



**STEAM CLOWN™ PRODUCTIONS**

# DUAL H-BRIDGE MOTOR CONTROLLER - L298N



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# OBJECTIVE, OVERVIEW & INTRODUCTION

- This presentation is a tutorial and setup guide for using the L298N Dual H Bridge Motor Controller
- 1. Student will be able to connect and use the L298N Controller
- 2. For additional information and reference material student can refer to STEAM Clowns Closet
- 3. A measure of success will be a spinning DC motor



# STEAM CLOWN™ PRODUCTIONS



**Attribution-NonCommercial-ShareAlike  
3.0 Unported (CC BY-NC-SA 3.0)**

## SEE APPENDIX A, FOR LICENSING & ATTRIBUTION INFORMATION

by-nc-sa-3.0

<https://creativecommons.org/licenses/by-nc-sa/3.0/>

<https://creativecommons.org/faq/#what-does-some-rights-reserved-mean>



**STEAM CLOWN™  
& Squeaky Hinge  
PRODUCTIONS**

© Copyright 2018 STEAM Clown™



# STEAM CLOWN™ PRODUCTIONS

## CAN I GET A COPY OF THESE SLIDES? YES, PROBABLY...

Most presentation lecture slides can be found indexed on [www.steamclown.org](http://www.steamclown.org) and maybe blogged about here on [Jim The STEAM Clown's Blog](#), where you can search for the presentation title. While you are there, sign up for email updates

If you are on of my SVCTE Mechatronics Engineering Students, Look here on the SVCTE Mechatronics Engineering Blog: <https://svctemechatronics.blogspot.com/>



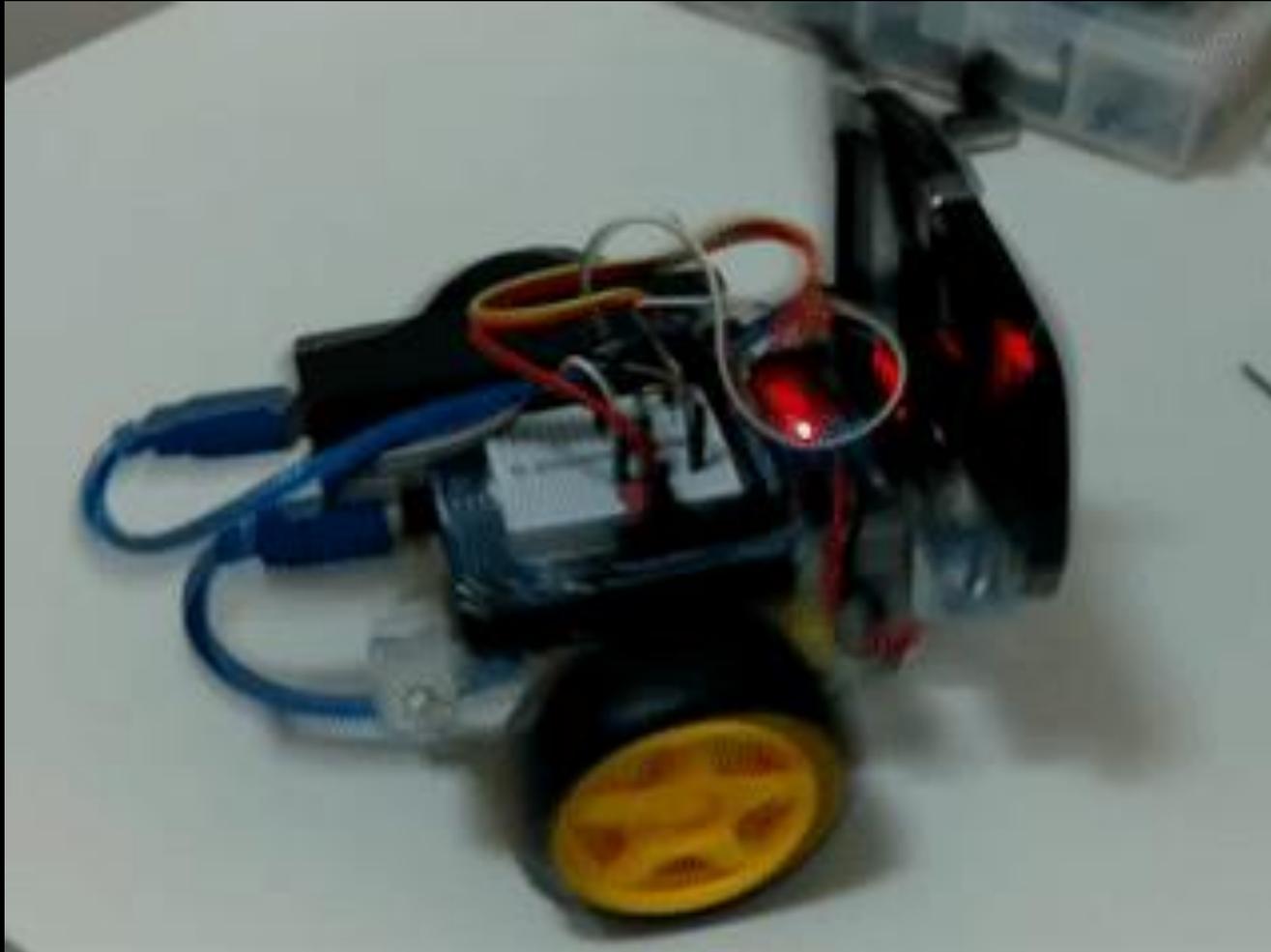
**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# RESOURCES & MATERIALS NEEDED

- L298N Dual H Bridge Motor Controller
- Battery (7.9 – 12 volts)
- Arduino or Raspberry Pi

# Control Stuff Like



# This...



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

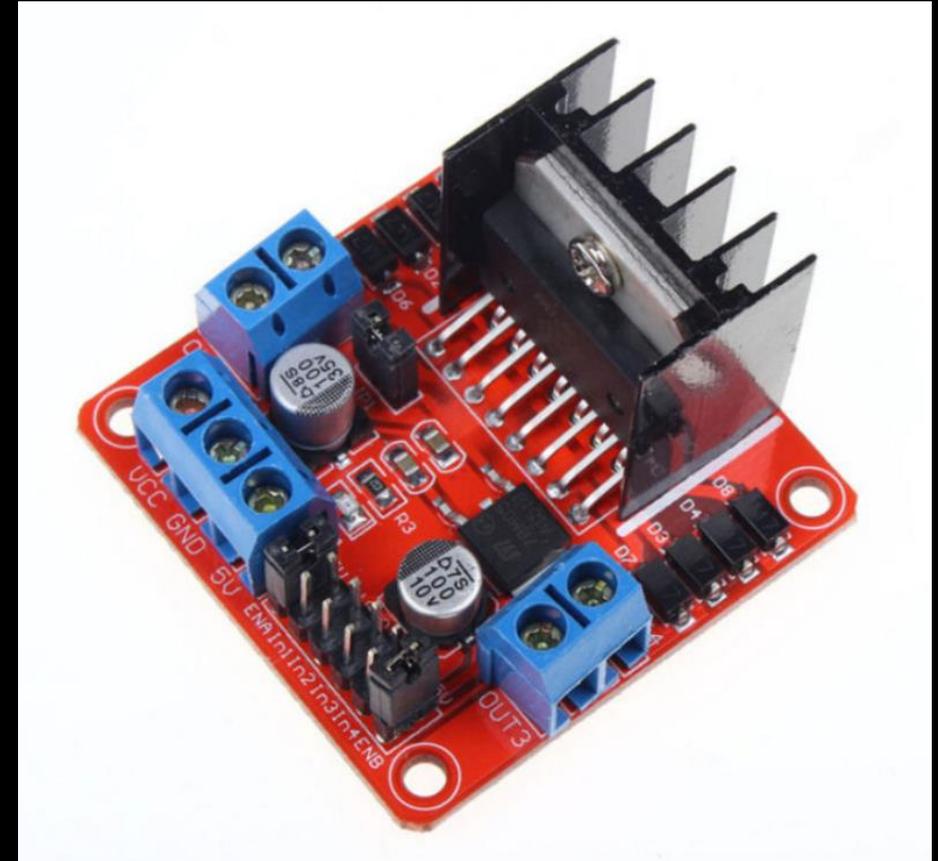
© Copyright 2018 STEAM Clown™

# NEW WORDS OR CONCEPTS...

- H Bridge
- Motor Controller
- Differential Drive

# L298N DUAL H-BRIDGE MOTOR CONTROLLER

- H-Bridge on STEAM Clowns Closet
- YouTube - HOW TO: control DC Motors with Arduino + L298N
- Instructables - Arduino Modules - L298N Dual H-Bridge Motor Controller



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

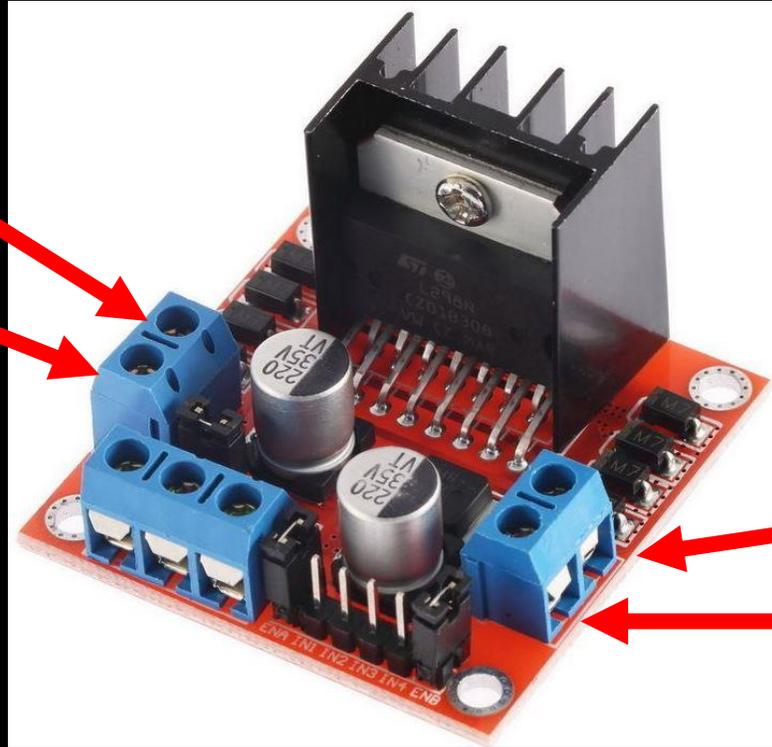
© Copyright 2018 STEAM Clown™

# CONNECTING MOTORS

Motor A

Motor A (-)

