

# Osnove mikroprocesorske elektronike

Marko Jankovec

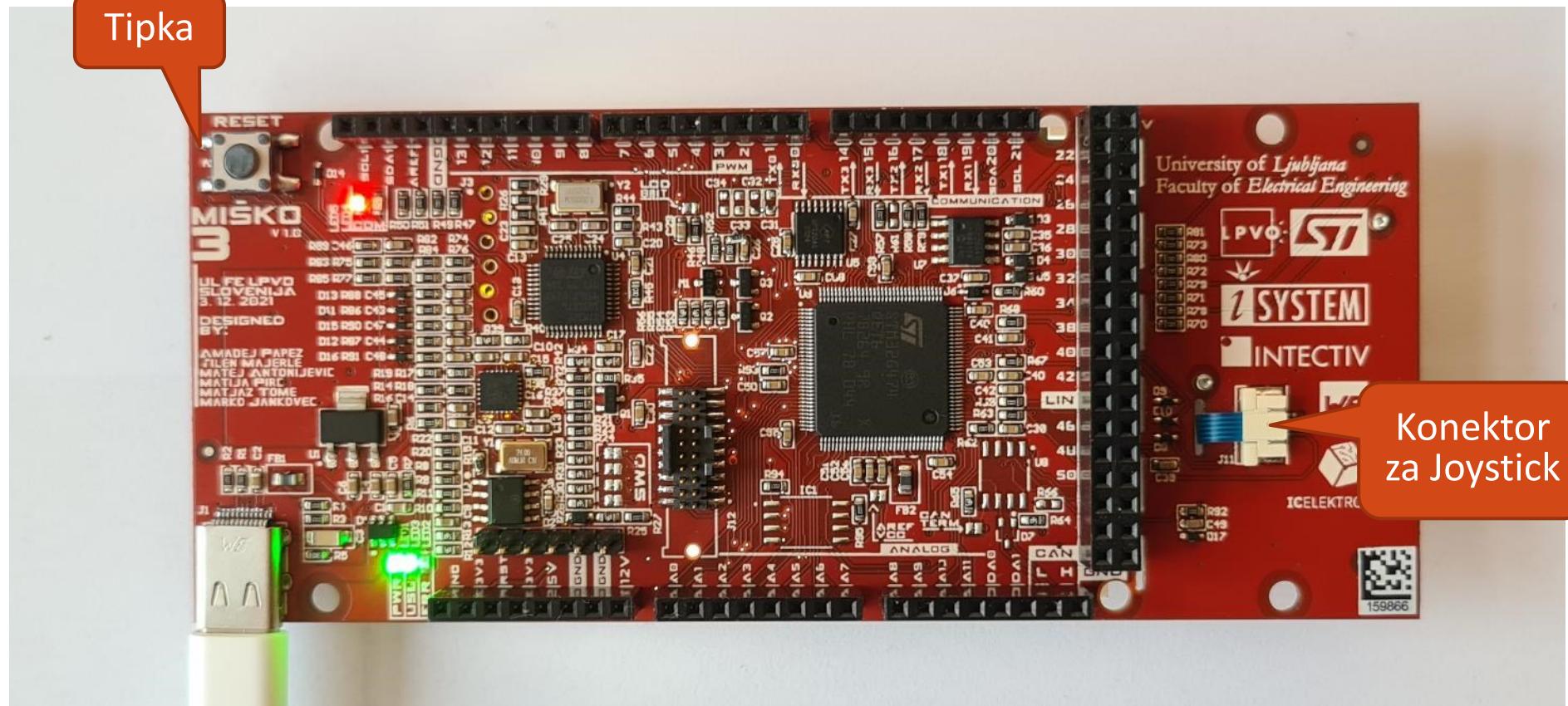
Spajkanje MiŠKa

# MiŠKO 3 zgoraj



# MiŠKo 3 spodaj

Tipka

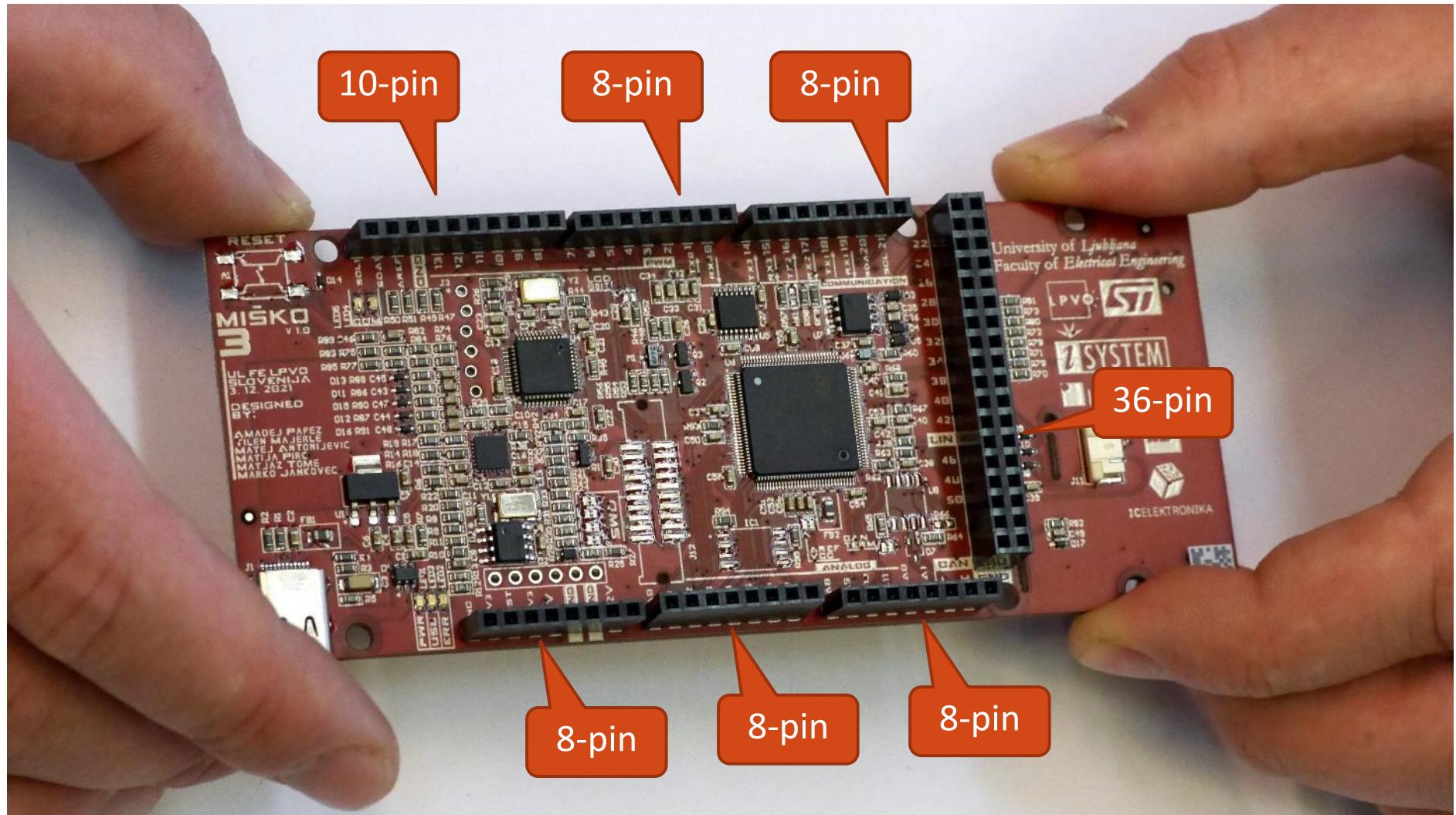


Konektor  
za Joystick

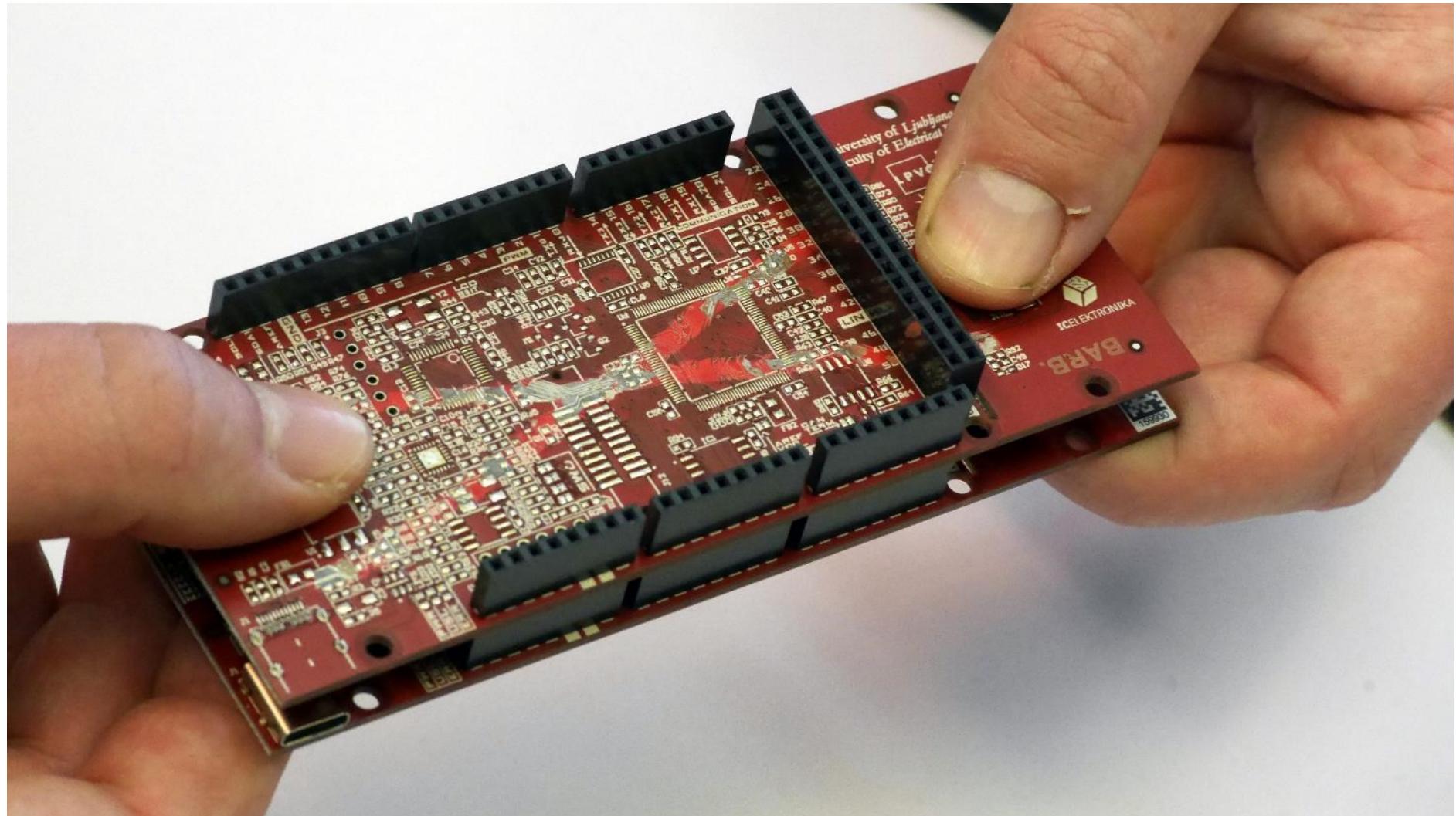
# Vrstni red

- 1 del (vrstni red ni pomemben)
  - Konektorji
  - LED
  - Tipke
- Zaslon
- Joystick

