



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 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 one 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

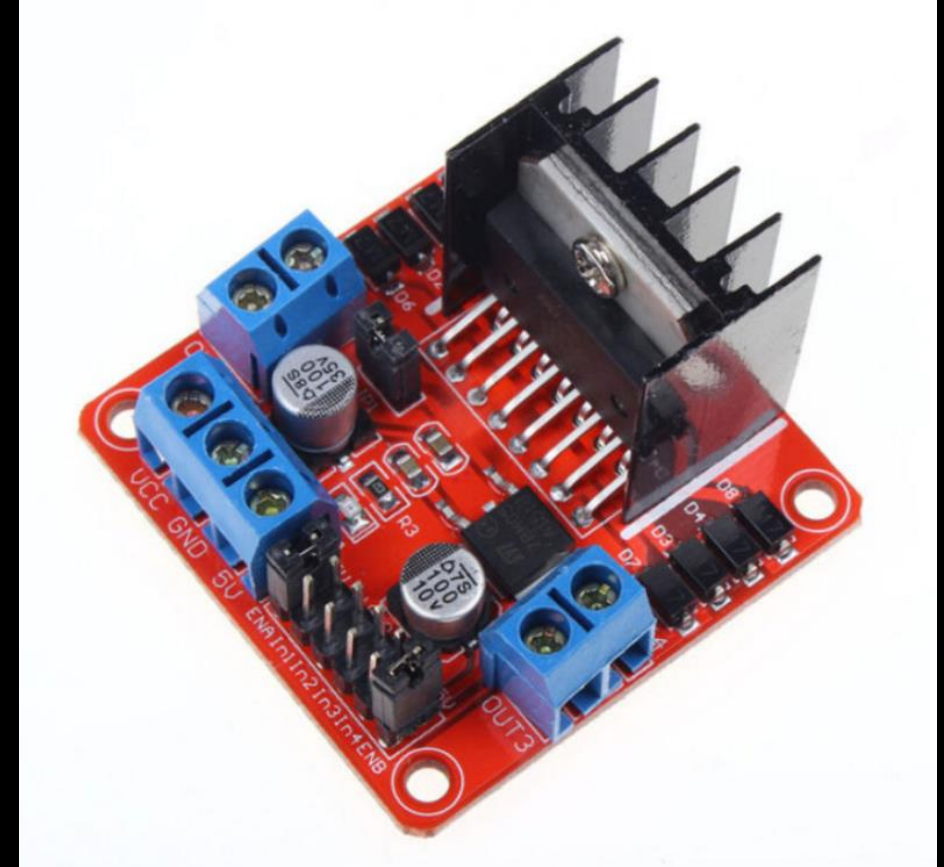


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

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

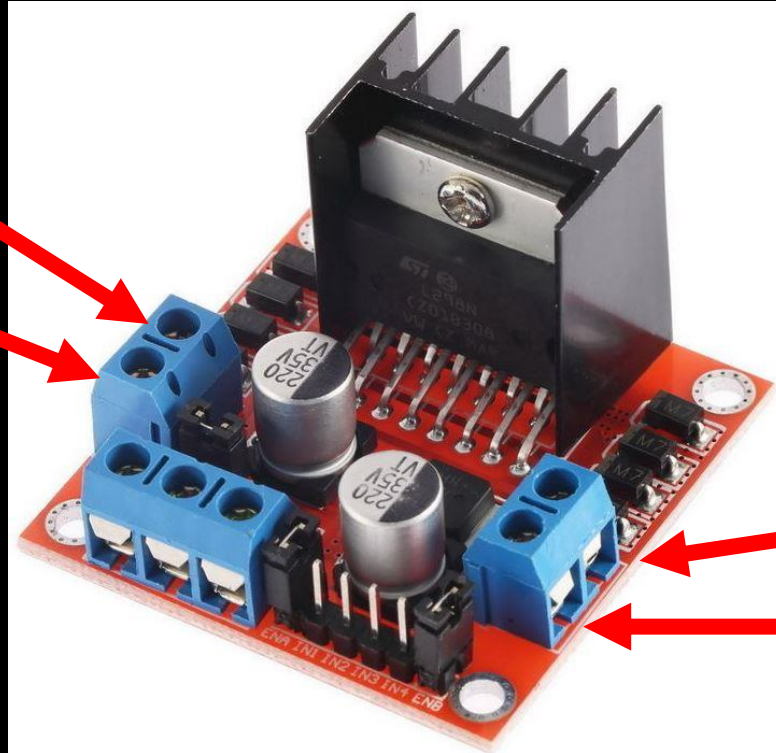
© Copyright 2018 STEAM Clown™

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

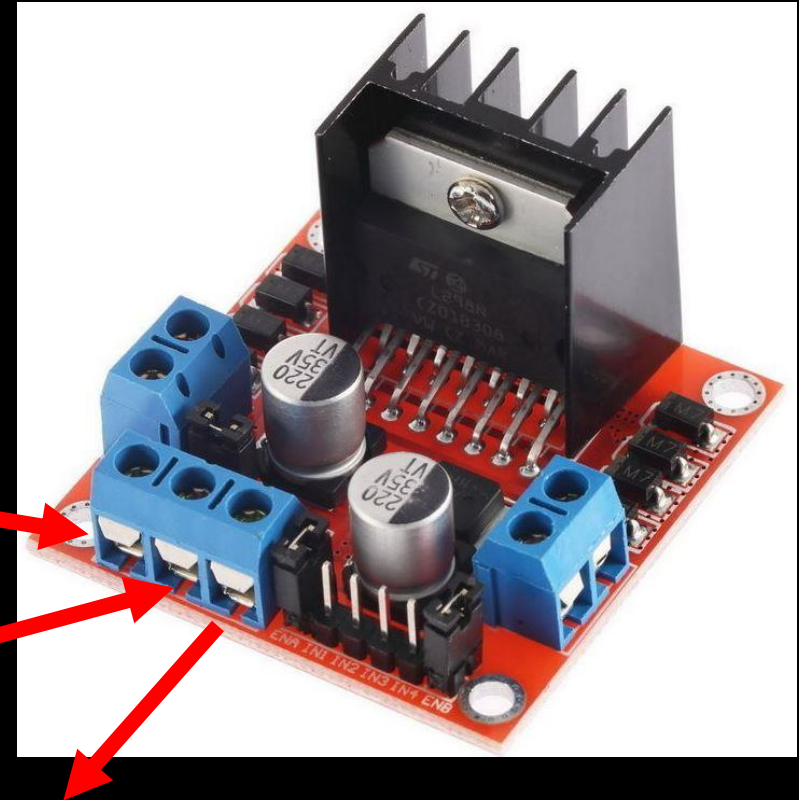
In most cases,
the “12” volts
will be a 9.6 v
battery pack

