

This manual is based on the arduino uno suite system and a tutorial to operate each module, the aim is to make user can quickly the grasp Arduino and familiar with the principle of each module and how to use it. This document does not give a specific application sample, we hope the guest to learn and be familiar with each module in the tutorial, and flexibly apply to your creative products. Of course, emakefun also use arduino modules to design particularly creative products, these will target different products and provide corresponding suite, detailed tutorials.

Introduction of Arduino UNO

What is arduino ?

Arudino is originally created by Italian teacher Massimo Banzi for the convenience of the electronic major students presenting their ideas through hardware. About in the winter of 2005, he united Spain chip engineer David Cuartielles, discussed the idea, so they two decided to design their own circuit boards, and recruited Banzi student David Mellis to write programming language for circuit board. It was named after the name of the Italian king Arduin. He named the Arduino and start to create Arduino. Subsequently, Banzi, Cuartielles and Mellis put the design online. Due to everyone only knew the open-source software, there was no heard of source hardware, and then they thought of the well-known Linux open-source software, so they hope the Arduino to open source like Linux.

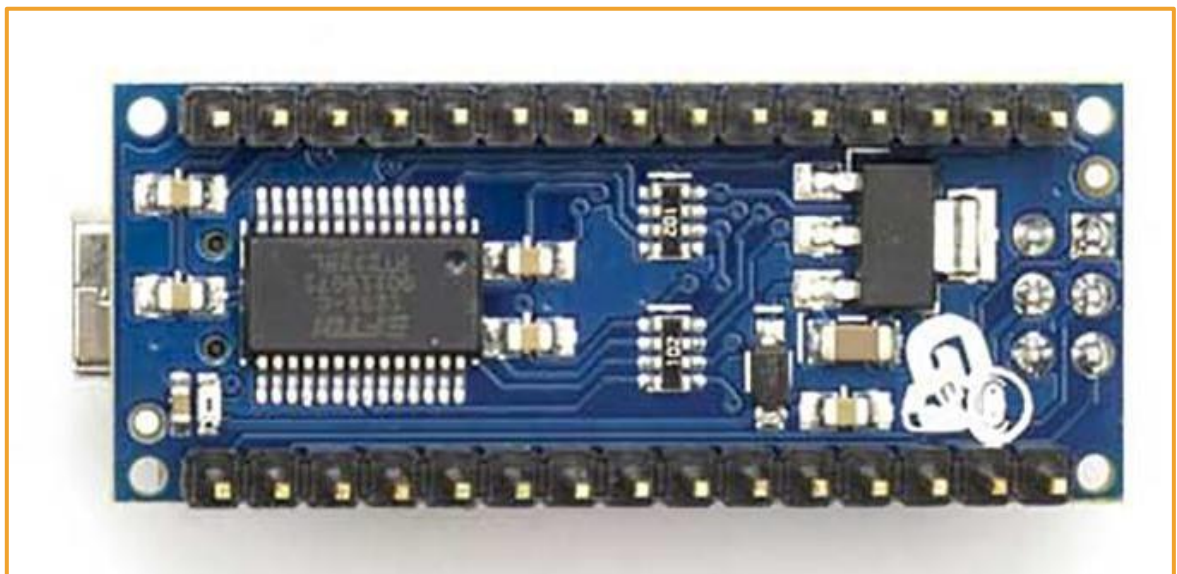
The emergence of the Arduino required original microcontroller programmer to possess relevant electronic or software background, become normal amateurs and soon learned how to use the Arduino. His design concept attracted many professional or non-professional people right after being introduced worldwide.

What is arduino uno Kit ?

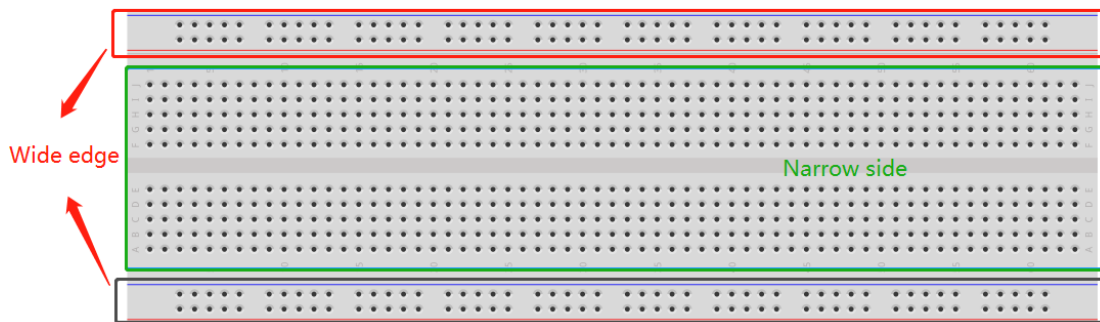
Arduino uno is arduino USB series reference standard template. UNO processor core is Atmel company produces Atmega328, at the same time, with 14 digital input/output port (of which six can be used as a pwm output), 6 analog input, a 16 MHz crystal oscillator, a USB port, and a power socket, a ICSP header and a reset button. UNO has been released to the third edition.

- ◆ The processor ATmega328
- ◆ Working voltage 5v
- ◆ Input voltage (recommended) 7-12v

- Picture of real products are as follows:

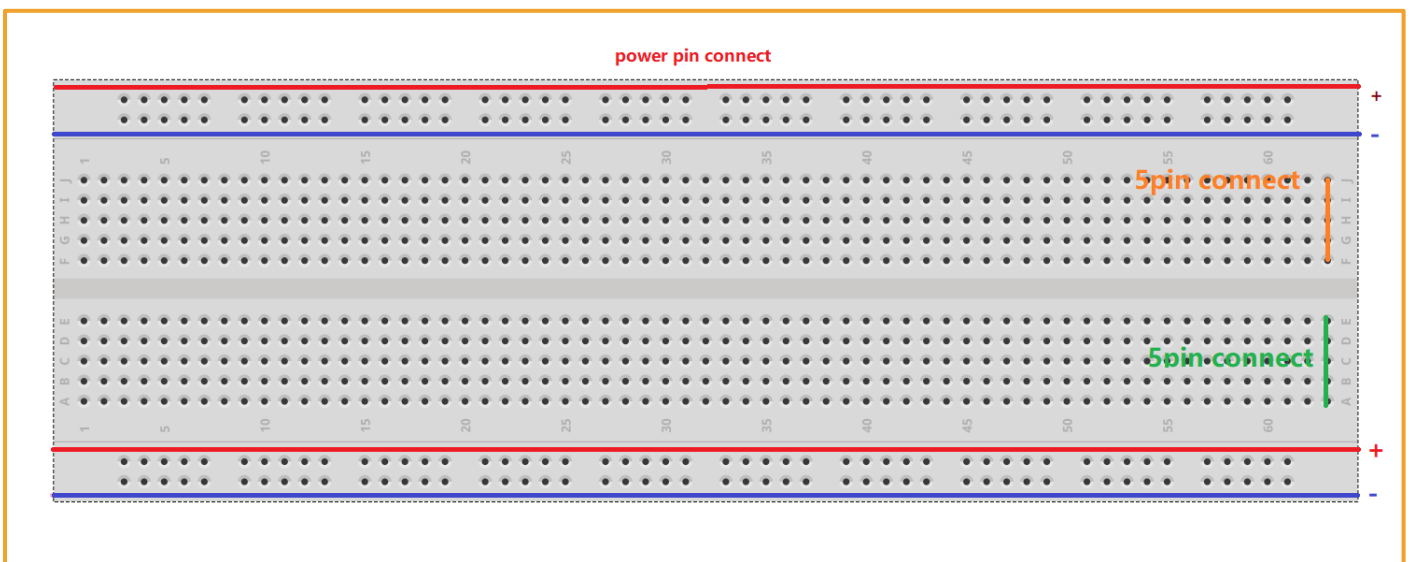


How To use breadboard



All power pin connect together as red line , but up and down is separate.