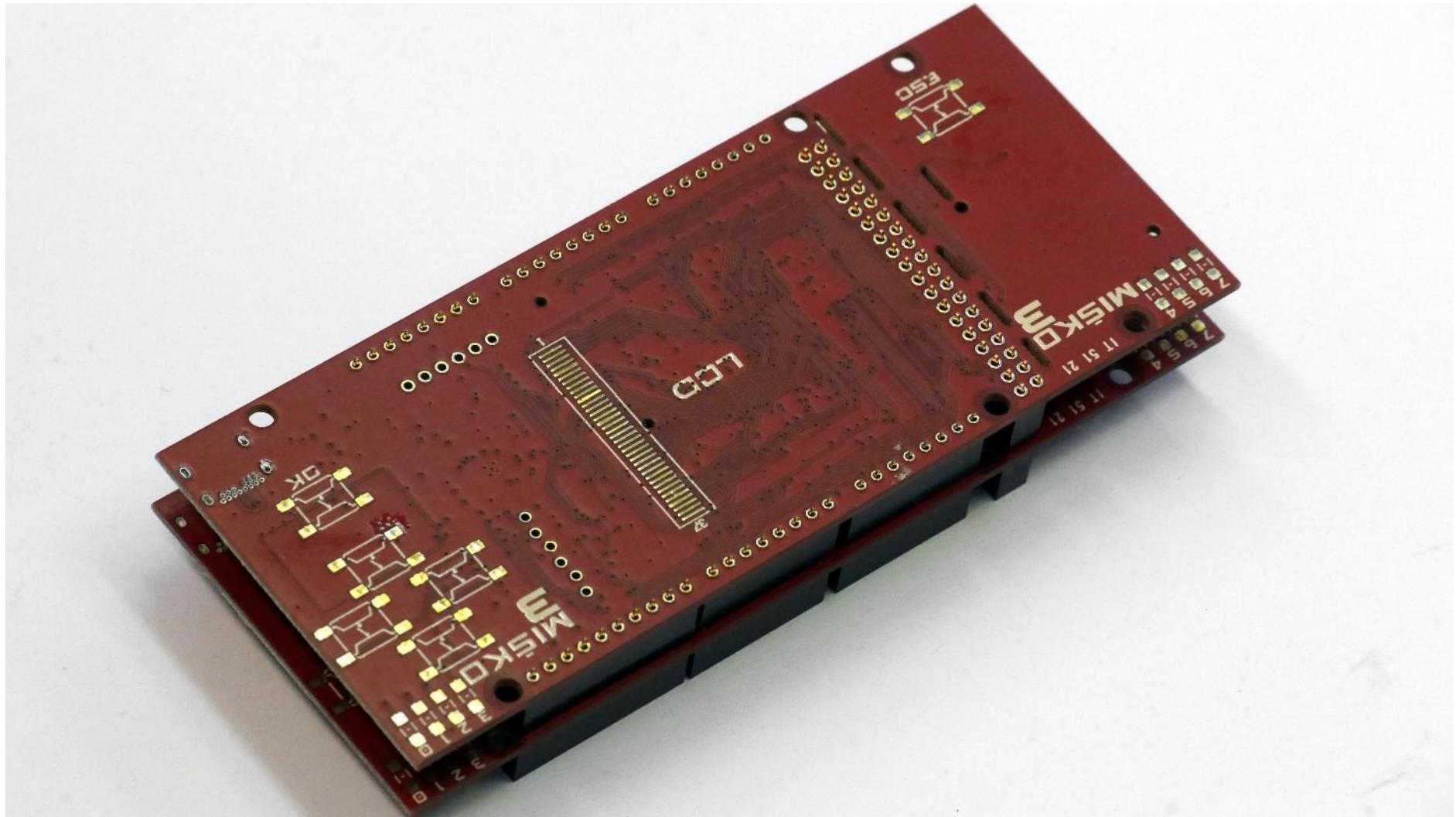
# Vstavi konektorje v tiskano vezje



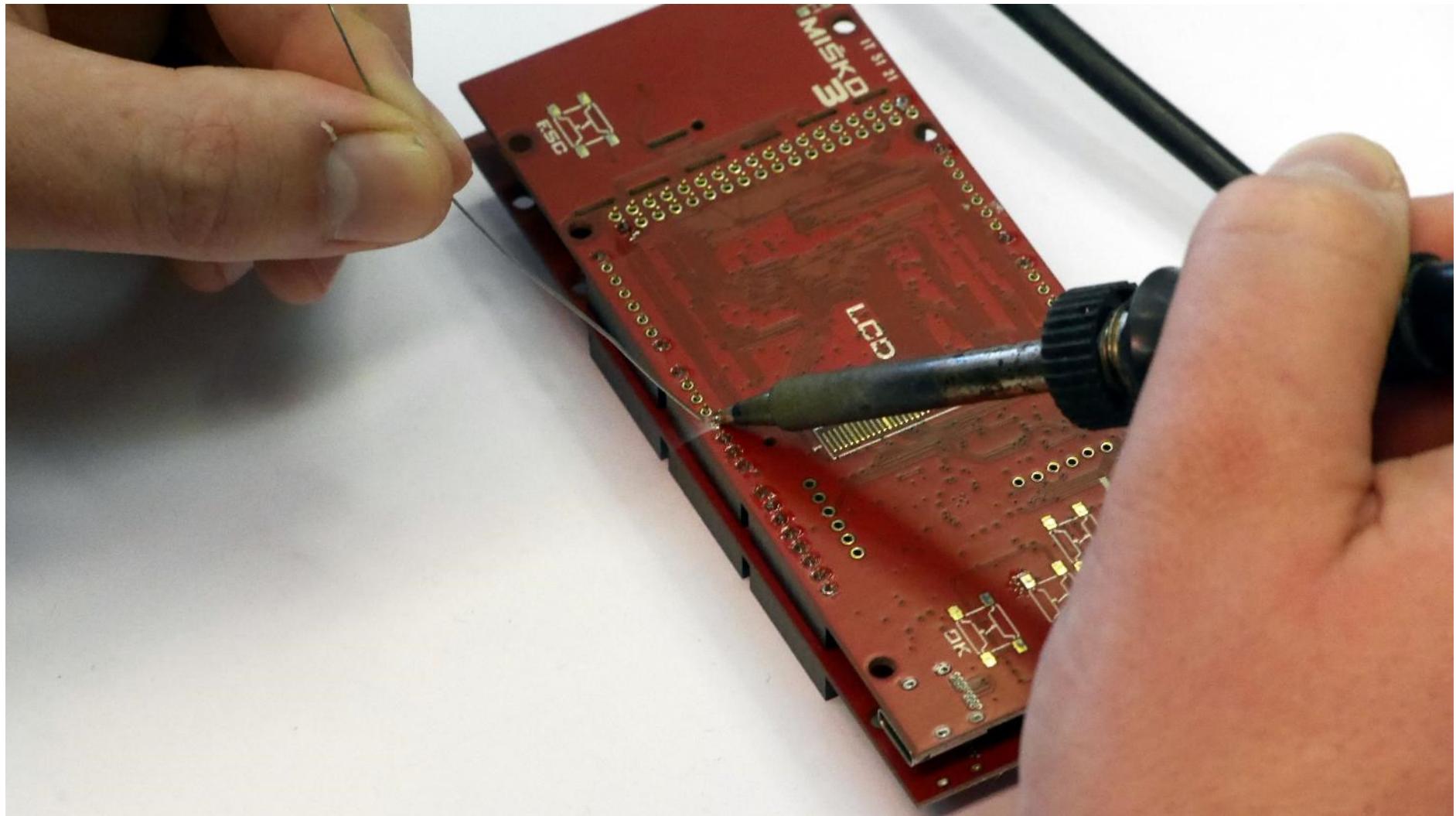
# Postavi dummy ploščico gor



# Trdno drži skupaj in obrni okrog



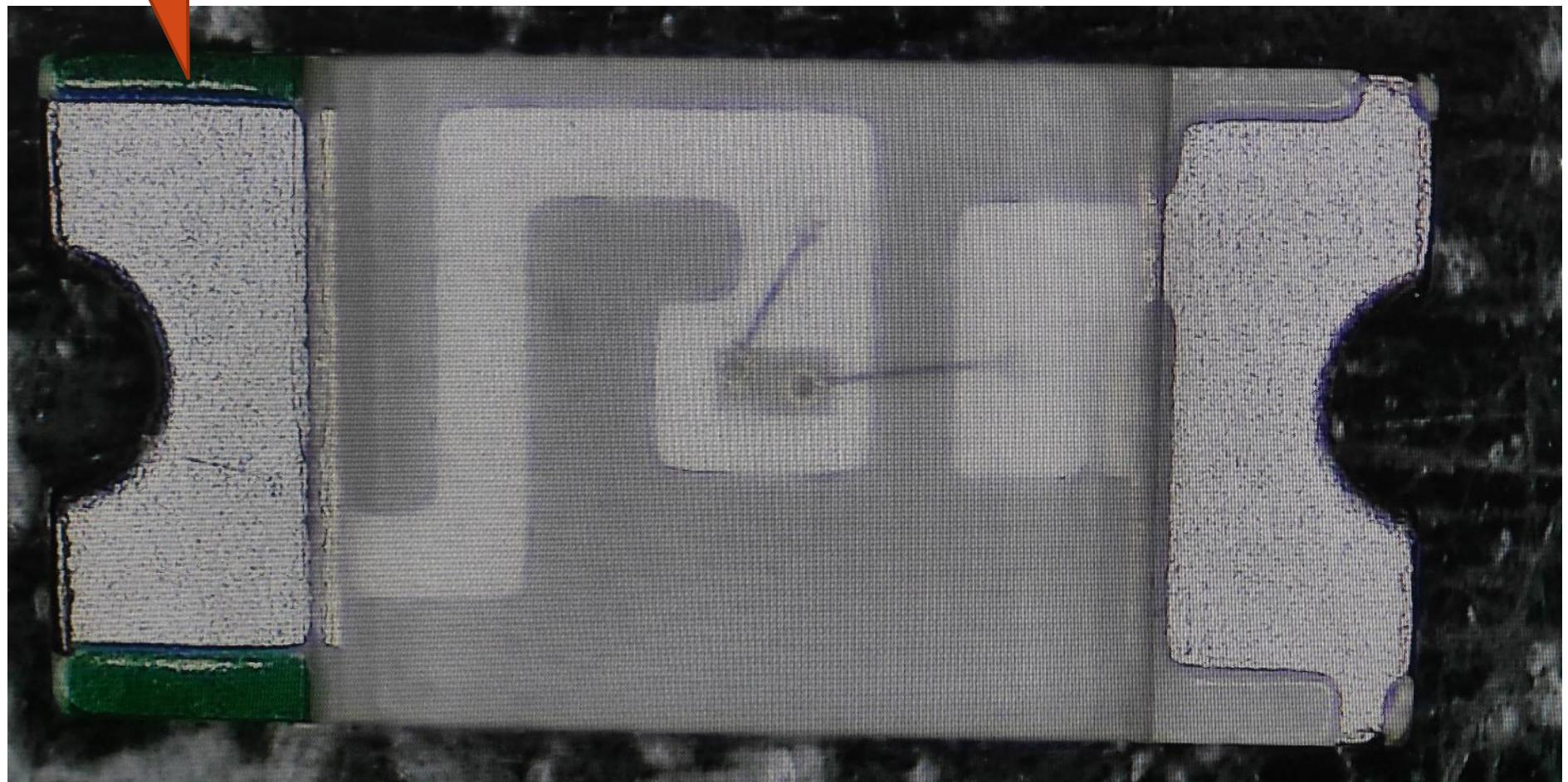
