

This document shows technical details of the Seuss display prototype. Our design goals:

- 1) Inexpensive off-the-shelf components
- 2) Provide an integration to run animated and musical shows
- 3) Publish the design under an open-source license so all Makers may benefit from it

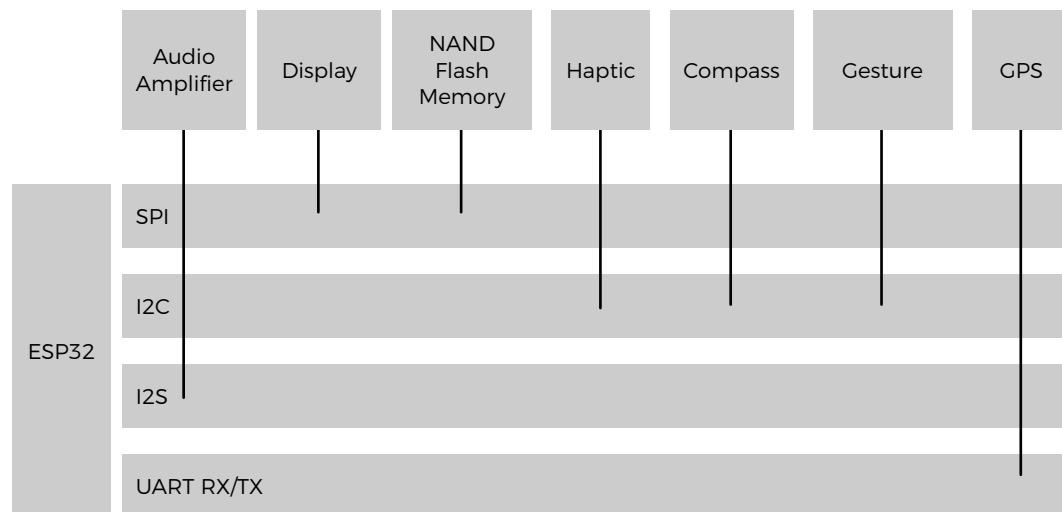
Sox has: ESP32, GC9A01 1.28 Inch Round LCD display, APDS9960 gesture sensor, BNO055 IMU, max98357 audio amp, DRV2605 haptic motor driver, 512 Mbyte SPI Flash memory (NAND, <https://www.adafruit.com/product/4899>), and GPS (TELO132)

Software driving the Seuss Display is at <https://github.com/frankcohen/ReflectionsOS>

Sox is the song of the Seuss Display. Why Seuss, because Theodor Seuss Geisel was turned down 28 times before being published. Seuss Display is the second attempt for the Reflections project - Mesa Display being the first and failed attempt.

None of this is complicated. However, putting it all together was difficult and time consuming. For example, all but one GPIO pin is used in this design.

The design uses mostly breakout boards from Adafruit. They provide needed pull-up resistors and level-shifters.



Seuss Display Prototype 2021
Reflections Project
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<http://www.hiletgo.com/ProductDetail/1906566.html>

ESP-WROOM-32 ESP32 ESP-32S Development Board 2.4GHz Dual-Mode WiFi + Bluetooth Dual Cores Microcontroller

The ESP32 integrated with Antenna switches, RF Balun, power amplifiers, low-noise amplifiers, filters, and management modules, and the entire solution occupies the least area of PCB. 2.4 GHz Wi-Fi plus Bluetooth dual-mode chip, with TSMC Ultra-low power consumption 40nm technology, power dissipation performance and RF performance is the best, safe and reliable, easy to extend to a variety of applications.

Espressif - based in Shanghai, China - makes ESP32. It's an open-source design.

