz, 4MB (32Mb), 921600, None | e on COI |
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| <pre>almber_menu   Arduino 18.16 (Windows Store 1.8.51.0)<br/>fdl Sketch Tools Help<br/>almber_menu §<br/>iff (bage -= 5 &amp;&amp; menuCount == 3) {<br/>if (buttonSelectPressEvent()) {<br/>number_grade(2] = 3;<br/>page = 2;<br/>menuCount == 1;<br/>becomeBlack = true;<br/>}<br/>}<br/>iff (menuCount == 4) {<br/>if (buttonSelectPressEvent()) {<br/>page = 2;<br/>menuCount == 1;<br/>becomeBlack = true;<br/>}<br/>}<br/>Svent Checkers<br/>Svent Checkers<br/>Svent Checkers<br/>buttonDownIsPressed == true) {<br/>buttonDownIsPressed == true) {<br/>buttonDownIsPressed == true) {<br/>buttonSelectIsPressed == true) {<br/>buttonSelectIsPressed == true) {<br/>buttonSelectIsPressed == false;<br/>//Serial.println("</pre>  |             |           |   |  | 15°F ^ U • /                        | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)</pre>  |             |           |   |  | 15°F ^ U •                          | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br/>fdi Sketch Tools Help<br/>fdi Sketch Tools Help<br/>fdi Sketch Tools Help<br/>fdi (buttonSelectPressEvent()) (<br/>number_grade(2] = 3;<br/>page = 2;<br/>menuCount = - 1;<br/>becomeBlack = true;<br/>}<br/>}<br/>fdi (menuCount =- 4) (<br/>if (buttonSelectPressEvent()) (<br/>page = 2;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>}<br/>Svent Checkers<br/>ob buttonDownIsPressEvent() {<br/>if (buttonDownIsPressed == true) {<br/>buttonDownIsPressed == false;<br/>return false;<br/>}<br/>ob buttonSelectIsPressed == true) {<br/>buttonSelectIsPressed == true) {<br/>buttonSelectIsPressed = false;<br/>return true;<br/>}<br/>bles {<br/>return true;<br/>}<br/>}<br/>}<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>}<br/>//Serial.println("</pre>  |             |           |   |  | 15°F ^ (P 👄 и 🥻                     | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br/>fdik Sketch Tools Help<br/>Taimkor_menu §<br/>if (page == 5 &amp;&amp; menuCount == 3) {<br/>if (buttonBelectPressEvent()) {<br/>number_grade[2] = 3;<br/>page = 2;<br/>menuCount == 1;<br/>becomeBlack = true;<br/>}<br/>if (menuCount == 4) {<br/>if (buttonBelectPressEvent()) {<br/>page = 2;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>:<br/>Event Checkers<br/>o)<br/>Event Checkers<br/>b)<br/>Event Checkers<br/>if (buttonBownIsPressed == true) {<br/>buttonSelectPressEvent() {<br/>f (buttonBownIsPressed == false;<br/>return false;<br/>}<br/>buttonSelectIsPressed == false;<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>slae {<br/>return false;<br/>}<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>les {<br/>return true;<br/>}<br/>}<br/>//Serial.println("</pre>  |             |           |   |  | 15°F ^ (P 👄 и                       | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br/>fdi Sketch Tools Help<br/>fdi Sketch Tools Help<br/>fdi Sketch Tools Help<br/>fdi (buttonSelectPressEvent()) (<br/>number_grade(2] = 3;<br/>page = 2;<br/>menuCount = - 1;<br/>becomeBlack = true;<br/>}<br/>}<br/>fdi (menuCount =- 4) (<br/>if (buttonSelectPressEvent()) (<br/>page = 2;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>}<br/>Svent Checkers<br/>ob buttonDownIsPressEvent() {<br/>if (buttonDownIsPressed == true) {<br/>buttonDownIsPressed == false;<br/>return false;<br/>}<br/>ob buttonSelectIsPressed == true) {<br/>buttonSelectIsPressed == true) {<br/>buttonSelectIsPressed = false;<br/>return true;<br/>}<br/>bles {<br/>return true;<br/>}<br/>}<br/>}<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>}<br/>//Serial.println("</pre>  |             |           |   |  | 15°F ~ U •                          | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br/>fdik