



Adafruit LED Arcade Button 1x4 STEMMA QT

Created by Kattni Rembor



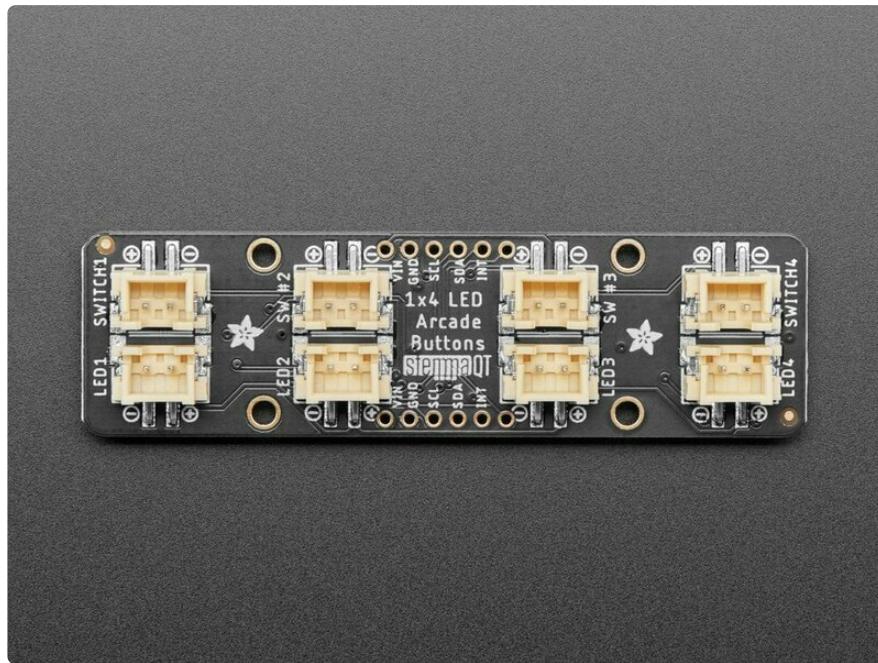
<https://learn.adafruit.com/adafruit-led-arcade-button-qt>

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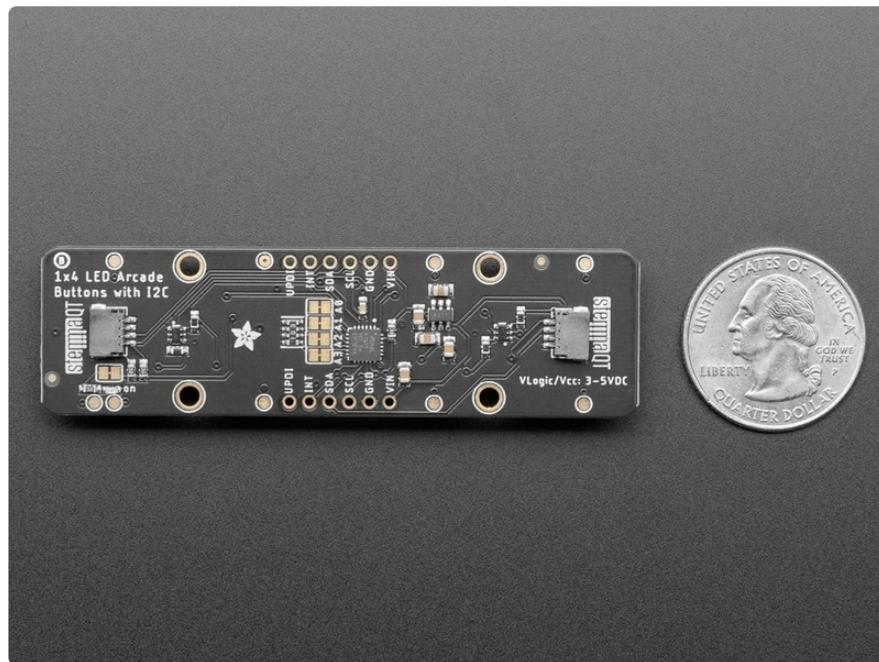
Overview



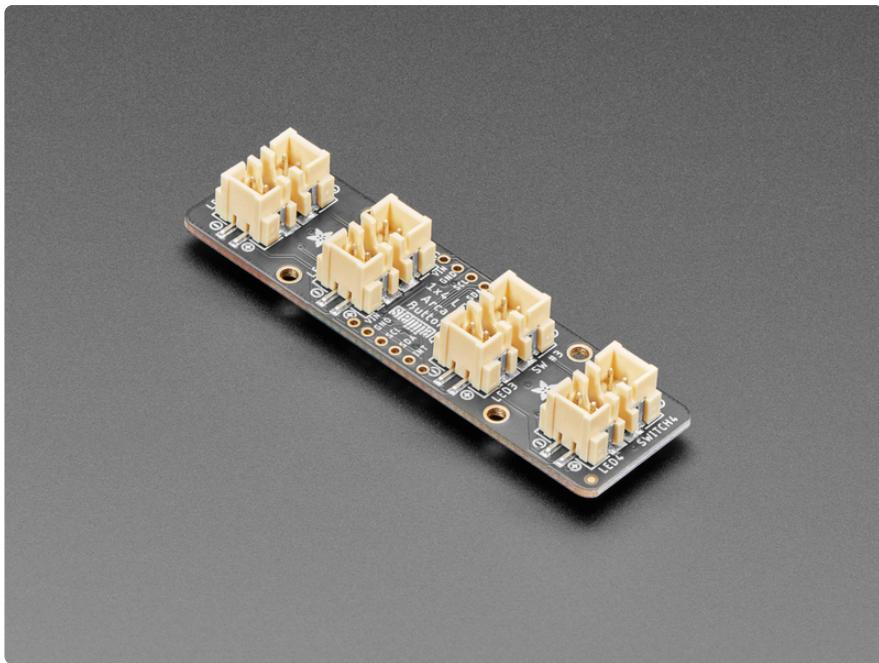
The only thing better than a glowy arcade button is, perhaps, FOUR glowing arcade buttons - and that's what the **Adafruit LED Arcade Button 1x4 QT I2C Breakout** will let you do! This long 3" x 0.8" PCB has 8 x [JST XH sockets that will fit our arcade button quick connects \(<https://adafru.it/18eA>\)](#). Each XH pair lets you connect one arcade button that has a built in LED illuminator, and makes it easy to use with a breadboard/ perfboard or with a STEMMA QT (Qwiic) connector for instant I2C connectivity on any platform.



