

gizDuino UNO - SE

Technical Manual



You asked for it. You got it.

There has been a growing clamor from students for us to build a truly low cost Arduino UNO compatible board, one that has all the functionalities of the Arduino UNO* , but at a price that is comparable to those cheap China boards, all without sacrificing quality.

Now that is a tall order indeed. We spent the last couple of years trying to figure out how we can come up with such product at low cost. How can you build something and sell it at a profit for a price less than half of the total cost of the components used in the board? Chinese manufacturers can because they have the required volume that gives them a bargaining power to demand substantial discounts from component vendors. Combined that with their low manufacturing costs (and non existent quality controls by some manufacturers), and their tax free privileges, there is simply no way we small local manufacturers can compete from a price standpoint.

But that doesn't mean we should not give it a try. So we decided to go ahead with a low cost Arduino UNO compatible board, this is to be known as the gizDuino UNO Student Edition, or gizDuino UNO -SE

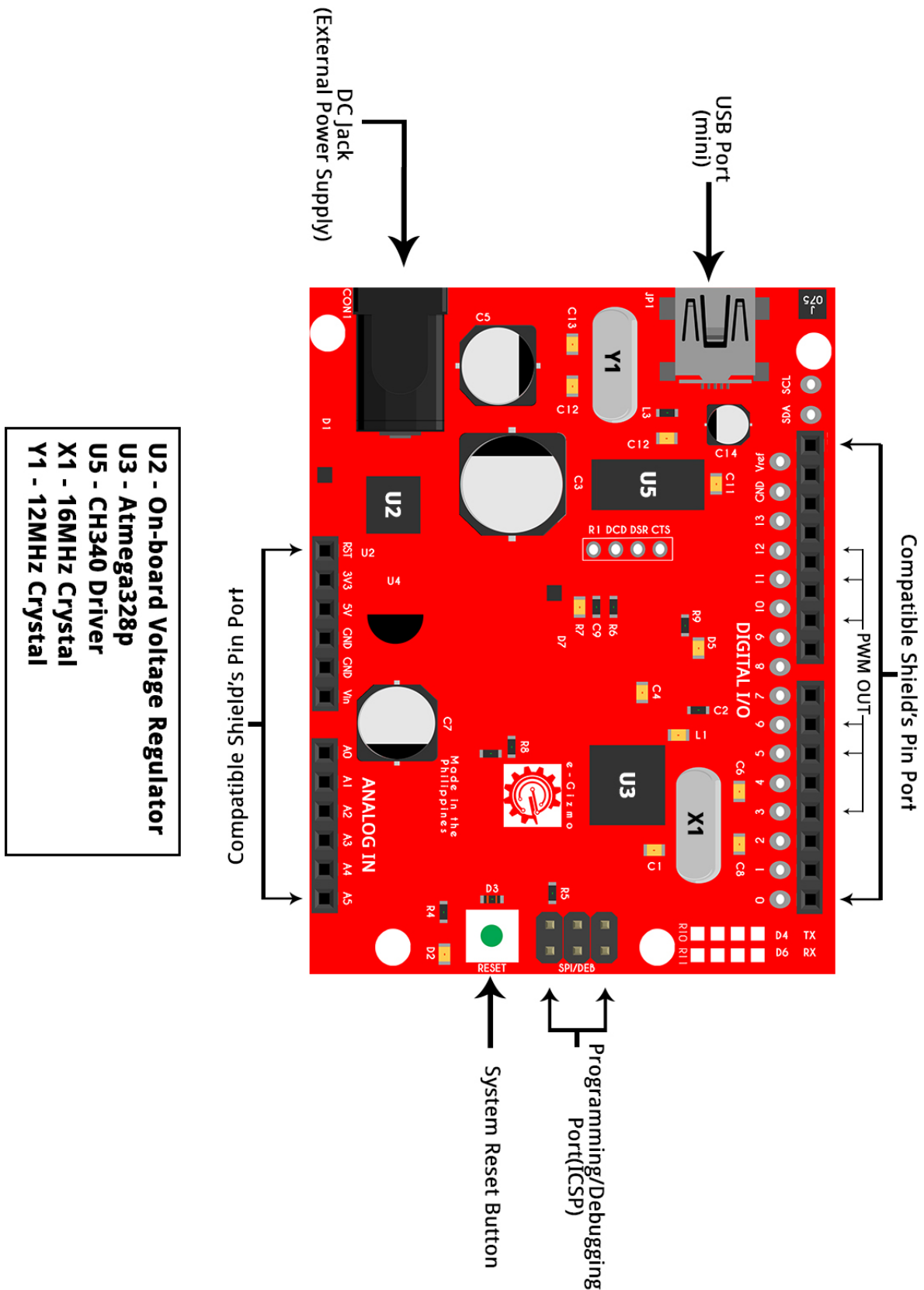
Features:

