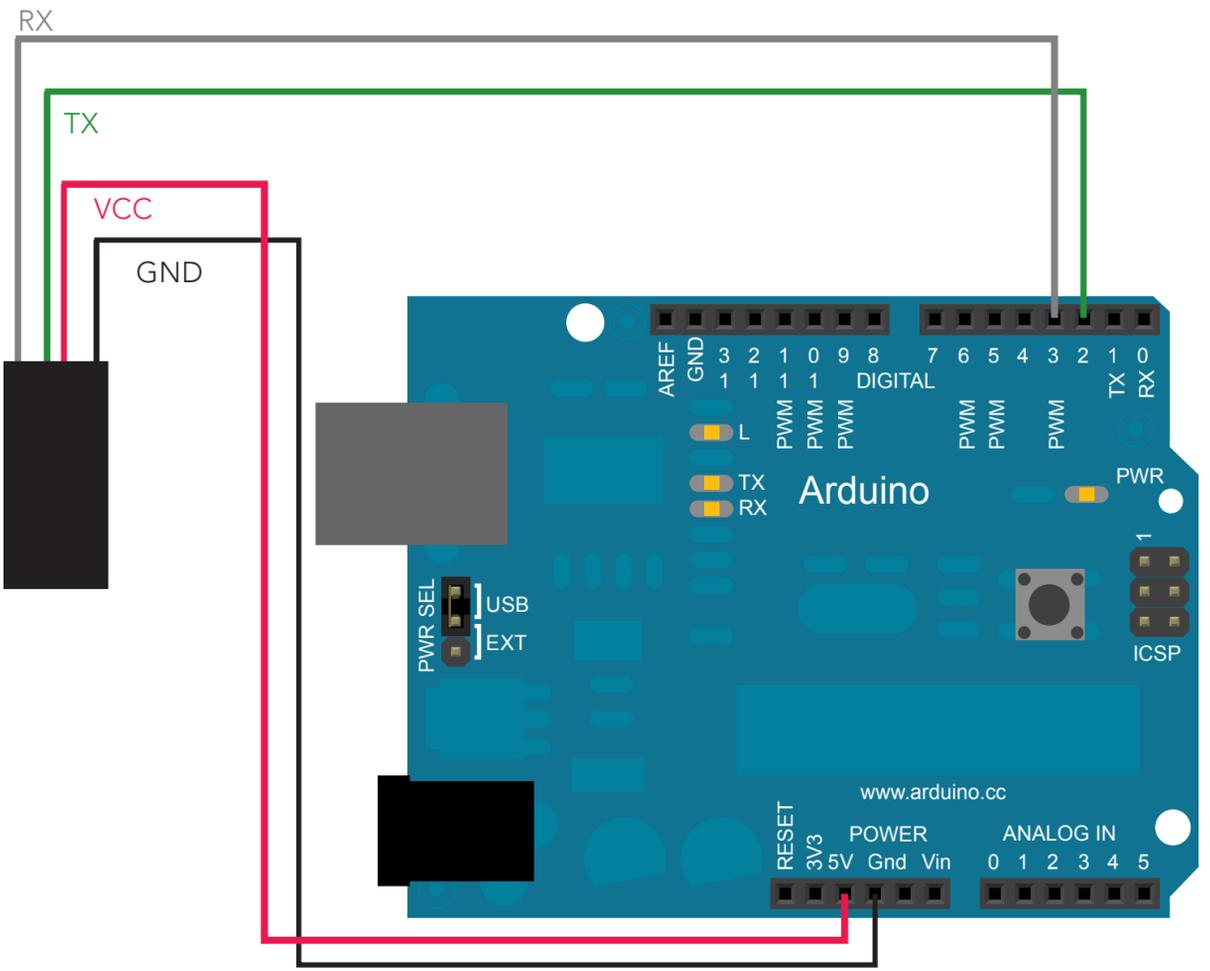




ENV-TMP-D Arduino Sample Code

//This code has intentionally has been written to be overly lengthy and includes unnecessary steps.
 //Many parts of this code can be truncated. Easy of understanding was the primary focus of this code.
 //Code efficiency was not considered. Modify this code as you see fit.
 //This code will output data to the arduino serial monitor.
 //set the var arduino_only to =1 to watch the Arduino take over control of the ENV-TMP-D.



```
#include <SoftwareSerial.h>
#define rx 2
#define tx 3

//we have to include the SoftwareSerial library, or else we can't use it.
//define what pin rx is going to be.
//define what pin tx is going to be.

SoftwareSerial myserial(rx, tx);

//define how the soft serial port is going to work.

char tmp_data[20];
char computerdata[20];
byte pc_debug=0;

//we make a 20 byte character array to hold incoming data from the ENV-TMP-D.
//we make a 20 byte character array to hold incoming data from a pc/mac/other.
//if you would like to debug the ENV-TMP-D through the serial monitor(pc/mac/other).
//if not set this to 0.
//we need to know how many characters have been received.
//we need to know how many characters have been received.
//if you would like to operate the ENV-TMP-D with the arduino only and not use the
//serial monitor to send it commands set this to 1. The data will still come out on the
//serial monitor, so you can see it working.
//used to make sure the arduino takes over control of the ENV-TMP-D properly.
//used to hold a floating point number that is the ENV-TMP-D.
//used to identify when we have received a string from the ENV-TMP-D.

byte received_from_computer=0;
byte received_from_sensor=0;
byte arduino_only=0;

byte startup=0;
float float_tmp=0;
byte string_received=0;

void setup(){
    Serial.begin(38400);
    myserial.begin(38400);
}

void serialEvent(){

    //this interrupt will trigger when the data coming from
    //the serial monitor(pc/mac/other) is received.
    //if pc debug is set to 0 this function will be bypassed.
    //we read the data sent from the serial monitor
    //(pc/mac/other) until we see a <CR>.
    //We also count how many characters have been received.
    //we add a 0 to the spot in the array just after the last
    //character we received. This will stop us from transmitting
    //incorrect data that may have been left in the buffer.
    //we transmit the data received from the serial monitor
    //(pc/mac/other) through the soft serial port to the ENV-TMP-D.
    //all data sent to the ENV-TMP-D must end with a <CR>.

    if(pc_debug==1){
        received_from_computer=Serial.readBytesUntil(13,computerdata,20);

        computerdata[received_from_computer]=0;

        myserial.print(computerdata);

        myserial.print('\r');
    }
}

void loop(){

    //if we see that the ENV-TMP-D has sent a character.
    //we read the data sent from ENV-TMP-D until we see a <CR>.
    //We also count how many character have been recived.
