

#FABRICADEMY2021 TUTORIALS

SENSING & OUTPUTS

ATTINY TUTORIAL - PART 1

15-12-2021 | EMMA PARESCHI

Today:

- Intro to Attiny
- How to program an Attiny

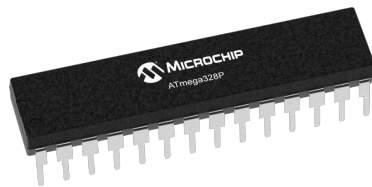
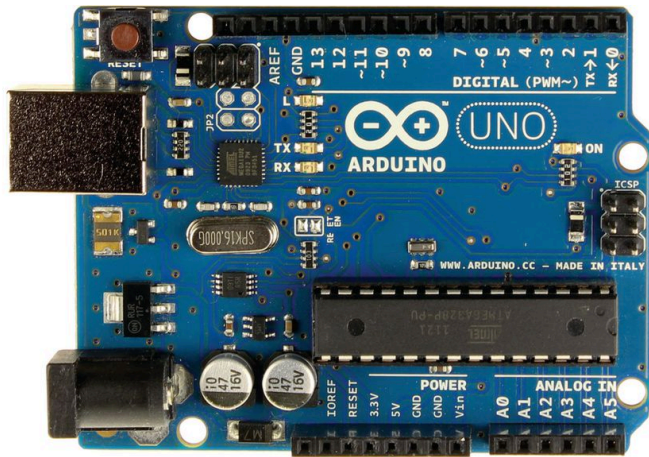
Circuits:

- Attiny, Led
- Attiny, Led and Switch
- Attiny, Neopixel and Switch
- (Attiny, Power load and Switch)

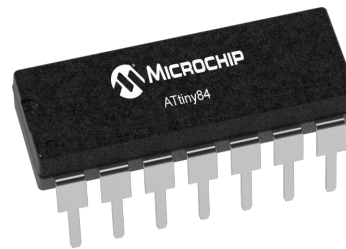
How to integrate the Attiny in your project

Intro to Attiny

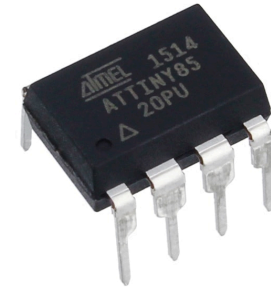
AVR Microcontroller



(Arduino Uno)
ATmega328

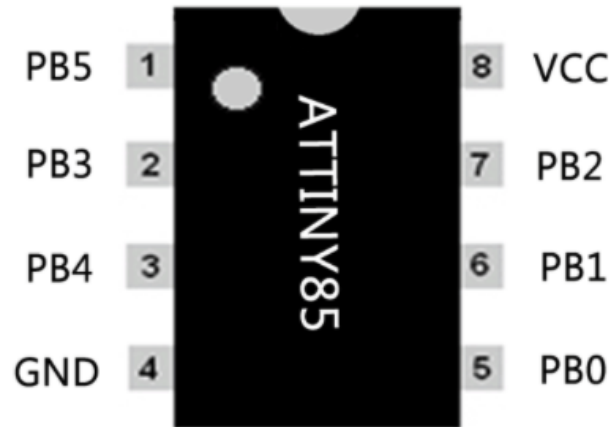


Attiny44
Attiny84



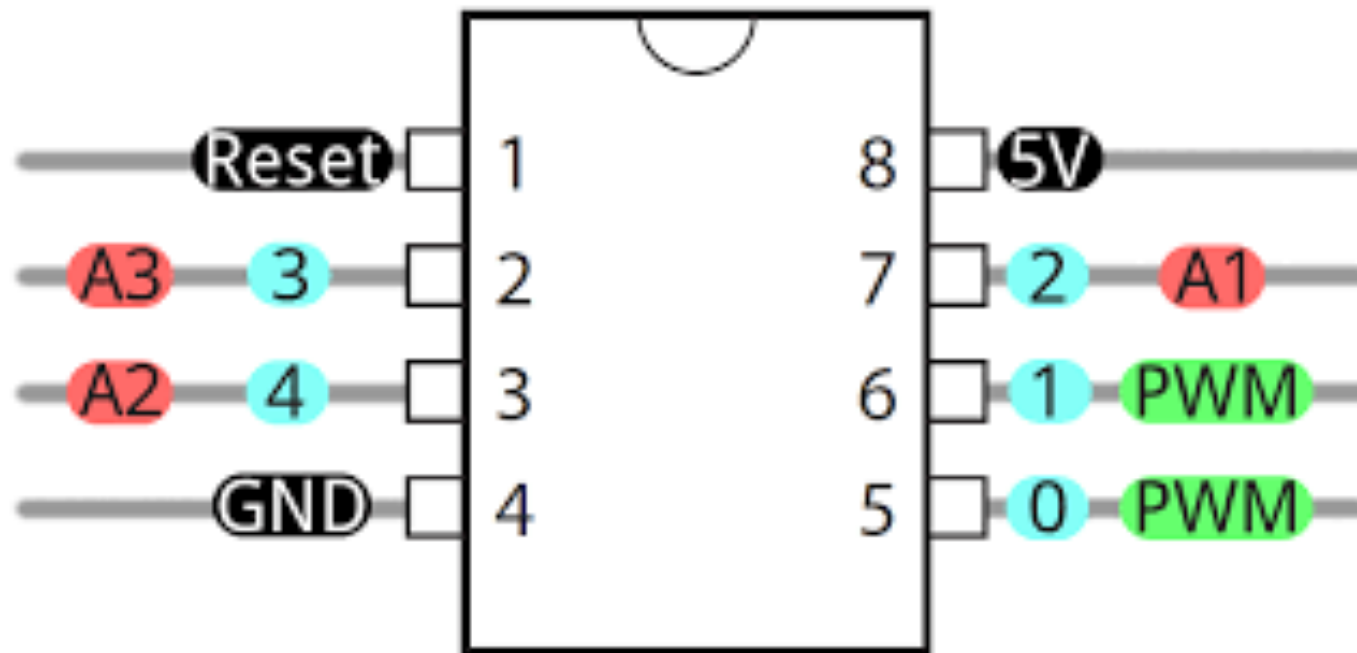
Attiny45
Attiny85

Attiny 45/85 - Pinout

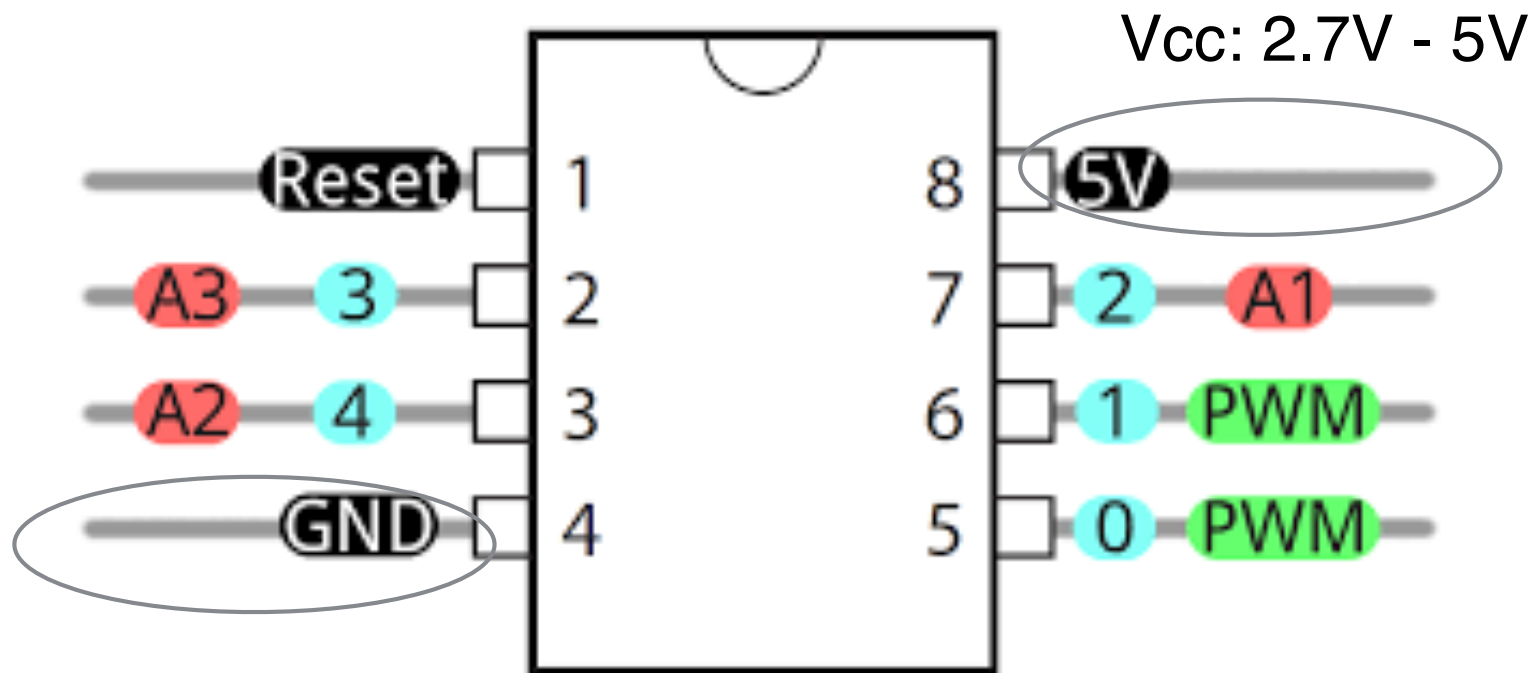


datasheet: https://ww1.microchip.com/downloads/en/DeviceDoc/Atmel-2586-AVR-8-bit-Microcontroller-ATtiny25-ATtiny45-ATtiny85_Datasheet.pdf

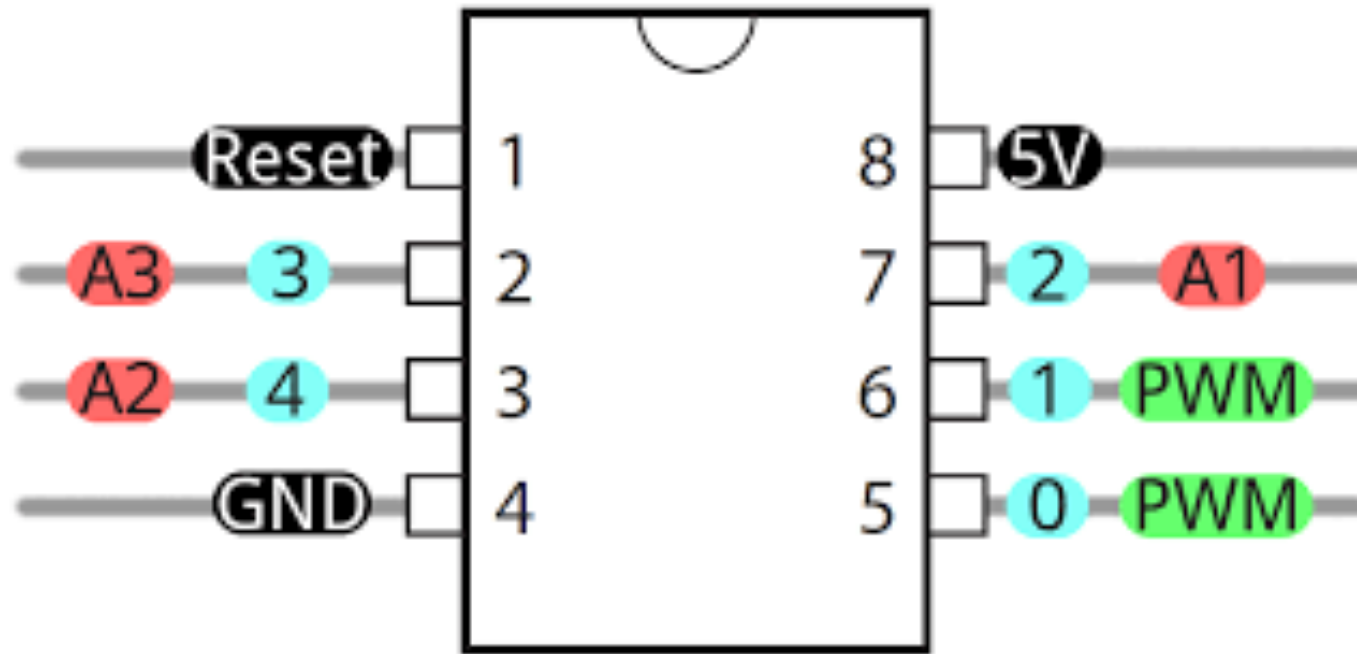
The number in this pinout are the official pin numbers. Be careful! We won't use this numbering!!!!!!



Attiny 45/85 - Power pins



Attiny 45/85 - pinout



Digital pins

————> Read digital voltage: digital sensors; `digitalRead(pin)`.
Set a digital voltage: On/OFF output devices, `digitalWrite(pin, HIGH/LOW)`

PWM pins

————> Set a kind of analog voltage: control the intensity of the output device, `analogWrite(pin, 0/255)`

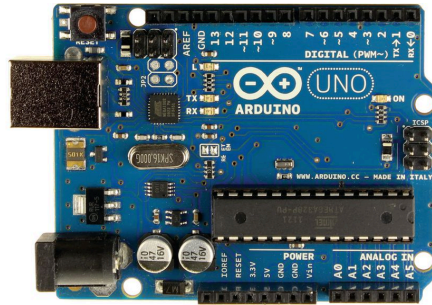
Analog pins

————> Read an volatge: analog sensor; `analogRead(pin)`

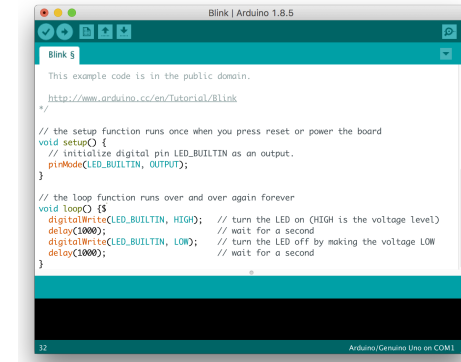
Blue and Red pin names-> numbers you have to use in Arduino IDE. We call this numbering Arduino numbers.