All GND pin connect together as blue line, but up and down is separate.



Development Environment Building

Development Software

Download link: <https://www.arduino.cc/en/Main/Software>

Windows, Linux, Mac are all available for downloading.

Download the Arduino Software



ARDUINO 1.6.6

The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other open-source software. This software can be used with any Arduino board. Refer to the [Getting Started](#) page for installation instructions.

Windows Installer

Windows ZIP file for non admin install

Mac OS X 10.7 Lion or newer

Linux 32 bits

Linux 64 bits

[Release Notes](#)

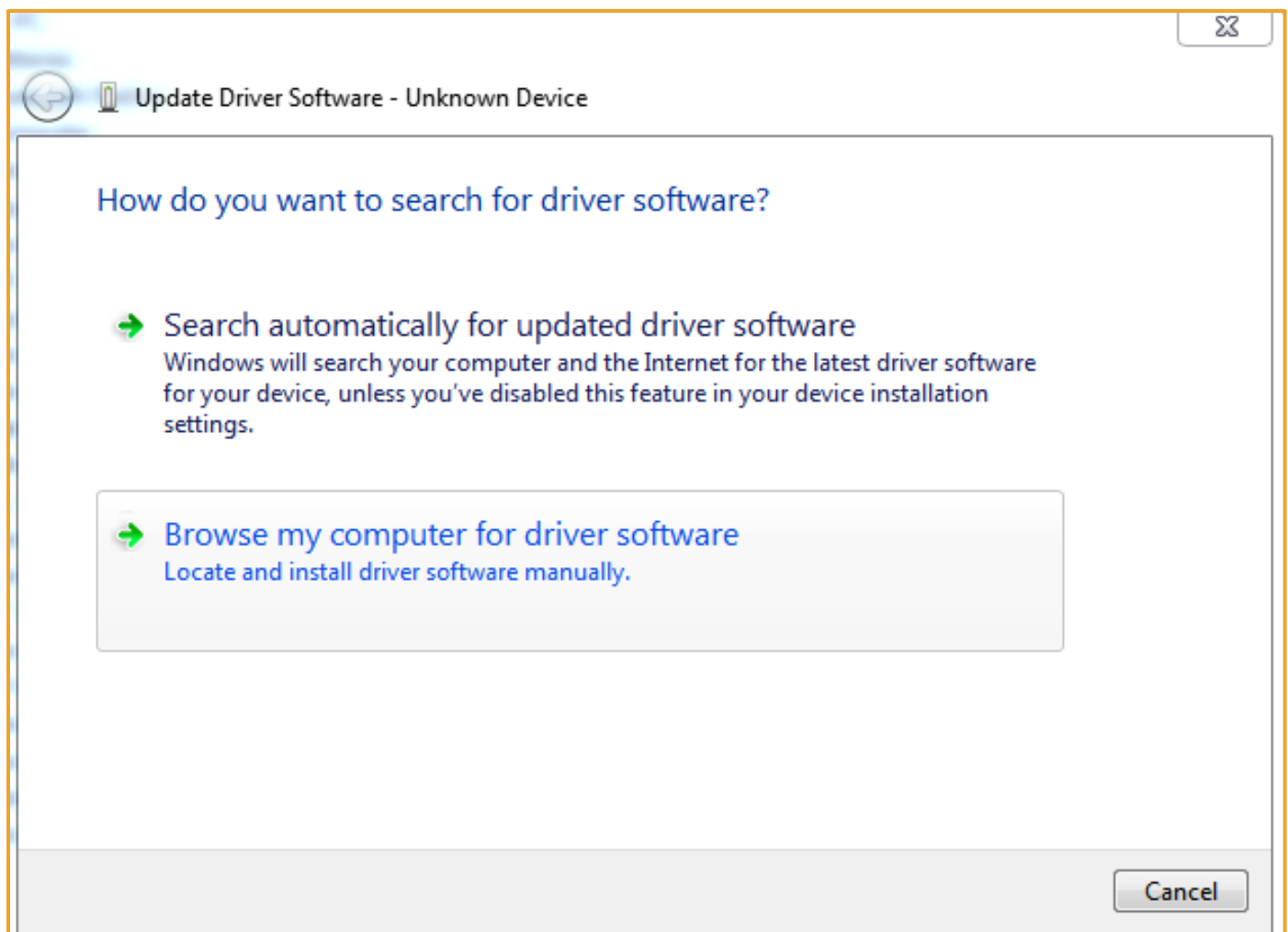
[Source Code](#)

[Checksums](#)

The interface of Arduino IDE is simple and the operation is rather convenient. If you want get more please click <https://www.arduino.cc/en/Guide/Environment>

