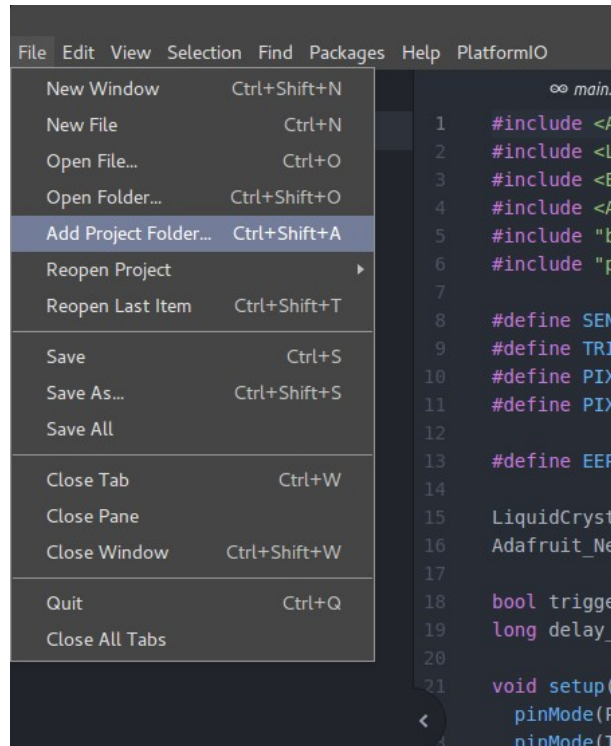


Instructions to Upload the Code:

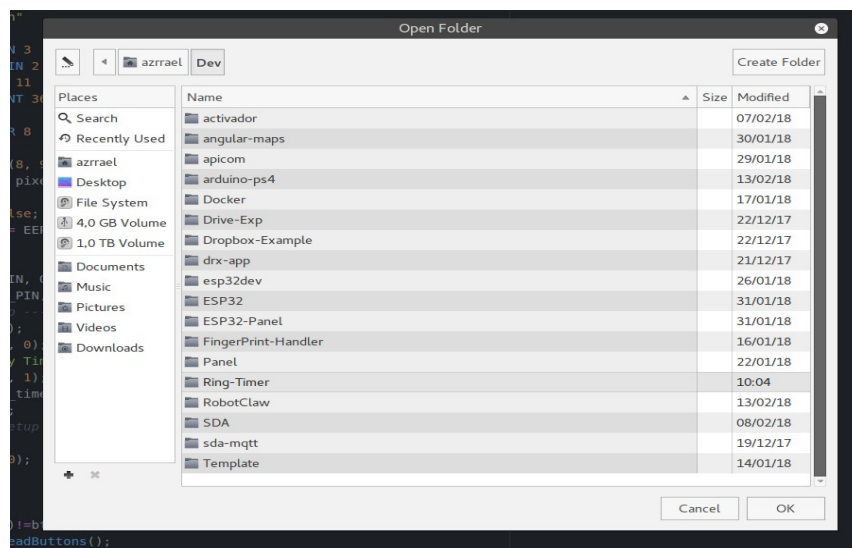
1 – Add project folder to the Atom Workspace.

Go to File/Add Project Folder



2 – Add the Whole Folder:

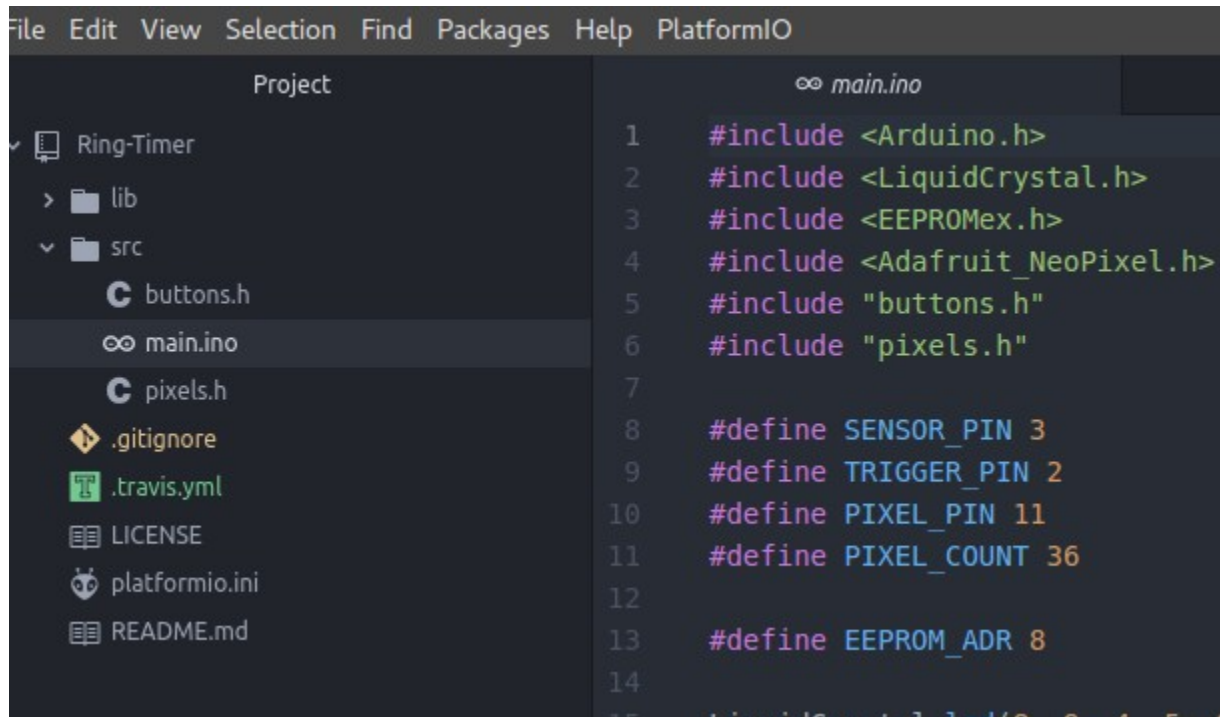
Select the whole folder, that means the one named Ring-Folder, that contains the Libs and the Source code



