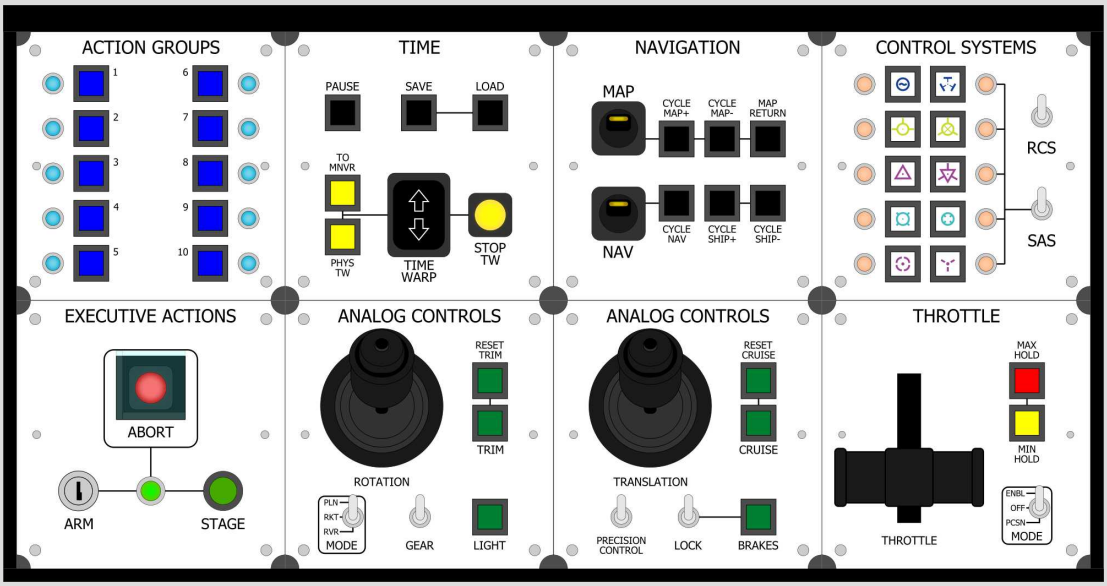
Untitled Space Craft

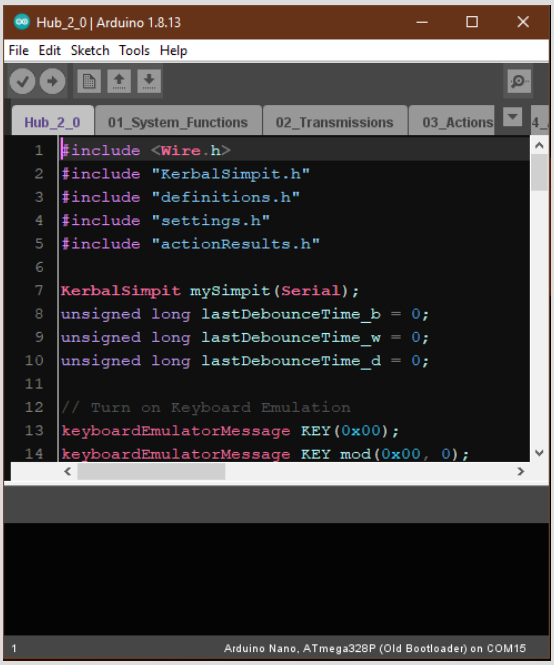
Code Flashing Guide



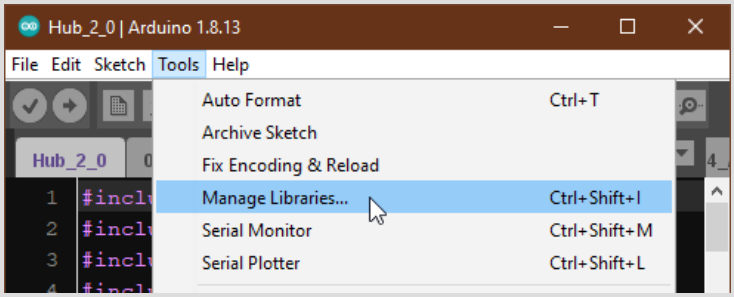
1. Download and install the Arduino IDE.
https://www.arduino.cc/en/software