Software drivers and utilities for ESP32 are at:

<https://github.com/espressif/arduino-esp32>

<https://github.com/nodemcu/nodemcu-firmware/tree/dev-esp32>

Notes on using ESP32 with Arduino IDE:

Follow these instructions to install ESP32 to Arduino IDE

<https://github.com/espressif/arduino-esp32/blob/master/docs/arduino-ide/mac.md>

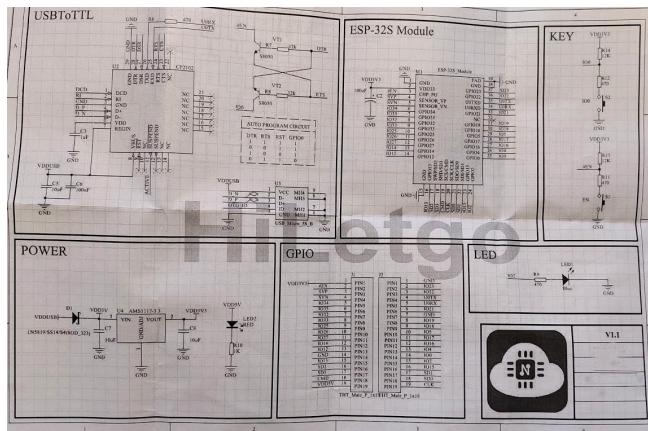
Use ESP32 Dev Board for Board selection

To reference GPIO pins in code use just the number, for example "digitalWrite(13, HIGH)" sets GPIO13 high.

~/Library/Python/2.7/bin. I needed to patch esptool.py following <https://github.com/espressif/arduino-esp32/issues/4408> and changing the +x perms too

<https://randomnerdtutorials.com/solved-failed-to-connect-to-esp32-timed-out-waiting-for-packet-header/>

<https://github.com/me-no-dev/EspExceptionDecoder> to decode stack traces



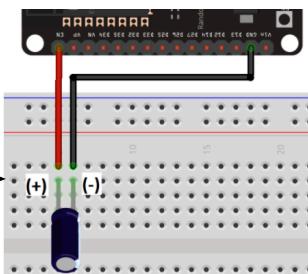
These pages came with the HiLetGo.com ESP32 Development Board

ESP32 provides the easy-of-use of the Arduino environment (forums, experts, IDE), a 32-bit 2 core, and Bluetooth and WiFi networking.

ESP32 development boards provide a breadboard-friendly package with a USB programming interface and power supply.

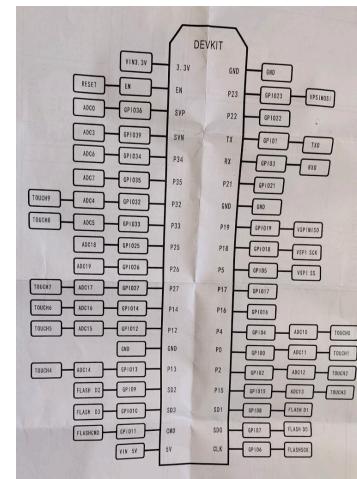
The downside of the development boards happens when people publish tutorials. Board change pinouts. For example, some boards provide access to ESP32's dual SPI bus pins, others do not.

Hold the boot button down to upload a sketch



Note: electrolytic capacitors have polarity. The white/grey stripe indicates the negative lead.

If it works, then you can solder the 10 uF electrolytic capacitor to the board. Since the EN and GND pins are far apart from each other, you can simply connect the capacitor between the EN and the GND of the ESP32 chip as shown in the schematic diagram below:



<https://randomnerdtutorials.com/solved-failed-to-connect-to-esp32-timed-out-waiting-for-packet-header/>

ESP32 Development Board					
	RESET	3.3v	19	GND	
input only	Left button	EN	18	GPIO 23	VSPI MOSI
'input only	Right button	GPIO 36	17	GPIO 22	SCL I2C
input only	Center button	GPIO 39	16	GPIO 01	TX0
input only	GPS TX	GPIO 34	15	GPIO 03	RX0
input only	Display CS	GPIO 35	14	GPIO 21	SDA I2C
DAC1	Display CS	GPIO 32	13	GND	
DAC2	Backlight LEDs	GPIO 33	12	GPIO 19	VSPI MISO
	Audio LRCL	GPIO 25	11	GPIO 18	VSPI SCK
	Audio BCLK	GPIO 26	10	GPIO 5	VSPI SS
	Audio DIN	GPIO 27	9	GPIO 17	Display RST
	HSPI SCK	GPIO 14	8	GPIO 16	Display DC
	HSPI MISO	GPIO 12	7	GPIO 4	Display SDSCS
		GND	6	GPIO 0	Boot
	HSPI MOSI	GPIO 13	5	GPIO 2	LED
	Flash D2	GPIO 9	4	GPIO 15	HSPI SS
	Flash D3	GPIO 10	3	GPIO 8	Flash D1
	Flash CMD	GPIO 11	2	GPIO 7	Flash D0
		5V	1	GPIO 6	Flash SCK

