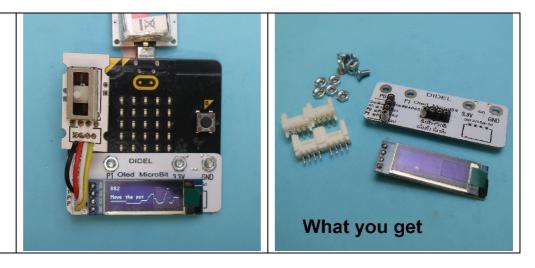


www.didel.com/OledForMicrobit.pdf

# OledForMicrobit adapter

The great idea of this adapter is to screw a narrow board to the Micro:Bit. It adds a 128x32 Oled and two grove connectors. One give access to P0 P1, easy to play with analogue or digital signals, on the other (below the Oled) you can connect some I2C sensor or device.



The adapter is a simple board that is screwed on a BBC Micro:Bit card. Four signals are borrowed from the card and a new set of interesting experiences are opened. On the board, a Grove I2C connector gives access to many sensors, and ScI/Sda are general purpose I/O on which you can connect any device you are able to program. An OLED SSD1306 connector uses the same I2C signals. An additional Grove connector gives access to the P1 P2 analogue and general purpose I/O of the Micro:Bit.

There is also a connector for a larger 128x64 SSD1306, hanging below the board, but is not recommended to use it without a protecting case.

### Didel Pi Contractions Contr

## Arduino programming

## See www.didel.com/MicrobitArduino.pdf for details

Of course, you have the choice of the several languages available for the Micro:Bit. They should all support the I2C for several devices and P0 P1 analogue entry. With Arduino, you are not limited; C is the perfect real time language and we work on documenting bitSet and bitClear for efficiency.

## Example

//TestOled.ino 4096b I2C freq 45 kHz	OledMicrobit.h include file provide
<pre>#include "OledMicrobit.h" //On I2C pins</pre>	<ul> <li>Read/Write transfers on I2C</li> <li>Lower and upper cases characters, 2 sizes</li> </ul>
<pre>void setup() {</pre>	- Text("my text") and BigText ()
<pre>SetupOledMicrobit();</pre>	- Bin8 Hex8 Dec8 Bin16 Hex16 Dec9999
<pre>// DoubleH(); // if 128x32 Oled Sprite (sprile);</pre>	- Dot(x,y) for graphics
<pre>Sprite (smile); LiCol(4,0); Text ("Oled sur Micro:Bit");</pre>	
}	
loop () {	
Licol(5,0); Bin8(cnt++); Dec8(cnt); Licol(7,0); BigBin8(cnt);	
delay (100);	3. 3
3	