Wiring a button and LED

And connecting to Adafruit IO

IOT Oct 31, 2023

Our data transmission is slow!!!

- Our cloud computers on Adafruit IO limit our data to 60 per minute
- We are only going to transmit small packets of information

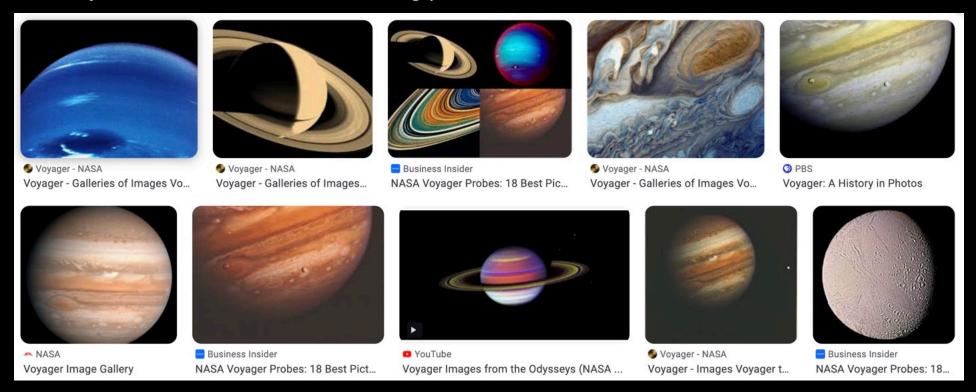
Nano 1 State

"time": 01:27:03
"date": 2023-10-31
"buttonpresses": 7
"now": 1577838715
"wifiConnected": True

"buttonstate": False

"rgbled": 0

Primary mission: Collect data including pictures



Voyager 1 is currently **15 billion miles** from Earth.

This morning was 15,079,868,948 miles away

It takes light >20 hours and 33 minutes to travel that distance

That means it takes roughly two days to send a message to Voyager 1 and get a response

A 45 year old IOT Very far away Lots of thing collecting data Transmitting data back to earth

https://voyager.jpl.nasa.gov/mission/status/

Very slow computers and data transmission

The computers aboard the Voyager probes each have 69.63 kilobytes of memory, total. That's about enough to store one average internet jpeg image file.

~3,000,000 times less memory than your phone

The probes' scientific data is encoded on old-fashioned digital <u>8-track tapes</u> rather than whatever solid state drive your laptop or phone is currently using.

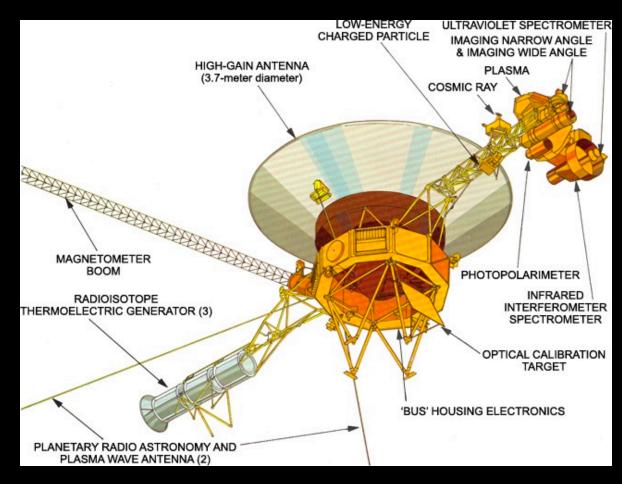
Transmits data at 160 bits per second, 38,000 times slower than a 5G connection

The Voyager computers can execute about 81,000 instructions per second. A modern graphic card can compute at 10 Tera-flops, 10 Trillion per second. That is 123,456,790 times faster than Voyager