“12” volts is
just the motor
power

GND

5 volts out

This can be used to
power Arduino

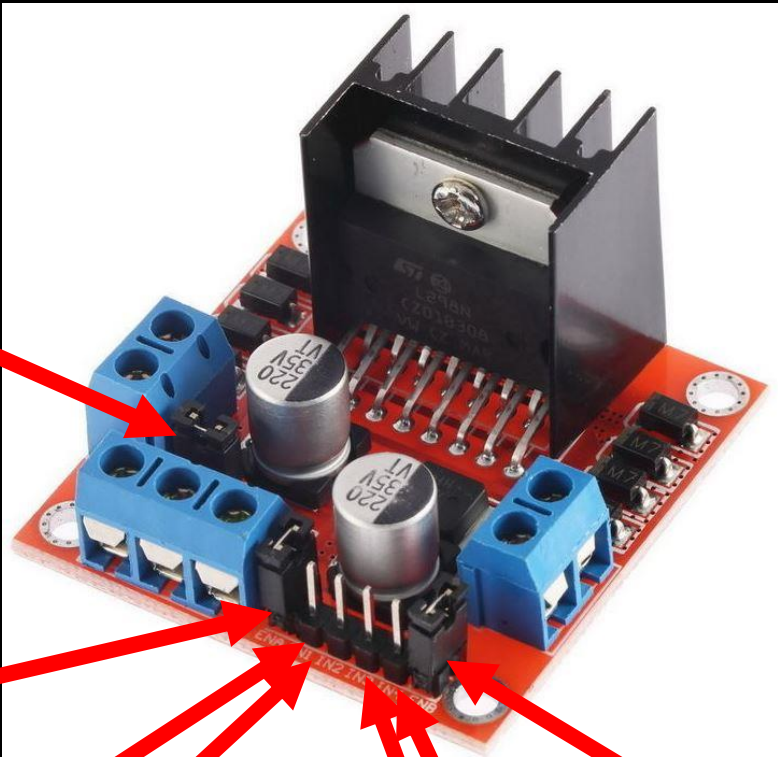


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

CONTROLLING THE MOTORS - FULL SPEED

Don't move
Jumper



ENA
Enable A

IN1A
IN2A

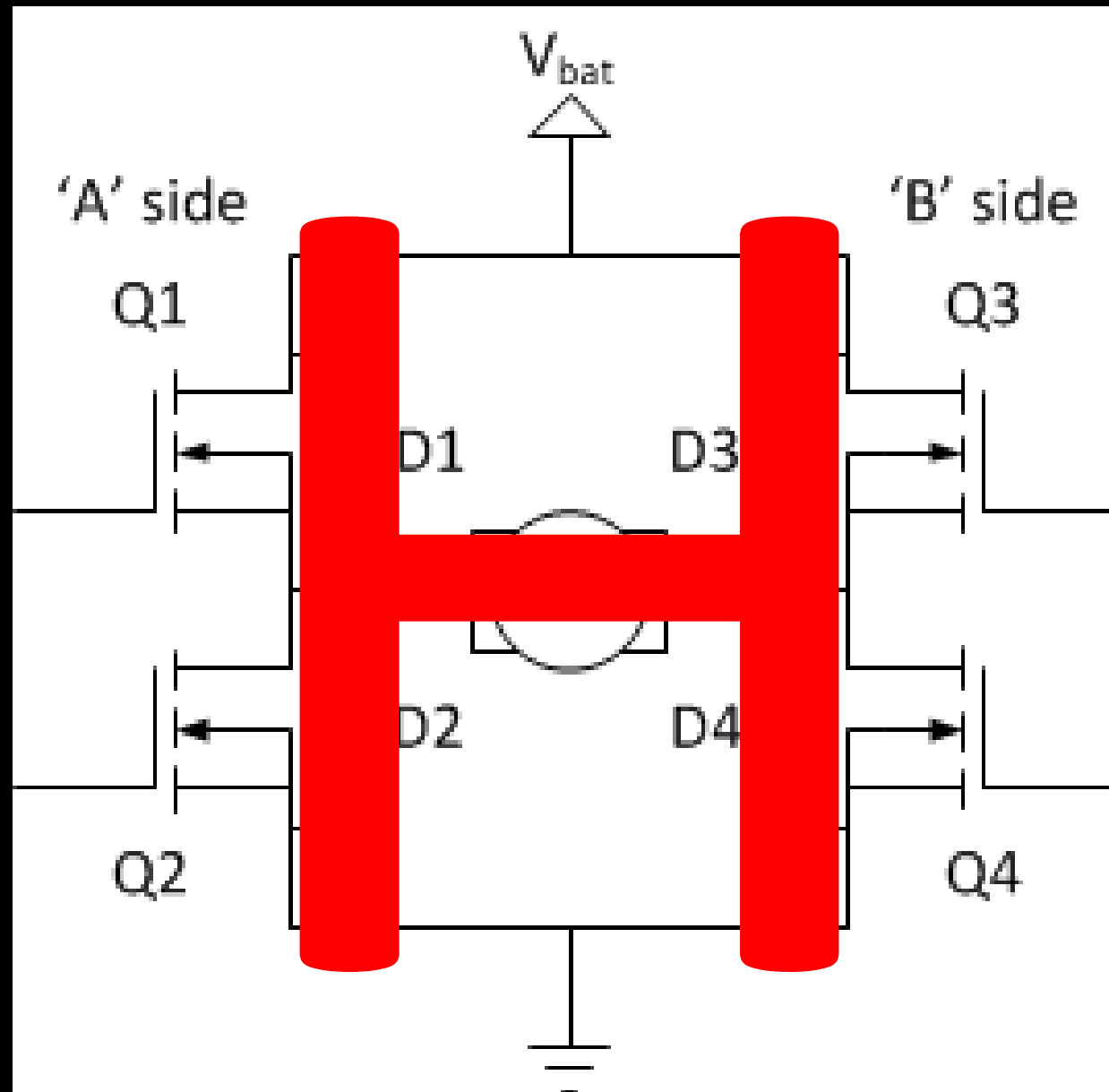
IN4B
IN3B

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



H-BRIDGE THE BASICS



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

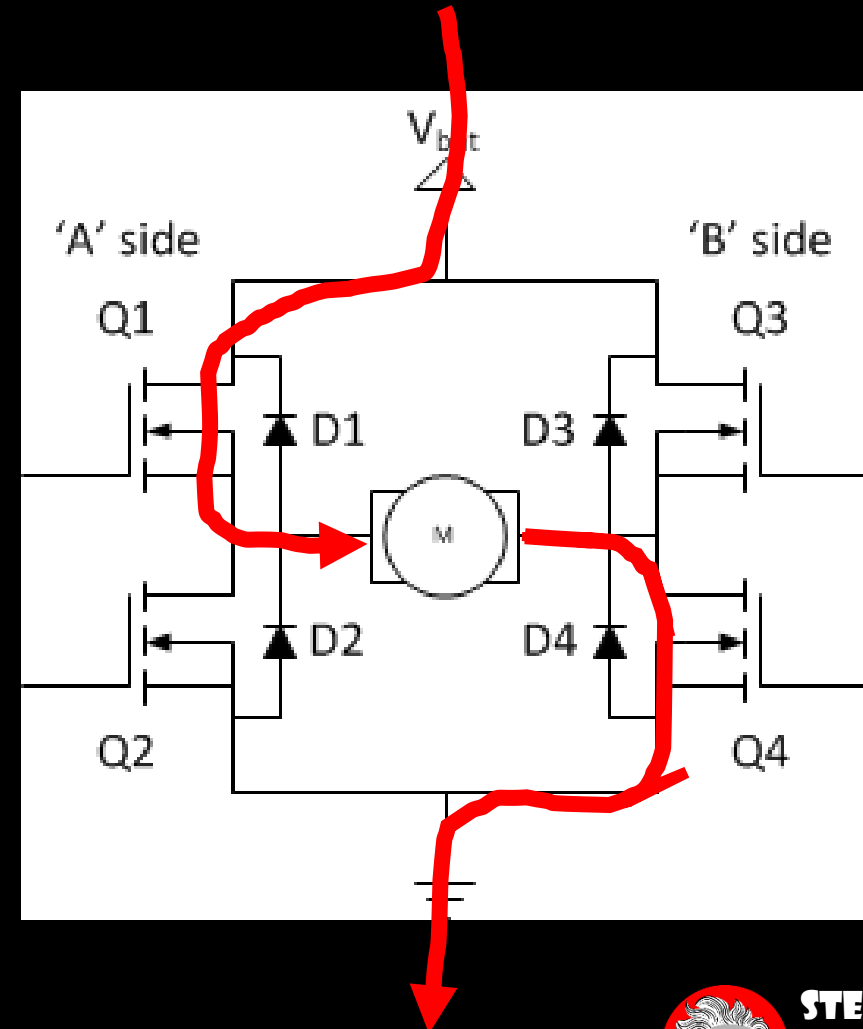


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© 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/>