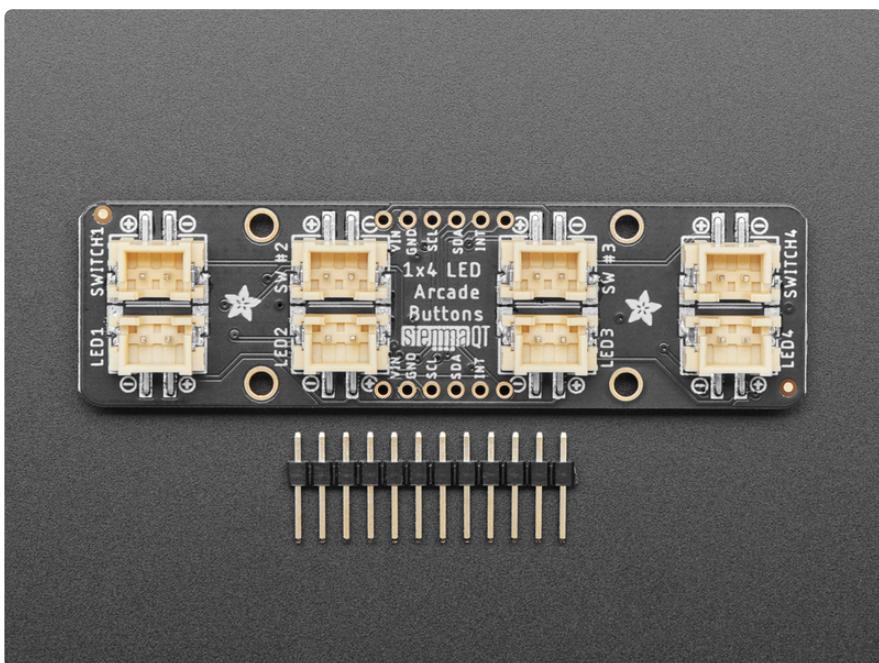
Please note, each order comes with one assembled and programmed PCB but no [LED arcade buttons](https://adafru.it/18eB) (<https://adafru.it/18eB>) or [JST XH quick connect cables](https://adafru.it/18eA) (<https://adafru.it/18eA>). We have a wide range of colors and sizes, so pick your favs to go along, this is just the controller board that plugs into a microcontroller.



A built-in microcontroller is pre-programmed with our seesaw firmware so button presses and LED PWM controlling is done all over I2C. You can even connect multiple boards by chaining the I2C and cutting open the I2C address jumpers - with four jumpers you can have up to 16 of these boards on a single I2C bus. [We have Arduino](https://adafru.it/BrV) (<https://adafru.it/BrV>) and [CircuitPython/Python libraries](https://adafru.it/BrW) (<https://adafru.it/BrW>) for controlling the Arcade 1x4's so you can use any microcontroller/computer for quick creation of glowy button interfaces, without setting up PWM outputs. We found that many LEDs in buttons really want 5V power to light up, and are dim or dark at 3.3V, so we added a small boost converter to let you light up at 5V even if the microcontroller you are using is 3V power.



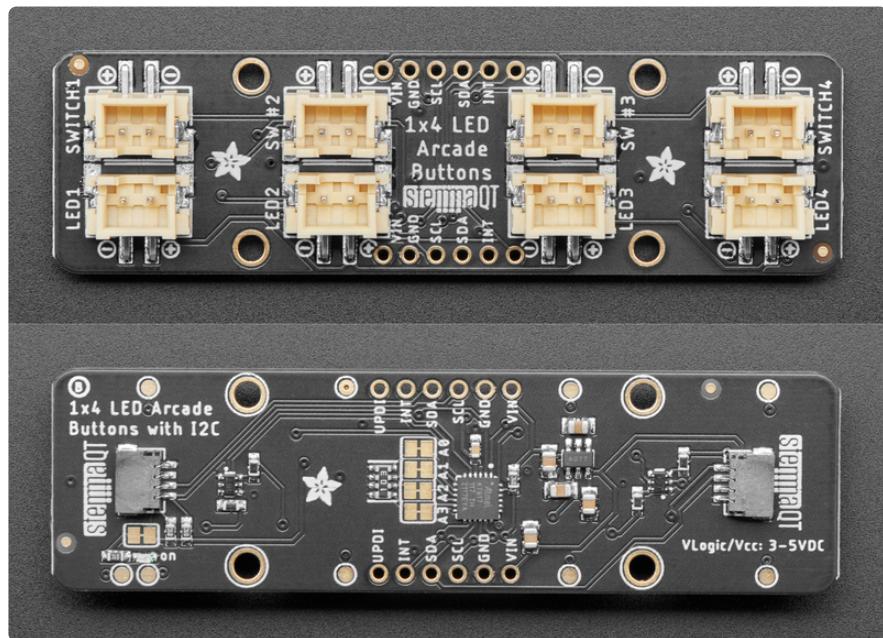
You can also fit the breakouts onto a breadboard if you like - with two sets of breakout pads, there's plenty of flexibility for any kind of use. There are two rows of 6-pin contacts on a 0.1" grid on both sides. Solder in both sides for mechanical stability.