How to program the Attiny

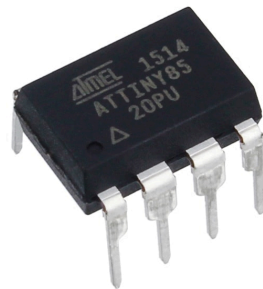
How to program - AVR



(Arduino Uno)
ATmega328



Arduino IDE

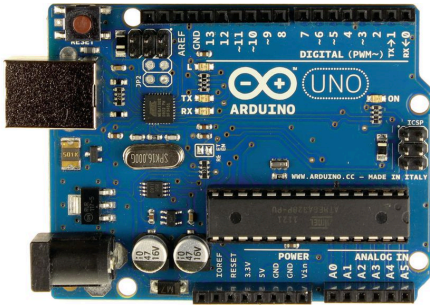


Attiny45
Attiny85



Arduino IDE

How to program - AVR



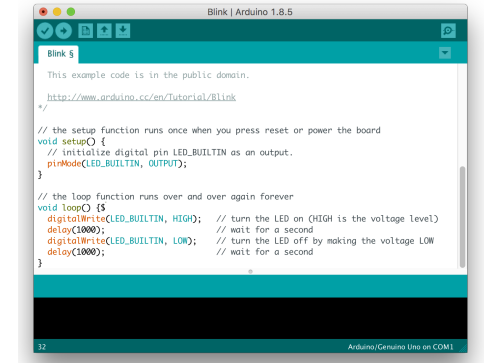
(Arduino Uno)
ATmega328



USB cable



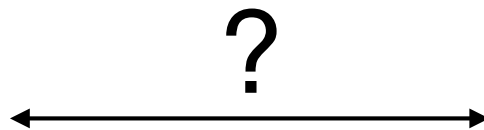
Laptop



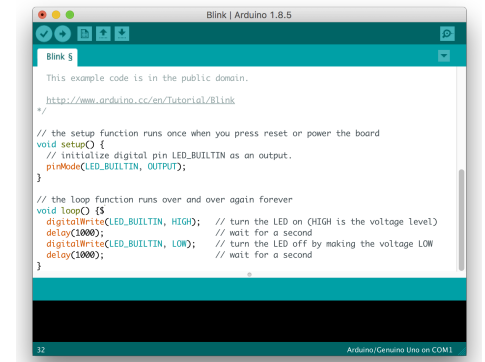
Arduino Uno



Attiny45
Attiny85

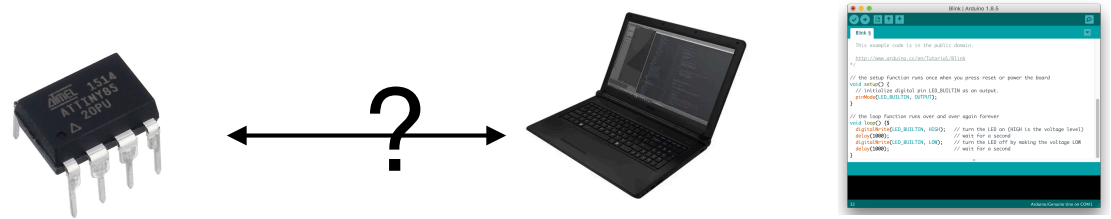


Laptop



Arduino Uno

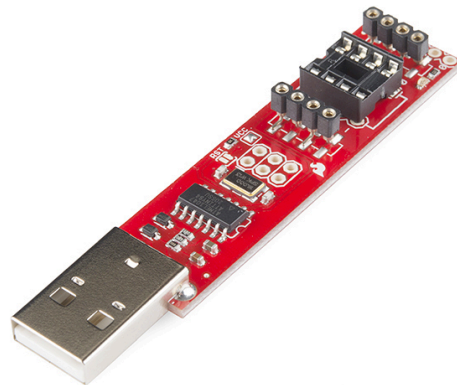
Hot to program - Attiny



Option 1



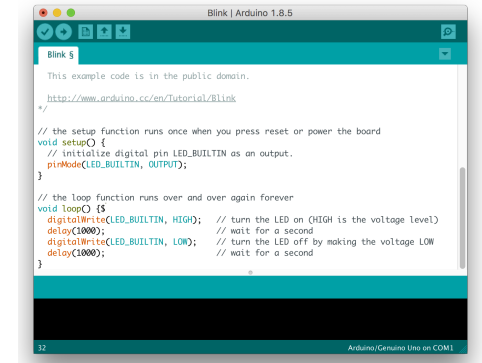
Attiny45



Tiny AVR Programmer



Laptop



Arduino Uno

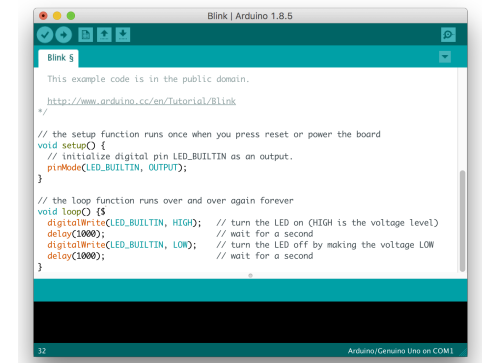
Option 2



Attiny45

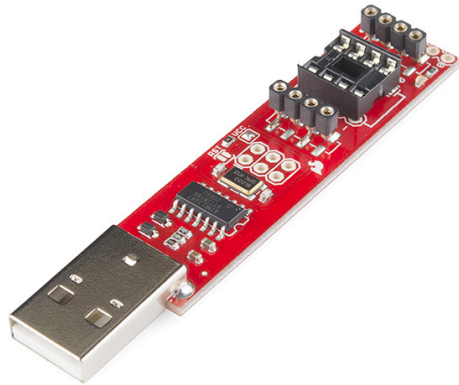


Laptop

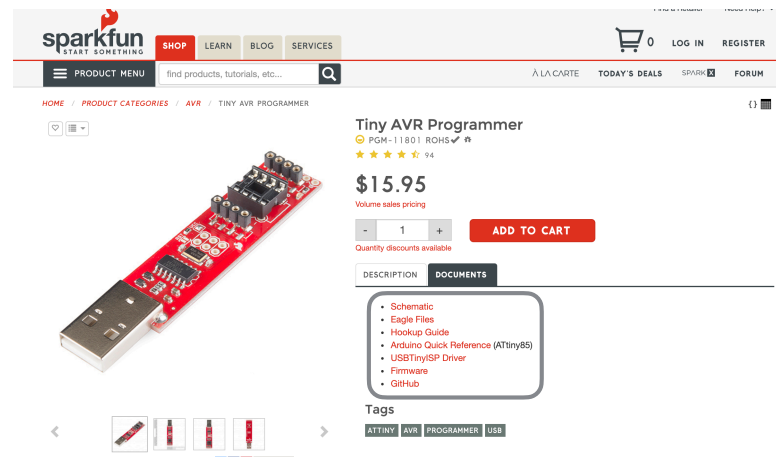


Arduino Uno

Tiny AVR Programmer



<https://www.sparkfun.com/products/11801>



Driver Installation

Before you can start using the Tiny AVR Programmer, you may need to set it up on your computer. If you're using a **Mac or Linux** machine, you **don't need to install drivers**. Just plug the board in, and skip to the [Programming in Arduino](#) [page](#).

[TINY AVR PROGRAMMER HOOKUP GUIDE - PROGRAMMING IN ARDUINO](#)

If you're using any version of **Windows**, you've got a few steps to follow before you can join your Mac/Linux comrades. There are two sets of instruction for driver installation on this page. The **first is the easiest, quickest method**, and should work for most everyone. The **second installation process** is only required if the first one fails -- it takes a more manual approach to the driver installation.

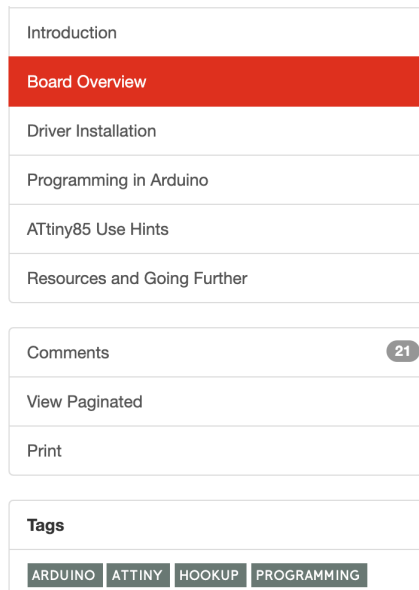
Automatically Install the Drivers with Zadig

To begin, **plug the Tiny AVR Programmer into your computer**. Upon initially connecting the board, Windows will try to automatically install the drivers. Some computers may be lucky, but most will turn up with a message notifying you that the driver install failed.

Click the link below to download the Zadig software and drivers:

[DOWNLOAD THE ZADIG USBTINY DRIVERS \(ZIP\)](#)

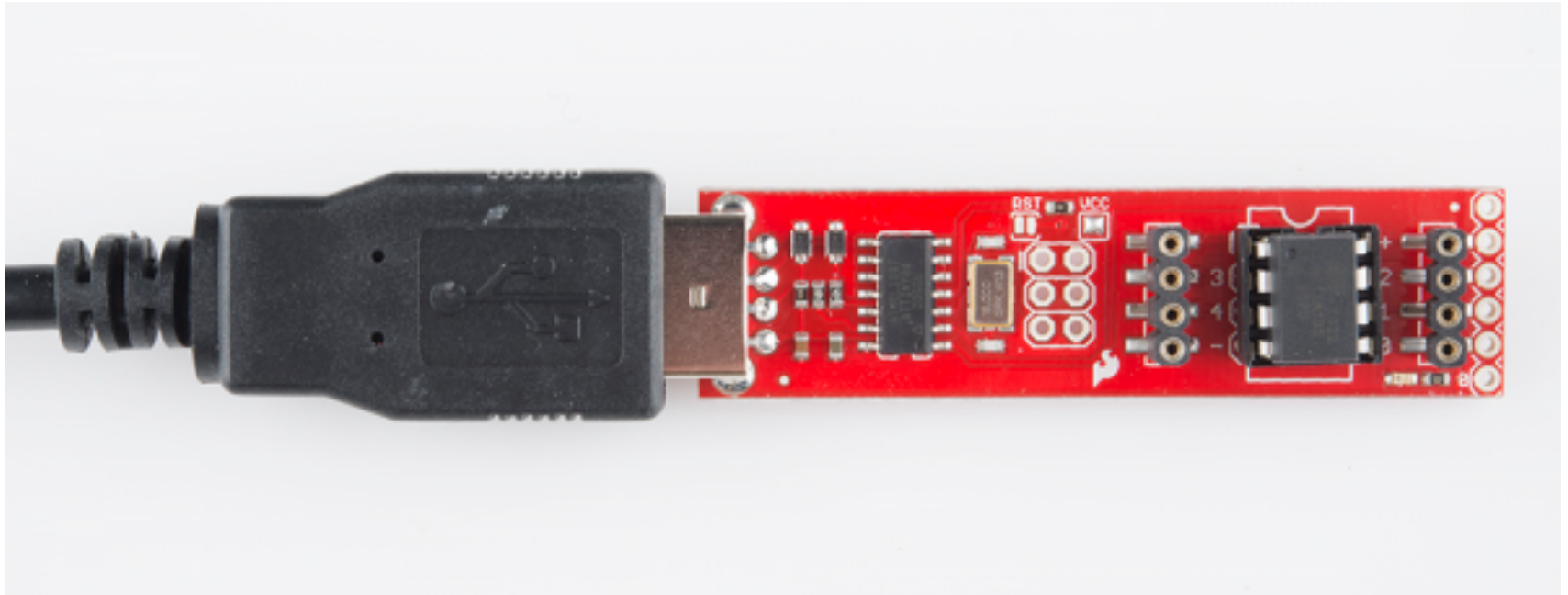
Use your favorite unzipper to extract the ZIP file. Don't forget where you put the extracted folder!



If you have a Windows the installation of the drivers could take some steps. Follow the instruction on this page.

https://learn.sparkfun.com/tutorials/tiny-avr-programmer-hookup-guide/?_ga=2.223970844.604127917.1608028904-1712614024.1598002523#automatic-install

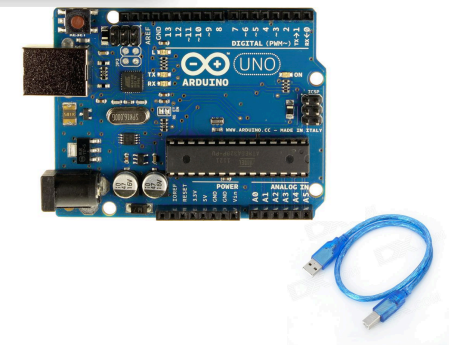
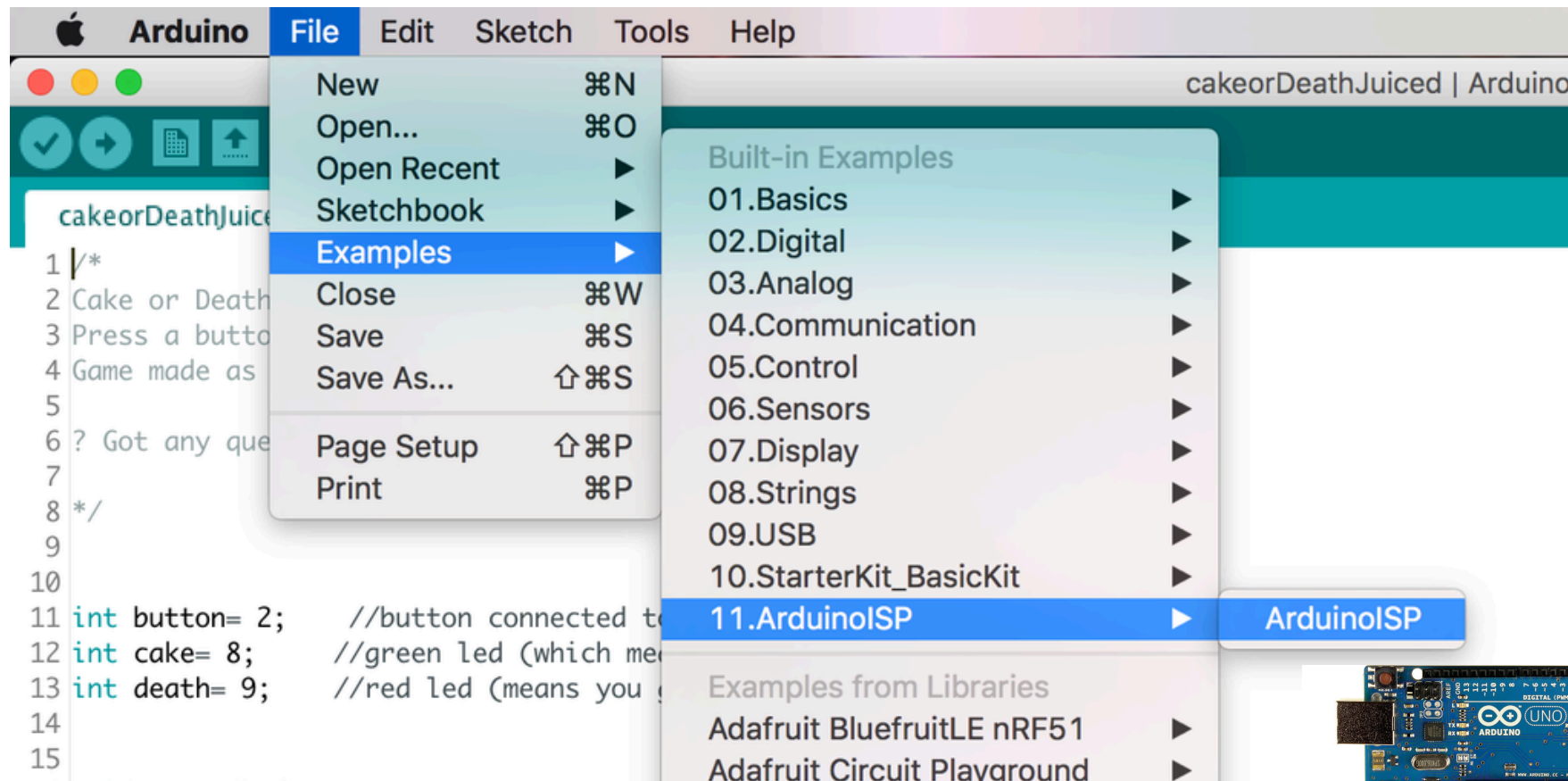
Tiny AVR Programmer - option 1