Sketch Tools Help<br/>Taimkor_menu §<br/>if (page == 5 &amp;&amp; menuCount == 3) {<br/>if (buttonBelectPressEvent()) {<br/>number_grade[2] = 3;<br/>page = 2;<br/>menuCount == 1;<br/>becomeBlack = true;<br/>}<br/>if (menuCount == 4) {<br/>if (buttonBelectPressEvent()) {<br/>page = 2;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>:<br/>Event Checkers<br/>o)<br/>Event Checkers<br/>b)<br/>Event Checkers<br/>if (buttonBownIsPressed == true) {<br/>buttonSelectPressEvent() {<br/>f (buttonBownIsPressed == false;<br/>return false;<br/>}<br/>buttonSelectIsPressed == false;<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>slae {<br/>return false;<br/>}<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>les {<br/>return true;<br/>}<br/>}<br/>//Serial.println("</pre>  |             |           |   |  | 15°F ~ U 🛋 🗖                        | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br/>fdik Sketch Tools Help<br/>Taimkor_menu §<br/>if (page == 5 &amp;&amp; menuCount == 3) {<br/>if (buttonBelectPressEvent()) {<br/>number_grade[2] = 3;<br/>page = 2;<br/>menuCount == 1;<br/>becomeBlack = true;<br/>}<br/>if (menuCount == 4) {<br/>if (buttonBelectPressEvent()) {<br/>page = 2;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>:<br/>Event Checkers<br/>o)<br/>Event Checkers<br/>b)<br/>Event Checkers<br/>if (buttonBownIsPressed == true) {<br/>buttonSelectPressEvent() {<br/>f (buttonBownIsPressed == false;<br/>return false;<br/>}<br/>buttonSelectIsPressed == false;<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>slae {<br/>return false;<br/>}<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>les {<br/>return true;<br/>}<br/>}<br/>//Serial.println("</pre>  |             |           |   |  | 15°F ~ U 🛋 🗖                        | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br/>fdik Sketch Tools Help<br/>Taimkor_menu §<br/>if (page == 5 &amp;&amp; menuCount == 3) {<br/>if (buttonBelectPressEvent()) {<br/>number_grade[2] = 3;<br/>page = 2;<br/>menuCount == 1;<br/>becomeBlack = true;<br/>}<br/>if (menuCount == 4) {<br/>if (buttonBelectPressEvent()) {<br/>page = 2;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>:<br/>Event Checkers<br/>o)<br/>Event Checkers<br/>b)<br/>Event Checkers<br/>if (buttonBownIsPressed == true) {<br/>buttonSelectPressEvent() {<br/>f (buttonBownIsPressed == false;<br/>return false;<br/>}<br/>buttonSelectIsPressed == false;<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>slae {<br/>return false;<br/>}<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>les {<br/>return true;<br/>}<br/>}<br/>//Serial.println("</pre>  |             |           |   |  | 15°F ^ U •                          | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |
| <pre>almker_menu   Arduino 1.8.16 (Windows Store 1.8.51.0)<br/>fdik Sketch Tools Help<br/>Taimkor_menu §<br/>if (page == 5 &amp;&amp; menuCount == 3) {<br/>if (buttonBelectPressEvent()) {<br/>number_grade[2] = 3;<br/>page = 2;<br/>menuCount == 1;<br/>becomeBlack = true;<br/>}<br/>if (menuCount == 4) {<br/>if (buttonBelectPressEvent()) {<br/>page = 2;<br/>menuCount = 1;<br/>becomeBlack = true;<br/>}<br/>:<br/>Event Checkers<br/>o)<br/>Event Checkers<br/>b)<br/>Event Checkers<br/>if (buttonBownIsPressed == true) {<br/>buttonSelectPressEvent() {<br/>f (buttonBownIsPressed == false;<br/>return false;<br/>}<br/>buttonSelectIsPressed == false;<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>slae {<br/>return false;<br/>}<br/>//Serial.println("select pr<br/>return true;<br/>}<br/>les {<br/>return true;<br/>}<br/>}<br/>//Serial.println("</pre>  |             |           |   |  |                                     | /// 🐚 d <sup>p ENG</sup> 12/10/202     |          |