Pins on ESP32 development board as seen from the top, 5V and GPIO 6 are closest to the USB connector

TX	GPS	GPS TX			
SPI	Display	CS	DC	SDCS	RST
I2S	Audio	LRCL	DIN	BCLK	
I2C	Compass	SDA	SCL		
I2C	Haptic motor				
I2C	Proximity sensor				

Breakout Boards

GPS <https://www.adafruit.com/product/3133>

Compass <https://www.adafruit.com/product/2472>

Display with SD Card <https://www.adafruit.com/product/3787>

Audio <https://www.adafruit.com/product/3006>

Haptic motor <https://learn.adafruit.com/adafruit-drv2605-haptic-controller-breakout>

Proximity sensor <https://www.adafruit.com/product/466>, APDS9960

This is the wiring guide. Use it as a top-of-board legend for all the components.

The most difficult part of this project was to keep track of the multiple uses of each pin. For example, GPIO 35 is input only. GPIO 2 looks normal but has an LED off of it.

In the end all of the available GPIOs are used. GPIO 14, 12, 13, 15, 4 are used by the internal WiFi system. 9, 10, 11, 6, 7, 8 are used by the Flash memory system. and 1, 3 are used by the USB adaptor.

I found conflicting tutorials, how-to guides, and references to data sheets (that turned out to be for different ESP32 development boards). One tutorial had a typo and kept referring to GPIO 20, which does not exist on the HiLetGo development board.

I also found I could not depend on translating tutorials and wiring guides for Arduino Uno and Arduino Mega to the ESP32 development boards.

Seuss uses the SD Card reader built into the Adafruit display breakout board - Display SDSCS GPIO 4. I tried 2 SD Card reader boards and 2 SD cards. I could not get them to work. I have also read GPIO 4 is not available when using WiFi.

Many tutorials will reference pin numbers. While that works on Arduino Uno, the GPIO numbers are referenced here.

- CS-Card Select
- DI-Data In [MOSI]-Master, Out Slave Input
- VSS-Ground
- VDD-Power
- CLK-Clock [SCLK]-Serial Clock
- DO-Data Out [MISO]-Master Input, Slave Output
- NC (Memory Cards)

MEMS accelerometer, magnetometer and gyroscope

Considering:

Trying: https://www.amazon.com/dp/B01I1J0Z7Y?psc=1&smid=A30QSGOJR8LMXA&ref_=chk_typ_imgToDp



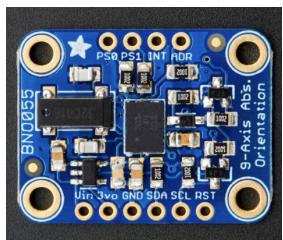
There are many accelerometers, compasses, and gyroscopes out there. And this board is relatively expensive. I decided on this one because it is all-in-one and requires only 2 I2C pins.

Looking for an alternative to BNO055 and BNO085. 0 in stock from LCSC and Digikey

Adafruit 9-DOF Absolute Orientation IMU Fusion Breakout - BNO055
<https://www.adafruit.com/product/2472>

Wiring guide at <https://learn.adafruit.com/adafruit-bno055-absolute-orientation-sensor/overview>

https://github.com/adafruit/Adafruit_BNO055



Tutorial for MPU-92-65
<https://www.youtube.com/watch?v=V4NdsBjUAO0>

<https://learn.adafruit.com/adafruit-bno055-absolute-orientation-sensor/downloads>

Display

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GND
+3.3
SCL - SCK (GPIO 18)
SDA - MOSI (GPIO 23)
RES - GPIO 17
DC - GPIO 16
CS - GPIO 32
BLK - Disconnected

<https://www.buydisplay.com/download/ic/GC9A01A.pdf>
<https://www.buydisplay.com/1-28-inch-tft-ips-lcd-display-module-240x240-spi-for-arduino-raspberry-pi>
https://github.com/PaintYourDragon/Adafruit_GC9A01A

