Touch

Übersicht

Mit einer kleinen Änderung in Bounce2.h der Bounce2 Bibiliothek klappt das Debouncen auch mit dem ESP32.

aenderung.txt

```
#ifdef ESP32
      virtual bool readCurrentState() { return (touchRead(pin) < 40); }
#else
      virtual bool readCurrentState() { return digitalRead(pin); }
#endif
```

anstatt

original.txt

```
virtual bool readCurrentState() { return digitalRead(pin); }
```

https://github.com/thomasfredericks/Bounce2

Code Beispiel

sketch.cpp

```
#include <Arduino.h>


/*
 DESCRIPTION
 ====================
 Simple example of the Bounce library that switches the debug LED when
a button is pressed.
 */
// Include the Bounce2 library found here :
// https://github.com/thomasfredericks/Bounce2
#include <Bounce2.h>


#define LED_PIN 21
```

```
// Instantiate a Bounce object
Bounce debouncer = Bounce();

void setup() {
  Serial.begin(115200);


  // After setting up the button, setup the Bounce instance :
  debouncer.attach(T7);
  debouncer.interval(5); // interval in ms

  //Setup the LED :
  pinMode(21,OUTPUT);

}
int ledState = LOW;
void loop() {
  // Update the Bounce instance :
  debouncer.update();

  // Get the updated value :
  int value = debouncer.read();

  // Turn on or off the LED as determined by the state :
  if ( debouncer.fell() ) {

    // Toggle LED state :
    ledState = !ledState;
    digitalWrite(LED_PIN,ledState);

  }
}
```

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