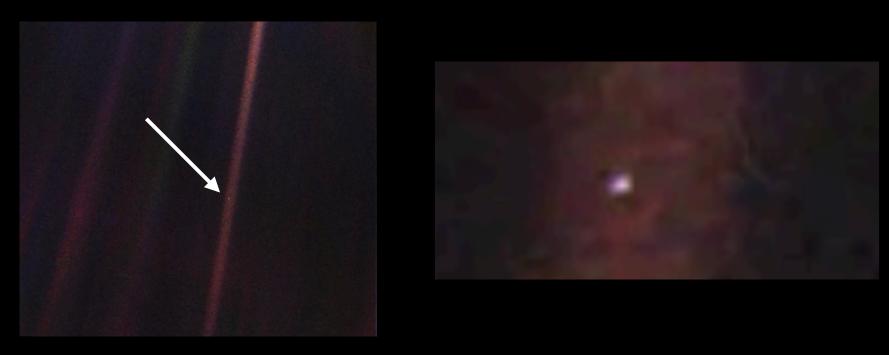
The Voyager probes are always sending out a signal. Voyager 1 has a 22.4-Watt transmitter – something equivalent to a <u>refrigerator light bulb</u> – but by the time its beacon reaches us, the power has been reduced to roughly 0.1 billion-billionth of a Watt. NASA has to use its largest antenna, a 70-meter dish, or combine two 34-meter antennas, just to hear Voyager.

https://voyager.jpl.nasa.gov/mission/status/

PACKED WITH LOTS OF THINGS



The "Pale Blue Dot" 1990



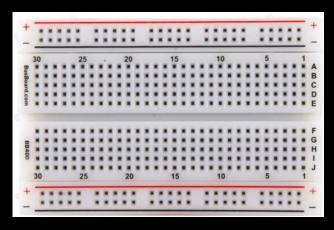
Before turning off the cameras to save power, Voyager turned toward the earth to take this photo

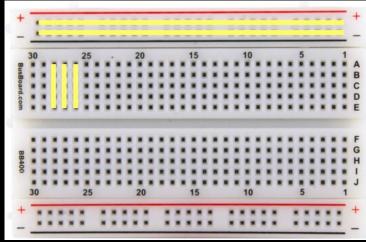
The "Pale Blue Dot" 1990

From this distant vantage point, the Earth might not seem of any particular interest. But for us, it's different. Consider again that dot. That's here. That's home. That's us. On it everyone you love, everyone you know, everyone you ever heard of, every human being who ever was, lived out their lives. The aggregate of our joy and suffering, thousands of confident religions, ideologies, and economic doctrines, every hunter and forager, every hero and coward, every creator and destroyer of civilization, every king and peasant, every young couple in love, every mother and father, hopeful child, inventor and explorer, every teacher of morals, every corrupt politician, every "superstar," every "supreme leader," every saint and sinner in the history of our species lived there – on a mote of dust suspended in a sunbeam.

- Carl Sagan

Breadboard basics





A breadboard is what we use to wire all our things together including the Arduino.

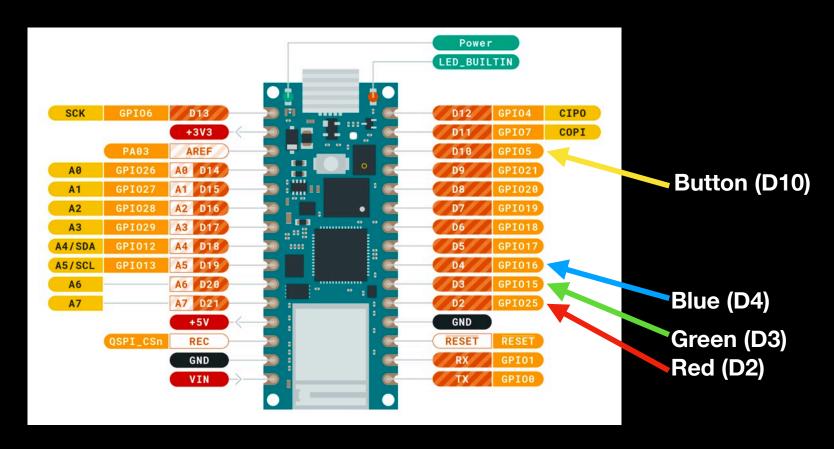
We have marked the pin holes that are electrically connected (yellow).

