

# Portable And Lightweight Oscilloscope

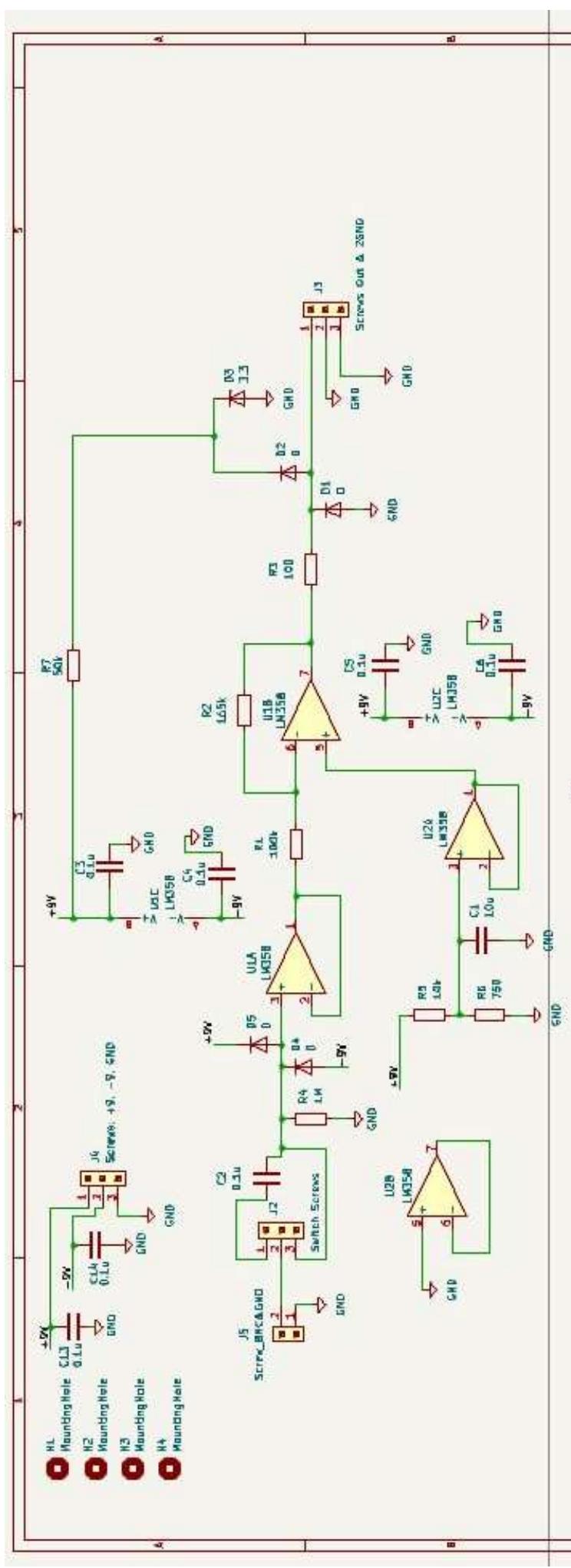
Group 6: Andrew Gondoputro, Luka Radovic, Gavin Le

# Project Summary

- Designed a portable, dual-channel digital oscilloscope
- Supports  $\pm 10$  V analog inputs and 200 kHz sampling per channel
- Built around a Teensy 4.1 with a fully custom analog front end (AFE)
- Real-time signal display on onboard LCD (no PC required)
- Single rotary encoder/button used for all user interaction (pause, trigger, scale)
- Main goals: Low-cost, portable, standalone oscilloscope for student/lab use
- Challenges included:
  - Conditioning  $\pm 10$  V signals to 0–3.3 V ADC range
  - Achieving stable ADC performance
  - Integrating all blocks into a clean enclosure

