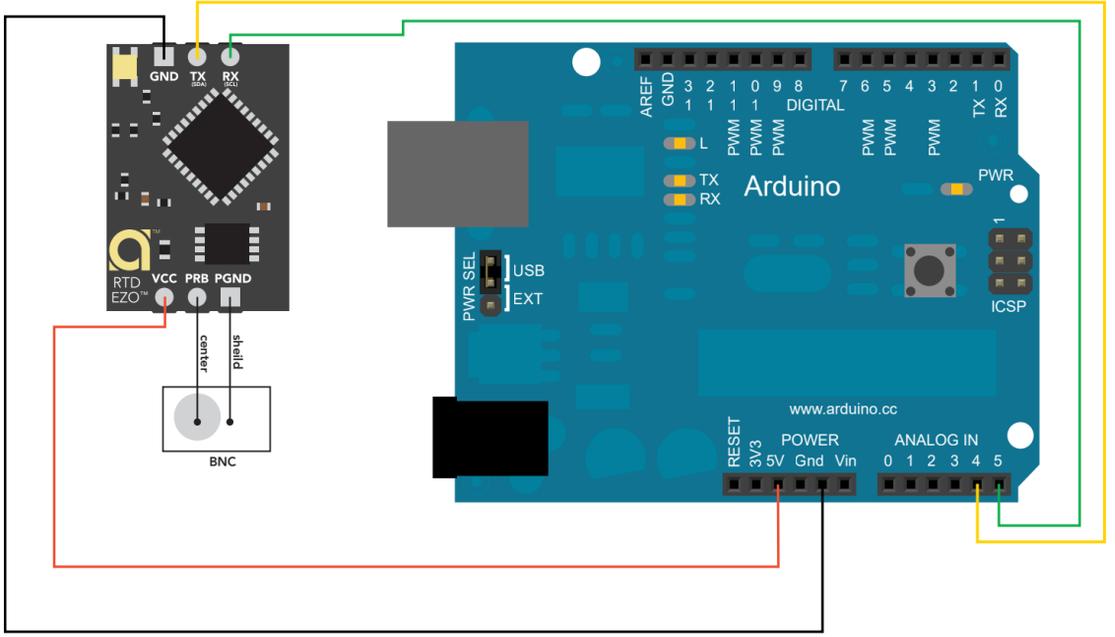
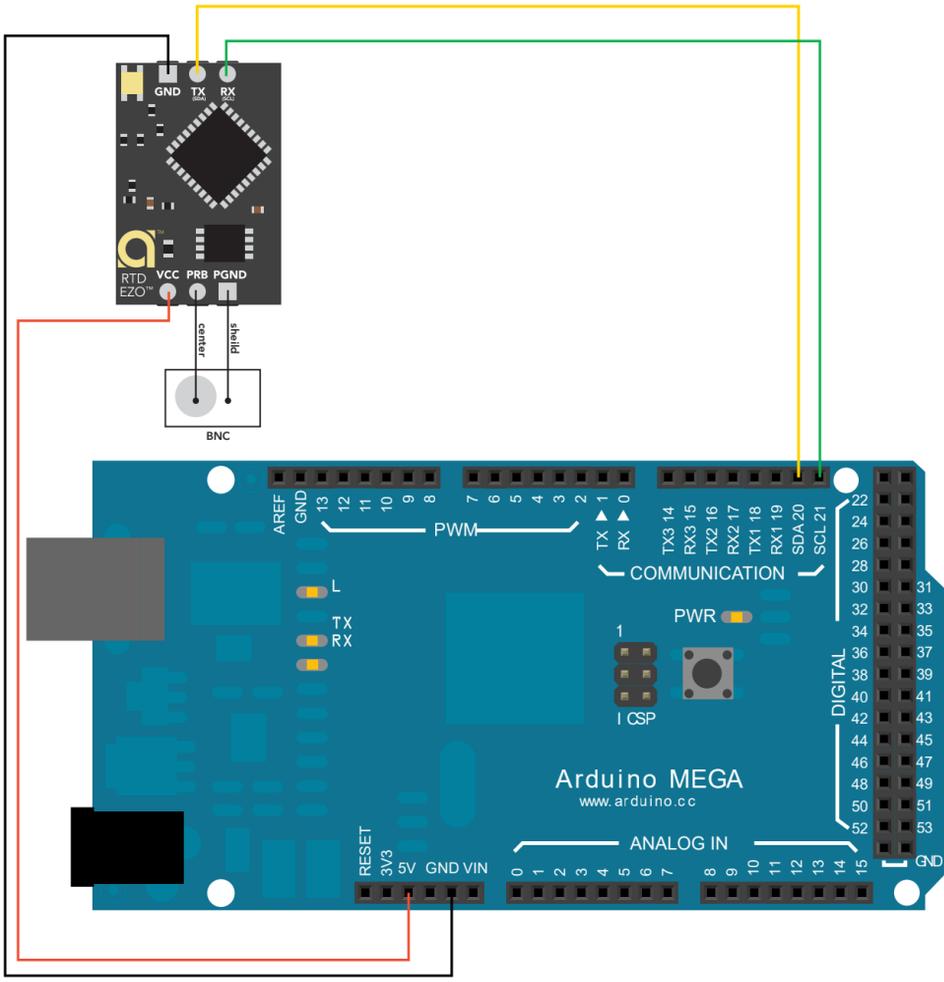
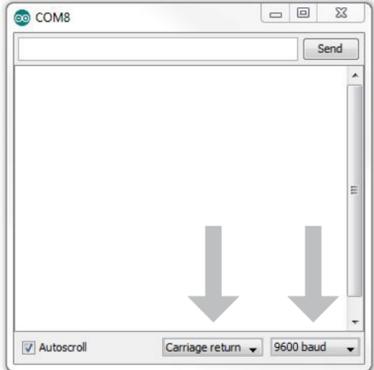