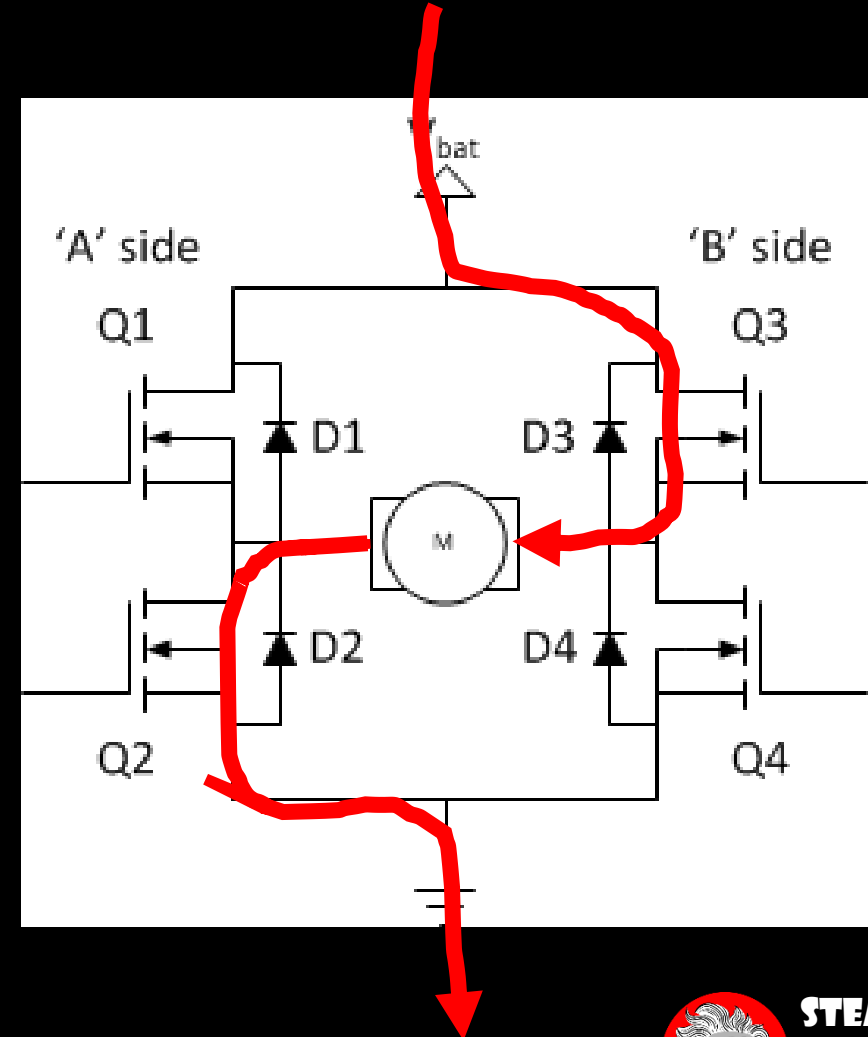


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© 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



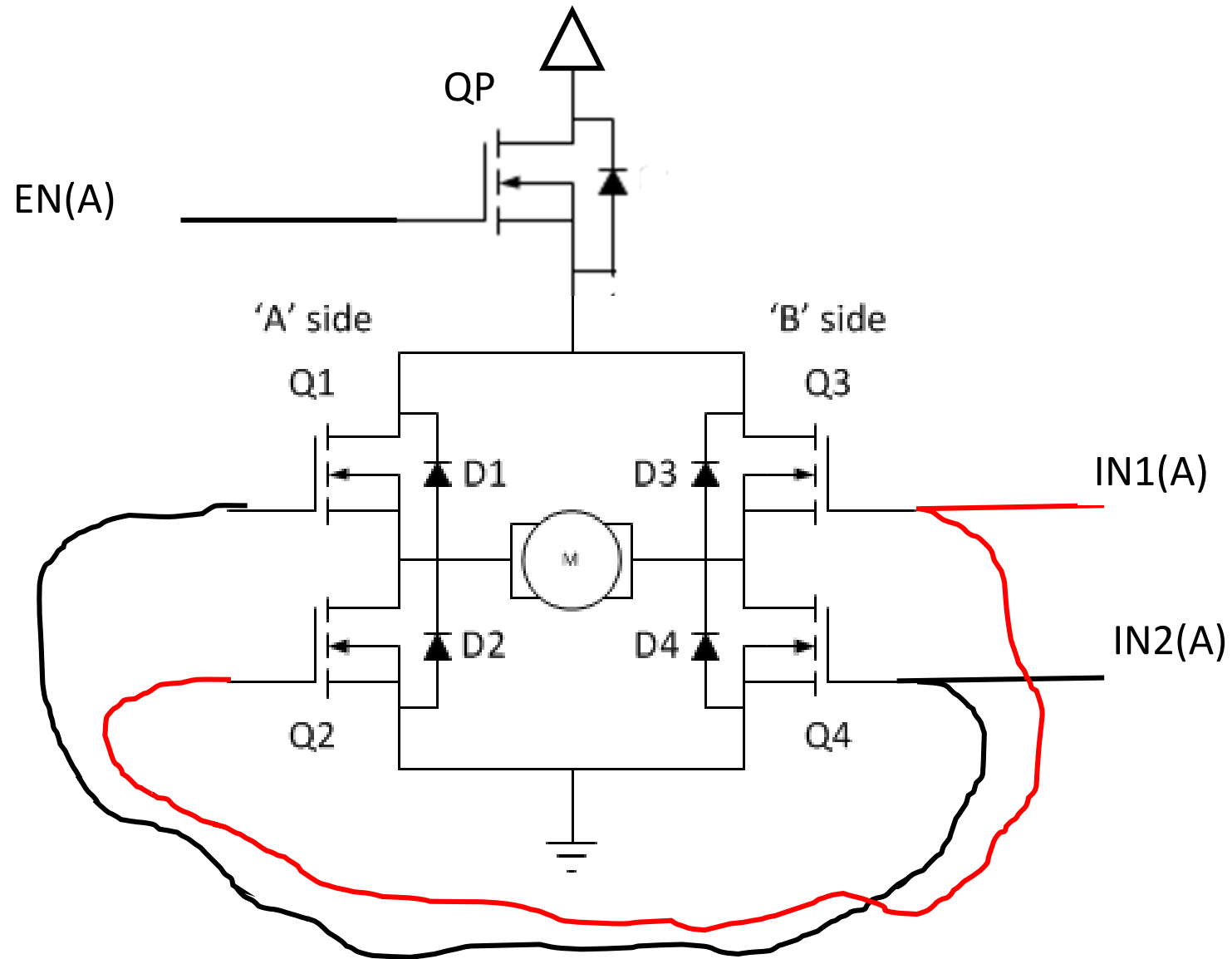
Source - <http://www.modularcircuits.com/blog/articles/h-bridge-secrets/h-bridges-the-basics/>



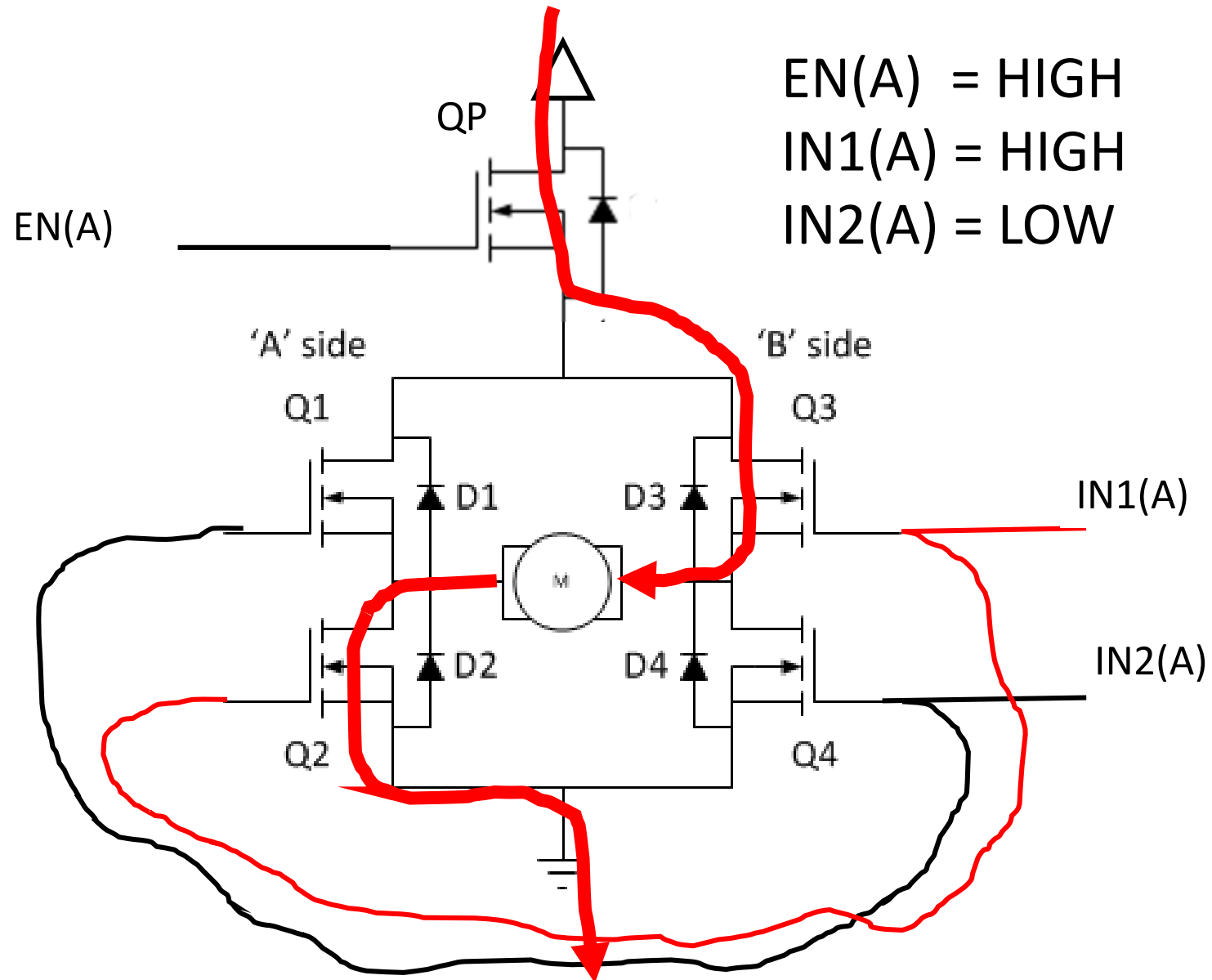
STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

