Smiley's Workshop 10: Supplement 1 – The ATmega Learning Platform (ALP)
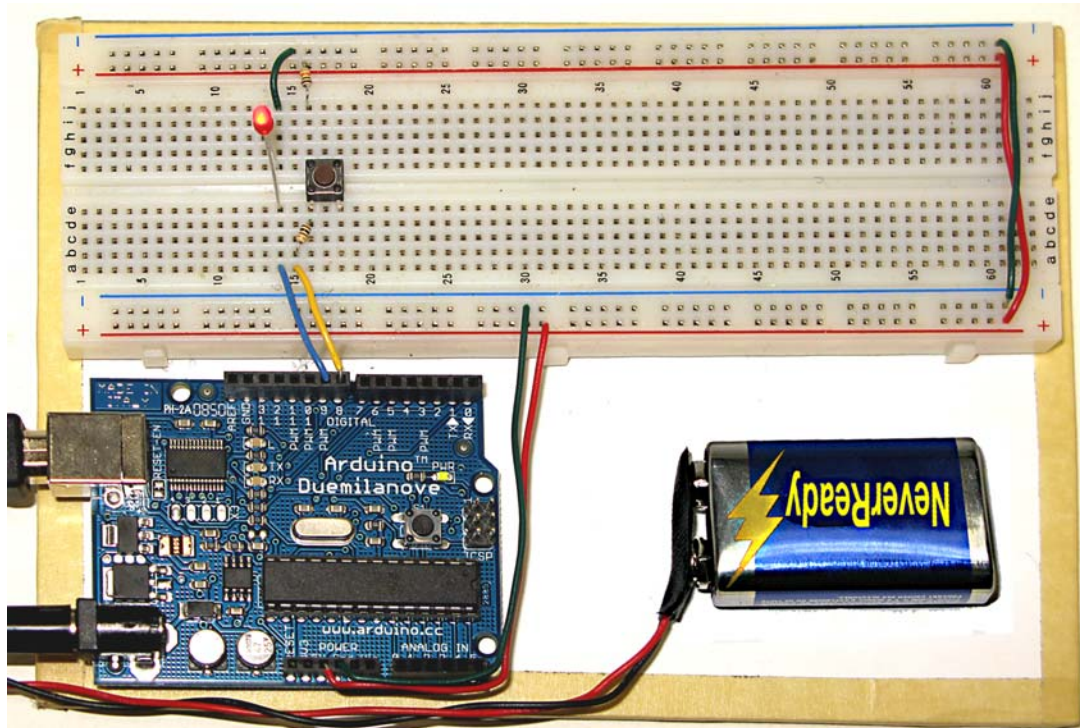
Joe Pardue March 9, 2009

Figure 1: The ATmega Learning Platform (ALP).

We will reuse the advanced kindergarten techniques we learned in Smiley's Workshop 1 Supplement – Foamcore Base and Box.pdf that you can get from www.smileymicros.com in the Smiley's Workshop menu under Smiley's Workshop 1. The foamcore board base shown in Figure 1: The ATmega Learning Platform (ALP) is the same size as the one used in that supplement for the AVR Butterfly, so the ALP will slide into that box as shown in Figure 2.

In Figure 3, we add a couple of stick-on Velcro squares to the Arduino, battery, and board so that we can keep them in place except when we need to do things like replace the battery or remove the Arduino for some other use. The breadboard comes with a foam tape base that you can stick directly to the board, or you can use Velcro on it if you think you might later need it somewhere else.