# Zaspajkaj konektorje



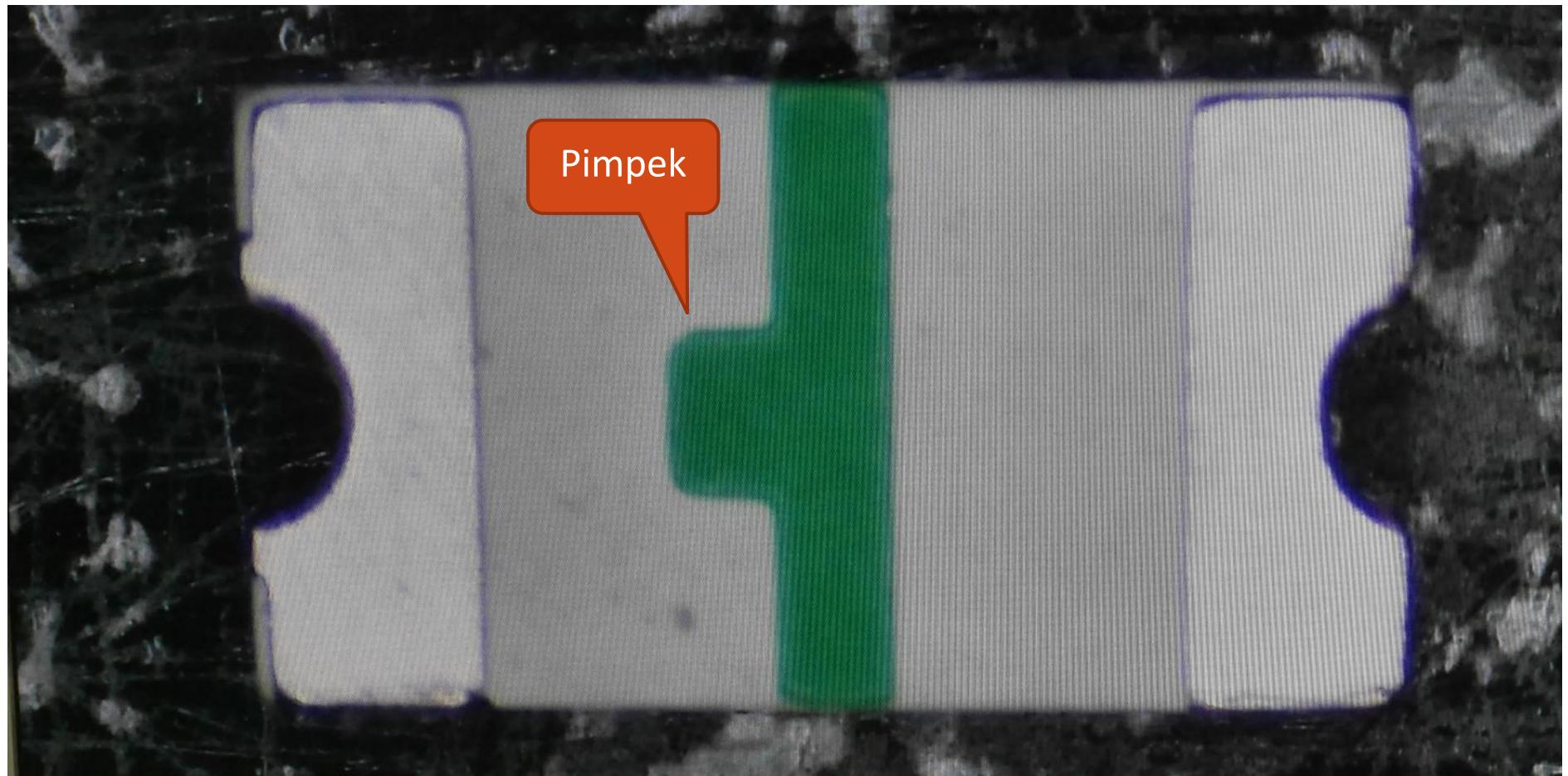
# LED zgoraj



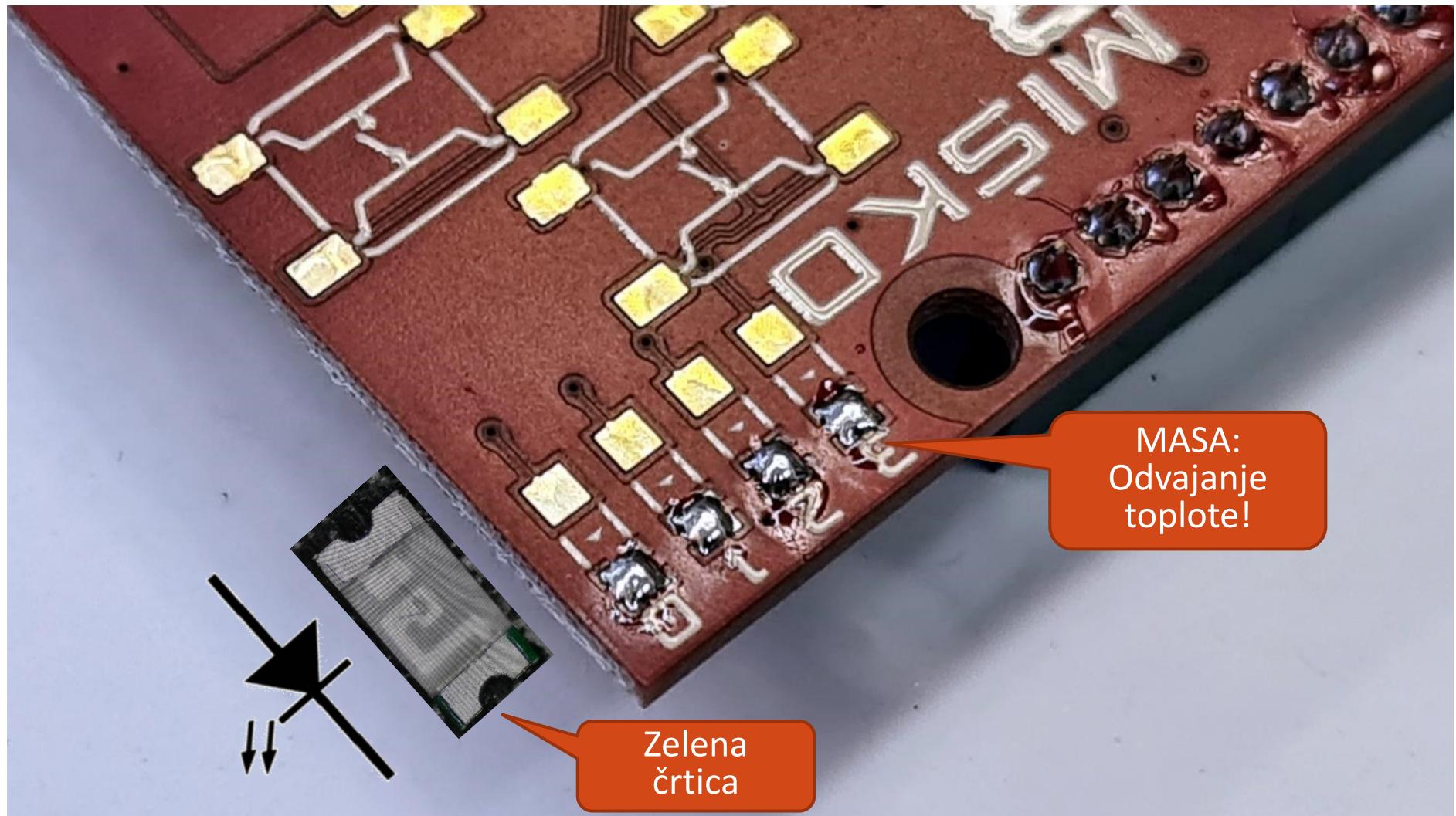
Zeleno



LED spodaj



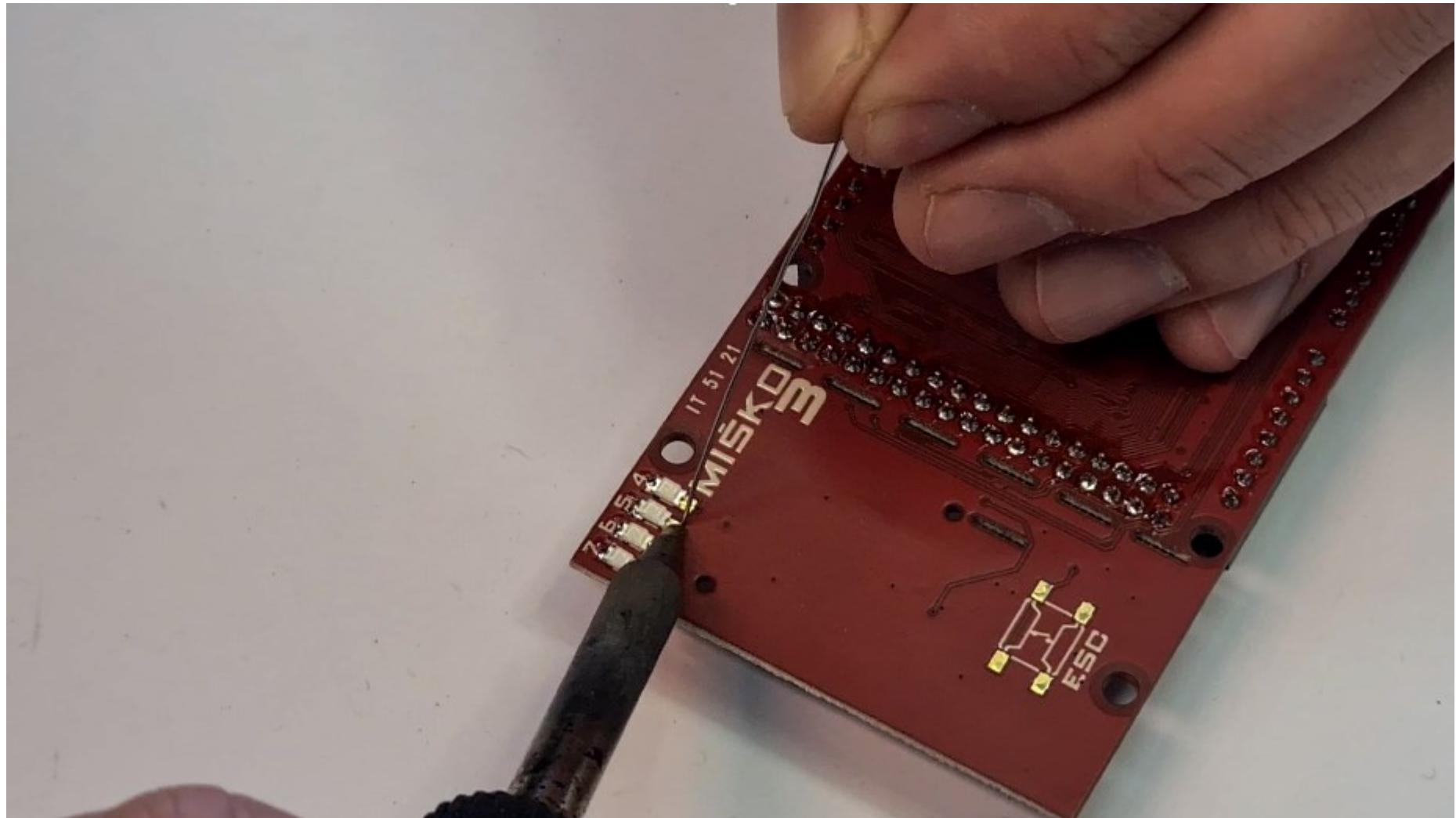