Achievements: Verified performance, clean interface

# Analog Front End

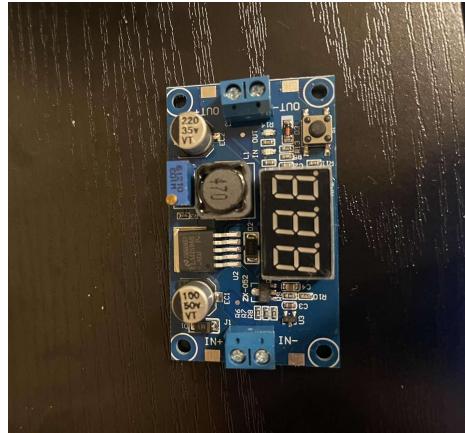
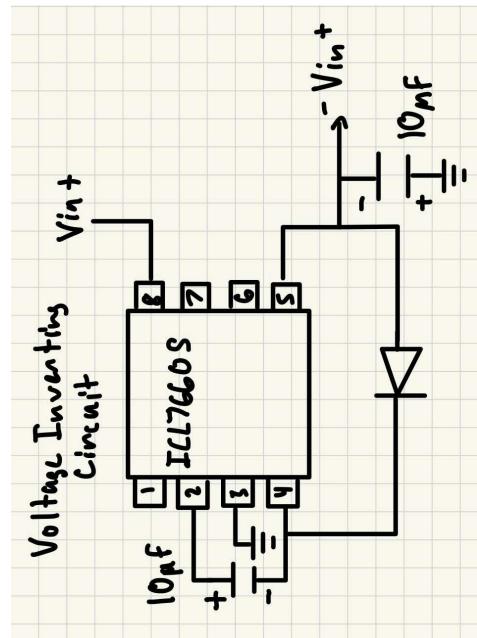
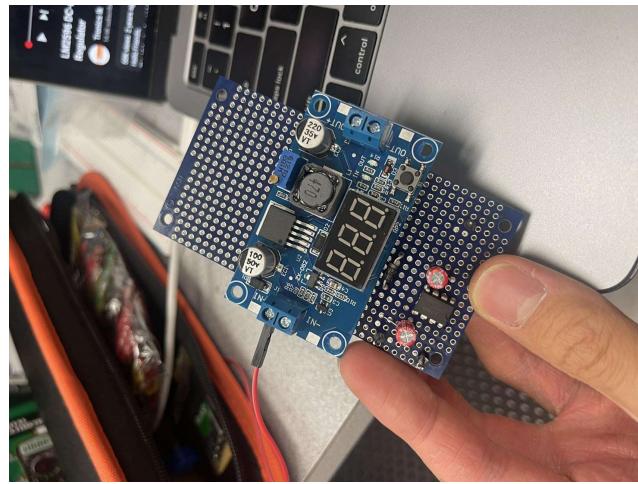


