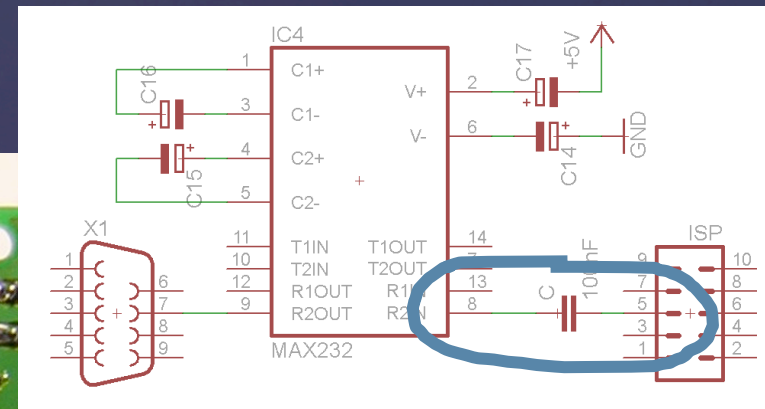
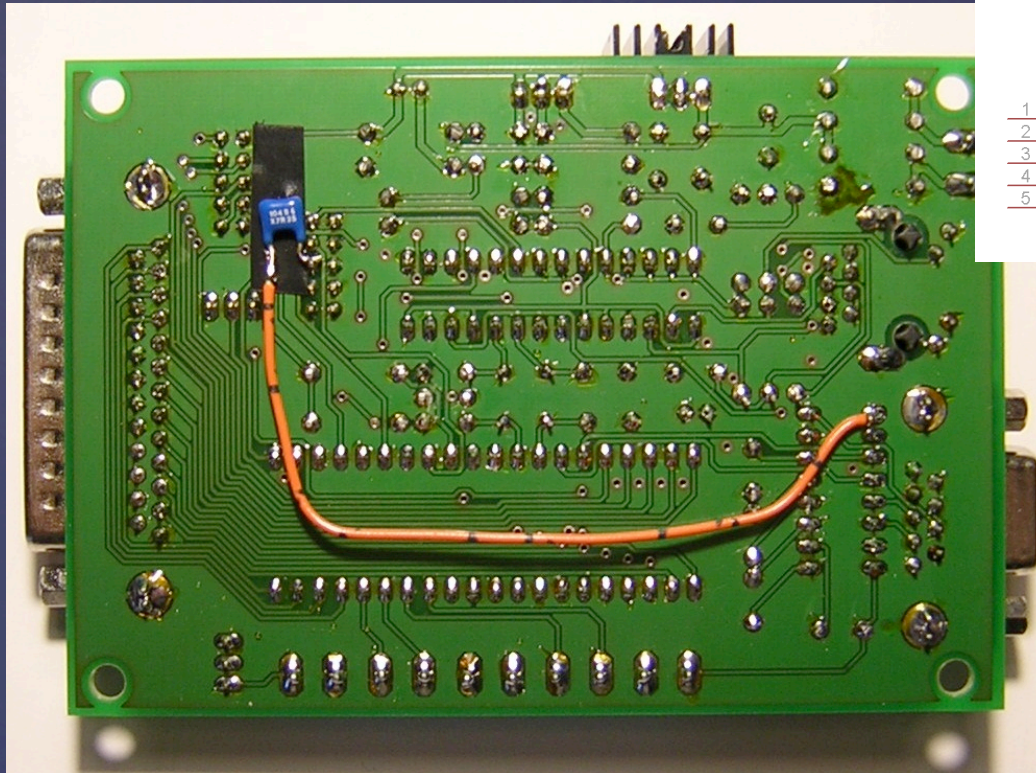


