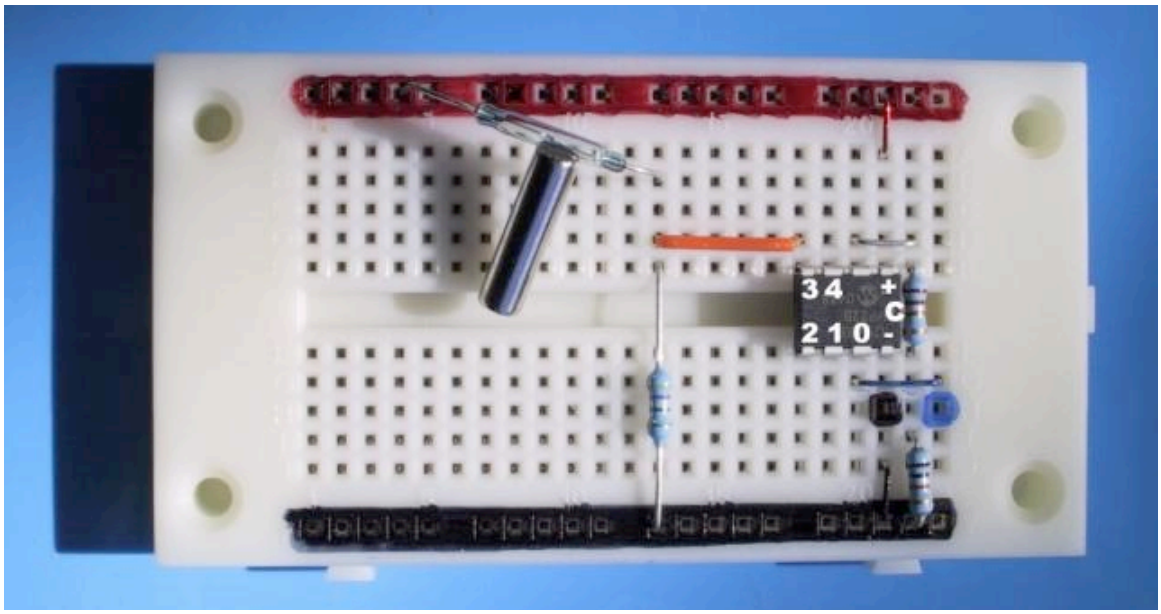
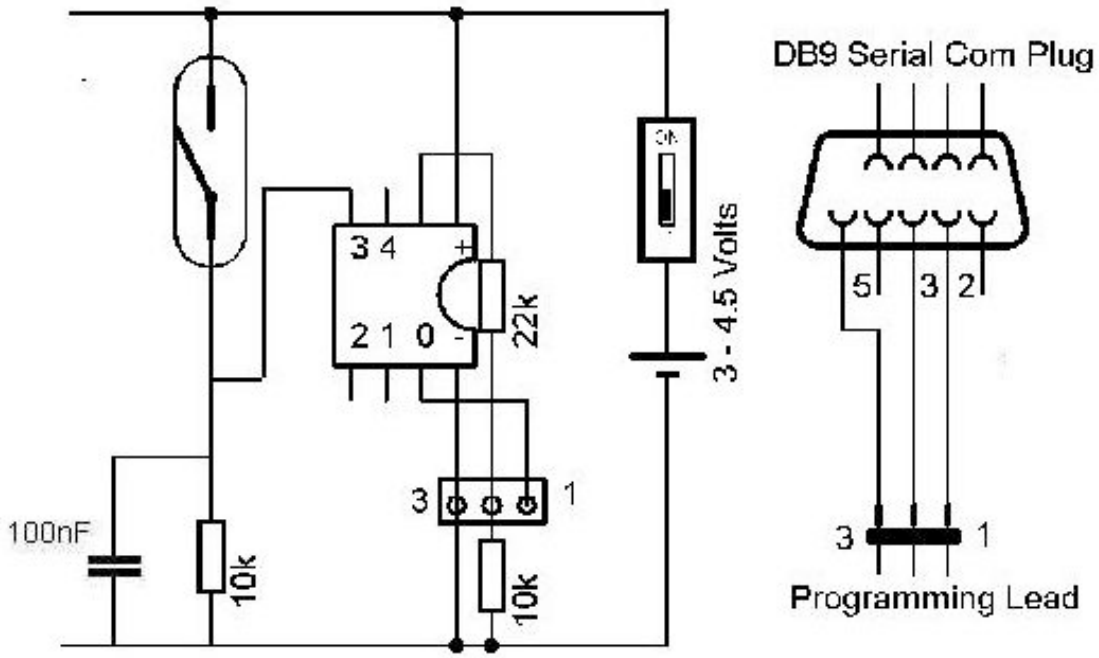
Magnetic Reed Switch




```
loopa:
b1 = pin3      'Transfer the Hi/Low = 1/0 = On/Off = True/False pin 3 state to var. b1
debug b1       'Display the pin state and the variable b1 state on the debug screen
goto loopa
```



- **Warning : Reed switches are Very Fragile ! Do NOT bend leads close to the glass envelope**
- **The 10k pull down resistor keeps pin 3 Low between pulses.**
- **The 100nF / 0.1uF ceramic capacitor is to overcome mechanical contact bounce**
- **Contact bounce may be an issue if measuring pulse width or pulses accurately**
- **Look up the Pulsin, and Count, commands for advanced project ideas. E.g. how do you compute RPM and or bike speed using the Pulsin OR the Count commands? Which method is faster ?**
- **How do you crunch the numbers to make a bike computer to get kmph ?**