H-BRIDGE CIRCUIT



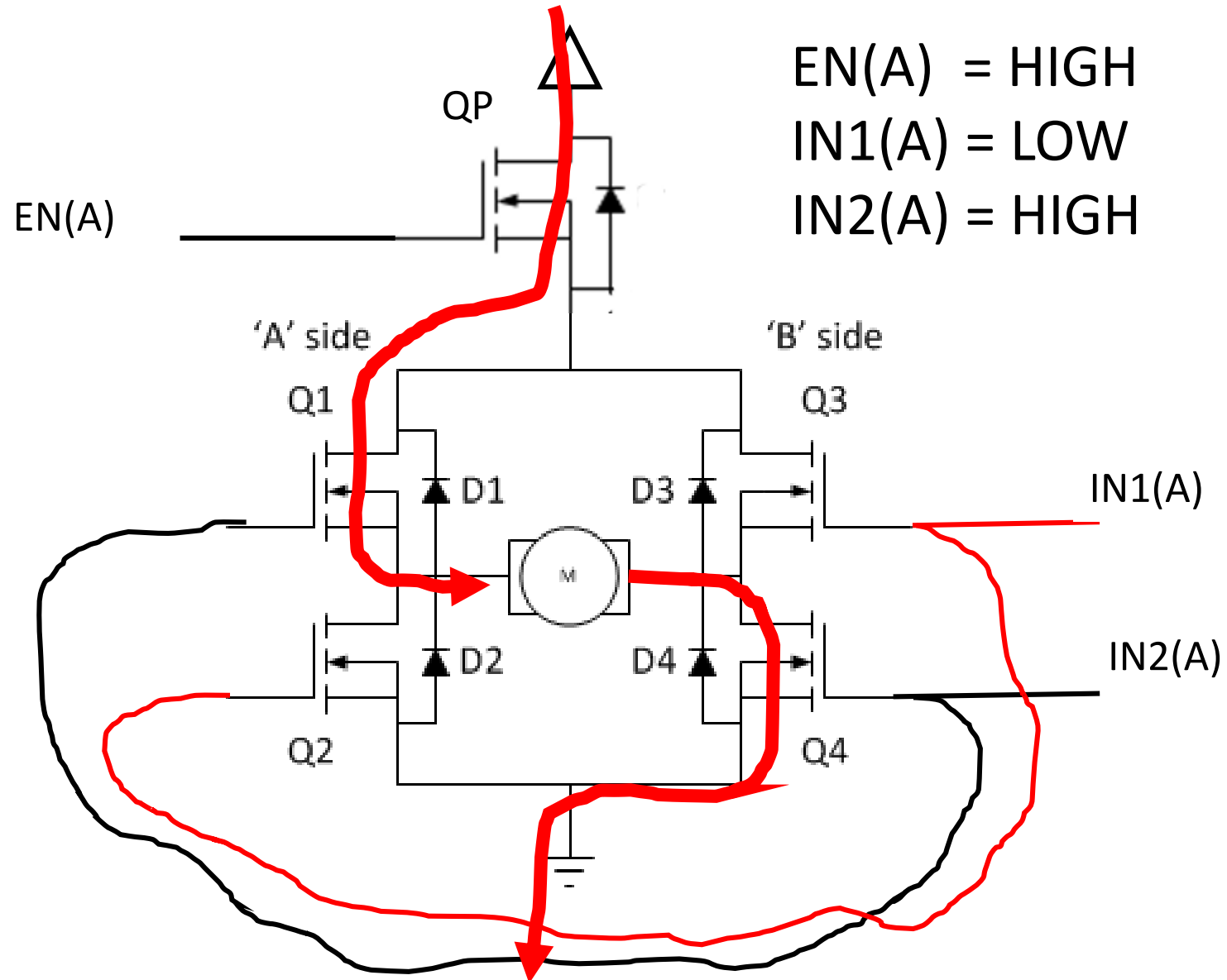
H-BRIDGE CIRCUIT



STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

H-BRIDGE CIRCUIT

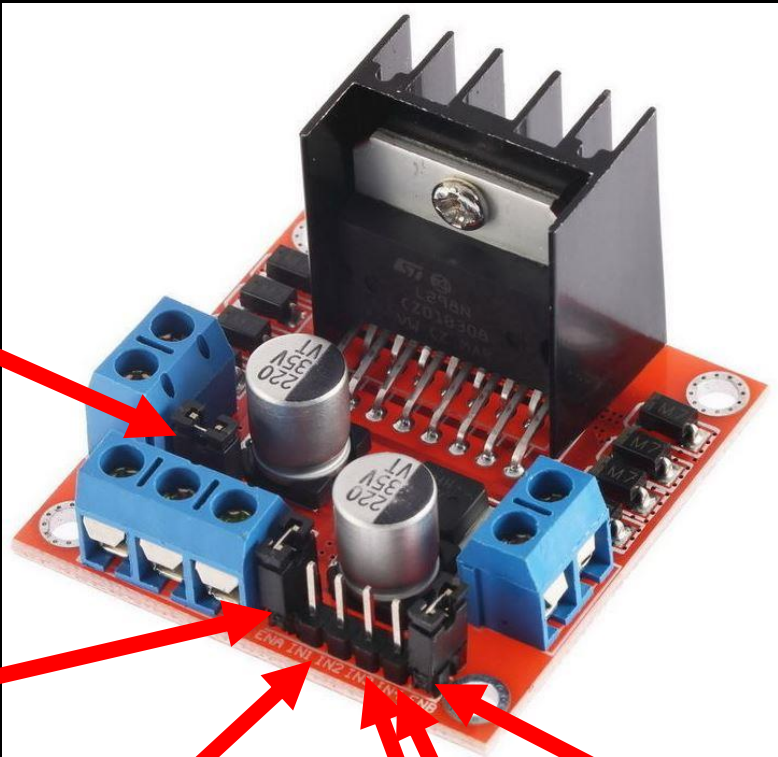


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

CONTROLLING THE MOTORS – PWM SPEED

Don't move
Jumper



ENA
Enable A

IN1A
IN2A

IN4B
IN3B

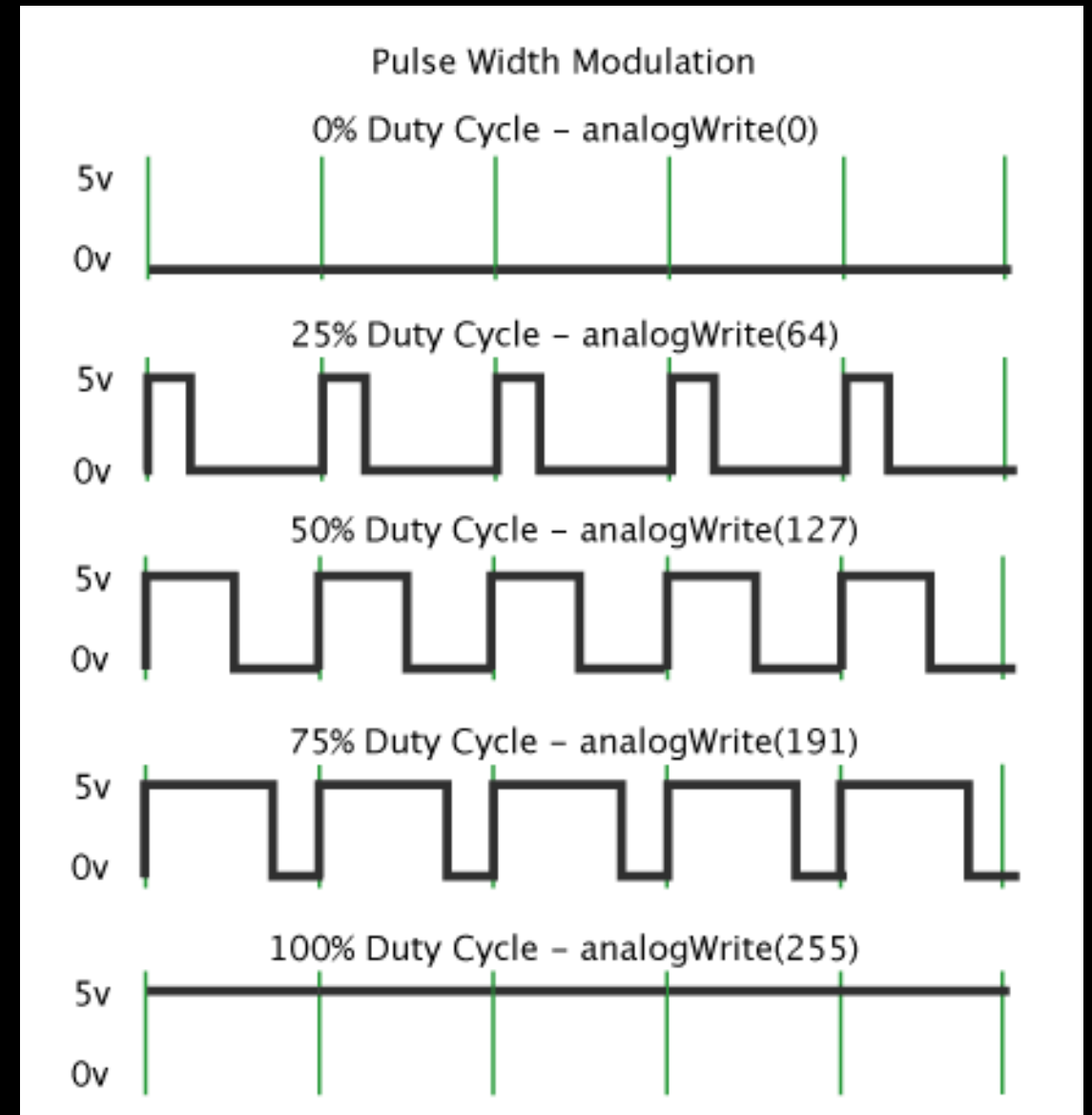
ENB
Enable B

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



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>