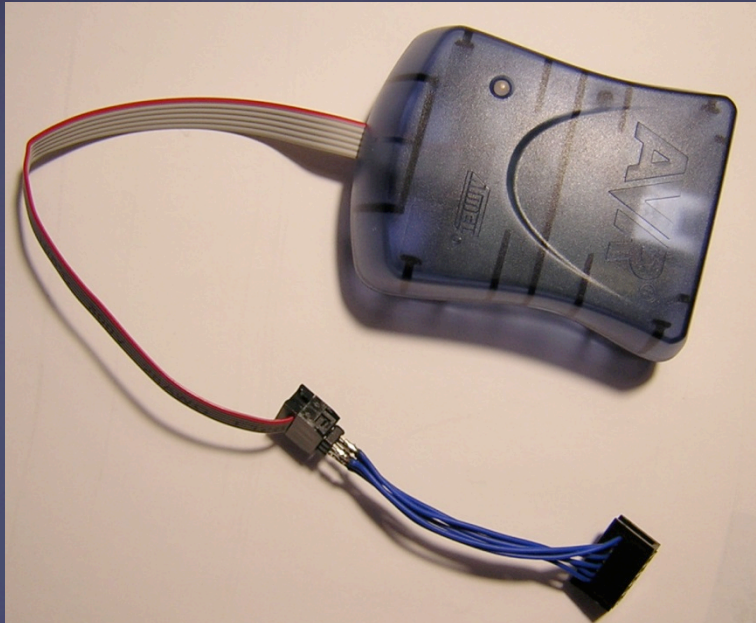
CheapNetDuinoHack

{ Using a Pollin AVR NetIO as Arduino w/ Ethernet
Markus Gebhard, Karlsruhe @ elektro:camp 2013:04



Add a RESET line for
the Arduino IDE

Pollin AVR NetIO–duinoified



```

41  /* onboard LED is used to indicate, that the bootloader:
42  /* if monitor functions are included, LED goes on after:
43  #if defined __AVR_ATmega128__ || defined __AVR_ATmega1
44  /* Onboard LED is connected to pin PB7 (e.g. Crumb128,
45  #define LED_DDR  DDRB
46  #define LED_PORT  PORTB
47  #define LED_PIN  PINB
48  #define LED      PINB7
49
50
51
52