# Pospajkamo najprej eno stran otočkov



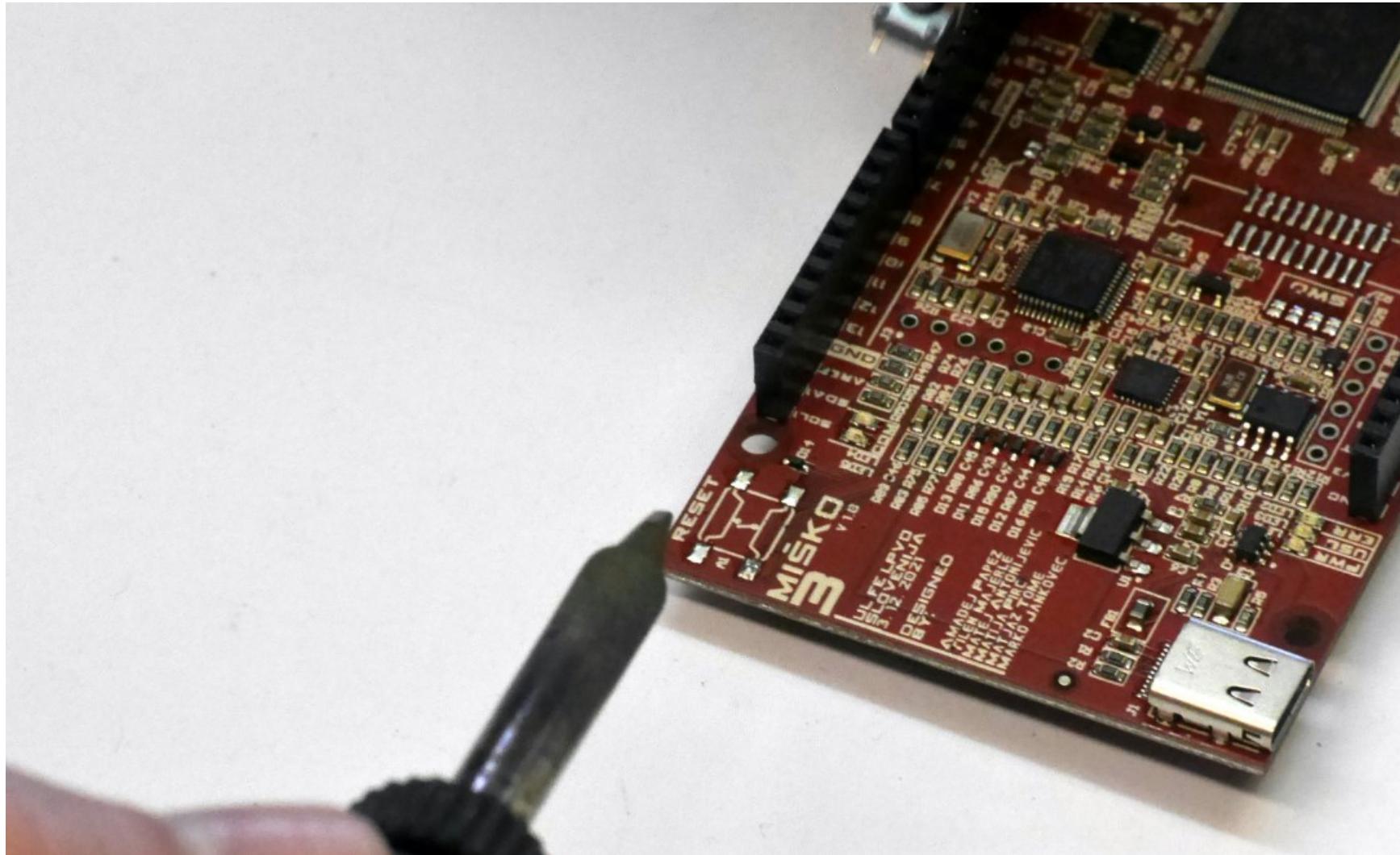
# Nato prispajkamo led – pazi poravnavo



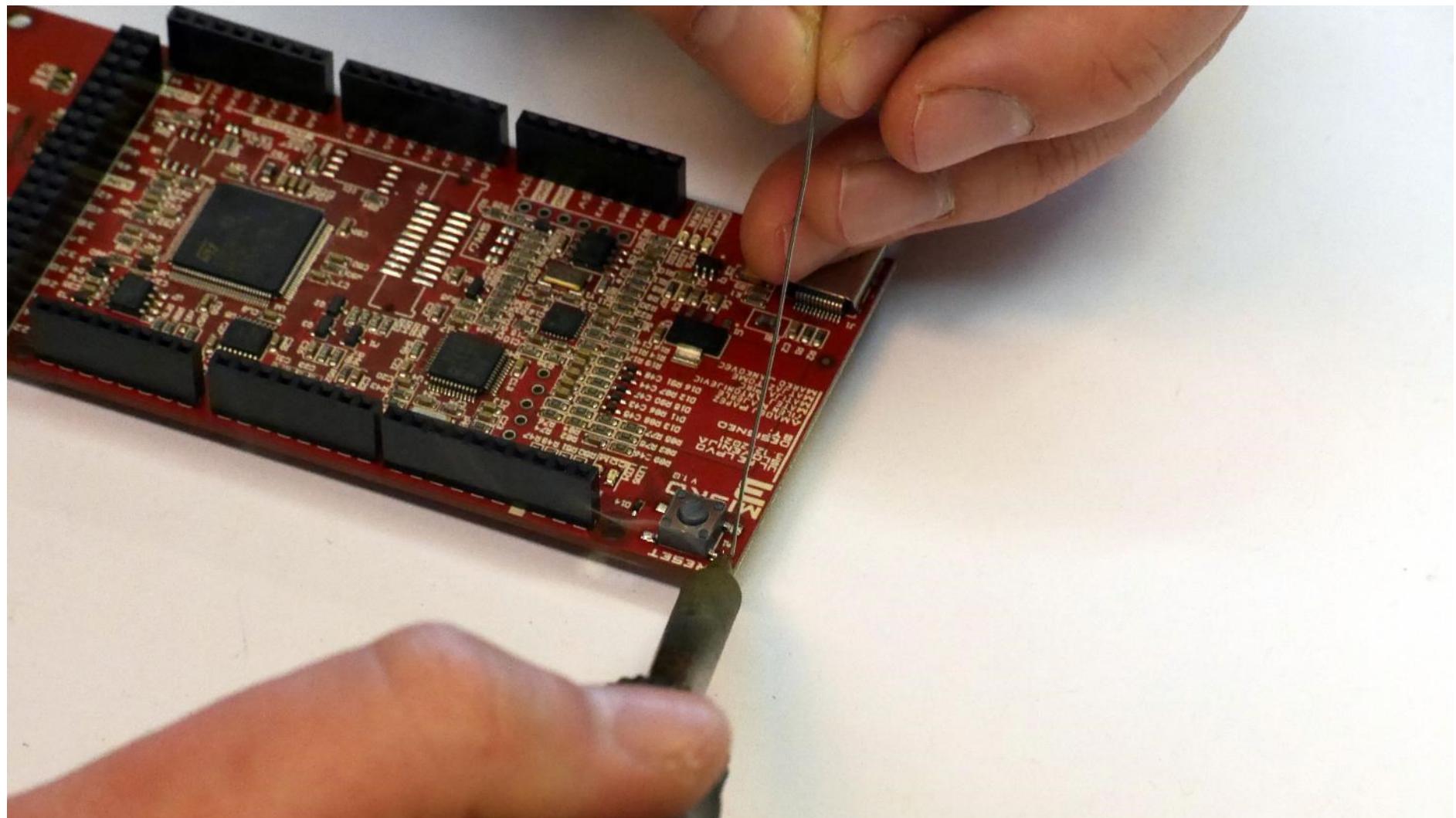
# Nato prispajkamo LED še na drugi strani



