Ardulink

Ardulink is a Java Open Source project. Please visit www.ardulink.org for more information.

Ardulink Sketches

Ardulink needs some code uploaded in Arduino board. Actually there isn't a specific library for Arduino IDE. In Ardulink distribution you can find several sketches that you can use to work with Ardulink. Of course they need for some modifies in order to accomplish your requirements but they are a good start point.

- **ArdulinkProtocol.ino** works with Arduino UNO boards

- **ArdulinkProtocol4Digispark.ino** works with Digispark and PicoDuino using Ardulink default protocol named: ALProtocol. Note: SWING component DigisparkConnectionPanel uses SimpleBinaryProtocol instead of ALProtocol. I suggest you to use SimpleBinaryProtocol with these boards

- **ArdulinkProtocol4LeonardoAndMicro.ino** this is the most general sketch for Ardulink. It is equal to ArdulinkProtocol.ino but manage input in a different way. It is developed to work with Arduino Micro and Leonardo but you can test it with other Arduino based boards.

- **ArdulinkProtocol4Uno32.pde** this sketch is developed to work with chipKIT Uno32 boards

- **CustomMessagesChipKit.ino** this sketch is developed to work with chipKIT Uno32 boards. It manages custom messages, and of course is just an example. I've used it for this video:

https://www.youtube.com/watch?v=PH2ejKGKaoM where Ardulink manages an OLED installed into the chipKIT Basic I/O Shield

- **JoystickCustomMessages.ino** this is the sketch I've developed to test the release v0.4.2 Top Gun. You can see a video here: https://www.youtube.com/watch?v=MErhEvy_NA8

- **JustReading4Uno32.pde** an example that sends messages to Ardulink reading a PIN

- **SimpleProtocol.ino** a sketch to manage the SimpleBinaryProtocol

- **SimpleProtocol4Digispark.ino** a sketch to manage the SimpleBinaryProtocol with a Digispark or PicoDuino