    //we add a 0 to the spot in the array just after the last character
    //we received. This will stop us from transmitting incorrect data that
    //may have been left in the buffer.
    //a flag used when the arduino is controlling the ENV-TMP-D
    //to let us know that a complete string has been received.
    //lets transmit that data received to the serial monitor.

    if(myserial.available() > 0){
        received_from_sensor=myserial.readBytesUntil(13,tmp_data,20);

        tmp_data[received_from_sensor]=0;

        string_received=1;

        Serial.println(tmp_data);
    }

    if(arduino_only==1){
        //if you set arduino_only to = 1.
        //if the arduino just booted up, we need to set some things up first.
        //make sure pc_debug is set to 0. You will no longer be able to write commands
        //to the ENV-TMP-D in the serial monitor.
        //take the ENV-TMP-D out of continues mode.
        //on start up sometimes the first command is missed.
        //so, let's send it twice.
        //a short delay after the ENV-TMP-D was taken out of continues mode is used to make
        //sure we don't over load it with commands.
        //startup is completed, let's not do this again during normal operation.

        if (startup==0){
            pc_debug=0;

            myserial.print("e\r");
            delay(50);
            myserial.print("e\r");
            delay(50);

            startup=1;
        }

        delay(800);
        //we will take a reading ever 800ms. You can make this longer or shorter if you like.
        //send it the command to take a single reading.
        //did we get data back from the ENV-TMP-D?
        //many people ask us "how do I convert a float into a float?" this is how...(pretty tough)
        //This is the proof that it has been converted into a string.
        //This is the proof that it has been converted into a string.
        //reset the string received flag

        if(string_received==1){
            float_tmp=atof(tmp_data);
            if(float_tmp>=25){Serial.println("high\r");}
            if(float_tmp<25){Serial.println("low\r");}
            string_received=0;
        }
    }

    /*
    here are some functions you might find useful

    //set the tmp scale to Kelvin
    void s_kel(){

    // send the "sk" command to set the tmp scale to Kelvin
    mySerial.print("sk\r"); }

    //set the tmp scale to Fahrenheit
    void s_far(){

    //send the "sf" command to set the tmp scale to Fahrenheit
    mySerial.print("sf\r"); }

    // set the tmp scale to Celsius
    void s_cel(){

    // send the "sc" command to set the tmp scale to Celsius
    mySerial.print("sc\r"); }

    // enable the data logger Q 1 min.
    void datta_logger_en(q) //where q is an int (in this case set to 6)
    {
    mySerial.print("d6\r");
    }

    // send the "I" command to query the information
    mySerial.print("I\r");

    */
}


```

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