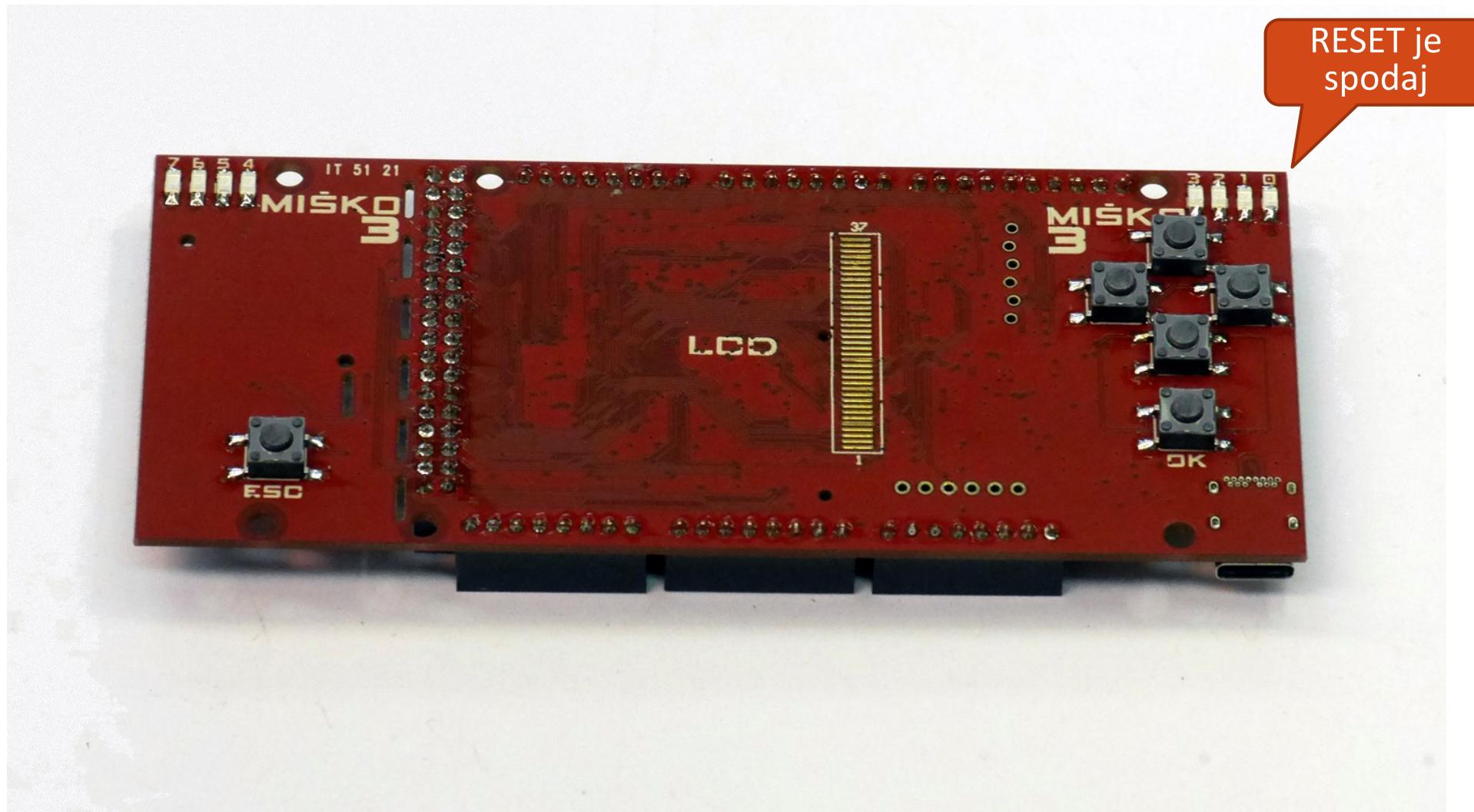
# Tipke – pospajkamo po en otoček



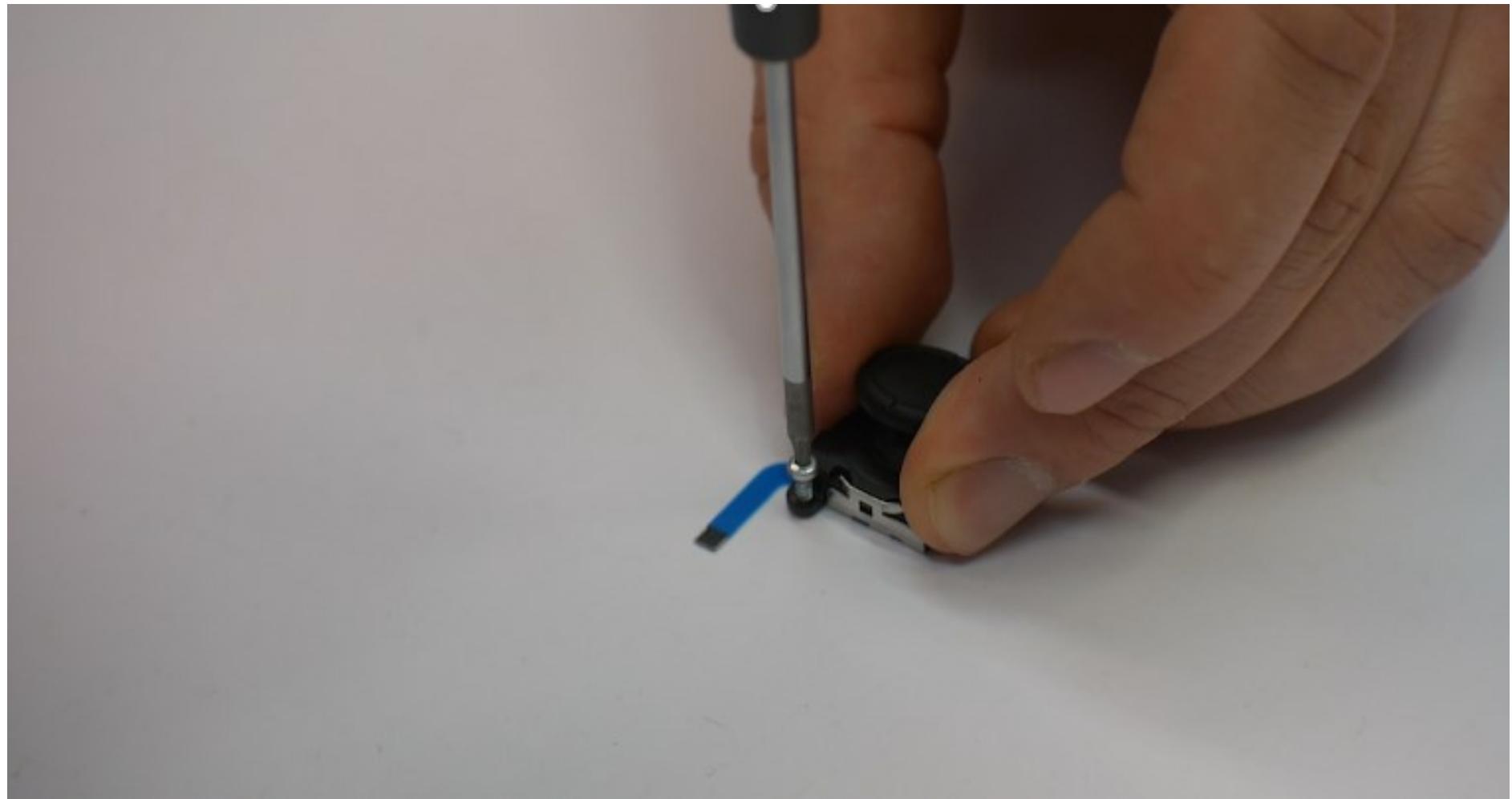
# Postavimo in zaspajkamo tipko



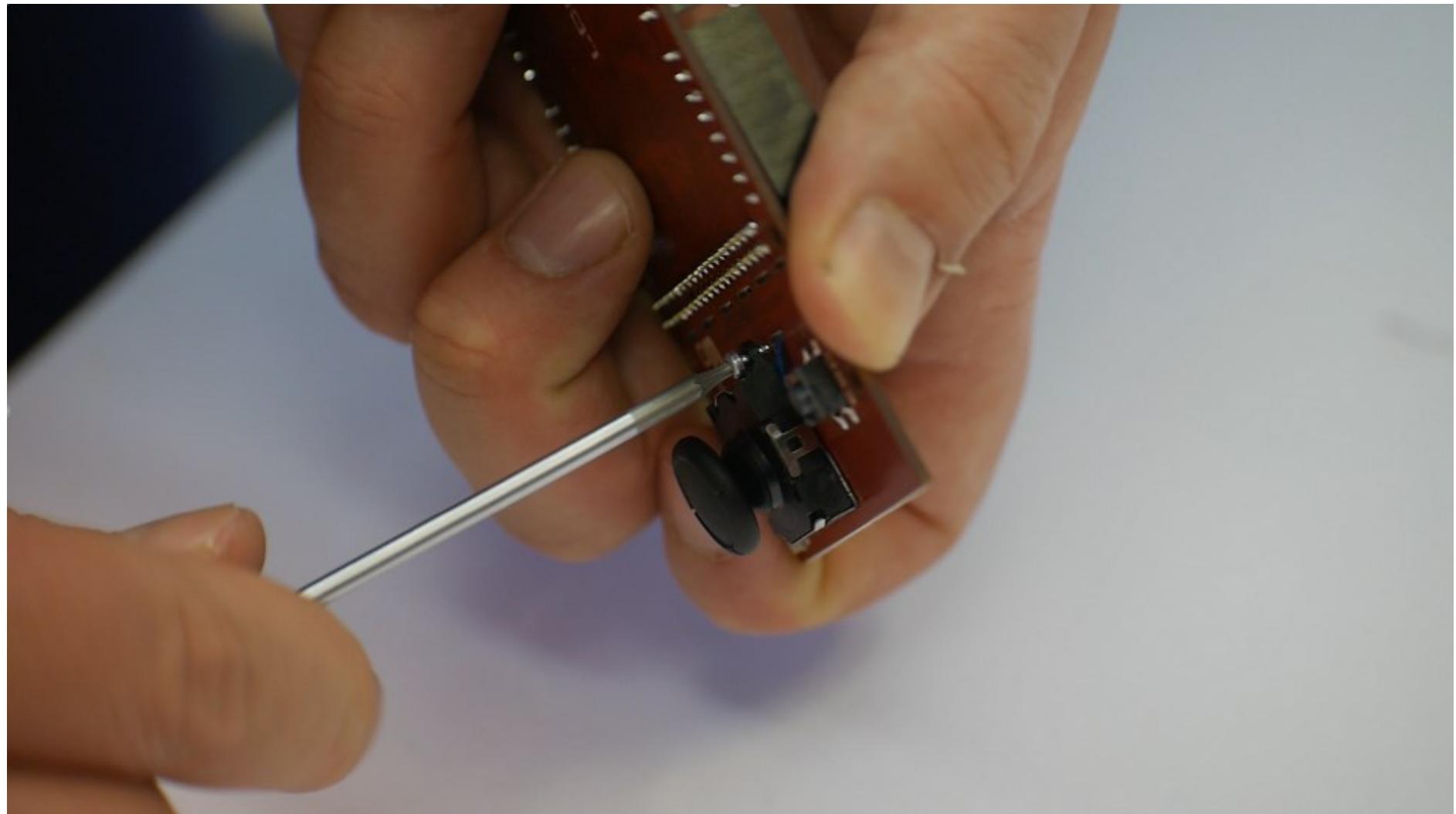
# Zaspajkane tipke



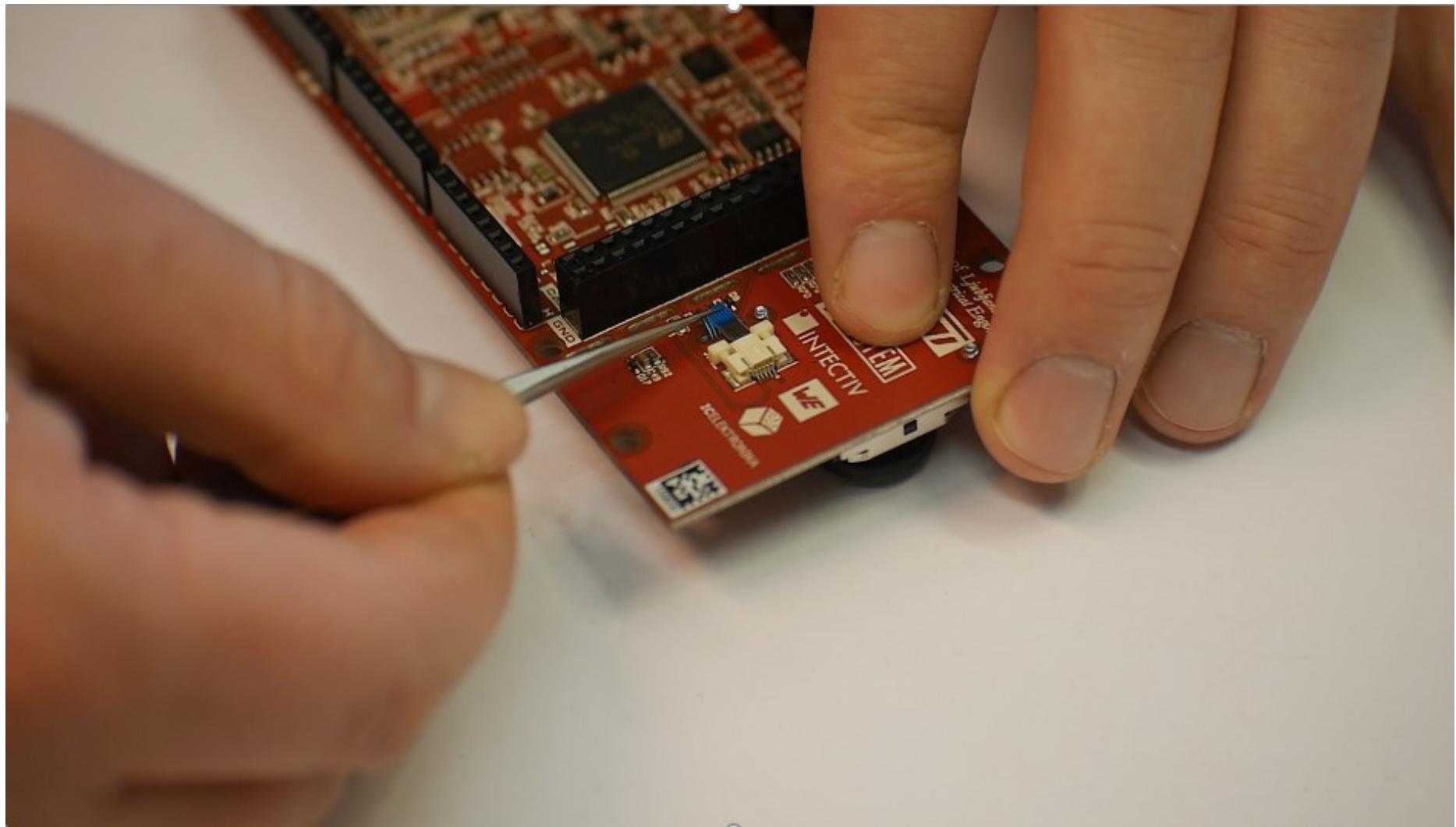