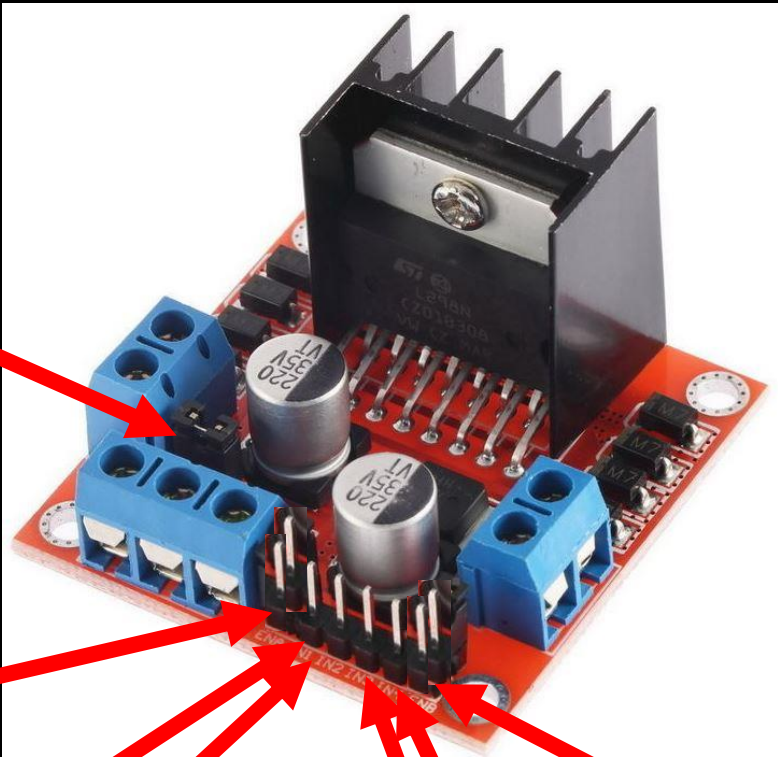


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

CONTROLLING THE MOTORS – PWM SPEED

Don't move
Jumper



ENA
Enable A

IN1A
IN2A

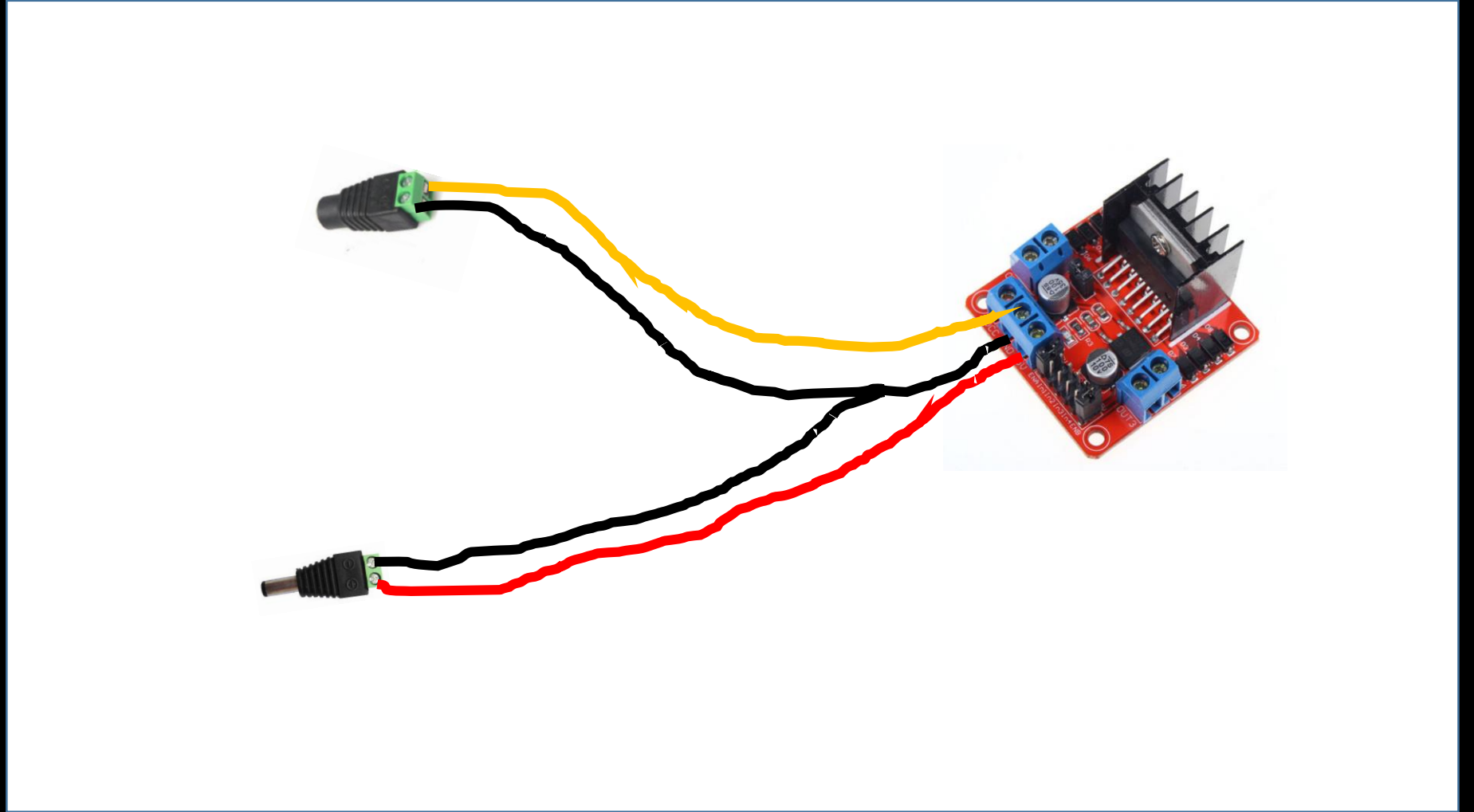
IN4B
IN3B

ENB
Enable B

Pin	Forward	Backward	STOP	BAD
ENA	<i>PWM</i>	<i>PWM</i>	<i>PWM=0</i>	<i>PWM</i>
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	<i>PWM</i>	<i>PWM</i>	Jumper	Jumper



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...

