

A.L.I.S.H.A. (MK-XI w/SUE Version)

Arduino nano LED & Integrated Servo Helmet Actuator version MK-XI is a simple to install Arduino Nano shield module that allows DIY people to easily motorize and light up their favorite 3D printed Iron Man helmet or any other helmets (i.e. Batman, Spiderman, Gray Fox, etc.).

!!! BEFORE INSTALLING YOUR ELECTRONICS IN YOUR HELMET WE STRONGLY RECOMMEND TESTING EVERYTHING ON YOUR WORKBENCH OR DESK FIRST !!!

The board has the following ports available for a variety of helmet and suit features:

- | | | |
|---|--------------------|-----------------------------|
| • USB Power In
(power only, no data) | • Input Switch | • Data(RX/TX) |
| • Power In | • 3 Servo | • Gyroscope Port |
| • Power Out | • 2 LED eyes | • 2 Digital Expansion Ports |
| • Aux Power In | • 2 NeoPixel Ports | • Analog Expansion Port |
| | • Reset Switch | |
| | • SUE expansion | |

*****Recommended operating voltage between 5v-6v (not to exceed 6v due to MG90S servos.) We recommend the use of a 5v (2.4A) or 5v (3A) USB power bank*****

Each LED port has a 100Ω (ohm) current limiting resistor.

Full documentation, instructions and code can be found on the *Thingiverse Crash Works 3D page & Crash Works 3D GitHub Page*.

Board size:

MK-XI - 48mm x 50mm

Includes:

- Arduino Nano with CH340G driver
- MK-XI board with JST-XH female pin headers for easy jumper wire connection
- 2 - JST 3-pin headers for easy jumper wire connection to Servos
- 1 - JST 2-pin headers for easy jumper wire connection to Power In & Power Out Ports
- 4 - JST 2-pin headers for easy jumper wire connection to LEDs and Input Switch
- 1 - JST 2-pin power jumper cable

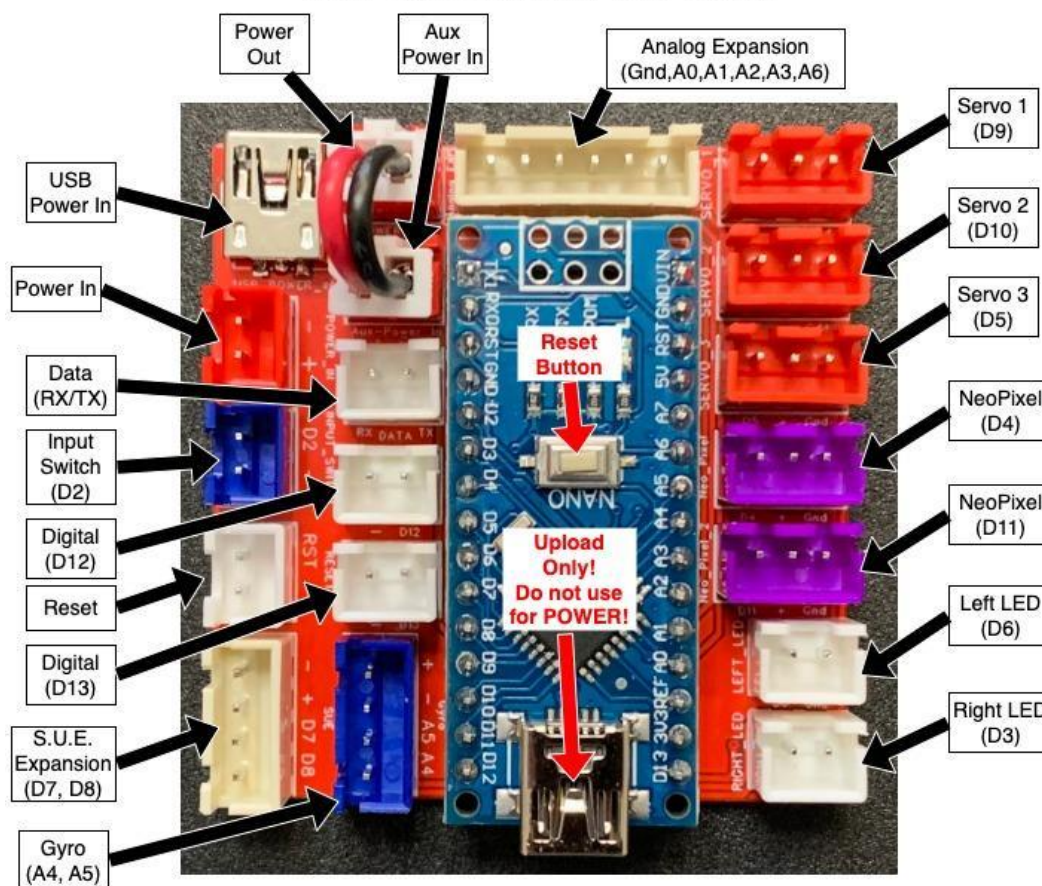
Cable descriptions:

