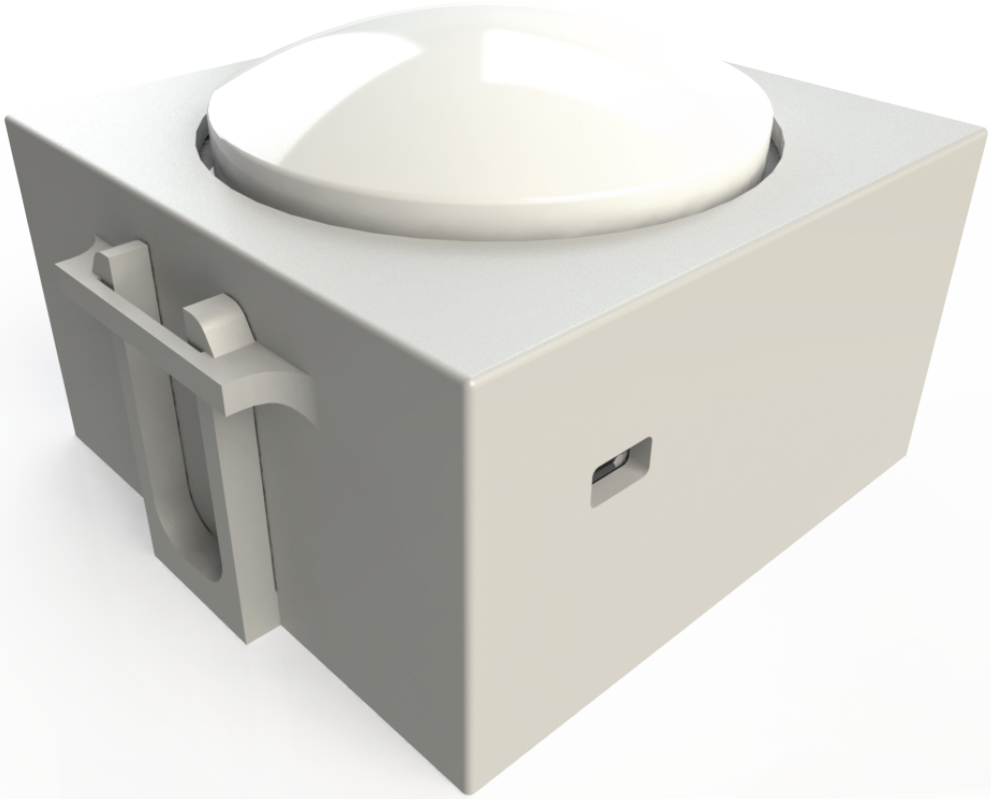
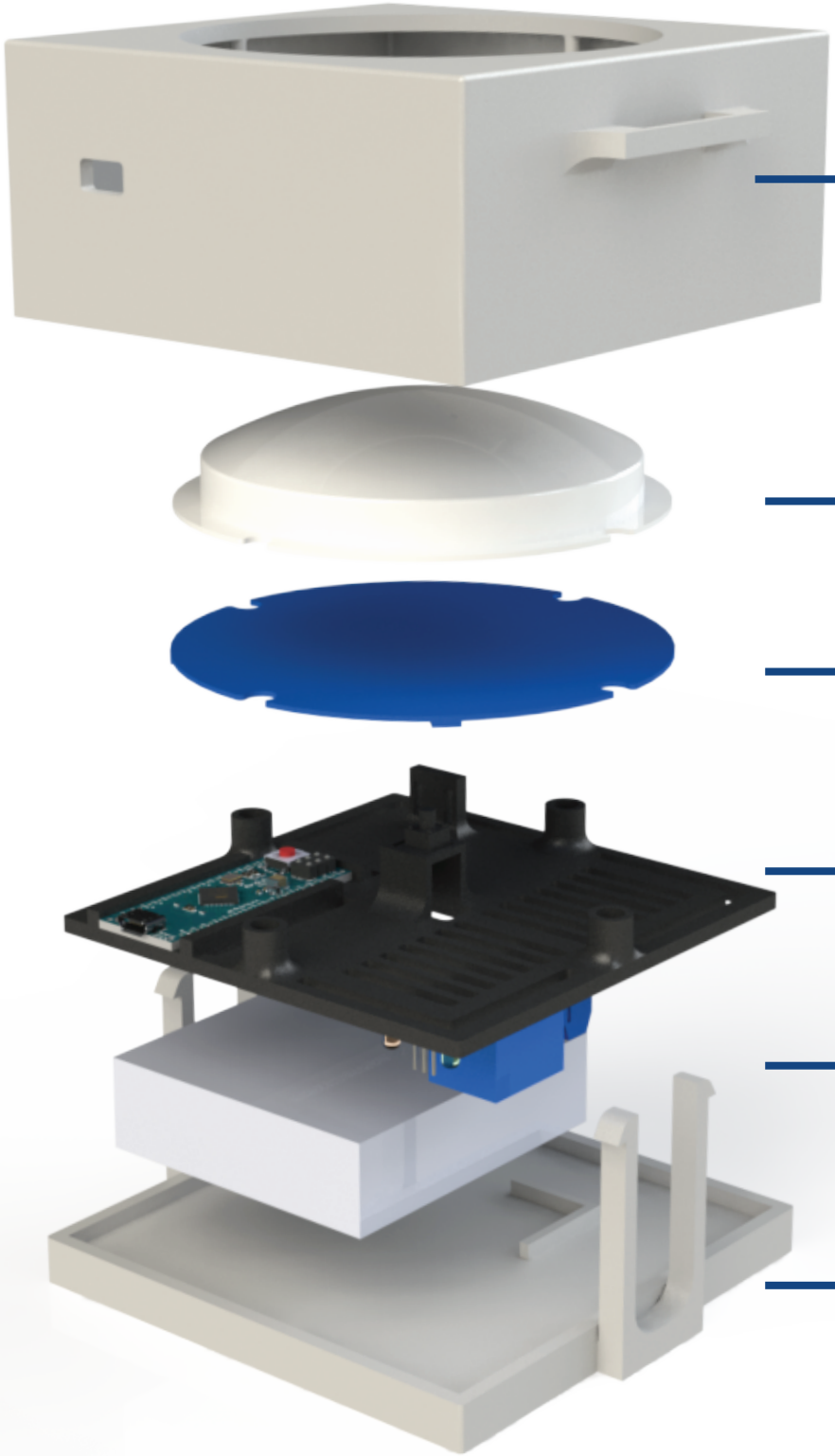
PUSH BUTTON

