- Introduction p. xvii
- Part I The Basics p. 1
- Chapter 1 Electricity p. 3
- Transduction: Electrical Basics p. 3
- Electricity versus Electronics p. 5
- How Electricity Flows p. 6
- Chapter 2 Shopping p. 9
- Solderless Breadboard p. 9
- Microcontrollers p. 10
- Microcontroller Features (in Order of Priority) p. 10
- High-Level Microcontroller Modules p. 12
- Mid-Level Microcontroller Modules p. 12
- Low-Level Solutions p. 13
- Common Components p. 13
- Switches p. 14
- Resistors p. 15
- Variable Resistors p. 15
- Capacitors p. 16
- Diodes p. 17
- Transistors and Relays p. 18
- Wires p. 19
- Power Supply p. 20
- Power Connector p. 21
- Voltage Regulator p. 21
- RC Servomotor p. 21
- Serial Connector p. 22
- Serial Cable p. 22
- Project Box p. 23
- Clock Crystals p. 23
- Headers p. 23
- Cable Ties p. 24
- USB-to-Serial Adaptor p. 24
- Tools p. 25
- Shopping List p. 28
- Bringing It All Back Home p. 32
- Chapter 3 Building Circuits p. 33
- Schematics p. 33
- Connection Symbols p. 34
- Power Symbols p. 34
- Finding Schematics p. 35
- Breadboards p. 35
- Where Does the Microcontroller Fit In? p. 36
- Translating Schematics into Circuits p. 37
- Using a Multimeter p. 39
- Soldering p. 41
- Powering the Breadboard p. 42

- Connecting the Quick and Dirty Way p. 42
- Connecting the Professional Way p. 44
- Voltage Regulators p. 44
- Be Neat p. 47
- Chapter 4 The Microcontroller p. 49
- "Hello World!" Is the Hard Part p. 49
- Where Does the Microcontroller Fit In? p. 49
- Input p. 50
- Output p. 50
- Routing Inputs to Outputs p. 51
- Identifying the Pins of the Microcontroller p. 51
- Lower-Level Microcontrollers: External Clock p. 53
- Your First Microcontroller-Based Circuit p. 53
- Getting Your Program to the Chip p. 54
- Programming Stamp-Like Modules p. 55
- Stamp-Like Programming Hardware Connection p. 56
- Stamp-Like Programming Software Environments p. 56
- Programming Lower-Level Chips p. 59
- The Hardware Programmer p. 59
- Lower-Level Programming Software Environments p. 59
- Debugging p. 62
- Chapter 5 Programming p. 65
- The Good News p. 65
- Flow Control: How a Computer "Reads" a Program p. 65
- Loops p. 66
- If Statements p. 67
- Variables p. 68
- Built-In Routines: Subroutines and Functions p. 72
- Homemade Routines p. 75
- Advanced Loops: While-Wend and For-Next p. 76
- While-Wend or Do-While p. 77
- For-Next p. 78
- Pseudocode p. 80
- Comments p. 81
- Debugging p. 82
- Good Debugging Habits p. 84
- The Bad News p. 86
- Chapter 6 The "Big Four" Schematics, Programs, and Transducers p. 87
- Digital Input p. 87
- Transducers: Switches p. 87
- Digital Input Circuit p. 90
- Programming p. 91
- Digital Output p. 96
- Transducers p. 96
- Circuit p. 99
- Programming p. 101

- Analog Input p. 102
- Transducers p. 103
- Circuit p. 104
- Programming p. 108
- Pulsewidth Modulation for Input p. 111
- Analog Output p. 112
- Pulsewidth Modulation for Output p. 112
- LED Dimming p. 114
- DC Motor Speed Control p. 114
- Generating Tones p. 117
- RC Servo Motors p. 121
- From Analog In to Analog Out: Scaling Functions p. 127
- Conclusion p. 136
- Chapter 7 Communicating between Computers p. 137
- Physical Agreement p. 138
- Timing Agreement p. 139
- Electrical Agreement p. 140
- Package Size p. 140
- Testing with an LED p. 149
- Numbers or Letters: Using ASCII p. 141
- Software for the Microcontroller p. 142
- Serial Output from a Microcontroller p. 143
- Testing with Terminal Software p. 149
- Serial Input to a Microcontroller p. 150
- Serial Freeze and Blocking Functions p. 153
- Your Private Protocol p. 155
- Punctuation p. 155
- Call and Response p. 157
- Sending Bigger Numbers p. 160
- Send Your Numbers as Text p. 160
- Scaling Your Numbers p. 160
- Sending Big Numbers in Many Bytes p. 161
- Serial Communication on a Multimedia Computer p. 162
- Serial in Lingo p. 163
- Serial in Processing p. 169
- Serial in Java p. 171
- Serial in Max/MSP p. 176
- Conclusion p. 178
- Part II Advanced Methods p. 179
- Chapter 8 Physical Interaction Design, or Techniques for Polite Conversation p. 181
- The Conversation: Listening, Speaking, and Thinking p. 181
- Listening p. 181
- Speaking p. 184
- Complex Responses p. 187
- Random Numbers p. 188
- Edge Detection p. 195

