

dsPIC Ready3™

Manual

All Mikroelektronika's development systems feature a large number of peripheral modules expanding microcontroller's range of application and making the process of program testing easier. In addition to these modules, it is also possible to use numerous additional modules linked to the development system through the I/O port connectors. Some of these additional modules can operate as stand-alone devices without being connected to the microcontroller.

Additional board

 **MikroElektronika**

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dsPIC Ready3

The dsPIC Ready3 additional board is used to experiment with dsPIC® microcontrollers in DIP28 package.

Key features:

- Data transfer via USB-UART communication;
- Programming via the external programmer;
- Pads;
- 8 to 16V AC/DC power supply voltage;

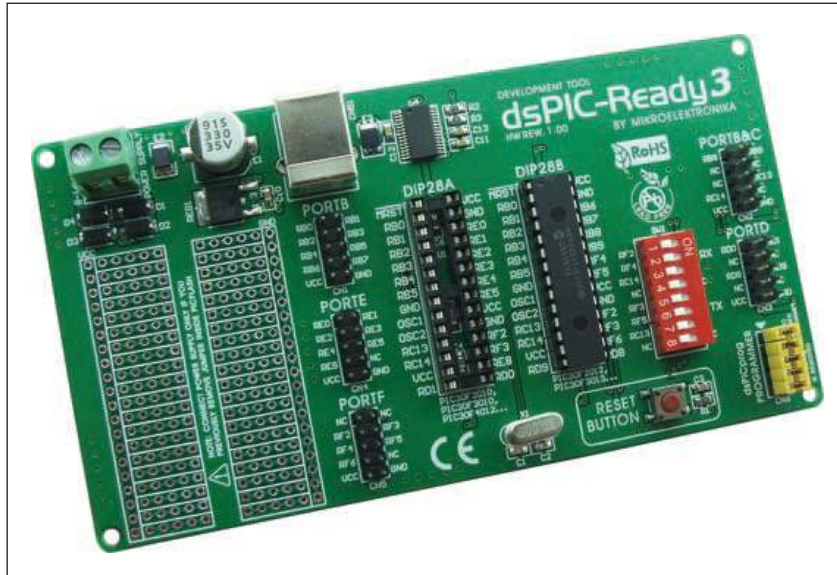


Figure 1: dsPIC Ready3 additional board

How to connect the board?

The dsPIC Ready3 board features five 2x5 connectors (CN1 - CN5) that enable connection between the pins of the microcontroller plugged into the appropriate socket on the board and external devices. A 2x5 connector CN6 is used to connect the **dsPICFlash** programmer to the microcontroller pins used for programming. A USB connector CN51 enables connection between the additional board and a PC via the UART module. In order to enable USB-UART communication, it is necessary to place the appropriate switch on the DIP switch SW1 to the ON position. By doing this, the RX and TX pins of the USB-UART module are connected to the appropriate pins of the microcontroller. The additional board is powered with a voltage in a range between 8 and 16V AC/DC via the CN8 connector.

How to use the board?

In order to use the dsPIC Ready3 additional board, it is first necessary to place a microcontroller in DIP28 package into one of two appropriate socket supplied on the board. The microcontroller is programmed with the dsPICFlash programmer that is plugged via its IDC10 connector into a 2x5 connector CN6 supplied on the board. In order to reset the microcontroller, just press the RESET button. When the programming process is finished, it is necessary to place jumpers over the 2x5 connector CN6, Figure 1.