Motor A (+)



Motor B

Motor B (+)

Motor B (-)



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# POWERING THE MOTORS

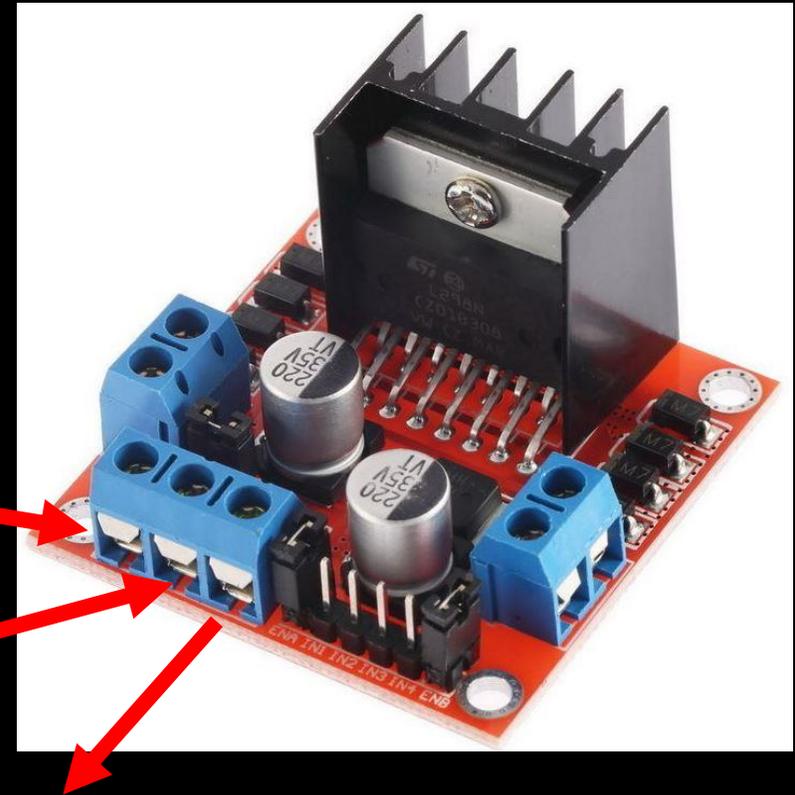
In most cases, the “12” volts will be a 9.6 v battery pack

“12” volts is just the motor power

GND

5 volts out

This can be used to power Arduino

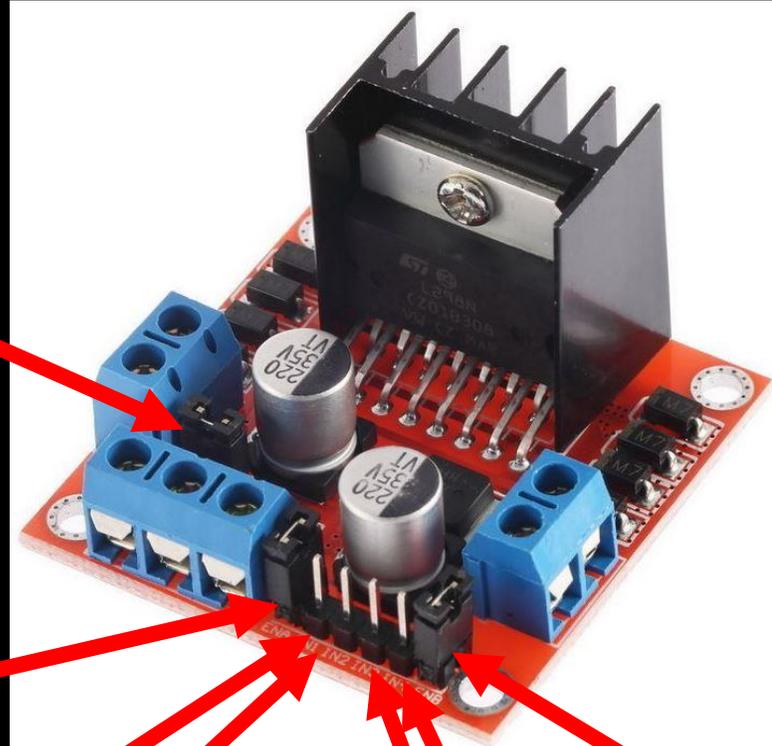


**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# CONTROLLING THE MOTORS - FULL SPEED

Don't move Jumper



ENA  
Enable A

IN1A  
IN2A

IN4B  
IN3B

ENB  
Enable B

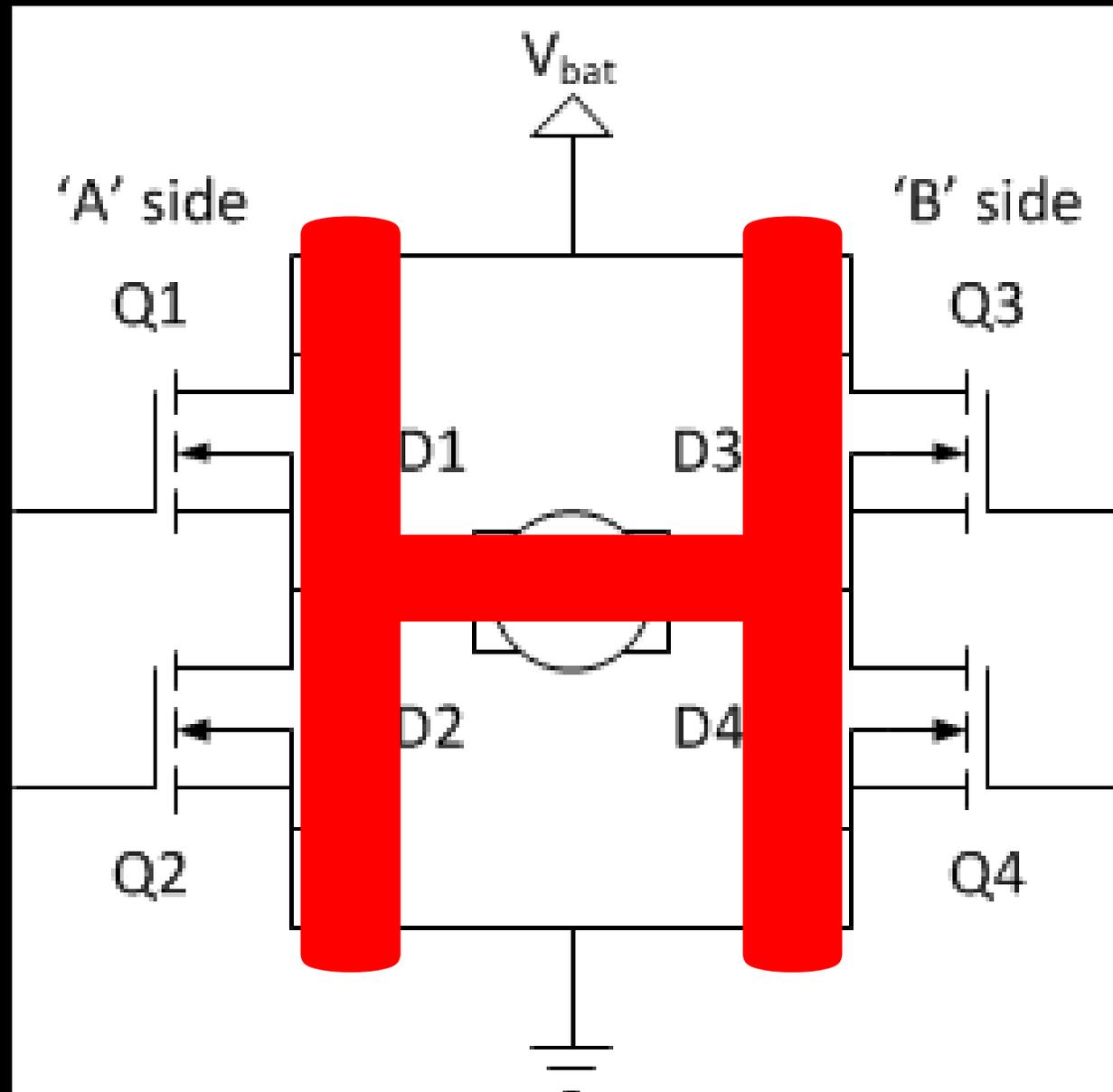
Pin	Forward	Backward	STOP	BAD
ENA	Jumper	Jumper	Jumper)	Jumper
IN1(A)	HIGH	LOW	LOW	HIGH
IN2(A)	LOW	HIGH	LOW	HIGH
IN3(B)	HIGH	LOW	LOW	HIGH
IN4(B)	LOW	HIGH	LOW	HIGH
ENB	Jumper	Jumper	Jumper	Jumper



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# H-BRIDGE THE BASICS



Source - <http://www.modularcircuits.com/blog/articles/h-bridge-secrets/h-bridges-the-basics/>

