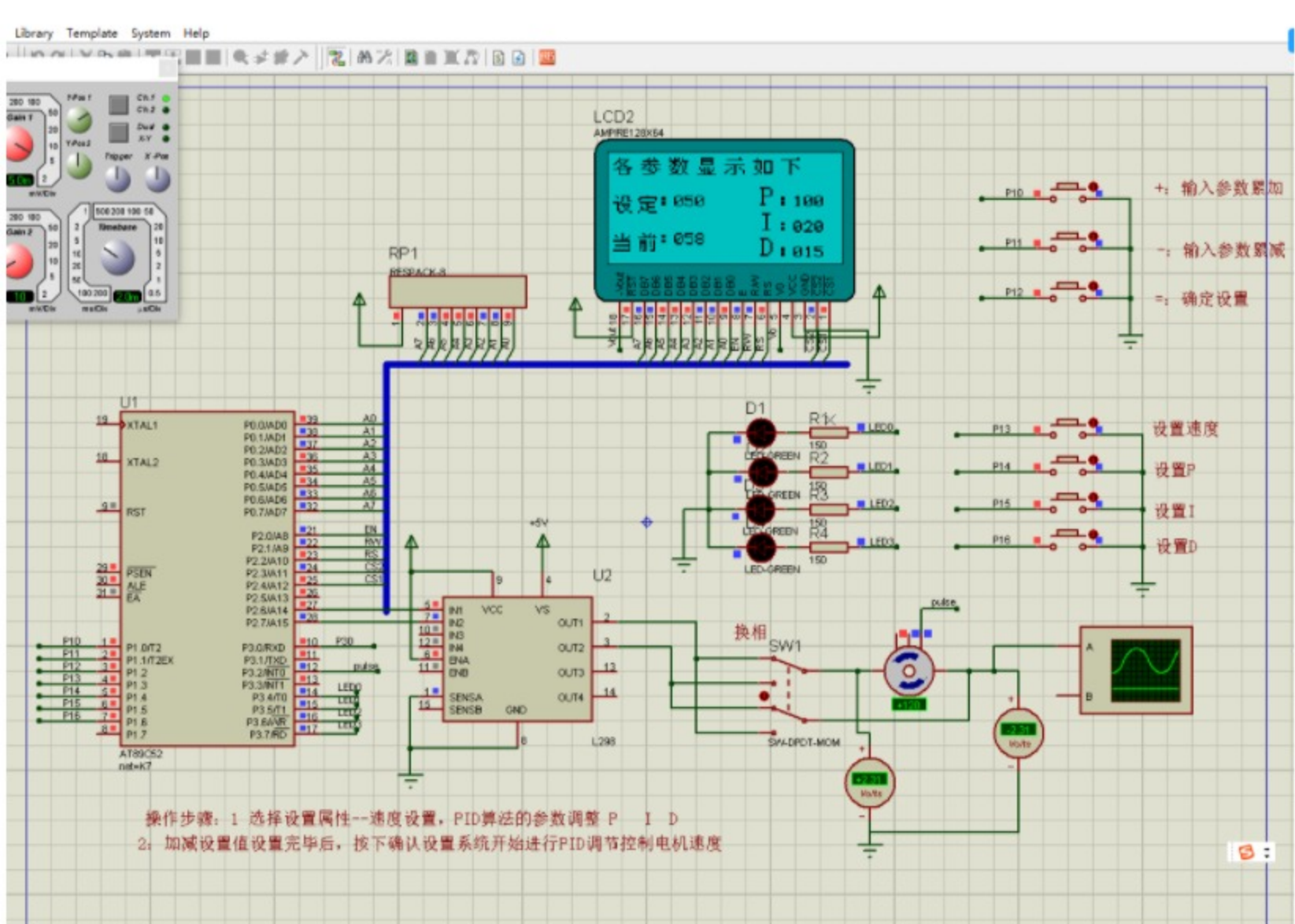




```
1 #include<reg52.h>
2 #include<math.h>
3
4 #define LCD P0
5 #define out_max 20000
6 #define out_min -10000
7
8 sbit EN=P2^0;
9 sbit RW=P2^1;
10 sbit RS=P2^2;
11 sbit CS1=P2^3;
12 sbit CS2=P2^4;
13 sbit BUSY=P0^0;
14
15 sbit PWM=P2^6;
16 sbit DIR=P2^7;
17 sbit LED0=P3^4;
18 sbit LED1=P3^5;
19 sbit LED2=P3^6;
20 sbit LED3=P3^7;
21 sbit speedSet=P1^3;
22 sbit SetP=P1^4;
23 sbit SetI=P1^5;
24 sbit SetD=P1^6;
25
26 sbit Jia=P1^0;
27 sbit Jian=P1^1;
28 sbit Queren=P1^2;
29
30 int PWML=0;
31 int KP=100;
32 int KI=20;
33 int KD=15;
34 int count=0;
35 int Key_flag=0;
36 int flag=0;
37 int last_out=0;
38 int setspeed=50;
39 int speed=0;
40 int Now_speed[3]={0};
41
42 int num,speed,j;
43 unsigned char high,high1,lowh,lowl;
44 int high=10000;
45
46 void delay(unsigned int a);
47
48 /*****/
49 unsigned char code number[][6]=
50 {
51 { 0x00, 0x3E, 0x51, 0x49, 0x45, 0x3E }, // 0
52 { 0x00, 0x00, 0x42, 0x7F, 0x40, 0x00 }, // 1
53 { 0x00, 0x42, 0x61, 0x51, 0x49, 0x46 }, // 2
54 { 0x00, 0x21, 0x41, 0x45, 0x48, 0x31 }, // 3
55 { 0x00, 0x18, 0x14, 0x12, 0x7F, 0x10 }, // 4
56 { 0x00, 0x27, 0x45, 0x45, 0x45, 0x39 }, // 5
57 { 0x00, 0x3C, 0x4A, 0x49, 0x49, 0x30 }, // 6
```