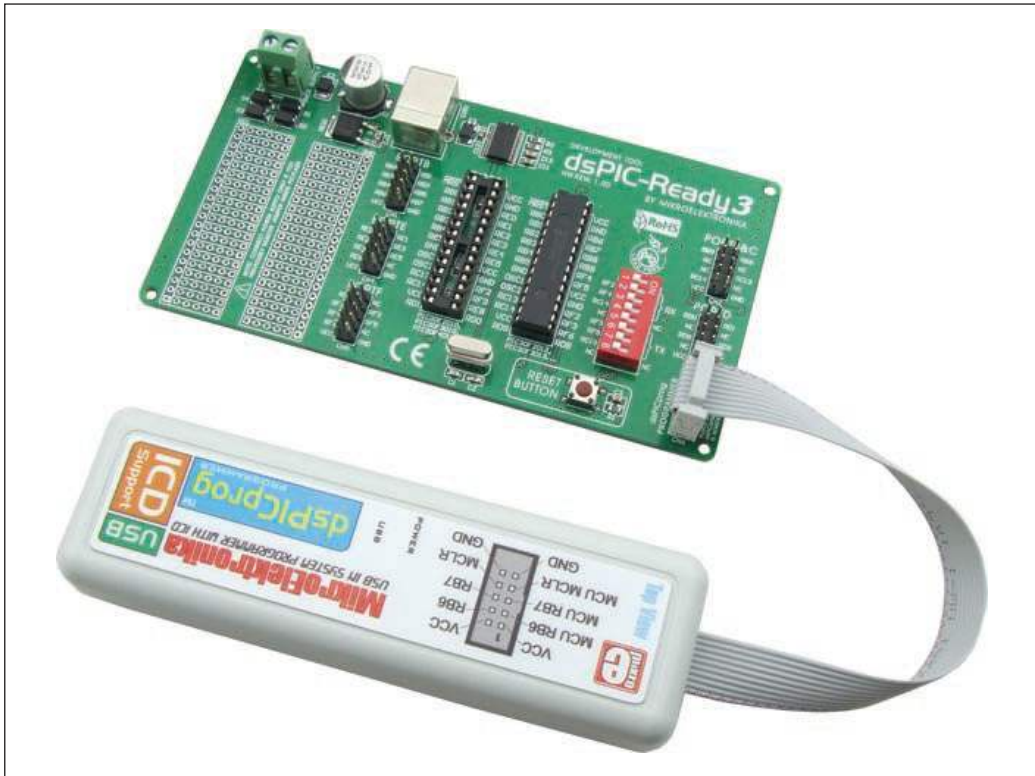


Figure 2: Programming the on-board microcontroller

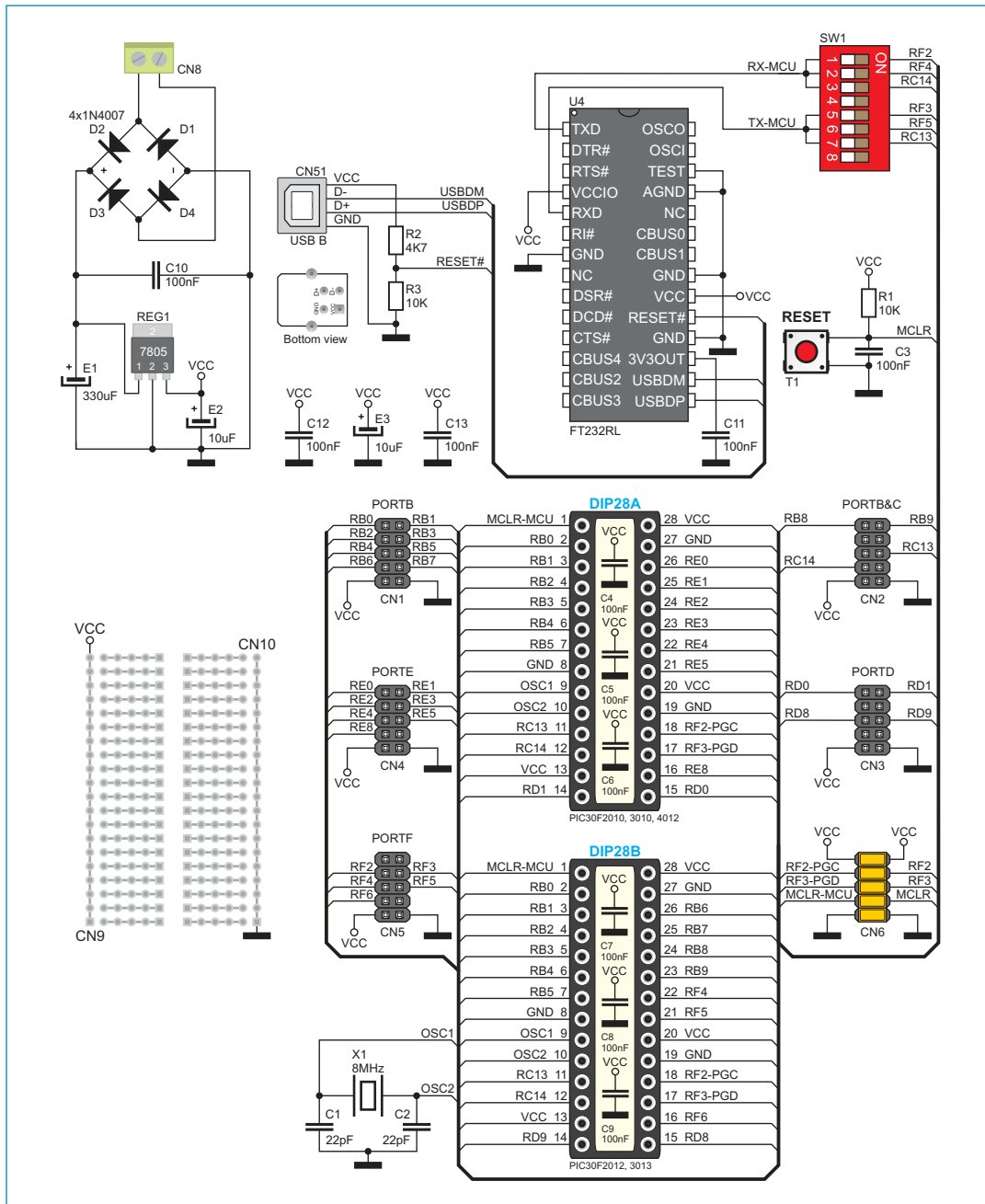


Figure 3: The dsPIC Ready3 board connection schematic

