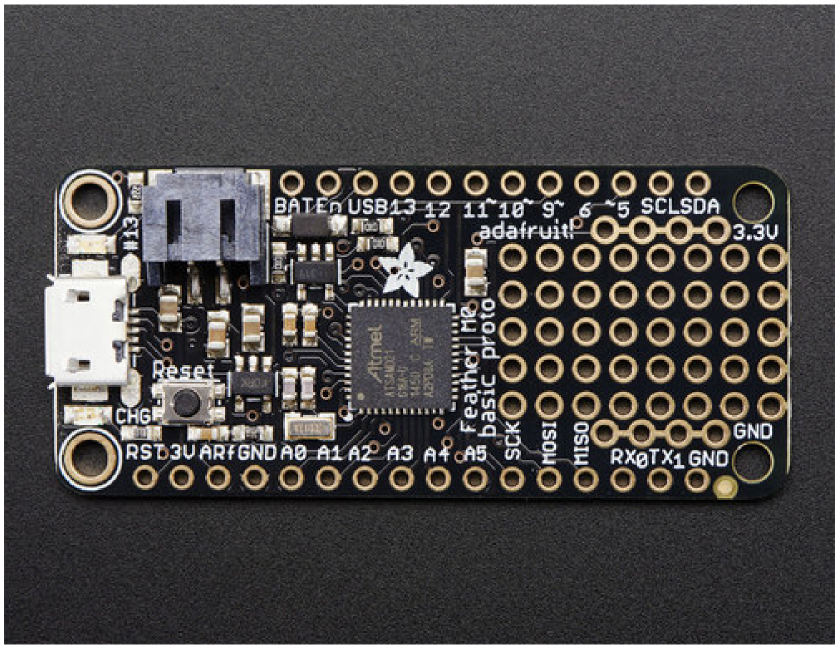
adafruit learning system

Adafruit Feather M0 Basic Proto

Created by lady ada

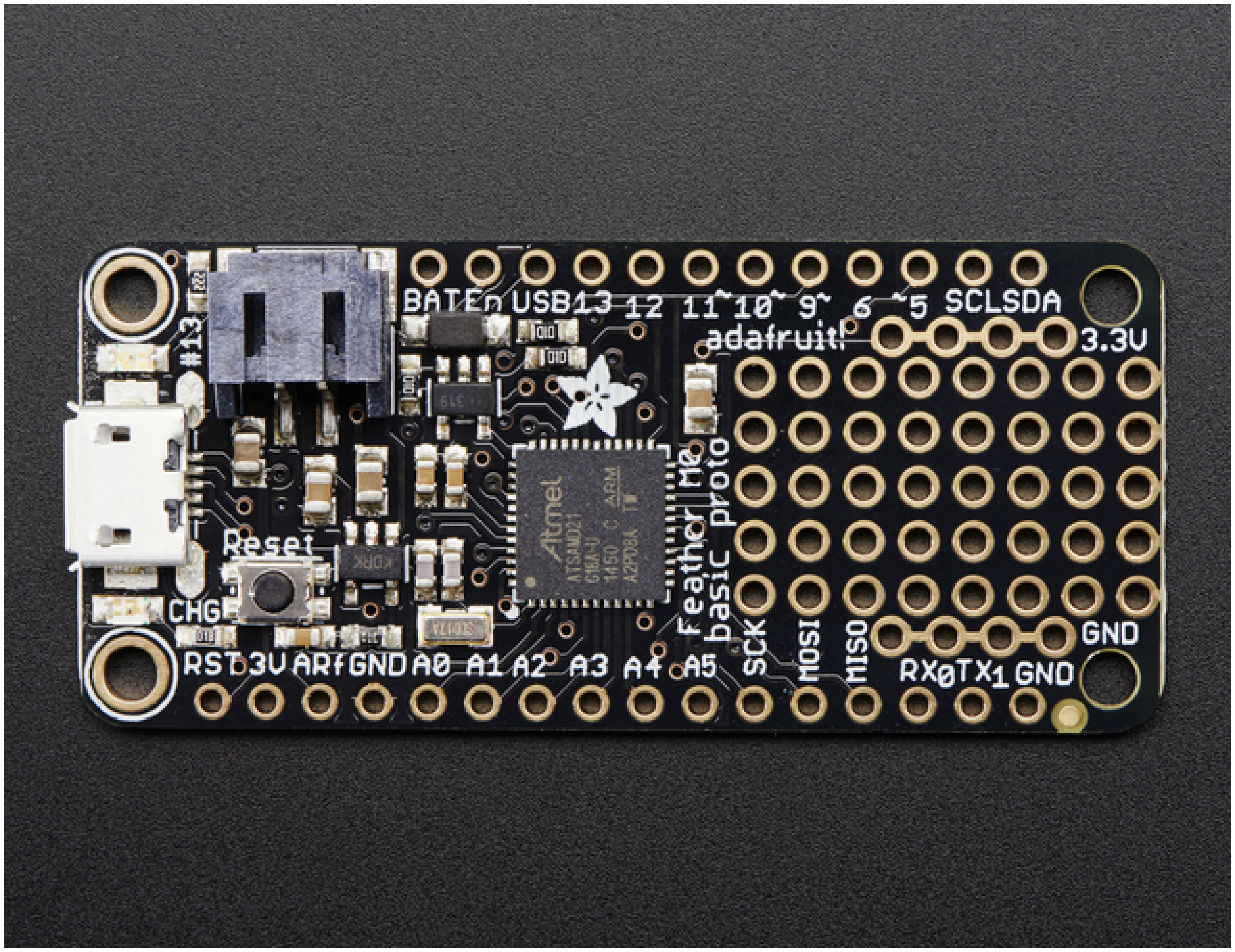