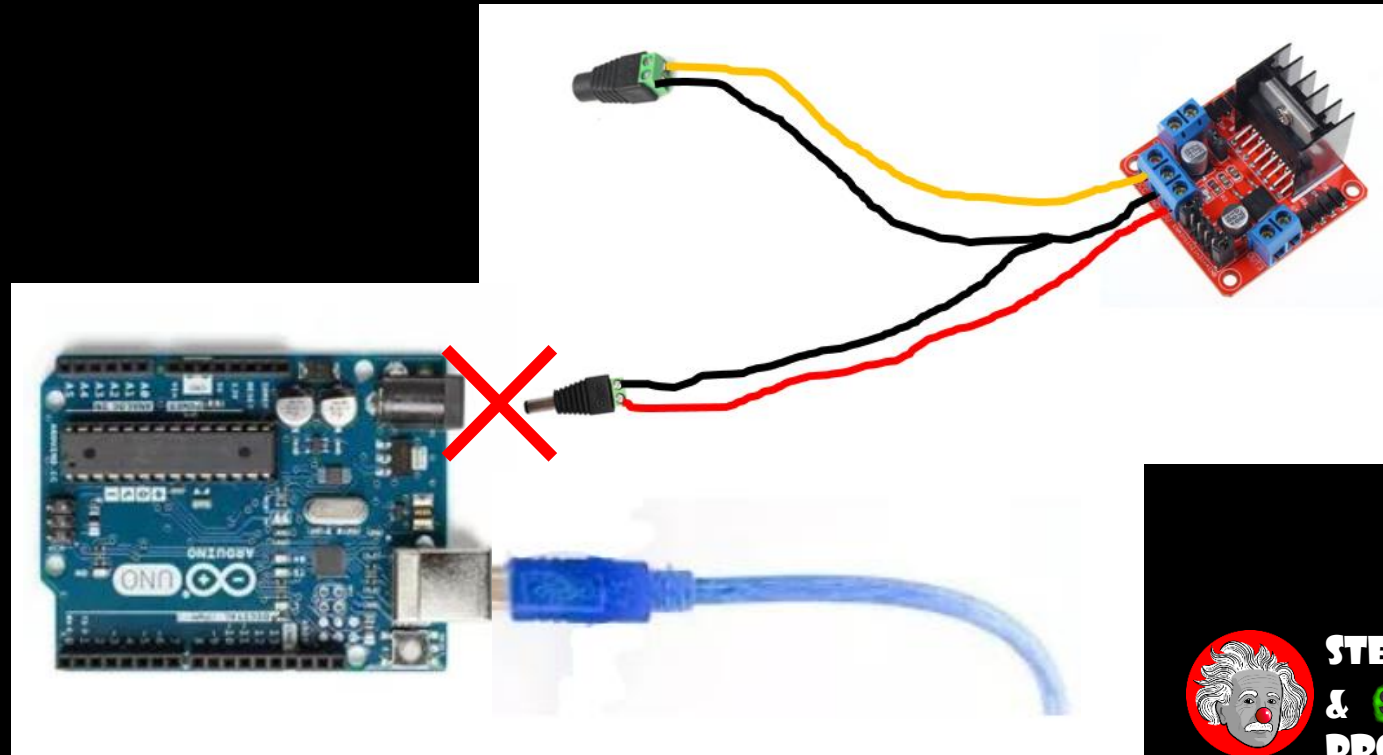
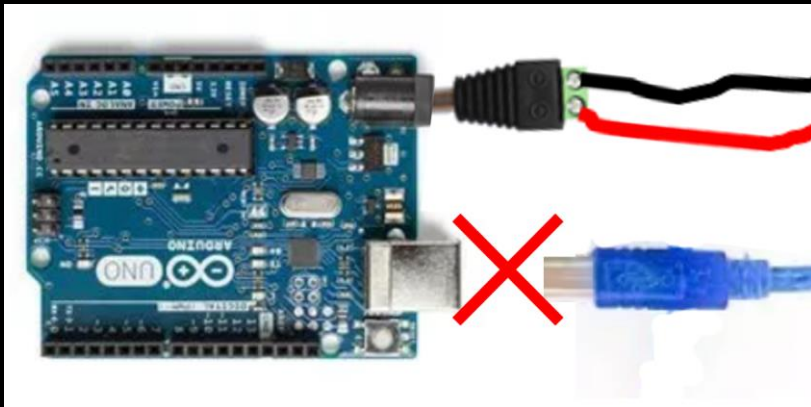


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

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



STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

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;
```

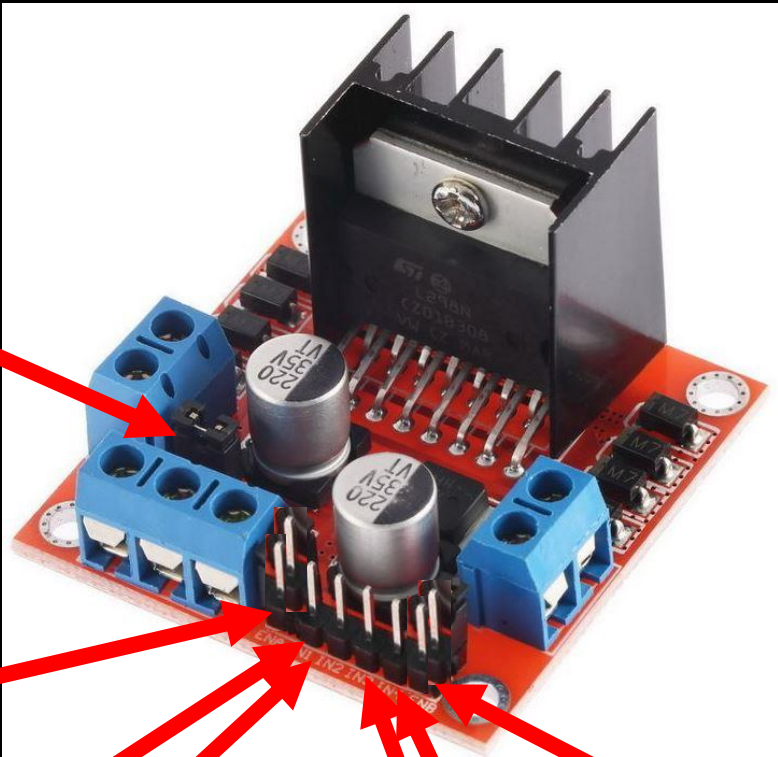


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© 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	PWM	PWM	PWM=0	PWM
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	PWM	PWM	Jumper	Jumper



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);  
}
```



STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

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);  
}
```

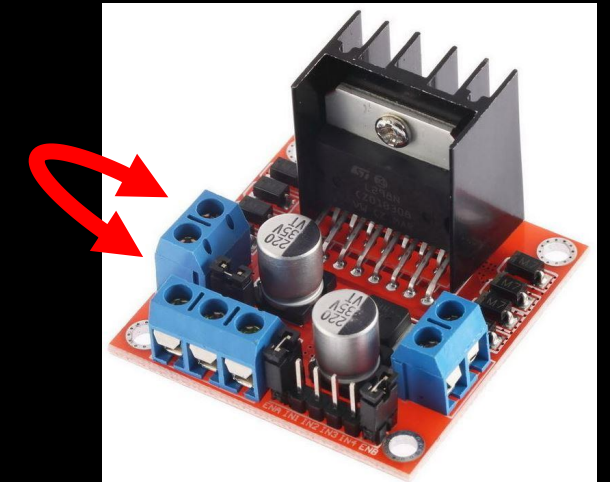


STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

© Copyright 2018 STEAM Clown™

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





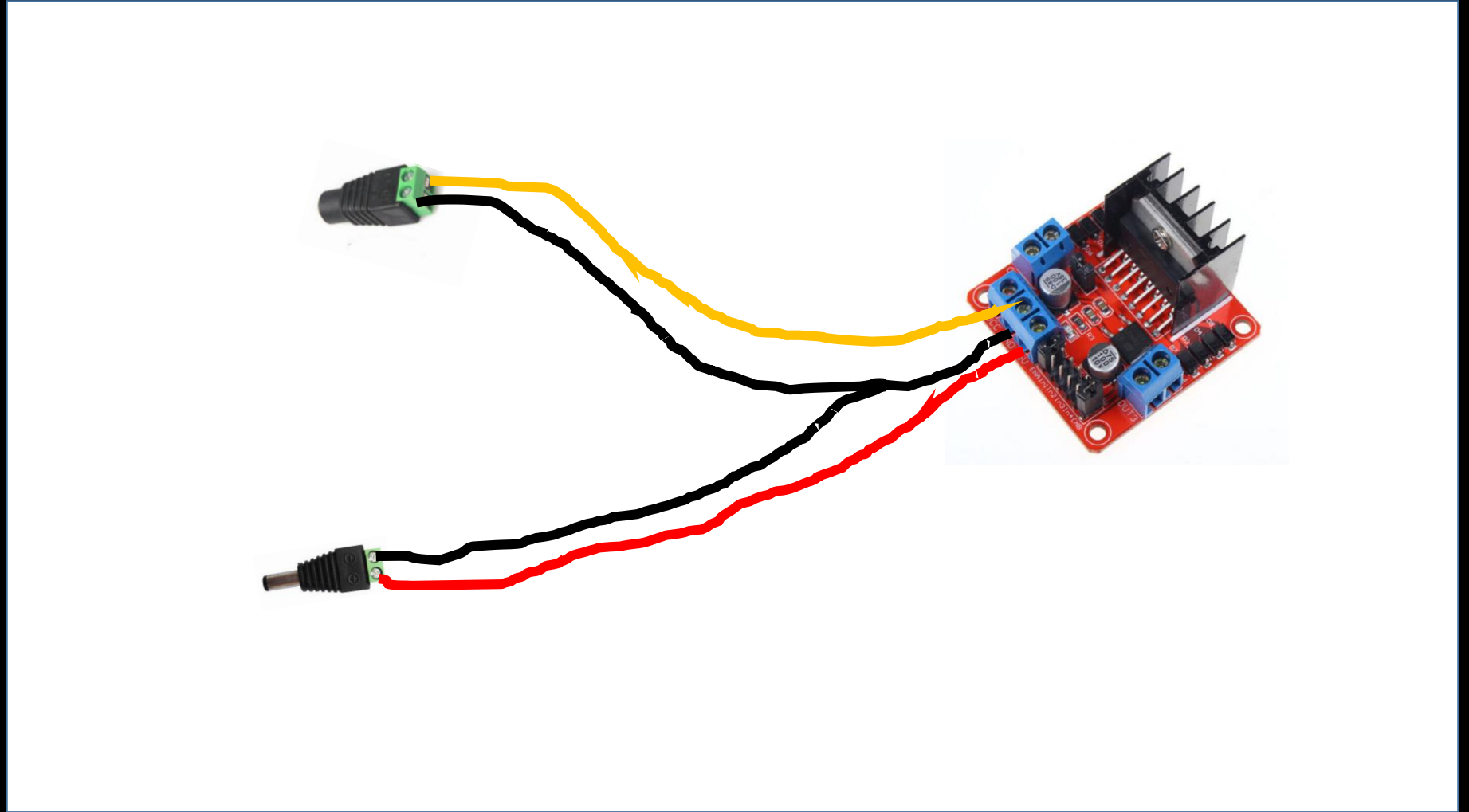
STEAM CLOWN™ PRODUCTIONS

POWER HARNESS



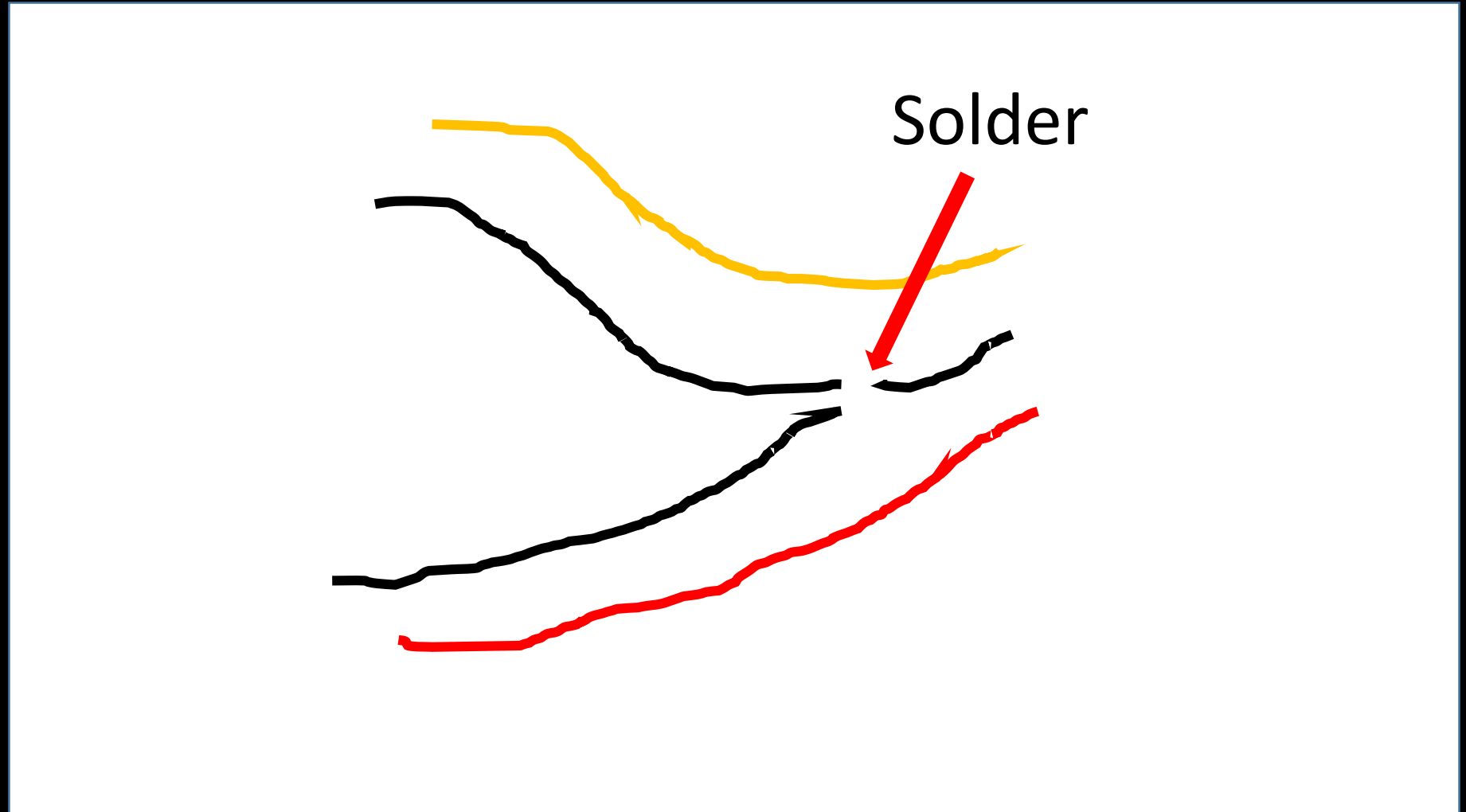
STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS
© Copyright 2018 STEAM Clown™

POWER HARNESS



