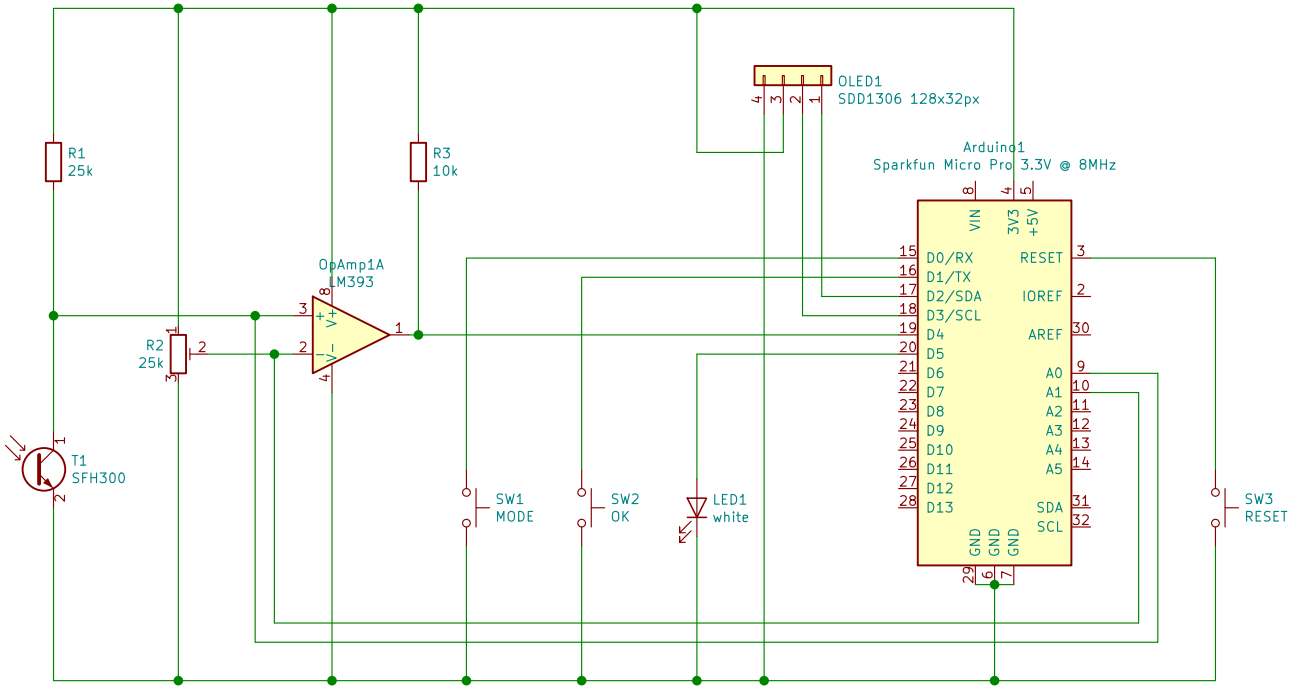


The Arduino sends out mouse or keyboard events via USB.
The test client SW running on the connected host triggers a change of brightness on the display inside a reference area when the mouse or keyboard event is received.
The phototransistor T1 scans the brightness of that reference area on the display. The signal is passed thru the OpAmp1 to get a digitial signal out of the meassured value.
R2 is used to calibrate the switching level.
The Arduino meassures the time between the USB event and the received trigger on the display.
The LED1 is used for timing calibration. Buttons SW1 and SW2 are used to navigate thru the software running on the Arduino. Options and results are displayed on OLED1.

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|---|---|---|
| Sheet: / | | |
| File: LatencyMeasure.sch | | |
| **Title: LatencyMeasure** | | |
| Size: A4 | Date: 2020-07-12 | **Rev: R2** |
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