Insert the Attiny in the socket.
Be sure about the orientation

Arduino as Programmer - option 2

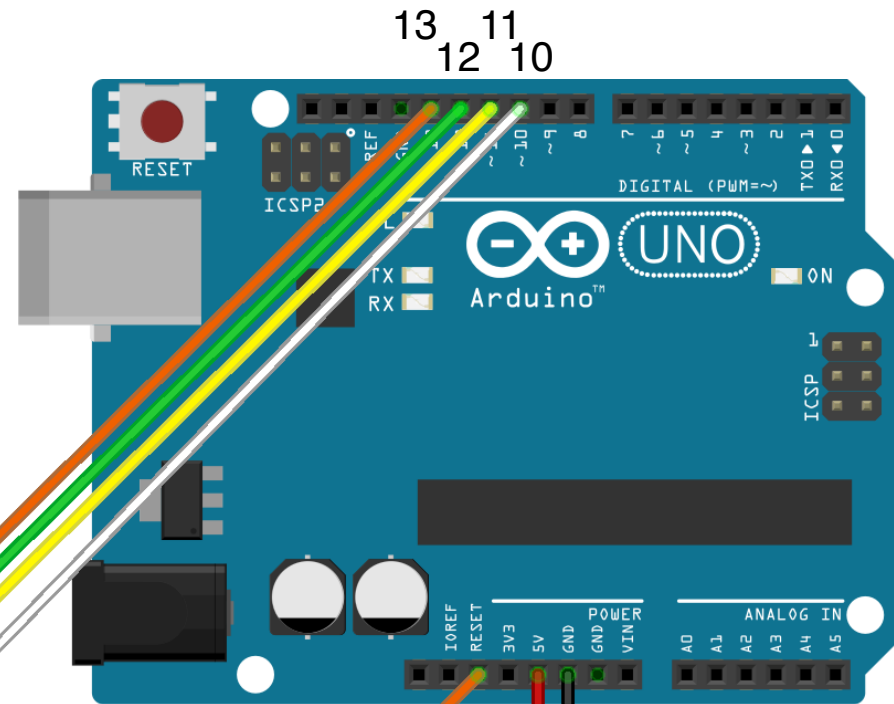
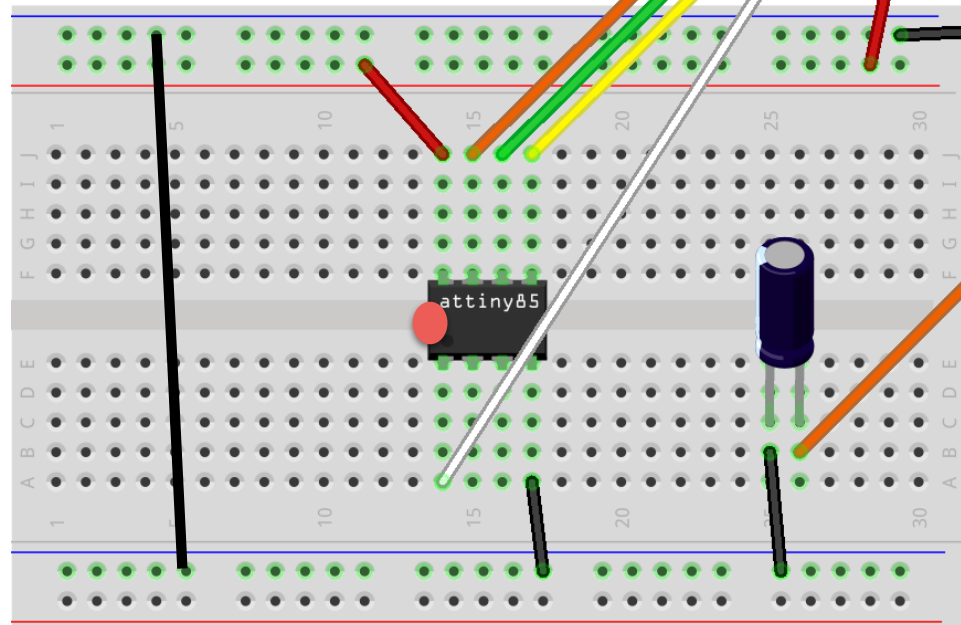
Transform Arduino UNO in programmer:
upload the right code (ArduinoISP) in your Arduino Uno



Arduino as Programmer

Properly connect the Attiny to the Arduino UNO Programmer.

There is a little mark on the package, it indicates the orientation.



Reset

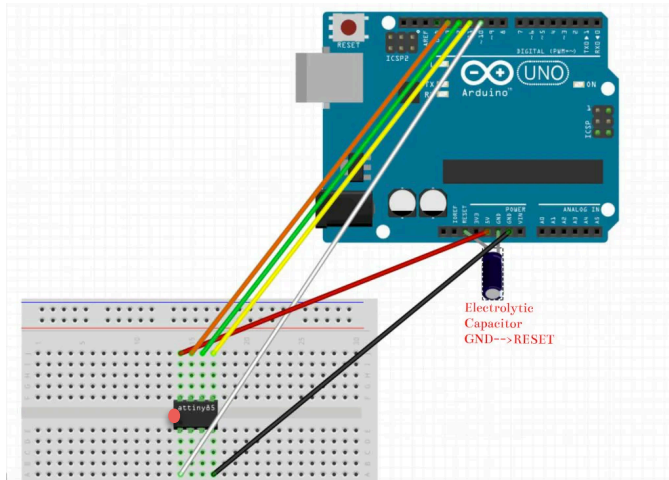


Electrolytic
Capacitor

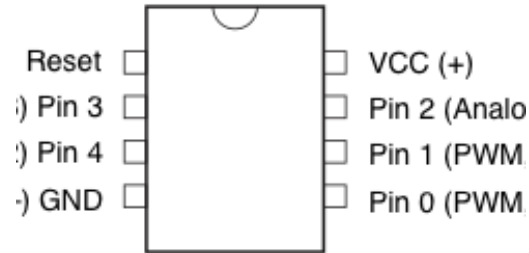
GND-->RESET

Short leg to GND!!!!!!!!!!

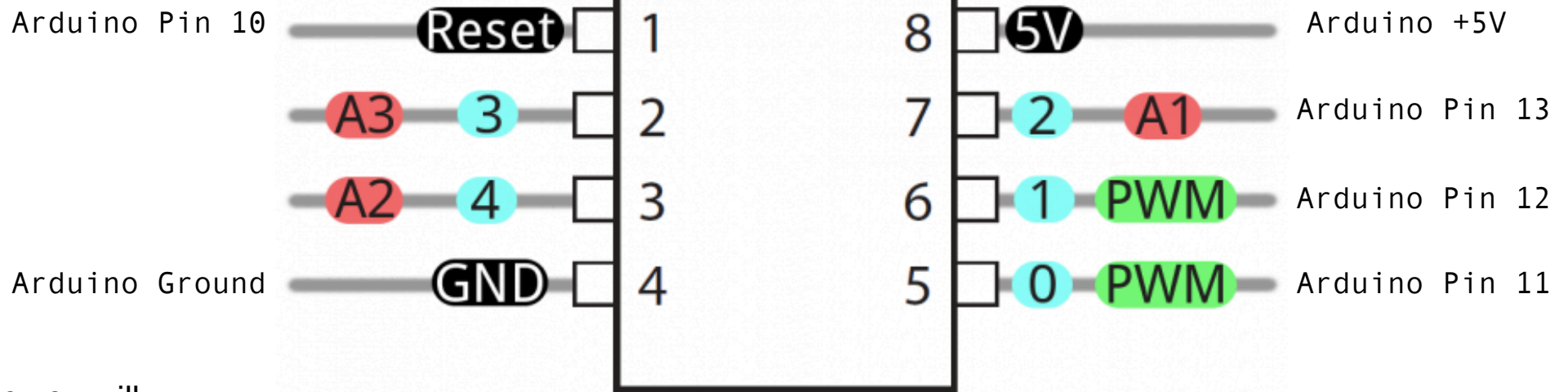
Arduino as Programmer



ATtiny45 / ATtiny85



Arduino-->	ATtiny85
5V	Vcc
GND	GND
Pin 13	Pin 2
Pin 12	Pin 1
Pin 11	Pin 0
Pin 10	Reset

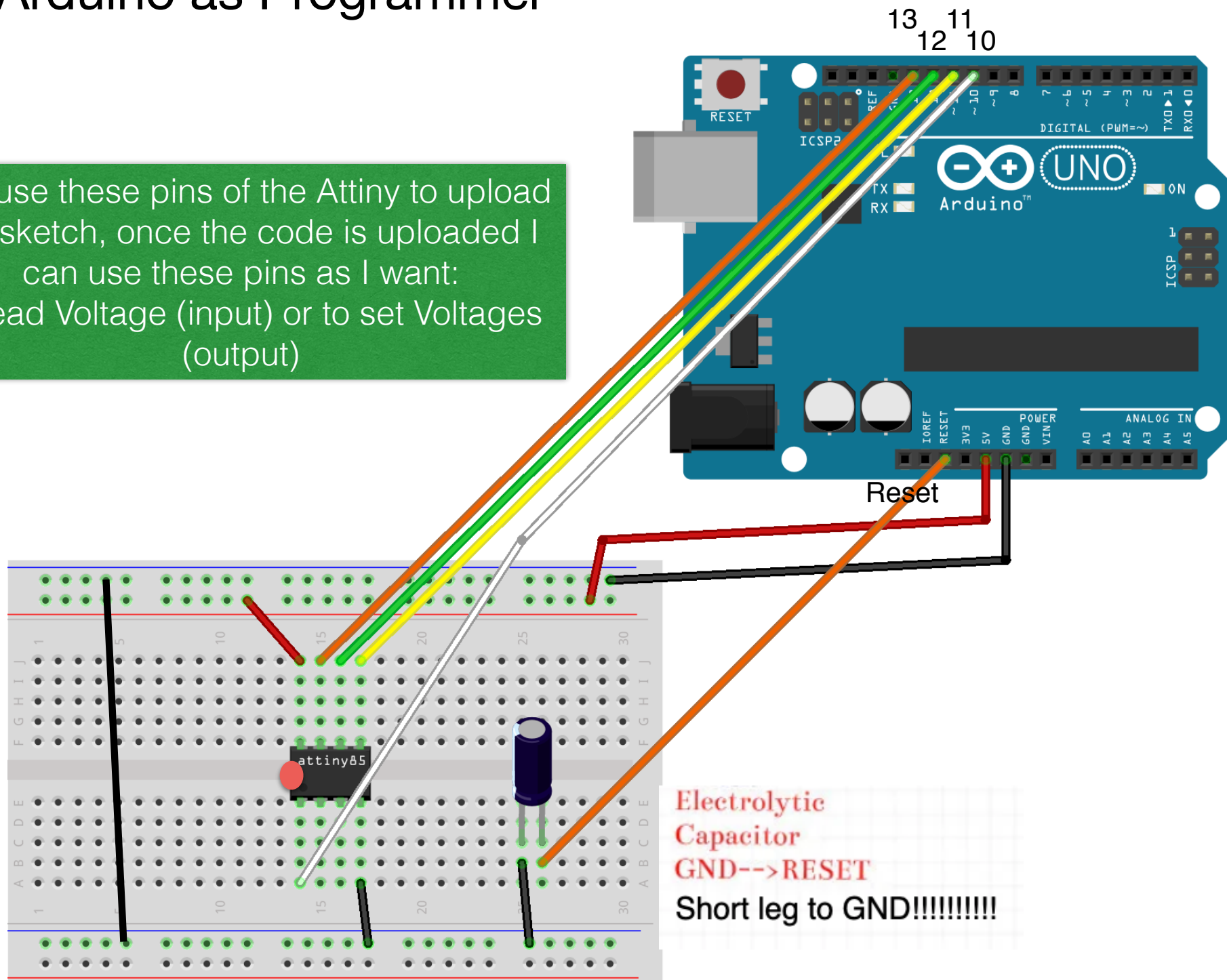


Maybe you will
need the
capacitor



Arduino as Programmer

You use these pins of the Attiny to upload the sketch, once the code is uploaded I can use these pins as I want: to read Voltage (input) or to set Voltages (output)



Arduino IDE - setup

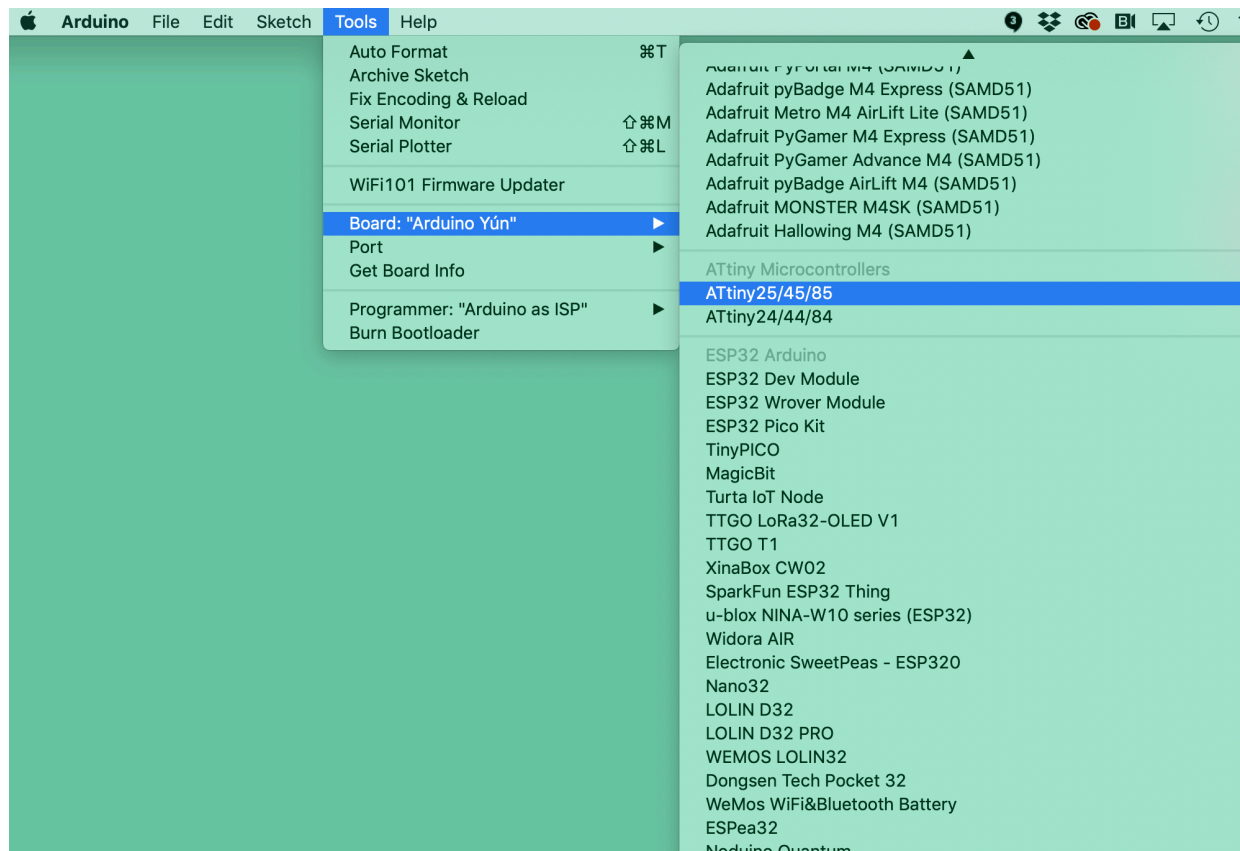
Install the Attiny Board in Arduino IDE:

https://raw.githubusercontent.com/damellis/attiny/ide-1.6.x-boards-manager/package_damellis_attiny_index.json

