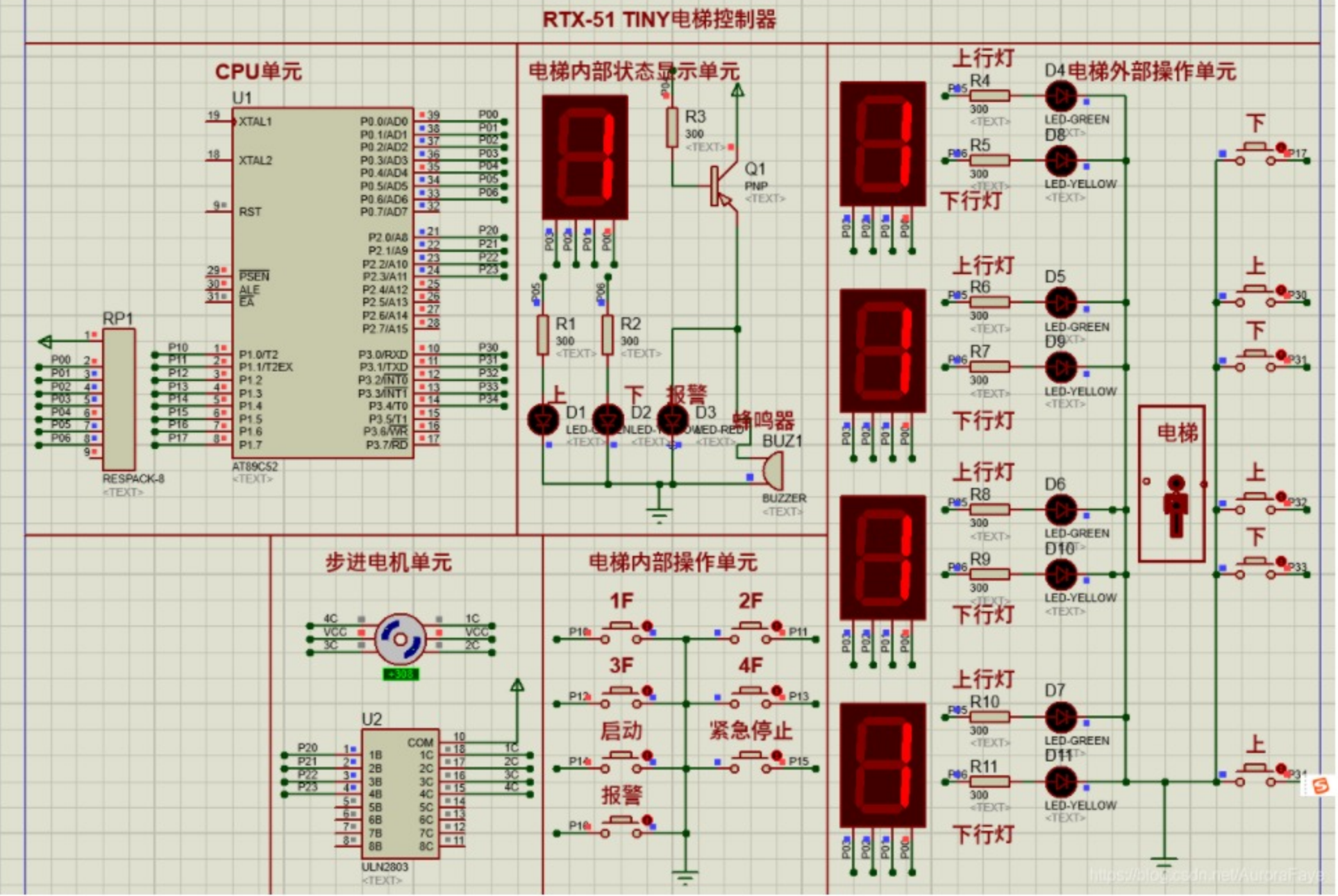




```
1 #include <REGX51.H>
2
3 #define uchar unsigned char
4 #define uint unsigned int
5
6
7
8 #define FOSC 11059200L
9 #define T1MS (65536-FOSC/12/1000) //1ms timer calculation method in 12T mode
10
11 sbit BEEP = P0^4;
12 sbit Upward_LED = P0^5;
13 sbit Down_LED = P0^6;
14 sbit L4_KEY_Down = P1^7;
15 sbit L3_KEY_Up = P3^0;
16 sbit L3_KEY_Down = P3^1;
17 sbit L2_KEY_Up = P3^2;
18 sbit L2_KEY_Down = P3^3;
19 sbit L1_KEY_Up = P3^4;
20
21 sbit L1_KEY = P1^0;
22 sbit L2_KEY = P1^1;
23 sbit L3_KEY = P1^2;
24 sbit L4_KEY = P1^3;
25 sbit Start_KEY = P1^4;
26 sbit Stop_KEY = P1^5;
27 sbit Police_KEY = P1^6;
28
29
30
31 unsigned char code FFw[8]={0xf1,0xf3,0xf2,0xf6,0xf4,0xfc,0xf8,0xf9}; //反转
32 unsigned char code FFz[8]={0xf9,0xf8,0xfc,0xf4,0xf6,0xf2,0xf3,0xf1}; //正转
33 unsigned int K;
34
35
36 //向上是正转
37 uchar motor_state = 0;//电机状态 -- 2: 正转 1: 反转 0: 不转
38 uchar motor_circleNumber = 0;//电机圈数
39 uchar motor_angleNumber = 0;//电机角度
40 uint motor_count = 0;
41 uint motor_last_count = 0;
42 uchar layer_Now = 1;
43 uchar layer_Last = 1;
44 uint count = 0;//理解
45 uchar System_Runing;//系统运行状态
46 bit timer0_flag = 0;
47
48 #define KEY_NULL_PRES 0
49 #define L4_KEY_Down_PRES 1
50 #define L3_KEY_Up_PRES 2
51 #define L3_KEY_Down_PRES 3
52 #define L2_KEY_Up_PRES 4
53 #define L2_KEY_Down_PRES 5
54 #define L1_KEY_Up_PRES 6
55
56 #define L1_KEY_PRES 7
57 #define L2_KEY_PRES 8
58 #define L3_KEY_PRES 9
59 #define L4_KEY_PRES 10
60 #define Start_KEY_PRES 11
61 #define Stop_KEY_PRES 12
62 #define Police_KEY_PRES 13
```