```

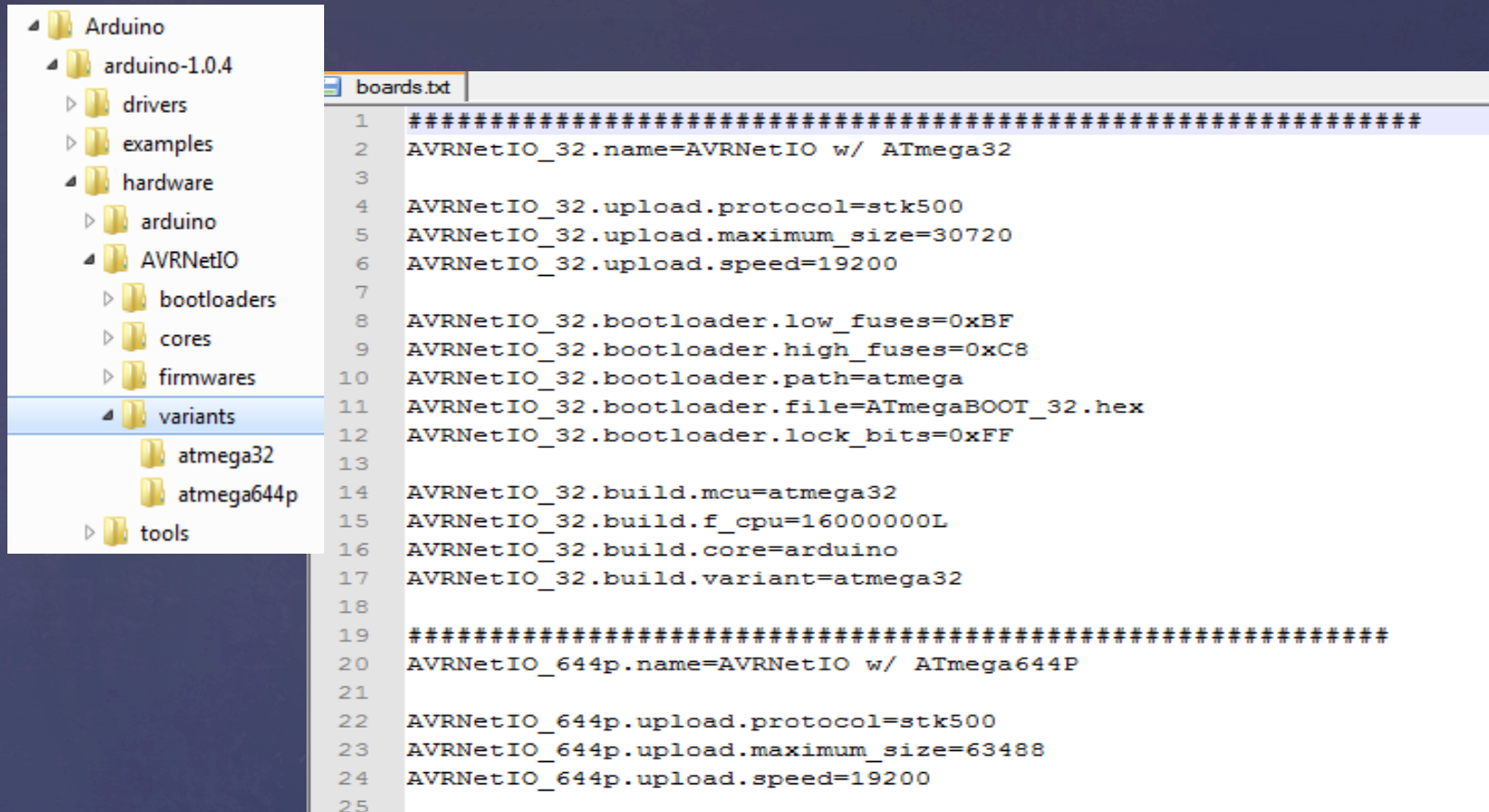
```

115  #define BL_PORT  PORTF
116  #define BL_PIN  PINF
117  #define BL0     PINF7
118  #define BL1     PINF6
119  #elif defined __AVR_ATmega1280__
120  /* we just don't do anything for the MEGA and enter bo
121  #elif defined __AVR_ATmega644P__ // the ATmega644P h
122  #define BL_DDR  DDRD
123  #define BL_PORT  PORTD
124  #define BL_PIN  PIND
125  #define BL0     PIND0
126  #define BL1     PIND2
127  #elif defined __AVR_ATmega32__
128  #define BL_DDR  DDRD
129  #define BL_PORT  PORTD
130  #define BL_PIN  PIND
131  #define BL      PIND0
132  #else
133  /* other ATmegs have only one UART, so only one pin :
134  #define BL_DDR  DDRD
135  #define BL_PORT  PORTD
136  #define BL_PIN  PIND
137  #define BL      PIND6
138  #endif
139
140
141  /* onboard LED is used to indicate, that the bootloader
142  /* if monitor functions are included, LED goes on after:
143  #if defined __AVR_ATmega128__ || defined __AVR_ATmega:
144  /* Onboard LED is connected to pin PB7 (e.g. Crumb128,
145  #define LED_DDR  DDRB
146  #define LED_PORT  PORTB
147  #define LED_PIN  PINB
148  #define LED      PINB7
149  #elif defined __AVR_ATmega644P__ || defined __AVR_ATme
150  /* use an LED on pin B1 (AVRNetIO jumper to select pr
151  #define LED_DDR  DDRB
152  #define LED_PORT  PORTB
153  #define LED_PIN  PINB

