

# Riscufefe #5 badge repo

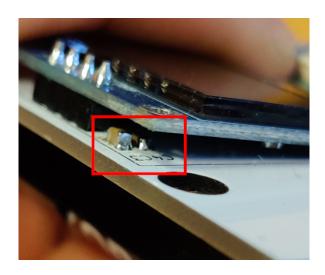
Some howto's below.

# Hardware DIY instructions

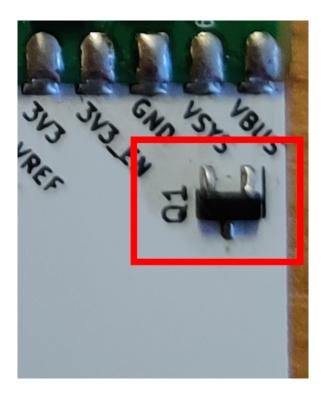
## Minimal badge functionality

To get minimal badge functionality:

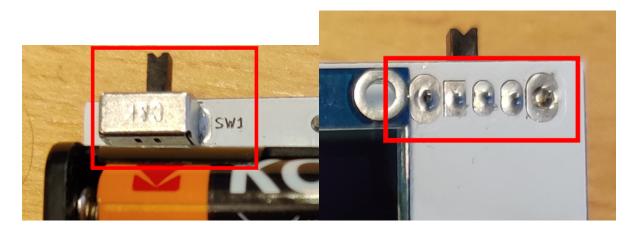
1. Solder C3, C4



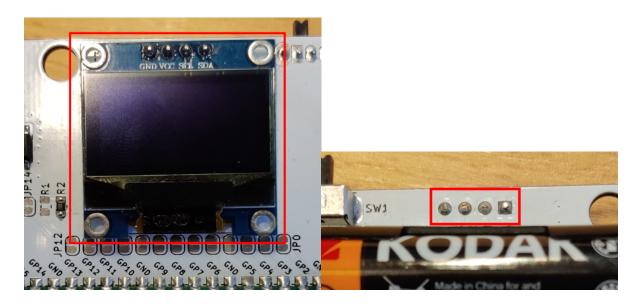
2. To protect your PICO from having battery and USB power at the same time, solder Q1:



3. To be able to switch off the batteries, solder SW1:



- 4. Attach the screen to the front:
- 5. Attach the AAA battery holder to the back:
- 6. Insert 2xAAA batteries:





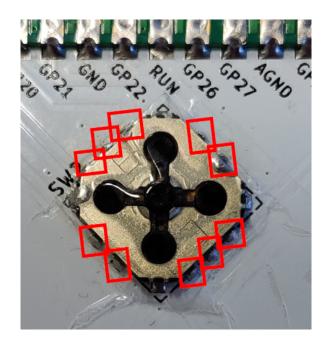
You should now be able to see stuff on the screen, and you can interact over USB / serial.

### **Button controls**

To control the badge with the button:

1. Solder the 10 (3, 2, 3, 2) points of the button at SW1:



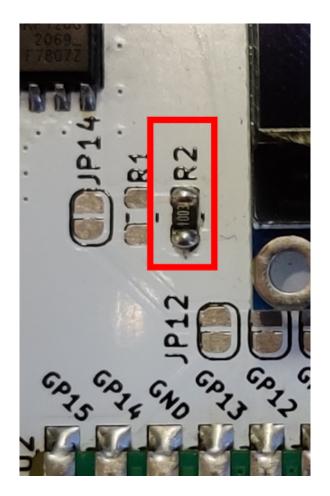


You should now be able to use the botton.

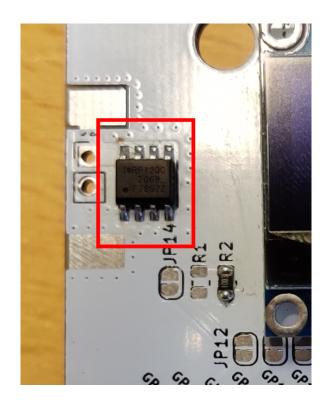
## **GLITCHIFIER9000**

To add GLITCHIFIER9000 functionality:

1. Solder R2



2. Solder unlabeled SOT8 MOSFET:



Ready to glitch!

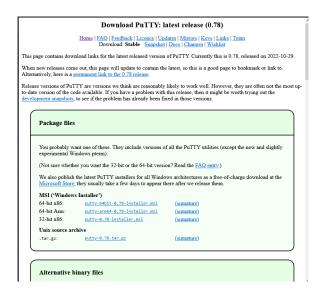
# Talk to the badge over USB

1. Plug in micro-usb cable.

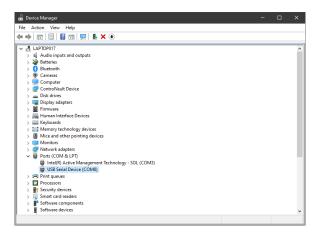
Ready to talk!

## On Windows

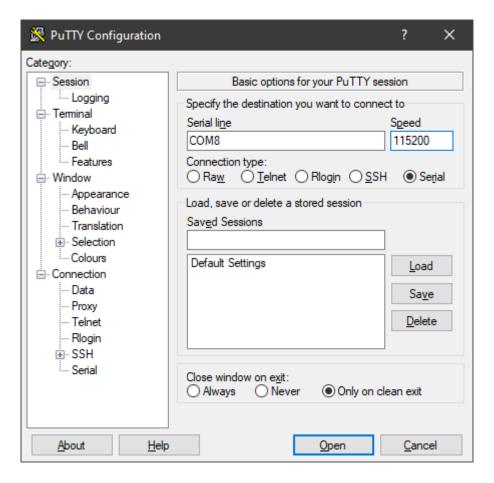
1. Install a program to talk serial, like putty



2. Find the COM port that pops up when you plug in the USB cable in device manager



3. Set up that COM port with speed 115200



4. Type some buttons, see what happens (also try CTRL+C and CTRL+D)

Ready to talk!

#### On Linux

1. You probably know yourself

## Set up badge firmware on a plain Raspberry Pi Pico

Set up PICO for badge

- 1. Set up micropython firmware
  - Boot RPI into bootloader mode (hold BOOTSEL button and plug in USB)
  - Copy micropython uf2 file to storage device (download yourself or located in firmware/upython/rp2-firmware/rp2-pico-latest.uf2)
- 2. Copy firmware folder to device, for example with mpytool
  - mpytool -p SERIALPORT put firmware/upython/badge/

To do stuff over serial, connect with SERIALPORT, baudrate 115200.

## Misc

To build this document in to various formats:

```
quarto render README.qmd --to pdf && \
quarto render README.qmd --to html && \
quarto render README.qmd --to docx && \
quarto render README.qmd --to gfm
```