# I<sup>2</sup>C RTD Sample Code

Revised 7/25/16



**/\*\*THIS CODE WILL WORK ON ANY ARDUINO\*\***  
 //This code has intentionally been written to be overly lengthy and includes unnecessary steps.  
 //Many parts of this code can be truncated. This code was written to be easy to understand.  
 //Code efficiency was not considered. Modify this code as you see fit.  
 //This code will output data to the Arduino serial monitor. Type commands into the Arduino serial monitor to control the EZO RTD Circuit in I2C mode.

```
#include <Wire.h> //enable I2C.
#define address 102 //default I2C ID number for EZO RTD Circuit.

char computerdata[20]; //we make a 20 byte character array to hold incoming data from a pc/mac/other.
byte received_from_computer=0; //we need to know how many characters have been received.
byte serial_event=0; //a flag to signal when data has been received from the pc/mac/other.
byte code=0; //used to hold the I2C response code.
char RTD_data[20]; //we make a 20 byte character array to hold incoming data from the RTD circuit.
byte in_char=0; //used as a 1 byte buffer to store in bound bytes from the RTD Circuit.
byte i=0; //counter used for RTD_data array.
int time_=600; //used to change the delay needed depending on the command sent to the EZO Class RTD Circuit.
float tmp_float; //float var used to hold the float value of the RTD.

void setup() //hardware initialization.
{
  Serial.begin(9600); //enable serial port.
  Wire.begin(); //enable I2C port.
}

void serialEvent(){ //this interrupt will trigger when the data coming from
  received_from_computer=Serial.readBytesUntil(13,computerdata,20); //the serial monitor(pc/mac/other) is received.
  computerdata[received_from_computer]=0; //if a command has been sent from the serial monitor
  serial_event=1; //(pc/mac/other) until we see a <CR>. We also count
} //how many characters have been received.
//stop the buffer from transmitting leftovers or garbage.

void loop(){ //the main loop.

  if(serial_event){ //if the serial_event=1.
    if(computerdata[0]=='c'||computerdata[0]=='r')time_=600; //if a command has been sent to calibrate or take a reading
    else time_=300; //we wait 600ms so that the circuit has time to take the reading.
    //if any other command has been sent we wait only 300ms.

    Wire.beginTransmission(address); //call the circuit by its ID number.
    Wire.write(computerdata); //transmit the command that was sent through the serial port.
    Wire.endTransmission(); //end the I2C data transmission.

    delay(time_); //wait the correct amount of time for the circuit to complete its instruction.

    Wire.requestFrom(address,20,1); //call the circuit and request 20 bytes (this is more than we need)
    code=Wire.read(); //the first byte is the response code, we read this separately.

    switch (code){ //switch case based on what the response code is.
      case 1: //decimal 1.
        Serial.println("Success"); //means the command was successful.
        break; //exits the switch case.

      case 2: //decimal 2.
        Serial.println("Failed"); //means the command has failed.
        break; //exits the switch case.

      case 254: //decimal 254
        Serial.println("Pending"); //means the command has not yet been finished calculating.
        break; //exits the switch case.

      case 255: //decimal 255.
        Serial.println("No Data"); //means there is no further data to send.
        break; //exits the switch case.
    }

    while(Wire.available()){ //are there bytes to receive.
      in_char = Wire.read(); //receive a byte.
      RTD_data[i]= in_char; //load this byte into our array.
      i+=1; //incur the counter for the array element.
      if(in_char==0){ //if we see that we have been sent a null command.
        Wire.endTransmission(); //reset the counter i to 0.
        break; //end the I2C data transmission.
      } //exit the while loop.
    }

    Serial.println(ph_data); //print the data.
    serial_event=0; //reset the serial event flag.
  }
}

//Uncomment this section if you want to take the pH value and convert it into floating point number.
//RTD_float=atof(RTD_data);
}
```

[Click here to download the \\*.ino file](#)