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/* stepping motor controller */
/* PIC16F628A 使用 */
/* 2014/07/24 by T.Inoue */

#include<htc.h>
#include<stdio.h>

__CONFIG(LVPDIS & BORDIS & UNPROTECT & MCLRDIS & PWRTEN & WDTDIS & HS);

#define _XTAL_FREQ 4000000 /* 4MHz */
#define JIKAN 3 /* msec */
#define n 25 /*bunkatsu*/

unsigned char g;

int p[11][3]={{0,0,0},{7,-10,0},{-25,-14,1},{-22,-24,0},{-28,-10,1},{-14,0,1},{-14,-13,0},{-18,-23,1},{-40,-29,0},{0,-19,1},{0,0,0}};

/*,{-18,-25,0},{-18,-38,1},{-28,-32,1},{-28,-42,1},{-6,-35,1},{-9,-28,1},{-5,-41,1}};*/
/*int p[13][3]={{0,0,0},{30,0,1},{15,0,1},{15,-50,1},{40,-45,0},{35,-50,1},{55,-50,0},{45,-50,1},{50,-50,1},{50,0,1},{55,0,1},{45,0,1},{0,0,0}};
*/
/*int
p[18][2]={{10,43},{10,2},{15,22},{22,21},{23,2},{35,21},{34,0},{45,0},{40,21},{38,10},{53,20},{52,2},{60,2},{60,22},{78,4},{77,21},{67,0},{85,0}};
*/
unsigned char i,j;
int k,m,u,v;
int xe,ye,sx,sy,sz;

ioport0;

timng0;
stop_x0;
stop_y0;
clw_x0;
uclw_x0;
clw_y0;

```

```
uclw_y0;
run_px0;
run_mx0;
run_py0;
run_my0;
run_pxpy0;
run_mxmy0;
run_mpxpy0;
run_pxmy0;
run_circle0;

main0{

    ioport0;

    RA0=1; /*スタート 原点調整*/

    while(1){
        uclw_x0;
        if(RA4 == 0) break;
    }

    while(1){
        uclw_y0;
        if(RA5 == 0) break;
    }

    while(1){
        clw_x0;
        if(RA4 == 0) break;
    }

    while(1){
        clw_y0;
        if(RA5 == 0) break;
    }

    while(1){ /*作画 start*/
        if(RA4 == 0) break;
    }

    RA0=0;
```

```

g=1;
if(g==1){
    for(i=0;i<=10;i++){

        xe=p[i+1][0]-p[i][0];
        ye=p[i+1][1]-p[i][1];
        sx=xe*50/n;
        sy=ye*50/n;
        sz=p[i+1][2];
        if(sz == 0){
            RA1=0;
            for(j=80;j>0;j--){
                __delay_ms(n);
            }
        }
        if(sz == 1){
            RA1=1;
            for(j=80;j>0;j--){
                __delay_ms(n);
            }
        }
        if(ye == 0){
            if(xe>0)run_px0;
            else if(xe<0)run_mx0;
            else stop_x0;
        }
        if(xe == 0){
            if(ye>0)run_py0;
            else if(ye<0)run_my0;
            else stop_y0;
        }
        if(xe>0){
            if (ye>0){
                m=n*ye/xe;
                run_pxpy0;
            }
            else if(ye<0){

```

```

        m=-n*ye/x;
        run_pxmy();
    }
}
if(xe<0){
    if(ye>0){
        m=-n*ye/x;
        run_mxpy();
    }
    else if (ye<0){
        m=n*ye/x;
        run_mxmy();
    }
}
}
}
RA1=0;
while(1){    /*wait*/
    if(RA4==0) break;
}
}

ioport(){
    TRISA = 0xBC;    /* b10111100 */
    TRISB = 0x00;    /* b00000000 */
}

timng(){
    __delay_ms(JIKAN);
}

stop_x(){    /* stop x */
    RB0 = RB1 = RB2 = RB3 = 0;
}

stop_y(){    /* stop y */
    RB4 = RB5 = RB6 = RB7 = 0;
}

```

```
}
```

```
clw_x0{ /* x 正転 */
```

```
    timng0;  
    RB0=RB2=1;RB1=RB3=0;/*0x05*/  
    timng0;  
    RB0=RB3=0;RB1=RB2=1;/*0x06*/  
    timng0;  
    RB0=RB2=0;RB1=RB3=1;/*0x0A*/  
    timng0;  
    RB0=RB3=1;RB1=RB2=0;/*0x09*/
```

```
}
```

```
uclw_x0{ /* x 逆転*/
```

```
    timng0;  
    RB0=RB2=1;RB1=RB3=0;/*0x05*/  
    timng0;  
    RB0=RB3=1;RB1=RB2=0;/*0x09*/  
    timng0;  
    RB0=RB2=0;RB1=RB3=1;/*0x0A*/  
    timng0;  
    RB0=RB3=0;RB1=RB2=1;/*0x06*/
```

```
}
```

```
clw_y0{ /* y 正転 */
```

```
    timng0;  
    RB7=RB5=0;RB6=RB4=1; /*0101*/  
    timng0;  
    RB7=RB4=0;RB6=RB5=1; /*0110*/  
    timng0;  
    RB7=RB5=1;RB6=RB4=0; /*1010*/  
    timng0;  
    RB7=RB4=1;RB6=RB5=0; /*1001*/
```

```
}
```

```

uclw_y0{
                                                    /*y 逆転*/

    timng0;
    RB7=RB5=0;RB6=RB4=1;          /*0101*/
    timng0;
    RB7=RB4=1;RB6=RB5=0;        /*1001*/
    timng0;
    RB7=RB5=1;RB6=RB4=0;        /*1010*/
    timng0;
    RB7=RB4=0;RB6=RB5=1;        /*0110*/
}

```

```

run_px0{
    for(k=sx;k>0;k--){
        for(u=n;u>0;u--) clw_x0;
        stop_x0;
    }
}

```

```

run_mx0{
    for(k=sx;k<0;k++){
        for(u=n;u>0;u--) uclw_x0;
        stop_x0;
    }
}

```

```

run_py0{
    for(k=sy;k>0;k--){
        for(u=n;u>=0;u--) clw_y0;
        stop_y0;
    }
}

```

```

run_my0{
    for(k=sy;k<0;k++){
        for(u=n;u>0;u--) uclw_y0;
        stop_x0;
    }
}

```

```

}

run_pxpy0{
    for(k=sx;k>0;k--){          /*-x+y 正転*/
        for(u=n;u>0;u--) clw_x0;
        stop_x0;
        for(v=m;v>=0;v--) clw_y0;
        stop_y0;
    }
}

run_mxpy0{
    for(k=sx;k<0;k++){          /*-x+y 正転*/
        for(u=n;u>0;u--) uclw_x0;
        stop_x0;
        for(v=m;v>=0;v--) clw_y0;
        stop_y0;
    }
}

run_pxmy0{
    for(k=sx;k>0;k--){          /*+x-y */
        for(u=n;u>0;u--) clw_x0;
        stop_x0;
        for(v=m;v>0;v--) uclw_y0;
        stop_y0;
    }
}

run_mxmy0{
    for(k=sx;k<0;k++){          /*-x 逆転-y */
        for(u=n;u>0;u--) uclw_x0;
        stop_x0;
        for(v=m;v>0;v--) uclw_y0;
        stop_y0;
    }
}

```