Shrink video files to no compression,

```
#!/bin/bash
cd /Users/frankcohen/Desktop/ReflectionsExperiments/ReadyForTrial
for i in *.mp4; do /Applications/ffmpeg -i "$i" -vf
"fps=15,scale=240:240:flags=lanczos,crop=240:in_h:(in_w-240)/2:0" -q:v 9 "/Users/
frankcohen/Frank/Votsh/Models/Reflections/Reflections\ Project\ Updates/Sox\
Development\ Board/Demo\ Files/10fps/${i%.}*}.mjpeg"; done

for i in *.mov; do /Applications/ffmpeg -i "$i" -vf
"fps=10,scale=240:240:flags=lanczos,crop=240:in_h:(in_w-240)/2:0" -q:v 9 "/Users/
frankcohen/Frank/Votsh/Models/Reflections/Reflections\ Project\ Updates/Sox\
Development\ Board/Demo\ Files/10fps/${i%.}*}.mjpeg"; done
```

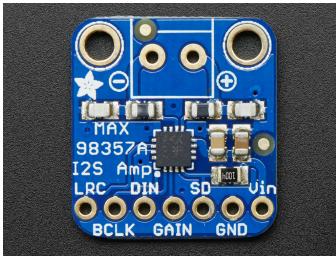
I chose this display unit because it is fast - I can get 15 frames per second - and inexpensive. It uses SPI for both the display.

GC9A01A

Audio I2S Sound Board

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<https://learn.adafruit.com/adafruit-max98357-i2s-class-d-mono-amp>

libfdk_aac for converting wav to m4a (aac) is not installed by default in ffmpeg. I used these commands to install fumes with libfdk_aac on Mac OS X:

```
brew tap homebrew-ffmpeg/ffmpeg
brew install homebrew-ffmpeg/ffmpeg --with-fdk-aac --HEAD
```

Then create an AAC audio file from an mp4 video
ffmpeg -i input.wav -c:a libfdk_aac -b:a 8k output.m4a

Using this library to play I2S audio on ESP32:
<https://github.com/schreibfaul1/ESP32-audioI2S>

Audacity on Mac. Open an MP3, File -> Export, Export As MP3..., Bit rate mode: Constant, 40 KPS, save with .mp3 file extension

Use I2S audio library from
<https://github.com/schreibfaul1/ESP32-audioI2S>

Previous version used Earle F. Philhower, III,
earlephilhower@yahoo.com, for the WAV audio player library at
<https://github.com/earlephilhower/ESP8266Audio>

Use ffmpeg to create AAC audio files from mp4 video file input:
<https://trac.ffmpeg.org/wiki/Encode/AAC>

Tutorial on I2S at <https://diyi0t.com/i2s-sound-tutorial-for-esp32/>

MAX98357

The processor takes input files with:
sample rate of 44.1 kHz,
stereo format
16 bits
WAVE format

However, to play 240x240 MJPEG uncompressed files requires:
sample rate of 8000 kHz
16 bits
stereo format
WAV format
See experiments/
Stream_all_videos_audio

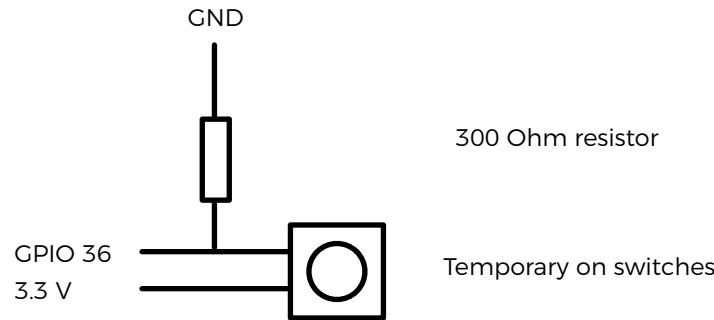
I use Audacity on a Mac Book Pro

Note: Connect the Gain pin on the MAX board to GND. Do not leave it open/floating.

```
#define leftButton 34
#define centerButton 39
#define rightButton 36
```

Seuss Display includes a 3 button interface for user control. Includes a left, middle, and right button.

See the buttons.ino sketch for an example of sensing three buttons



Note: the earlier versions of this circuit do not work and will cause a short.