- Two 3-pin wired connectors for your servos; they are color coded (**Black = Ground** / **Red = +** / **Yellow = S**). ***MG90s servos S = Orange***

**** Note: If you ordered the Walsh MK85 helmet version there will be 3 servo cables****

- One 2-pin wired connector for your power input & power output. (**Red = +** / **Black = Ground**)
- One 2-pin wired connector for your switch input (Either **Green wire** set or a **Blue wire** set) **** Switch input is not polarity sensitive****
- Two 2-pin wired connectors for your LEDs (**Red = +** / **Black = Ground**)

A.L.I.S.H.A MK-XI



Single USB Power Bank Operation

During normal operation with a single USB Power Bank, *****DO NOT REMOVE***** the power jumper wire that is connected to the “AUX Power” and “Power Out” ports.

The board can be powered with a mini-USB connected to the top-left side of the board –or– using the “Power-in” connection on the top-left side of the board with the included 2-pin wired connector. *If using the “PENELOPE” board with the ALISHA board, connect the “Power out” from “PENELOPE” to the 2-pin “Power In” on the board.*

***** Do not power the board by plugging a USB cable directly into the Arduino Nano *****

Dual USB Power Bank Operation

If a second USB power bank is used, to support powering higher voltage servos and/or a large number of NeoPixels. You need to remove the jumper wire that connects to the “AUX Power” and “Power Out” port. Then connect a second USB Power bank to the “Aux Power” port, this allows the second USB power bank to power to the Servo and NeoPixel Ports. The “Power-out” port on the top middle of the board can be used to power something externally

if you choose, it will output the same amount of power as provided by the USB power bank connected to either the “USB Power In” or “Power In” port on the board. When using the “Power-out” port, use the included 2-pin wired connector.

LED Connections

The LED outputs are separated into “Left” and “Right”. You can connect to these using the included 2-pin wired connector, the **Red** wire connects to the positive of your LED and the Black wire connects to the negative/ground of your LED.

******Note the “Left” & “Right” LEDs are PWM controlled, and through coding can have their intensity adjusted as well as the option to have them blink.***

Input Switch Connection

The Input is triggered by a momentary “Normally Open” type switch, which you provide. You can use the provided 2-pin wired (either **Green wire** set or **Blue wire** set) connector to add your switch for controlling board operation.

****** You cannot use a “Normally Closed” Type Switch. If using a Limit switch, you must wire to the “C” (common) and “NO” (Normally Open) terminals on the switch. ******

Board Operation

The Arduino Nano is already pre-flashed with the Crashworks 3D code. Once you have correctly wired your board to your Servos and LEDs, upon initial power up the LEDs will blink and the servos will move to their home position. Upon the 1st input (button press from switch) it will let the system know you are ready for operation. Every button press after this will trigger a function to either open the helmet (turn the LEDs off) –or- close the helmet (turn the LEDs on). If you “**Double Tap**” the Button it will turn “**Off / On**” the LED eyes. If you “**Press & Hold**” the Button it will adjust the brightness of the LED eyes.

If you need to adjust the code, for servo angle / range of motion, enable/disable the LED eye blink sequence, or adjust the sound effects volume, the Crashworks 3D Arduino code can be found on Github: https://github.com/crashworks3d/Iron_Man_Servo

If you decide to adjust the Arduino code listed above, just upload the new code to the board using the Arduino IDE software, select Arduino Nano as the board type, and connect a USB cable from your computer to the USB port directly on the Arduino Nano.

******Note the USB port on the Arduino Nano is only used for programming; you should never power the board by connecting your power supply (USB Power bank, battery, etc.) directly to the USB Port on the Nano. Also when uploading new code to the Arduino Nano it is recommended that you disconnect the attached Servos, to prevent them from drawing power from the computer. The servos can be reconnected once you are done uploading the new code, and have disconnected from both the computer and the Arduino Nano’s USB port******

***** Additional Components (Not included) *****

- MG90S Servos (Recommended: Tower Pro 180 degree)
- LED Eyes (Search online for “cosplay led eyes”)
- Momentary Switch (NO - “Normally Open” type)
- Charging rated USB-Mini cable (i.e. GPS, cell phone charging)
- Power bank (Recommended: 5V 2A or 5V 3A)

***** Note: We do not recommend or support powering the board using AA or AAA batteries *****

*****Resources*****

If you are looking for 3D printable file kits for Iron Man helmet motorization, you can visit the Crash Works 3D Thingiverse page, which contains kits and documentation for the Iron Man MK7, Iron Man MK46, and Iron Man MK85 helmets:

<https://www.thingiverse.com/crashworks3d/designs>

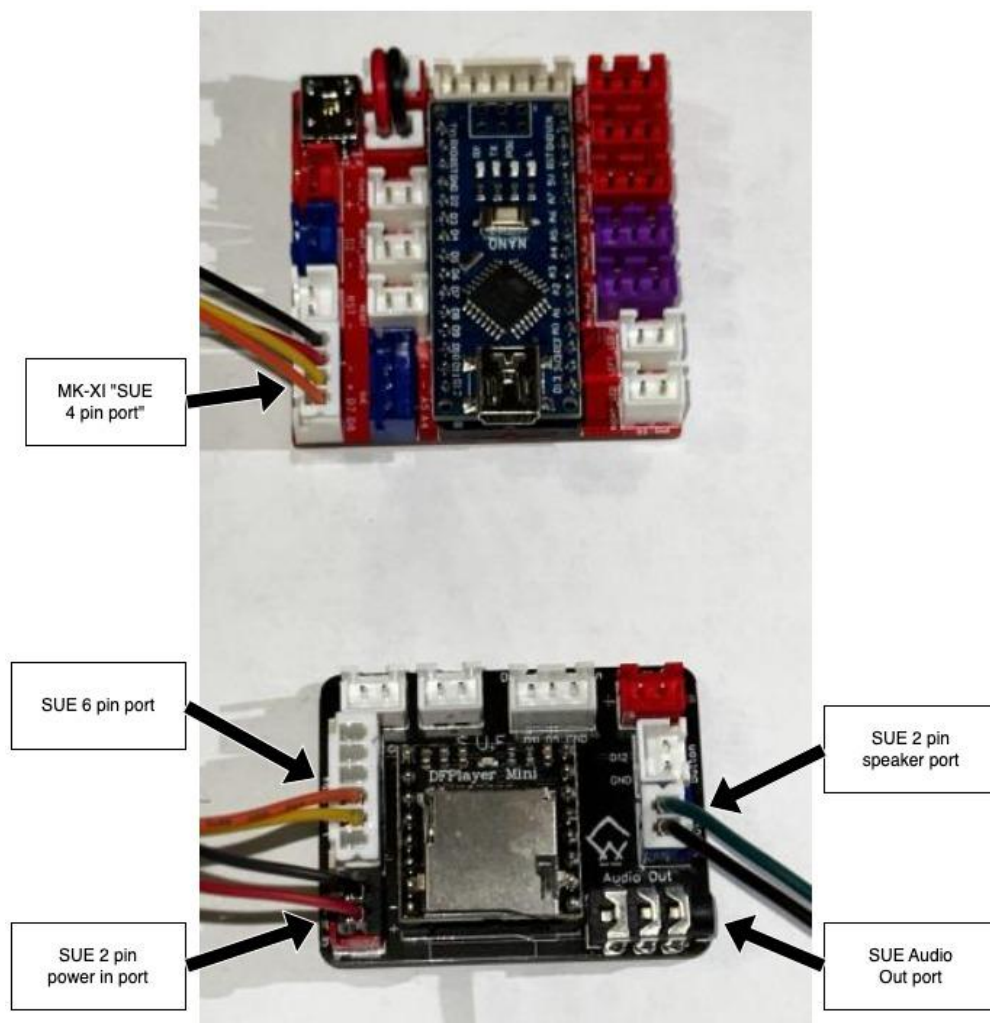
We're grateful for your excitement and support! We wish you all the success in your project! We have a big community to help you in any way on Frankly Built's discord: <https://discord.com/invite/franklybuilt>. We have a #crashworks3d-questions channel. See you there!

Thank you for your purchase, we hope you enjoy using our system and wish you the best with your project.

S.U.E. - Additional Instructions

If you purchased the MK-XI/SUE combination modules, the board has been pre-programmed to operate the SUE v2 board. You should have received a cable with a 4 pin JST-XH connector on one side and on the opposite side the cable splits into a 6 pin JST-XH and 2 pin JST-XH connector. On the MK-XI board, plug the 4 pin connector into the port labeled “SUE Expansion (D7, D8)”. On the SUE board, plug the 6 pin connector into the 6 pin port and the 2 pin connector into the 2 pin “Power In” port. You can either plug a speaker into the 2 pin “speaker” port using the provided green/black cable or use the audio jack on the SUE board.

***** WARNING!!! It is important to plug the 2 pin connector into the “Power In” port and not any other 2 pin port! Doing so may damage the board!!! *****



Please refer to our SD-Card formatting guide to load the sound effects onto an SD-card and then insert the SD-card into the SUE board prior to powering on the MK-XI board.