Resources:

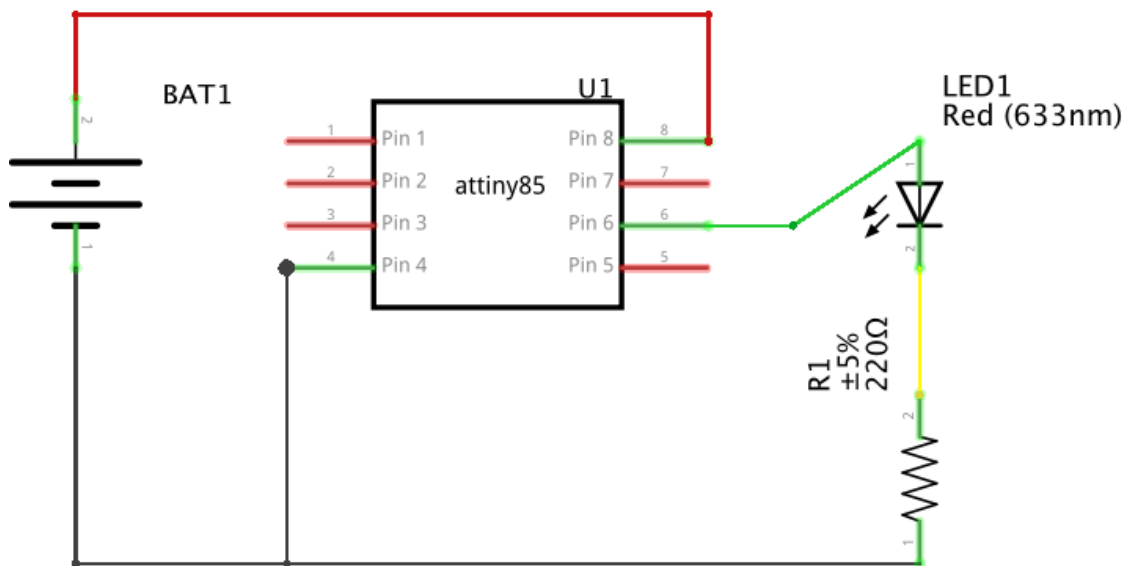
- How install Attiny board in Arduino IDE:

<https://create.arduino.cc/projecthub/arjun/programming-attiny85-with-arduino-uno-afb829>

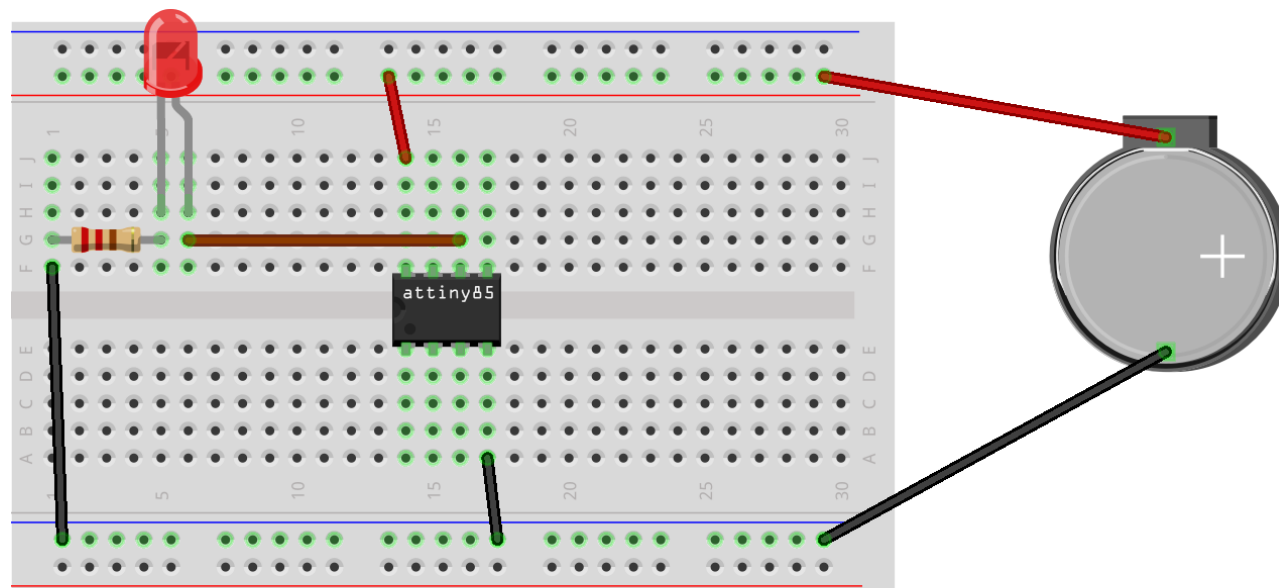


How to program the Attiny

Goal: Attiny 45/85 - Led



Don't make this circuit yet.



fritzing

Steps

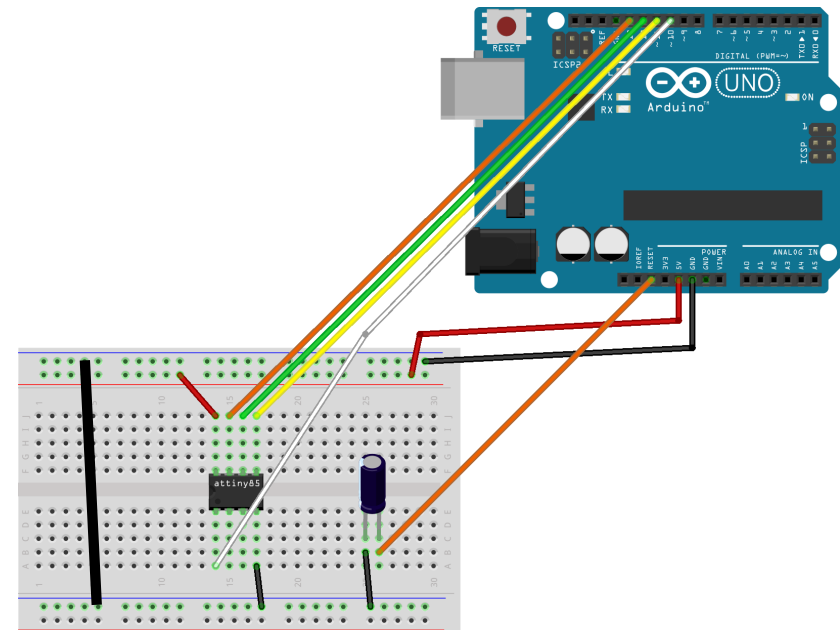
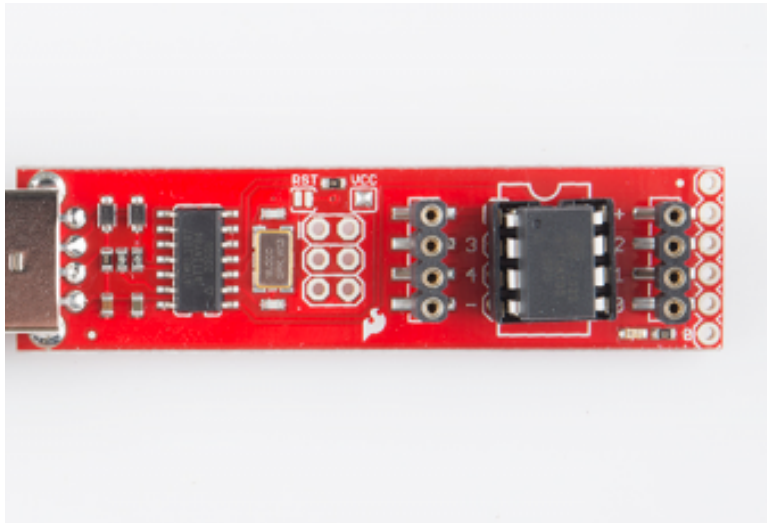
1. Connect the Attiny to your Programmer:
 - AVR programmer
 - Arduino UNO (make sure that the Arduino is uploaded with the ARduinoISP sketch)
2. In Arduino IDE: Select board (attiny85 (internal 8MHz)) and port
3. In Arduino IDE: Select programmer, Arduino as ISP or FabISP
4. In Arduino IDE: If it is the first time YOU use the Attiny => Burn the bootloader
5. On Breadboard: connect the Attiny to your input/output devices
6. In Arduino IDE: Upload the code to the Attiny

How to program Attiny with Arduino Uno:

<https://www.instructables.com/id/Program-an-ATtiny-with-Arduino/>

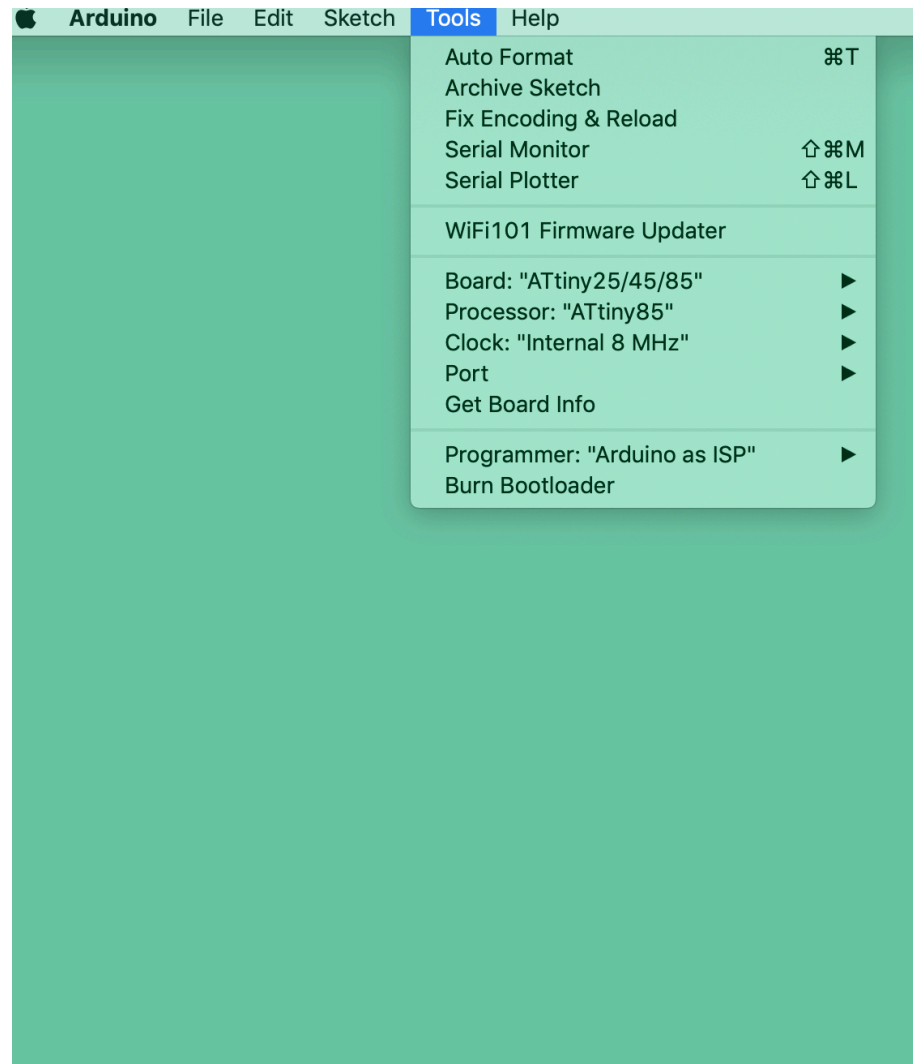
Step 1

- Connect the Attiny to your Programmer:
 - AVR programmer
 - Arduino UNO (make sure that the Arduino is uploaded with the ARduinoISP sketch)



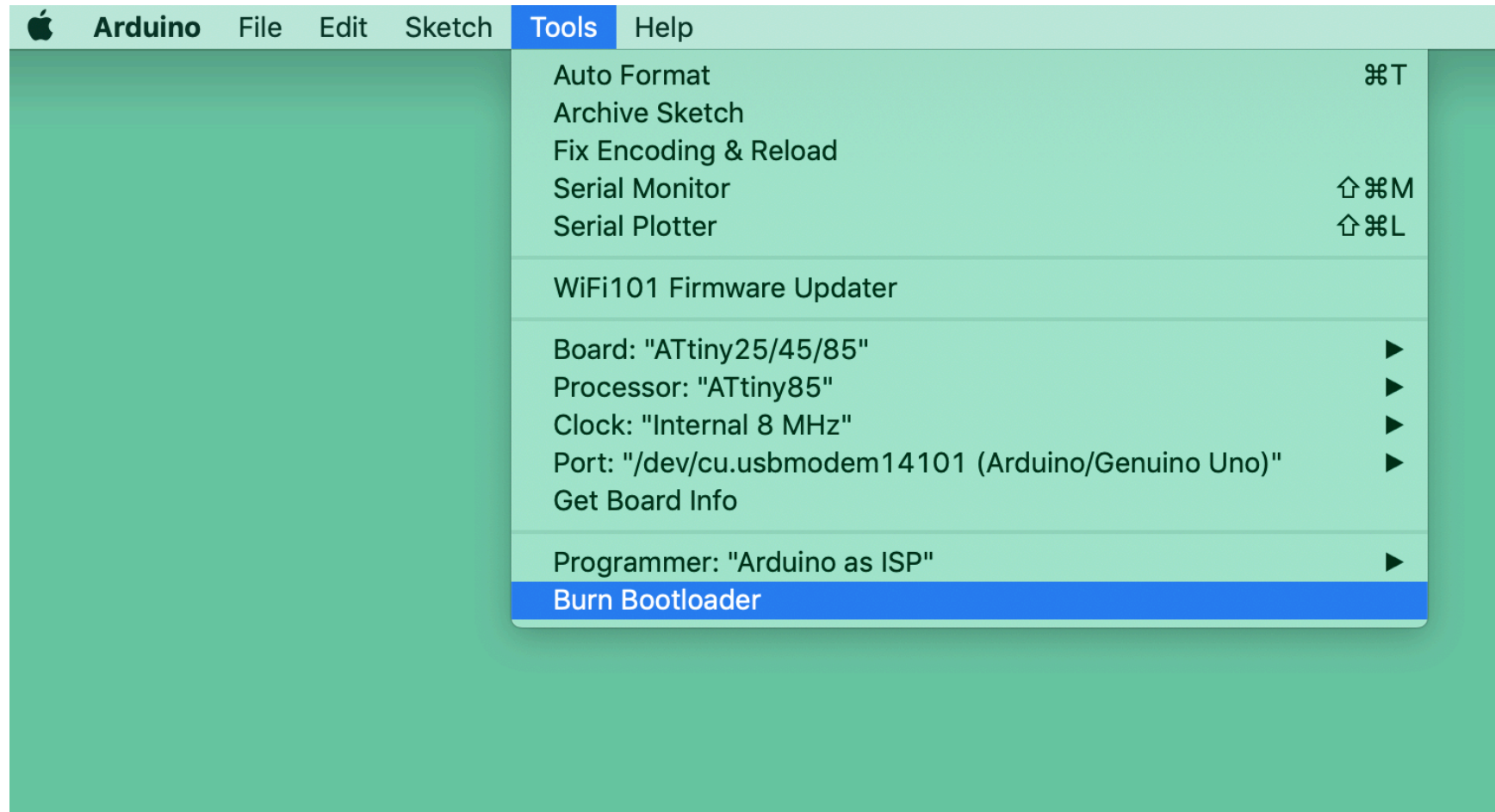
Step 2/3

- In Arduino IDE: Select board (attiny85 (internal 8MHz)) and port
- In Arduino IDE: Select programmer, Arduino as ISP or FabISP