::DOCUMENTATION::



Exploded View



Top Cover

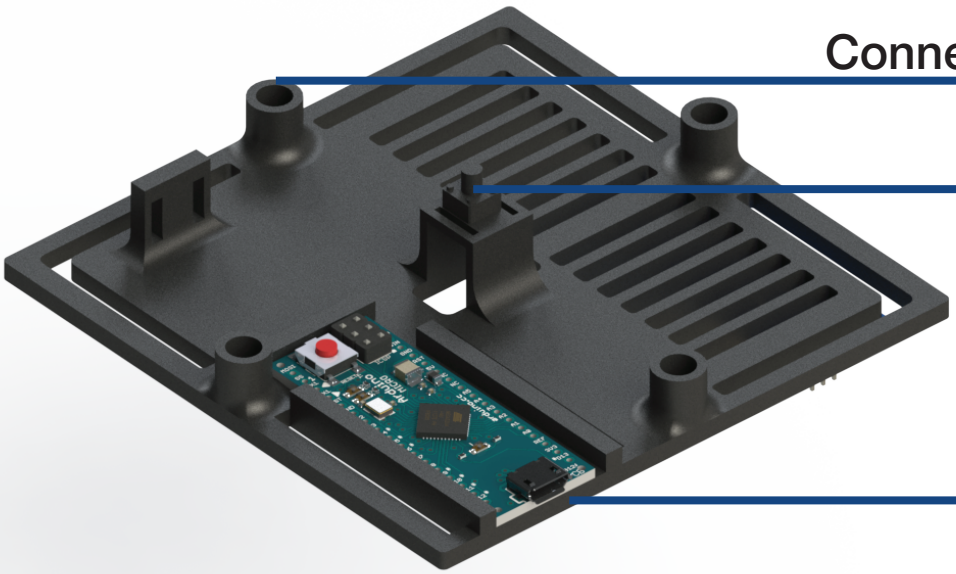
Button

Press Plate

Electronics Housing

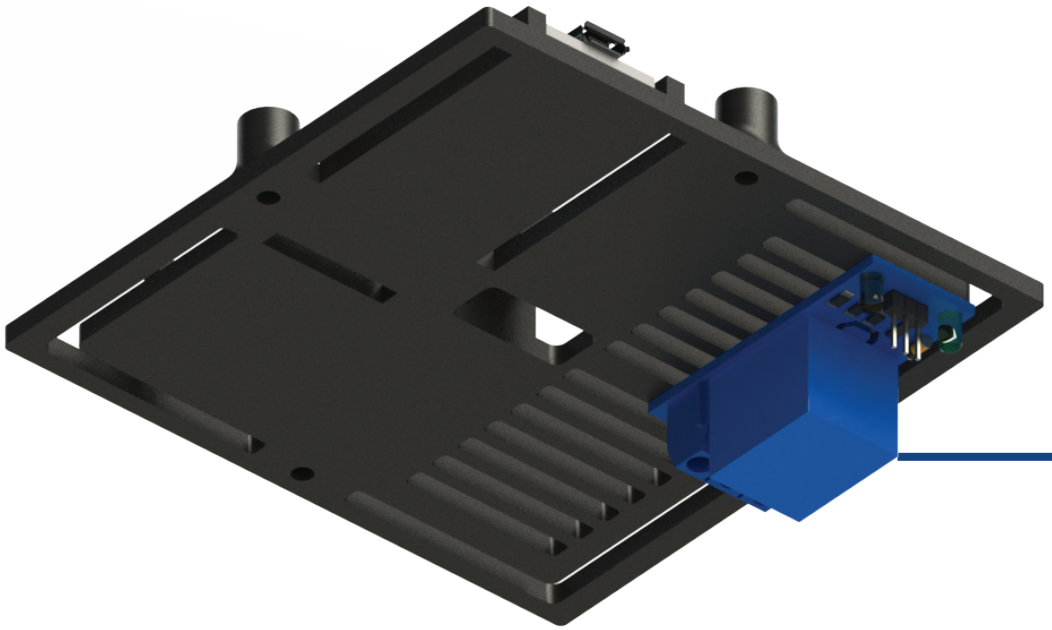
Battery Housing

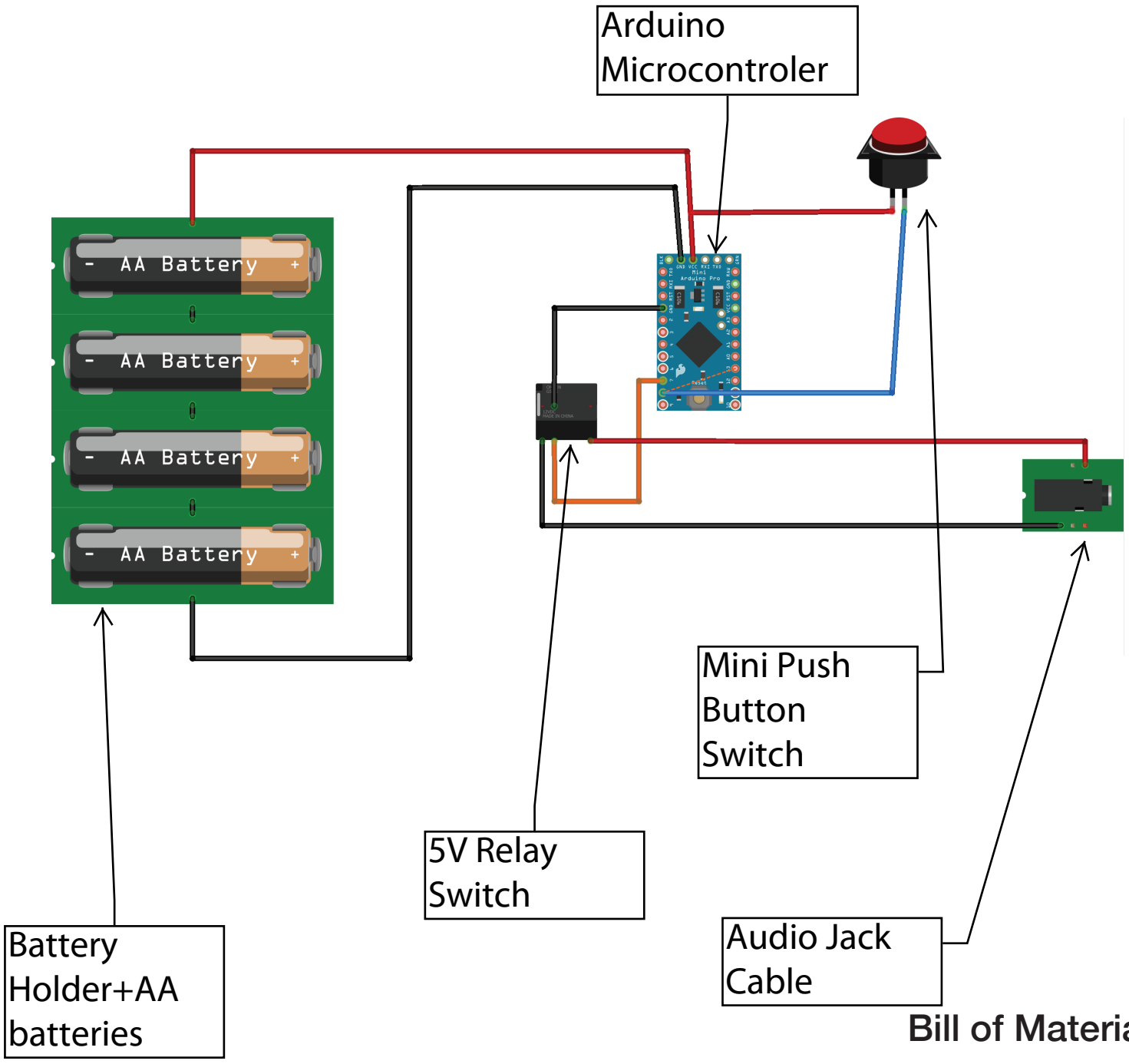
Bottom Cover



TOP SIDE

BOTTOM SIDE



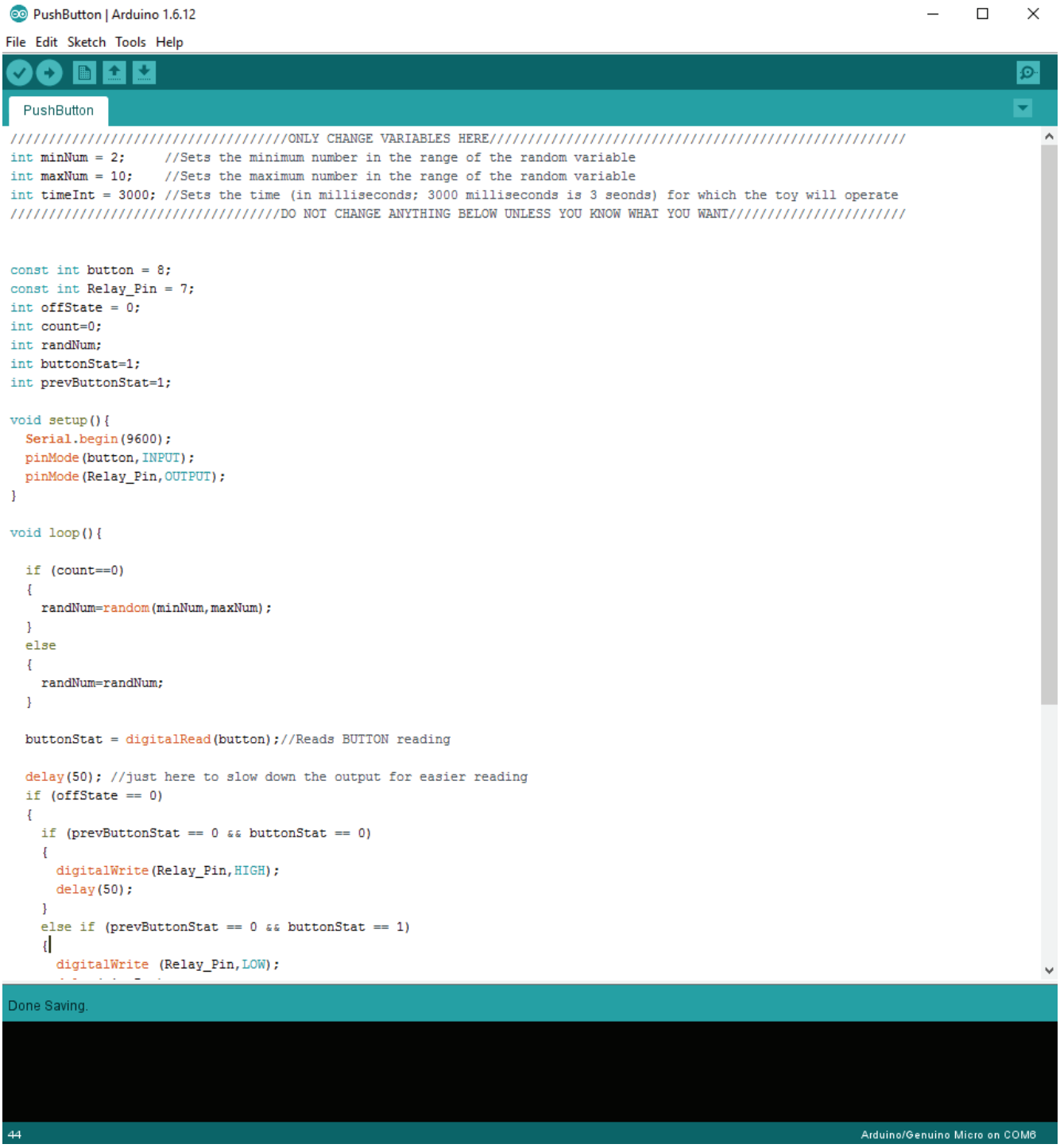


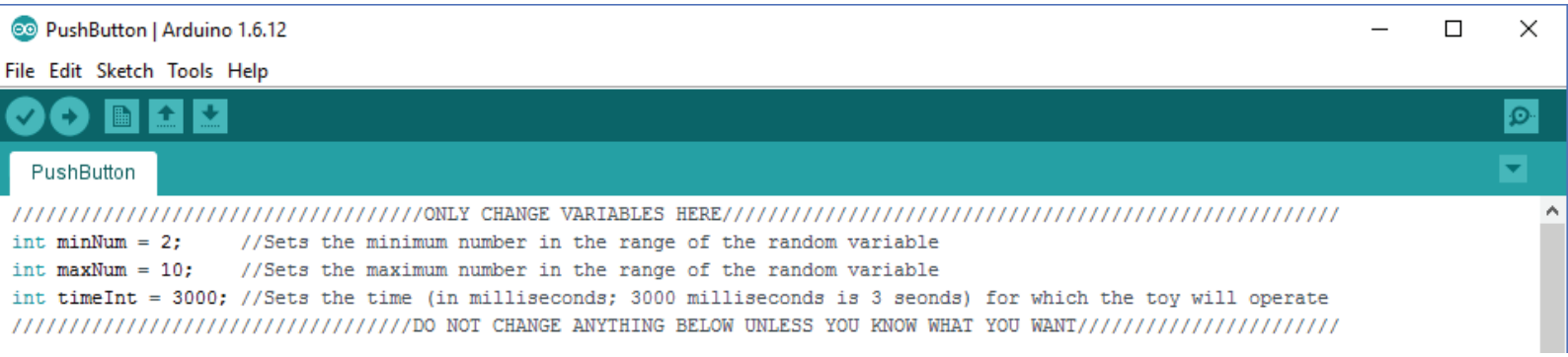
Bill of Materials

>> Arduino Micro x1(with Cable)
>> Mini Push Button Switch X1
>> 5V Relay Switch X1
>> Battery Holder (4 AA Batteries) with Switch and Cover X1
>> Audio Jack Cable X1
>> Cable Ties