3 – Edit the parameter of the Hardware

In the left side of the screen navigate the folder tree and open the file:

src/main.ino



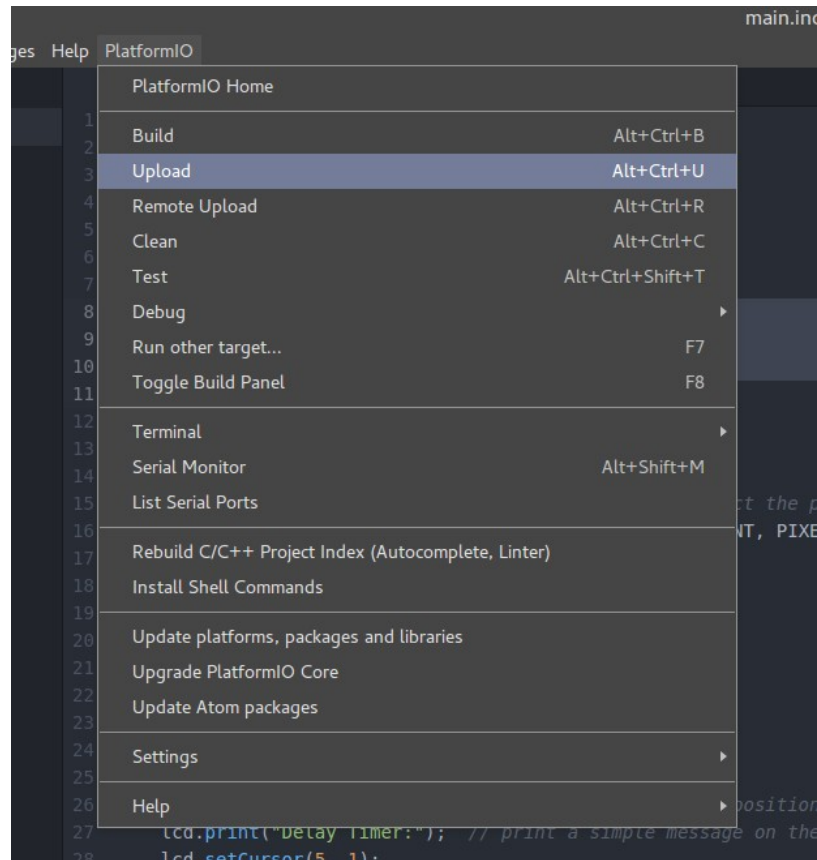
```
File Edit View Selection Find Packages Help PlatformIO
Project
Ring-Timer
├── lib
├── src
│   ├── buttons.h
│   └── main.ino
├── pixels.h
├── .gitignore
├── .travis.yml
├── LICENSE
├── platformio.ini
└── README.md

main.ino
1  #include <Arduino.h>
2  #include <LiquidCrystal.h>
3  #include <EEPROM.h>
4  #include <Adafruit_NeoPixel.h>
5  #include "buttons.h"
6  #include "pixels.h"
7
8  #define SENSOR_PIN 3
9  #define TRIGGER_PIN 2
10 #define PIXEL_PIN 11
11 #define PIXEL_COUNT 36
12
13 #define EEPROM_ADR 8
14
15 LiquidCrystal lcd(9, 8, 4, 5, 6, 7)
```

In the lines 8 to 11 is contained the configuration of the Hardware, if you need to change any of those is simple. The pixel count automatically change the timer then feel free to modify as much as you need.

4 – Upload the Code

Go to PlatformIO/Upload, the first time it takes a quite long because PlatformIO needs to install the libs and the compiler.



5 – Change the Board (Optional)

I used an Arduino UNO, is cheaper and compact, if you want to use it instead of the Arduino Mega. Got to the file

platformio.ini

```

1  ;
2  ; Please visit documentation for the other options
3  ; http://docs.platformio.org/page/projectconf.html
4
5  [env:uno]
6  platform = atmelavr
7  board = megatmega2560
8  #board = uno
9  framework = arduino
10 lib_deps =
11     # Using library Id
12     28
13     170
14
15 
```

the “#” is used to comment the code, remove it from uno, and put it in the mega line. That is all.