Last updated on 2015-11-28 06:40:10 PM EST

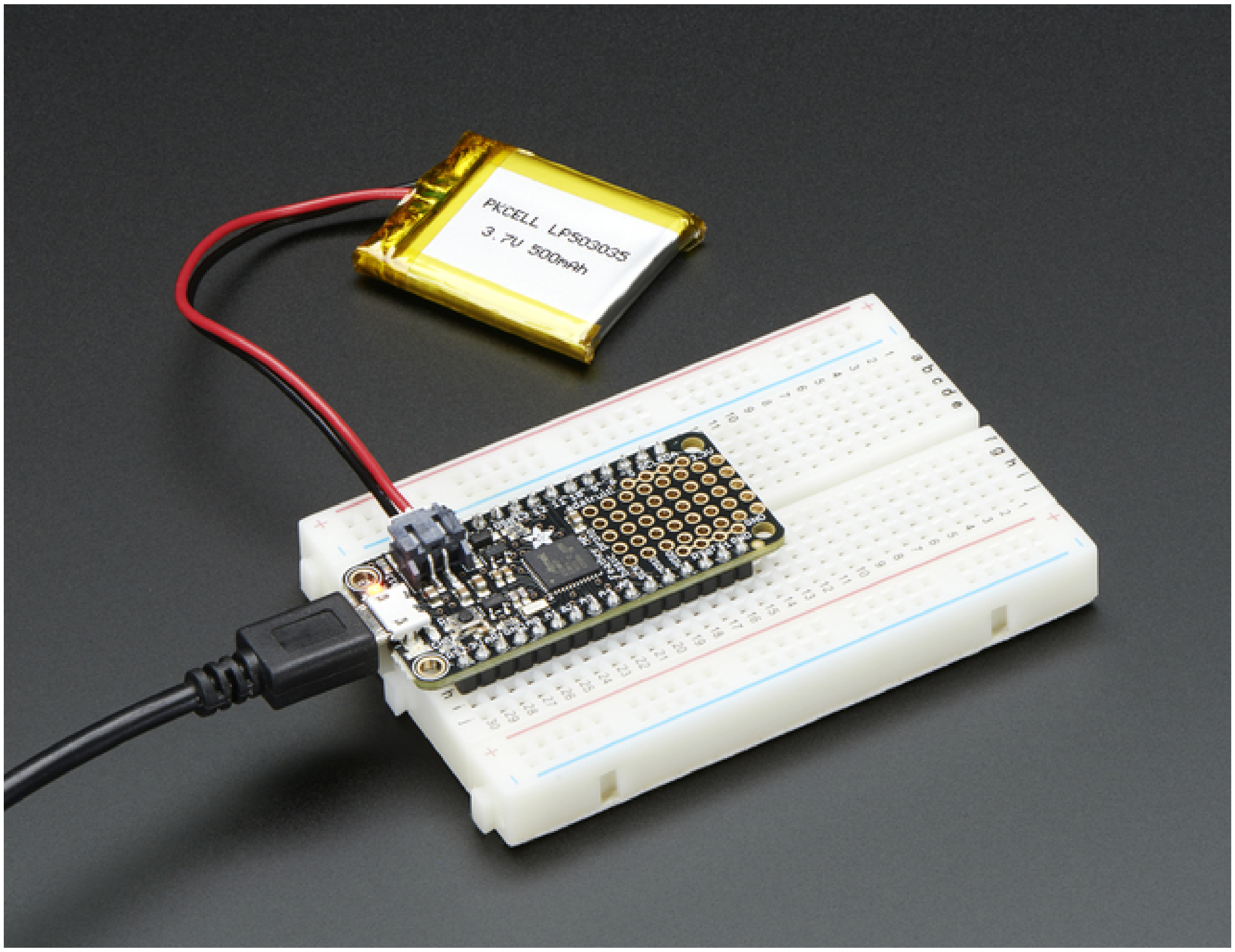
Guide Contents

Overview

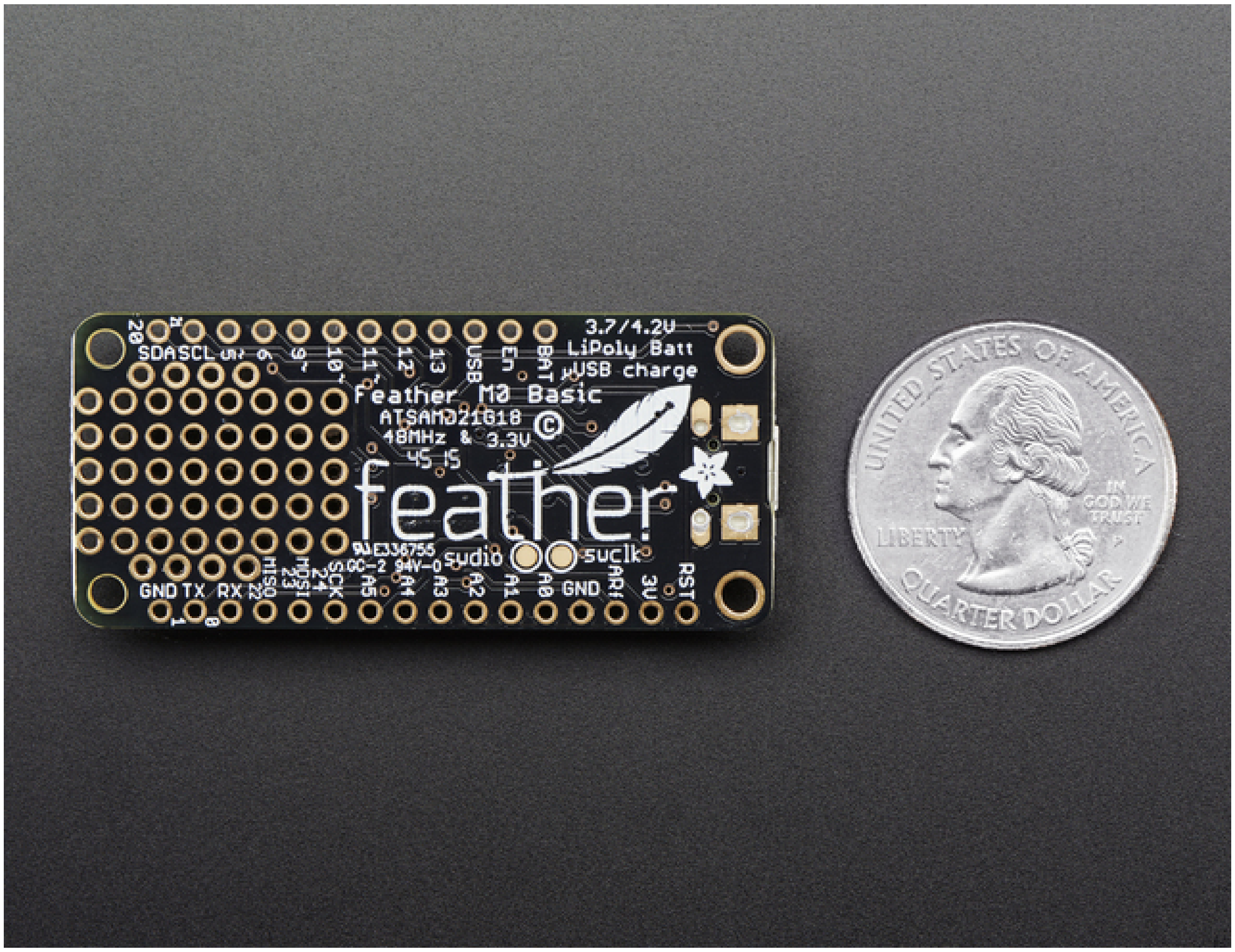
Feather is the new development board from Adafruit, and like it's namesake it is thin, light, and lets you fly! We designed Feather to be a new standard for portable microcontroller cores.