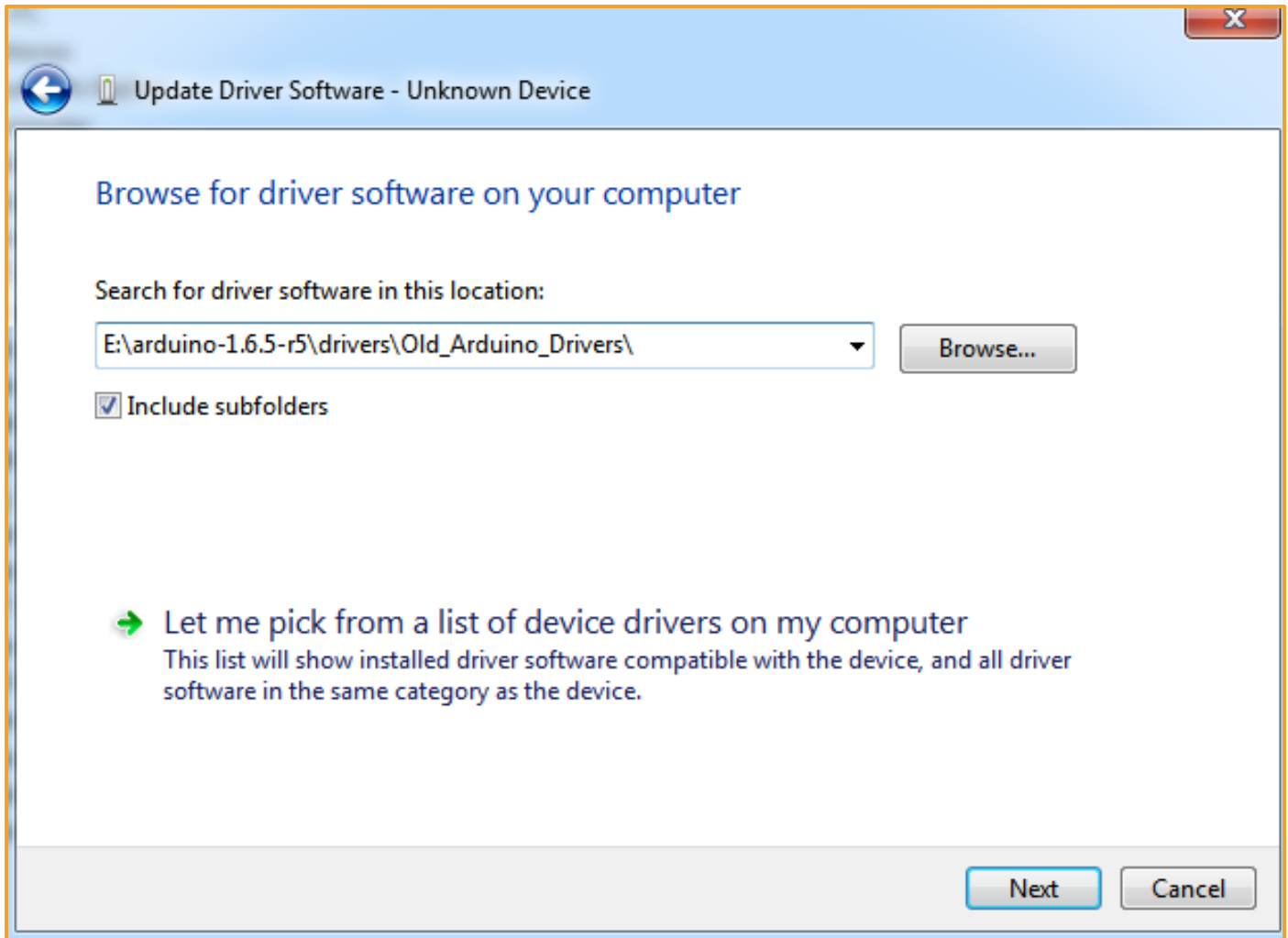
Install usb to serial port driver

Inserting USB cable will prompt as follows, choosing the specified location to install.

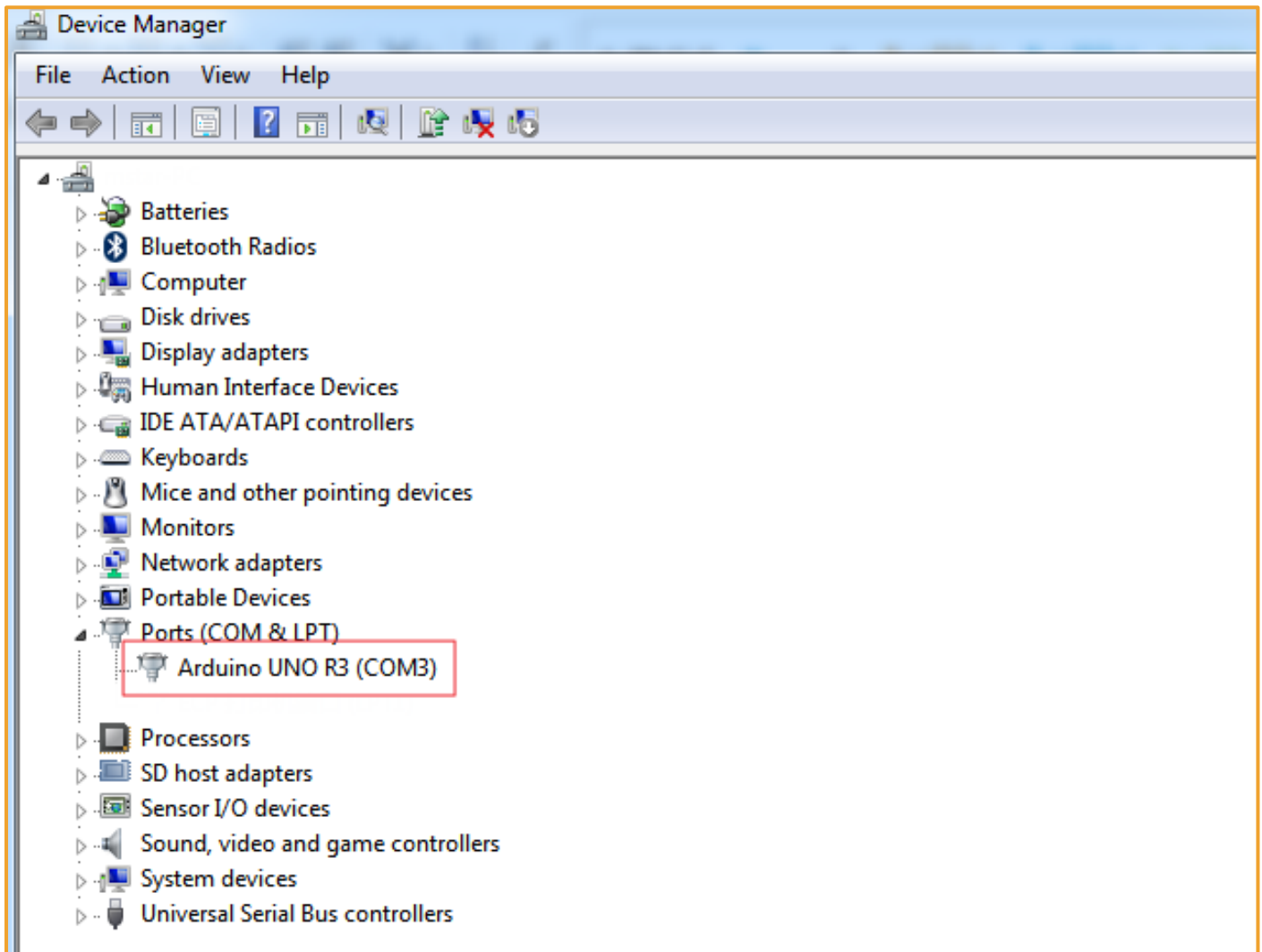


Selecting download Arduino ide file “E:\arduino-1.6.5-r5\drivers\Old_Arduino_Drivers\”
Checking the type of USB serial chip on the board, if it is Atmel, then choose the following path; if it is FTDI, you should choose the arduino\drivers\FTDI USB Drivers path.

This kit use CH340 driver so install 《CH341SER_for_64bit_win7.zip》



Clicking on the next step, you will be prompted with a successful installation message.
Now you can change to equipment management to see Arduino UNO R3



Linux Installation Environment Building

Download the Arduino Software select Linux 64bit and save.

```
Shell:# tar -vxf arduino-1.6.7-linux64.tar.xz
```

```
Shell:# cd arduino-1.67
```

```
Shell:# ./arduino
```

