BananaPi uses DVK-511

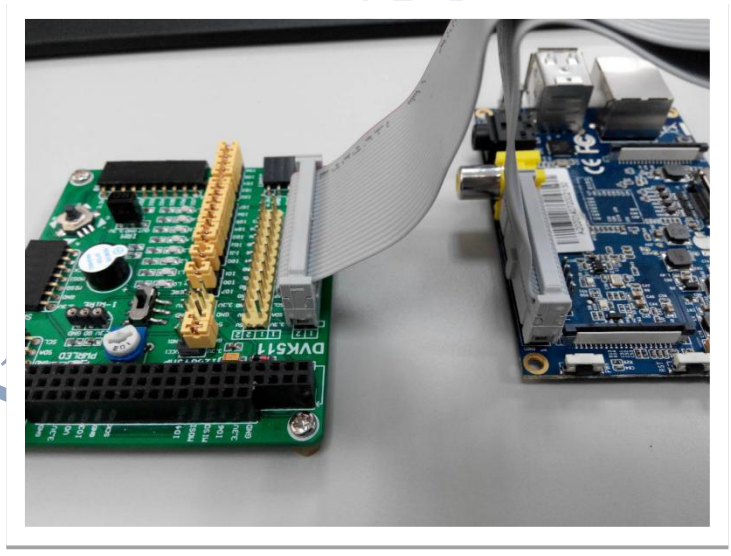
Buzzer

By Justin Chen

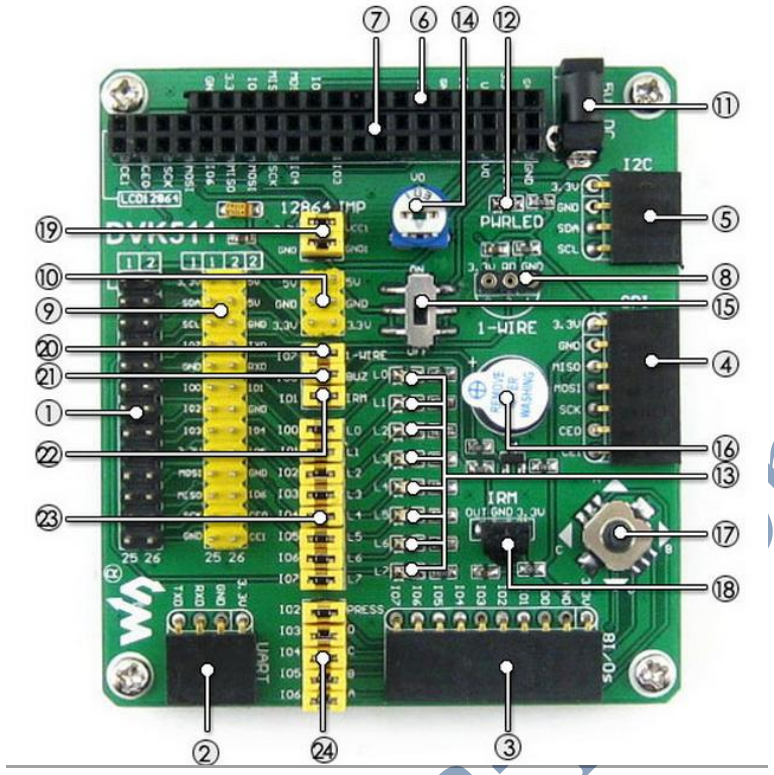
1. Please download the customized Raspbian Image for BananaPi from our website http://www.bananapi.comFor how to burnthe images to the SD card, please go to http://www.bananapi.com/index.php/download?layout=edit&id=42