Soldering is required to attach the header for breadboard use, if you have STEMMA QT/Qwiic connectors its a simple plug-in to get working. **A microcontroller is required to drive this board, it isn't stand-alone.** [LED arcade buttons](https://adafru.it/18eB) (<https://adafru.it/18eB>) and [JST XH quick connect cables](https://adafru.it/18eA) (<https://adafru.it/18eA>) not included!

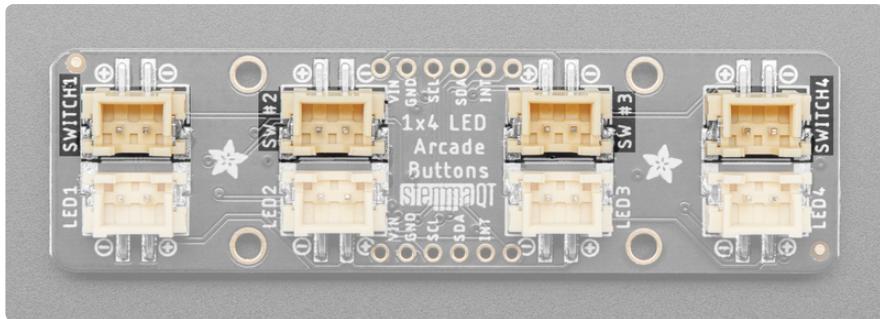


Pinouts



The Arcade QT is full of fun features. Here's a detailed look!

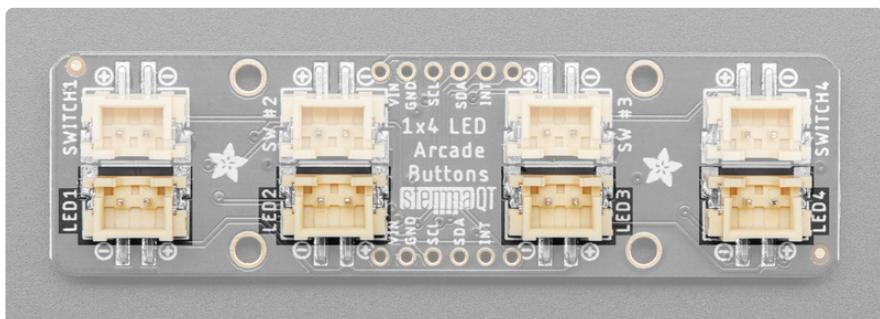
Switch Connectors



Spread out along the board are **four two-pin JST XH switch connectors**. They are labeled as **SWITCH1**, **SW #2**, **SW #3**, and **SWITCH4**. Using the [JST XH quick connect cables](https://adafru.it/18eA) (<https://adafru.it/18eA>), you can easily connect four arcade button switches to this board. The switches are on the following pins on the board's seesaw microcontroller:

- **SWITCH1** is on pin **18**.
- **SW #2** is on pin **19**.
- **SW #3** is on pin **20**.
- **SWITCH4** is on pin **2**.

LED Connectors

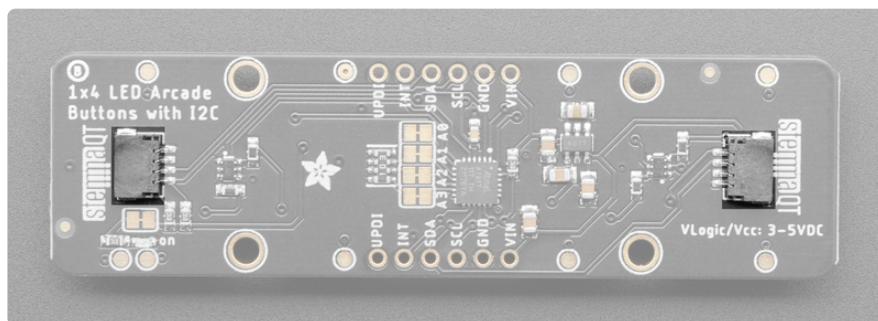


Spread out along the board, opposite the switch connectors, are **four two-pin JST XH LED connectors**. They are labeled as **LED1**, **LED2**, **LED3**, and **LED4**. Using the [JST XH quick connect cables](https://adafru.it/18eA) (<https://adafru.it/18eA>), you can easily connect four arcade button LEDs to this board. The LED connectors are on the following pins on the board's seesaw microcontroller:

- **LED1** is on pin **12**.
- **LED2** is on pin **13**.
- **LED3** is on pin **0**.

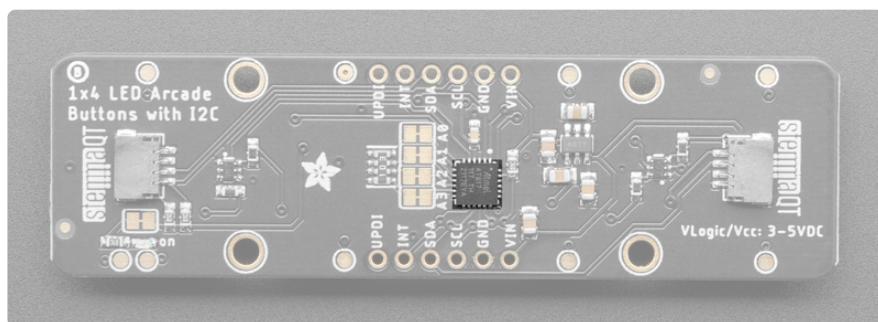
- LED4 is on pin 1.