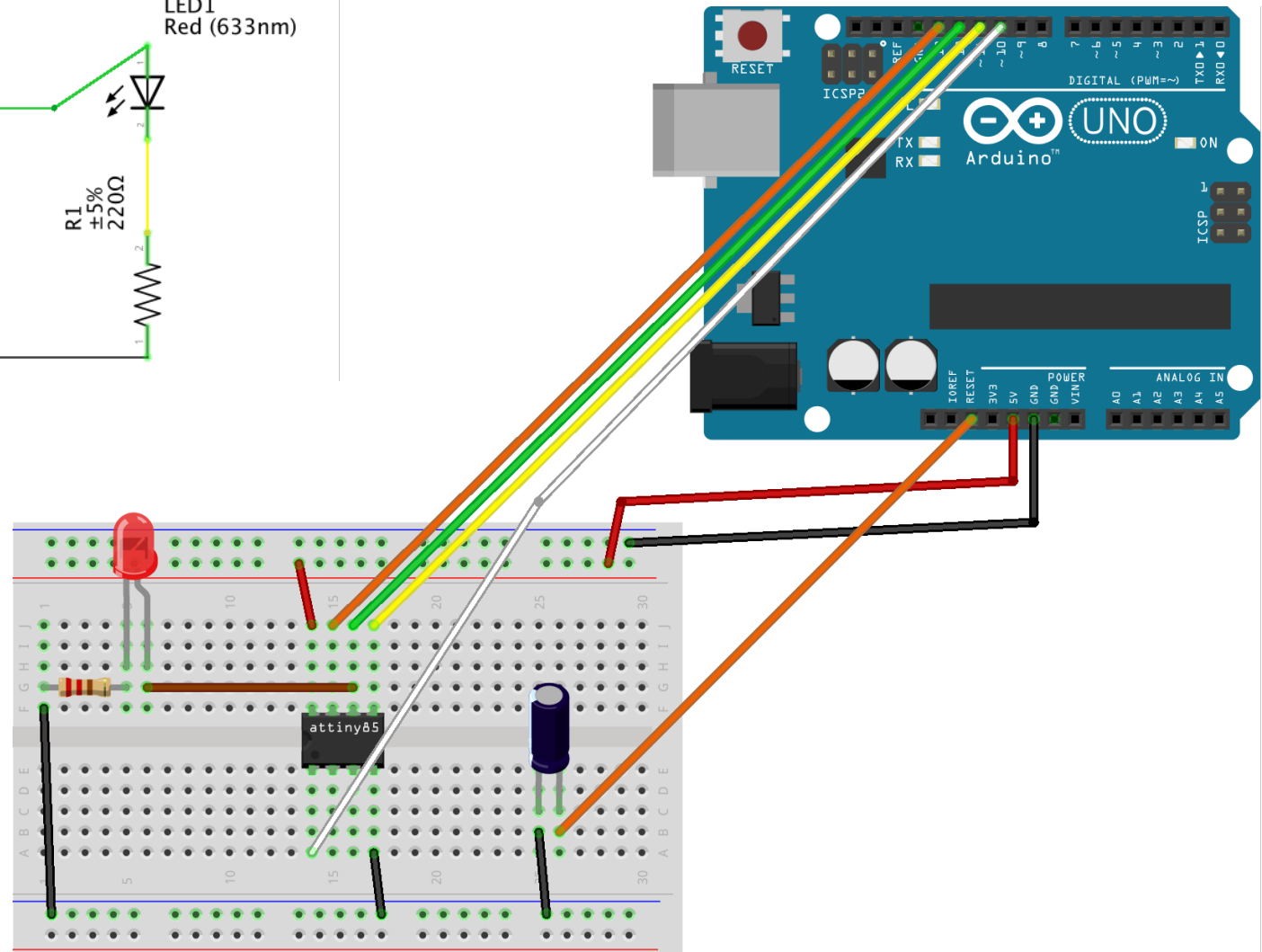
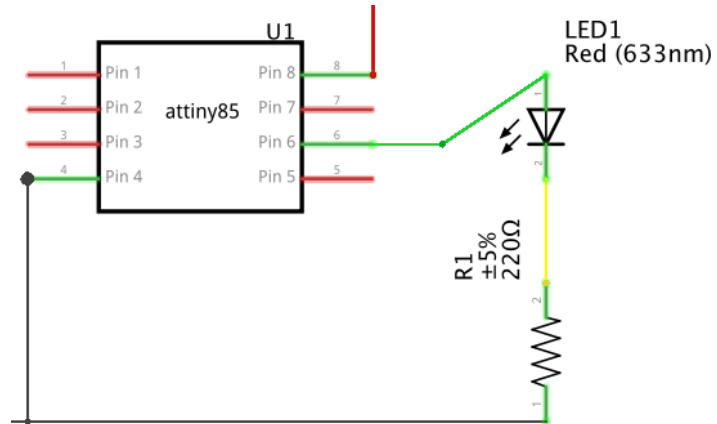
Step 4

- In Arduino IDE: **If it is the first time YOU use the Attiny => Burn the bootloader**



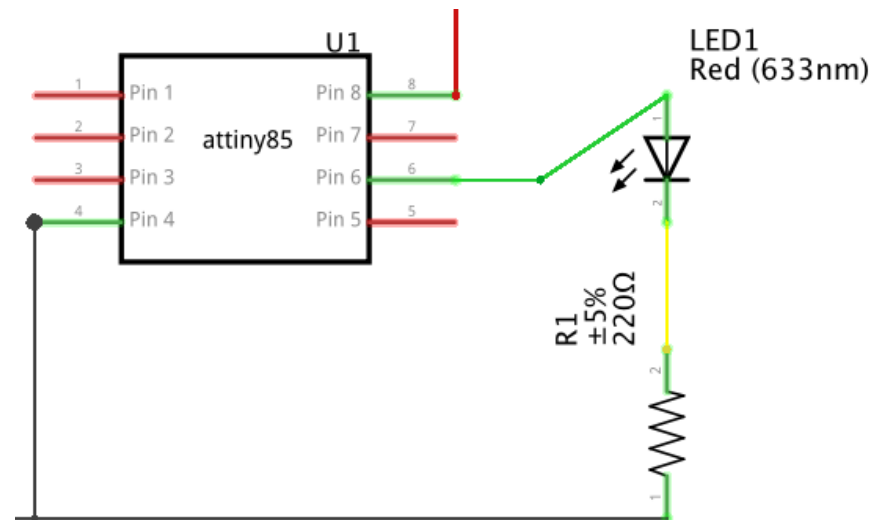
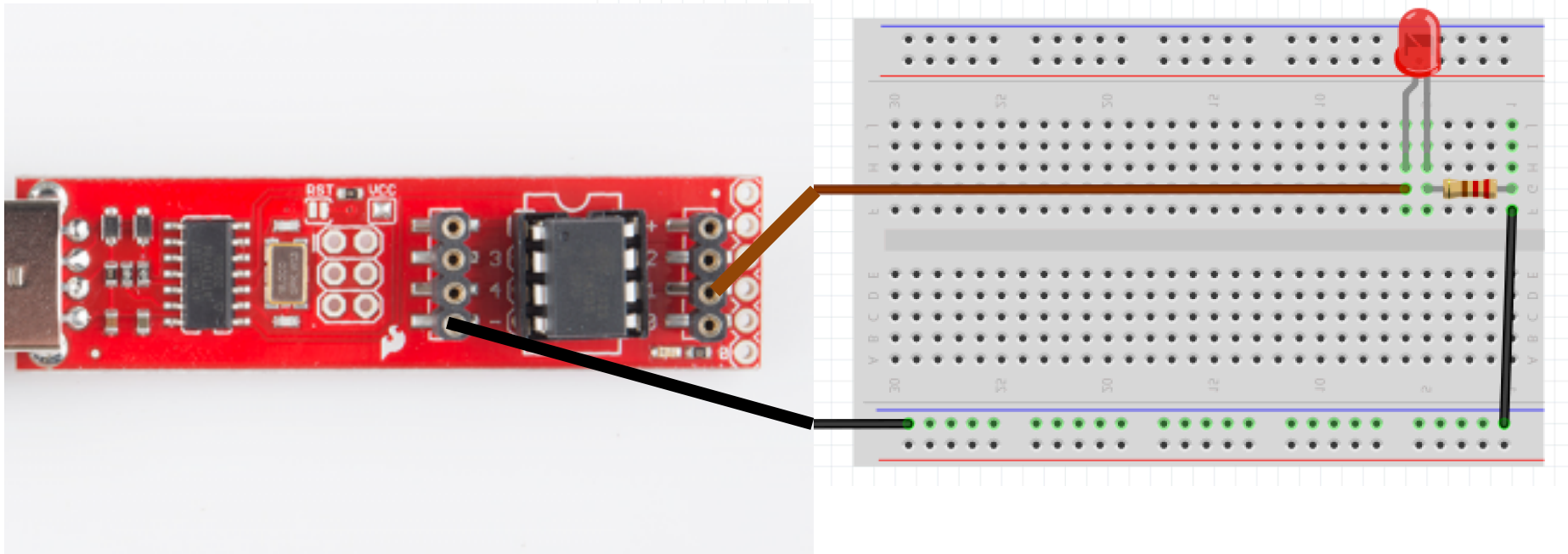
Step 5

- On Breadboard: connect the Attiny to your input/output devices



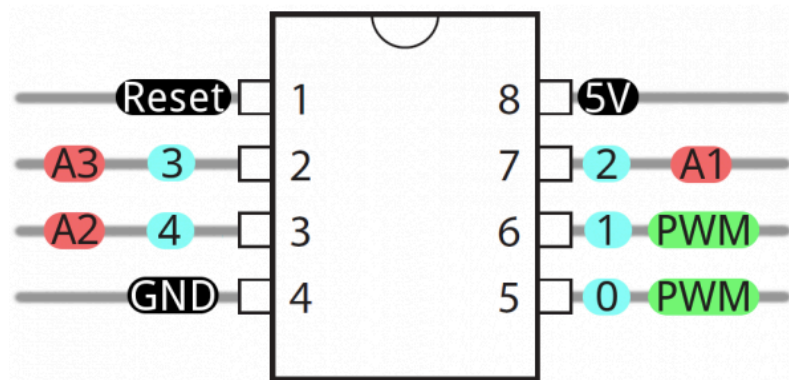
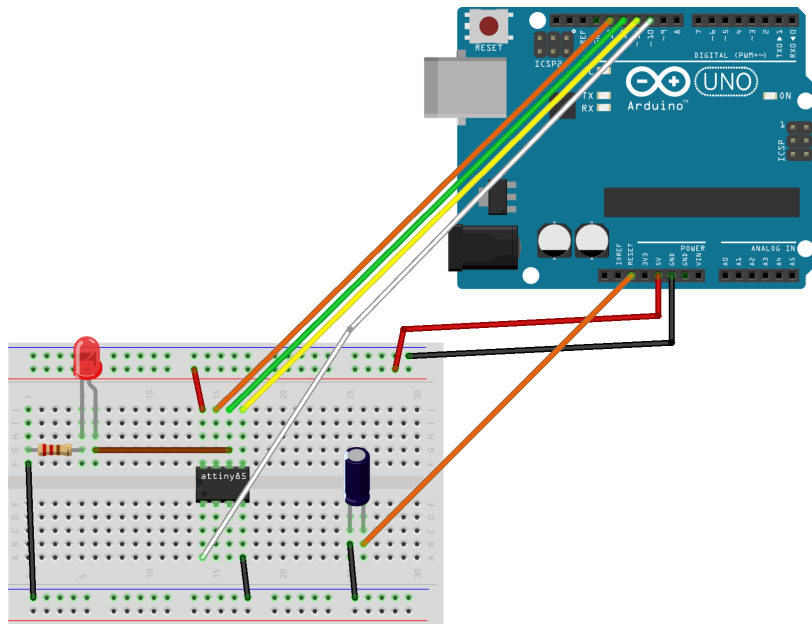
Step 5

