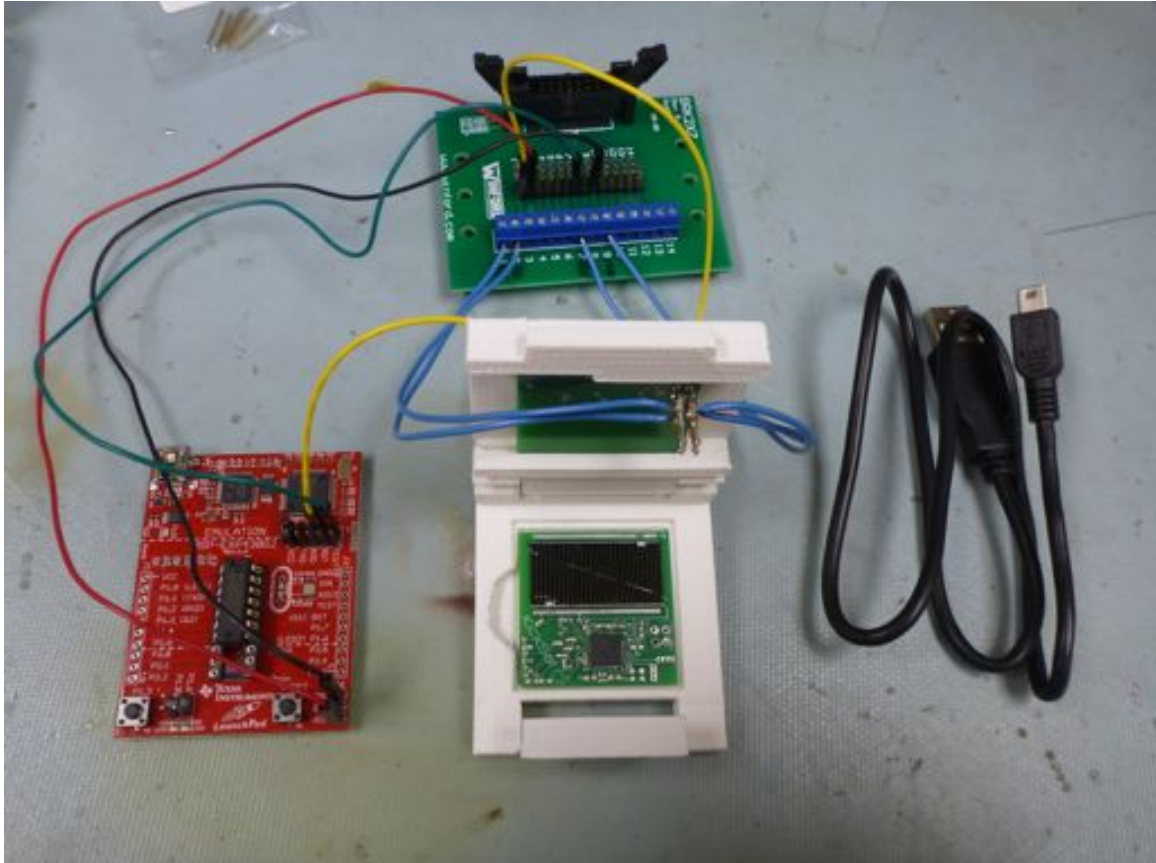


Sprite Replica Test Procedure

Test Tools:

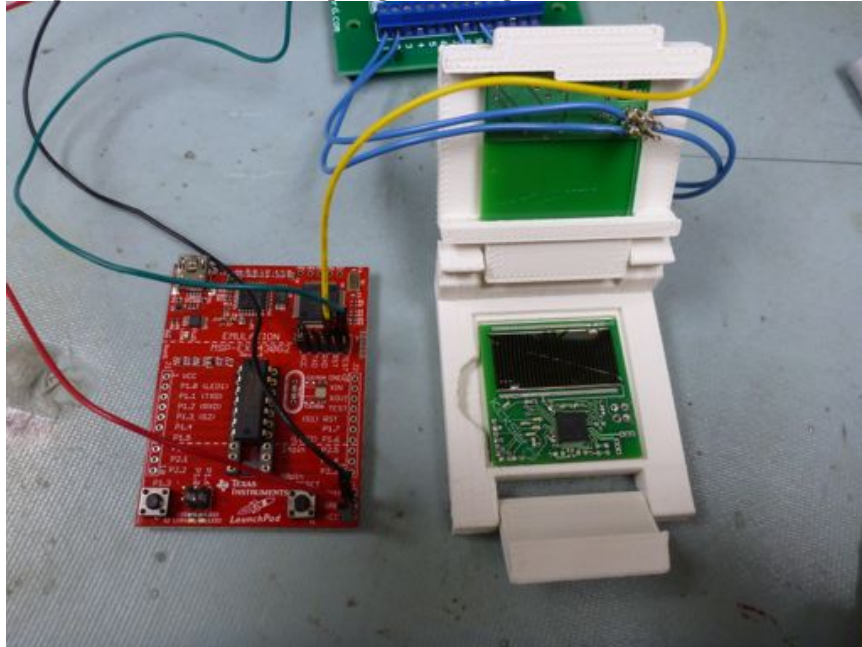
Hardware: TI Launchpad, mini USB Cable, pogo pin programming fixture



