Title:	**Debouncing Switch Reading Swap Station**	ID:
		0067

Date in:	Response:	Model:	Author:
2005-11-30	*2005-11-30*	-	*CMa*

Q:

I've been looking into the "Turntable failed to rotate" problem which was happening. It looks as though the signal which was being read to indicate that the rotation was complete – either address 100 or 101 depending which way it is rotating - was bouncing.

Our software has a loop where it is reading one of the above locations, waiting until it reads a "1". It then exits the loop and immediately reads the location again to verify whether the signal has changed or whether the loop timed out. One of the logs shows that it read a "1" then read a "0" about 150ms later.

It is reading the signal using the low-level KVReadBackStr procedure. My question is this: if we are using KVReadBackStr to wait for a signal to change, do we need to de-bounce this in our code i.e. wait until the signal has been the new value for 200ms for example?

If we do need to de-bounce signals which are read using KVReadBackStr, is 200ms long enough? If not, how long?

A:

I usually don't do it. Internally I use two timers

101 -> T16 (0.5s)
100 -> T17 (0.5s)

you also may use these. Note you will get a response like

RD T16 -> 1,00005,00005

where the first character is the timer status.