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 * Copyright © 2016. Guerau Pasola, Adrian Salvador
 * We only updated the code to make it work on 2016, library dependency
 * had changed their API since 2012.
 * We also changed Arduino Pin Assignments for compatibility with Midi Project.
 * All credits for the code goes to:
 * Copyright © 2012. Cody Hazelwood.
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 * -----
 * Platform:  Arduino Uno
 * Description: Calibrates a motorized fader's max and min
 *              position. Allows changing the position with an
 *              external potentiometer. Uses a capacitance
 *              sensing circuit for touch sensitivity.
 *              More or less a proof of concept to be used in a future
 *              project.
 * Dependencies: Capacitive Sensor Arduino Library (for fader touch sensitivity)
 *              http://playground.arduino.cc/Main/CapacitiveSensor
 * -----
 */

#include <CapacitiveSensor.h>

//Arduino Pin Assignments
const int motorDown = 5; //H-Bridge control to make the motor go down
const int motorUp   = 6; //H-Bridge control to make the motor go up

//Inputs
const int wiper = 0; //Position of fader relative to GND (Analog 0)
const int pot   = 3; //Potentiometer to set position of fader (Analog 3)
const int touchSend = 7; //Send pin for Capacitance Sensing Circuit (Digital 7)
const int touchReceive = 8; //Receive pin for Capacitance Sensing Circuit (Digital 8)

//Variables
double faderMax = 0; //Value read by fader's maximum position (0-1023)
double faderMin = 0; //Value read by fader's minimum position (0-1023)

CapacitiveSensor touchLine = CapacitiveSensor(touchSend,touchReceive); //Library for fader touch sensitivity

volatile bool touched = false; //Is the fader currently being touched?

void setup() {
  pinMode (motorUp, OUTPUT);
  pinMode (motorDown, OUTPUT);

  calibrateFader();
}

void loop() {
  int state = analogRead(pot); //Read the state of the potentiometer
  checkTouch(); //Checks to see if the fader is being touched

  if (state < analogRead(wiper) - 10 && state > faderMin && !touched) {
    digitalWrite(motorDown, HIGH);
    while (state < analogRead(wiper) - 10 && !touched) {}; //Loops until motor is done moving
    digitalWrite(motorDown, LOW);
  }
  else if (state > analogRead(wiper) + 10 && state < faderMax && !touched) {

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    digitalWrite(motorUp, HIGH);
    while (state > analogRead(wiper) + 10 && !touched) {}; //Loops until motor is done moving
    digitalWrite(motorUp, LOW);
  }
}

//Calibrates the min and max position of the fader
void calibrateFader() {
  //Send fader to the top and read max position
  digitalWrite(motorUp, HIGH);
  delay(250);
  digitalWrite(motorUp, LOW);
  faderMax = analogRead(wiper);

  //Send fader to the bottom and read max position
  digitalWrite(motorDown, HIGH);
  delay(250);
  digitalWrite(motorDown, LOW);
  faderMin = analogRead(wiper);
}

//Check to see if the fader is being touched
void checkTouch() {
  touched = touchLine.capacitiveSensor(30) > 700; //700 is arbitrary and may need to be changed

  //depending on the fader cap used (if any).
}
```