

Super Dinky Blinky

Operation

With power applied to the 3V and GND terminals, the SDB will periodically turn the LED outputs on and off in a pattern. This pattern can be changed by pressing the dome switch. Power can be toggled by holding the dome switch for a couple of seconds.

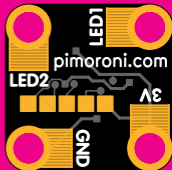
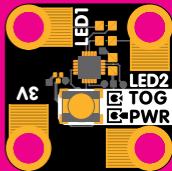
The terminals are designed for a wide variety of connections. Copper tape, crocodile clips (alligator also supported), conductive thread, or even soldering. Connect the positive anode (+) of the LED to the LED terminal, and the cathode to GND.

Connection

The circuit is driven by the Nuvoton N76E003AQ20 MCU, a 'ten-cent', 8-bit 8501-based microcontroller.

Datasheet

http://nuvoton.com/resource-files/DS_N76E003_EN_Rev1.00.pdf



Reprogramming the Super Dinky Blinky

The N76E003 can be reprogrammed with an In-Circuit Programmer. While Nuvoton only officially supports the Kiel compiler, you can find a port of the BSP to the open source SDCC compiler at <http://github.com/pimoroni/nuvotonBSP>

Connection

On the base of the board are headers for firmware deployment using the Nu-Link programmer:

<https://direct.nuvoton.com/en/nu-link>

The programming software is Windows-only.

Examples

Source for the Super Dinky Blinky firmware can be found at the above GitHub link.

Country of Origin & Manufacture

Made in Sheffield, UK by Pimoroni Ltd.

<https://pimoroni.com>