STEMMA QT Connectors



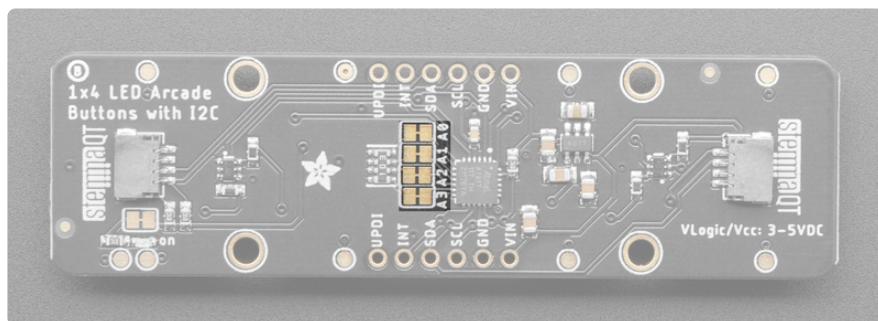
On the bottom of the board, near each end, are **two STEMMA QT connectors**. These allow you to connect to development boards with [STEMMA QT](https://adafru.it/Ft4) (<https://adafru.it/Ft4>) connectors or to [other breakouts](https://adafru.it/Qgf) (<https://adafru.it/Qgf>) using [various associated accessories](https://adafru.it/Ft6) (<https://adafru.it/Ft6>).

ATTiny817 seesaw Microcontroller



The Arcade QT breakout uses an **ATTiny817 microcontroller** to take I2C commands and converts them to digital or PWM signals.

Address Jumpers



In the center of the back of the board are **four address jumpers**. These jumpers allow you to chain up to 16 of these boards on the same pair of I2C clock and data pins. To do so, you cut the traces between the two pads.

The default I2C address is **0x3A**. The other address options can be calculated by “adding” the **A0/A1/A2/A3** to the base of **0x3A**.

A0 sets the lowest bit with a value of **1**, **A1** sets the next bit with a value of **2**, **A2** sets the next bit with a value of **4**, and **A3** sets the high bit with a value of **8**. The final address is **0x3A + A3 + A2 + A1 + A0** which would be **0x49**.

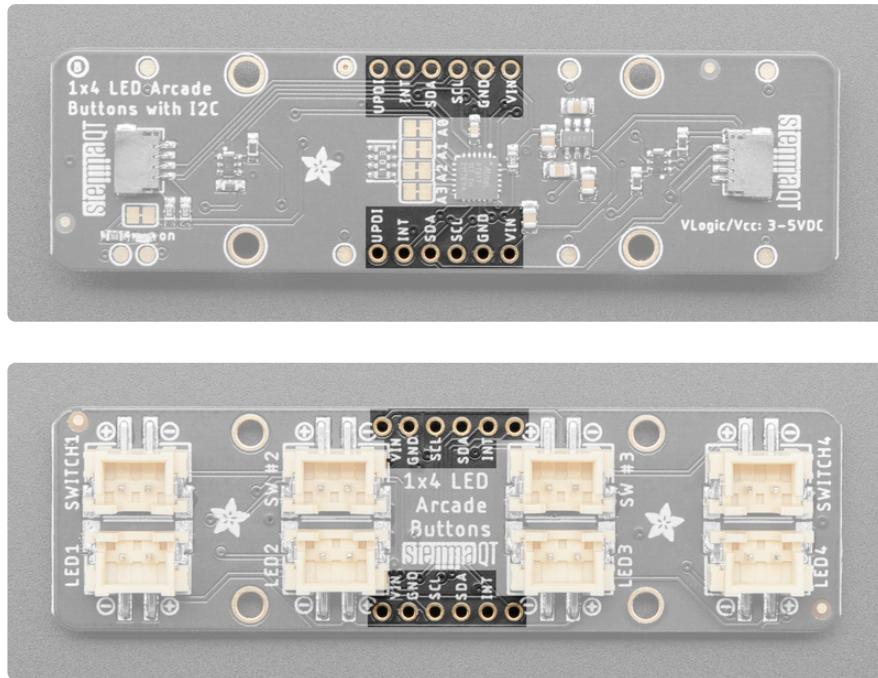
- If only **A0** is cut, the address is **0x3A + 1 = 0x3B**
- If only **A1** is cut, the address is **0x3A + 2 = 0x3C**
- If only **A2** is cut, the address is **0x3A + 4 = 0x3E**
- If only **A3** is cut, the address is **0x3A + 8 = 0x42**

So for example if **A2** is cut and **A0** is cut, the address is **0x3A + 4 + 1 = 0x3F**.

The table below shows all possible addresses, and whether the pin should be high (cut) or low (closed).

