## How to Program Your ComAidSystem

## What You Need

- The programming module (has five long colored wires sticking out one end and a serial port on the other end),
- the Serial-to-USB adapter if your computer does not have a serial port,
- and of course, the system box.

## Procedure

- 1. Turn on your computer if it is not already on. Make sure it is connected to the internet for a later driver download.
- 2. Unscrew and open the system box.
- 3. Take the five colored wires from the programming module and connect them as follows:
  - 1. Connect the **black** wire to anywhere on the ground row **Y** (the row closest to you).
  - 2. Connect the **red** wire to anywhere on the power row **X** (the back row).
  - 3. Connect the **yellow** wire to the microcontroller's **2** pin. This means connecting the wire to **Row G,H,I** or **J** of **Column 2**.
  - 4. Connect the **green** wire to the microcontroller's **3** pin. This means connecting the wire to **Row G,H,I** or **J** of **Column 3**.
  - 5. The fifth wire is not used.
- 4. Connect the USB or serial connector to your computer.
- 5. With the power switches facing towards you, turn the black switch in the center of the breadboard **to the left**.
- 6. Turn on the power to the box (note that you will need a functioning battery unless you are doing this in a car). The LCD screen should show eight solid blocks followed by all blanks. This indicates that you are in programming mode.
- 7. If your computer does not already have a driver installed for the programming module, it should be installing one now. After the installation is complete, go to your computer's Device Manager and find the ,..... COM port ... " ". This is the COM port of your USB/serial connection. You will need this in order to program.
- 8. Compile your program with make (as described in the makefile documentation).
- 9. Once compilation and downloading is complete, turn the power to the system off (you do not need to unplug the programmer).
- 10. Turn the switch on the breadboard to the right.
- 11. All done!