- On Breadboard: connect the Attiny to your input/output devices



Step 6

- In Arduino IDE: Upload the code to the Attiny



```
attiny_led | Arduino 1.8.5
Open

attiny_led
/* Emma Pareschi, Nov 2019
 *
 * the led connected to pin 1. it blinks
 */
int led_pin = 1;

void setup() {
  // put your setup code here, to run once:
  pinMode(led_pin, OUTPUT); // set the pin 3 as OUTPUT
}

void loop() {
  // put your main code here, to run repeatedly:
  digitalWrite(led_pin, HIGH); //turn the Led ON
  delay(1000); //wait
  digitalWrite(led_pin, LOW); //turn the Led OFF
  delay(1000); //wait
}

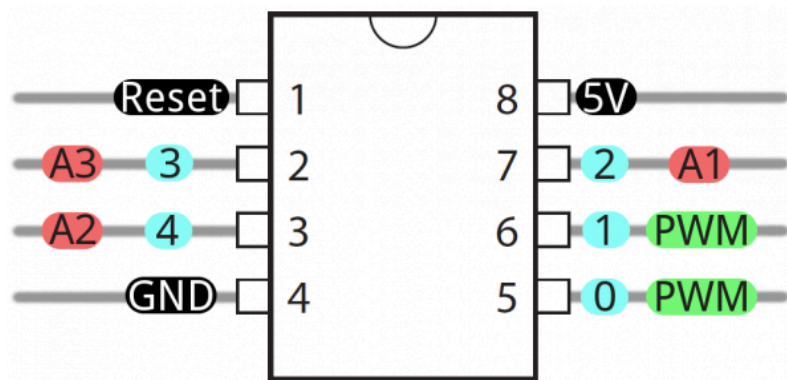
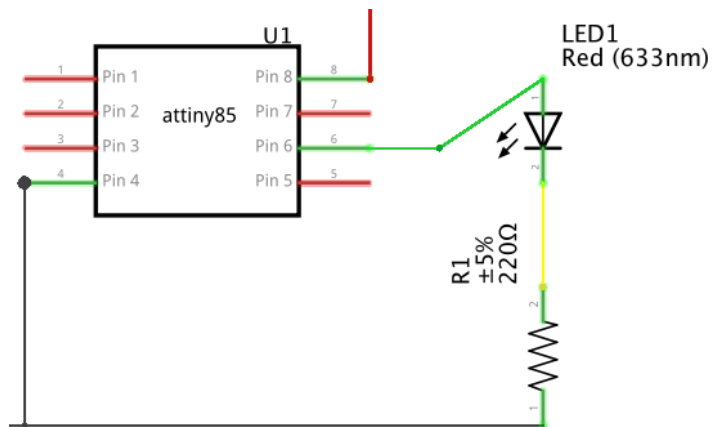
Done Saving.

avrdude: verifying ...
avrdude: 692 bytes of flash verified
avrdude done. Thank you.
```

attiny_led

Step 6

- In Arduino IDE: Upload the code to the Attiny



```
attiny_led | Arduino 1.8.5
attiny_led
/* Emma Pareschi, Nov 2019
 *
 * the led connected to pin 1. it blinks
 */
int led_pin = 1;

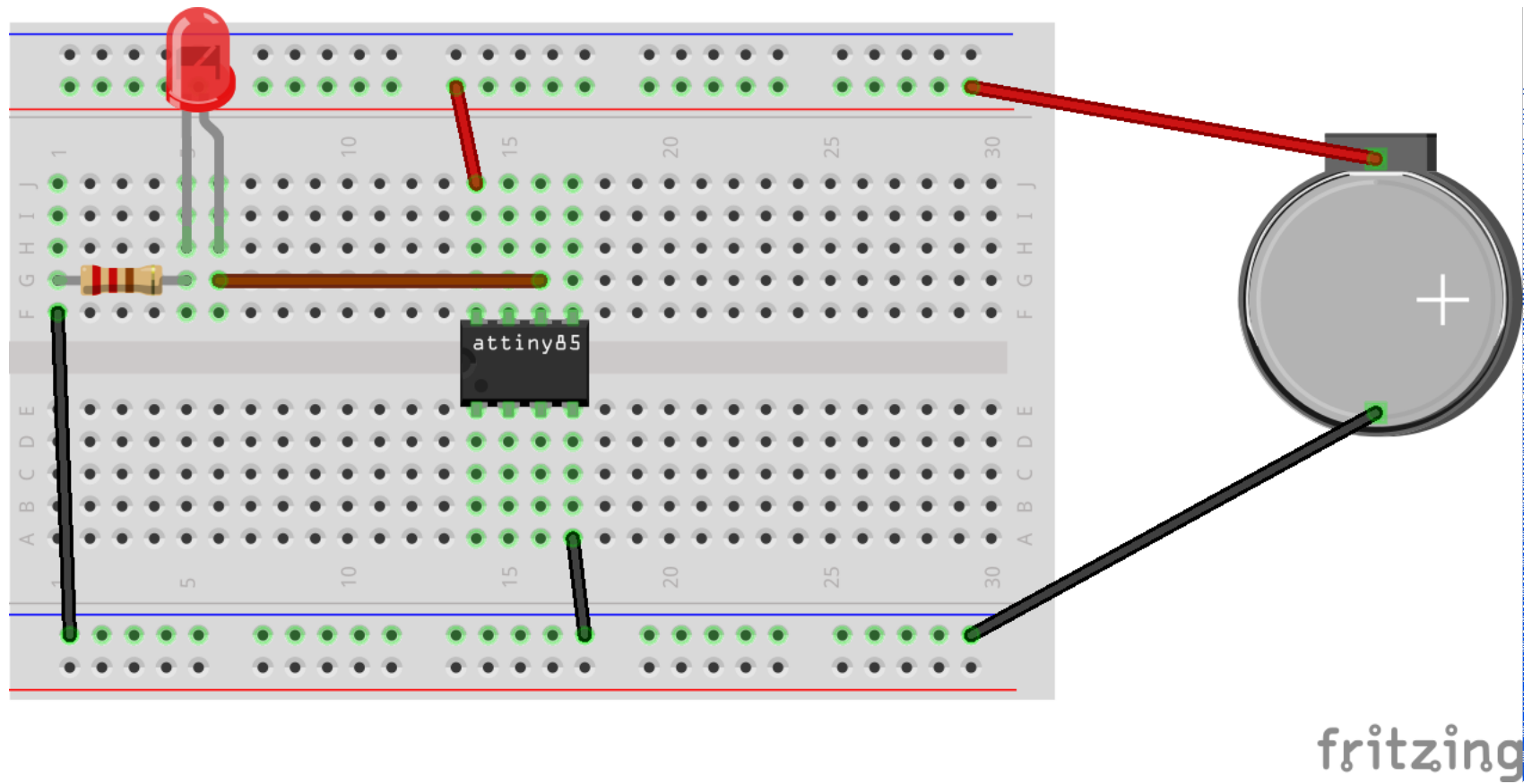
void setup() {
  // put your setup code here, to run once:
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void loop() {
  // put your main code here, to run repeatedly:
  digitalWrite(led_pin, HIGH); //turn the Led ON
  delay(1000); //wait
  digitalWrite(led_pin, LOW); //turn the Led OFF
  delay(1000); //wait
}

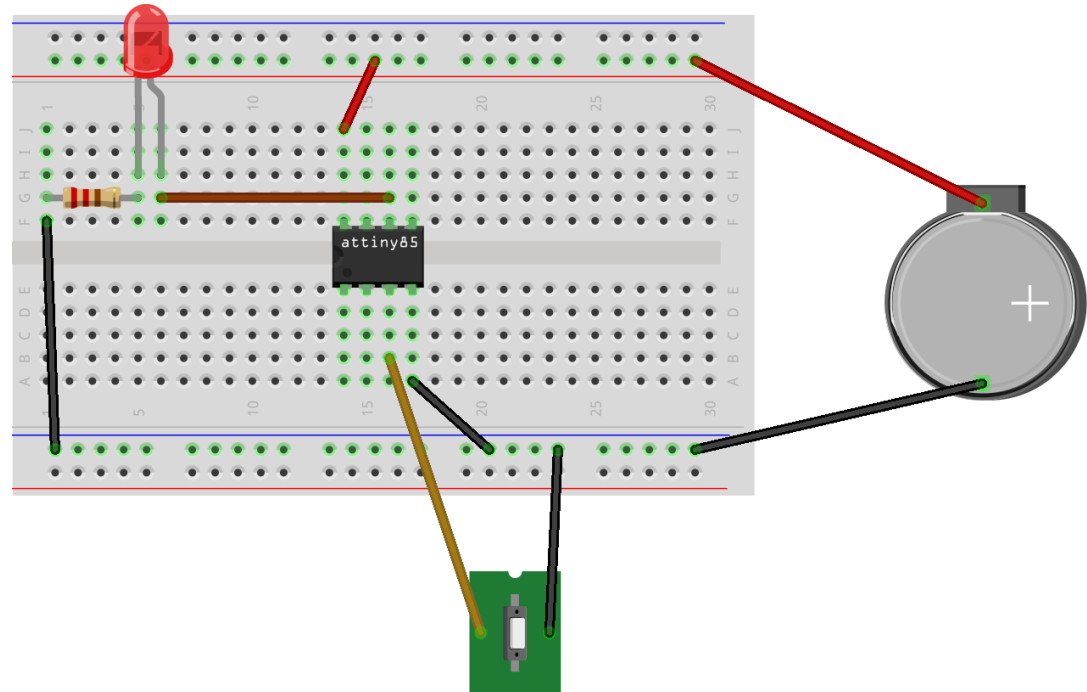
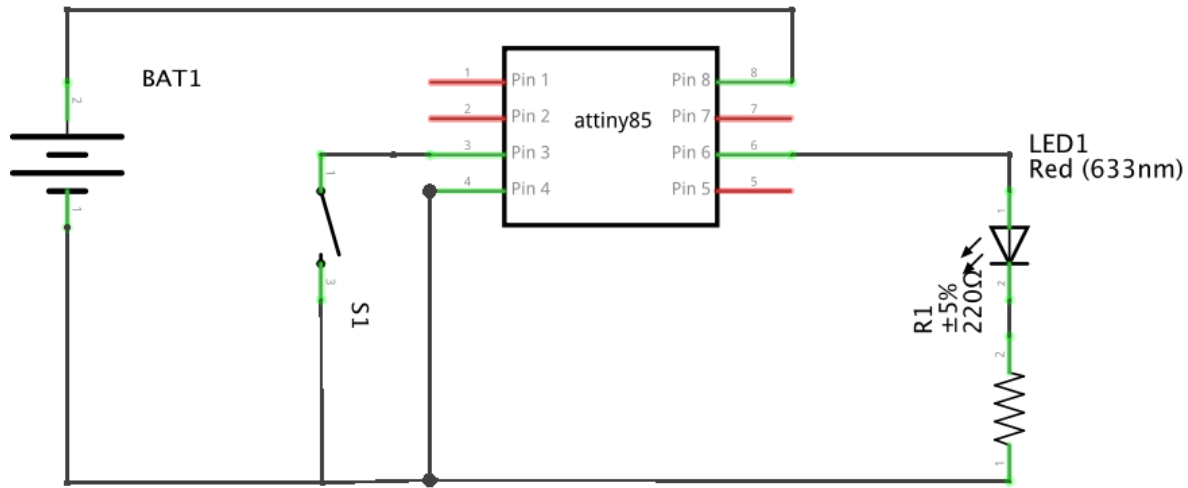
Done Saving.
avrdude: verifying ...
avrdude: 692 bytes of flash verified
avrdude done. Thank you.
```

attiny_led

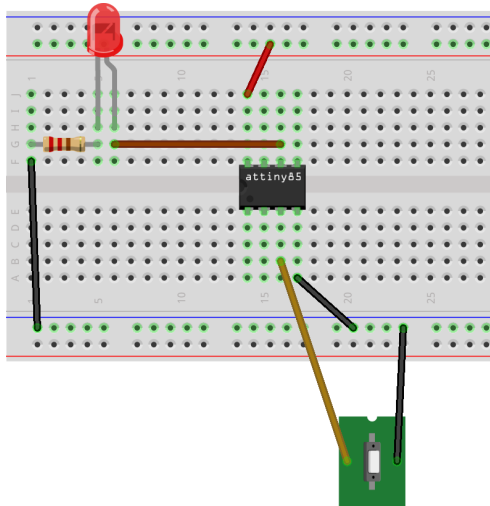
Attiny45 Led - Stand Alone



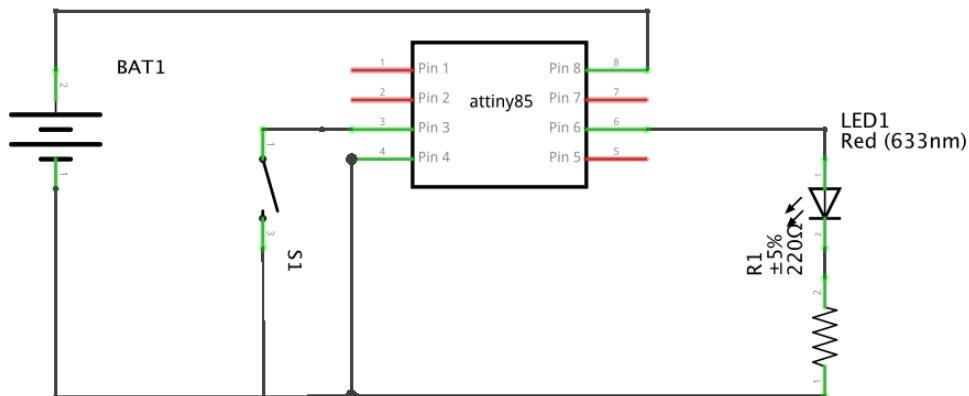
Goal: Attiny45 Led - Sw



Attiny45 Led - Sw - Code



In this image the Programmer is missing!!!!



```

/*
Emma Pareschi 2020
the Led turns on when the digital sensor is triggered
*/

// this constant won't change:
int sw_pin = 4;    // the pin that the pushbutton is attached to

int led_pin = 1; //pin of the led

// Variables will change:
int sw_status = 0;    // current state of the button

void setup() {
    // initialize input and output pins:
    pinMode(sw_pin, INPUT_PULLUP);
    pinMode(led_pin, OUTPUT);
}

void loop() {

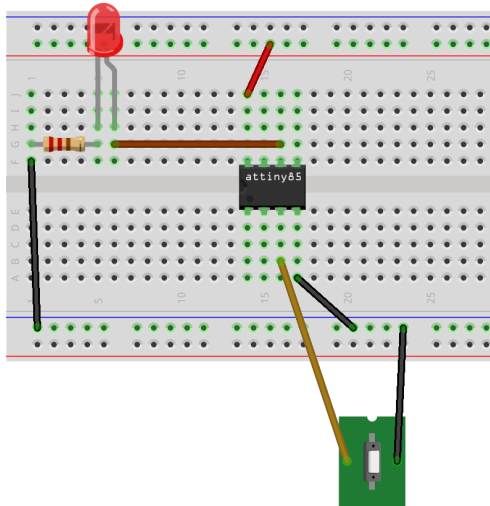
    // read the pushbutton input pin:
    sw_status = digitalRead(sw_pin);

    // compare the switch status to its previous state
    if (sw_status == LOW) {
        digitalWrite(led_pin, HIGH);
    } else {
        digitalWrite(led_pin, LOW);
    }
}

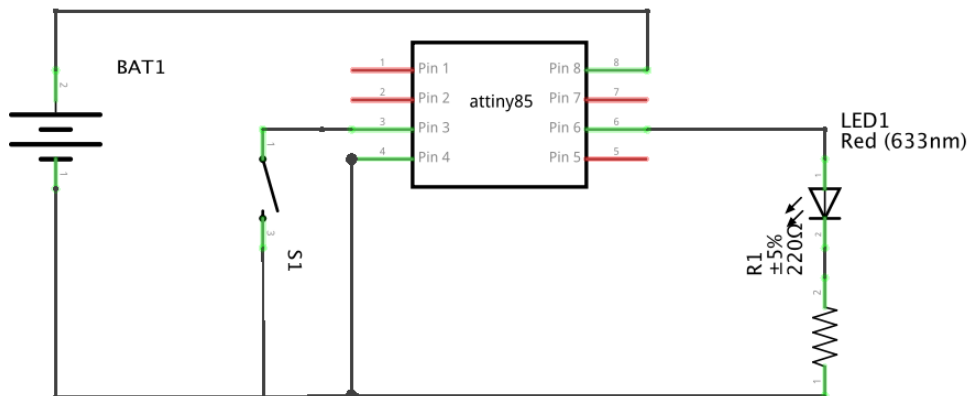
```

attiny_led_digitalsensor_1

Attiny45 Led - Sw - Code



In this image the Programmer is missing!!!!



```

attiny_led_on_off
/*
Emma Pareschi 2020
I count the times the push button is pressed and I turn on/off a led
*/

// this constant won't change:
int sw_pin = 4;    // the pin that the pushbutton is attached to
int counter_reset = 2; //variable to reset the counter

int led_pin = 1; //pin of the led

// Variables will change:
int counter = 0;    // counter for the number of button presses
int sw_status = 0;    // current state of the button
int last_sw_status = 1; // previous state of the button

void setup() {
    // initialize input and output pins:
    pinMode(sw_pin, INPUT_PULLUP);
    pinMode(led_pin, OUTPUT);
}

```

```

void loop() {

```

Done Saving.