- Thinking p. 189
- Techniques for Effective Interaction p. 189
- Multitasking p. 189
- Analog Sensors: Thresholds, Edges, and Peaks p. 199
- Debouncing p. 205
- Smoothing, Sampling, and Averaging p. 207
- Conclusion p. 216
- Chapter 9 Sensing Movement p. 217
- Assessing the Problem p. 217
- How Ranging Sensors Work p. 219
- Detecting Presence p. 220
- Foot Switches p. 220
- Photoelectric Switches p. 220
- Motion Detectors p. 221
- Magnetic Switches p. 222
- Determining Position p. 223
- IR Sensors p. 223
- Ultrasonic Sensors p. 225
- Other Position Sensors p. 227
- Determining Rotation p. 228
- Potentiometers p. 228
- Accelerometers p. 229
- Compass p. 233
- Encoders p. 233
- Speed of Rotation p. 234
- Gyroscopes p. 234
- Video Tracking p. 234
- Video Tracking in Director MX p. 237
- Video Tracking in Max/MSP p. 239
- Video Tracking in Processing p. 240
- Video Tracking in Java p. 242
- CMUcam p. 245
- Identity p. 246
- Conclusion p. 248
- Chapter 10 Making Movement p. 249
- Types of Motion, Types of Motors p. 249
- Characteristics of Motors p. 251
- Special Electrical Needs of Motors p. 252
- Inductive Loads and Back Voltage p. 252
- Smoothing Current Drops Using Decoupling Capacitors p. 254
- Controlling DC Motors and Gearhead Motors p. 255
- Controlling Motors p. 255
- Controlling RC Servos p. 259
- Controlling Stepper Motors p. 259
- Unipolar Stepper Motors p. 260
- Bipolar Stepper Motors p. 263

- Controlling Solenoids p. 269
- Basic Mechanics: Converting Motor Motion to Usable Motion p. 271
- Simple Machines p. 272
- Joints p. 278
- Linkages p. 279
- Construction p. 281
- Foamcore p. 282
- Tupperware p. 282
- Wood p. 282
- Plexiglas p. 282
- Adhesives p. 282
- Erector, Meccano, K'nex p. 283
- Black Cloth p. 283
- Conclusion p. 283
- Chapter 11 Touch Me p. 285
- Force-Sensitive Resistors p. 285
- Homegrown FSRs p. 286
- Flex Sensors p. 287
- Pressure Sensors p. 287
- Sensing Touch Using Capacitance Sensors p. 287
- Off-the-Shelf Touch Interfaces p. 289
- Sensing Vibrations Using Piezoelectric Sensors p. 289
- Creating Vibrations p. 291
- Taking Your Temperature p. 291
- Cooling Things Off and Heating Them Up p. 292
- Getting Under Your Skin p. 293
- Force Feedback p. 294
- Conclusion p. 294
- Chapter 12 More Communication between Devices p. 295
- Synchronous and Asynchronous Communication p. 296
- Asynchronous Serial Protocols p. 296
- Learning a Protocol p. 297
- RS-232 Boxes p. 298
- Global Positioning System Data p. 299
- Finding a GPS Receiver p. 299
- Learning the GPS Protocol p. 299
- MIDI p. 302
- MIDI Physical and Electrical Connections p. 303
- Sending MIDI Messages p. 305
- Connecting to the Internet p. 314
- Network Connection Using the CoBox Micro p. 316
- Network Connection in Lingo p. 327
- Network Connection in Processing p. 330
- Connecting over Telephone Lines Using Modems p. 332
- Special-Function ICs and Modules p. 333
- Synchronous Serial Protocols p. 336

- Wireless Serial Communication p. 344
- Infrared Serial Communication p. 345
- RF Serial Communication p. 345
- Bluetooth p. 349
- Wireless Ethernet p. 350
- Wireless Ethernet Security p. 351
- Conclusion p. 352
- Chapter 13 Controlling Sound and Light p. 353
- Sound p. 353
- Sound Input p. 354
- Synthesizing Sound on a Microcontroller p. 359
- Speech p. 360
- Telephone Sounds p. 361
- Light p. 364
- BX-Basic p. 364
- Light Sensors p. 365
- DC Lighting Control p. 366
- Controlling Video Displays p. 370
- AC Lighting Control p. 367
- Screen Graphics p. 370
- Controlling Character Displays p. 370
- Linear Media on a Multimedia Computer p. 376
- Linear Media on a Microcontroller p. 376
- Single-Board Computers p. 379
- Conclusion p. 380
- Chapter 14 Managing Multiple Inputs and Outputs p. 381
- Setting Groups of Pins in Parallel p. 381
- Bitwise Operations p. 385
- Running Out of Pins p. 388
- Resistor Ladders as Analog Input p. 388
- Row-Column Scanning p. 389
- Row-Column Scanning Analog Inputs p. 396
- Row-Column Scanning Outputs p. 396
- Shift Registers p. 397
- Multiplexers p. 404
- Latches p. 409
- Conclusion p. 414
- Appendix A Choosing a Microcontroller p. 415
- Costs p. 415
- Time p. 416
- Expandability/Compatibility p. 416
- Physical and Electrical Characteristics p. 416
- The Microcontrollers Covered in This Book p. 417
- Parallax Basic Stamp 2 p. 417
- NetMedia BX-24 p. 418
- Basic Micro Basic Atom Pro24 p. 418

- Microchip PIC p. 418
- PIC Programmers p. 420
- Appendix B Recommended Suppliers p. 423
- The Staples p. 423
- Microcontrollers p. 423
- Electronics Parts p. 424
- Software p. 424
- The Extras p. 425
- Hardware p. 425
- Software p. 432
- Appendix C Schematic Glossary p. 433
- Common Schematic Terms and Abbreviations p. 441
- Index p. 443