The top row is all connected together. We use this for voltage to power our things. Notice the red '+'.

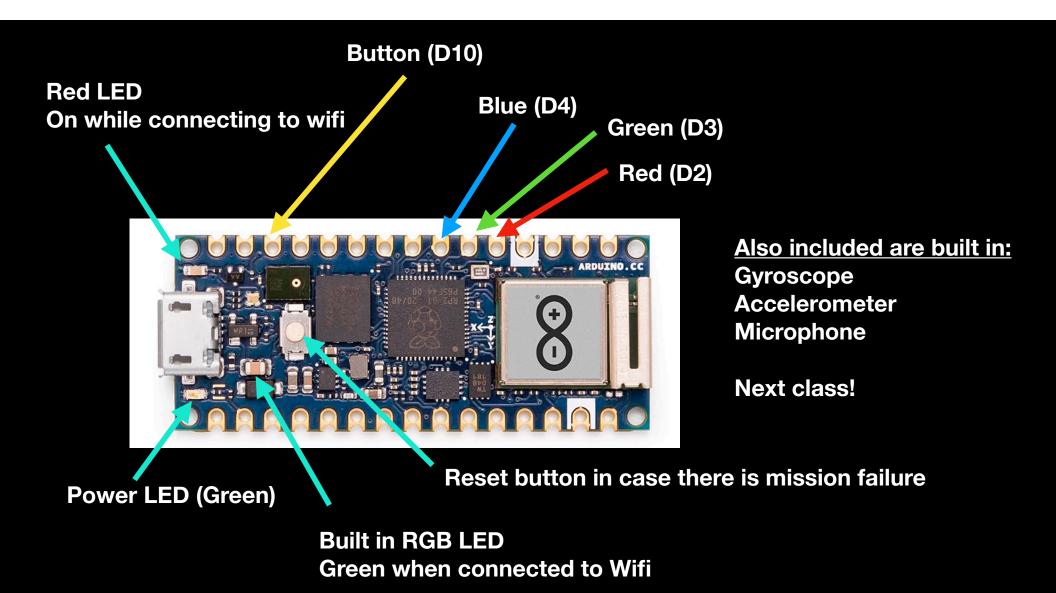
The second row is all connected together. We use this for ground of each of our things. Notice the blue '-'. Remember: All things need to be connected to ground!

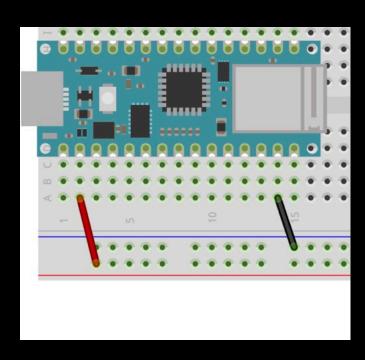
Each vertical row is connected together (with a break in the middle).

Arduino Nano rp2040 connect



My code on the Arduino specifies these pins





We will start with the arduino inserted into the breadboard.

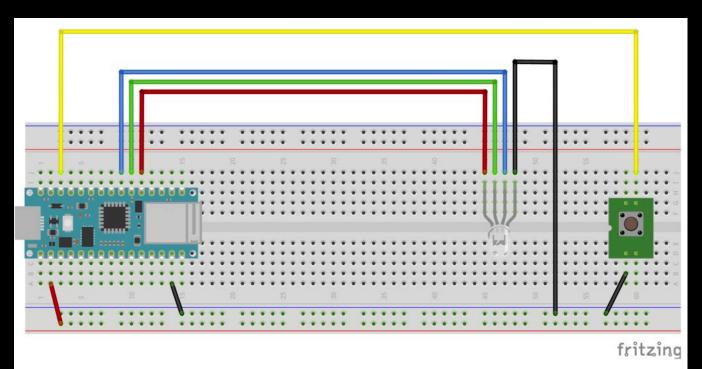
Note, the top pins are electrically isolated (not connected) to the bottom row of pins

I have connected power (red) to the bottom row

I have also connected ground (black) to the next row

I have written code that is loaded on the Arduino

- 1) On power up will eventually connect to wifi (on my phone) and RGB led will turn green.
- 2) Once you wire the button, pressing it will trasmit the data to the Adafruit IO cloud





Wiring a button

The button has four legs. When the button is pushed, it connects diagonal legs.