- Uses the same core MCU ATMEGA328P
- 100% Arduino Code compatible
- CH340 USB to UART Bridge

Specifications:

- Microcontroller: ATmega328
- User Interface: USB Port, DC Jack, Reset Button, ICSP Port, Shield Connection Port
- Debugger Port: ICSP
- Power Input: External:8V-12V USB:5V
- DC Power Output: 3.3V
- PCB Size: 6 x 5 cm
- On-board Crystal: 16MHz and 12MHz

Major Components



gizDuino UNO-SE

gizDuino UNO-SE uses the same microcontroller core (ATMEGA328P) as the Arduino UNO, hence, there will be no code compatibility issue - if it runs with Arduino UNO, it will run on a gizDuino UNO-SE without any modification. It has the same I/O pin layout, ensuring compatibility with all Arduino UNO and gizDuino shields, and connects with the Arduino IDE by selecting Arduino UNO in the board selection menu.



One of the strategies we adopted to get for a low price is to use the same USB bridge that is universally used in all Chinese UNO compatible, the CH340 chip. This chip may require you to install USB drivers on your PC, and may require additional tweaking if you connect it with Linux or IOs (Apple) machine. The thing is, if you have the experience working with Chinese UNO compatibles, you won't have difficulties setting up



Also, we greatly simplified the power supply routing of the gizDuino UNO-SE. The only difference that you will notice, compared to the Arduino UNO, is +5V power will not be available on the USB port when the gizDuino is not connected to a PC. We can't imagine any foreseeable issue about this change, unless perhaps if you use the gizDuino USB port for an unlikely purpose, like as using it as a charger.



Finally, we will be losing money for every gizDuino UNO-SE we sell. For this reason, this special priced product will be available for sale to students and teachers ONLY, in a limited quantity per purchase. Something we would like to avoid is to request for a student I.D. when you purchase this product, but please bring one, in case a situation arise when we have to see your I.D. :-)

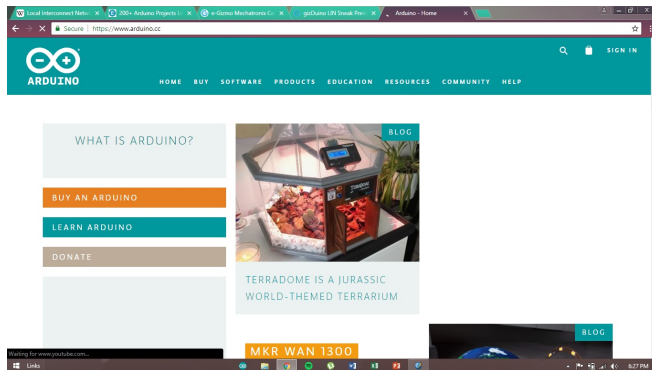
Basic Manual on how to use gizDuino UNO-SE

Arduino IDE

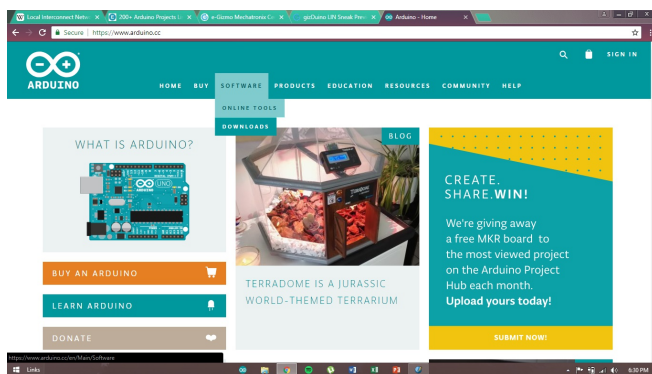
Arduino is an open-source electronics platform based on easy-to-use hardware and software. You can tell the board what action to take by sending a set of instructions to the microcontroller on the board. To do so you use the Arduino programming language (based on Wiring) and the Arduino software (IDE), based on Processing.

The gizDuino UNO- SE is 100% code compatible with the popular Arduino board. For these reasons the Arduino IDE is needed to program the gizDuino UNO - SE.