# Vijačenje vijakov v joystick



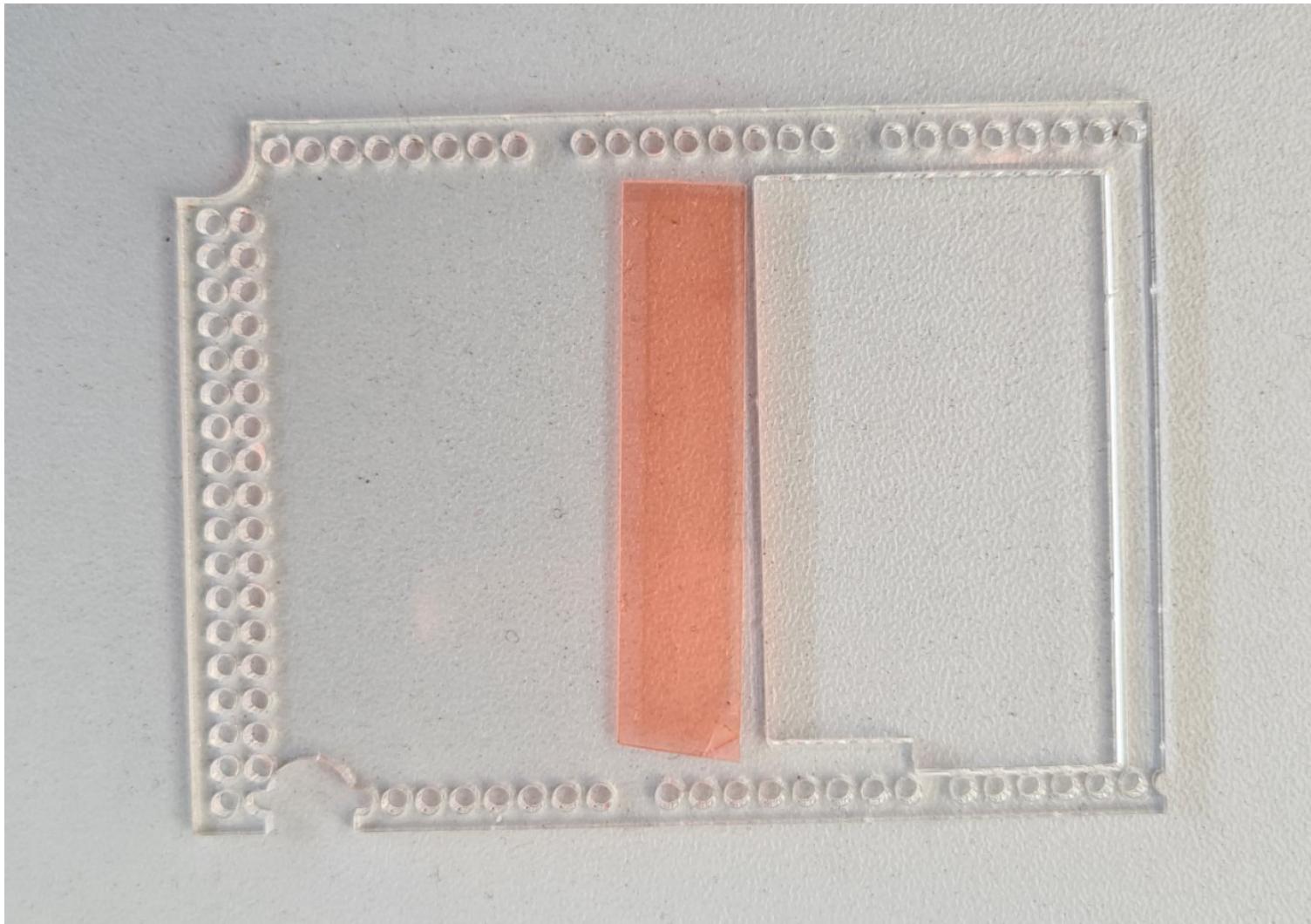
# Vijačenje joysticka v PCB



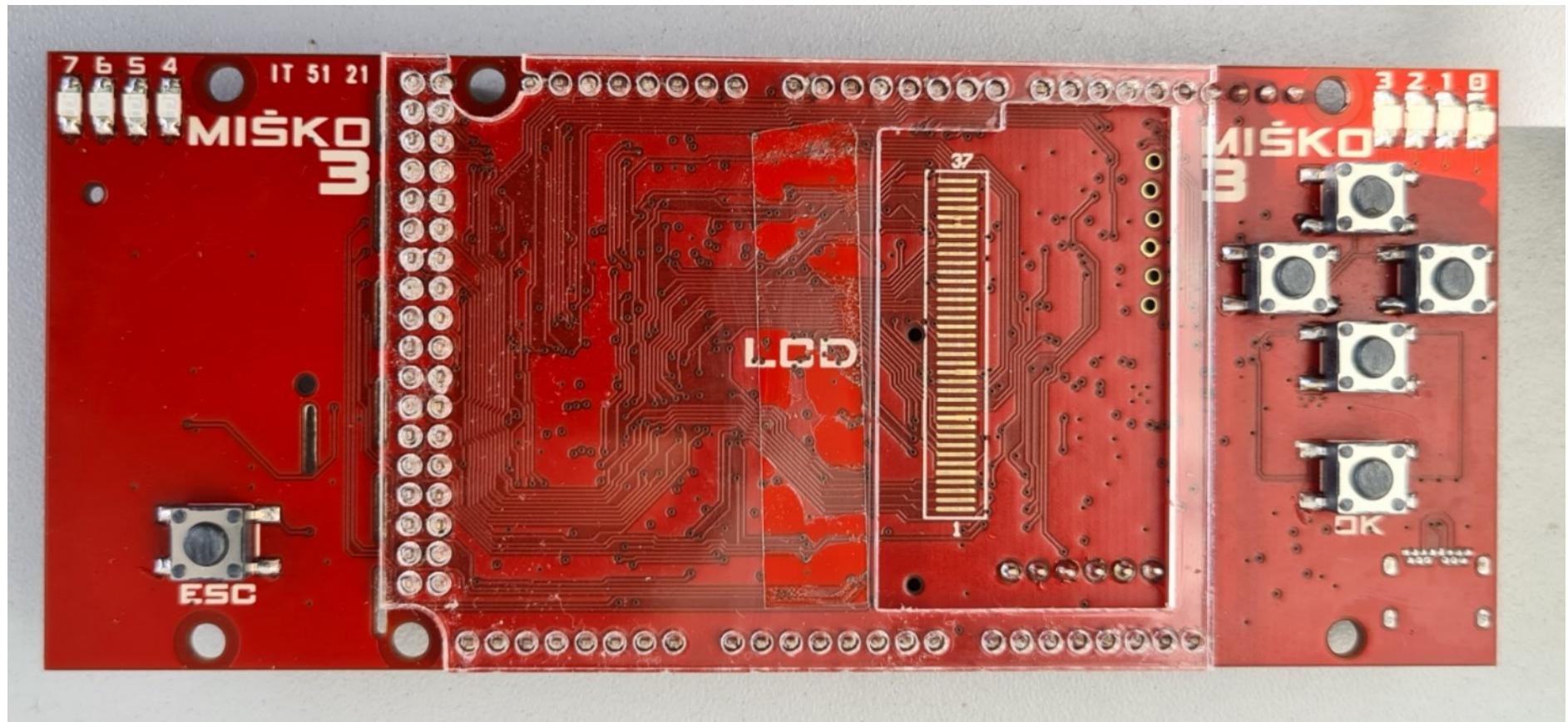
# Priklop kabla joysticka



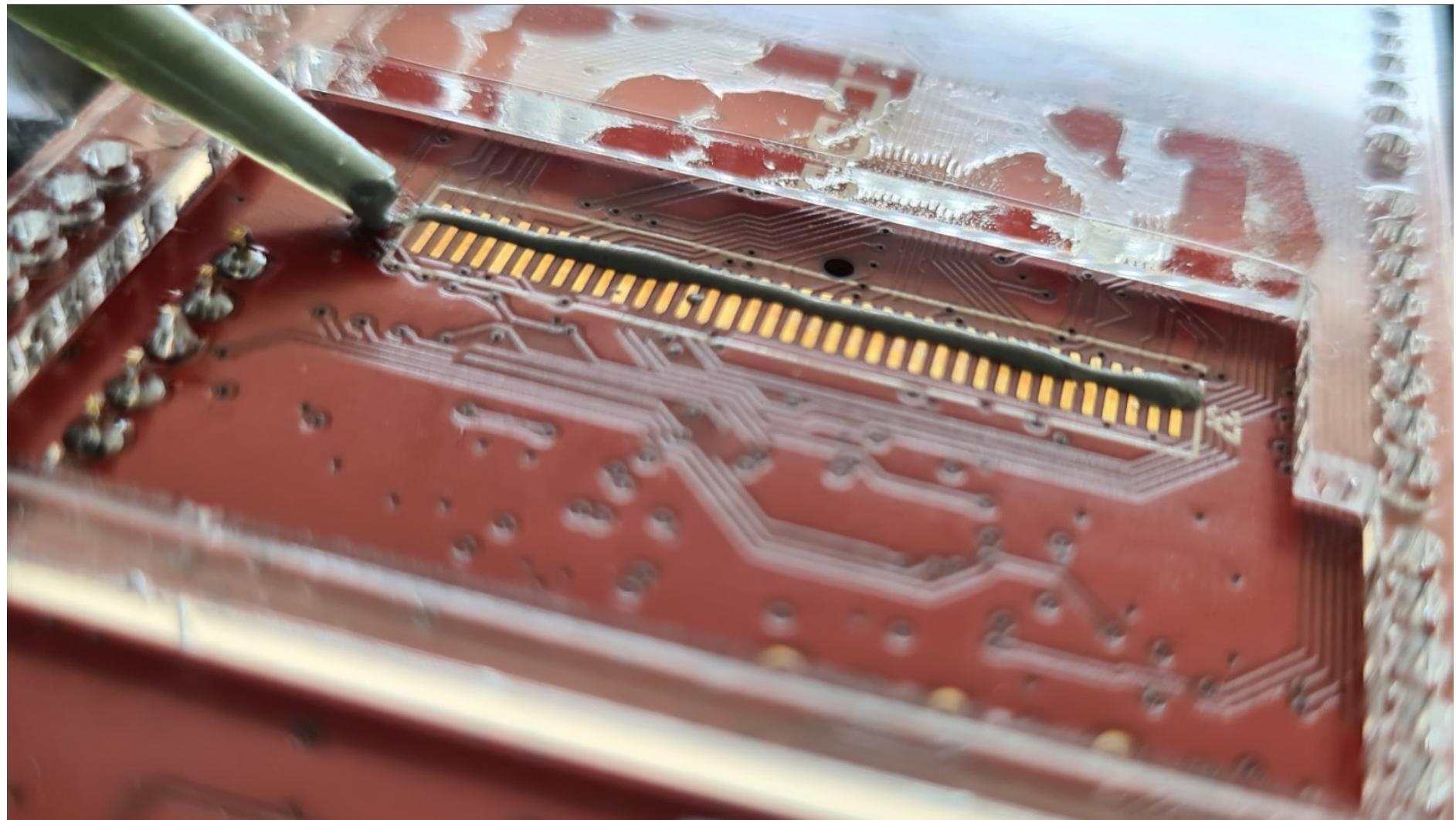