Mac Arduino Development Environment Building

You can get all source codes from <https://github.com/emadefun/emadefun-uno-kit>

Install CH340 driver : CH34XUSB-SERIAL_for_mac\CH34x_Install_V1.3.pkg

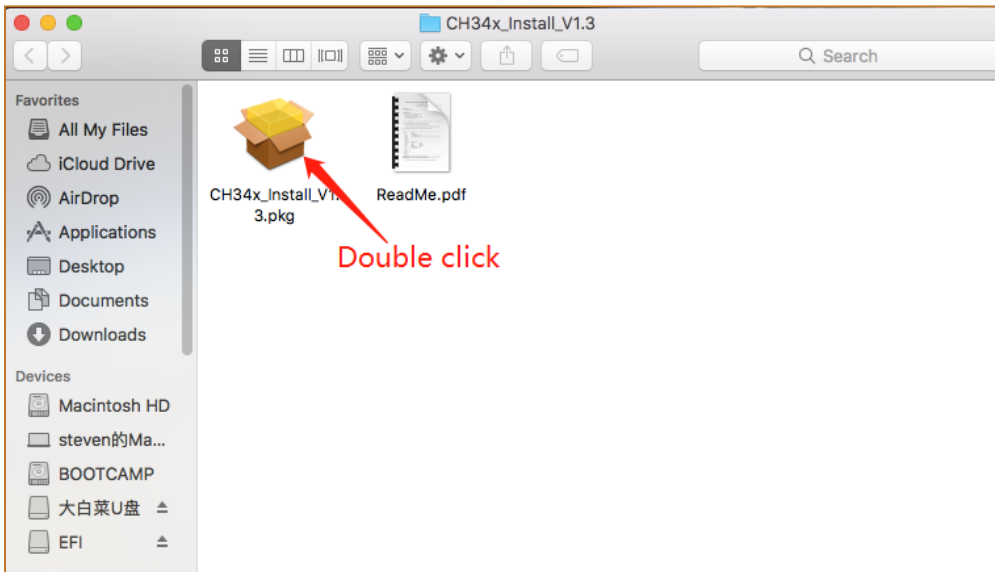
SupportSystem:

OSX10.9andabove

InstallationProcess:

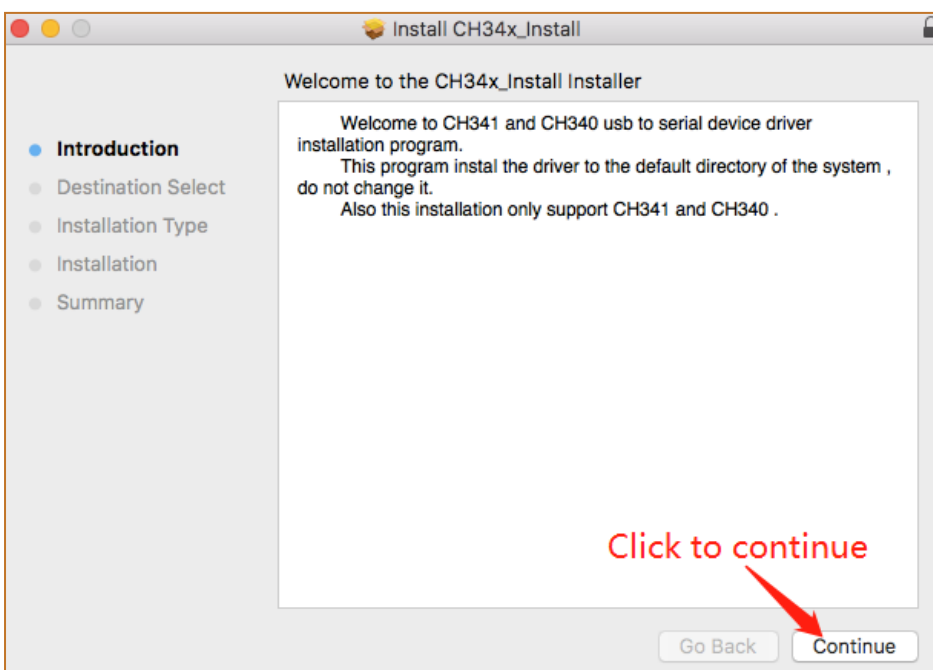
Extract the contents of the zip file to a local installation

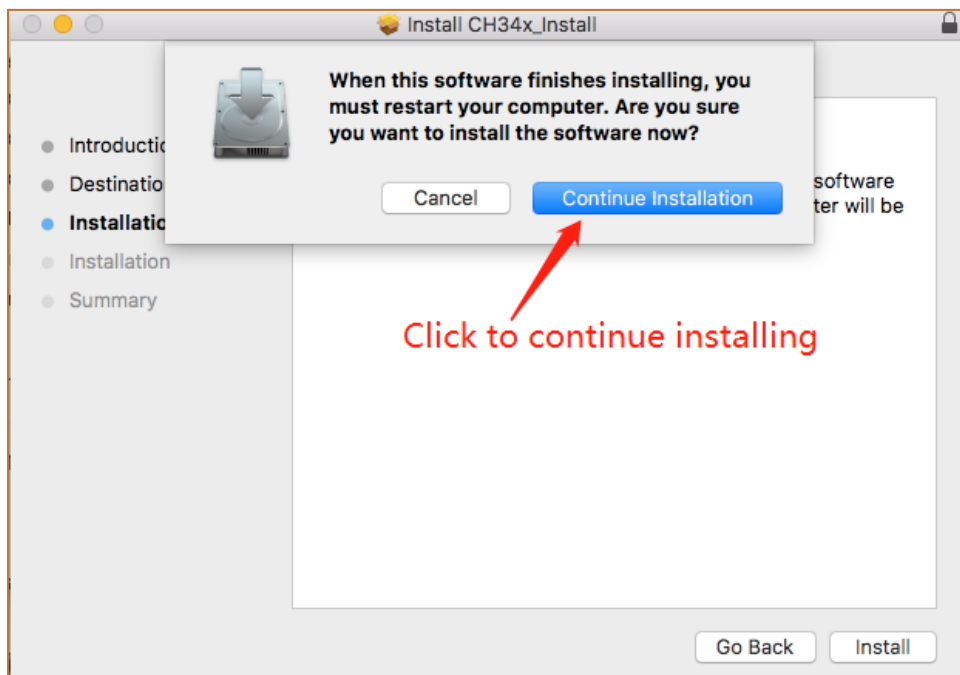
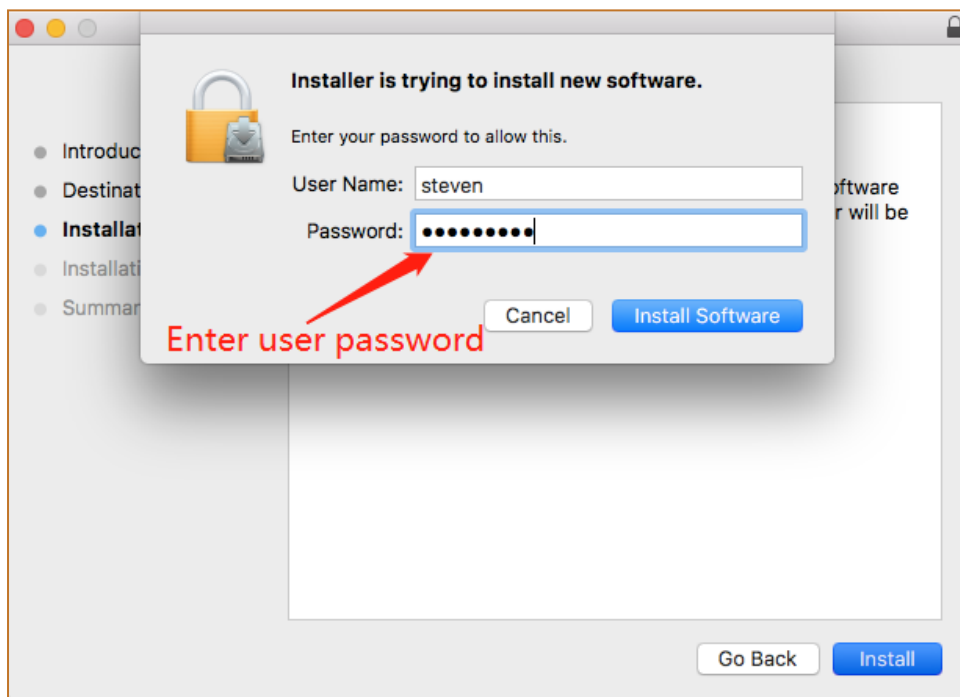
directory Double-clickCH34x_Install.pkg