Connect one leg to ground.

Connect a diagonal leg to the Arduino Pin D10.

Remember: All your wires are the same. They are just different colors to tell them apart.

It is important what they are connected to!

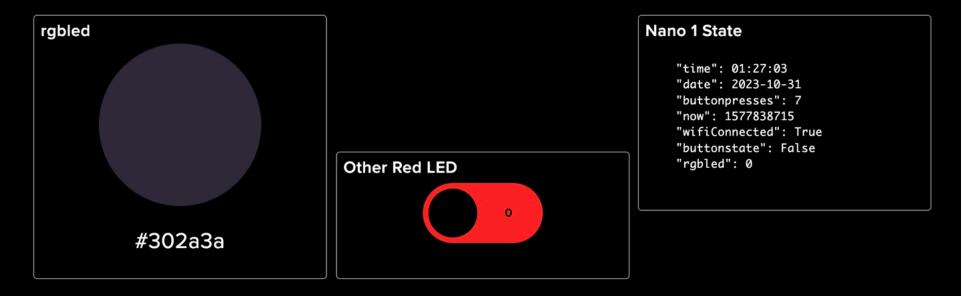
Connecting to Adafruit IO

Each of your Arduino's has a "Thing ID"

You can access each dashboard on the web

- 1) https://io.adafruit.com/rhcudmore/dashboards/nano1
- 2) https://io.adafruit.com/rhcudmore/dashboards/nano2
- 3) https://io.adafruit.com/cudmore/dashboards/nano3
- 4) https://io.adafruit.com/cudmore/dashboards/nano4

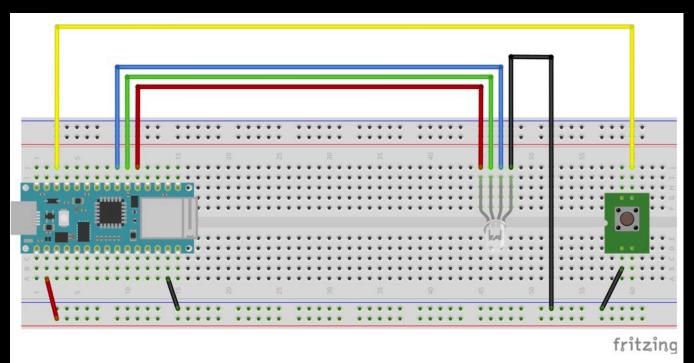
rhcudmore / Dashboards / nano1



Hold down the button and eventually, the switch in the middle will turn on

You can get feedback in the "Nano State", look for changes in "buttonState"

You can also see the time update if your Arduino is connected (and its onboard RGB led is green)



Once the RGB LED is wired

- 1) Holding your button will change its color
- 2) The color will be updated on Adafruit IO
- 3) I can then control your RGB LED thing from my dashboard

Wiring a RGB LED

The RGB LED has four pins corresponding to:

Ground (-) Red (R) to D2 Green (G) to D3 Blue (B) to D4

Why red, green, and blue? The RGB color model is an additive color model where different levels of red, green, and blue can create any color in the visible spectrum. This is used for displaying colors on a screen like you phone.

If each of R/G/B have equal amount the produced light is white. If all are off, there is no light.

There is another color space that specifies cyan/magenta/yellow and is used for printing a document. There are also the three primary colors for painting which are red, blue, yellow.

Things communicating with things

- Arduino 1 is connected to Arduino 2 through the internet
- Hold the button on Arduino 1 and see the red LED light up on Arduino 2
- Try the same for Arduino 2 to light the red LED on Arduino 1

$$2 -> 1$$

- Arduino 3 is connected to Arduino 4 through the internet
- Hold the button on Arduino 3 and see the red LED light up on Arduino 4
- Try the same for Arduino 4 to light the red LED on Arduino 3