```

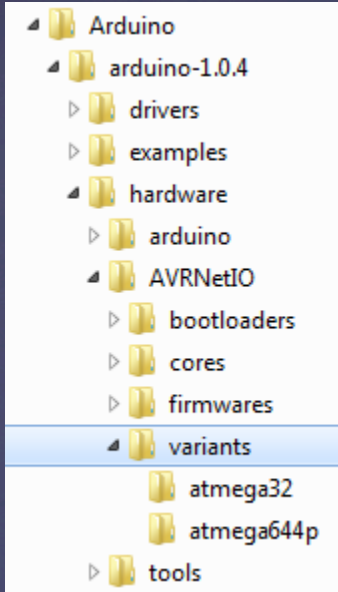
Flash Arduino Bootloader

Adapt standard ATmegaBOOT_168.c for ATmega32/644 - basically PINs, chip IDs and #defines - no serious changes required...



```
1 #####
2 AVRNetIO_32.name=AVRNetIO w/ ATmega32
3
4 AVRNetIO_32.upload.protocol=stk500
5 AVRNetIO_32.upload.maximum_size=30720
6 AVRNetIO_32.upload.speed=19200
7
8 AVRNetIO_32.bootloader.low_fuses=0xBF
9 AVRNetIO_32.bootloader.high_fuses=0xC8
10 AVRNetIO_32.bootloader.path=atmega
11 AVRNetIO_32.bootloader.file=ATmegaBOOT_32.hex
12 AVRNetIO_32.bootloader.lock_bits=0xFF
13
14 AVRNetIO_32.build.mcu=atmega32
15 AVRNetIO_32.build.f_cpu=16000000L
16 AVRNetIO_32.build.core=arduino
17 AVRNetIO_32.build.variant=atmega32
18
19 #####
20 AVRNetIO_644p.name=AVRNetIO w/ ATmega644P
21
22 AVRNetIO_644p.upload.protocol=stk500
23 AVRNetIO_644p.upload.maximum_size=63488
24 AVRNetIO_644p.upload.speed=19200
25
```

Hardware for Arduino IDE → boards.txt



```
#define NOT_A_PIN 0
#define NOT_A_PORT 0

#define NOT_ON_TIMER 0
#define TIMERO 1
#define TIMER1A 2
```

Hardware for Arduino IDE

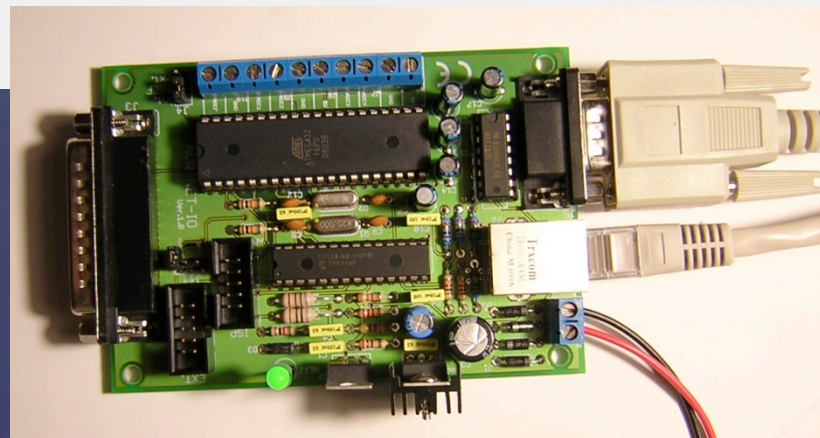
→ pins_arduino.h variants



Use Jean-Claude's brilliant ethercard driver...

Enjoy a cheap Arduino w/ ethernet capability

```
Received Data
1  5  10  15  20  25  30  35  40  45  50  55  60  65  70  75  80  85
AVRNetIO Test
\r\n
Assigned IP address 192.168.0.128\r\n
GET /?o1=1&o4=1&o5=1&o8=1 HTTP/1.1\r\n
Host: 192.168.0.128\r\n
User-Agent: Mozilla/5.0 (Windows NT 6.1; WOW64; rv:20.0) Gecko/20100101 Firefox/20.0\r\n
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8\r\n
Accept-Language: de-de,de;q=0.8,en-us;q=0.5,en;q=0.3\r\n
Accept-Encoding: gzip, deflate\r\n
DNT: 1\r\n
Referer: http://192.168.0.128/?o1=1&o4=1&o5=1&o8=1\r\n
Connection: keep-alive\r\n
\r\n
\r\n
```



Simple AVRNetIO webserver

<input checked="" type="checkbox"/> Output 1	<input type="checkbox"/> Output 2
<input type="checkbox"/> Output 3	<input checked="" type="checkbox"/> Output 4
<input checked="" type="checkbox"/> Output 5	<input type="checkbox"/> Output 6
<input type="checkbox"/> Output 7	<input checked="" type="checkbox"/> Output 8
Input 1: 1	Input 2: 1
Input 3: 1	Input 4: 1
ADC1: 824	ADC2: 666
ADC3: 435	ADC4: 331
<input type="button" value="Daten absenden"/>	

Easy Server

<https://github.com/gebhardm/energyhacks/tree/master/AVRNetIOduino>

With ideas taken from

<http://sanguino.cc/>

<http://son.ffdf-clan.de/?path=start>

Resources