ADDR	A0	A1	A2	A3	ADDR	A0	A1	A2	A3
0x3A	L	L	L	L	0x42	L	L	L	H
0x3B	H	L	L	L	0x43	H	L	L	H
0x3C	L	H	L	L	0x44	L	H	L	H
0x3D	H	H	L	L	0x45	H	H	L	H
0x3E	L	L	H	L	0x46	L	L	H	H
0x3F	H	L	H	L	0x47	H	L	H	H
0x40	L	H	H	L	0x48	L	H	H	H
0x41	H	H	H	L	0x49	H	H	H	H

Through-Hole Pads



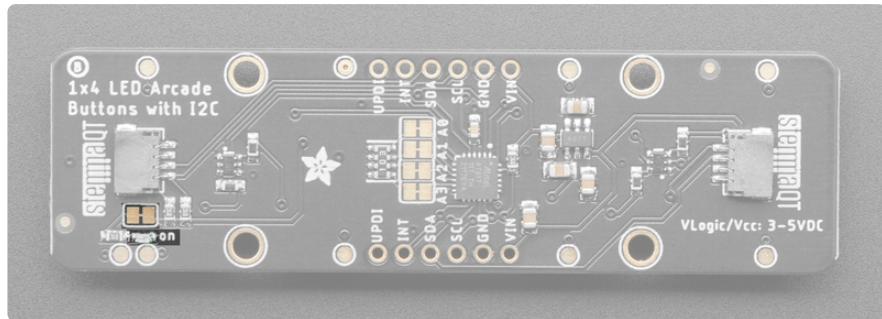
In the center of the board, on each edge, are a set of **six through-hole pads** for use with header pins and a solderless breadboard. They are labeled on the top and the bottom of the board for easy identification.

When viewed from the top of the board:

- **VIN** - This is the **power pin**. Since the chip can use 3 or 5 VDC. To power the board, give it the same power as the logic level of your microcontroller - e.g. for a 5V microcontroller like Arduino, use 5V.
- **GND** - This is the **ground pin**. It is the common ground for power and logic.
- **SCL** - This is the **I2C clock pin**. Connect to your microcontroller I2C clock line. This pin can use 3-5V logic, and there's a **10K pullup** on this pin to VIN.
- **SDA** - This is the **I2C data pin**. Connect to your microcontroller I2C data line. This pin can use 3-5V logic, and there's a **10K pullup** on this pin to VIN.
- **INT** - This is the interrupt pin. The Seesaw allows for setting GPIO interrupts. This pin will go low when a button is pressed.
- **UPDI** - This is the single-pin **Unified Program and Debug Interface** for the ATTiny817. This pin is for external programming or on-chip-debugging.

If you're going to use a solderless breadboard with the Arcade QT breakout, you should solder headers to both sides of the breakout for stability.

Power LED and Jumper



In the lower left corner, on the back of the board, is the **power LED**, labeled **on**. To the left of the LED is the **power LED jumper pad**, which defaults to closed. Cut the trace to disable the power LED. Once cut, you can solder it closed again to enable the LED.

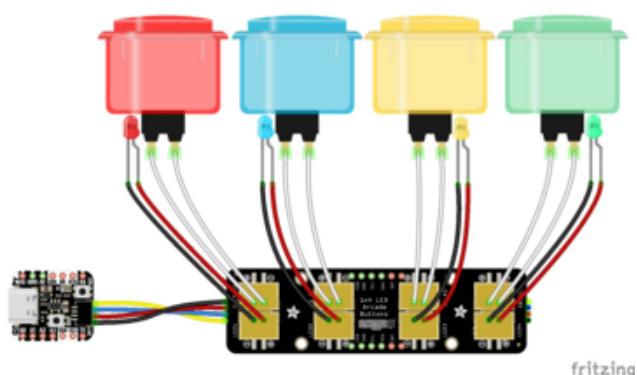
Python & CircuitPython

It's easy to use the Arcade QT with CircuitPython using the [Adafruit CircuitPython seesaw](https://adafru.it/BrW) (<https://adafru.it/BrW>) library. It allows you to write Python code to read the arcade button presses and control the LEDs.

You can use the Arcade QT with any CircuitPython microcontroller board or with a computer that has GPIO and Python [thanks to Adafruit_Blinka, our CircuitPython-for-Python compatibility library](https://adafru.it/BSN) (<https://adafru.it/BSN>).

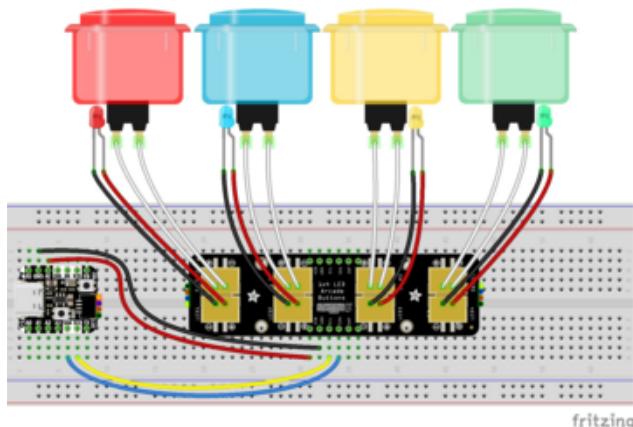
CircuitPython Microcontroller Wiring

First wire up a Arcade QT breakout to your board exactly as follows. The following is the breakout wired to a QT Py RP2040 using the STEMMA connector:



- Board 3V to breakout VIN (red wire)
- Board GND to breakout GND (black wire)
- Board SCL to breakout SCL (yellow wire)
- Board SDA to breakout SDA (blue wire)

The following is the breakout wired to a QT Py RP2040 using a solderless breadboard:

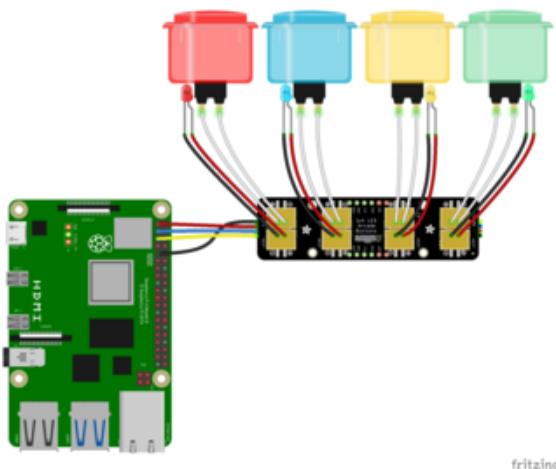


Board 3V to breakout VIN (red wire)
Board GND to breakout GND (black wire)
Board SCL to breakout SCL (yellow wire)
Board SDA to breakout SDA (blue wire)