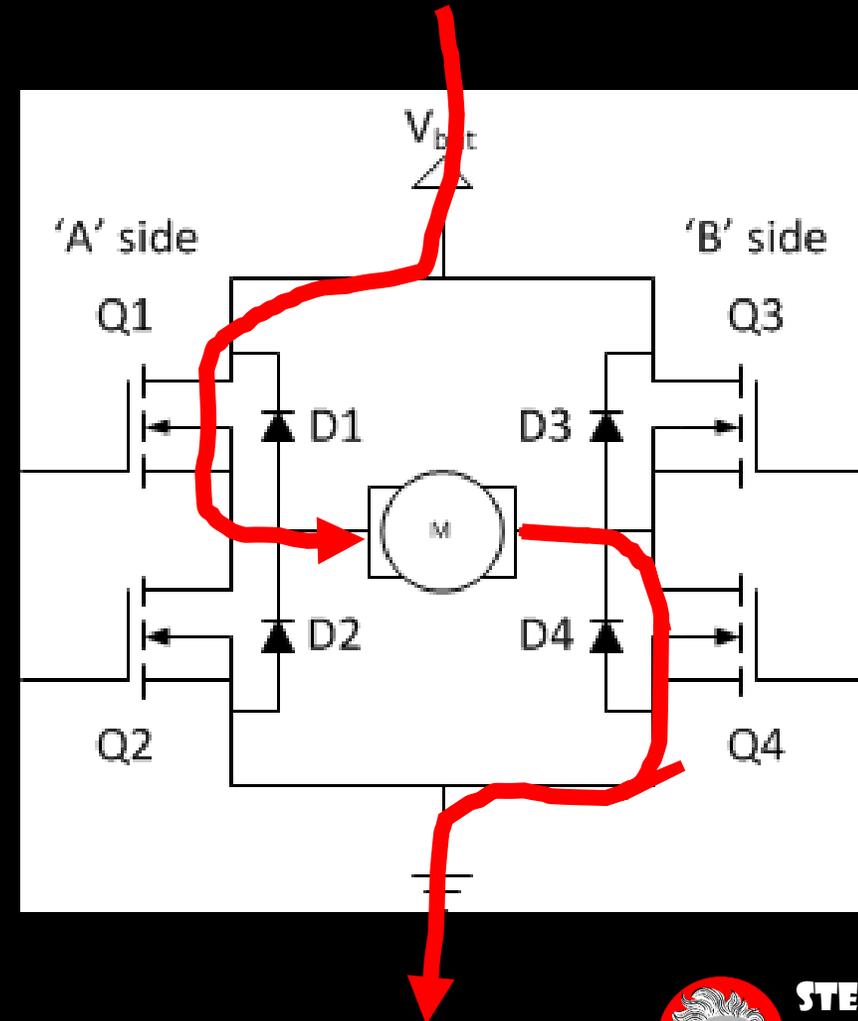


**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# H-BRIDGE CIRCUIT

- if Q1 and Q4 are turned on
- The left lead of the motor will be connected to the power supply
- The right lead is connected to ground.
- Current starts flowing through the motor which energizes the motor in (let's say) the Clockwise direction and the motor shaft starts spinning



Source - <http://www.modularcircuits.com/blog/articles/h-bridge-secrets/h-bridges-the-basics/>

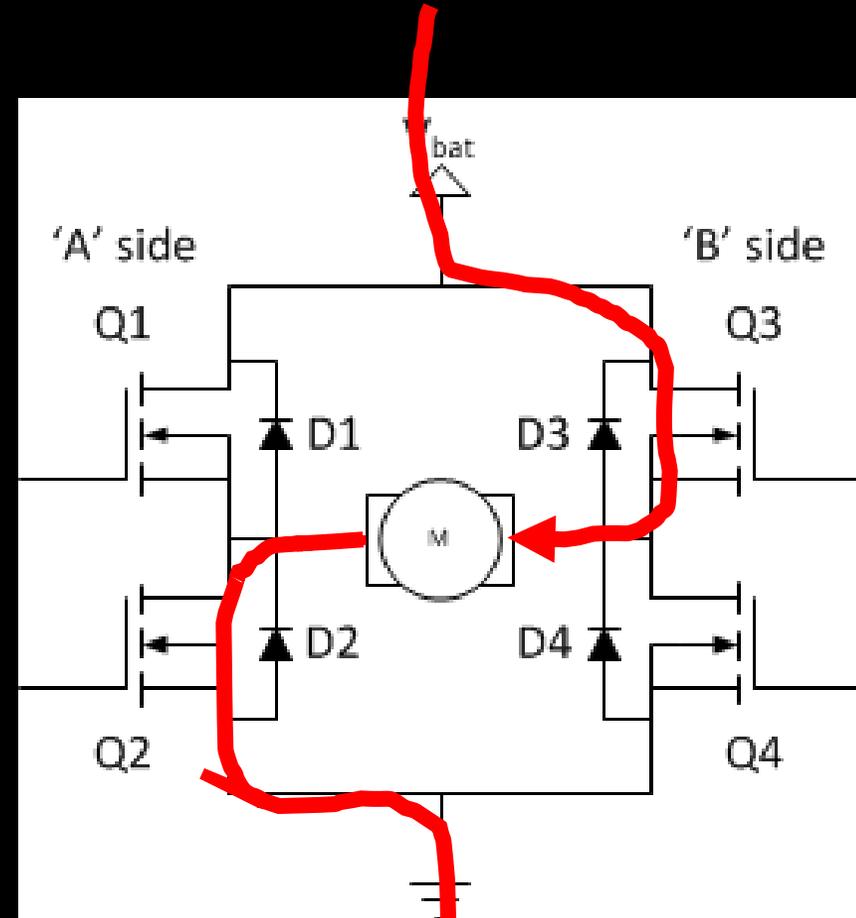


**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# H-BRIDGE CIRCUIT

- if Q3 and Q2 are turned on
- The left lead of the motor will be connected to the power supply
- The right lead is connected to ground.
- Current starts flowing through the motor which energizes the motor in (let's say) the CounterClockwise direction and the motor shaft starts spinning



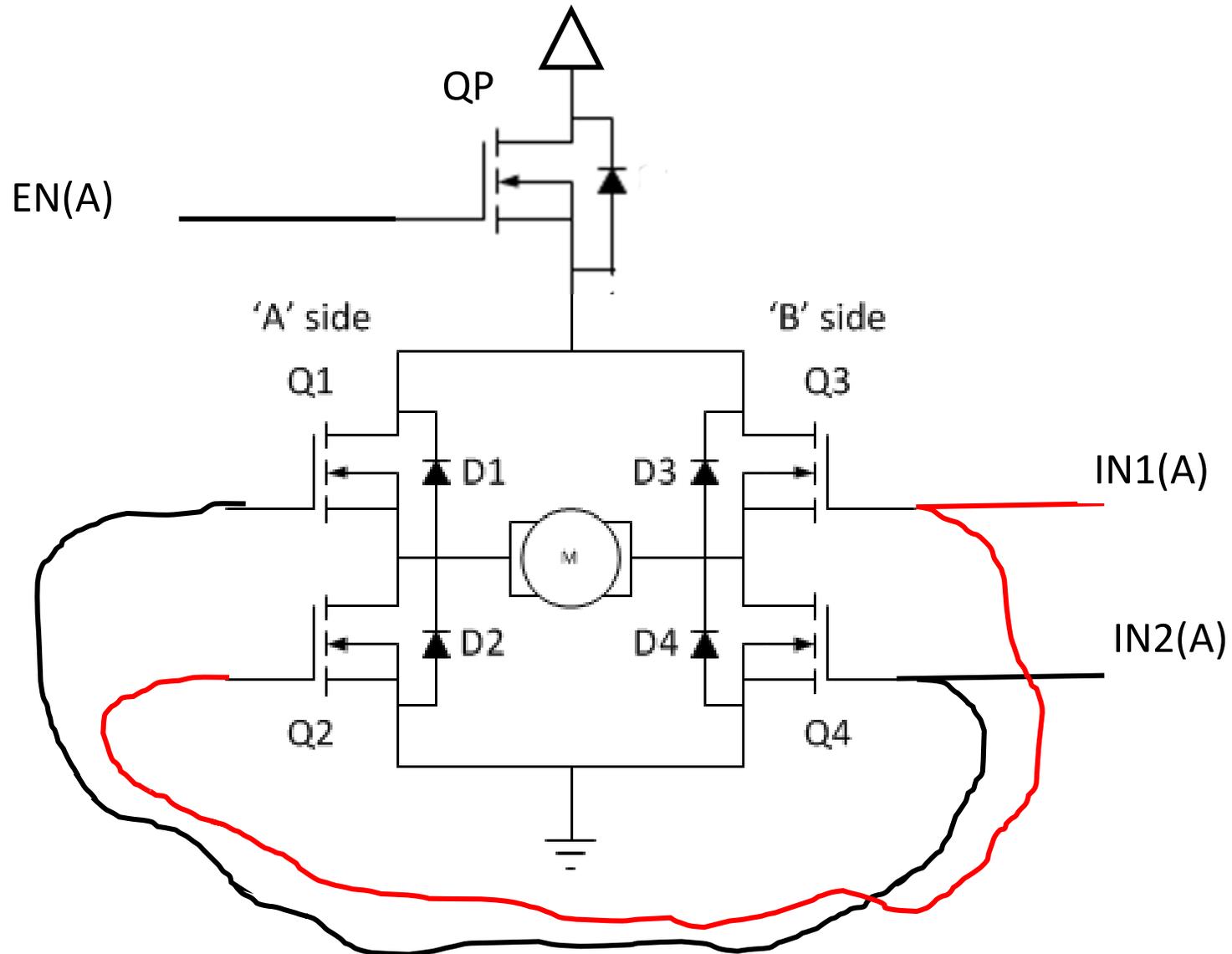
Source - <http://www.modularcircuits.com/blog/articles/h-bridge-secrets/h-bridges-the-basics/>