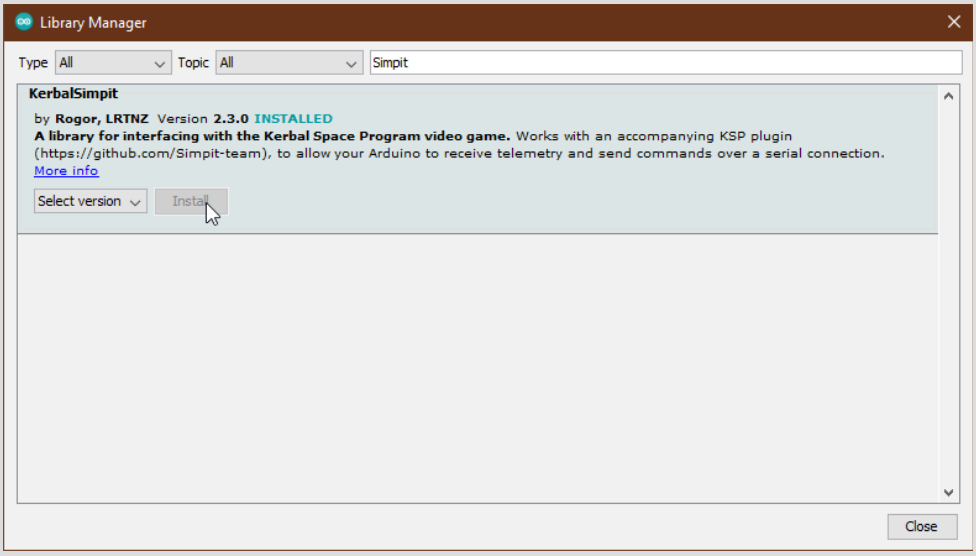
2. Download the latest version of the USC hub software.
https://drive.google.com/drive/folders/1We1jZiN67R4KNCPk3y_iGojDVWFFW5ga?usp=sharing

3. Extract the folder and then open the file inside that has the same name as the folder. It should open into the Arduino IDE. Yours may look slightly different due to theme or version differences.

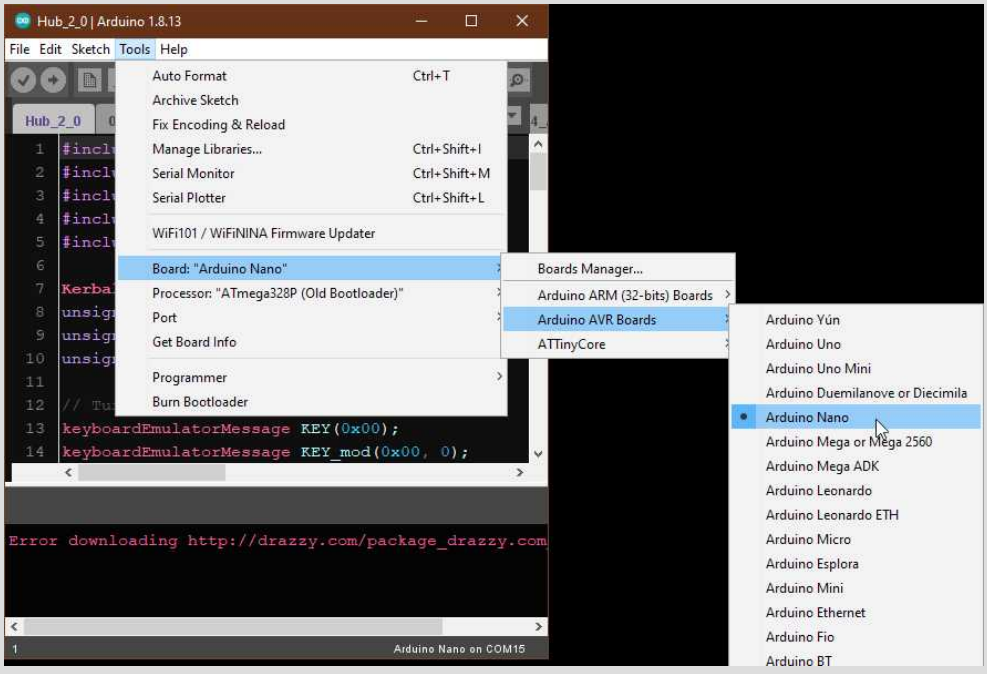


4. Go into Tools>Manage Libraries. Wait a few seconds for the Library Manager to open. Once it pops up, type 'Simpit' into the search bar and press Enter. Then click 'install' on the KerbalSimpit entry.

