

Attach computer or battery pack, never both

Requires:
Shrimp Parts,
UART module
400pt breadboard

Persistence of Vision Addon

<http://shrimping.it/shrimp/project/pov/>

Attach computer or battery pack, never both

Requires:
Shrimp Parts,
UART module
400pt breadboard

Persistence of Vision Addon

<http://shrimping.it/shrimp/project/pov/>

Attach computer or battery pack, never both

Requires:
Shrimp Parts,
UART module
400pt breadboard

Persistence of Vision Addon

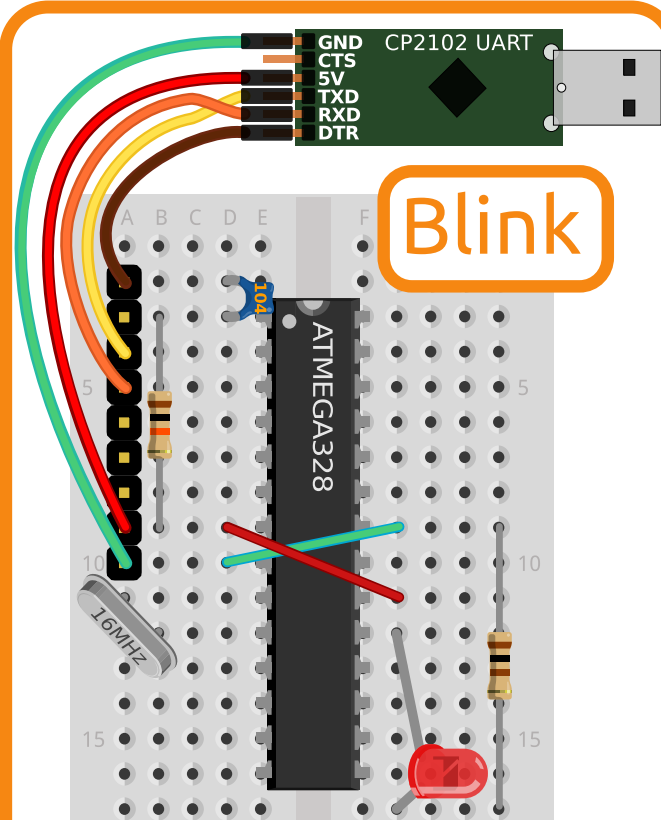
<http://shrimping.it/shrimp/project/pov/>

Attach computer or battery pack, never both

Requires:
Shrimp Parts,
UART module
400pt breadboard

Persistence of Vision Addon

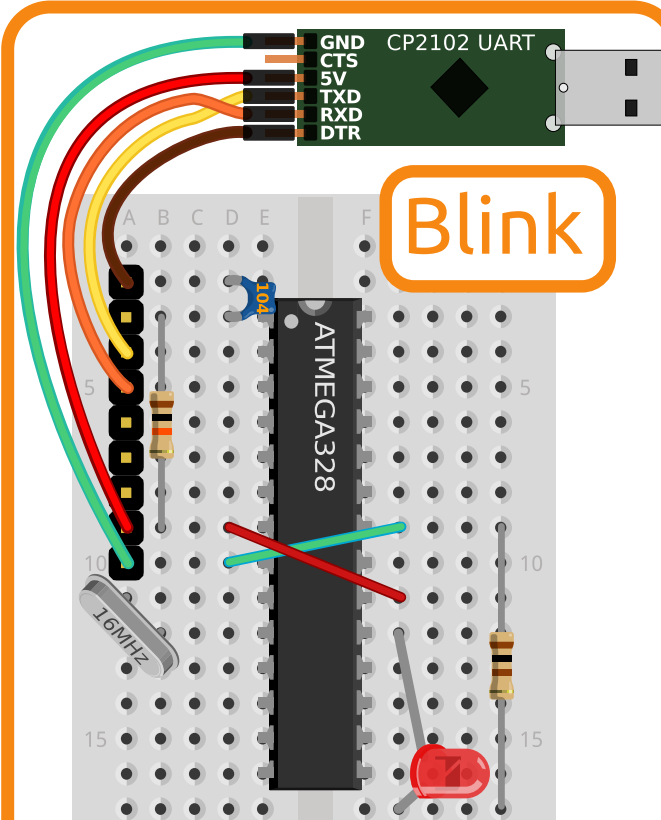
<http://shrimping.it/shrimp/project/pov/>



The diagram shows an ATMEGA328 microcontroller on a breadboard. A USB-to-UART adapter (CP2102) is connected to the microcontroller's pins: GND to ground, CTS to pin 10, 5V to pin 5, TXD to pin 1, RXD to pin 0, and DTR to pin 2. A 16MHz crystal oscillator is connected to pins 9 and 10. A 10k pull-up resistor is connected between pin 4 and pin 14. A red LED is connected between pin 13 and pin 14. The word "Blink" is written in a large orange box in the top right corner.