# Power Block/Supply and User Interface/Display

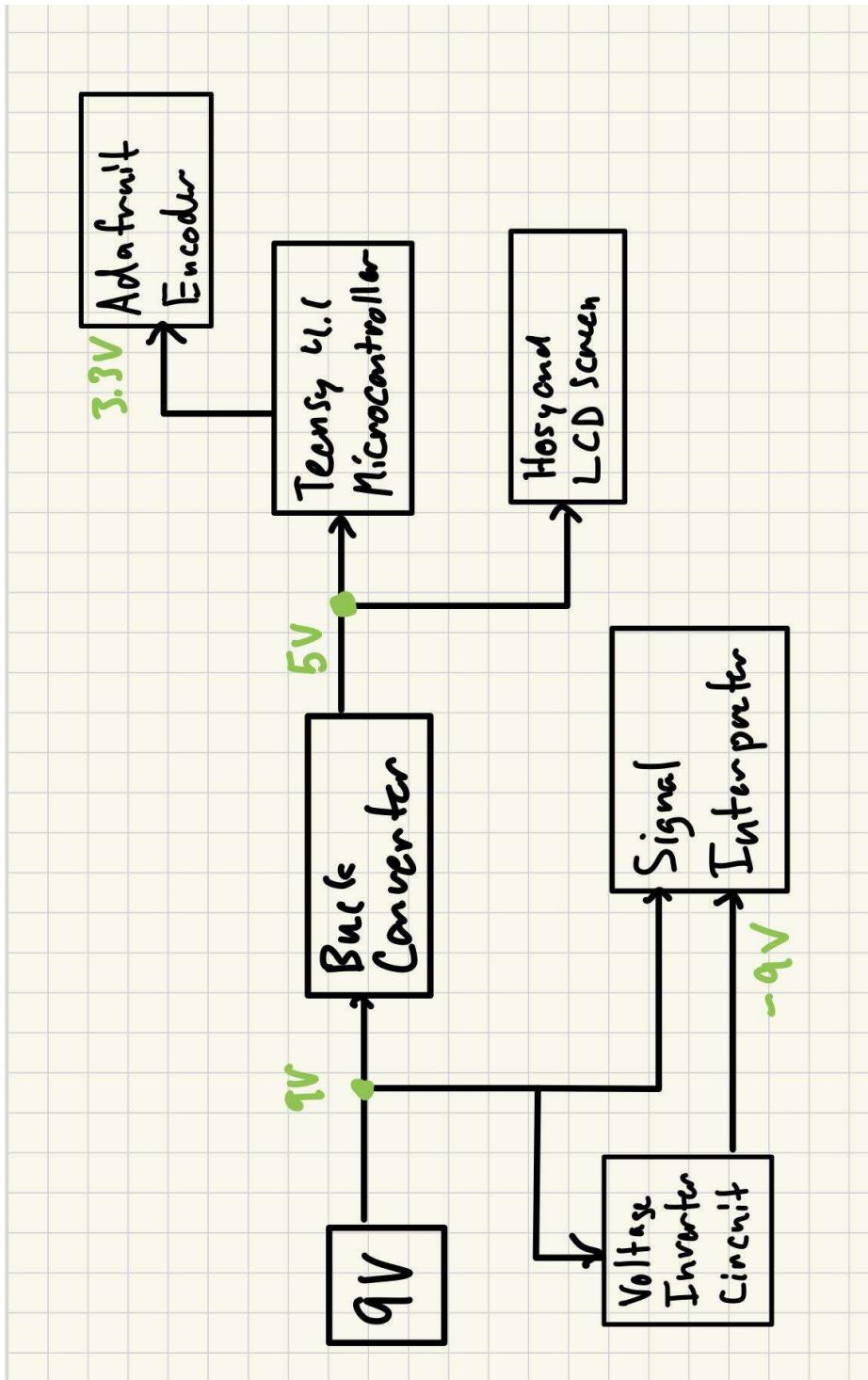
Gavin Le

# Power Block/Supply

- Step down/convert voltages for the other oscilloscope components
- Eplzon 2596 Buck Converter and Voltage Inverter Circuit
- Each separate block supplies different voltages to different components of the oscilloscope

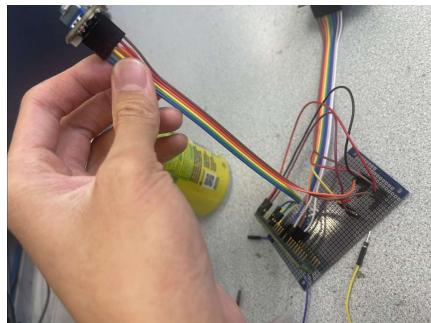
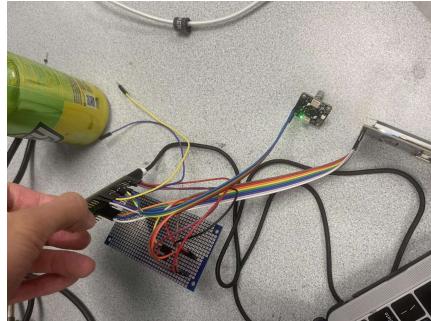