At the Feather M0's heart is an ATSAMD21G18 ARM Cortex M0 processor, clocked at 48 MHz and at 3.3V logic, the same one used in the new Arduino Zero (http://adafru.it/2843). This chip has a whopping 256K of FLASH (8x more than the Atmega328 or 32u4) and 32K of RAM (16x as much)! This chip comes with built in USB so it has USB-to-Serial program & debug capability built in with no need for an FTDI-like chip.



To make it easy to use for portable projects, we added a connector for any of our 3.7V Lithium polymer batteries and built in battery charging. You don't need a battery, it will run just fine straight from the micro USB connector. But, if you do have a battery, you can take it on the go, then plug in the USB to recharge. The Feather will automatically switch over to USB power when its available. We also tied the battery thru a divider to an analog pin, so you can measure and monitor the battery voltage to detect when you need a recharge.

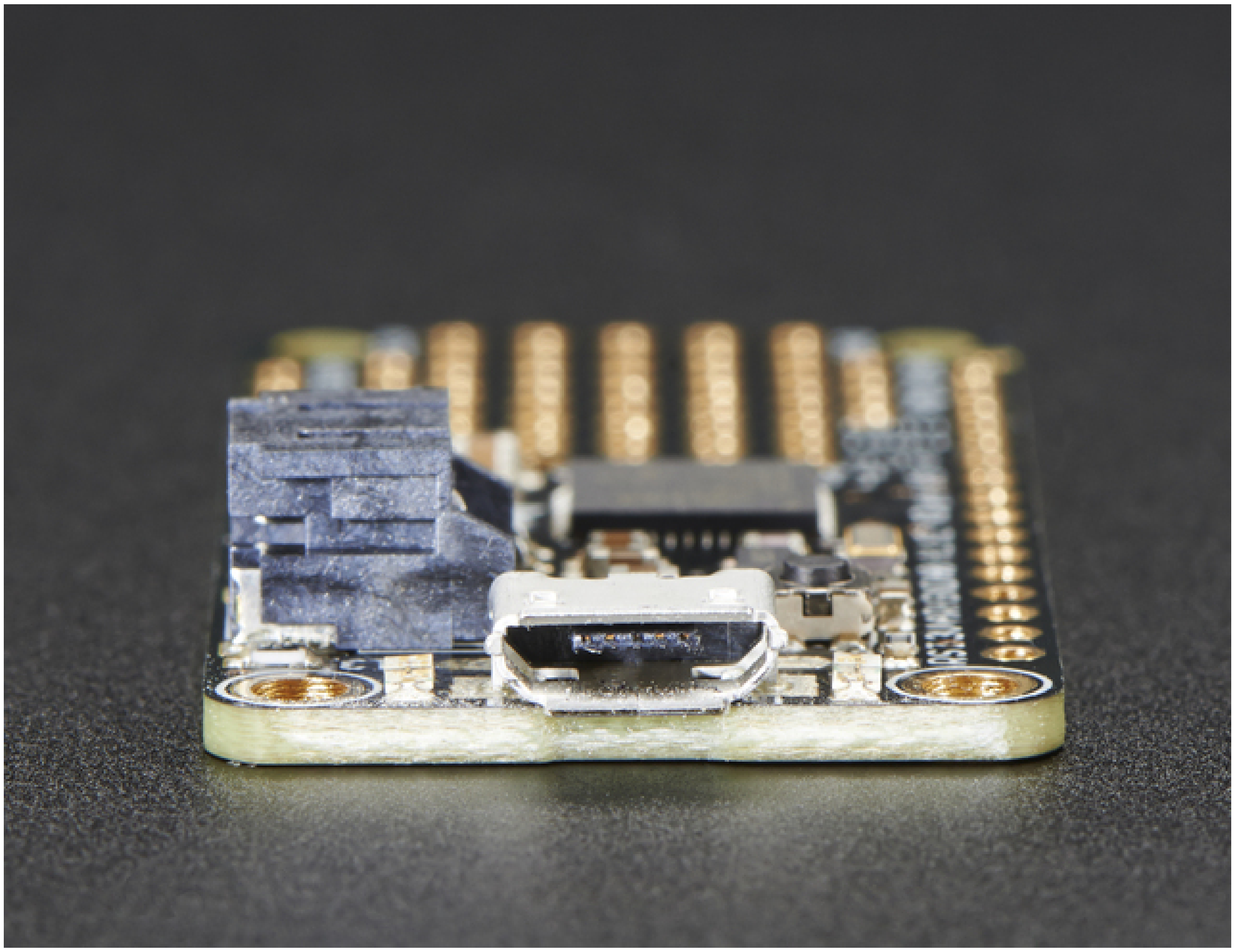


Here's some handy specs!