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

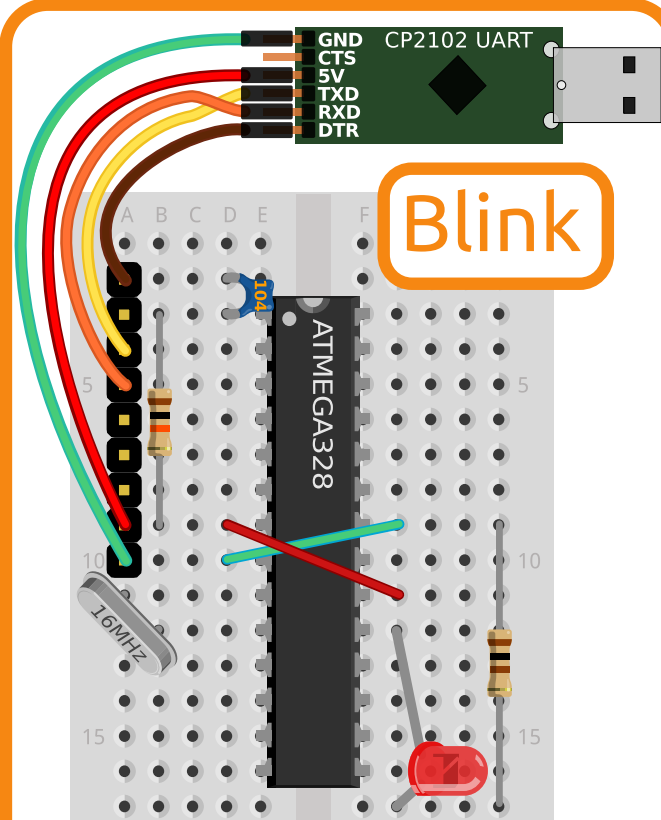
<http://shrimping.it/project/blink/>



The diagram shows an ATMEGA328 microcontroller on a breadboard. A USB-to-UART adapter (CP2102) is connected to the microcontroller's pins: GND to ground, CTS to pin 10, 5V to pin 5, TXD to pin 1, RXD to pin 0, and DTR to pin 2. A 16MHz crystal oscillator is connected to pins 9 and 10. A 10k pull-up resistor is connected between pin 4 and pin 14. A red LED is connected between pin 13 and pin 14. The word "Blink" is written in a large orange box in the top right corner.

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

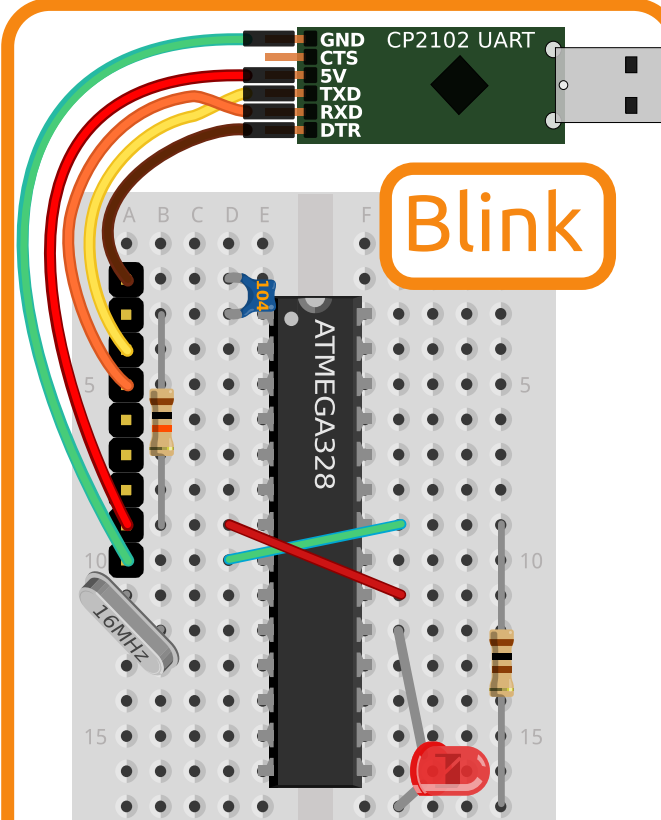
<http://shrimping.it/project/blink/>



The diagram shows an ATMEGA328 microcontroller on a breadboard. A USB-to-UART adapter (CP2102) is connected to the microcontroller's pins: GND to ground, CTS to pin 10, 5V to pin 5, TXD to pin 1, RXD to pin 0, and DTR to pin 2. A 16MHz crystal oscillator is connected to pins 9 and 10. A 10k pull-up resistor is connected between pin 4 and pin 14. A red LED is connected between pin 13 and pin 14. The word "Blink" is written in a large orange box in the top right corner.

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

<http://shrimping.it/project/blink/>



The diagram shows an ATMEGA328 microcontroller on a breadboard. A USB-to-UART adapter (CP2102) is connected to the microcontroller's pins: GND to ground, CTS to pin 10, 5V to pin 5, TXD to pin 1, RXD to pin 0, and DTR to pin 2. A 16MHz crystal oscillator is connected to pins 9 and 10. A 10k pull-up resistor is connected between pin 4 and pin 14. A red LED is connected between pin 13 and pin 14. The word "Blink" is written in a large orange box in the top right corner.

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

<http://shrimping.it/project/blink/>