# Diagram



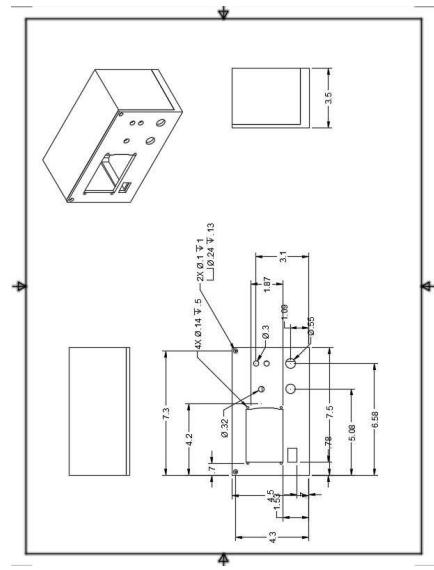
# User Interface/Display

- One Adafruit I2C Stemma QT Rotary Encoder
  - Acts as button and knob
  - Allows for switching between channels, axes, selecting/triggering, and sweeping signals
- Hosyond IPS Capacitive Touch Screen LCD Module
  - Displays time and voltage axes, as well as electric signal
- Teensy 4.1 Microcontroller
  - Handles the code and functions of the oscilloscope
  - Acts as an interface bridge between the encoder and lcd screen

