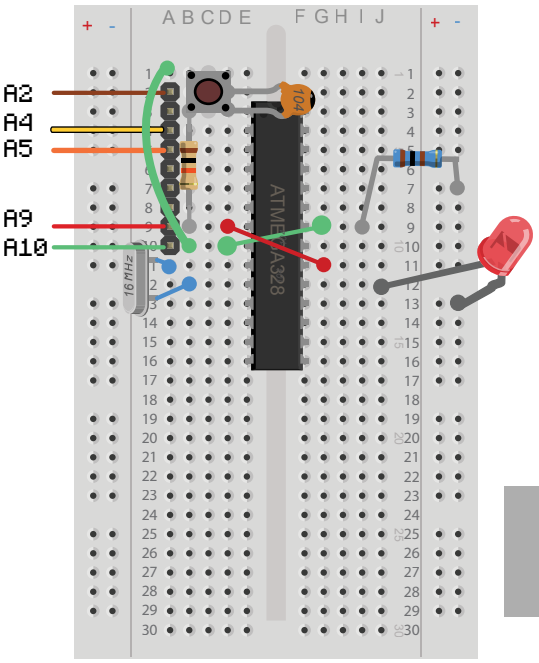
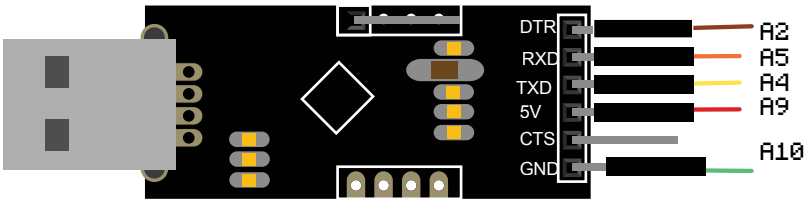


#Now upload the Blink sketch to the arduino. Use Arduino UNO as the board type and the serial port will be something like tty.SLAB_USBtoUART Choose it and upload Blink from the Examples area of Arduino. If the LED on J12(pin13 on arduino) flashes that means everything is working!



Once you've got Blink working you can add a series of 104 and 22 rated capacitors to protect your shrimp from power surges. With these extra capacitors we can smooth out power spikes that might fry the arduino chip otherwise and it just makes things a bit more robust. Study the 2 diagrams below to add the 6 capacitors rated 22 & 104 nanoFarad and a bigger 10uF capacitor; note this needs to be connected with the white negative stripe on J9 as it's polarity is important. Note that these capacitors sit around the power (+'ve & -'ve) points entering and leaving the ATMEGA
We also add a red jumper between J11 to power a handy common red power rail on the right. It's tricky as it requires components sharing breadboard holes but worth completing Refer to the main Shrimp Blink tutorial if things dont work out.

http://start.shrimping.it/project/blink/build.html