Python Computer Wiring

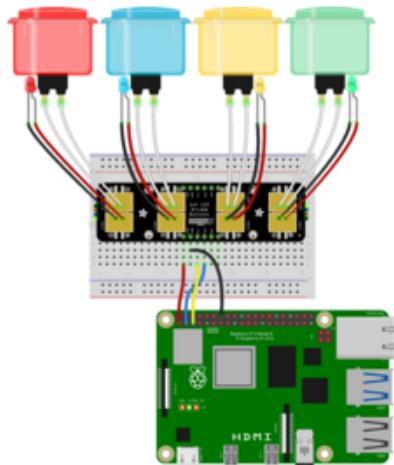
Since there's dozens of Linux computers/boards you can use we will show wiring for Raspberry Pi. For other platforms, [please visit the guide for CircuitPython on Linux to see whether your platform is supported \(<https://adafruit.it/BSN>\)](#).

Here's the Raspberry Pi wired with I2C using the STEMMA connector:



Pi 3V to breakout VIN (red wire)
Pi GND to breakout GND (black wire)
Pi SCL to breakout SCL (yellow wire)
Pi SDA to breakout SDA (blue wire)

Here's the Raspberry Pi wired with I2C using a solderless breadboard:



Pi 3V to breakout VIN (red wire)
Pi GND to breakout GND (black wire)
Pi SCL to breakout SCL (yellow wire)
Pi SDA to breakout SDA (blue wire)

Python Installation of seesaw Library

You'll need to install the **Adafruit_Blinka** library that provides the CircuitPython support in Python. This may also require enabling I2C on your platform and verifying you are running Python 3. [Since each platform is a little different, and Linux changes often, please visit the CircuitPython on Linux guide to get your computer ready \(<https://adafru.it/BSN>\)!](https://adafru.it/BSN)

Once that's done, from your command line run the following command:

- `pip3 install adafruit-circuitpython-seesaw`

If your default Python is version 3 you may need to run `pip` instead. Just make sure you aren't trying to use CircuitPython on Python 2.x, it isn't supported!

CircuitPython & Python Usage

To demonstrate using this breakout with CircuitPython, you'll install the necessary libraries, update your code, and then [connect to the serial console \(<https://adafru.it/Bec>\)](https://adafru.it/Bec) to see the information printed out.

To use the Arcade QT breakout with CircuitPython, you need to first install the seesaw library, and its dependencies, into the **lib** folder on your **CIRCUITPY** drive.

Then you need to update **code.py**.

Click the **Download Project Bundle** button below to download the necessary libraries and the **code.py** file in a zip file. Extract the contents of the zip file, and copy the entire **lib** folder and the **code.py** file to your **CIRCUITPY** drive.

```

# SPDX-FileCopyrightText: 2022 Kattni Rembor for Adafruit Industries
# SPDX-License-Identifier: MIT
"""Arcade QT example that pulses the button LED on button press"""
import time
import board
import digitalio
from adafruit_seesaw.seesaw import Seesaw
from adafruit_seesaw.digitalio import DigitalIO
from adafruit_seesaw.pwmout import PWMOut

# The delay on the PWM cycles. Increase to slow down the LED pulsing, decrease to
# speed it up.
delay = 0.01

# For most boards.
i2c = board.I2C() # uses board.SCL and board.SDA
# i2c = board.STEMMA_I2C() # For using the built-in STEMMA QT connector on a
# microcontroller

# For the QT Py RP2040, QT Py ESP32-S2, other boards that have SCL1/SDA1 as the
# STEMMA QT port.
# import busio
# i2c = busio.I2C(board.SCL1, board.SDA1)
arcade_qt = Seesaw(i2c, addr=0x3A)

# Button pins in order (1, 2, 3, 4)
button_pins = (18, 19, 20, 2)
buttons = []
for button_pin in button_pins:
    button = DigitalIO(arcade_qt, button_pin)
    button.direction = digitalio.Direction.INPUT
    button.pull = digitalio.Pull.UP
    buttons.append(button)

# LED pins in order (1, 2, 3, 4)
led_pins = (12, 13, 0, 1)
leds = []
for led_pin in led_pins:
    led = PWMOut(arcade_qt, led_pin)
    leds.append(led)

while True:
    for led_number, button in enumerate(buttons):
        if not button.value:
            for cycle in range(0, 65535, 8000):
                leds[led_number].duty_cycle = cycle
                time.sleep(delay)
            for cycle in range(65534, 0, -8000):
                leds[led_number].duty_cycle = cycle
                time.sleep(delay)

```

Use the commented out code for I2C setup if using a QT Py RP2040.

Now, press and hold the buttons to see the LED pulse.



That's all there is to using the Arcade QT with CircuitPython and the seesaw library!

Multi-Board Example

The following is an example of using two boards at the same time.

First, you need to update **code.py**.

Click the **Download Project Bundle** button below to download the necessary libraries and the **code.py** file in a zip file. Extract the contents of the zip file, and copy the **entire lib folder** and the **code.py** file to your **CIRCUITPY** drive.