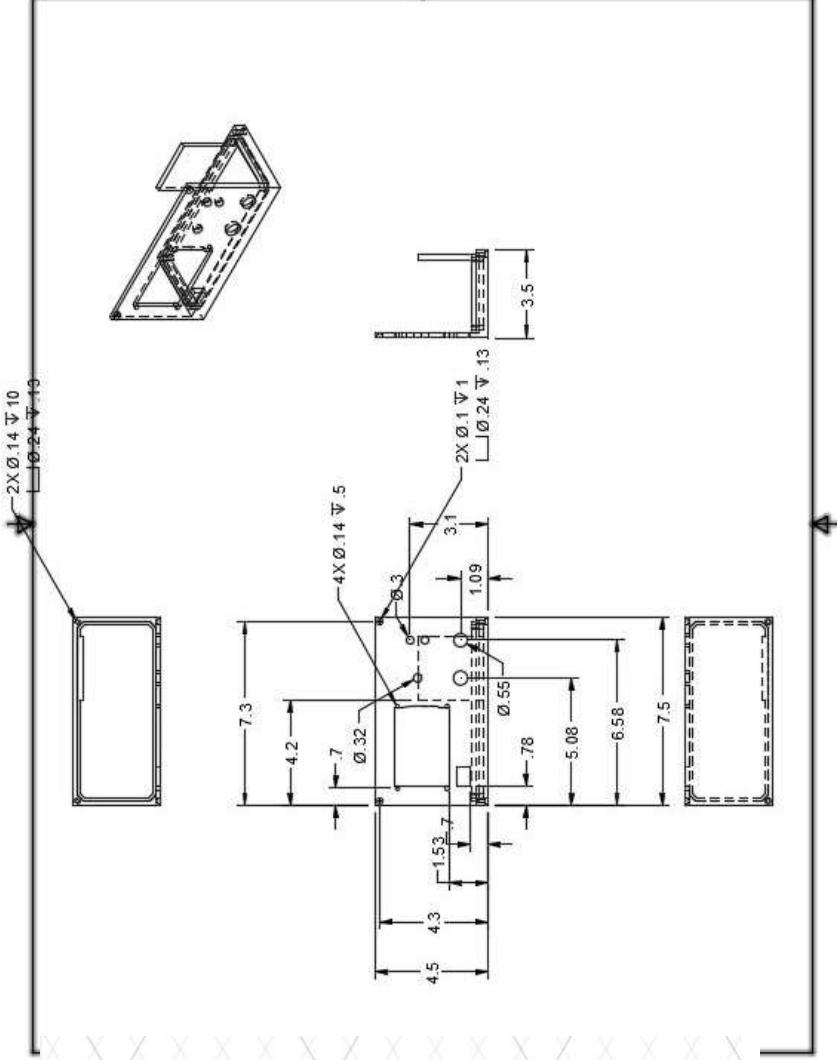


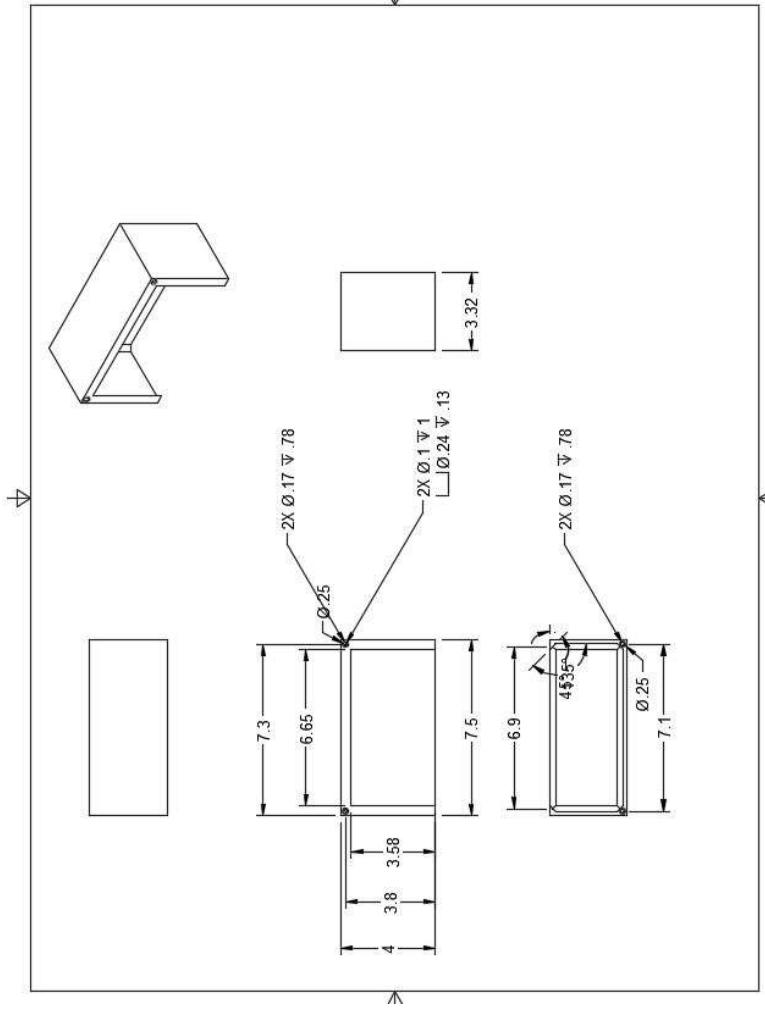
