Receive data from Arduino in Isadora

(These are notes, still need to be converted into a nice report)

Arduino code:

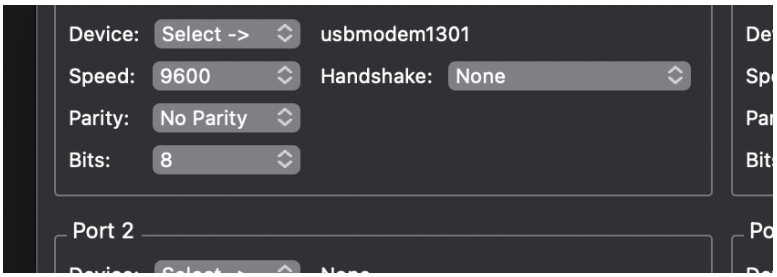
```
#define BUTTON_PIN 2


void setup()
{
 Serial.begin(9600);
 pinMode(BUTTON_PIN, INPUT_PULLUP);
}


void loop()
{
 Serial.println(digitalRead(BUTTON_PIN));
 delay(100);
}
```

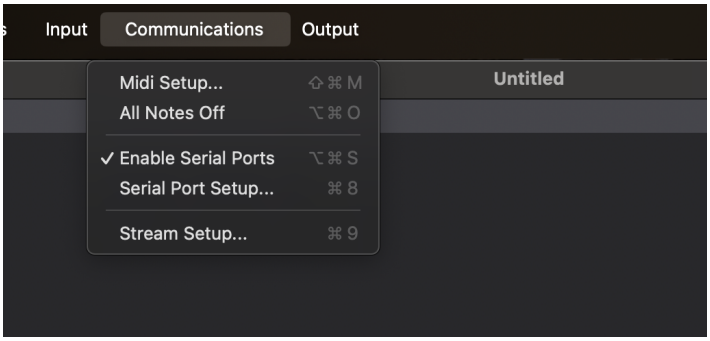
source: https://roboticsbackend.com/arduino-push-button-tutorial/

Isadora settings

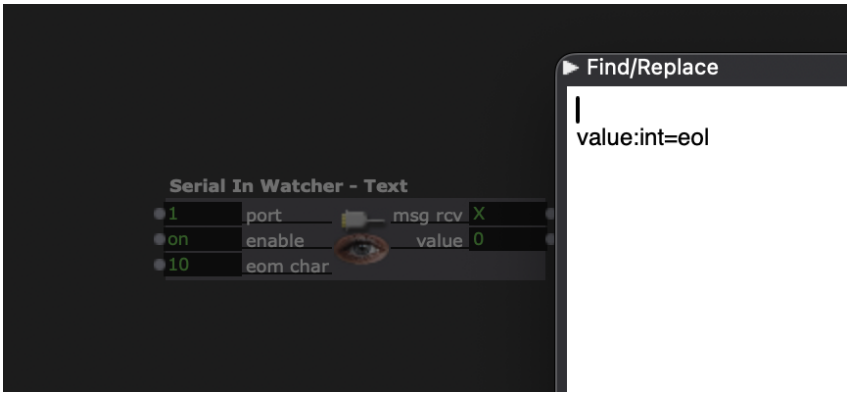
Communications:> Serial port setup
Port 1
Device: select -> usbmodem

Communications>
Enable serial ports





Use serial in watcher actor
open the actor by double klikking it and fill in this code : **value:int=eol**
in actor put **eom char** on **10**



NB! If you have this on, close the serial monitor in Arduino,
If the serial monitor is on, Isadora cannot connect to the Arduino.
This also works the other way around. If you want to adjust your code in Arduino and you want to test the code, you must turn off the serial monitor in Isadora.

Open serial monitor in isadora:
windows > show monitor
Here you can see that the data is coming in from the Arduino. On the far right you can see that the value changes from 0 to 1 when you press the button. The serial monitor is for monitoring purposes only. You can turn it off when you see that the connection works.

In the Serial in watcher actor you see that the value changes from 0 to 1. You can use that output for your patch.

Revision #7
Created 14 January 2025 09:49:26 by Simone
Updated 5 February 2025 14:40:14 by Simone