To use multiple boards, you must alter the address jumpers on the back to change the I₂C address on the additional boards. For this example, you must cut the trace on A0.

```
# SPDX-FileCopyrightText: 2022 Kattni Rembor for Adafruit Industries
# SPDX-License-Identifier: MIT
"""Arcade QT example for multiple boards that turns on button LED when button is
pressed"""
import board
import digitalio
from adafruit_seesaw.seesaw import Seesaw
from adafruit_seesaw.digitalio import DigitalIO

# For most boards.
i2c = board.I2C() # uses board.SCL and board.SDA
# i2c = board.STEMMA_I2C() # For using the built-in STEMMA QT connector on a
microcontroller

# For the QT Py RP2040, QT Py ESP32-S2, other boards that have SCL1/SDA1 as the
STEMMA QT port.
```

```

# import busio
# i2c = busio.I2C(board.SCL1, board.SDA1)
arcade_qt_one = Seesaw(i2c, addr=0x3A)
arcade_qt_two = Seesaw(i2c, addr=0x3B)

arcade_qts = (arcade_qt_one, arcade_qt_two)

# Button pins in order (1, 2, 3, 4)
button_pins = (18, 19, 20, 2)
buttons = []
for arcade_qt in arcade_qts:
    for button_pin in button_pins:
        button = DigitalIO(arcade_qt, button_pin)
        button.direction = digitalio.Direction.INPUT
        button.pull = digitalio.Pull.UP
        buttons.append(button)

# LED pins in order (1, 2, 3, 4)
led_pins = (12, 13, 0, 1)
leds = []
for arcade_qt in arcade_qts:
    for led_pin in led_pins:
        led = DigitalIO(arcade_qt, led_pin)
        led.direction = digitalio.Direction.OUTPUT
        leds.append(led)

while True:
    for led_number, button in enumerate(buttons):
        leds[led_number].value = not button.value

```

Use the commented out code for I2C setup if using a QT Py RP2040.

Press any button to turn on that button's LED.



That's all there is to using multiple Arcade QT boards with CircuitPython!

Python Docs

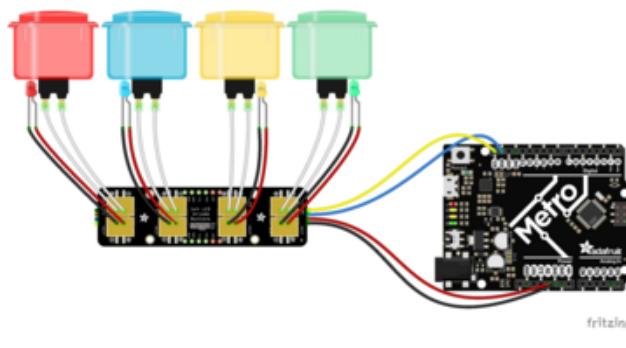
[Python Docs \(https://adafru.it/C5y\)](https://adafru.it/C5y)

Arduino

The Adafruit LED Arcade Button 1x4 STEMMA QT breakout uses a seesaw chip. To use the Arcade QT with Arduino, you'll use the Adafruit Seesaw library. With the STEMMA QT connectors, you can easily get started with no soldering necessary!

I2C Wiring

Here is how to wire up the breakout using one of the [STEMMA QT \(https://adafru.it/Ft4\)](https://adafru.it/Ft4) connectors. The examples show a Metro but wiring will work the same for an Arduino or other compatible board.



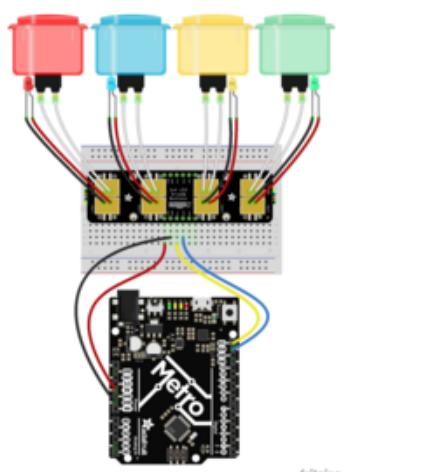
Connect **board VIN (red wire)** to **Arduino 5V** if you are running a **5V** board Arduino (Uno, etc.). If your board is **3V**, connect to that instead.

Connect **board GND (black wire)** to **Arduino GND**

Connect **board SCL (yellow wire)** to **Arduino SCL**

Connect **board SDA (blue wire)** to **Arduino SDA**

Here is how to wire the breakout to a board using a solderless breadboard. To do this, you must solder header pins to the breakout.



Connect **board VIN (red wire)** to **Arduino 5V** if you are running a **5V** board Arduino (Uno, etc.). If your board is **3V**, connect to that instead.

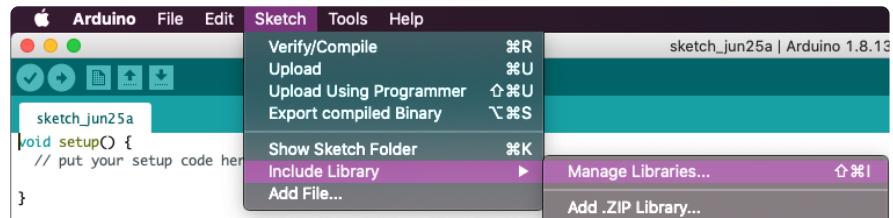
Connect **board GND (black wire)** to **Arduino GND**

Connect **board SCL (yellow wire)** to **Arduino SCL**

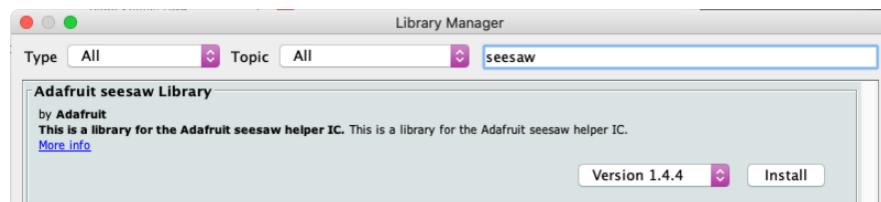
Connect **board SDA (blue wire)** to **Arduino SDA**