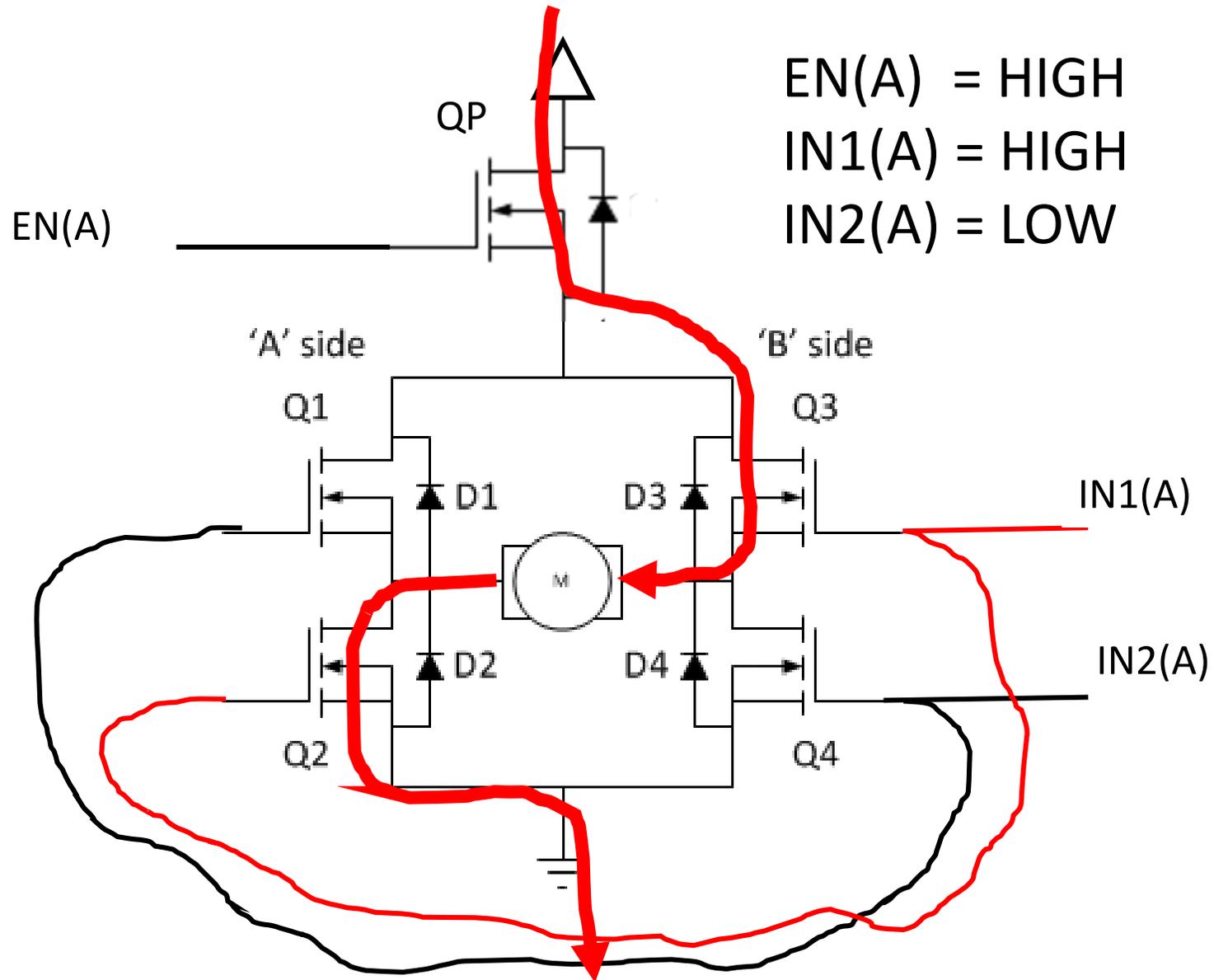
**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# H-BRIDGE CIRCUIT



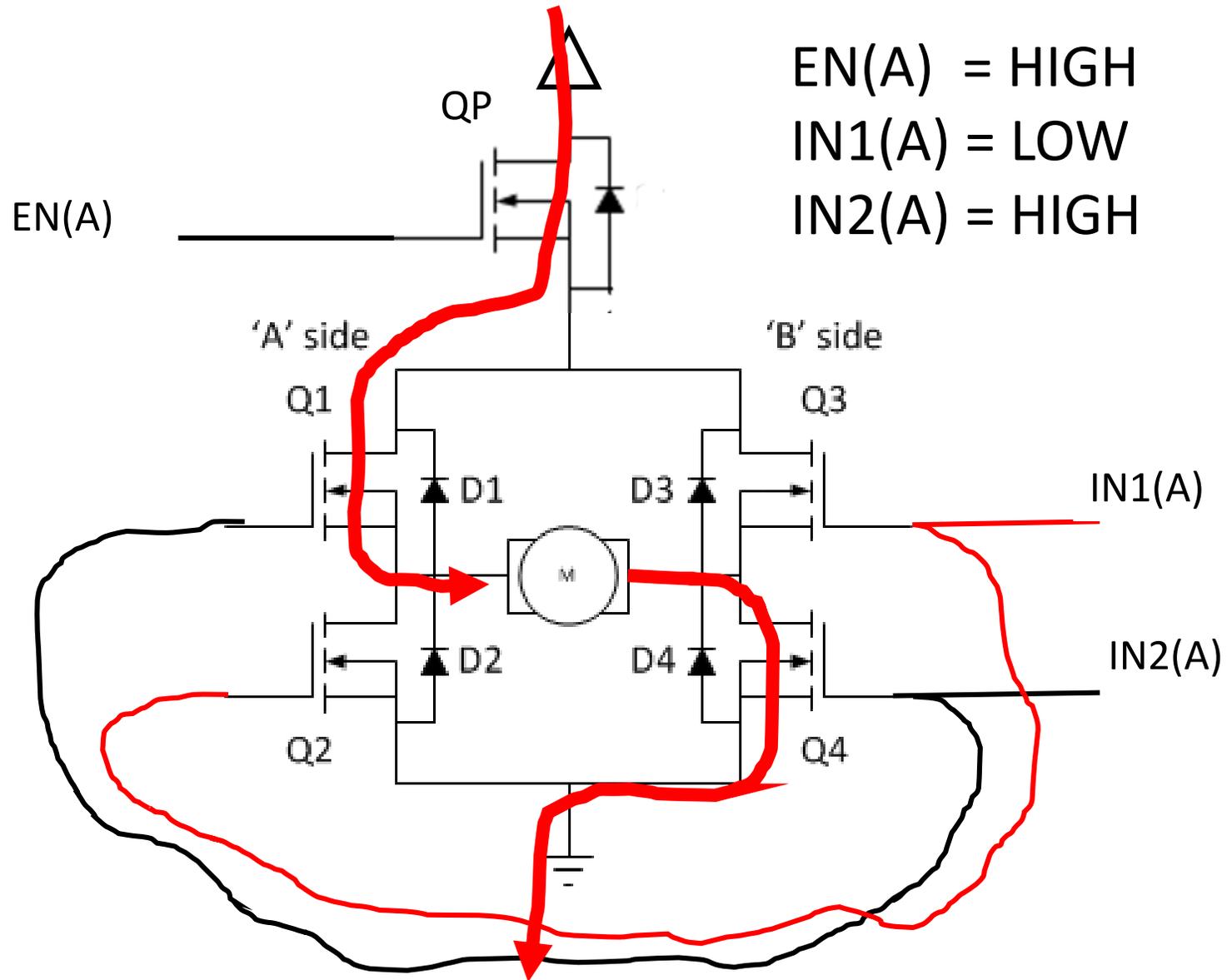
# H-BRIDGE CIRCUIT



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# H-BRIDGE CIRCUIT

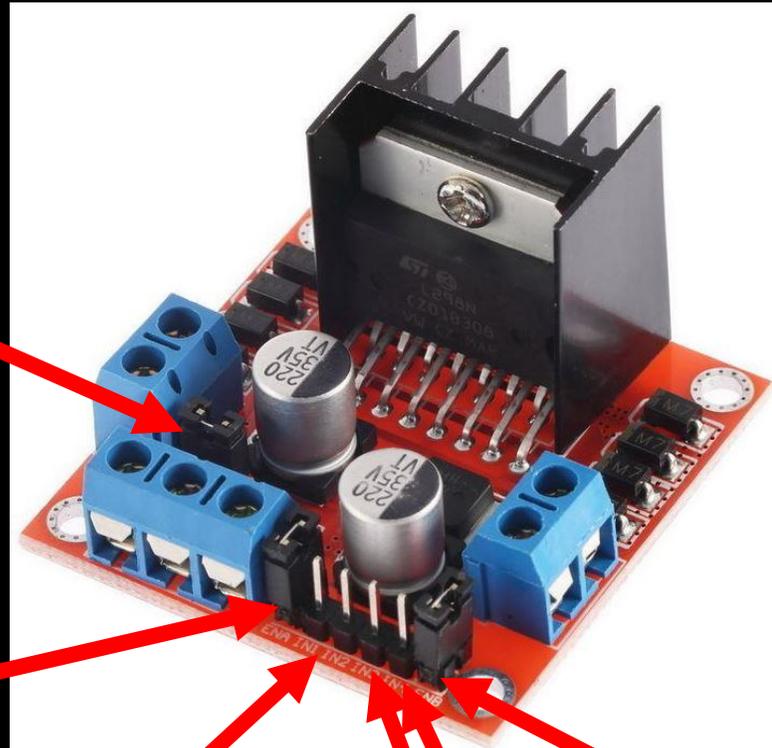


**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# CONTROLLING THE MOTORS - PWM SPEED

Don't move Jumper



ENA  
Enable A

IN1A  
IN2A

IN4B  
IN3B

ENB  
Enable B

Pin	Forward	Backward	STOP	BAD
ENA	Jumper	Jumper	Jumper)	Jumper
IN1(A)	<i>PWM</i>	LOW	LOW	HIGH
IN2(A)	LOW	<i>PWM</i>	LOW	HIGH
IN3(B)	<i>PWM</i>	LOW	LOW	HIGH
IN4(B)	LOW	<i>PWM</i>	LOW	HIGH
ENB	Jumper	Jumper	Jumper	Jumper