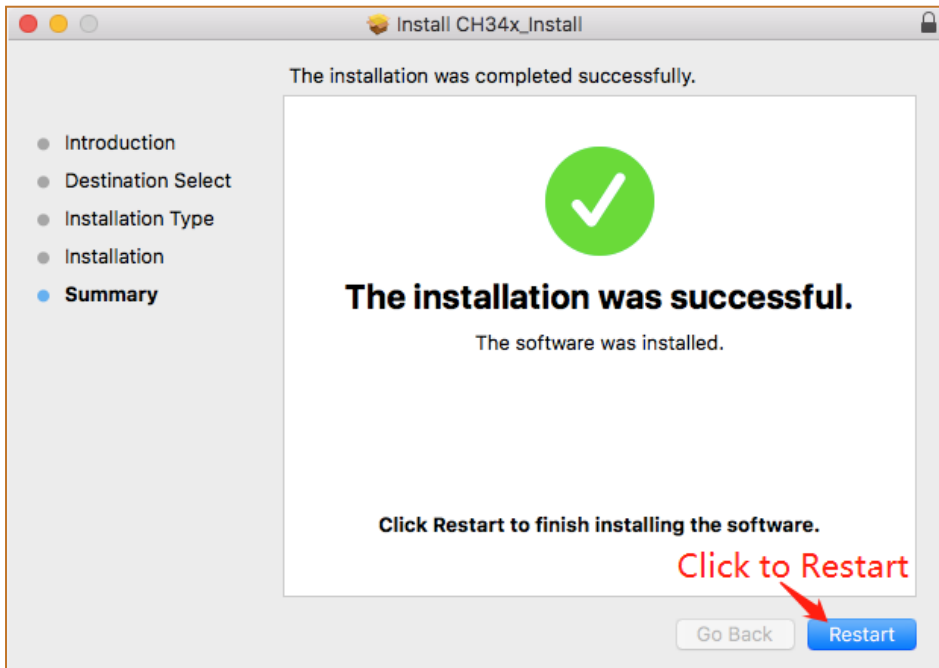


Install according to the installation on

procedure







Restart after finishing installing

After the installation is completed, you will find serial device in the device list(`/dev/tty.wchusbserial*`), and you can access it by serial tools.

If you can't find the serial port then you can follow the steps below:

Step1: Open terminal and type '`ls/dev/tty*`' and see is there device like `tty.wchusbserial`;

```

steven — -bash — 80x24
Last login: Sat May 19 14:55:54 on ttys000
stevendeMacBook-Air:~ steven$ ls /dev/tty*

```

enter

```

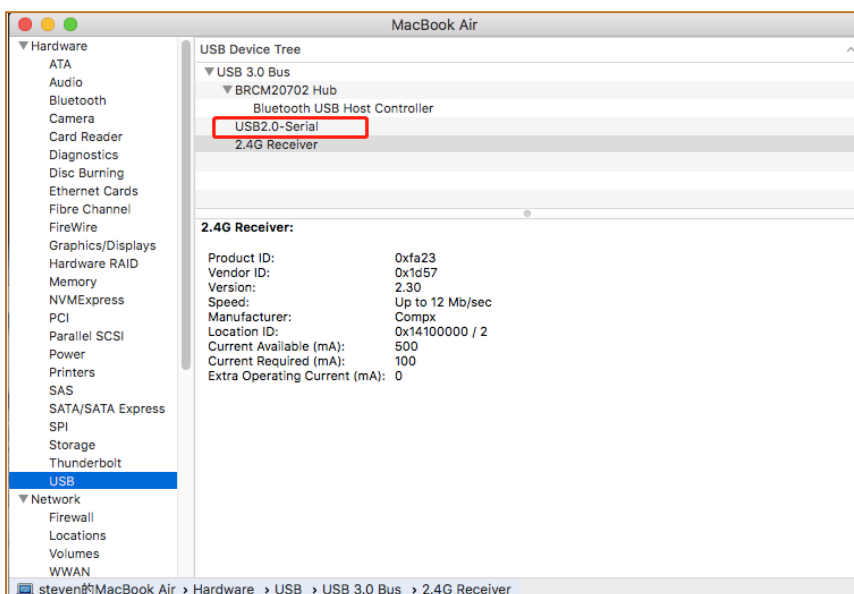
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Last login: Sat May 19 14:55:54 on ttys000
[stevendeMacBook-Air:~ steven$ ls /dev/tty*
/dev/tty                                /dev/ttyse
/dev/tty.Bluetooth-Incoming-Port      /dev/ttysf
/dev/tty.wchusbserial1420             /dev/ttyt0
/dev/ttyp0                             /dev/ttyt1
/dev/ttyp1                             /dev/ttyt2
/dev/ttyp2                             /dev/ttyt3
/dev/ttyp3                             /dev/ttyt4
/dev/ttyp4                             /dev/ttyt5
/dev/ttyp5                             /dev/ttyt6
/dev/ttyp6                             /dev/ttyt7
/dev/ttyp7                             /dev/ttyt8
/dev/ttyp8                             /dev/ttyt9
/dev/ttyp9                             /dev/ttyta
/dev/ttypa                             /dev/ttytb

```

The serial port of the device we use

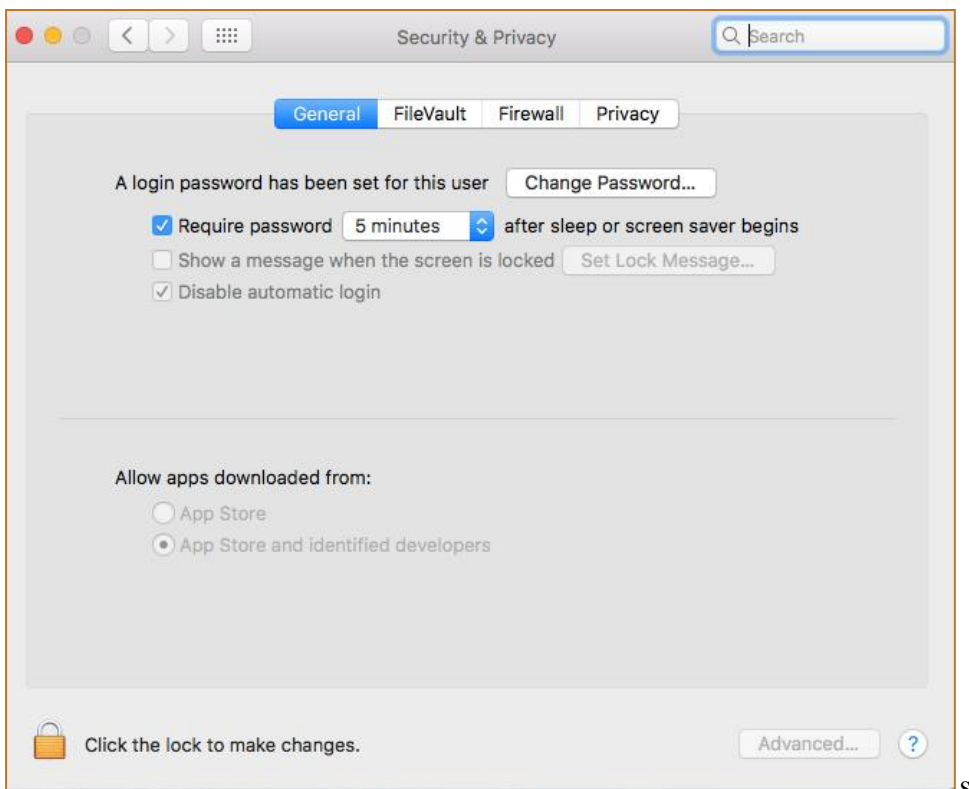
Step2: Open 'System Report' -> Hardware -> USB, on the right side "USB Device Tree" there will Be device named "Vendor-Specific Device" and check if the Current is normal.