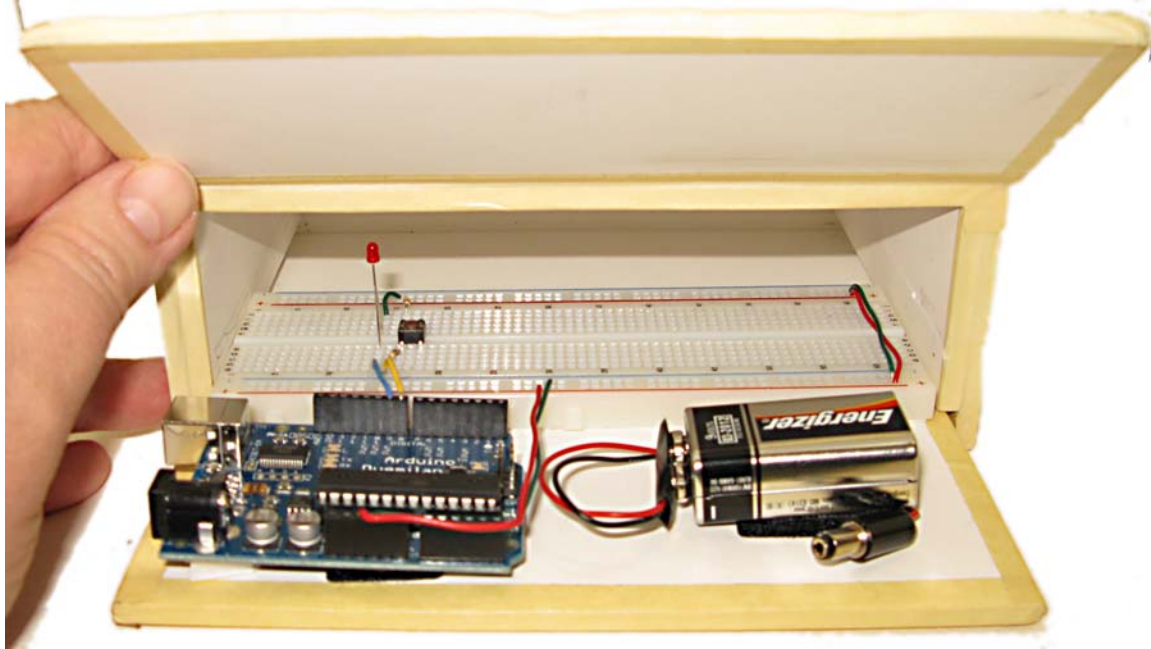Smiley's Workshop 10: Supplement 1 – The ATmega Learning Platform (ALP)
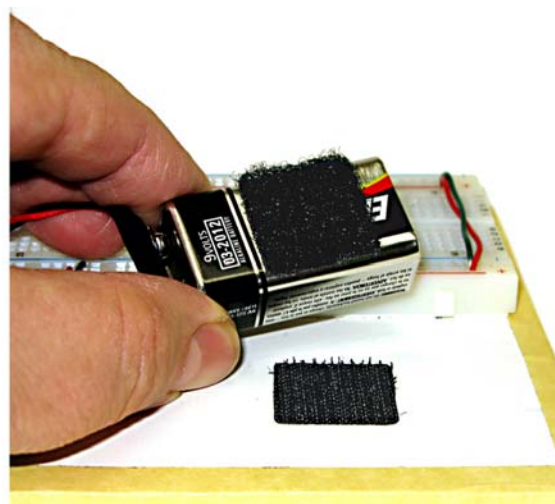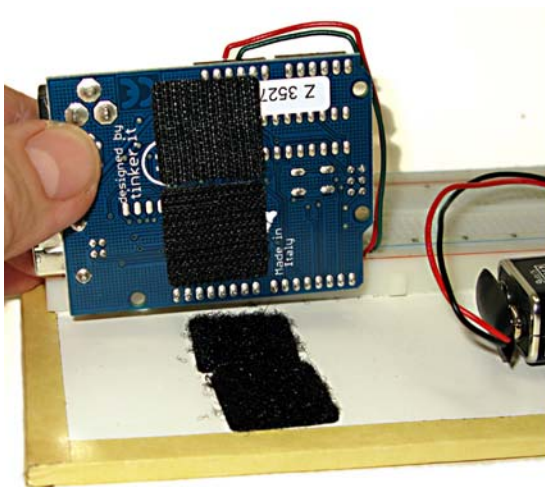

Figure 2: Slide it in

Figure 3: Stick on Velcro squares

Figure 4: Scruffy protective box

I keep the box closed with a rubber band that also holds the USB cable. I've taken this box out hundreds of times stuffed in a backpack along with my laptop and worked in various clean well-lighted places while sipping too-expensive tea and haven't damaged this little system or even dislodged any of the wires on the breadboard prototypes. Note though in Figure 4, that it is getting a little dinged up and scuffed, but I am personally amazed that it has held up and that the masking tape makes such a good hinge and hasn't ripped yet. Sure, its nerdy and cheap, but so am I.