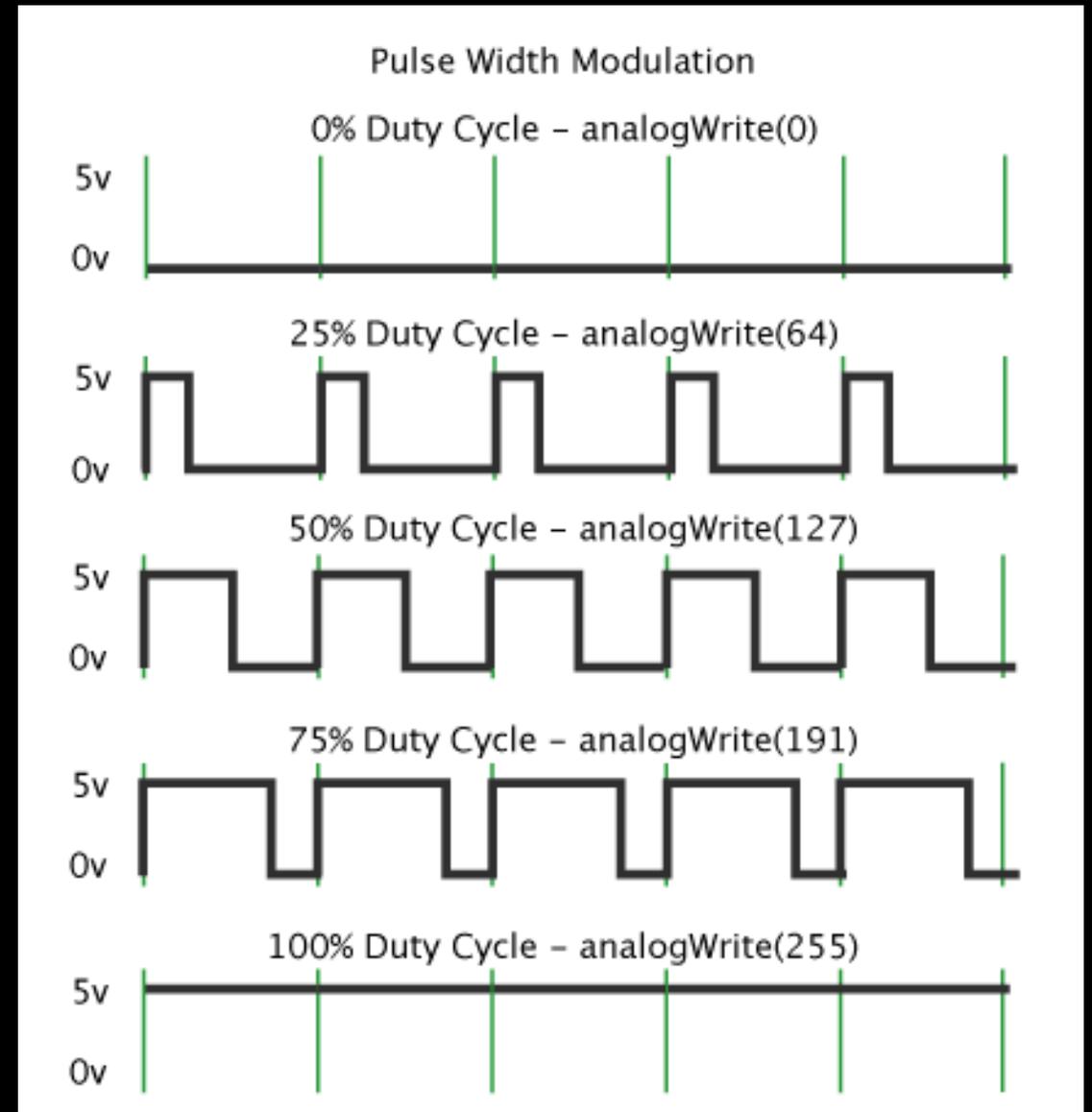


**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

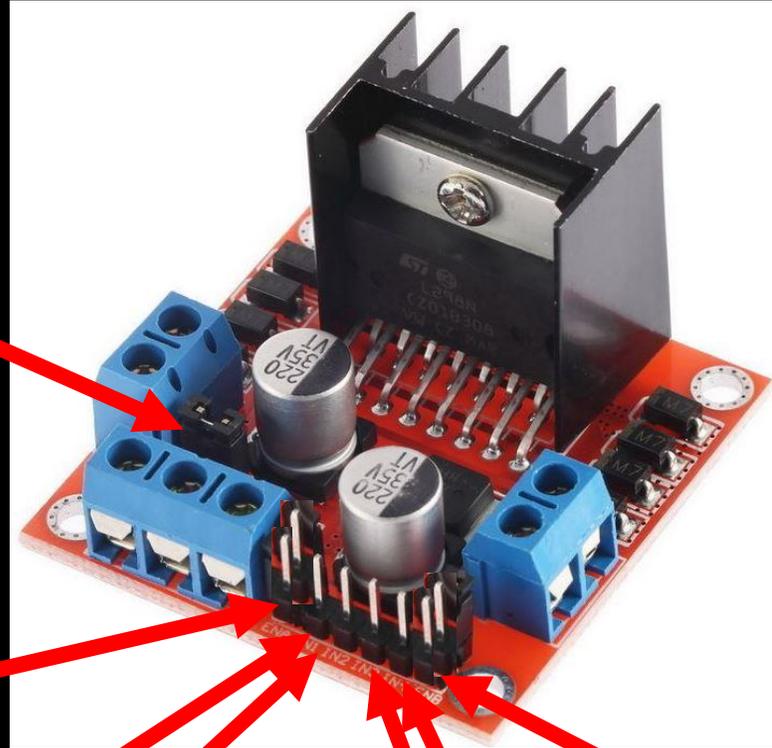
# PWM

- While the signal can only be high (usually 5V) or low (ground) at any time, we can change the proportion of time the signal is high compared to when it is low over a consistent time interval
- <https://learn.sparkfun.com/tutorials/pulse-width-modulation>



# CONTROLLING THE MOTORS - PWM SPEED

Don't move Jumper



ENA  
Enable A

IN1A  
IN2A

IN4B  
IN3B

ENB  
Enable B

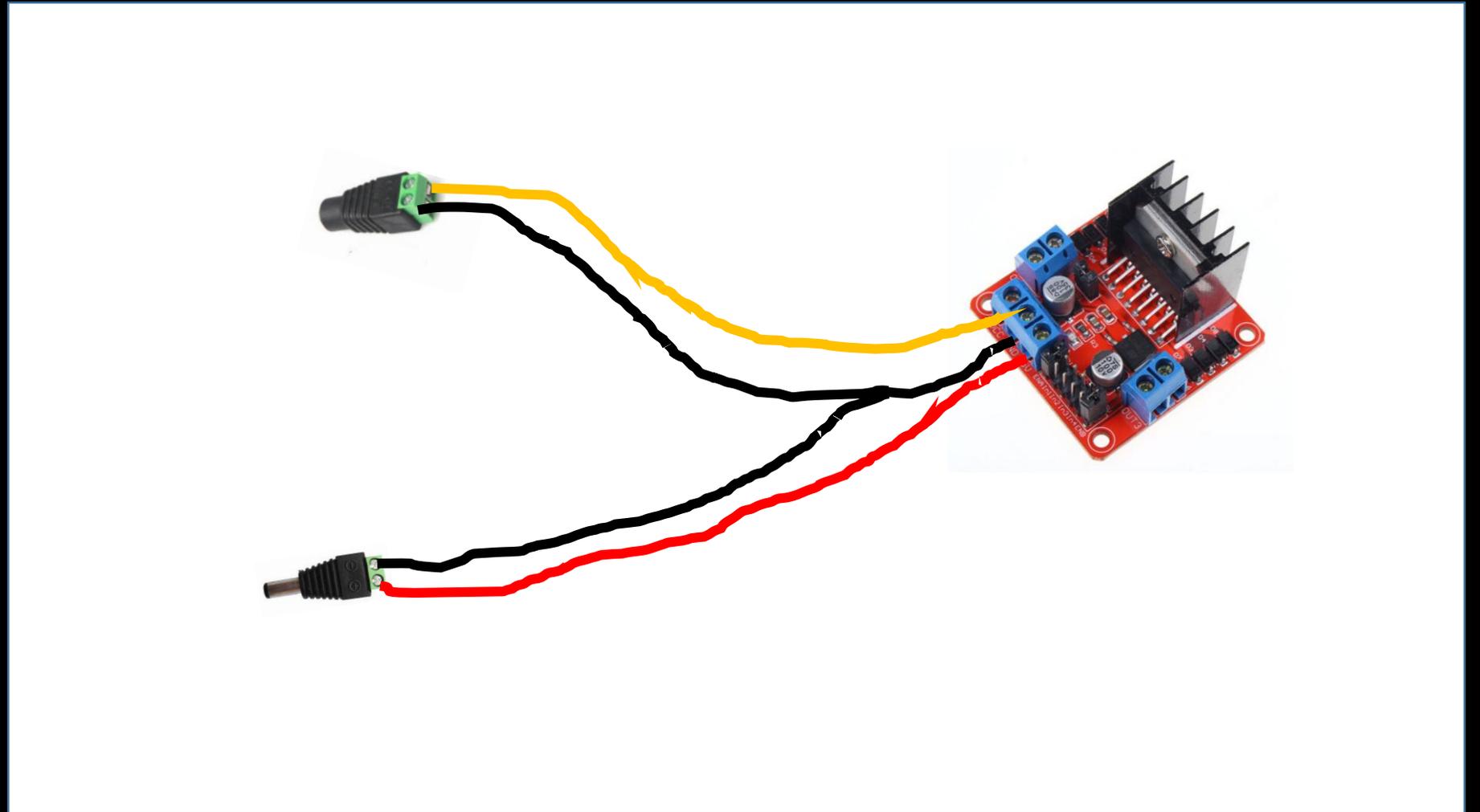
Pin	Forward	Backward	STOP	BAD
ENA	<i>PWM</i>	<i>PWM</i>	<i>PWM=0</i>	<i>PWM</i>
IN1(A)	<b>HIGH</b>	LOW	LOW	<b>HIGH</b>
IN2(A)	LOW	<b>HIGH</b>	LOW	<b>HIGH</b>
IN3(B)	<b>HIGH</b>	LOW	LOW	<b>HIGH</b>
IN4(B)	LOW	<b>HIGH</b>	LOW	<b>HIGH</b>
ENB	<i>PWM</i>	<i>PWM</i>	Jumper	Jumper