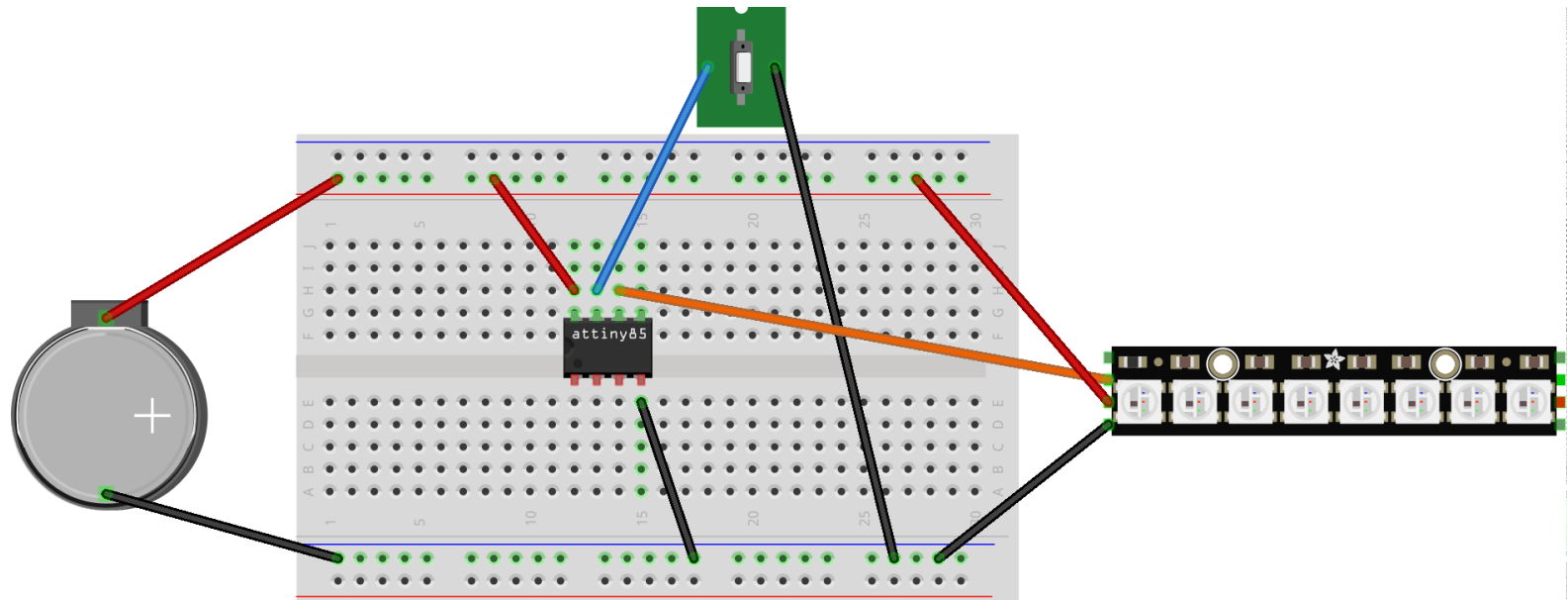
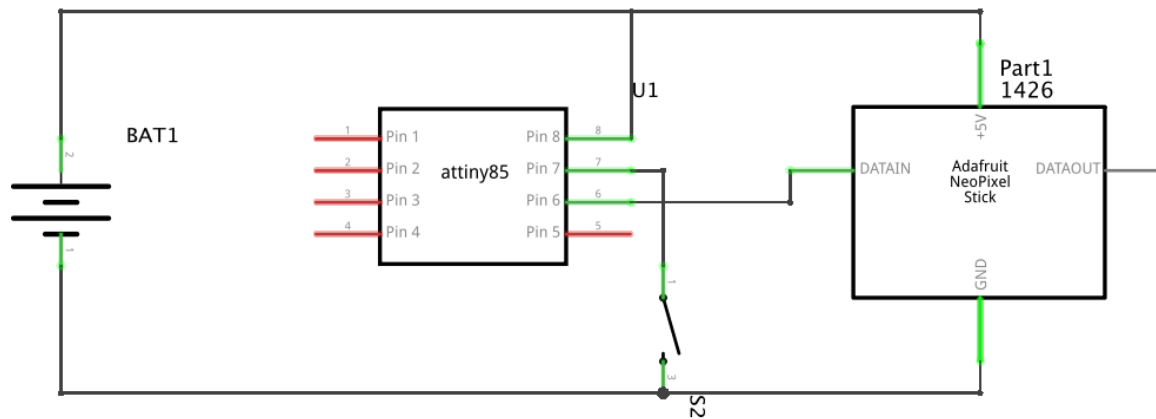
avrdude: verifying ...
avrdude: 944 bytes of flash verified

18

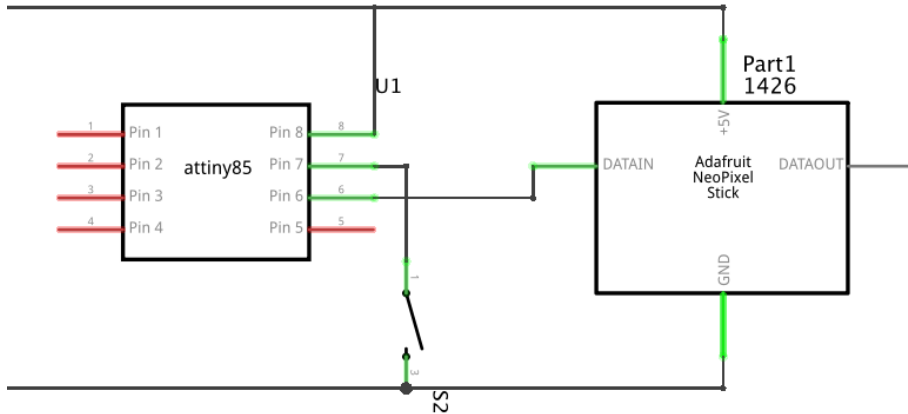
ATtiny25/45/85, ATtiny85

attiny_led_digitalsensor_2

Goal: Attiny45 Neopixel - Sw



Attiny45 Neopixel - Sw - Code



In this image the Programmer is missing!!!!

```
attiny_neopixel_Wipe_sw
#include <Adafruit_NeoPixel.h>
// A basic everyday NeoPixel strip test program.

// NEOPIXEL BEST PRACTICES for most reliable operation:
// - Add 1000 uF CAPACITOR between NeoPixel strip's + and - connections.
// - MINIMIZE WIRING LENGTH between microcontroller board and first pixel.
// - NeoPixel strip's DATA-IN should pass through a 300-500 OHM RESISTOR.
// - AVOID connecting NeoPixels on a LIVE CIRCUIT. If you must, ALWAYS
//   connect GROUND (-) first, then +, then data.
// - When using a 3.3V microcontroller with a 5V-powered NeoPixel strip,
//   a LOGIC-LEVEL CONVERTER on the data line is STRONGLY RECOMMENDED.
// (Skipping these may work OK on your workbench but can fail in the field)

// Which pin on the Arduino is connected to the NeoPixels?
// On a Trinket or Gemma we suggest changing this to 1:
#define LED_PIN 1

// How many NeoPixels are attached to the Arduino?
#define LED_COUNT 10

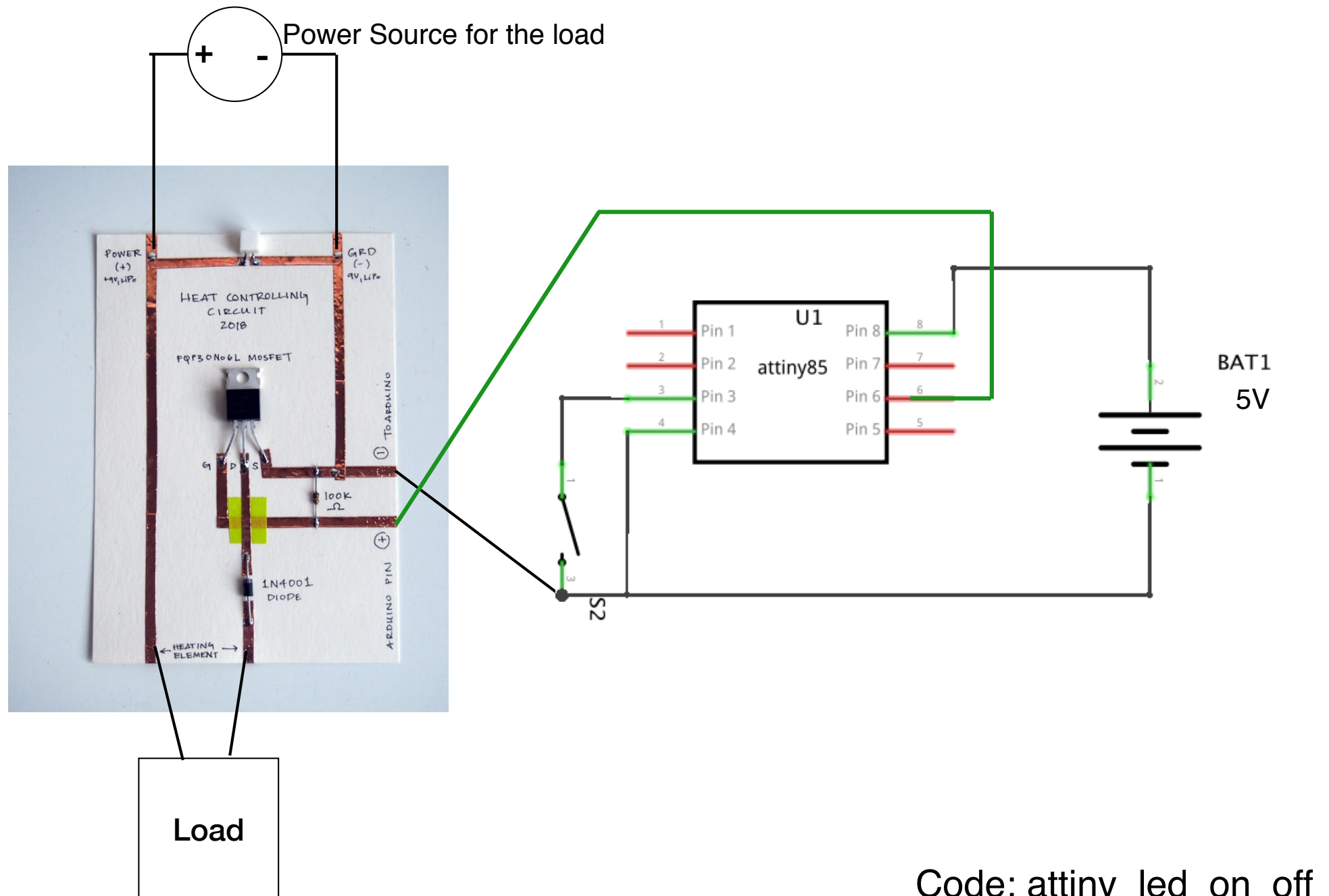
// Declare our NeoPixel strip object:
Adafruit_NeoPixel strip(LED_COUNT, LED_PIN, NEO_GRB + NEO_KHZ800);
// Argument 1 = Number of pixels in NeoPixel strip
// Argument 2 = Arduino pin number (most are valid)

Done Saving.

avrdude: verifying ...
avrdude: 2670 bytes of flash verified
```