- Measures 2.0" x 0.9" x 0.28" (51mm x 23mm x 8mm) without headers soldered in
- Light as a (large?) feather - 4.6 grams
- ATSAMD21G18 @ 48MHz with 3.3V logic/power
- 256KB of FLASH + 32KB of RAM
- 32.768 KHz crystal for clock generation & RTC
- 3.3V regulator with 500mA peak current output
- USB native support, comes with USB bootloader and serial port debugging
- You also get tons of pins - 20 GPIO pins
- Hardware Serial, hardware I2C, hardware SPI support
- PWM outputs on all pins
- 6 x 12-bit analog inputs
- 1 x 10-bit analog ouput (DAC)
- Built in 100mA lipoly charger with charging status indicator LED
- Pin #13 red LED for general purpose blinking
- Power/enable pin
- 4 mounting holes

- Reset button

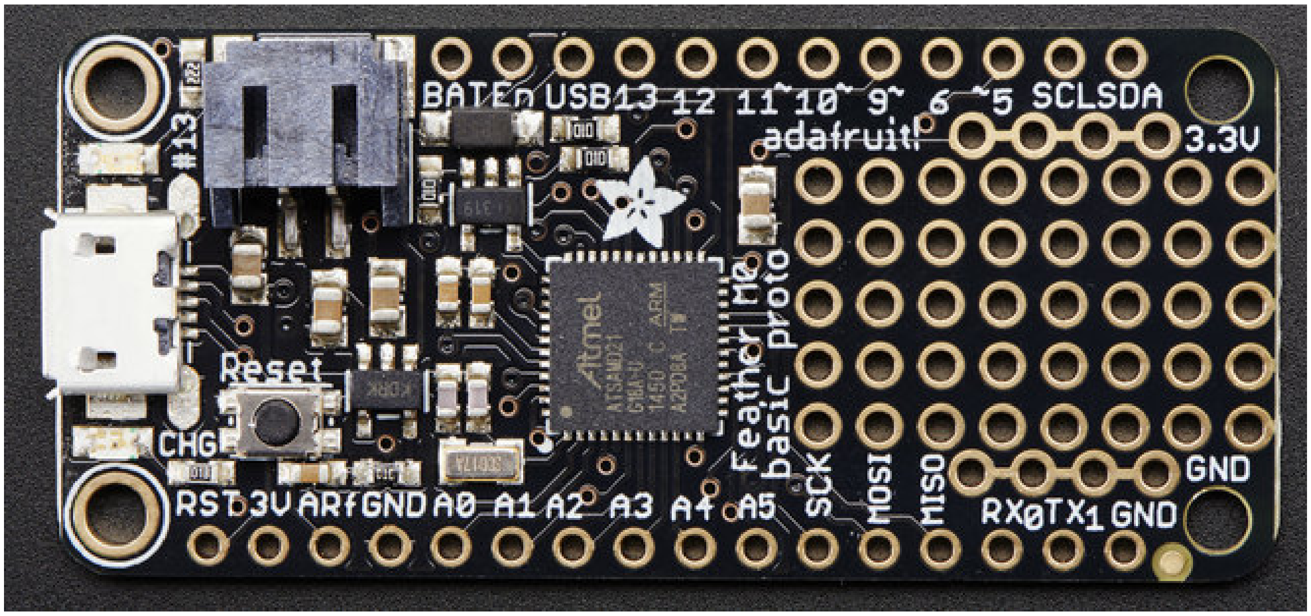
The **Feather M0 Basic Proto** has some extra space left over, so we give you a tiny little prototyping area. If you just need to attach a button or sensor, you may be able to skip out on a breadboard and wire it directly on there.