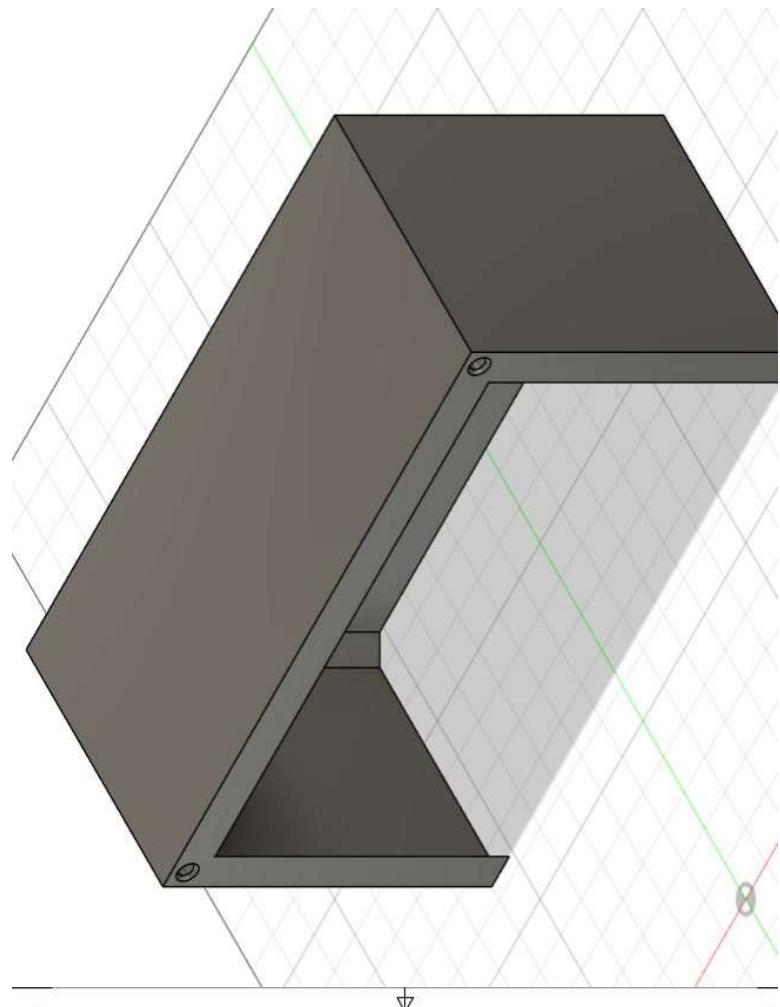
## Enclosure

