

スタートゲートプログラム 29.3.8 改良
スタートゲートプログラム Processing 側とセットでお使いください

```
/******  
スタートゲート制御基板用スケッチ  
LCD Keypad Shield 使用  
*****/  
  
#include <LiquidCrystal.h> //LCD ライブラリ  
#include <Boards.h> //LCD ライブラリ  
#include <Servo.h> //サーボライブラリ  
  
/*select the pins used on the LCD panel  
lcd の使っているピン番号  
LiquidCrystal(rs, enable, d4, d5, d6, d7)  
rs: LCD の RS ピンに接続する Arduino 側のピン番号  
rw: LCD の RW ピンに接続する Arduino 側のピン番号  
enable: LCD の enable ピンに接続する Arduino 側のピン番号  
d0~d7: LCD の data ピンに接続する Arduino 側のピン番号  
  
d0~d3 はオプションで、省略すると 4 本のデータライン(d4~d7)だけで制御します。 */  
LiquidCrystal lcd(8, 9, 4, 5, 6, 7);  
  
// define some values used by the panel and buttons  
//timer2  
int pushbutton;  
//パターン  
int INTimepattern = 4;  
int OUTTimepattern = 4;  
int pattern;  
int gate1pattern = 0;  
int gate2pattern = 0;  
/*I = IN  
O = OUT  
cnts = second  
cntm = minute*/  
// 分秒表示  
int Icnts = 0;  
int Icntm = 0;  
int Ocnts = 0;  
int Ocntm = 0;  
//センサーカウント  
int sensorINcnt = 0;
```

```

int sensorOUTcnt = 0;
//時間計算
unsigned long Itime1 = 0;
unsigned long Itime2 = 0;
unsigned long Otime1 = 0;
unsigned long Otime2 = 0;
unsigned long Itime3 = 0;
int Itime4 = 0;
unsigned long Otime3 = 0;
//時間
unsigned long micros();
//時間その他
int IcntIN = 0;
int OcntOUT = 0;
//定義
#define LEFT 0
#define UP 1
#define DOWN 2
#define RIGHT 3
#define SELECT 4
#define NONE 5

#define analogswitch A0

//sensor2 ゲート 1OUT ゲート 2IN
#define sensor1 15 //ゲート 1 回路が少ないほう(出口) 41
#define sensor2 16 //ゲート 1 回路が多いほう(入口) 41D
#define sensor3 17 //ゲート 2 回路が少ないほう(出口) 41
#define sensor4 18 //ゲート 2 回路が多いほう(入口) 41D
int sensorin1;
int sensorin2;
int sensorin3;
int sensorin4;
int INsensorpattern = 0;
int OUTsensorpattern = 0;
int Isensor = 0;
int Osensor = 0;
//A0~A5→D14~D19 変換可能

//servo2

```

Servo myservo1;

Servo myservo2;

//processing 変数宣言

int outTime_m = 0; // OUT コース:分

int outTime_s = 0; // OUT コース:秒

int outTime_c = 0; // OUT コース:センチ秒

int inTime_m = 0; // IN コース:分

int inTime_s = 0; // IN コース:秒

int inTime_c = 0; // IN コース:センチ秒

//タイマー表示 2 周目 3 周目

int secondOTIME = 0;

int thirdOTIME = 0;

int secondITIME = 0;

int thirdITIME = 0;

int secondOcntM = 0;

int secondOcntS = 0;

int thirdOcntM = 0;

int thirdOcntS = 0;

int secondIcntM = 0;

int secondIcntS = 0;

int thirdIcntM = 0;

int thirdIcntS = 0;

// read the buttons

int button() {

 pushbutton = (analogRead(analogswitch) / 4);

 if (pushbutton > 240) return NONE;

 if (pushbutton < 10) return RIGHT;

 if (pushbutton < 50) return UP;

 if (pushbutton < 100) return DOWN;

 if (pushbutton < 150) return LEFT;

 if (pushbutton < 200) return SELECT;

 // return NONE;