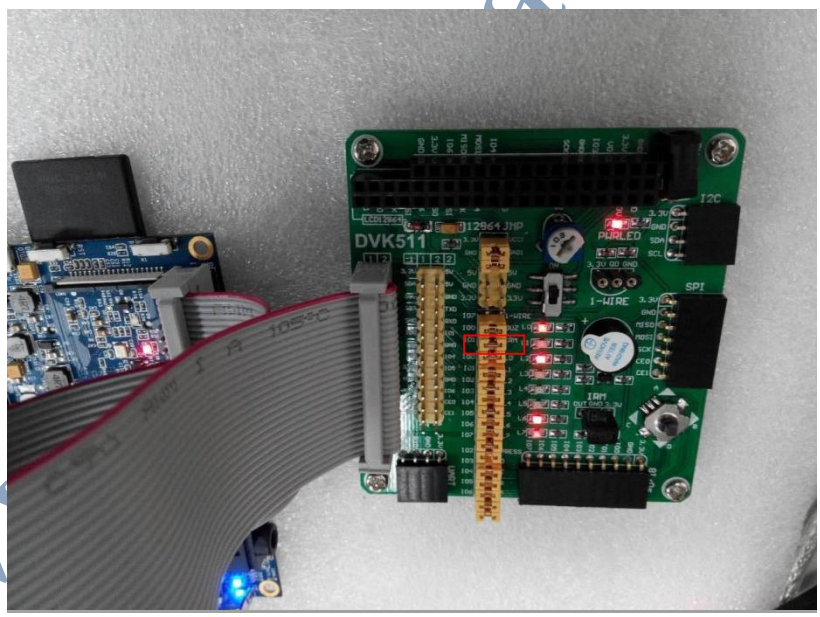
2. The Image burn in SD card has preload the customized WiringPi Lib before, if download WiringPi Lib by yourself, you will need to modify it, otherwise it can't use; WiringPi Lib can find in /opt/gpio-lib.

3. Please connect the BananaPi to the interfaceof DVK511.

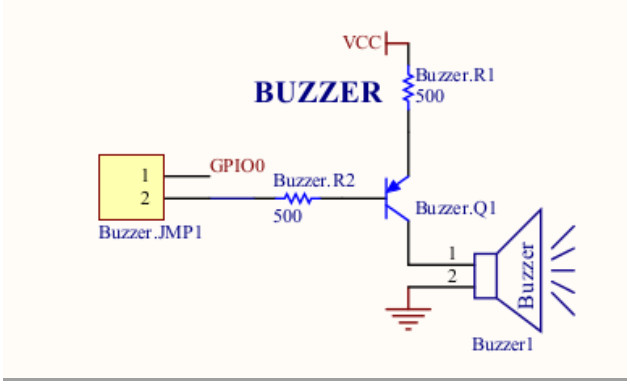


4. The Jack No.16 of DVK511 is the Buzzer, and the jack NO.21 is the jump of it. Please do not pull it out while the testing or the Buzzer would be invalid.