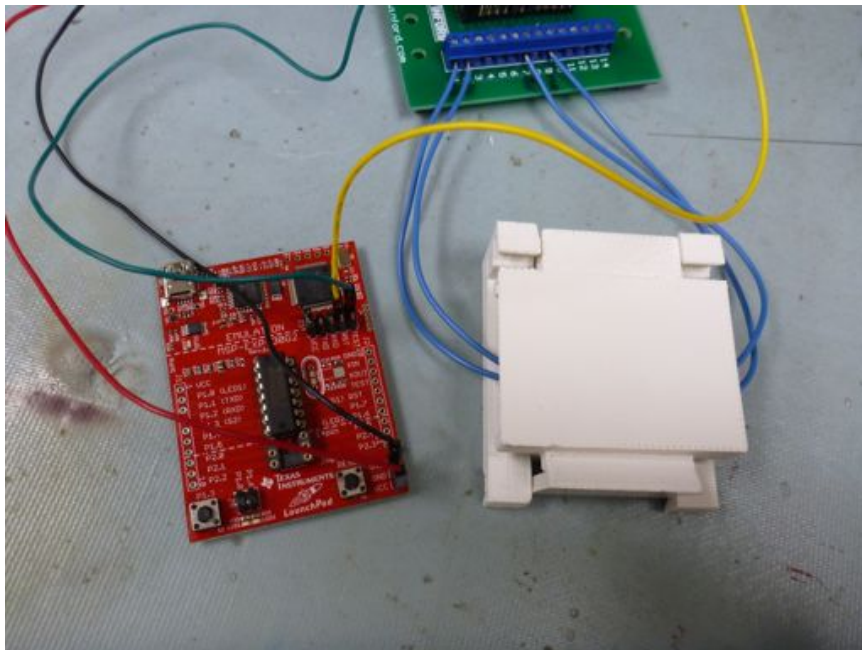
Software: Energia customized build available at the following URL:
<https://github.com/zacinaction/Energia/downloads>, SpriteBlink demo sketch
(included in download).

Test Procedure:

1. Connect wires from test fixture to TI Launchpad. These are VCC (red), GND (black), TEST (green), and RST (yellow) and will be marked on both the board and test fixture.
2. Place Sprite board into the programming fixture.



3. Close and latch lid, ensuring that pins make good contact with board.



4. Connect TI Launchpad to computer via USB cable
5. Open the SpriteBlink sketch inside Energia
6. Upload the SpriteBlink sketch to the board



The screenshot shows the Energia IDE interface. The title bar reads "SpriteBlink | Energia \$(version)". The menu bar includes "File", "Edit", "Tools", "Help", and "Window". The toolbar contains icons for running, saving, opening, and other functions. The main text area displays the "SpriteBlink" sketch code. The code is a C++ program for a TI Launchpad, featuring a "Blink" comment and a "void setup()" function that initializes pins 1 through 6 as outputs. The "void loop()" function turns on LEDs in sequence from pin 6 to pin 1, with delays of 300ms and 600ms, and then turns them off in sequence. The status bar at the bottom indicates "Done uploading." and "Binary sketch size: 942 bytes (of a 16,384 byte maximum)". The bottom-most bar shows the connection details: "LaunchPad w/ cc430f5137 on /dev/cu.usb-065F426C50545F19".

```
Blink
Turns on an LED on for one second, then off for one second, repeatedly.
This example code is in the public domain.
*/

void setup() {
  // initialize the digital pins as outputs.
  // Pins 1-6 have LEDs connected on the Sprite Replica boards:
  pinMode(1, OUTPUT);
  pinMode(2, OUTPUT);
  pinMode(3, OUTPUT);
  pinMode(4, OUTPUT);
  pinMode(5, OUTPUT);
  pinMode(6, OUTPUT);

  digitalWrite(1, HIGH); // set the LED above the "i" on
}

void loop() {
  //Turn LEDs on in sequence
  digitalWrite(6, HIGH); // set the LED on
  delay(300);
  digitalWrite(5, HIGH); // set the LED on
  delay(300);
  digitalWrite(4, HIGH); // set the LED on
  delay(300);
  digitalWrite(3, HIGH); // set the LED on
  delay(300);
  digitalWrite(2, HIGH); // set the LED on
  delay(600);
  digitalWrite(2, LOW); // set the LED off
  digitalWrite(3, LOW); // set the LED off
  digitalWrite(4, LOW); // set the LED off
  digitalWrite(5, LOW); // set the LED off
  digitalWrite(6, LOW); // set the LED off
  delay(600);
}
```

Done uploading.

Binary sketch size: 942 bytes (of a 16,384 byte maximum)

LaunchPad w/ cc430f5137 on /dev/cu.usb-065F426C50545F19

7. Verify that LEDs on the board blink

