

Biwak - Feature #228

CPwmLine: implement blink mode adjustement

29.08.2022 11:35 - Maximilian Seesslen

Status:	Abgewiesen	Beginn:	24.08.2022
Priorität:	Normal	Abgabedatum:	
Zugewiesen an:	Maximilian Seesslen	% erledigt:	0%
Kategorie:		Geschätzter Aufwand:	0.00 Stunde
Zielversion:	v2.4.0	Aufgewendete Zeit:	0.00 Stunde
CS Zielversion:			
Beschreibung The beep mode e.g. handles fade in/out Light or to have an smothly blinking LED. A special feature is needed to enter the mode at a special position. e.g. when an display Backlight is fading out and someone is touching it, the fading in should not start at the defined start point but at the brightness where it was when fading out. Same thing for amibent light. This could also be done by creating an dynamic blink mode. But having static ones and jumping to the right position automatically, makes it much easier. <pre>int diffPerms=(((slope.endValue - slope.startValue) * 1000) / (FTYPE)slope.duration); int currentFrequency = slope.startValue + (((FTYPE)elapsedMSeconds(m_timer) * diffPerms) / 1000);</pre> Example: from 1000 to 80 in 1 sec; current value is 540 <pre>diffPerms = ((80-1000)*1000) / 1000)=-920 (/1000) timeShift = ((start - current) * 1000) / diffPerms = -500 timeShift = ((540 - 80) * 1000) / -920 = -500 timeShift = ((1000 - 80) * 1000) / -920 = -1000 // Its over // Thats the time to be added to the start time</pre>			
Zugehörige Tickets: Kopiert von Biwak - Feature #226: CPwmLine: implement blink mode Erledigt 24.08.2022			

Historie

- #1 - 29.08.2022 11:35 - Maximilian Seesslen
- Kopiert von Feature #226: CPwmLine: implement blink mode wurde hinzugefügt
- #2 - 21.12.2022 15:28 - Maximilian Seesslen
- Beschreibung aktualisiert
- #3 - 21.12.2022 15:34 - Maximilian Seesslen
- Beschreibung aktualisiert
- #4 - 21.12.2022 15:48 - Maximilian Seesslen
- Beschreibung aktualisiert
- #5 - 26.02.2024 18:51 - Maximilian Seesslen
- Status wurde von Neu zu Abgewiesen geändert

CFader() already handles this.
The fading speed is calculated at initialization time. Afterwards only the target is changed.