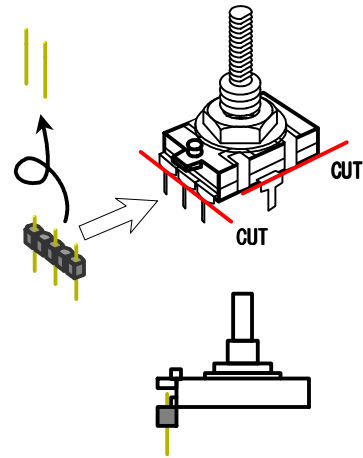
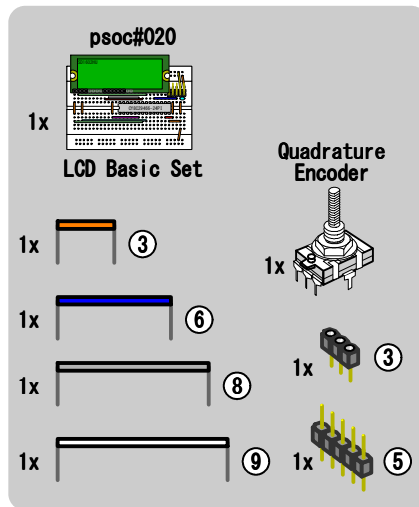




15+

023

Quadrature Decoder by Poling



```

main.c
#define RA 0x80 // RA = P0[7]
#define RB 0x20 // RB = P0[5]

void main()
{
    BYTE csw,psw=0xFF,count=0;
    PRT0DM2&=~RA&~RB; PRT0DM1|=RA|RB; PRT0DM0|=RA|RB;
    PRT0DR = RA|RB; // RA,RB PullUp
    LCD_1_Start();
    LCD_1_PrCString("*** PSoC023 ***");
    while(1) {
        csw = PRT0DR; // Current Switch
        if ((~psw&RA)&&(csw&RA)&&(csw&RB)) count--;
        if ((~psw&RB)&&(csw&RB)&&(csw&RA)) count++;
        LCD_1_Position(1,0);
        LCD_1_PrHexByte(count);
        psw = csw;
    }
}

```