}

void timerOUT() {

 sensorOUTpattern();

 pattern = button();

 switch (OUTTimepattern) {

case 0:

```
//ミリ秒基準
Otimemillis = millis();
Otime2 = Otimemillis - Otime1;
if (Otime2 >= 1000) {
    Otime1 = Otimemillis;
    Ocnts += 1;
}
if (Ocnts >= 60) {
    Ocnts = 0;
    Ocntm += 1;
}
if (OUTsensorpattern == 31) {
    secondOTIME = Otime2;
    secondOcntS = Ocnts;
    secondOcntM = Ocntm;
    outTime_c = secondOTIME;
    outTime_s = secondOcntS;
    outTime_m = secondOcntM;
}
if (OUTsensorpattern == 60) {

    OUTTimepattern = 2;
}
break;
```

case 2:

```
break;
```

case 4:

```
Otimemillis = millis();
Otime1 = Otimemillis;
Otime2 = Otimemillis - Otime1;
Ocnts = 0;
Ocntm = 0;
secondOTIME = 0;
secondOcntS = 0;
secondOcntM = 0;
outTime_c = secondOTIME;
outTime_s = secondOcntS;
outTime_m = secondOcntM;
break;
```

```

}

}

void timerIN() {
    pattern = button();
    sensorINpattern();
    switch (INTimepattern) {
        case 0:
            Itimemillis = millis();
            Itime2 = Itimemillis - Itime1;
            if (Itime2 >= 1000) {
                Itime1 = Itimemillis;
                Icnts += 1;
            }
            if (Icnts >= 60) {
                Icnts = 0;
                Icntm += 1;
            }
            if (INsensorpattern == 31) {
                secondITIME = Itime2;
                secondIcntS = Icnts;
                secondIcntM = Icntm;
                inTime_c = secondITIME;
                inTime_s = secondIcntS;
                inTime_m = secondIcntM;
            }
            if (INsensorpattern == 60) {

                INTimepattern = 2;
            }
            break;

        case 2:

            break;

        case 4:
            Itimemillis = millis();
            Itime1 = Itimemillis;
            Itime2 = Itimemillis - Itime1;
            Icnts = 0;
            Icntm = 0;
            secondITIME = 0;

```

```

    secondCntS = 0;
    secondCntM = 0;
    inTime_c = secondITIME;
    inTime_s = secondCntS;
    inTime_m = secondCntM;

    break;
}
}

```

```

void LCD() {
    timerIN();
    timerOUT();
    lcd.setCursor(5, 1);
    lcd.print(inTime_m);
    lcd.print(" ");
    lcd.print(inTime_s);
    lcd.print(" ");
    lcd.print(inTime_c);
    lcd.print("  ");
    lcd.setCursor(5, 0);
    lcd.print(outTime_m);
    lcd.print(" ");
    lcd.print(outTime_s);
    lcd.print(" ");
    lcd.print(outTime_c);
    lcd.print("  ");
}

```

```

void procesing() {
    timerIN();
    timerOUT();
    Serial.print("H"); // ヘッダ送信(先頭を示す文字)
    Serial.write(highByte(outTime_c)); // OUT コース;センチ秒データ送信
    Serial.write(lowByte(outTime_c)); // OUT コース;センチ秒データ送信
    Serial.write(highByte(inTime_c)); // IN コースミリ秒データ送信
    Serial.write(lowByte(inTime_c)); // IN コースミリ秒データ送信
    Serial.write(outTime_m); // OUT コース;分データ送信
    Serial.write(outTime_s); // OUT コース;秒データ送信
    Serial.write(inTime_m); // IN コース;分データ送信
    Serial.write(inTime_s); // IN コース;秒データ送信
    Serial.print('¥n');
}

```

```
}
```

```
void sensoro() {  
{ if (digitalRead(sensor1) == LOW) {  
    sensorin1 = 1;  
    }  
    else {  
        sensorin1 = 0;  
    }  
}  
{ if (digitalRead(sensor2) == LOW) {  
    sensorin2 = 1;  
    }  
    else {  
        sensorin2 = 0;  
    }  
}  
}
```

```
void sensori() {  
{ if (digitalRead(sensor3) == LOW) {  
    sensorin3 = 1;  
    }  
    else {  
        sensorin3 = 0;  
    }  
}  
{ if (digitalRead(sensor4) == LOW) {  
    sensorin4 = 1;  
    }  
    else {  
        sensorin4 = 0;  
    }  
}  
}
```

```
void sensorOUT() {  
    sensoro();  
    if (sensorin1 == 0// && sensorin3 == 0  
        ) {  
        Osensor = 1;  
    }  
}
```

```

else {
    Osensor = 0;
}
}