# Nalepi samolepilni trak na pleksi



# Nalepi pleksi na MiŠKa



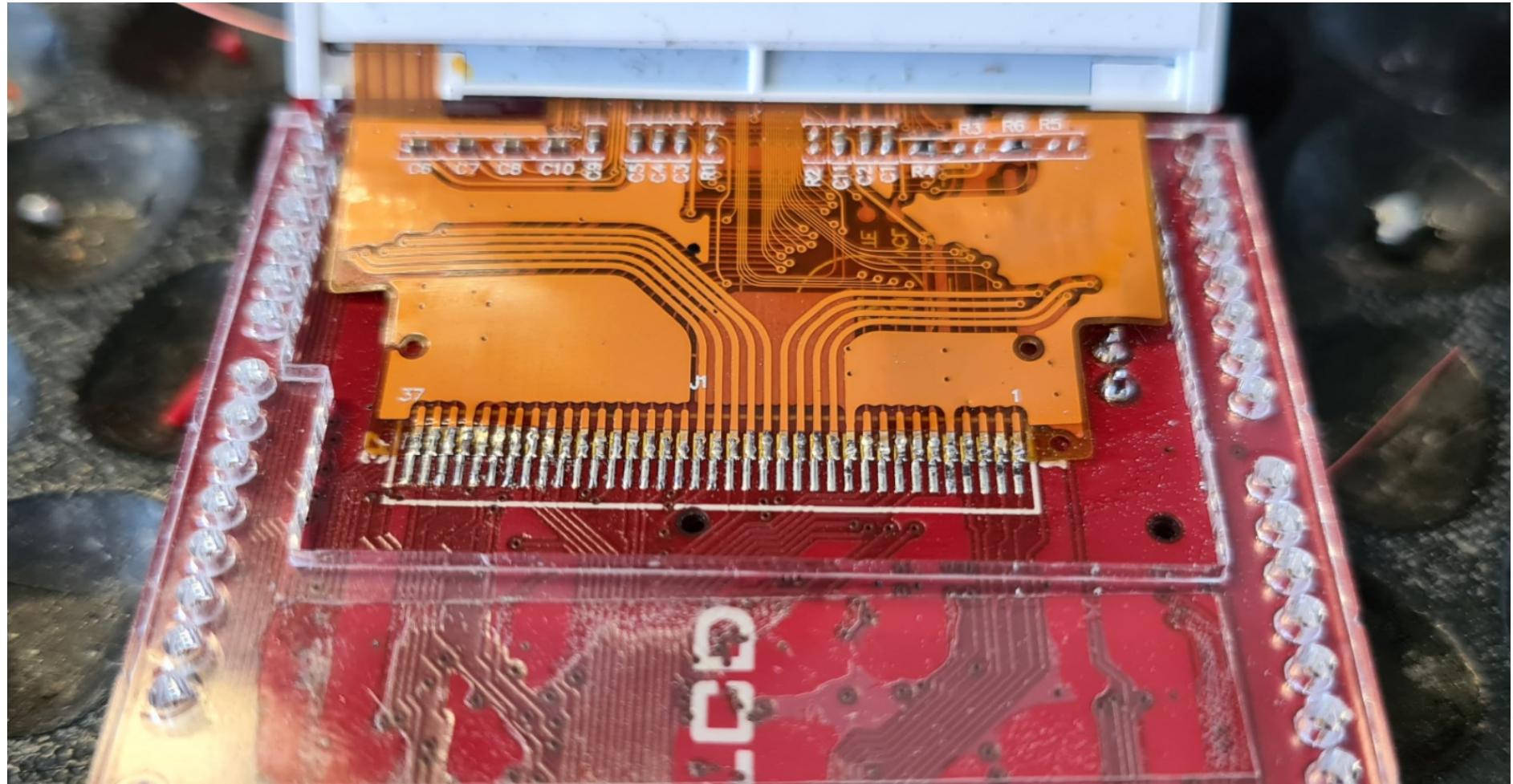
# Nanesi spajkalno pasto



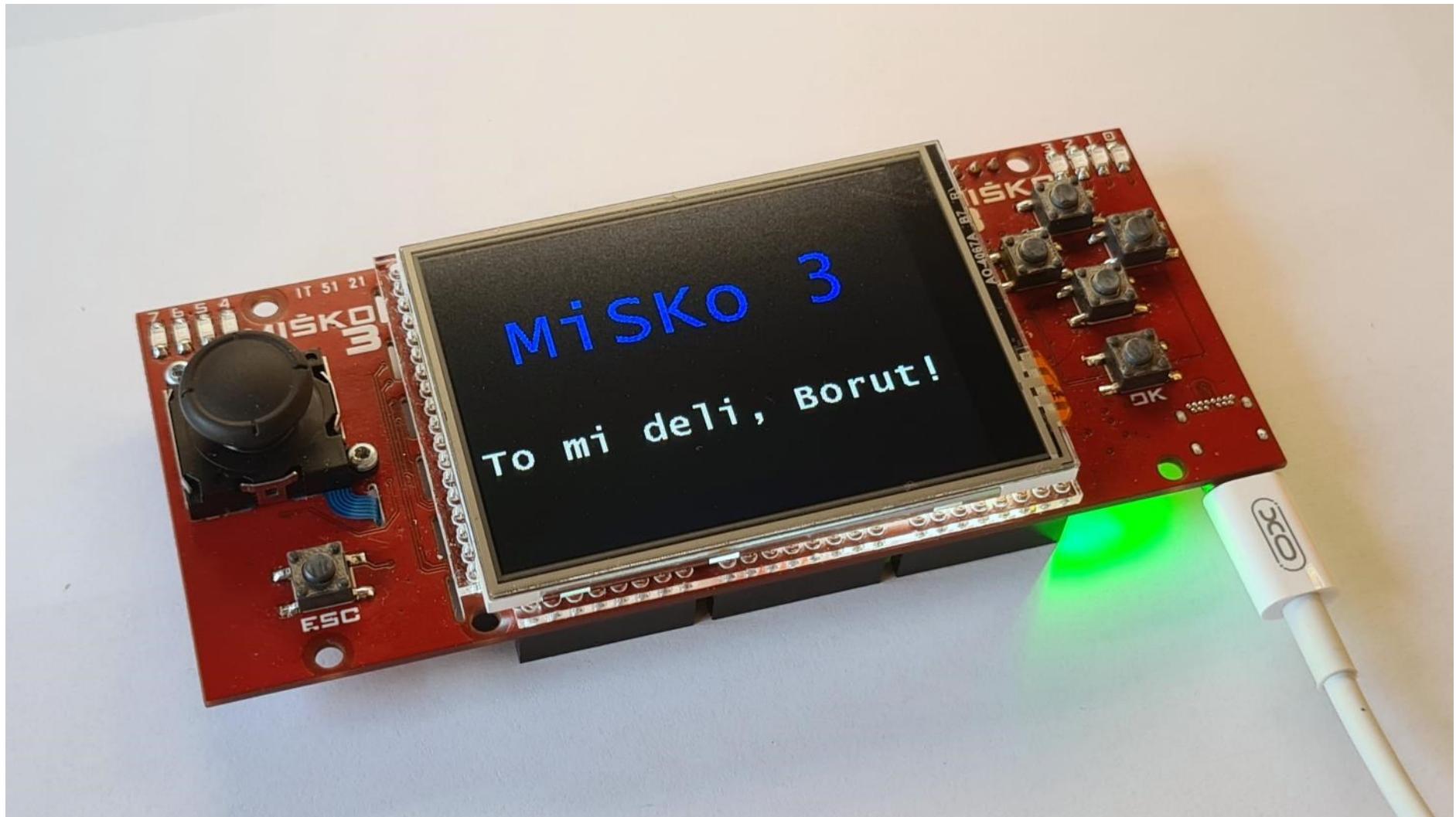
# Zaspajkaj konektor – pravilno ga obrni!



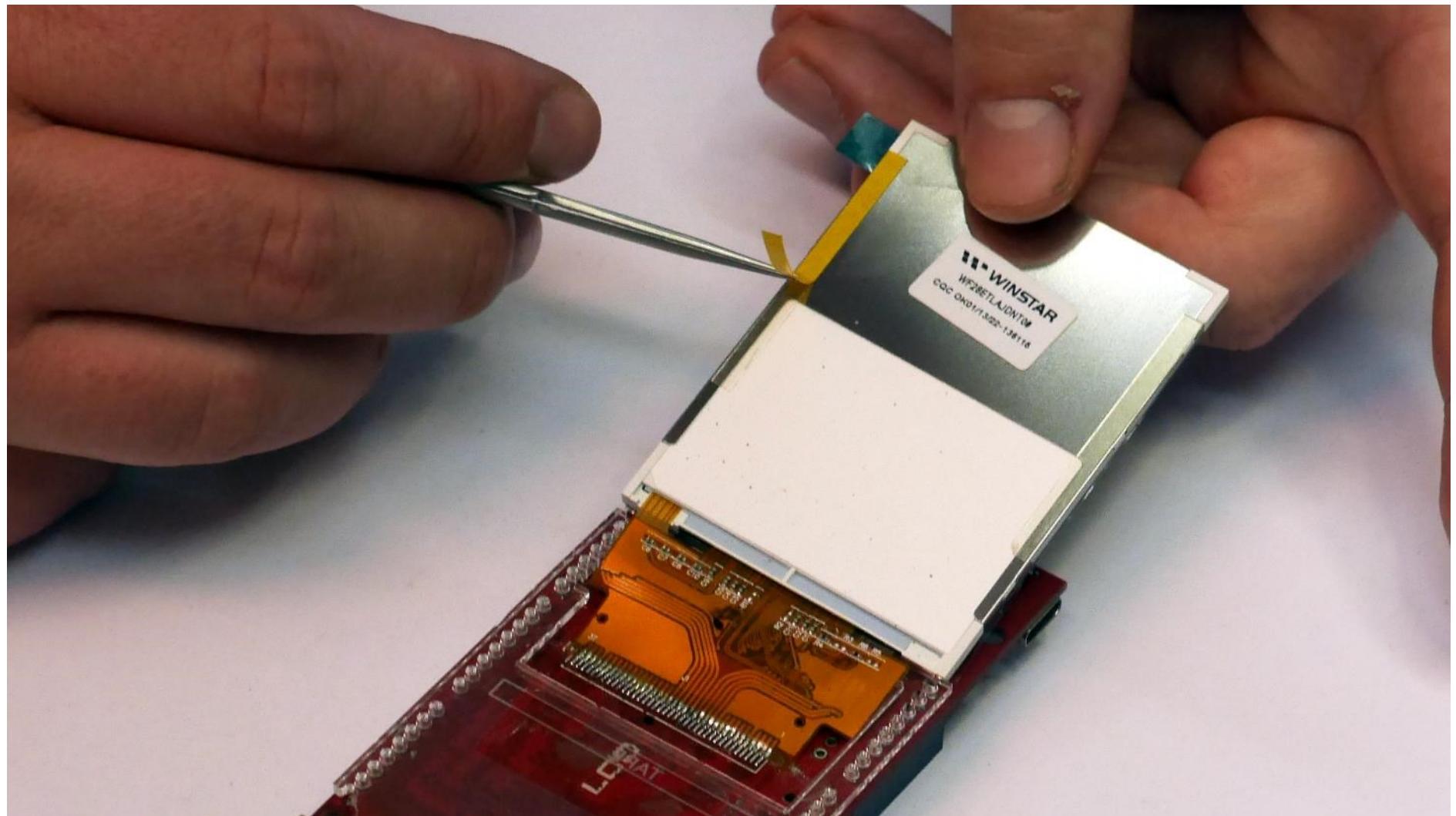