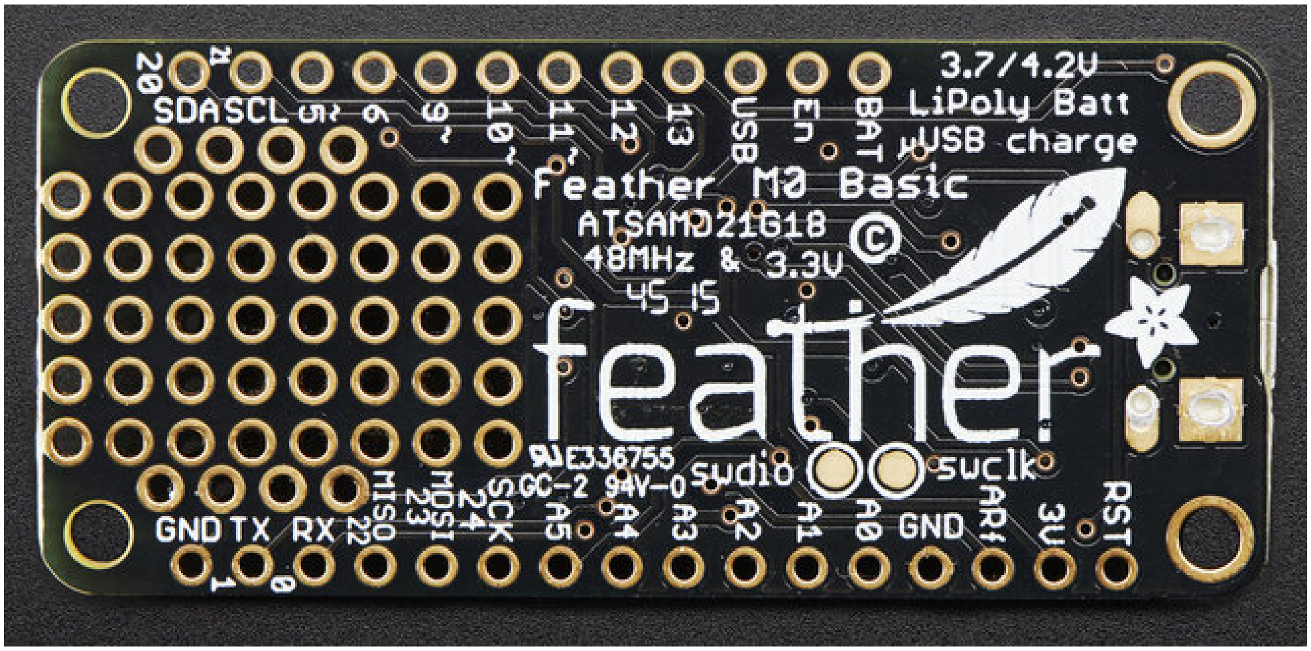


Comes fully assembled and tested, with a USB bootloader that lets you quickly use it with the Arduino IDE. We also toss in some header so you can solder it in and plug into a solderless breadboard. **Lipoly battery and USB cable not included** (but we do have lots of options in the shop if you'd like!)

