

# NMLB

*No Model Left Behind*

A DIY battery-powered lost model alarm.

Allows to find the model even if the battery is ejected.



By modifying the 'bz\_mode' flag in the code to '`const int bz_mode = 2;`' the buzzer can instead be controlled via a PWM signal (buzzer on if PWM is above 1800).

## Instructions

1. Switch ON the alarm while the model is OFF. 1 blink every 3 seconds.
2. Plug the lipo to the model, after 5 seconds the alarm is armed. 2 blinks every 3 seconds.
3. Once the lipo on the model is removed, to put the alarm in idle mode plug the lipo back again briefly (for less than 5 seconds).
4. If the lipo is ejected in flight, after 3 minutes the alarm will start beeping a SOS signal, allowing to find the model.
5. Once it has been found, either switch off the alarm or plug briefly back the lipo for less than 5 seconds to put it in idle mode.

## Modes

### Start

As soon as it is switched on, it checks the internal lipo and gives feedback (each beep is associated with the LED turning on):

- 1 long beep →  $3.8V < V_{bat} < 4.0V$ .
- 2 long beeps →  $3.5V < V_{bat} < 3.8V$ .
- 3 long beeps →  $V_{bat} < 3.5V$ .

If  $V_{bat} < 4.0V$  the charging function is activated.

After these initial checks, it makes 2 *short beeps*.

**IDLE mode** - NMLB on, model power off.

- The LED blinks 1 time every 3 seconds.
- After 1 minute it goes in sleep mode.

**SLEEP mode** - In this mode the buzzer consumes only  $\sim 3\mu A$ , allowing it to stay active for several months.  
Every 4 seconds it checks the status and then goes back to sleep.

**FLY mode** - NMLB on, model power on.

- When the model is turned on, it makes a *long+short+long series*.
- After 5 seconds, the lost-model alarm function is armed.
- The LED blinks twice every 3 seconds.

**ALARM mode** - Model power is lost and alarm was armed.

- It waits for 3 minutes, blinking the LED four times every 3 seconds.
- After the minute, it beeps a SOS ( \_ \_ \_ . . . \_ \_ \_ ) every 5 seconds until the internal battery is drained, or the model is found.