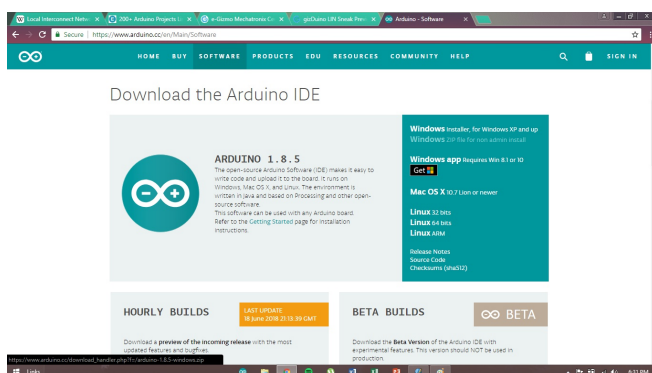
1. You can obtain the Arduino IDE Version 1.8.5 by downloading the zip file from the official Arduino website by doing the following



1.1. Go to arduino.cc and go to the Software tab and select downloads.



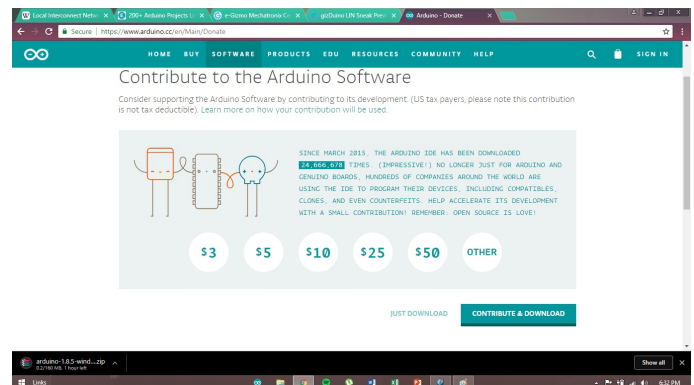
1.2. Scroll down until you find the Download Arduino section then select the Windows ZIP for non-admin install.



1.3. You will be directed to the download page. Select just download.



1.4. Once downloaded, extract the ZIP file to the folder of your choice.



1.5 Your Arduino IDE is now ready for use.

CH340 DRIVER INSTALLATION

2. Now that you have the Arduino IDE its time to install the CH340 Driver. It is used by a number of Arduino compatible boards to provide USB connectivity

2.1. To install just go to e-gizmo.net and look for gizDuino UNO - SE.

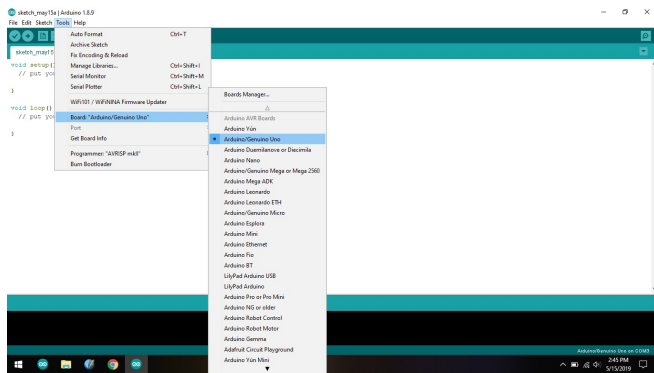
2.2. Scroll down until you find the CH340 Driver Installer then click download.

2.3. Run the CH340 DriverInstaller to install the prolific driver.

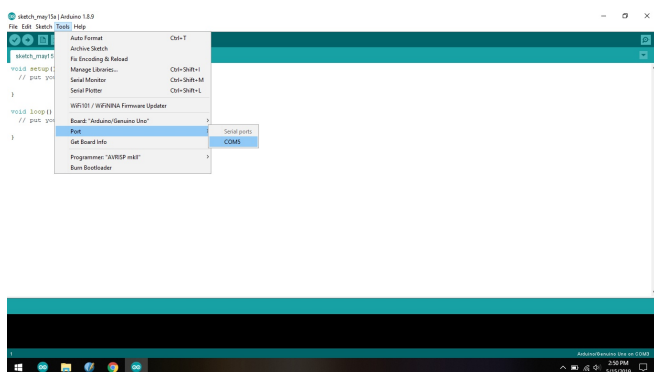
2.4. The CH340 Driver is now installed in your computer.

3. Afterwards open the Arduino IDE and connect the gizDuino LIN to the USB port.

4. On the IDE, go to the Tools tab and select board then choose Arduino/Genuine Uno.



5. Then on the Tools tab, select Port and choose the port where the gizDuino UNO - SE is connected to, in this case my board is connected to "COM5".



6. You can now start programming the gizDuino UNO - SE

Sample Project: Blinking Light

We will be using the gizDuino UNO - SE to create a simple arduino project.

Materials:

-gizDuino UNO - SE

1. To start the project open the Arduino IDE and connect the gizDuino UNO - SE to the computer

2. Make sure that the board selected is "Arduino/Genuine Uno"

3. Go to File > Examples > Basics > Blink

4. Select the verify button on the top left corner of the software denoted by a "check" mark. This will help you check whether there are errors on the code.

5. Once done, select the upload button located right next to the verify button. This will upload the code to the gizDuino UNO-SE

6. Once done, look closely at the gizDuino UNO - SE. You will notice that one of the Built-in LED is blinking(This is the reason why we do not use any external LED for this project.)

You have successfully done your first project with gizDuino UNO-SE!

