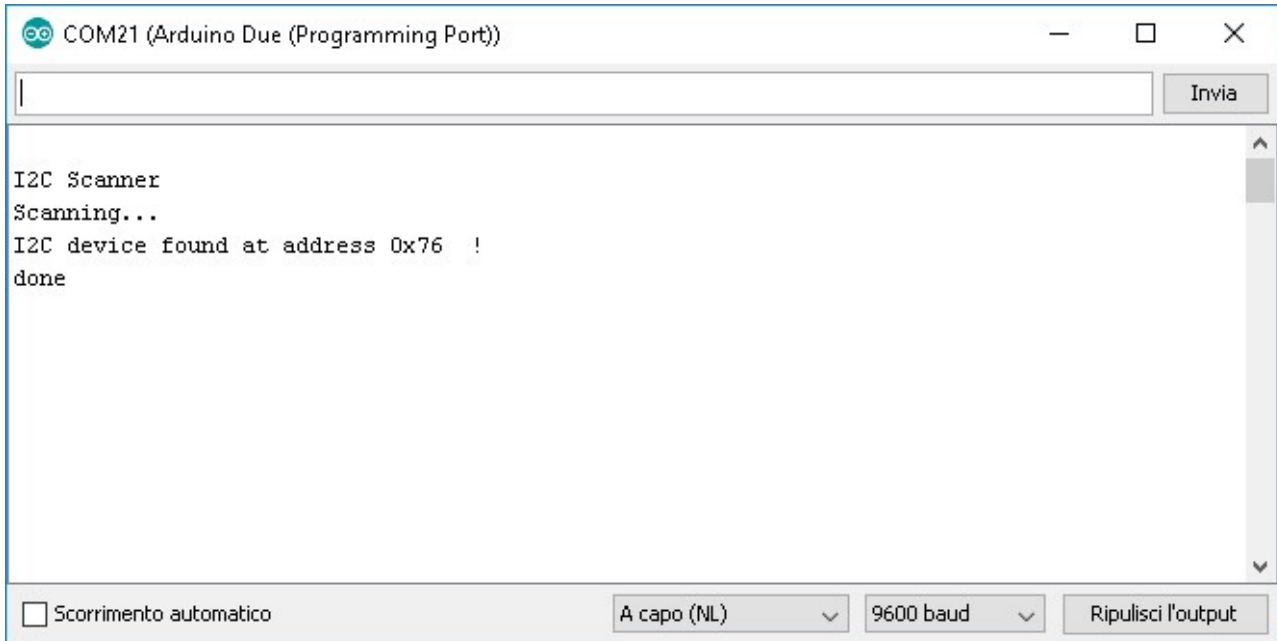


SCHEDA ARDUINO FLIP CLICK + WEATHER CLICK

By Fischetti P.

Lanciare l'utility I2C_Scanner per trovare l'indirizzo della scheda "weather click":



Scaricare e copiare nella dir libraries di arduino i seguenti:

https://github.com/adafruit/Adafruit_BME280_Library

https://github.com/adafruit/Adafruit_Sensor

Modificare il file "Adafruit_BME280.h" alla riga 37 se l'indirizzo riportato da I2C_Scanner e' diverso da 0x77 (come in questo caso)

```
#define BME280_ADDRESS      (0x76)//era 0x77
```

Caricare il seguente sketch:

```
/*  
 * Includes  
 */  
#include <Wire.h>  
#include <SPI.h>  
#include <DueTimer.h>  
#include <Adafruit_Sensor.h>  
#include <Adafruit_BME280.h>  
  
#include "flip_click_defs.h"
```

```

/*****
 * Module Preprocessor Constants
 *****/
// Ambient
#define OPT3001_I2C_ADDR 0x44
#define XBEE_RST A_RST

#define SEALEVELPRESSURE_HPA (1013.25)

/*****
 * Module Preprocessor Macros
 *****/
#define get_temp()      weather_data.temp
#define get_humidity()  weather_data.humidity
#define get_pressure()  weather_data.pressure
#define get_ambient()   weather_data.ambient_light

/*****
 * Module Typedefs
 *****/
typedef struct
{
    float temp;
    float humidity;
    float pressure;
    float ambient_light;
} weather_data_t;

enum
{
    TEMPERATURE = 0,
    PRESSURE,
    HUMIDITY,
    AMBIENT,
    LIGHTNING
};

/*****
 * Module Variable Definitions
 *****/
static weather_data_t weather_data;
#define LEDA 38
#define LEDB 37
#define LEDC 39
#define LEDD 40
byte leds[4] = { LEDA, LEDB, LEDC, LEDD }; /**< Built in LEDs */

// When to update and transmit
volatile bool update_flag;

Adafruit_BME280 bme;
/*****