- Made in CAD for exact measurements -> 3D Printed in PLA Plastic
  - Sizing of: 3.5 x 4.5 x 7.5in
  - Slots for each UI component to fit properly either through tolerances or screws
  - Interior holding all other blocks with proper placement



## Bottom Piece





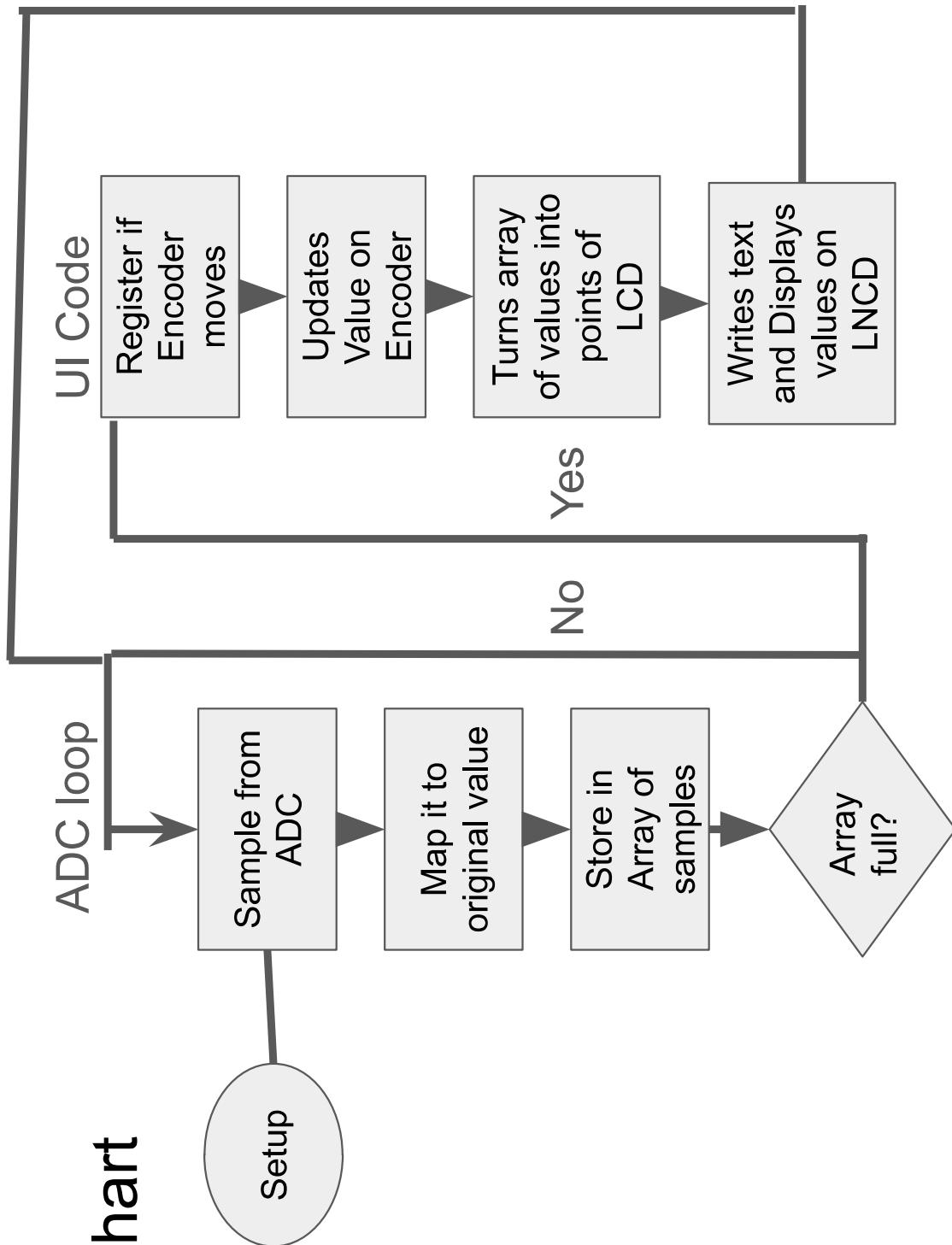
**Top Piece**

# Code

## Main Parts:

- Receiving signals from ADC to sample a high frequency
- Receiving User Input from encoder
- Coding a User Output on the LCD

## Code Flowchart



# Code: Sampling

```
'010 loop() {
    // DECISION MATRIX POLLING
    if (! ss.digitalRead(ss_SWITCH)) {
        mode += 1;
        if (mode > 2){
            mode = 0;
        }
        Serial.print("Mode ");
        Serial.println(mode);
        refresh_screen();
        delay(200);
        if (! ss.digitalRead(ss_SWITCH)) {
            delay(800);
            if (! ss.digitalRead(ss_SWITCH)) {
                trigger();
            }
        }
    }
    int32_t new_position = ss.getEncoderPosition();
    // did we move around
```

## Code: User Input

```
void trigger(){
    Trigger = !(Trigger && Trigger);
}

void change_val(int& m, bool increase) {
    if (mode == 0 || mode == 1) { // X or Y scaling
        if (increase) m++;
        else m--;
        m = constrain(m, -10, 10);
    } else if (mode == 2) { // channel select
        if (increase) m++;
        else m--;
        m = constrain(m, 0, 2);
    }
}

if (encoder_position > new_position) {
    encoder_position = new_position;
    change_val(mode_values[mode], false);
    serial.println(mode_values[mode]);
    refresh_screen();
}
else if (encoder_position < new_position){
    encoder_position = new_position;
    change_val(mode_values[mode], true);
    serial.println(mode_values[mode]);
    refresh_screen();
}
```

# Code: User Output

```
void refresh_screen(){
    void draw_sine_wave(float amplitude, float frequency, uint16_t color) {
        tft.fillScreen(ILI9341_WHITE);
        tft.setTextColor(ILI9341_BLACK); tft.setTextSize(1);
        tft.setCursor(0, 0);
        tft.print("Mode: ");
        if(mode == 0) tft.println("X Scale");
        else if (mode == 1) tft.println("Y Scale");
        else if (mode == 2) tft.println("Channel Select:");

        tft.print("X_Scale: ");
        tft.print(mode_values[0]);
        tft.print(" Y Scale: ");
        tft.print(mode_values[1]);
        tft.print(" Channel ");
        if (mode_values[2] == 2) tft.println("Both");
        else tft.println(mode_values[2]+1);
        tft.print("Trigger: ");
        if (trigger) tft.println("On");
        else tft.println("Off");
        // Draw midline
        tft.drawLine(0, SLY / 2, SLX, SLY / 2, ILI9341_LIGHTGREY);
    }

    tft.fillScreen(ILI9341_WHITE);
    tft.setTextColor(ILI9341_BLACK); tft.setTextSize(1);
    tft.setCursor(0, 0);
    tft.print("Mode: ");
    if(mode == 0) tft.println("X Scale");
    else if (mode == 1) tft.println("Y Scale");
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    if (trigger) tft.println("On");
    else tft.println("Off");
    // Draw midline
    tft.drawLine(0, SLY / 2, SLX, SLY / 2, ILI9341_LIGHTGREY);
}
```

# Closing

Achieved:

- Safe  $\pm 10$  V input range
- 200 kHz sampling per channel
- Real-time LCD display with intuitive control
- Fully modular and battery-powered design

Built completely from scratch with protoboards, firmware, and 3D printing  
Future improvements:

- Custom PCB for better layout and durability
- Higher-resolution display or waveform features (e.g., FFT mode)
- Expansion to 4+ channels or wireless display integration

Demonstrated that lab-grade tools can be made compact, affordable, and user-friendly