

ESP32 Shutter Tester wiring guide V1.3

Wiring of the modules is easily accomplished using Dupont wires. They come in a variety of lengths with terminals being male-male, female-female or male-female.

Using a screw-terminal breakout board, male-female are most suitable. Shorter lengths can be used for the LCD & buttons, to make wiring neater.

There is only one 5V output on the board, one 3.3V and two 0V (or GND). It will not be possible to fit all of these wires into a single screw terminal. Do not use the GND terminal between pins 19 & 21

One solution is to gather all the 3.3V ends together, cut off the connector and remove a small piece of the insulation. Terminate all of the wires into a choc-bloc and then just one wire from the choc-bloc will go to the screw-terminal on the breakout board. The same is then done with the 0V wires.

As an alternate, the power wires can be daisy chained to each module, but this requires soldering directly to the board. Some of the build photos will show this.

Note:- The LCD and/or tft screens are optional, as output is also sent to the computer screen. However touch-screen functionality maybe added in the future, requiring the tft touch screen,

There are three hardware versions.

Legacy. This uses two sensors and a LCD. This is no longer supported, or code available.

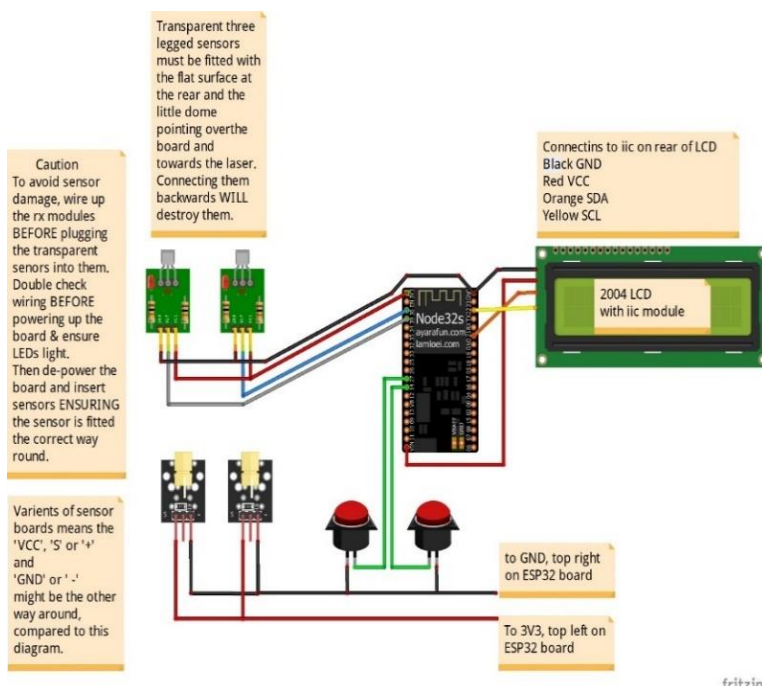
Version 2. Three sensors, four input buttons & LCD

Version 3 Using a tft display & optional second set of sensors to give Horizontal or Vertical shutter testing.

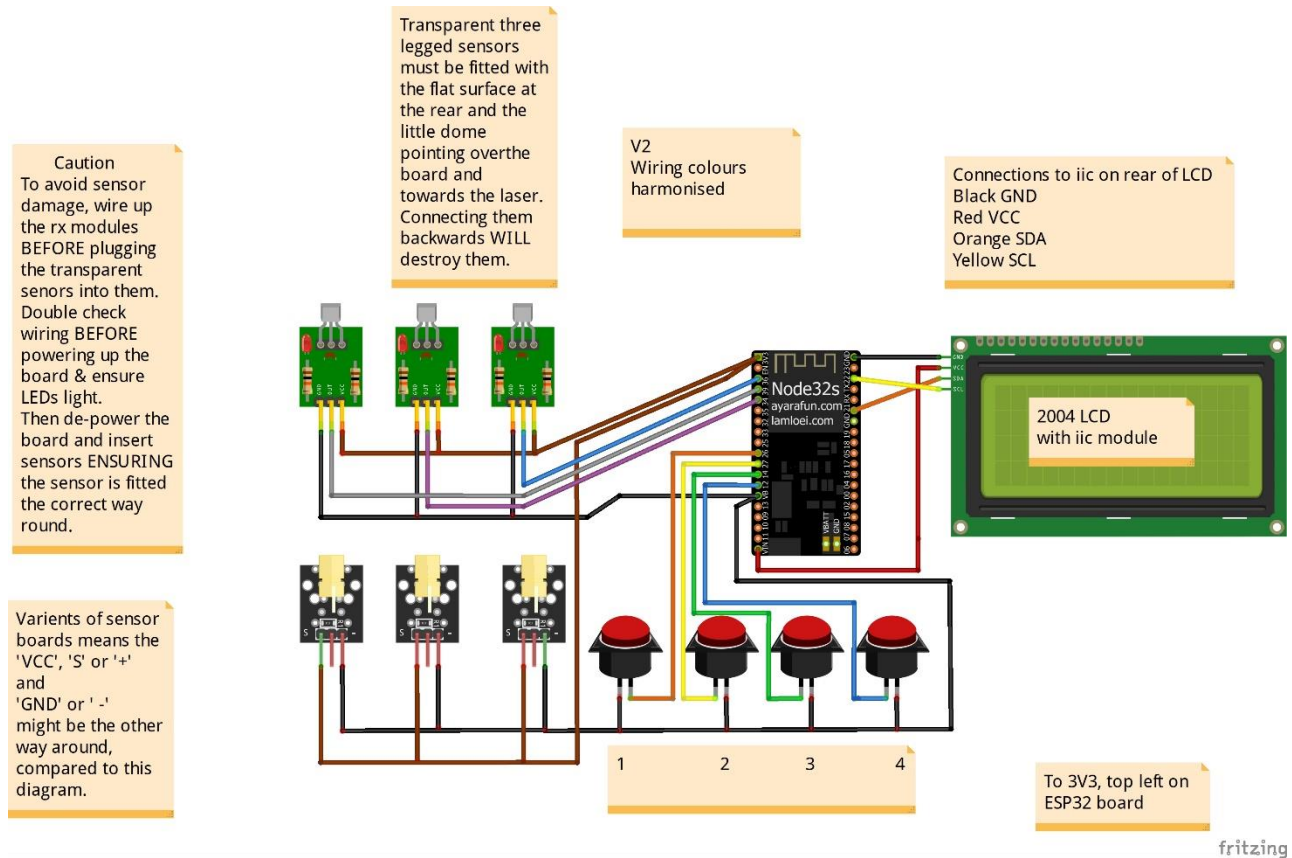
Note:- Version 3 also works with the LCD, instead of, or in addition to the tft screen. Wire the LCD as Version 2.