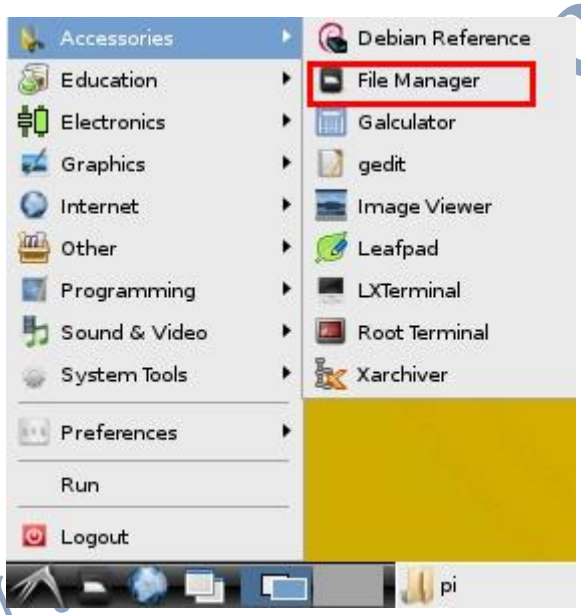


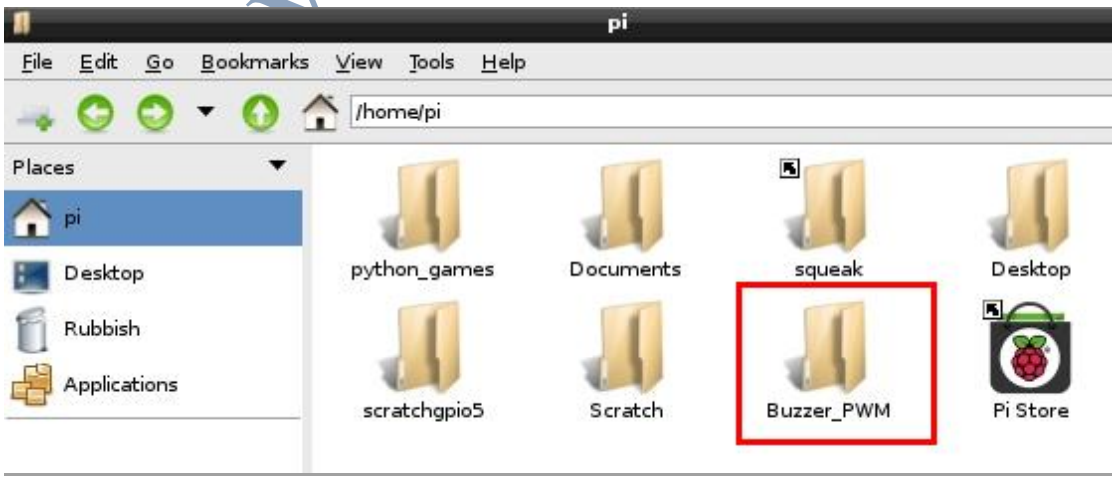
5. Check the Buzzer Map to find the corresponding point for each PIN.



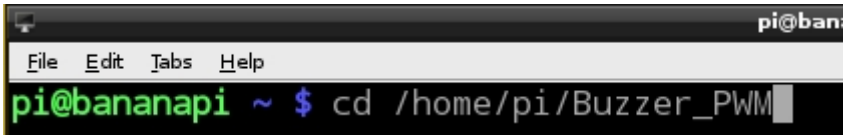
Above picture showed Buzzer PIN's corresponding table

6. Use the Buzzer sample code to check the functionality, outset File Manager and copy the Buzzer_PWM to the home dictionary.

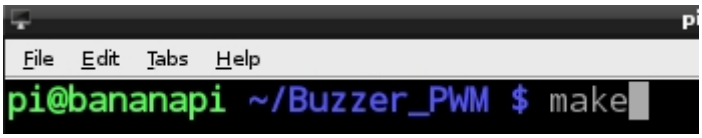




Then outset LXTerminal,switch it to the Buzzer-PWM Folder.