If the step supper don't work at all, please try to install the package again.



Note:

Please enter “System Preferences”->”Security & Privacy”->”General”, below the title” Allow apps downloaded from: ”you should choose the choice2->” Mac App Store and identified developers ” so that our driver will work normally.

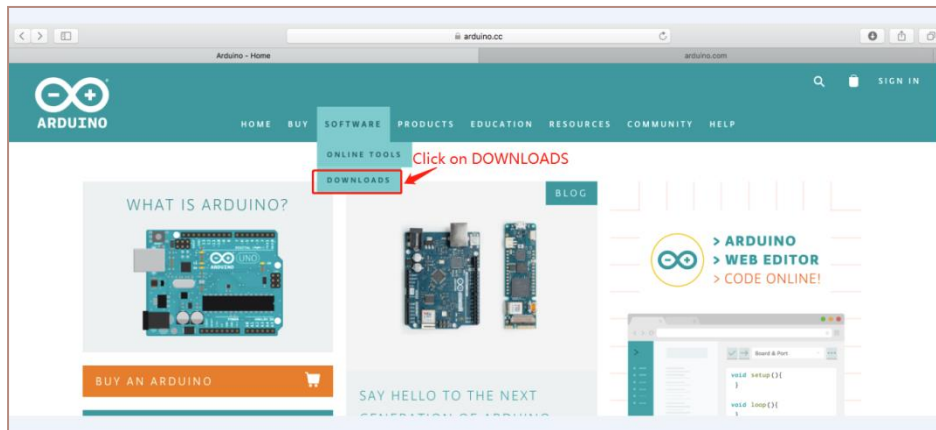


Mac Install Arduino IED

Download Arduino

Step1 : Enter the URL arduino.cc

Step2: Enter the download page and click **DOWNLOADS** under **SOFTWARE**