```

```

void sensorIN() {
    sensori();
    if (sensorin3 == 0//&& sensorin1 == 0
        ) {
        Isensor = 1;
    }
    else {
        Isensor = 0;
    }
}

```

```

void sensorOUTpattern() {
    sensorOUT();
    pattern = button();
    switch (OUTsensorpattern) {
        case 0:
            sensorOUTcnt = 0;
            if ( pattern == 0 ) {
                gate2pattern = 1;
                OUTsensorpattern = 20;
            }
            break;

        case 10:
            sensorOUTcnt = 0;
            if (Osensor == 1) {
                OUTsensorpattern = 20;
            }
            break;

        case 20://1 回目通過
            sensorOUTcnt++;
            OUTTimepattern = 0;
            if (sensorOUTcnt >= 1700) {
                sensorOUTcnt = 0;
                OUTsensorpattern = 30;
            }
            break;

```



```
case 30://
  if (pattern == 4) {
    sensorOUTcnt = 0;
    OUTsensorpattern = 70;
  }
  if (Osensor == 1) {
    sensorOUTcnt = 0;
    OUTsensorpattern = 31;//31 にすると 2 回目通過のタイムを PC に表示
  }

  break;

case 31:
  sensorOUTcnt++;
  if (sensorOUTcnt >= 1) {
    sensorOUTcnt = 0;
    OUTsensorpattern = 40;
  }
  break;

case 40://
  sensorOUTcnt++;
  if (sensorOUTcnt >= 1700) {
    sensorOUTcnt = 0;
    OUTsensorpattern = 30;
  }
  break;

case 50://ゴール後
  if (Osensor == 1) {
    OUTTimepattern = 2;
    sensorOUTcnt = 0;
    OUTsensorpattern = 60;
  }
  break;

case 60:
  sensorOUTcnt++;
  if (sensorOUTcnt >= 1) {
    sensorOUTcnt = 0;
    OUTsensorpattern = 61;
  }
  break;
```

```

case 61:
    if (pattern == 0) {
        sensorOUTcnt = 0;

        OUTsensorpattern = 70;
    }
    break;

case 70:
    OUTTimepattern = 2;
    sensorOUTcnt++;
    if (pattern == 4) {
        sensorOUTcnt = 0;
        OUTsensorpattern = 71;
    }
    break;

case 71:
    OUTTimepattern = 4;
    sensorOUTcnt++;
    if (sensorOUTcnt > 300) {
        gate2pattern = 0;
        sensorOUTcnt = 0;
        OUTsensorpattern = 0;
    }
    break;
}
}

void sensorINpattern() {
    sensorIN();
    pattern = button();
    switch (INsensorpattern) {
        case 0:
            sensorINcnt = 0;
            if ( pattern == 0 ) {
                gate1pattern = 1;
                INsensorpattern = 20;//10 にすればゲート通過から測定が可能
            }
            break;

        case 10:

```

```
sensorINcnt = 0;
if (Isensor == 1) {
    INsensorpattern = 20;
}
break;
```

case 20://1 回目通過

```
sensorINcnt++;
INTimepattern = 0;
if (sensorINcnt >= 1700) {
    sensorINcnt = 0;
    INsensorpattern = 30;
}
break;
```

case 30://通過前クラッシュしたらスイッチを押して通過判断

```
if ( pattern == 4) {
    sensorINcnt = 0;
    INsensorpattern = 70;
}
if (Isensor == 1) {
    sensorINcnt = 0;
    INsensorpattern = 31;
}

break;
```

case 31:

```
sensorINcnt++;
if (sensorINcnt >= 1) {
    sensorINcnt = 0;
    INsensorpattern = 40;
}
break;
```

case 40://3 回目通過 (ゴール)

```
sensorINcnt++;
if (sensorINcnt > 1000) {
    sensorINcnt = 0;
    INsensorpattern = 30;
}
break;
```

case 50:

```
if (Isensor == 1 ) {  
    INTimepattern = 2;  
    sensorINcnt = 0;  
    INsensorpattern = 60;  
}  
break;
```

case 60://ゴール後

```
sensorINcnt++;  
if (sensorINcnt >= 1 ) {  
    sensorINcnt = 0;  
    INsensorpattern = 61;  
}  
break;
```

case 61:

```
if (pattern == 0) {  
    sensorINcnt = 0;  
  
    INsensorpattern = 70;  
}  
break;
```

case 70:

```
INTimepattern = 2;  
sensorINcnt++;  
if (pattern == 4) {  
    sensorINcnt = 0;  
    INsensorpattern = 71;  
}  
break;
```

case 71:

```
INTimepattern = 4;  
sensorINcnt++;  
if (sensorINcnt > 300) {  
    gate1pattern = 0;  
    sensorINcnt = 0;  
    INsensorpattern = 0;  
}  
}
```