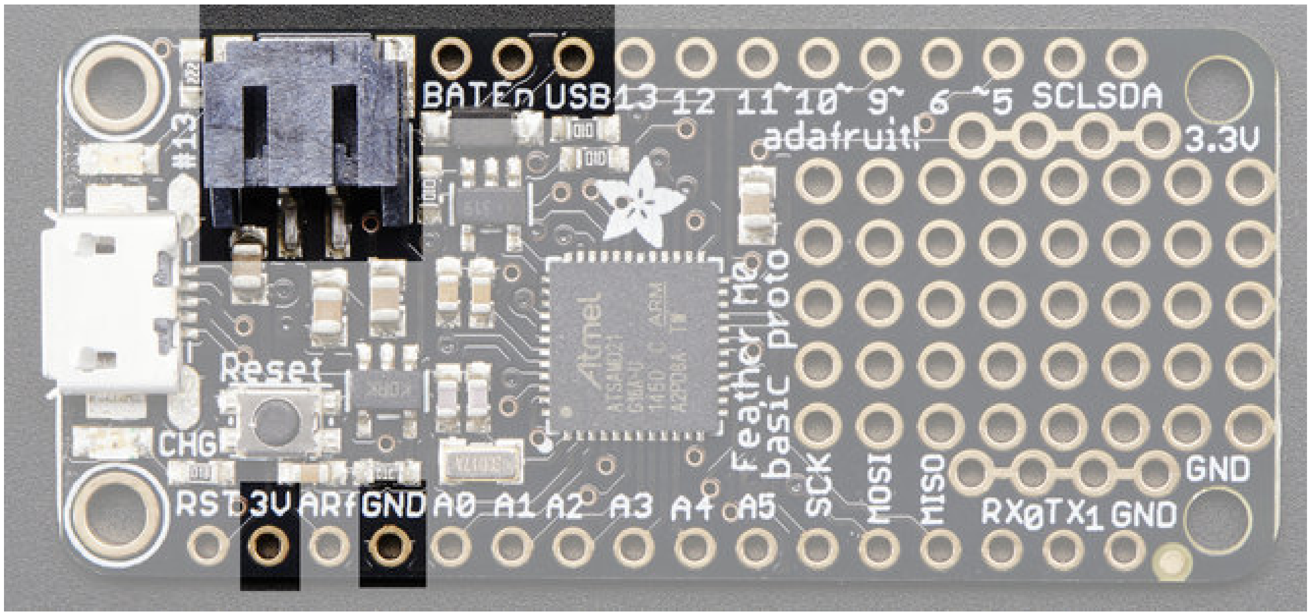
Pinouts

The Feather M0 Basic is chock-full of microcontroller goodness. There's also a lot of pins and ports. We'll take you a tour of them now!





Power Pins



- **GND** - this is the common ground for all power and logic
- **BAT** - this is the positive voltage to/from the JST jack for the optional Lipoly battery
- **USB** - this is the positive voltage to/from the micro USB jack if connected
- **EN** - this is the 3.3V regulator's enable pin. It's pulled up, so connect to ground to disable the 3.3V regulator
- **3V** - this is the output from the 3.3V regulator, it can supply 500mA peak

Logic pins

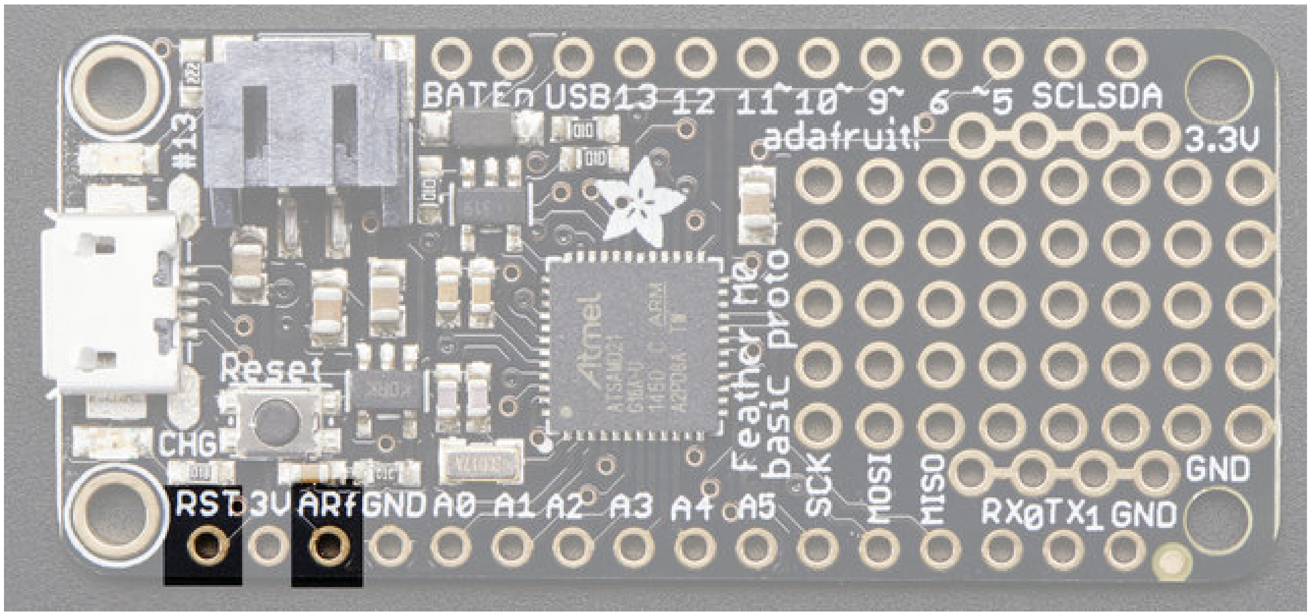
This is the general purpose I/O pin set for the microcontroller.
All logic is 3.3V
All pins can do PWM output
All pins can be interrupt inputs