Step3 :Select the system version software

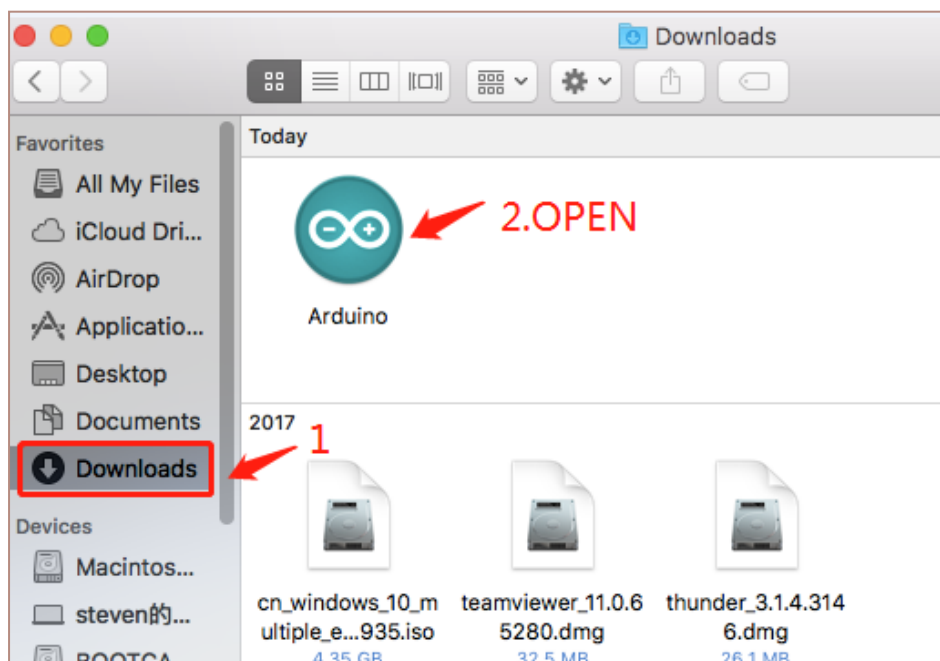


Step4: Click to download

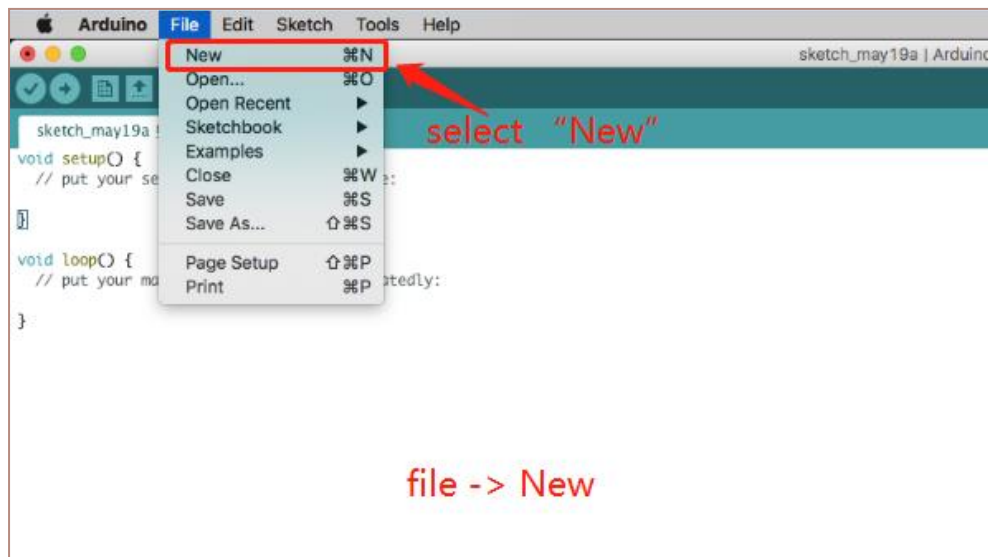


Arduinon IDE Tutorial

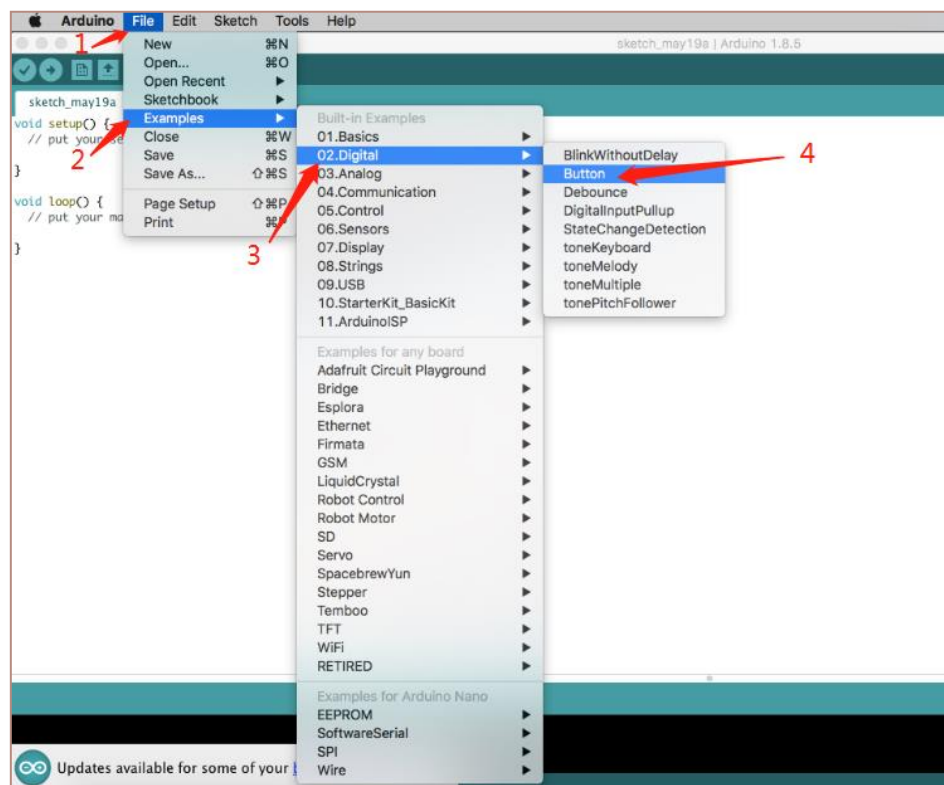
Step1:Open Arduino



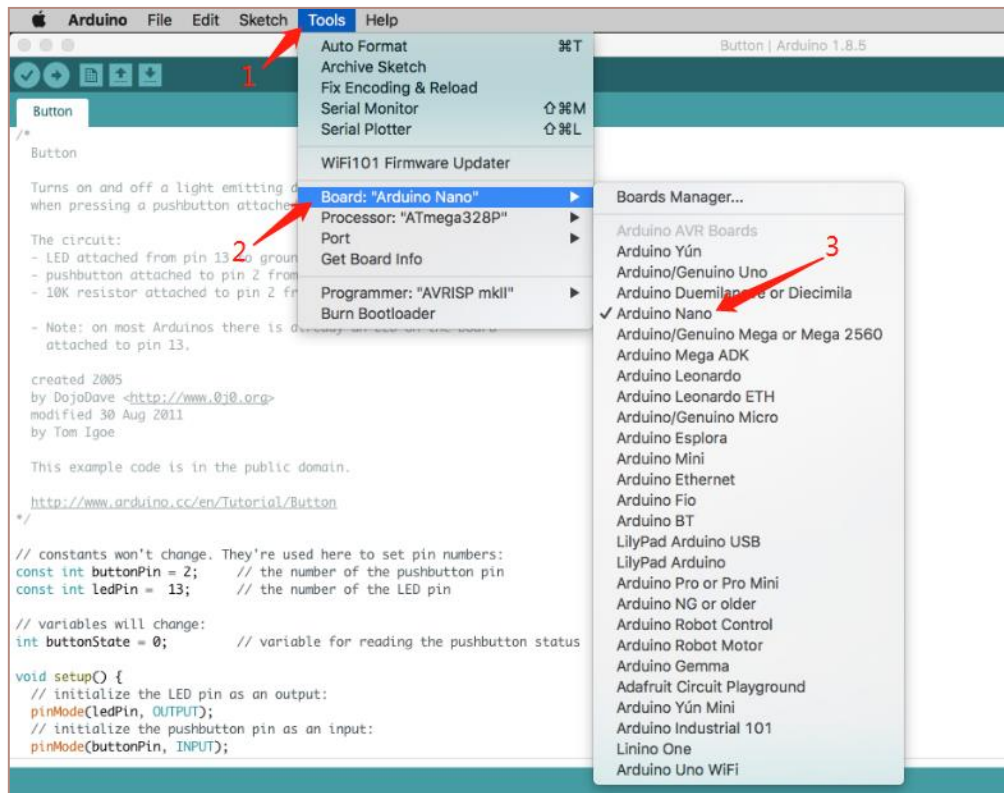
Step2: New construction



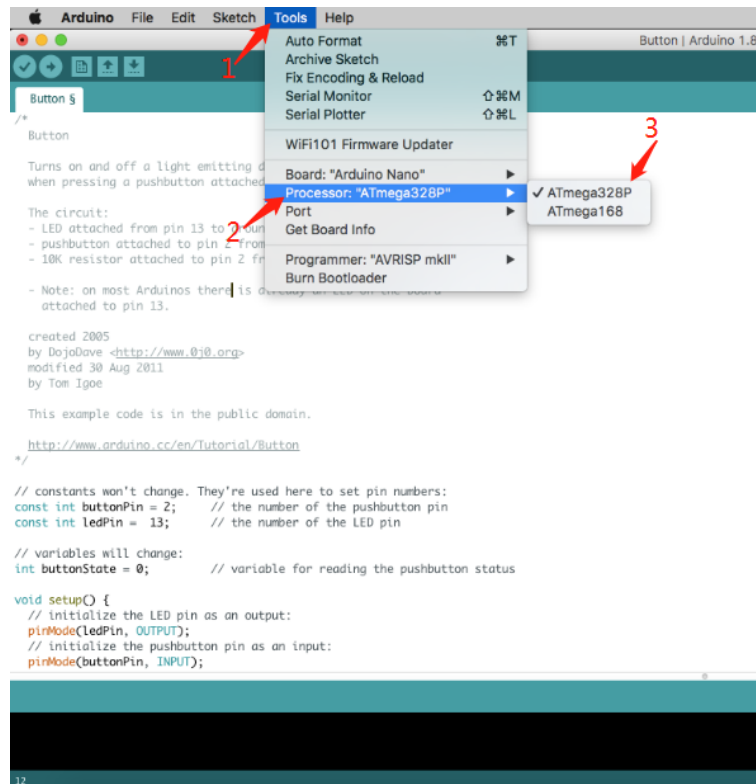
Step3: Open an example



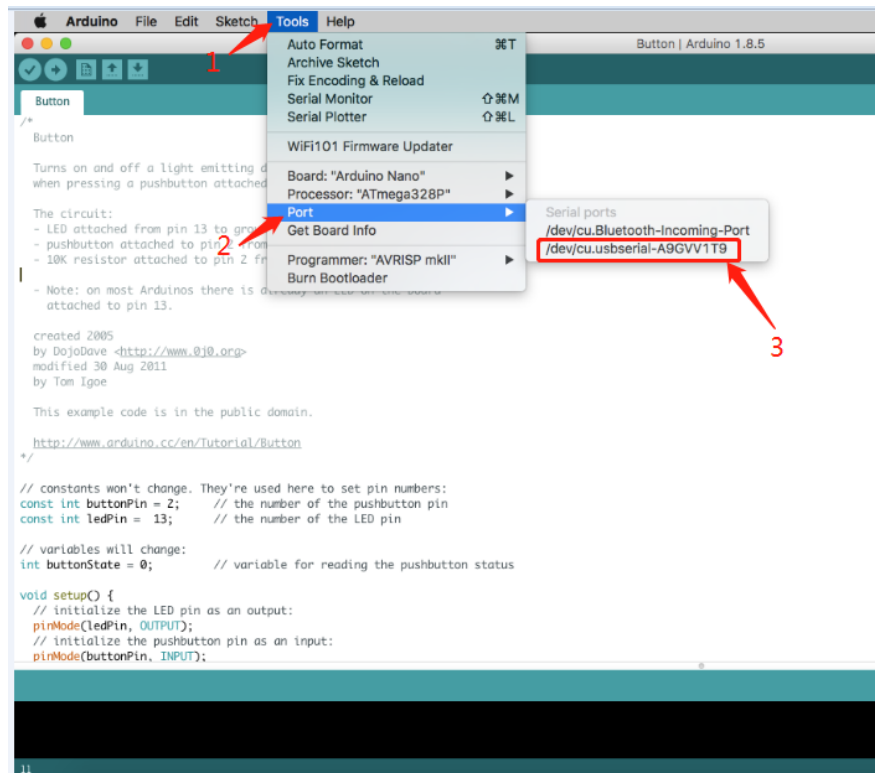
Step4: Select the Arduino Board to Write (we are Nano board)