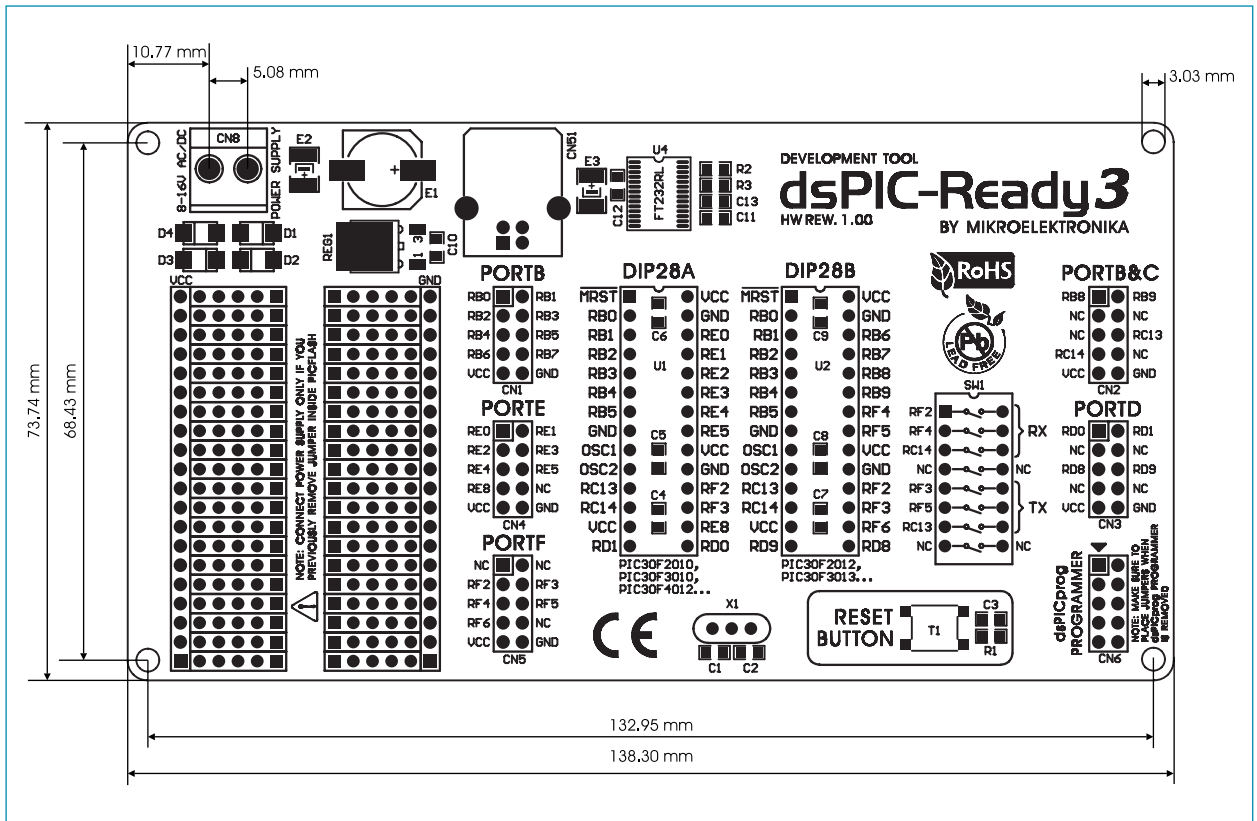


Figure 4: Dimensions of the dsPIC Ready3 additional board



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