attiny_neopixel_Wipe_sw

Attiny45 Power load - sw

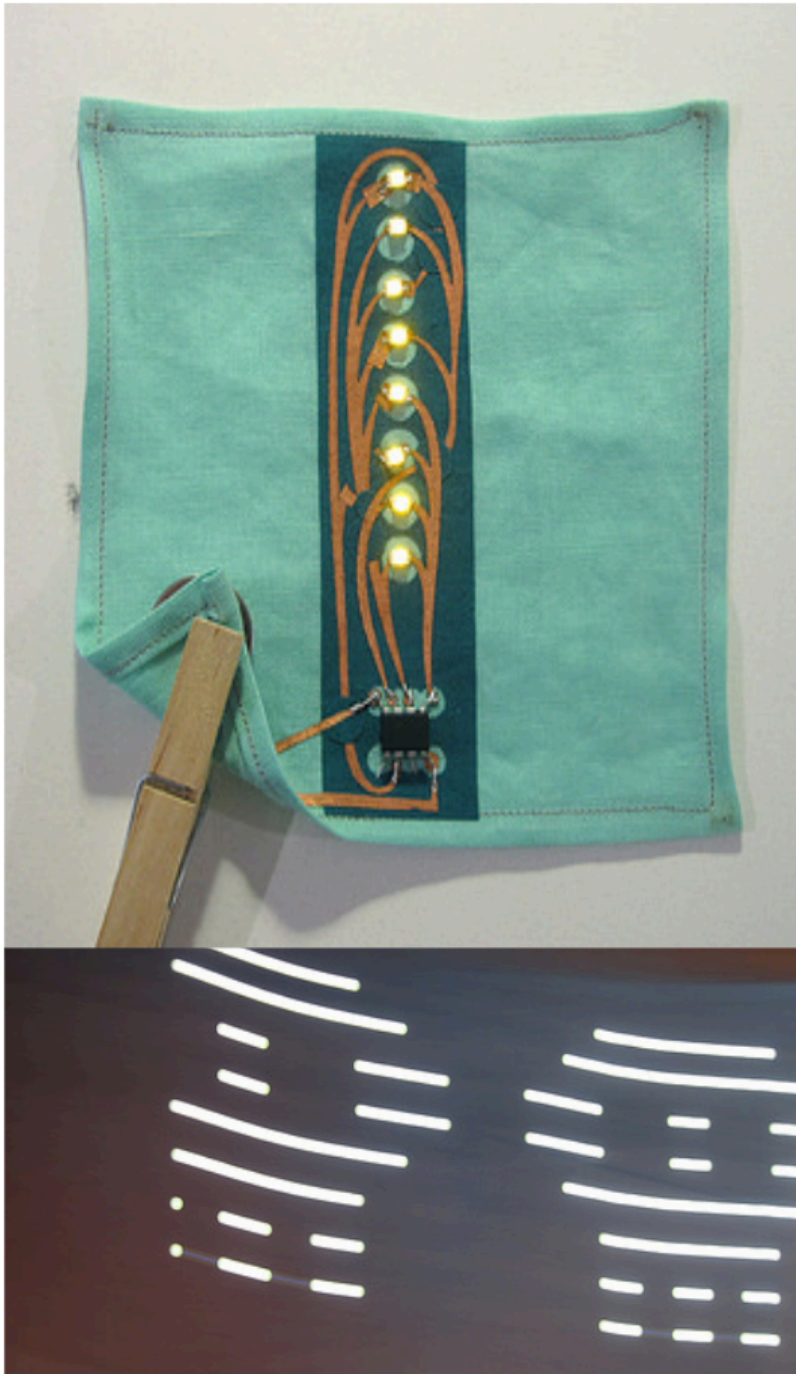


Codes Wearable Weeks

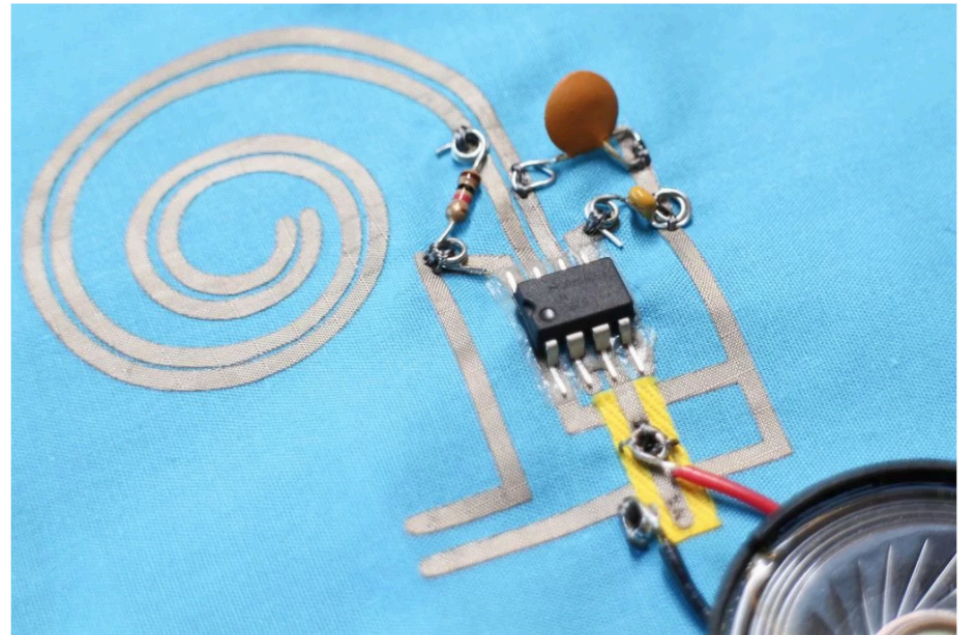
You can use all the codes (and circuits) I shared during wearable weeks but:

- Change the pin numbers!
- Remove all Serial commands

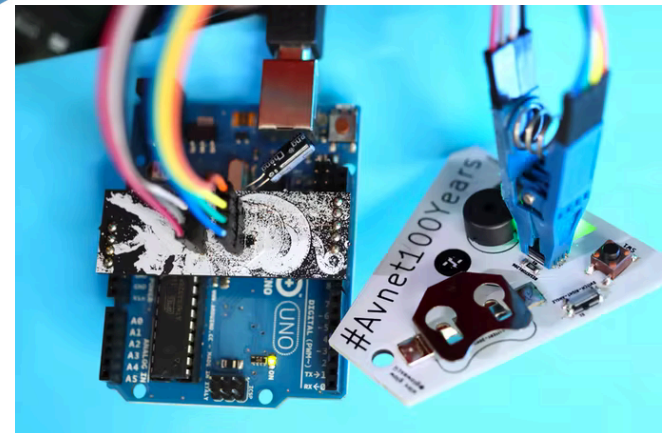
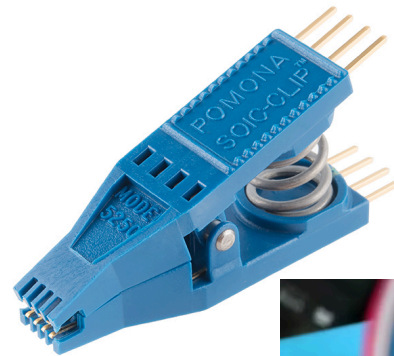
How to integrate the Attiny in your project



[ATtiny POV](#) by Mika Satomi

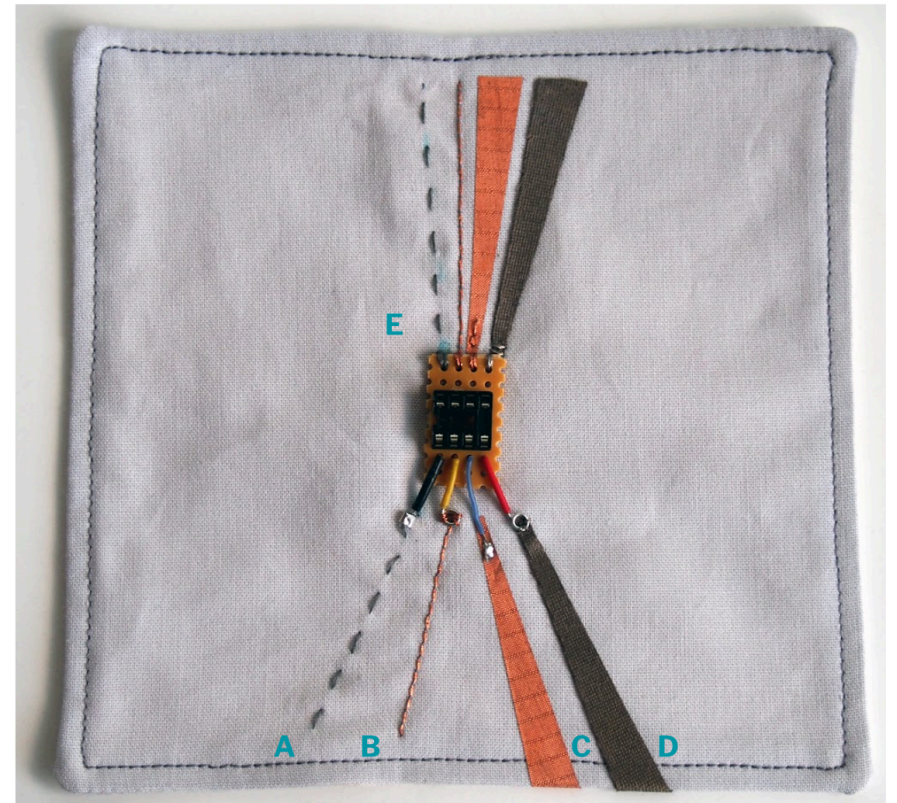
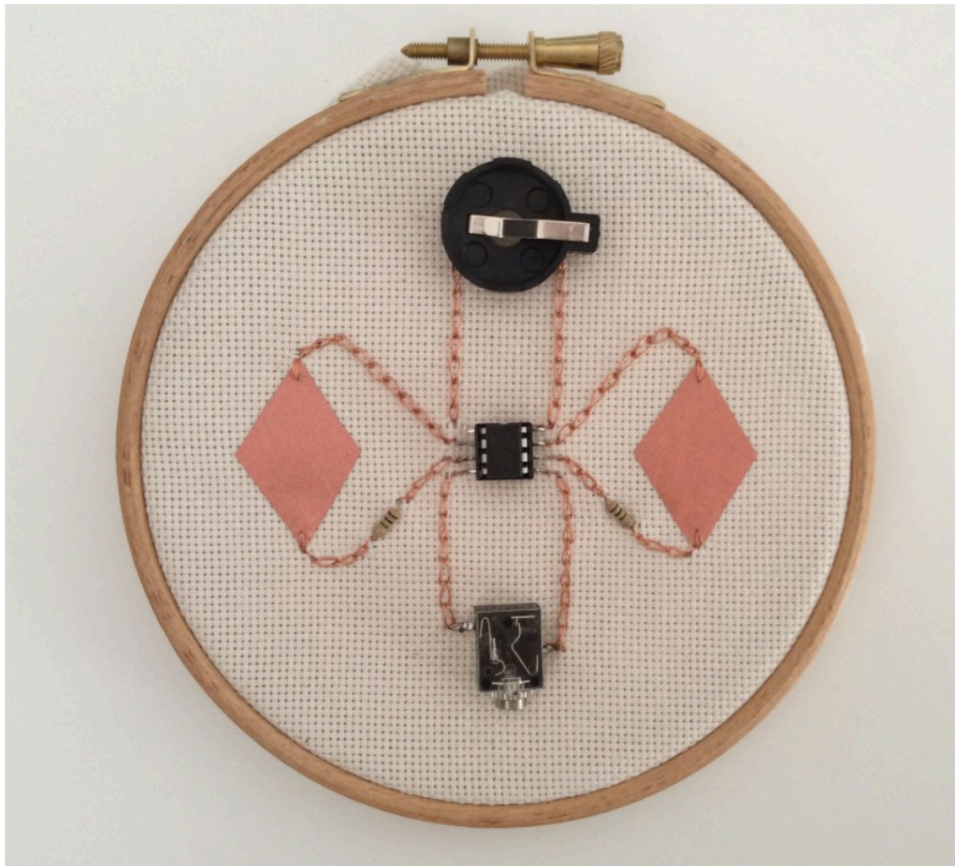


[How to Work with Conductive Fabric](#) by Lara Grant

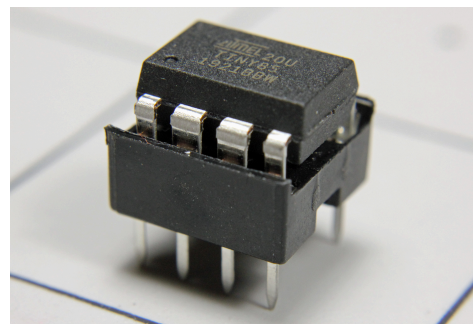


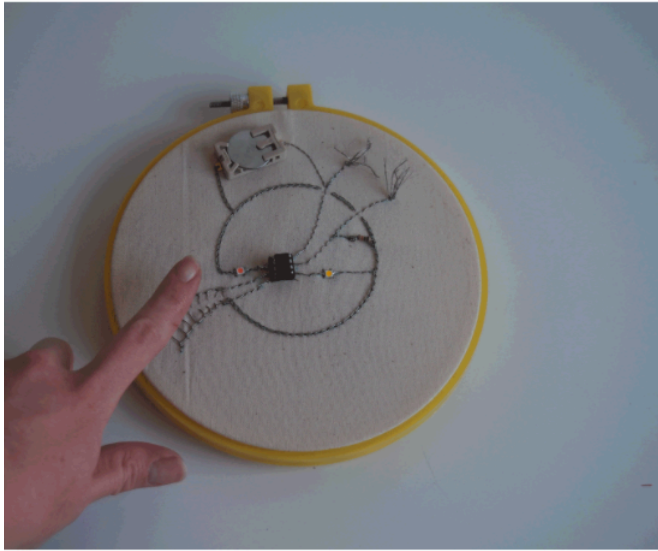


[Stulpe circuit](#) by Hannah Perner-Wilson

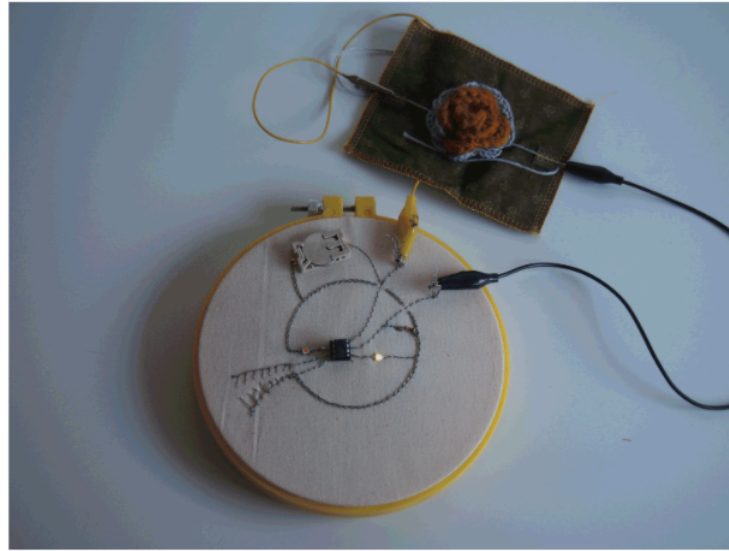


[chainStitch Noise](#) by Afroditi Psarra

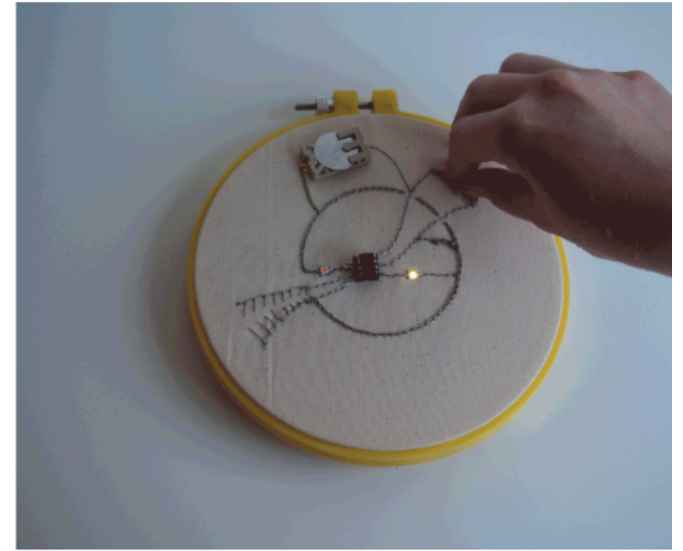




Touch



Variable resistor



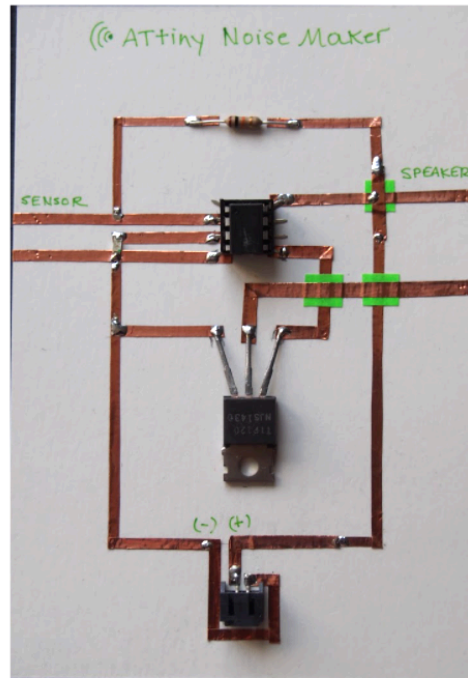
Switch

TOUCH + SENSOR

ATTINY CIRCUIT



+



+



SOUND

ATTINY CIRCUIT

Stretch some 8 bit noise using the ATtiny!