# TicTacLights Colour Construction Kit

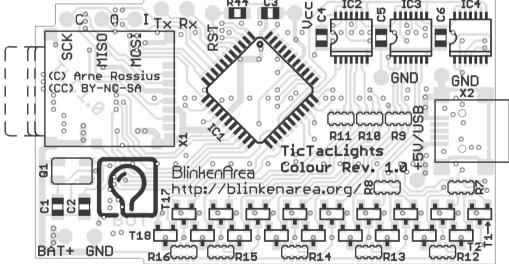
#### Contents:

- 1 PCB "TicTacLights Colour Rev. 1.0"
- 150 LEDs RGB, SMD size 0805 (6 spares)
- 1 Micro-SD card slot
- 1 Mini-USB-B connector (SMD, female)
- 1 Slide Switch ESP4020 (SMD, flat)
- 1 Crystal, 14.7456 MHz (SMD, 5x3.2 mm)
- 1 Controller ATmega162 (TQFP44)
- 3 Shift Register 74HC164 (SSOP14)
- 1 Voltage Regulator 3.3 V (SOT23)
- 18 MOSFETs p-Ch. IRLML6402 (SOT23)

- 5 Resistor Arrays 4x 22 Ω (1206)
- 11 Resistor Arrays 4x 220 Ω (1206)
- 1 Resistor Array 4x 1 kΩ (1206)
- 1 Resistor Array 4x 2.2 kΩ (1206)
- 1 Resistor 4.7 kΩ (0805)
- 2 Ceramic Capacitors 12 pF (0805)
- 4 Ceramic Capacitors 100 nF (0805)
- 1 Tantalum Capacitor, 1 µF (size A)
- 1 Tantalum Capacitor, 100 µF (size C)

### **SMD Soldering Advice**

To solder the SMD components, tin only one of the pads, then grab the component with tweezers, re-heat the tinned pad and slide the component in sideways. When the component is aligned properly, remove the soldering iron, let the solder joint cool down and solder the rest of the pins. I recommend following the order listed below.



PCB bottom component placement

**1. Integrated Circuits (bottom):** Start with the integrated circuits (ICs) on the bottom side. The orientation is important, see the description in the table below.

IC1		Circular dent in one corner must match small circle on the PCB.	
IC2~4	Shift Register 74HC164	Circular dent in one corner must face toward the notch in the silkscreen outline.	





**2. Resistors (bottom):** Most of the resistors are arrays of 4 resistors in one package. Only R44 is a single resistor. The arrays are a bit fiddly to solder, make sure there are no shorts between adjacent pins. Also be careful not to put too much mechanical stress on the pins as they can tear off quite easily. Orientation doesn't matter. The marking shows the resistance as two (or three) digits mantissa and one digit exponent, e.g. "221" =  $22 \cdot 10^1 \Omega = 220 \Omega$  or "4701" =  $470 \cdot 10^1 = 4700 \Omega = 4.7 \text{ k}\Omega$ .

Name	R7~R11	R12~R16	R44
Value	4x 22 Ω	4x 220 Ω	4.7 kΩ
Marking	220	221	472 or 4701





- **3. Quartz Crystal (Q1, bottom):** You need a fine tip and thin solder wire to solder the quartz crystal. After soldering the first pad as described above, try to heat a pad and then squeeze some solder wire between the board and the crystal. Don't use too much solder wire, or you'll end up soldering a bridge between the pad and the crystal's metal lid. Use a continuity tester to check for shorts between the two non-grounded pads and the lid.
- **4. Capacitors (bottom):** All capacitors on the bottom side are non-polarized ceramic capacitors, i.e. the orientation doesn't matter. The capacitors have no markings, you can only identify them by their quantity.

Name	C1, C2	C3~C6		
Value	12 pF	100 nF		



**5. Transistors (T1~T18, bottom):** The transistors only fit in one orientation. They are marked "E....." (only the first letter is important) for IRLML6402.



6. Resistors (top): All resistors on the top side are arrays. See step 2.

Name	R1~R6	R17	R18
Value	220 Ω	1 kΩ	2.2 kΩ
Marking	221	102	222



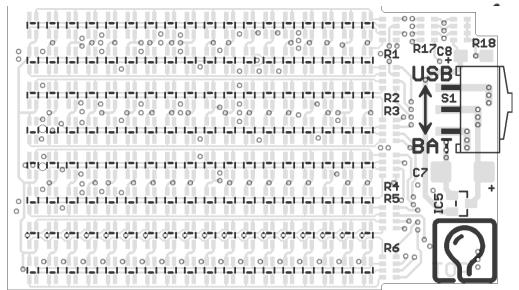
**7. Integrated Circuit (IC5, top):** The voltage regulator IC, which looks like a transistor, only fits in one orientation. It is marked "CS...", "HG..." or "HU...", depending on which type is included in your kit.