# Zaspajkan konektor zaslona



# Test delovanja



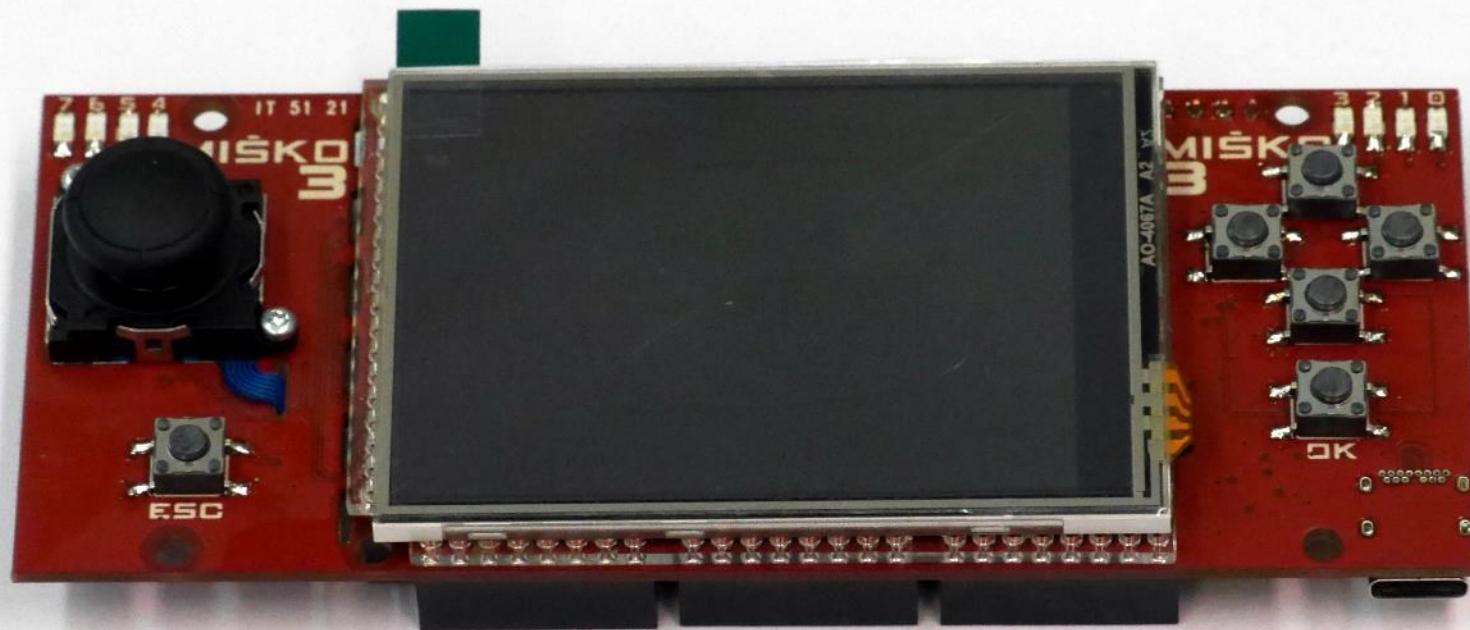
# Odstrani samolepilni trak



# Zalepi zaslon – pazi na poravnavo



# Miško je končan



# Miško je končan