>> Rest of items are 3D printed. CAD files will be provided separately.

Arduino Micro uses the easy-to-use Arduino IDE to program. Before attempting to re-program, please ensure that the computer used for this purpose has the Arduino IDE installed.
If not, please head to the following link for download instructions:
Arduino IDE download: **https://www.arduino.cc/en/Main/Software**

Once ready, open the Arduino sketch **PushButton** made available.





It is recommended to change only the variables shown above.

>> The variables **minNum** and **maxNum** controls the range in which a number will be picked at random and be used to determine the amount of switch activation before the switch needs to be reset to work properly again. Adjust these variables if needed.

>> The variable **timeInt** controls the amount of time for each switch activation which the toy will function properly.

Once ready to upload the revised program to the board, click this button to verify if the program has any bugs.

Then, click this button to upload this program to the board.

FAQ

Q How do I connect my Arduino in the push button to my computer?

A There is a slot in the button which exposes the USB port of the Arduino Micro board. Use the provided USB cable to connect the Arduino Micro board to your computer.

Q I cannot upload the program to the board. There is an error: “Couldn’t find a Board on the selected port...”. What should I do?

A First, make sure you have the right board selected in Tools>Board menu. Make sure that Arduino Micro is selected.
Second, make sure that the proper port is selected in Tools>Serial Port menu. On Windows, it will be a COM port but you will need to check in the Device Manager (under Ports) to see which one.