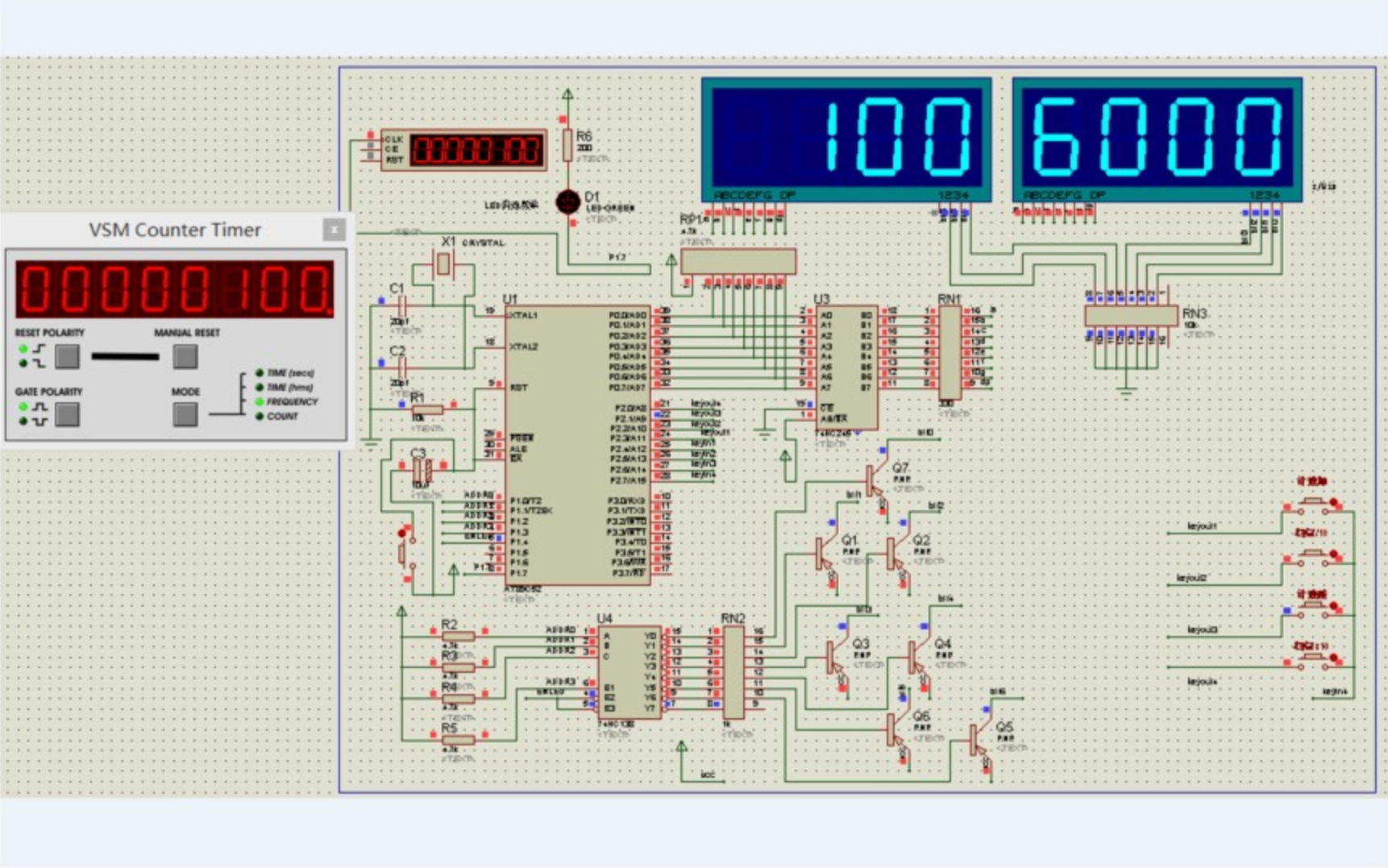
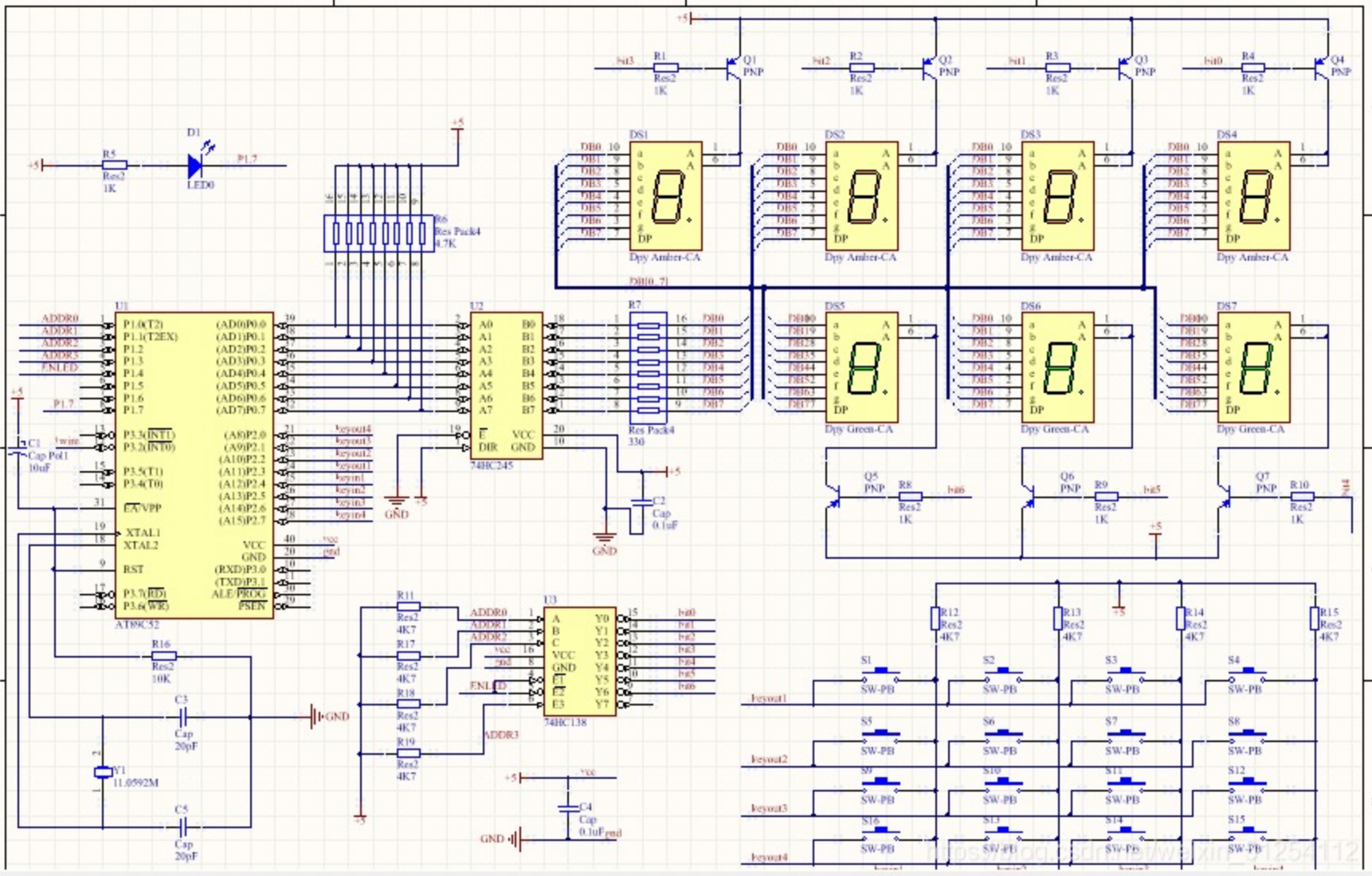