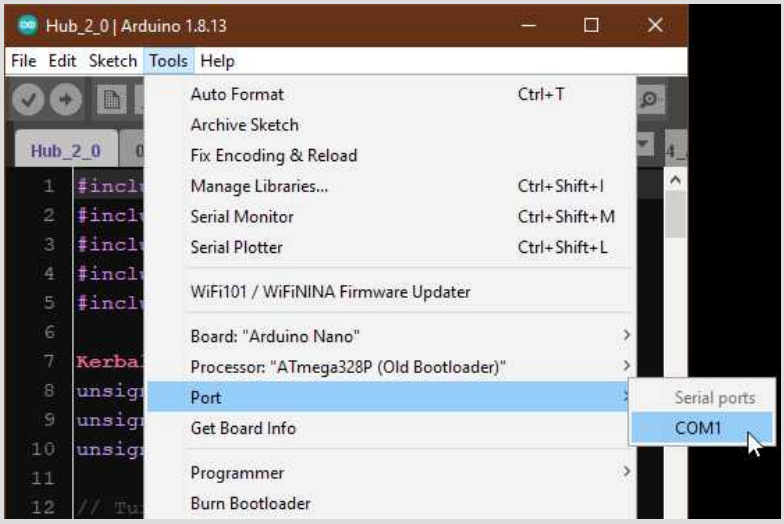




5. Select the board. If your controller arrived after May 2024, then you need to choose "Arduino Micro". If your controller arrived before, then you likely need to choose "Arduino Nano". You can also check the serial number on your hub. A, B, and C all use Nano. Series D uses Micro.

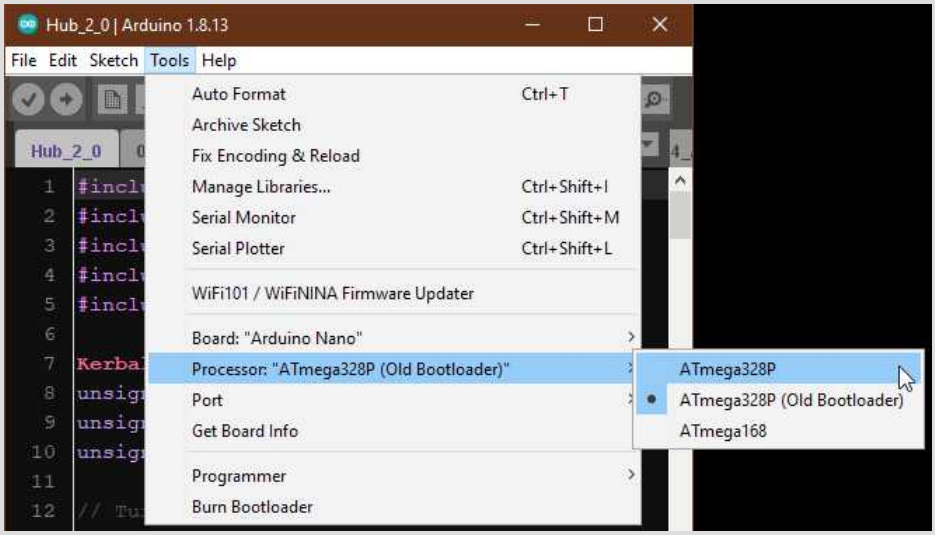


6. Select the Port. This should be the same COM port that you chose for the installation guide, though please keep in mind that it may have changed.



7. Plug the controller in to USB (power is unnecessary). Click the 'Upload' arrow to flash the code. Make sure you click the arrow and not the check mark.

8. On some nanos, Step 7 will fail due to the bootloader. You can change the bootloader to the other option. The only two options you should use are "ATmega328P" and "ATmega328P (Old Bootloader)". Then click the arrow again.



9. If the IDE says "Done" near the bottom or otherwise confirms that the code has loaded, then you should be all set!

There are some further settings options that you can change to suit your needs by editing the settings.h file. This is especially useful if your controller has a Throttle module.