**8. Capacitors (top):** The capacitors on the top side are tantalum electrolytic capacitors. This type of capacitor is polarized, which means the orientation is important. The printed bar on top of the capacitor identifies the positive side, which must face toward the small "+" sign on the PCB.

Name	C7	C8	
Value	100 μF	1 µF	
Marking	107	105 <i>or</i> A6E	





PCB top component placement

**9. Switch (S1, top):** Align the switch so the black part is flush with the side of the board before soldering. Make sure to get a good mechanical solder connection between the switch and the board.

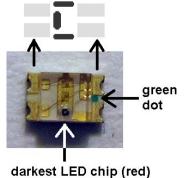


**10. Micro-SD Card Slot (X1, bottom):** The Micro-SD card slot is another component that will need a very fine tip to solder. The pads on the corners are connected to the case and require little care when soldering, but the pad on the left above the BlinkenArea logo is very easy to short to the metal case. Use very little solder here and check for shorts with a continuity tester. If there is a short, the SD card detection will not work.

**11. USB Connector (X2, bottom):** The USB connector locks in place with the two plastic pins on the bottom side. Solder the four large pads first to secure the connector in place, then continue with the five smaller pins. The USB connector is only used for powering the TicTacLights Colour, the data pins are not connected.



**12. LEDs (top)**: The orientation is important for the LEDs, they have a green dot between the pads on one side. This green dot must face *away* from the thick bar printed on the PCB. If you find it hard to see the green dot, you can use the position of the dark red LED chip inside the LED package (see photo to the right) instead. Please note that the orientation changes after every row. Power up the TicTacLights Colour to test the LEDs after every row.



### **Power Supply**

The TicTacLights Colour can be supplied with power in two different ways: USB power or battery supply. The battery supply must be *exactly* 5 V (±10%) connected to the "BAT+" and "GND" pads on the bottom side of the PCB. Max. current is 250 mA.

#### **Using the TicTacLights Colour**

After switching it on, the TicTacLights Color should display the BlinkenPlus (B+) logo followed by a "Chaosknoten". You can now insert a Micro-SD card.

The BlinkenPlus firmware supports MMC, SD and SDHC cards with a FAT16 or FAT32 filesystem. Very small MMC and SD cards (up to 32 MB) use FAT12 and must be reformatted to FAT16 before they can be used with this kit. If there are several partitions on the card, the first primary partition with a FAT16 or FAT32 partition ID (0x04, 0x06, 0x0B, 0x0C) will be used. Some SD cards come with no partition at all, in which case a partition must be created and formatted. If your SD card isn't compatible with the TicTacLights, an error message will scroll across the LEDs.

Files on the SD card must be stored in a directory with the name BP18X8.RGB. The files in that directory will be played in the order listed in the FAT (usually the order in which they were copied onto the SD card). The supported file formats are:

File extension	Format
BIN	modified BlinkströmAdvanced file (binary, 8 grayscales per ch.)
BBM	Binary BlinkenMovie (binary, 2 to 256 grayscales per channel)
BLM	BlinkenLights Movie (simple ASCII format, no grayscale support)
BML	Blinkenlights Markup Language (XML-based, 2 to 256 grays./ch.)

More information: http://wiki.blinkenarea.org/index.php/FileFormats

The TicTacLights Colour can display a maximum of 8 grayscales per color channel.

## **Using the Serial Port**

The TicTacLights has two pads for 115200 Baud serial communication. The signals are 5 V logic-level RS232, an external level converter and inverter like MAX232 is needed to connect it to a PC. The input ("Rx" pad) can be fed with an MCUF stream which is then displayed (unless an SD card is inserted). On the output ("Tx" pad), an MCUF stream of all displayed images (error messages included) is available. Also see http://wiki.blinkenarea.org/index.php/MicroControllerUnitFrameEnglish

### **Programming the Microcontroller**

The kit comes with a pre-programmed controller. If you want to update the firmware or use your own, you can use these solder pads to connect an AVR ISP programmer:

Pad	C	0	I	RST	Vcc	GND
<b>ISP Function</b>	SCK	MISO	MOSI	Reset	+5V	Ground

## **Questions? Problems? Comments? Suggestions?** Please contact me:

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Hardware project page: http://wiki.blinkenarea.org/index.php/TicTacLightsColourEnglish Software project page: http://wiki.blinkenarea.org/index.php/BlinkenPlusEnglish