Haptic Feedback

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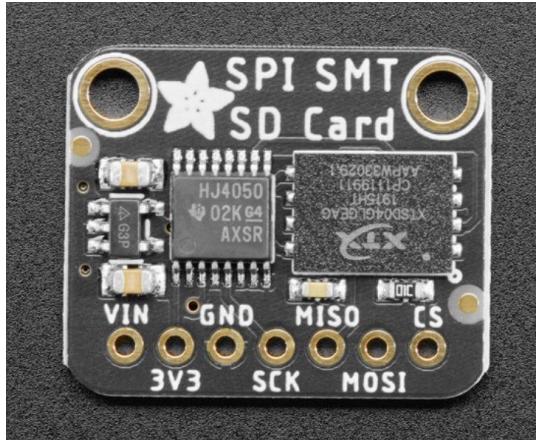
Seuss includes a haptic feedback system using the Adafruit DRV2605 breakout board.
<https://learn.adafruit.com/adafruit-drv2605-haptic-controller-breakout>

Software is at:
https://github.com/adafruit/Adafruit_DRV2605_Library

Memory SPI SD Flash

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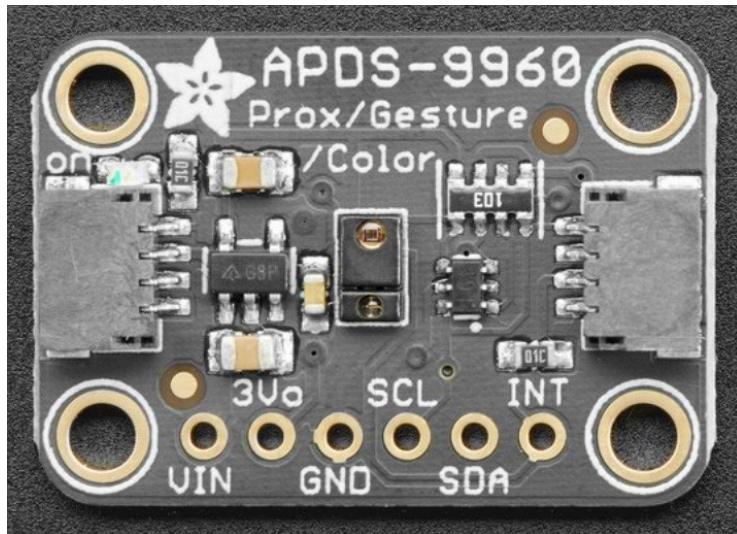


Adafruit SPI Flash SD Card - XTSD
512 MB PID: 4899

Gesture Sensor

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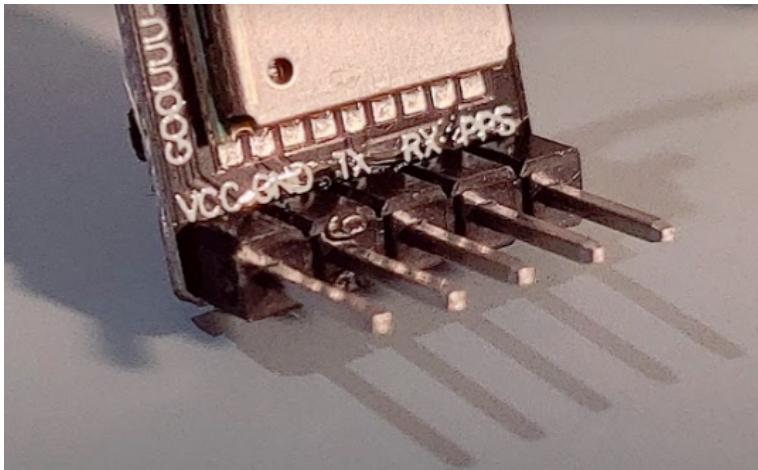
<https://www.adafruit.com/product/3595>

download Adafruit_APDS9960 from the
Arduino library manager.

GPS

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Works with 3.3 V, however, onboard LED only lights with 5 V

DFRobot, TELO132, GPS + BDS Beidou Dual Module

[https://wiki.dfrobot.com/
GPS+_BDS_Beidou_Dual_Module_SKU_TELO132](https://wiki.dfrobot.com/GPS+_BDS_Beidou_Dual_Module_SKU_TELO132)

Use TinyGPS

Use GPIO 36 (do not use 3 or 4)