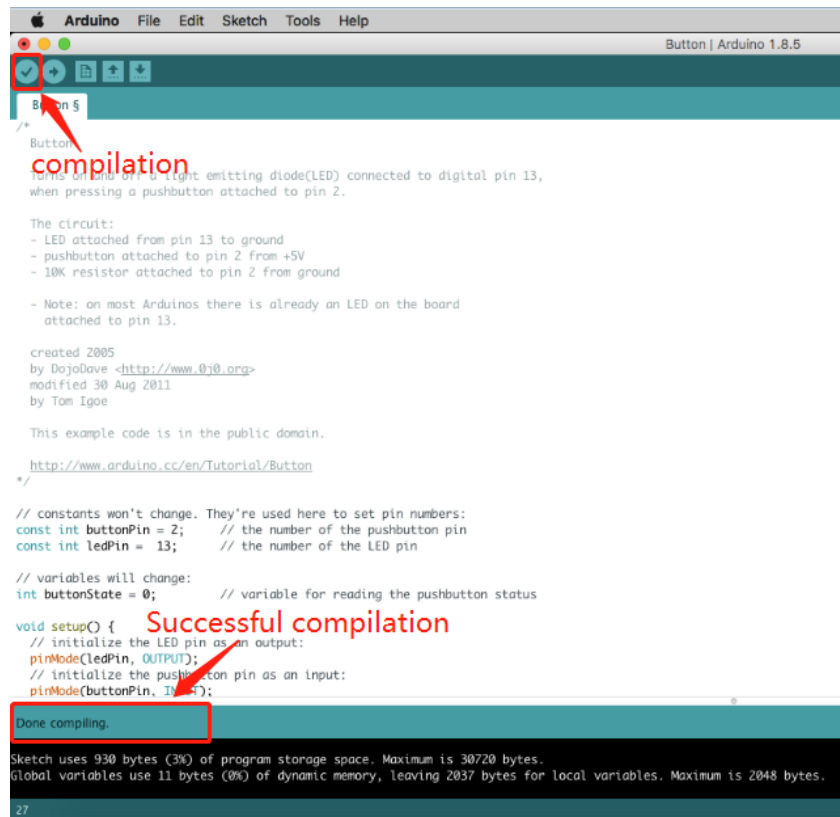
Step5: Select the chip model (the chip of our Nano board is Atmega328P)



Step6:Select the serial port



Step7:Compile the software



compilation

Successful compilation

```

/*
 * Button
 *
 * Turns on and off a light emitting diode(LED) connected to digital pin 13,
 * when pressing a pushbutton attached to pin 2.
 *
 * The circuit:
 * - LED attached from pin 13 to ground
 * - pushbutton attached to pin 2 from +5V
 * - 10K resistor attached to pin 2 from ground
 *
 * - Note: on most Arduinos there is already an LED on the board
 *   attached to pin 13.
 *
 * created 2005
 * by DojoDave <http://www.0j0.org>
 * modified 30 Aug 2011
 * by Tom Igoe
 *
 * This example code is in the public domain.
 *
 * http://www.arduino.cc/en/Tutorial/Button
 */

// constants won't change. They're used here to set pin numbers:
const int buttonPin = 2;    // the number of the pushbutton pin
const int ledPin = 13;      // the number of the LED pin

// variables will change:
int buttonState = 0;        // variable for reading the pushbutton status

void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
}

void loop() {
  // read the state of the pushbutton:
  buttonState = digitalRead(buttonPin);

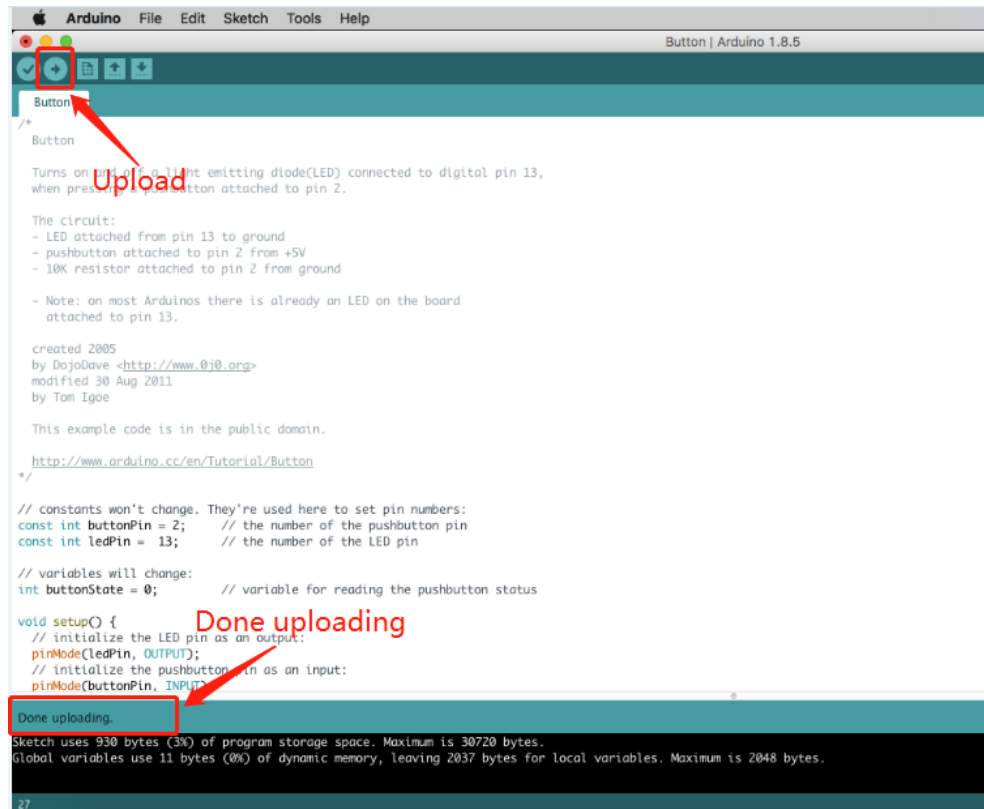
  // if the pushbutton is pressed, then set the LED on:
  if (buttonState == HIGH) {
    digitalWrite(ledPin, HIGH);
  } else {
    digitalWrite(ledPin, LOW);
  }
}

```

Done compiling.

Sketch uses 930 bytes (3%) of program storage space. Maximum is 30720 bytes.
Global variables use 11 bytes (0%) of dynamic memory, leaving 2037 bytes for local variables. Maximum is 2048 bytes.

Step8:Software download to the Nano board



Upload

Done uploading

```

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