}

```

}

void servoOUT() {
  sensorOUTpattern();
  switch (gate2pattern) {
    case 0:
      myservo2.write(126);
      break;

    case 1:
      myservo2.write(39);
      break;
  }
}

void servoIN() {
  sensorINpattern();
  switch (gate1pattern) {
    case 0:
      myservo1.write(124);
      break;

    case 1:
      myservo1.write(37);
      break;
  }
}

void setup() {
  Serial.begin(250000);
  pinMode(sensor1, INPUT_PULLUP);
  pinMode(sensor2, INPUT_PULLUP);
  pinMode(sensor3, INPUT_PULLUP);
  pinMode(sensor4, INPUT_PULLUP);
  myservo1.attach(11);
  myservo2.attach(3);
  lcd.begin(16, 2);           // start the library
  lcd.setCursor(0, 0);
  lcd.print("2OUT"); // print a simple message
  lcd.setCursor(0, 1);     // move to the beginning of the second line
  lcd.print("1IN");
}

```

```
void loop() {  
    timerIN();  
    timerOUT();  
    servoIN();  
    servoOUT();  
    proccesing();  
    LCD();  
    timechange();  
    sensortimekakunin();  
}
```

```
void timeprinter() {  
    timerIN();  
    timerOUT();  
    Serial.print("IN");  
    Serial.print(" ");  
    Serial.print(Icntm);  
    Serial.print(" ");  
    Serial.print(Icnts);  
    Serial.print(" ");  
    Serial.print(Itime2);  
    Serial.print(" ");  
    Serial.print("OUT");  
    Serial.print(" ");  
    Serial.print(Ocntm);  
    Serial.print(" ");  
    Serial.print(Ocnts);  
    Serial.print(" ");  
    Serial.print(Otime2);  
    Serial.print(" ");  
    Serial.print(INTimepattern);  
    Serial.print(" ");  
    Serial.print(pattern);  
    Serial.print(" ");  
    Serial.println(IcntIN);  
}
```

```
void sensorprinter() {  
    sensori();  
    sensoro();  
}
```

```

Serial.print("sensor1");
Serial.print(sensorin1);
Serial.print(" ");
Serial.print("sensor2");
Serial.print(sensorin2 );
Serial.print(" ");
Serial.print("sensor3");
Serial.print(sensorin3 );
Serial.print(" ");
Serial.print("sensor4");
Serial.println(sensorin4 );
}

void patternkakunin() {
    Serial.print(pattern);
    Serial.print(INTimepattern);
    Serial.println(OUTTimepattern);
}

void sensorkakunin() {
    sensoro();
    sensori();
    sensorIN();
    sensorOUT();
    Serial.print(sensorin1);
    Serial.print(sensorin2);
    Serial.print(sensorin3);
    Serial.print(sensorin4);
    Serial.print(INsensorpattern);
    Serial.println(OUTsensorpattern);
}

void sensortimekakunin() {
    sensorINpattern();
    sensorOUTpattern();
    Serial.print(Isensor);
    Serial.print(INTimepattern);
    Serial.print(INsensorpattern);
    Serial.print(" ");
    Serial.print(Osensor);
    Serial.print(OUTTimepattern);
    Serial.println(OUTsensorpattern);
}

void servokakunin() {
    servoIN();

```

```
servoOUT0;
Serial.print(gate1pattern);
Serial.println(gate2pattern);
}
void timechange() {
  timerIN0;
  timerOUT0;
  Serial.print(" ");
  Serial.print(outTime_c);
  Serial.print(" ");
  Serial.print(outTime_s);
  Serial.print(" ");
  Serial.print(outTime_m);
  Serial.print(" ");
  Serial.print(inTime_c);
  Serial.print(" ");
  Serial.print(inTime_s);
  Serial.print(" ");
  Serial.println(inTime_m);
}
```