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

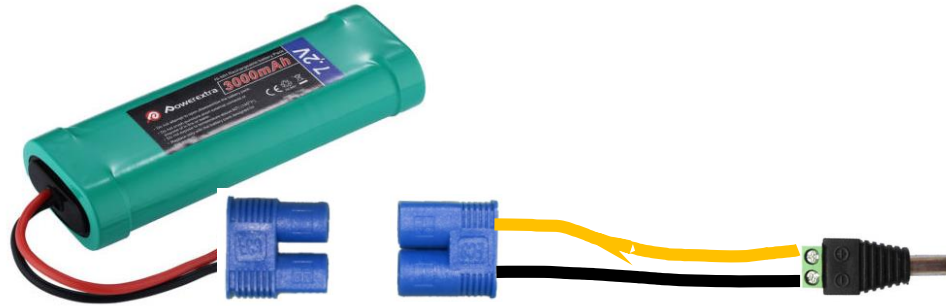
POWER HARNESS



STEAM CLOWN™
& **Squeaky Hinge**
PRODUCTIONS

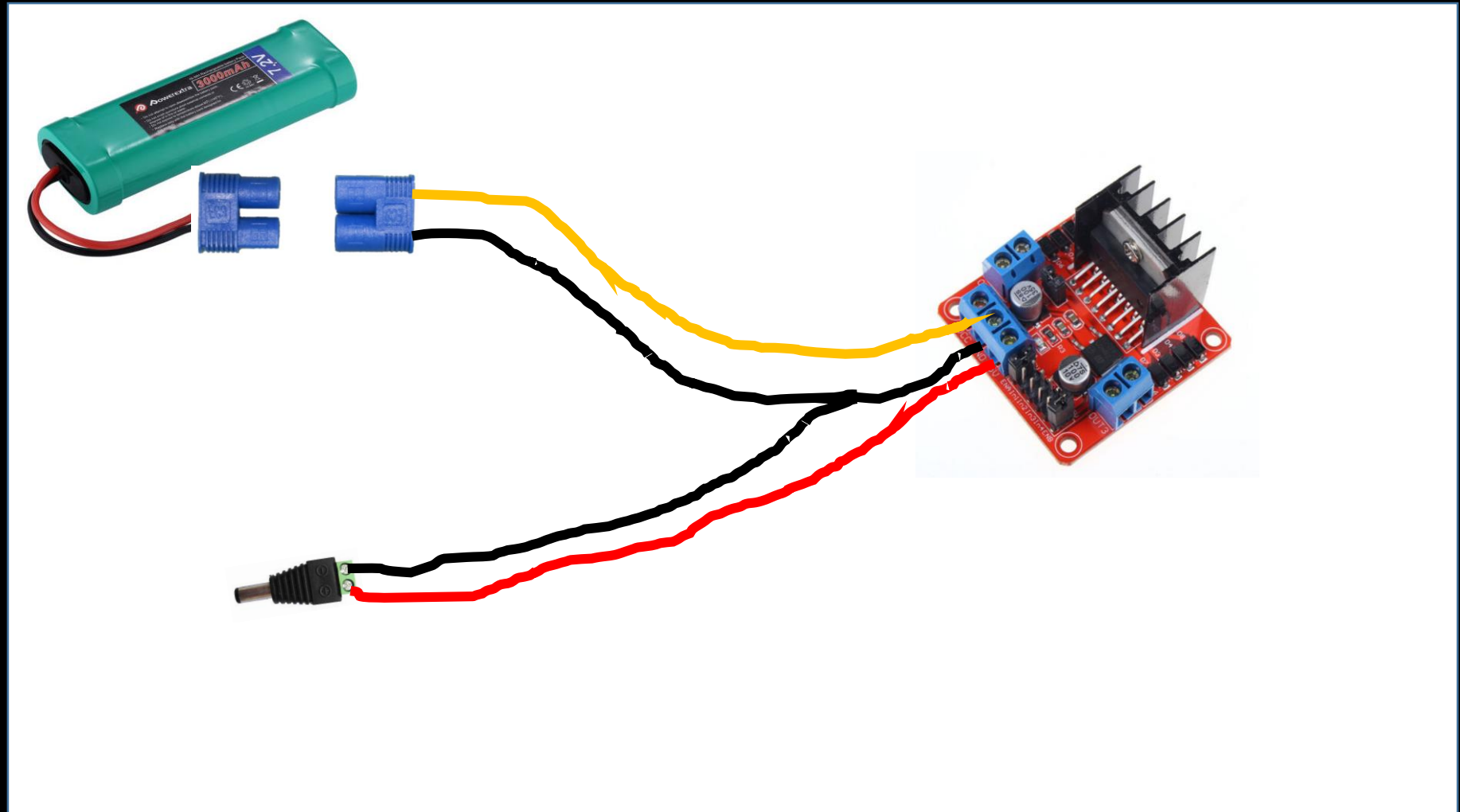
© Copyright 2018 STEAM Clown™

POWER HARNESS



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

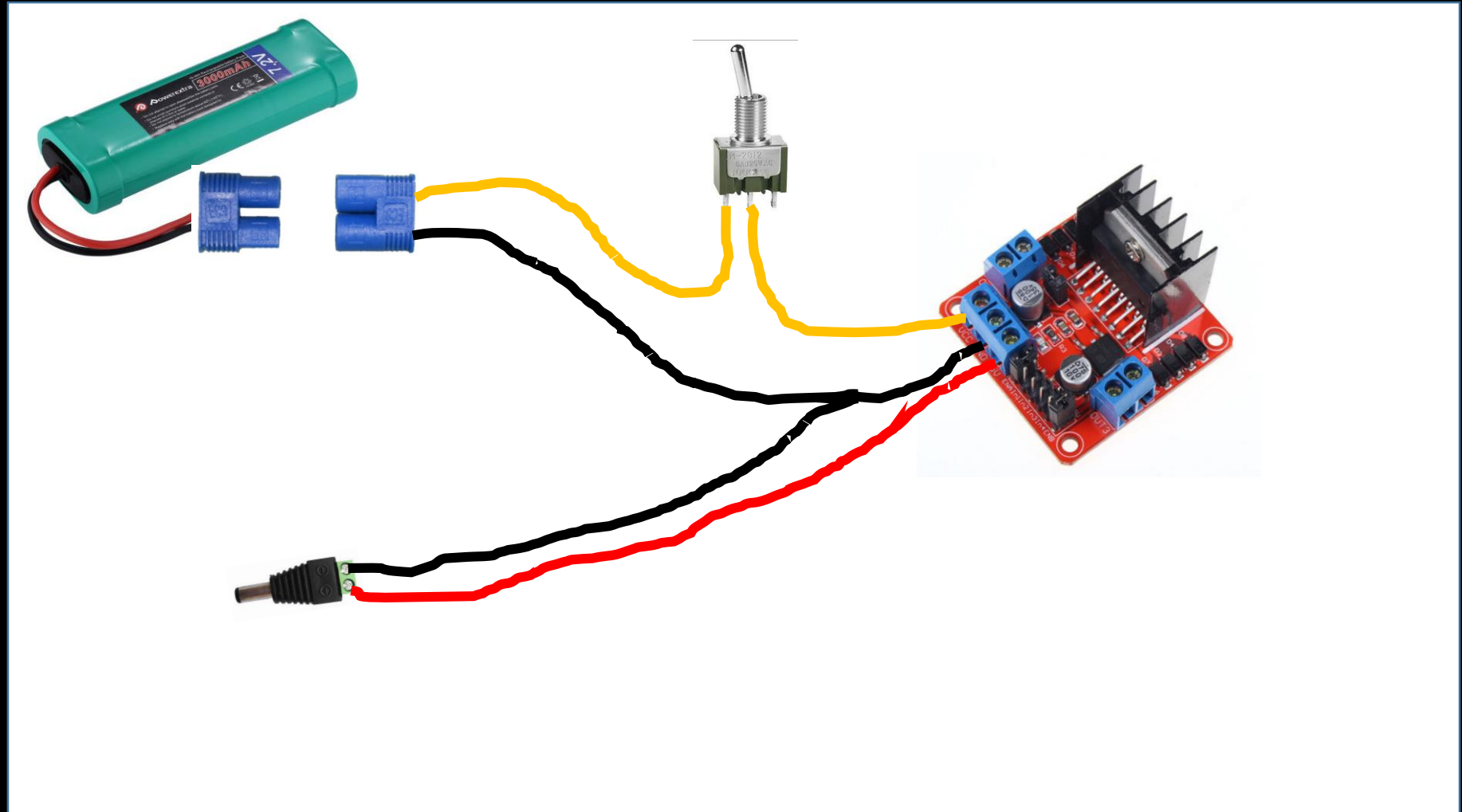
POWER HARNESS WHEN FIXED TO EQUIPMENT



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



STEAM CLOWN™ PRODUCTIONS

APPENDIX

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™