

Grove - Starter Kit for mbed User Manual

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Wiki: <u>http://www.seeedstudio.com/wiki/Grove_Starter_Kit_for_mbed</u>

Bazaar: <u>http://www.seeedstudio.com/depot/Grove-Starter-Kit-for-</u> mbed-p-2032.html?cPath=34_78



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Contents

Doc	cume	ent Revis	ion History ······ 2)
1.	Intr	oduction	1 • • • • • • • • • • • • • • • • • • •)
2.	Get	Started		3
	2.1	Hel	lo, world ······	3
	2.2	Fru	t Piano ····· 2	1
		2.2.1	Hardware 5	5
		2.2.2	Software	5
	2.3	Мс	re, Step By Step ······	5



Disclaimer

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Under the supervision of Seeed Technology Inc., this manual has been compiled and published which covered the latest product description and specification. The content of this manual is subject to change without notice.

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1. Introduction

Mbed is an open source development platform for rapid prototyping with microcontrollers. It provides free software libraries, hardware designs and development tools to build projects very easily and fast.

Grove is a modular electronics platform for quick prototyping that does not involve soldering or bread boarding.

This kit is designed for you to get started with Mbed as soon as possible. It contains many plug-nplay Grove modules to start exploring the Mbed world. One goal is to have fun and build confidence with hardware and software in the journey.



2. Get Started

All the things to get started are:

- This kit
- An Arch
- A USB Micro B cable
- A computer with Internet

2.1 Hello, world

• Click this link to signup or login mbed, then you will get the mbed online compiler.

Import the program and open main.cpp, you will see the code.

Import Program					
Import Program Import a program from mbed.org into your workspace.					
I Please specify name					
Source URL: Import As:	https://mbed.org/users/viswesr/code/Arch_GPIO_ Program Library				
Import Name:	Arch_GPIO_Ex1				
Update:	Update all libraries to the latest revision				
	Import Cancel				

 On mbed online IDE, click "Compile" of the top toolbar (or use CTRL + D) to compile the code and the binary file - Arch_GPIO_Ex1_LPC11U24.bin.

mbed	· · · · · · · · · · · · · · · · · · ·
🖺 New 👻 🎦 Import 🔛 Sav	ve 📔 Save All 🛛 🔛 Compile 🗸 🕼 🏷 Commit 👻 📀 Revisions
Program Workspace <	main.cpp 🗙 Compile and Download - Ctrl-D
🗆 🛃 My Programs	1 #include "mbed.h"

- Connect the Arch board to the computer and **long press** the button, a USB drive named CRP DISABLD will pop up.
- Delete firmware.bin and copy Arch_GPIO_Ex1_LPC11U24.bin to the USB drive.
- Quick press the button, the program will be running, an LED will be blinking.



#include "mbed.h"

/* Configure a GPIO pin as output for controlling a LED. 'led' is user assigned name and 'LED1' is a internal name given to a port pin P1_8 in this Arch platform. */ DigitalOut led(LED1);

```
int main()
{
    while(1) {
        led = 1; // Switch ON the LED.
        wait(0.5); // Wait for 0.5 Seconds.
        led = 0; // Switch OFF the LED.
        wait(0.5); // Wait for 0.5 Seconds.
    }
}
```

The above program uses **DigitalOut** class and **wait()** function of mbed C/C++ SDK. LED1 is an pseudonym of I/O pin **P1_8** and is labelled D1 in the Arch board. The state of LED1 is changed by writing either 0 or 1 toled. The **wait()** function produces a delay in seconds. The state of the **led** is continuous toggled every 0.5 seconds inside the endless **while()** loop.

More details of **DigitalOut** can be find in <u>DigitalOut</u> page of mbed handbook. Similarly the **wait()** function is documented in wait page.

2.2 Fruit Piano

A piano built with a basket of fruit, a microcontroller and a computer.

The idea is from <u>Makey Makey</u>, but uses different hardware and software. An mbed enabled microcontroller with USB is used.







2.2.1 Hardware

- An Arch board
- A basket of fruit
- A computer with AC power
- Some wires

2.2.2 Software

- Click this link to import the program to Mbed online compiler.
- Compile the code and download the binary file Fruit_Piano_LPC11U24.bin.
- Connect the Arch board to the computer and long press the button, a USB drive named CRP DISABLD will pop up.
- Delete firmware.bin and copy Arch_GPIO_Ex1_LPC11U24.bin to the USB drive.
- Quick press the button to run the program
- Wire some apples or bananas to A0 A5 (P0_11 P0_14, P0_16, P0_22) pins of the Arch board
- Open <u>Fruit Piano</u> and play



2.3 More, Step By Step

- Digital Input Button: use a button to control an LED
- Analog Input Potentiometer: use a potentiometer to control the blinking of an LED
- <u>Temperature Sensing: use a analog temperature sensor to make a</u> thermometer
- PWM Ouput Buzzer: use a buzzer to play a melody
- Display: make a digital clock
- <u>A thermometer</u>
- Infrared keyboard
- Colorful light
- Temperature controls color

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