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# POWER HARNESS



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™



# STEAM CLOWN™ PRODUCTIONS

# LAB TIME - SPIN A MOTOR



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

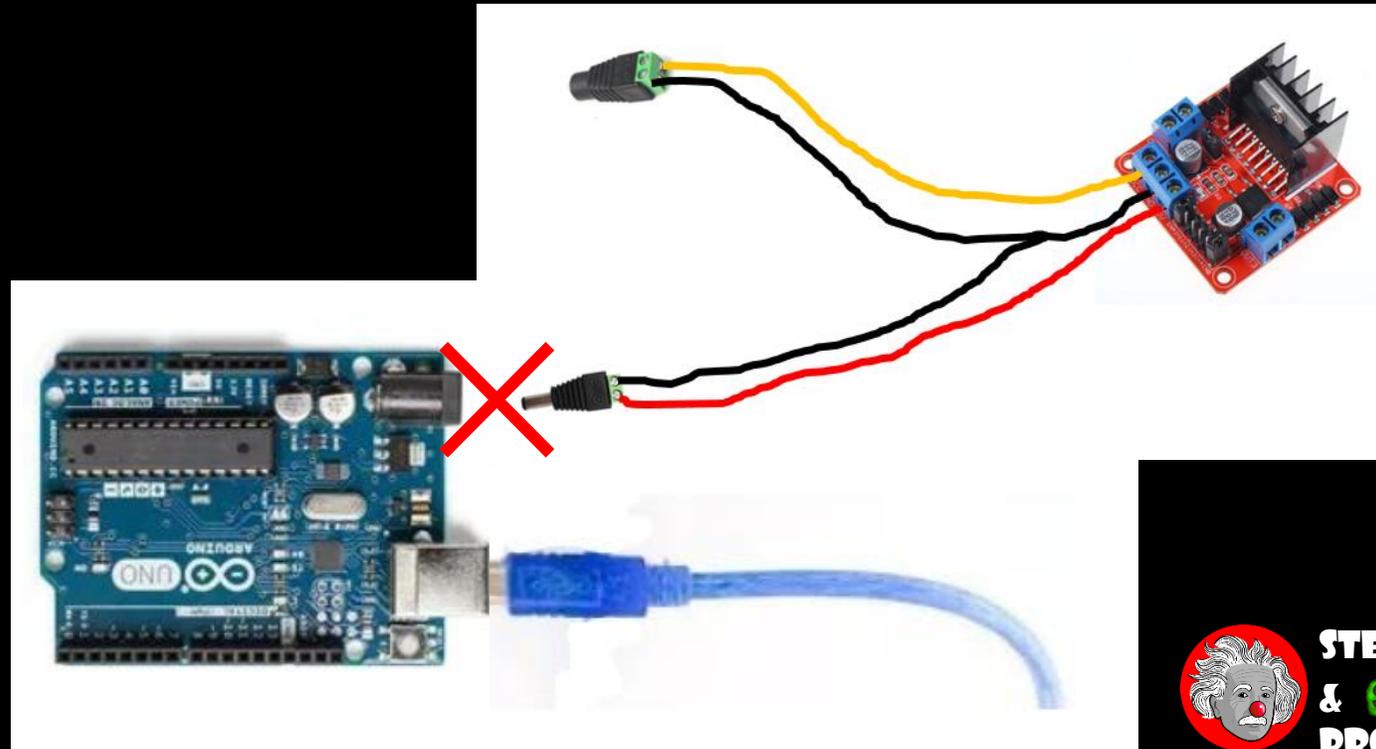
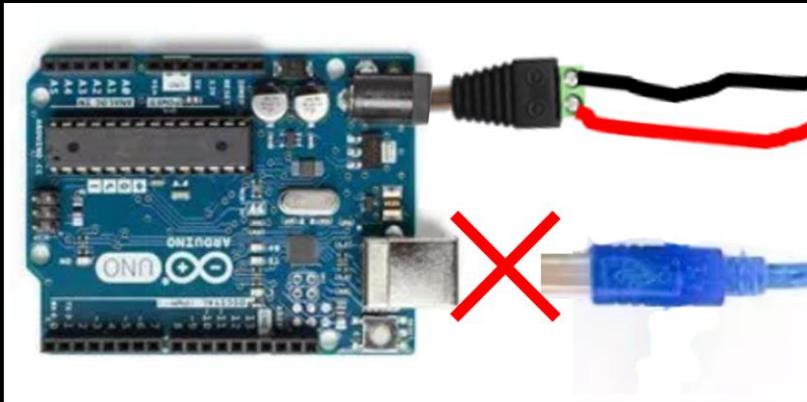
# CONNECTING POWER

- Create a Motor Harness
- Use a 9-12 volt power supply
  - Where the 9 volt connects to the power harness
  - And the harness 5 volts connects to the Arduino
- See Instructions a few slides down...



# DON'T CONNECT USB AND 5V AT THE SAME TIME

- Please don't connect the computer USB power and the Power harness 5 volts at the same time



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# LAB TIME - GO GET SOME CODE TO TEST WITH

- Open a new Arduino sketch and copy the dcMotorTest\_01 from Github
  - Save it on your local drive as dcMotorTest\_01
- You can also copy and save dcMotorTest\_02
- Compile and upload
  - Open a Console window to see it printing it's status
  - Why is the motor not spinning? The code says it is...
- Disconnect the USB port and connect the Power Harness

# MOTOR CONTROL PINS

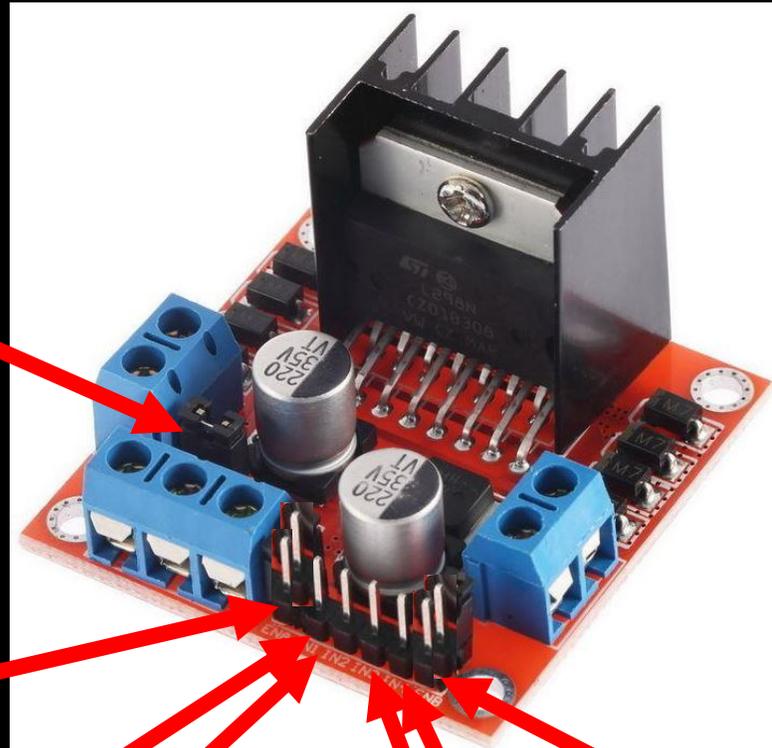
```
// General Pins and Variables
int boardLED=13;

// Motor Control Pins and Variables
byte motorSpeed=0; // change this (0-255) to control the speed
// Left Motor
const int leftDirControl1 = 2;
const int leftDirControl2 = 3;
const int leftSpeedControlPin = 4;
```



# CONTROLLING THE MOTORS - PWM SPEED

Don't move Jumper



ENA  
Enable A

IN1A  
IN2A

IN4B  
IN3B

ENB  
Enable B

Pin	Forward	Backward	STOP	BAD
ENA	<i>PWM</i>	<i>PWM</i>	<i>PWM=0</i>	<i>PWM</i>
IN1(A)	<b>HIGH</b>	LOW	LOW	<b>HIGH</b>
IN2(A)	LOW	<b>HIGH</b>	LOW	<b>HIGH</b>
IN3(B)	<b>HIGH</b>	LOW	LOW	<b>HIGH</b>
IN4(B)	LOW	<b>HIGH</b>	LOW	<b>HIGH</b>
ENB	<i>PWM</i>	<i>PWM</i>	Jumper	Jumper



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# MOTOR CONTROL SETUP

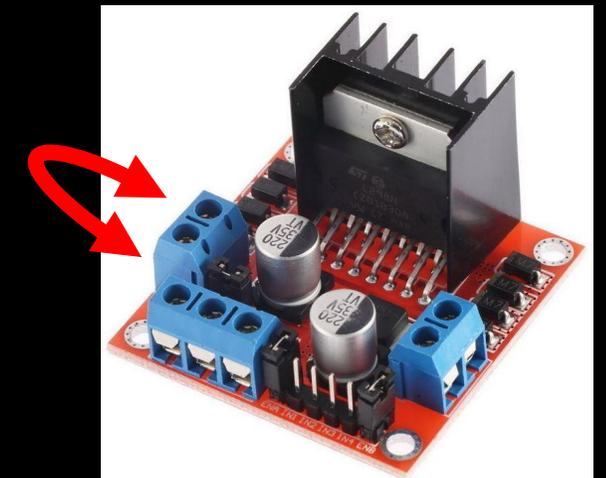
```
void setup() {  
  // initialize serial communication @ 9600 baud:  
  Serial.begin(9600);  
  
  //Define L298N Dual H-Bridge Motor Controller Pins  
  pinMode(leftDirControl1,OUTPUT);  
  pinMode(leftDirControl2,OUTPUT);  
  pinMode(leftSpeedControlPin,OUTPUT);  
  
  // Stop All Motors  
  motorSpeed = 0;  
  analogWrite(leftSpeedControlPin, motorSpeed); //Sets speed via PWM  
  digitalWrite(leftDirControl1, LOW);  
  digitalWrite(leftDirControl2, LOW);  
  delay(1000);  
}
```

# MOTOR CONTROL LOOP

```
void loop() {  
  // turn on left motor in a Clockwise motion  
  motorSpeed = 140;    //Sets speed variable via PWM = 140;  
  analogWrite(leftSpeedControlPin, motorSpeed); //Sets speed via PWM  
  digitalWrite(leftDirControl1, LOW);  
  digitalWrite(leftDirControl2, HIGH);  
  Serial.print("Clockwise with a speed of ");  
  Serial.println(motorSpeed);  
  delay(2000);  
  
  // Stop All Motors  
  motorSpeed = 0;  
  analogWrite(leftSpeedControlPin, motorSpeed); //Sets speed via PWM  
  digitalWrite(leftDirControl1, LOW);  
  digitalWrite(leftDirControl2, LOW);  
  Serial.println("All Motors STOPPED");  
  delay(1000);  
}
```

# IS YOUR MOTOR SPINNING? THE RIGHT WAY?

- If your motor is spinning Clockwise when you tell it to spin clockwise, great...
- If not, what can you do?
  - Best option is to switch the motor wires
  - What else could you do?