Library Installation

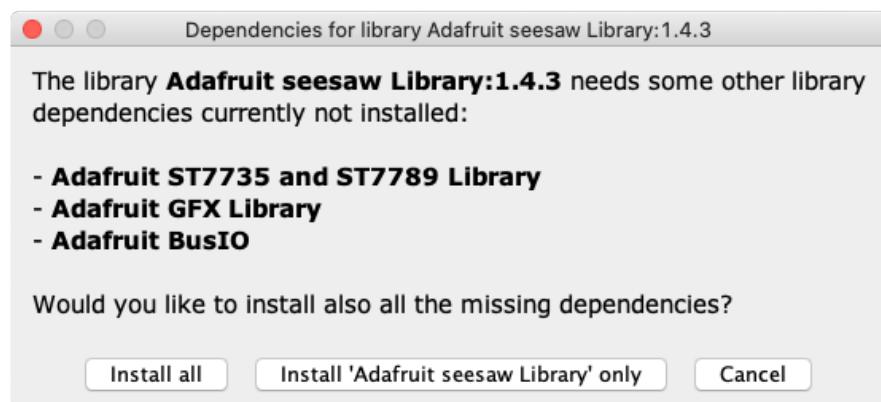
You can install the Adafruit Seesaw library for Arduino using the Library Manager in the Arduino IDE.



Click the **Manage Libraries ...** menu item, search for **seesaw** , and select the **Adafruit seesaw** library:



When asked to install the Adafruit Seesaw library dependencies, click **Install all**.



Load Arcade QT Example

Open the following example into the Arduino IDE.

```
/*
 * This example shows how read arcade buttons and PWM the LEDs on the Adafruit
 Arcade QT!
 */

#include "Adafruit_seesaw.h"
#include <seesaw_neopixel.h>

#define DEFAULT_I2C_ADDR 0x3A
#define SWITCH1 18 // PA01
```

```

#define SWITCH2 19 // PA02
#define SWITCH3 20 // PA03
#define SWITCH4 2 // PA06
#define PWM1 12 // PC00
#define PWM2 13 // PC01
#define PWM3 0 // PA04
#define PWM4 1 // PA05

Adafruit_seesaw ss;

void setup() {
    Serial.begin(115200);

    while (!Serial) delay(10); // wait until serial port is opened
    Serial.println(F("Adafruit PID 5296 I2C QT 4x LED Arcade Buttons test!"));

    if (!ss.begin(DEFAULT_I2C_ADDR)) {
        Serial.println(F("seesaw not found!"));
        while(1) delay(10);
    }

    uint16_t pid;
    uint8_t year, mon, day;

    ss.getProdDatecode(&pid, &year, &mon, &day);
    Serial.print("seesaw found PID: ");
    Serial.print(pid);
    Serial.print(" datecode: ");
    Serial.print(2000+year); Serial.print("/");
    Serial.print(mon); Serial.print("/");
    Serial.println(day);

    if (pid != 5296) {
        Serial.println(F("Wrong seesaw PID"));
        while (1) delay(10);
    }

    Serial.println(F("seesaw started OK!"));
    ss.pinMode(SWITCH1, INPUT_PULLUP);
    ss.pinMode(SWITCH2, INPUT_PULLUP);
    ss.pinMode(SWITCH3, INPUT_PULLUP);
    ss.pinMode(SWITCH4, INPUT_PULLUP);
    ss.analogWrite(PWM1, 127);
    ss.analogWrite(PWM2, 127);
    ss.analogWrite(PWM3, 127);
    ss.analogWrite(PWM4, 127);
}

uint8_t incr = 0;

void loop() {
    if (! ss.digitalRead(SWITCH1)) {
        Serial.println("Switch 1 pressed");
        ss.analogWrite(PWM1, incr);
        incr += 5;
    } else {
        ss.analogWrite(PWM1, 0);
    }

    if (! ss.digitalRead(SWITCH2)) {
        Serial.println("Switch 2 pressed");
        ss.analogWrite(PWM2, incr);
        incr += 5;
    } else {
        ss.analogWrite(PWM2, 0);
    }
}

```

```
if (! ss.digitalRead(SWITCH3)) {  
    Serial.println("Switch 3 pressed");  
    ss.analogWrite(PWM3, incr);  
    incr += 5;  
} else {  
    ss.analogWrite(PWM3, 0);  
}  
  
if (! ss.digitalRead(SWITCH4)) {  
    Serial.println("Switch 4 pressed");  
    ss.analogWrite(PWM4, incr);  
    incr += 5;  
} else {  
    ss.analogWrite(PWM4, 0);  
}  
delay(10);  
}
```

Press each button to see that button's LED pulse!

That's all there is to using the Arcade QT with Arduino!

Arduino Docs

[Arduino Docs](https://adafru.it/SdQ) (<https://adafru.it/SdQ>)

Downloads

Files:

- [ATtiny817 datasheet](https://adafru.it/VhF) (<https://adafru.it/VhF>)
- [EagleCAD PCB files on GitHub](https://adafru.it/Yes) (<https://adafru.it/Yes>)
- [Fritzing object in the Adafruit Fritzing Library](https://adafru.it/Yet) (<https://adafru.it/Yet>)
- [Firmware running on the seesaw](https://adafru.it/Yeu) (<https://adafru.it/Yeu>)

Schematic and Fab Print