```

```

* Function Prototypes
*****/
void bme_init( void );
void bme_update( void );

void ambient_init( void );
void ambient_update( void );

void weather_update( void );
void transmit( void );

//ISRs
void update_isr( void );

/*****
* Function Definitions
*****/
void setup()
{
  SPI.begin();
  Wire.begin();
  Wire1.begin();
  Serial.begin( 9600 ); // For debugging
  Serial1.begin( 9600 );

  bme_init();

  pinMode( XBEE_RST, OUTPUT );
  digitalWrite( XBEE_RST, HIGH );

  Timer4.attachInterrupt( update_isr ).start( 1000000 ); // Every 1s
}

void loop()
{
  if( update_flag )
  {
    weather_update();
    transmit();
    update_flag = false;
  }
}

void bme_init()
{
  if( !bme.begin( &Wire1)//0x76 )
  {
    Serial.println("Could not find a valid BME280 sensor, check wiring!");
    while (1);
  }
}

```

```

void bme_update()
{
    weather_data.temp = bme.readTemperature();
    weather_data.pressure = bme.readPressure() / 100.0f;
    weather_data.humidity = bme.readHumidity();
}

void weather_update()
{
    ambient_update();
    bme_update();
}

void transmit()
{
    char txt[50];
    sprintf( txt, "T:%2.1f,P:%3.0f,H:%2.0f,L:%3.0f", get_temp(), get_pressure(), get_humidity(), get_ambient() );
    Serial.println( txt );
    Serial1.println( txt );
}

/**
 * @brief Initializes ambient light sensor
 */
void ambient_init()
{
    Wire1.beginTransmission( OPT3001_I2C_ADDR );
    Wire1.write( 0x01 ); /**< Configuration register */
    Wire1.write( 0xC6 ); /**< Set Mode to continuous conversions */
    Wire1.write( 0x10 );
    Wire1.endTransmission();
}

/**
 * @brief Updates ambient light reading from sensor
 */
void ambient_update()
{
    byte tmp[2];
    int i = 0;

    Wire1.beginTransmission( OPT3001_I2C_ADDR ); /**< Issue I2C start signal */
    Wire1.write( 0x00 );
    Wire1.endTransmission(); /**< stop transmitting */
    Wire1.beginTransmission( OPT3001_I2C_ADDR );
    Wire1.write( 0x00 );
    Wire1.requestFrom( OPT3001_I2C_ADDR, 2 );

    while( Wire1.available() && i != 2 )
        tmp[i++] = Wire1.read();
}

```

```

Wire1.endTransmission();

i = ( ( tmp[0] << 8 ) | tmp[1] );
tmp[0] = tmp[0] >> 4;
// Lux equation
weather_data.ambient_light = 0.01 * ( 2 << tmp[0] ) * i;

// The most useful ALS range is in the 1 to 1,000 lux range
if( weather_data.ambient_light >= 1000.0f )
    weather_data.ambient_light = 1000.0f;

weather_data.ambient_light /= 10.0f; // Lux to percents conversion
}

```

```

void update_isr()
{
    update_flag = true;
}

```

```

*****FILE "flip_click_defs.h":*****
#ifndef FLIP_CLICK_DEFS_H
#define FLIP_CLICK_DEFS_H

/*****
*** Click D ***
*****/
#define D_AN 57
#define D_RST 36
#define D_CS 78
#define D_SCK 76
#define D_MISO 74
#define D_MOSI 75

#define D_PWM 9
#define D_INT 29
#define D_RX 15
#define D_TX 14
#define D_I2C1_SCL 21
#define D_I2C1_SDA 20

/*****
*** Click C ***
*****/
#define C_AN 56
#define C_RST 35
#define C_CS 52
#define C_SCK 76
#define C_MISO 74
#define C_MOSI 75

```

```
#define C_PWM 8
#define C_INT 28
#define C_RX 15
#define C_TX 14
#define C_I2C1_SCL 21
#define C_I2C1_SDA 20
```

```
/******
*** Click B ***
******/
```

```
#define B_AN 55
#define B_RST 34
#define B_CS 4
#define B_SCK 76
#define B_MISO 74
#define B_MOSI 75
```

```
#define B_PWM 7
#define B_INT 27
#define B_RX 15
#define B_TX 14
#define B_I2C1_SCL 71
#define B_I2C1_SDA 70
```

```
/******
*** Click A ***
******/
```

```
#define A_AN 54
#define A_RST 33
#define A_CS 77
#define A_SCK 76
#define A_MISO 74
#define A_MOSI 75
```

```
#define A_PWM 6
#define A_INT 26
#define A_RX 15
#define A_TX 14
#define A_I2C1_SCL 71
#define A_I2C1_SDA 70
```

```
#endif
```

***** RISULTATO ESECUZIONE *****

COM21 (Arduino Due (Programming Port))

Invia

T: 25.2, P: 1012, H: 29, L: 100
T: 25.2, P: 1012, H: 29, L: 5
T: 25.2, P: 1012, H: 29, L: 5
T: 25.2, P: 1012, H: 29, L: 5
T: 25.2, P: 1012, H: 29, L: 5
T: 25.2, P: 1012, H: 29, L: 5
T: 25.2, P: 1012, H: 29, L: 5
T: 25.2, P: 1012, H: 30, L: 5
T: 25.2, P: 1012, H: 30, L: 5

Scorrimento automatico A capo (NL) 9600 baud Ripulisci l'output