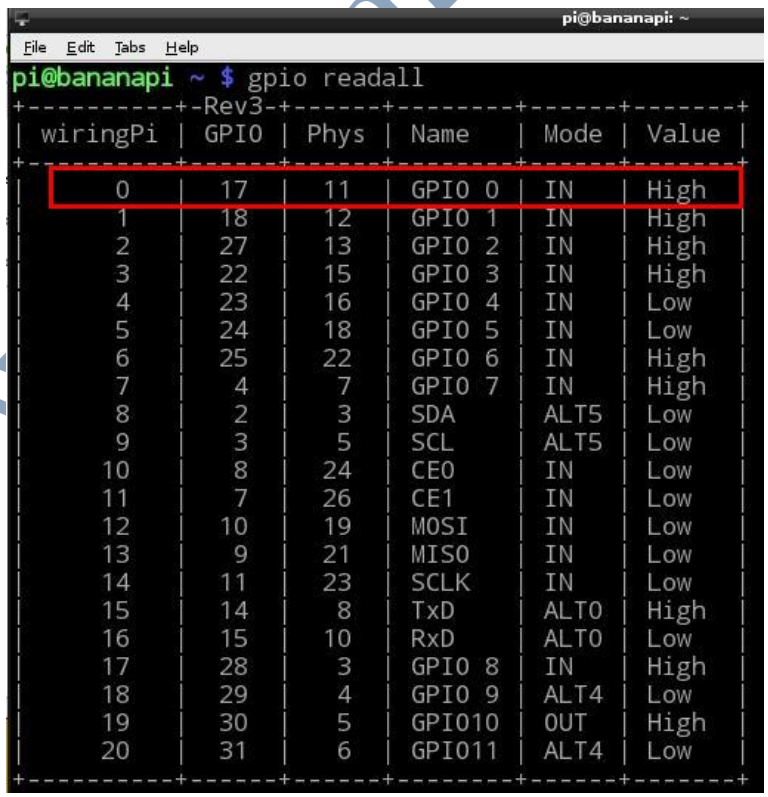


CompileBuzzer_PWM

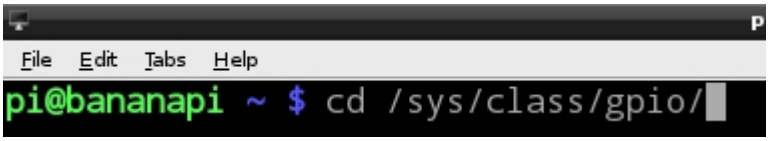


Run the code and outset the Buzzer.

7. At the end, find out whether there are sounds heard from the Buzzer.
8. The GPIO PIN can also be used to control the Buzzer, See the No.5 Buzzer images you can know that the name of Buzzer GPIO is GPIO0,Corresponding Banana PI GPIO is GPIO17(run gpio readall order to check corresponding GPIO PIN)

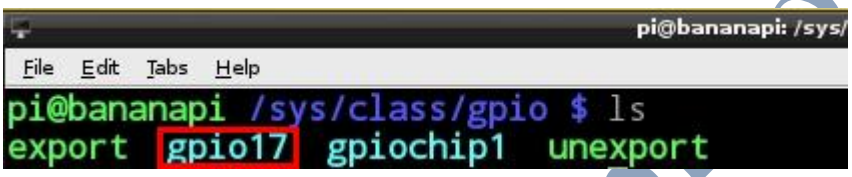


9. Outset LXTerminal,run order to relative paths.



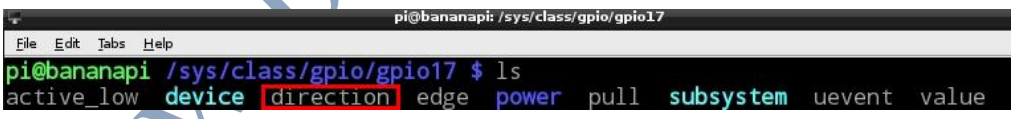
EnableCorrespondingGPIO PIN

At this time can add a gpio17 contents under the gpio contents.



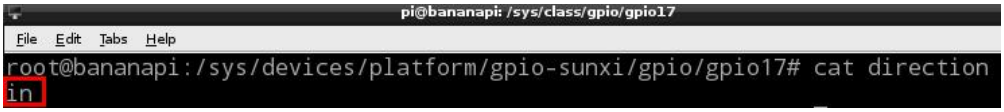
Switch to gpio17

You can see a direction contents down below,need to change the setpoint of this contents.

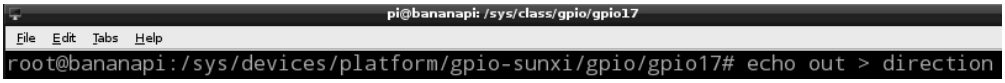


Switch root Competence to control GPIO

Use cat order to check the setpoint of direction contents



You need to change direction setpoint,and then can use GPIO PIN to control the Buzzer.



After change the direction setpoint,Use the cat order to check the direction contents whether change successed.

Change the Number of value data to control the status of Buzzer.

➔echo 1 > value //Close the Buzzer

➔echo 0 > value //Outset the Buzzer