However future firmware releases may loose support for the LCD. Touch-screen functionality may also be added, making the tft mandatory.

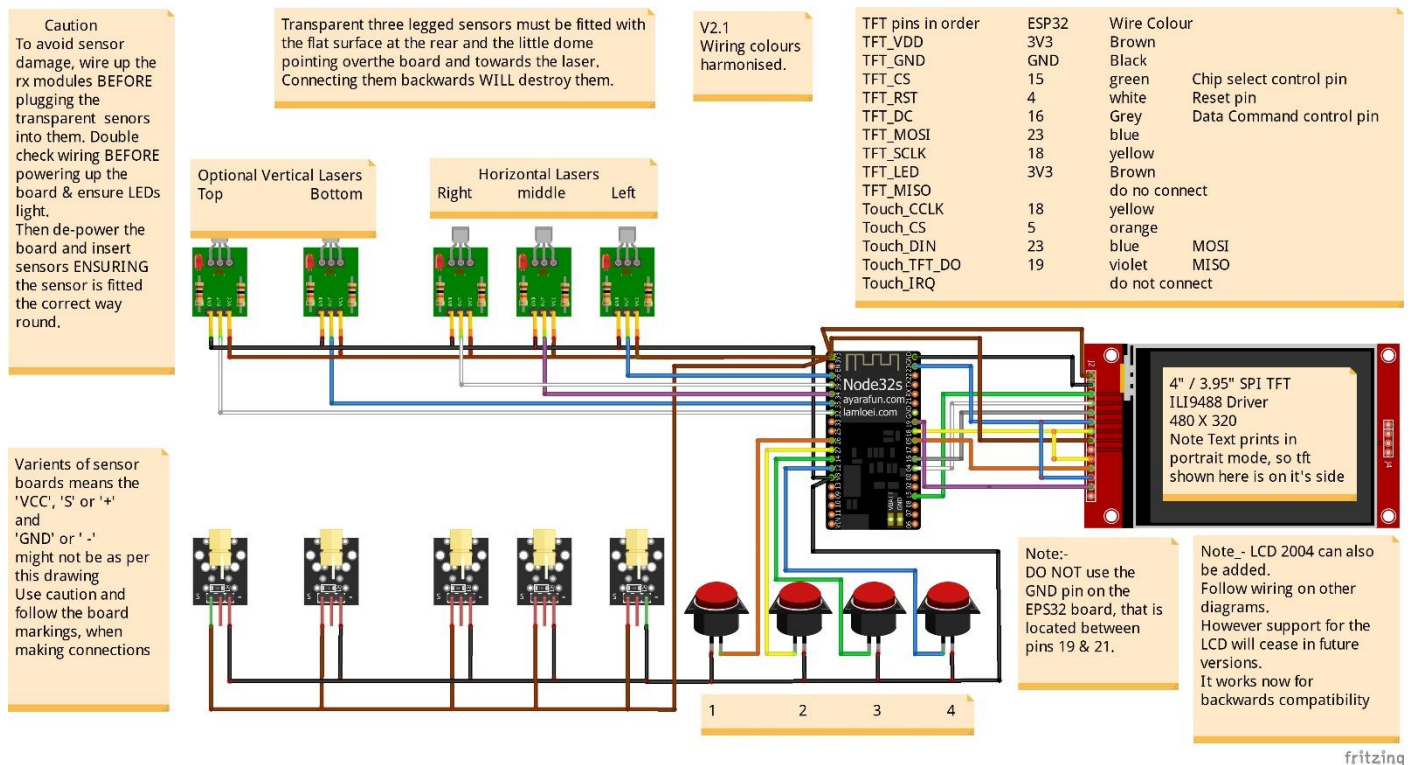
Legacy



Version 2. With centre Laser.



Version 3 with tft screen & optional sensors for vertical shutter testing.



Legacy version.



Note only two switches (green wires) and two laser (blue and) white are connected.

LCD connections