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

- What is the difference between dcMotorTest\_01 and dcMotorTest\_02 ?
- What is the “stall” speed of your motor?
  - Stall speed is the slowest you can set the speed and still have your motor turn
  - dcMotorTest has the speed set at 140. what is the slowest speed that your motor will run? Hint: 100 is probably to slow



# STEAM CLOWN™ PRODUCTIONS

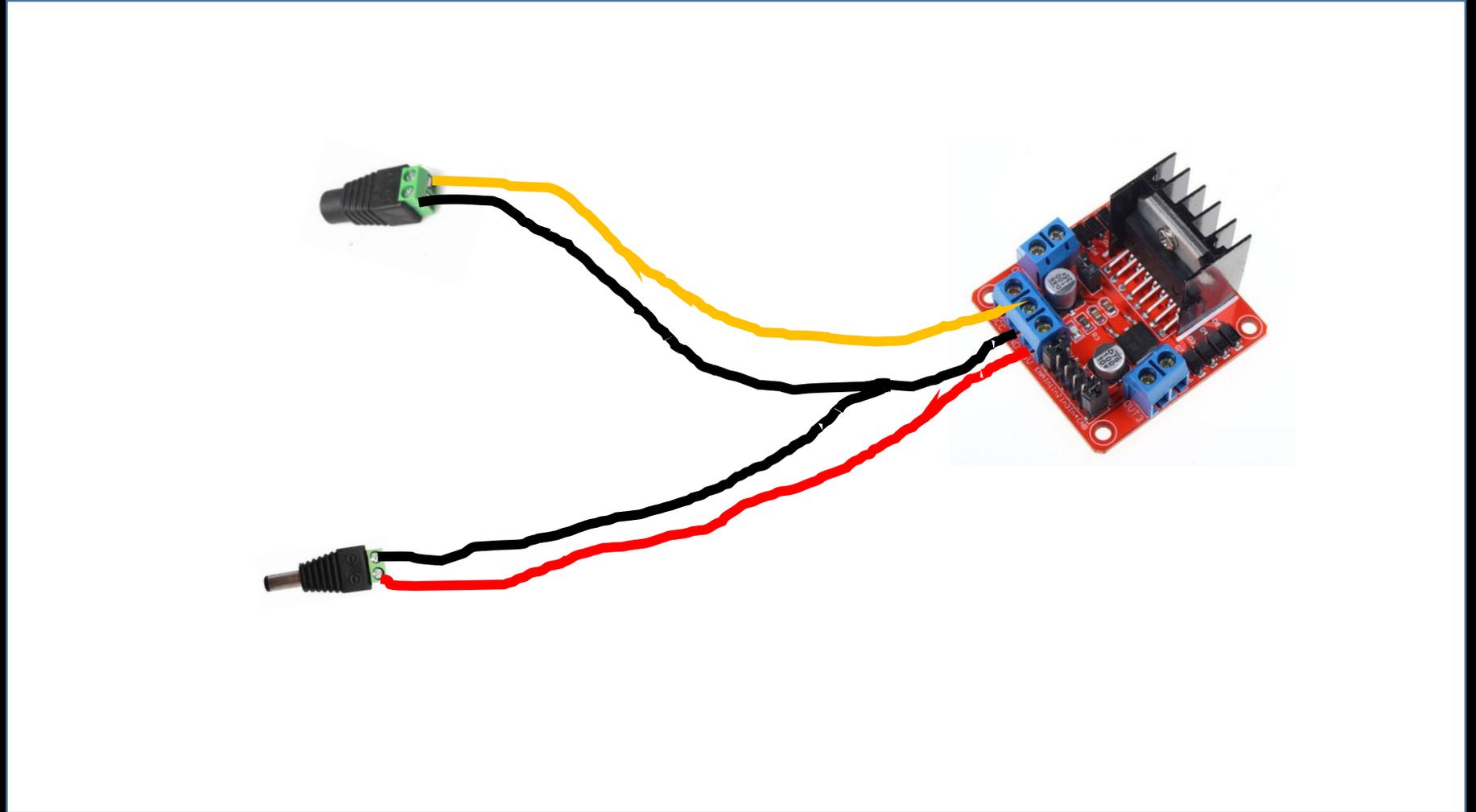
# POWER HARNESS



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

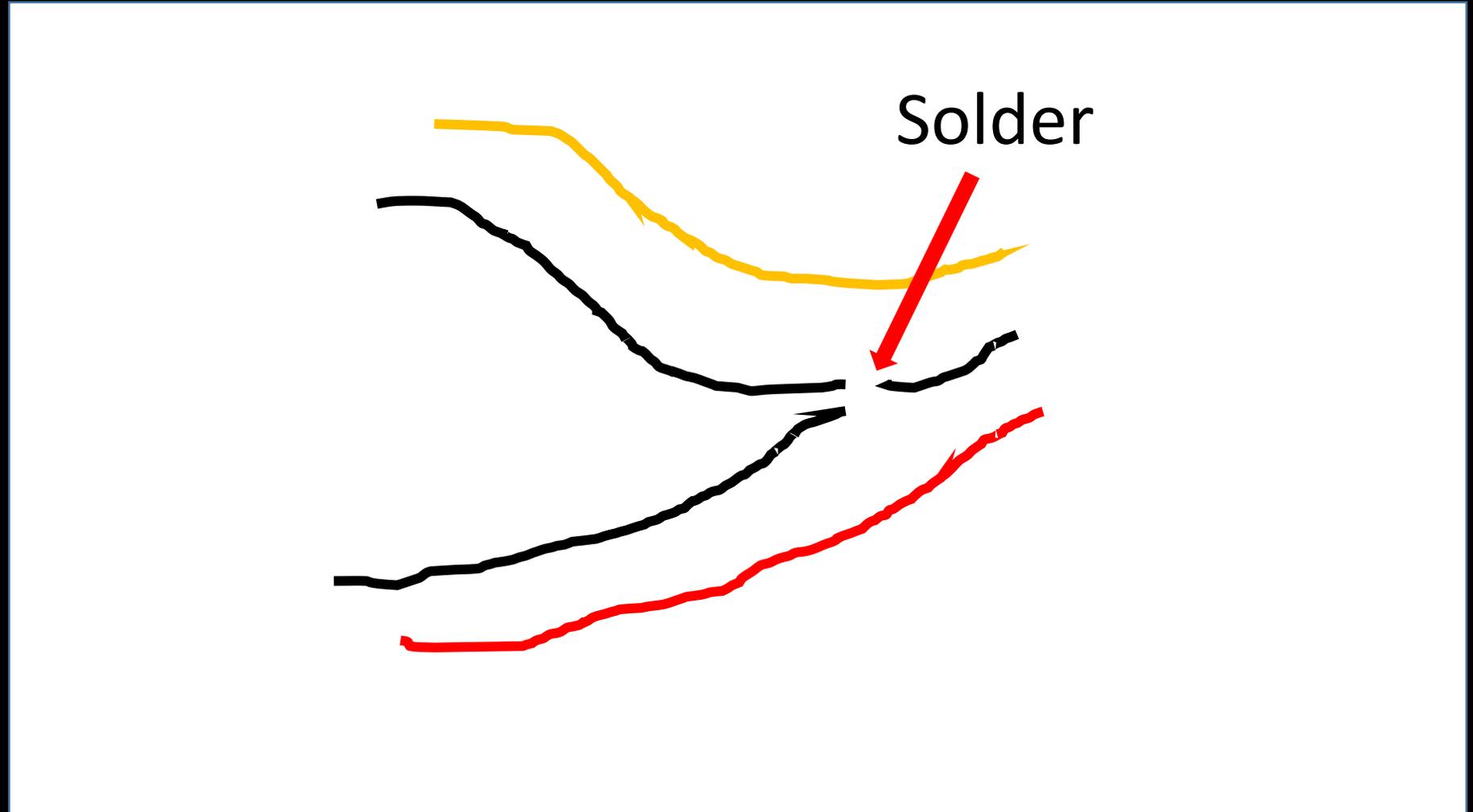
# POWER HARNESS



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

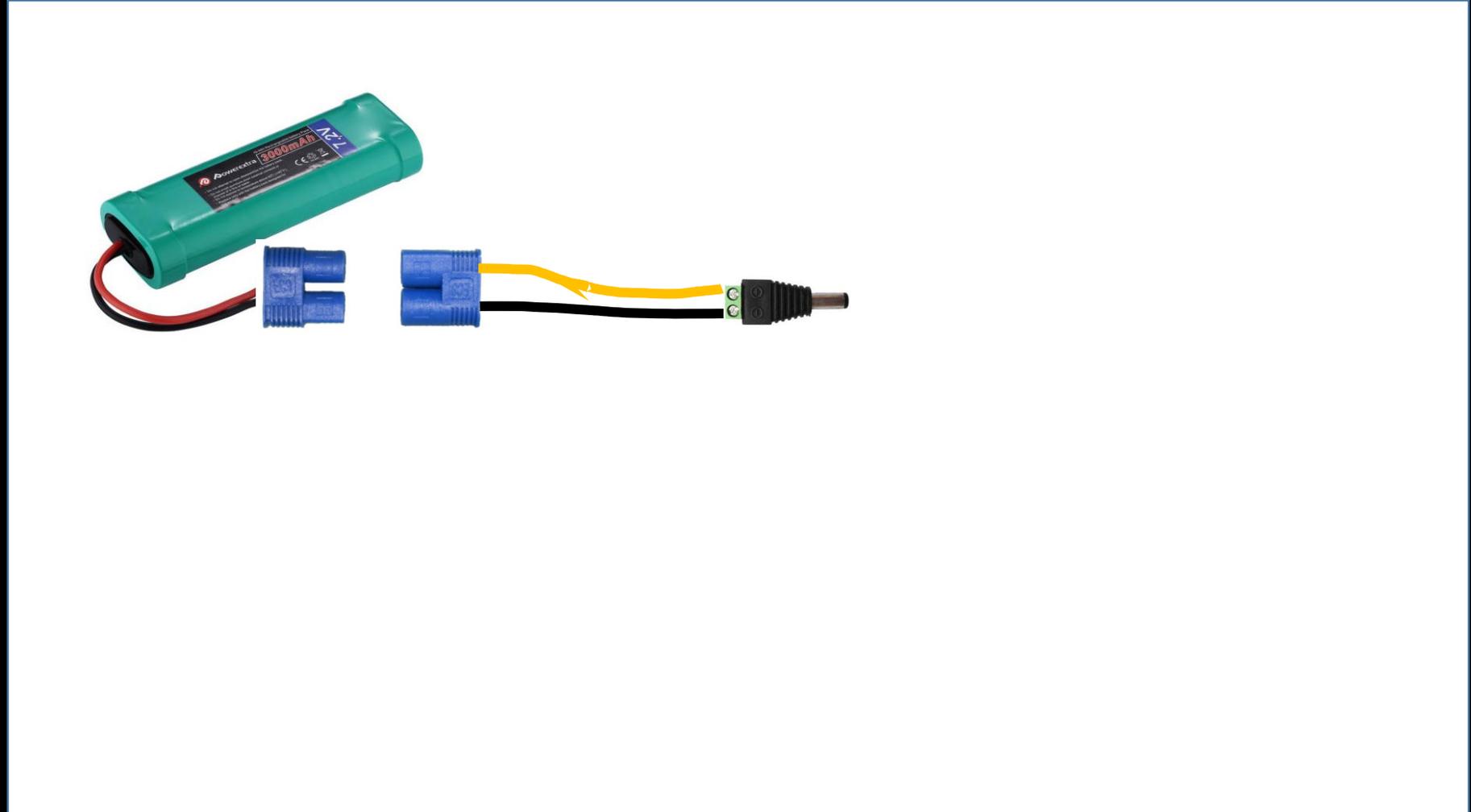
# POWER HARNESS



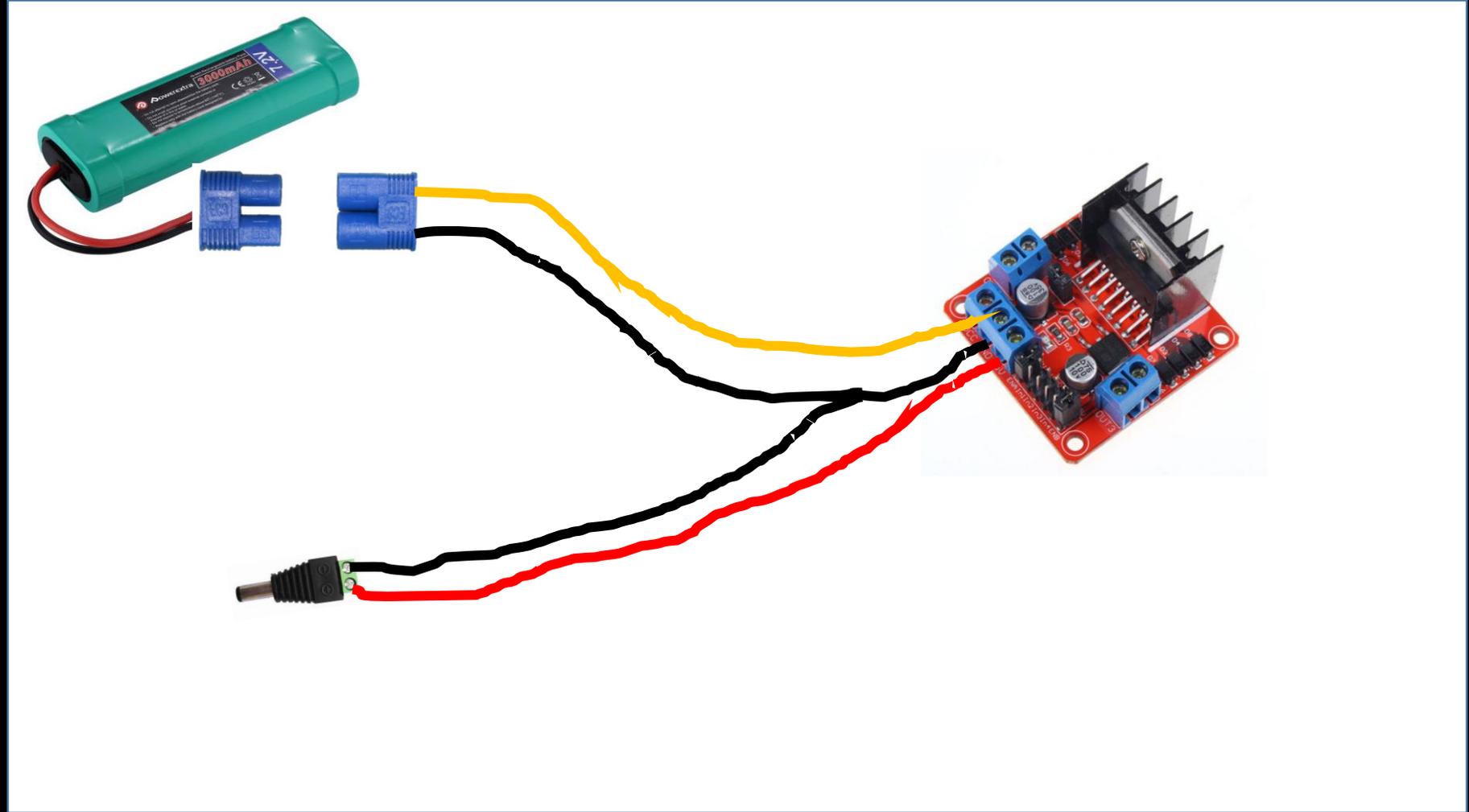
**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# POWER HARNESS



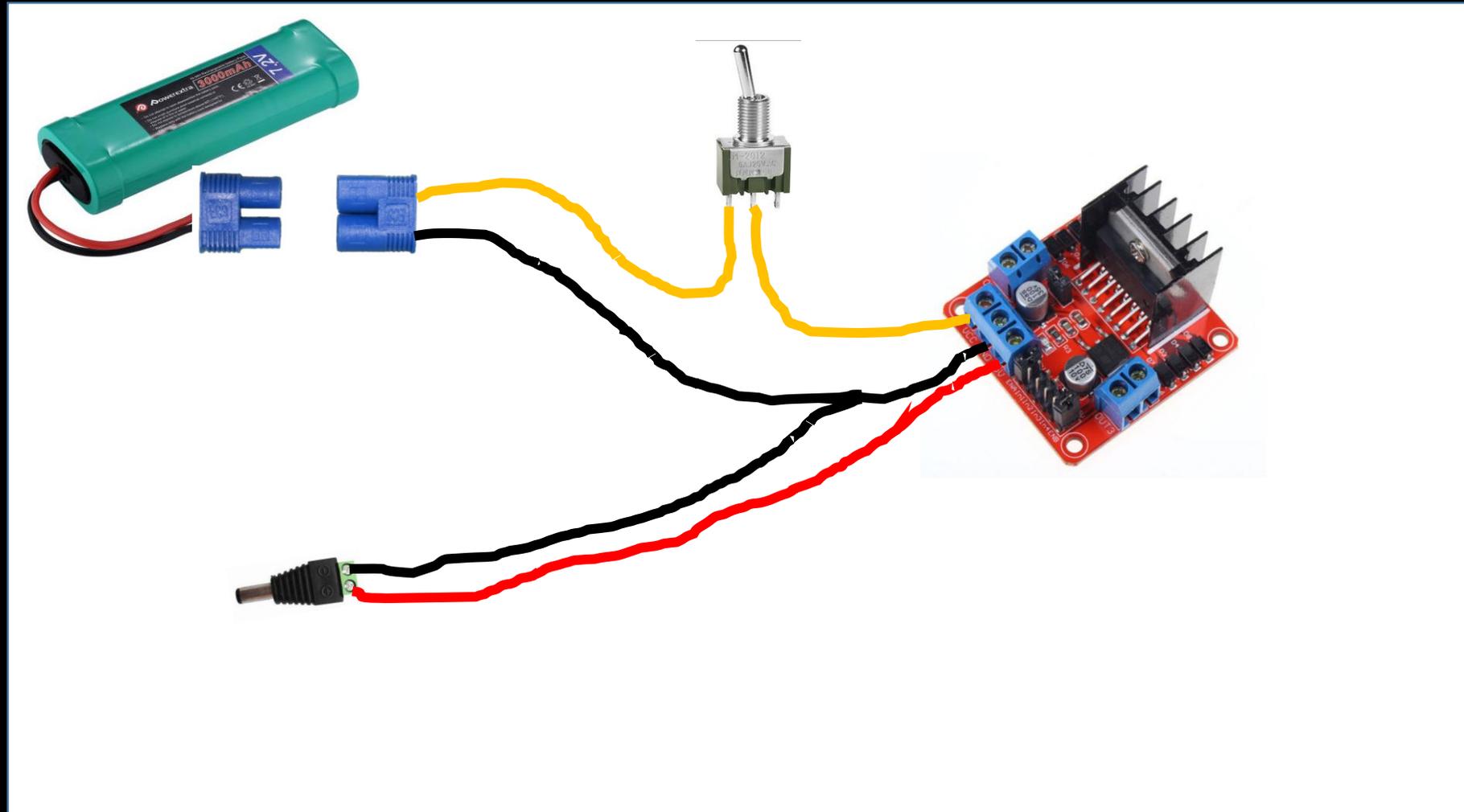
# POWER HARNESS WHEN FIXED TO EQUIPMENT



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# POWER HARNESS WITH POWER SWITCH



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™



# STEAM CLOWN™ PRODUCTIONS

# REFERENCE SLIDES



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**  
© Copyright 2018 STEAM Clown™





# STEAM CLOWN™ PRODUCTIONS

# APPENDIX



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# APPENDIX A: LICENSE & ATTRIBUTION

- This interpretation is primarily the Intellectual Property of Jim Burnham, Top STEAM Clown, at STEAMClown.org
- This presentation and content is distributed under the Creative Commons License CC-by-nc-sa-3.0
- My best attempt to properly attribute, or reference any other images, sources or work I have used are listed in Appendix B



## Under the following terms:



**Attribution** — You must give [appropriate credit](#), provide a link to the license, and [indicate if changes were made](#). You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.



**NonCommercial** — You may not use the material for [commercial purposes](#).



**ShareAlike** — If you remix, transform, or build upon the material, you must distribute your contributions under the [same license](#) as the original.

**No additional restrictions** — You may not apply legal terms or [technological measures](#) that legally restrict others from doing anything the license permits.



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™

# APPENDIX B: ATTRIBUTION FOR SOURCES USED

- <http://www.modularcircuits.com/blog/articles/h-bridge-secrets/h-bridges-the-basics/>
- For additional information and reference material student can refer to STEAM Clowns Closet
  - <https://sites.google.com/view/steam-clowns-closet/motor-controller-l298n-dual-h-bridge-motor-controller>
- <https://learn.sparkfun.com/tutorials/pulse-width-modulation>



**STEAM CLOWN™**  
& **Squeaky Hinge**  
**PRODUCTIONS**

© Copyright 2018 STEAM Clown™