注意事项：

- 1.LED灯选择亮度较高的
- 2将led灯照射风扇
- 3调节按键，当肉眼感觉风扇静止时，数码管显示数字即当前风扇转速



https://blog.csdn.net/weixin_51254112



```
1 unsigned char code LedChar[] = { //数码管显示字符转换表
2     0xC0, 0xF9, 0xA4, 0xB0, 0x99, 0x92, 0x82, 0xF8,
3     0x80, 0x90, 0x88, 0x83, 0xC6, 0xA1, 0x86, 0x8E
4 };
5 unsigned char LedBuff[7] = { //数码管显示缓冲区
6     0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF
7 };
8 unsigned char code KeyCodeMap[4][4] = { //矩阵按键编号到标准键盘键码的映射表
9     { 0x31, 0x32, 0x33, 0x26 }, //数字键1、数字键2、数字键3、向上键
10    { 0x34, 0x35, 0x36, 0x25 }, //数字键4、数字键5、数字键6、向左键
11    { 0x37, 0x38, 0x39, 0x28 }, //数字键7、数字键8、数字键9、向下键
12    { 0x30, 0x1B, 0x0D, 0x27 } //数字键0、ESC键、 回车键、 向右键
13 };
14 unsigned char KeySta[4][4] = { //全部矩阵按键的当前状态
15     {1, 1, 1, 1}, {1, 1, 1, 1}, {1, 1, 1, 1}, {1, 1, 1, 1}
16 };
17
18 signed long a=0,b=0;
19
20 //unsigned long cnt=30000;
21 void KeyDriver();
22
23 void main()
24 {
25     EA = 1; //使能总中断
26     ENLED = 0; //选择数码管进行显示
27     ADDR3 = 1;
28     TMOD = 0x11; //设置T0为模式1
29     TH0 = 0xFC; //为T0赋初值0xFC67, 定时1ms
30     TL0 = 0x67;
```

复制