

Touch

Übersicht

Mit einer kleinen Änderung in Bounce2.h der Bounce2 Bibliothek 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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