- **#0** / **RX** - GPIO #0, also receive (input) pin for **Serial1** (hardware UART), also can be analog input
- **#1** / **TX** - GPIO #1, also transmit (output) pin for **Serial1**, also can be analog input
- **#20** / **SDA** - GPIO #20, also the I2C (Wire) data pin. There's no pull up on this pin by default so when using with I2C, you may need a 2.2K-10K pullup.
- **#21** / **SCL** - GPIO #21, also the I2C (Wire) clock pin. There's no pull up on this pin by default so when using with I2C, you may need a 2.2K-10K pullup.
- **#5** - GPIO #5
- **#6** - GPIO #6
- **#9** - GPIO #9, also analog input **A7**. This analog input is connected to a voltage divider for the lipoly battery so be aware that this pin naturally 'sits' at around 2VDC due to the resistor divider
- **#10** - GPIO #10

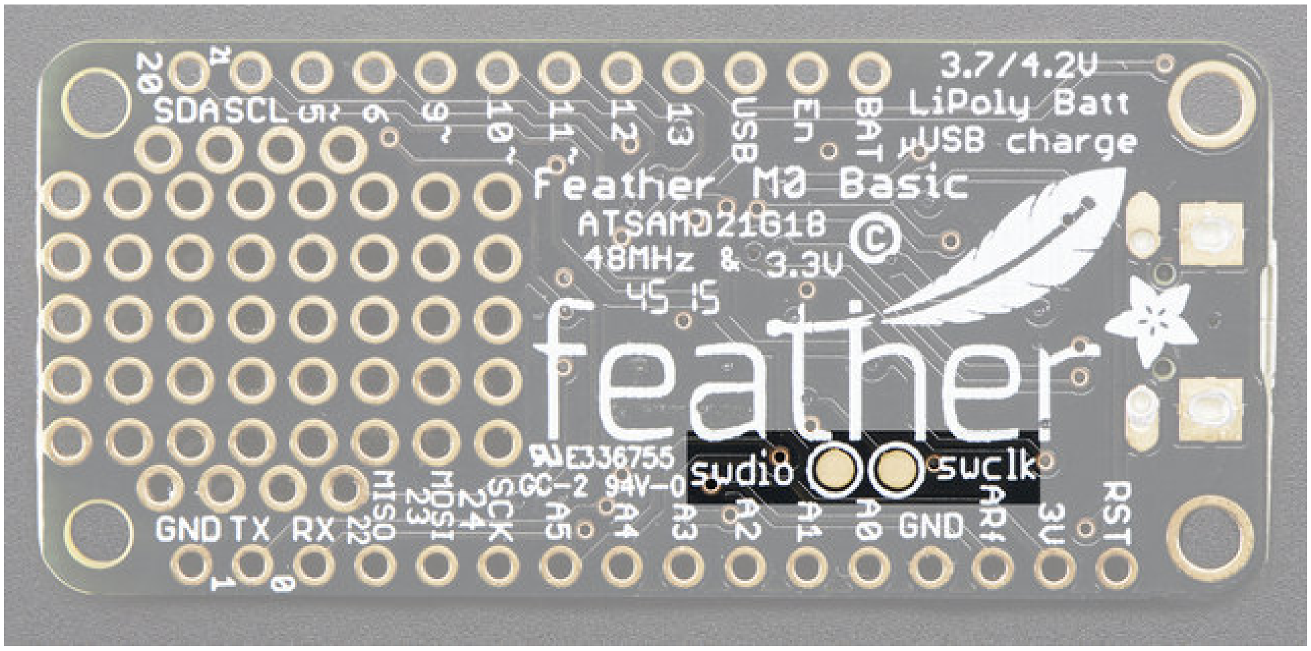
- **#11** - GPIO #11
- **#12** - GPIO #12
- **#13** - GPIO #13 and is connected to the **red LED** next to the USB jack
- **A0** - This pin is analog *input* **A0** but is also an analog *output* due to having a DAC (digital-to-analog converter). You can set the raw voltage to anything from 0 to 3.3V, unlike PWM outputs this is a true analog output
- **A1 thru A5** - These are each analog input as well as digital I/O pins.
- **SCK**/**MOSI**/**MISO** (GPIO **24**/**23**/**22**)- These are the hardware SPI pins, you can use them as everyday GPIO pins (but recommend keeping them free as they are best used for hardware SPI connections for high speed.

Other Pins!

- **RST** - this is the Reset pin, tie to ground to manually reset the AVR, as well as launch the bootloader manually
- **ARef** - the analog reference pin. Normally the reference voltage is the same as the chip logic voltage (3.3V) but if you need an alternative analog reference, connect it to this pin and select the external AREF in your firmware. Can't go higher than 3.3V!

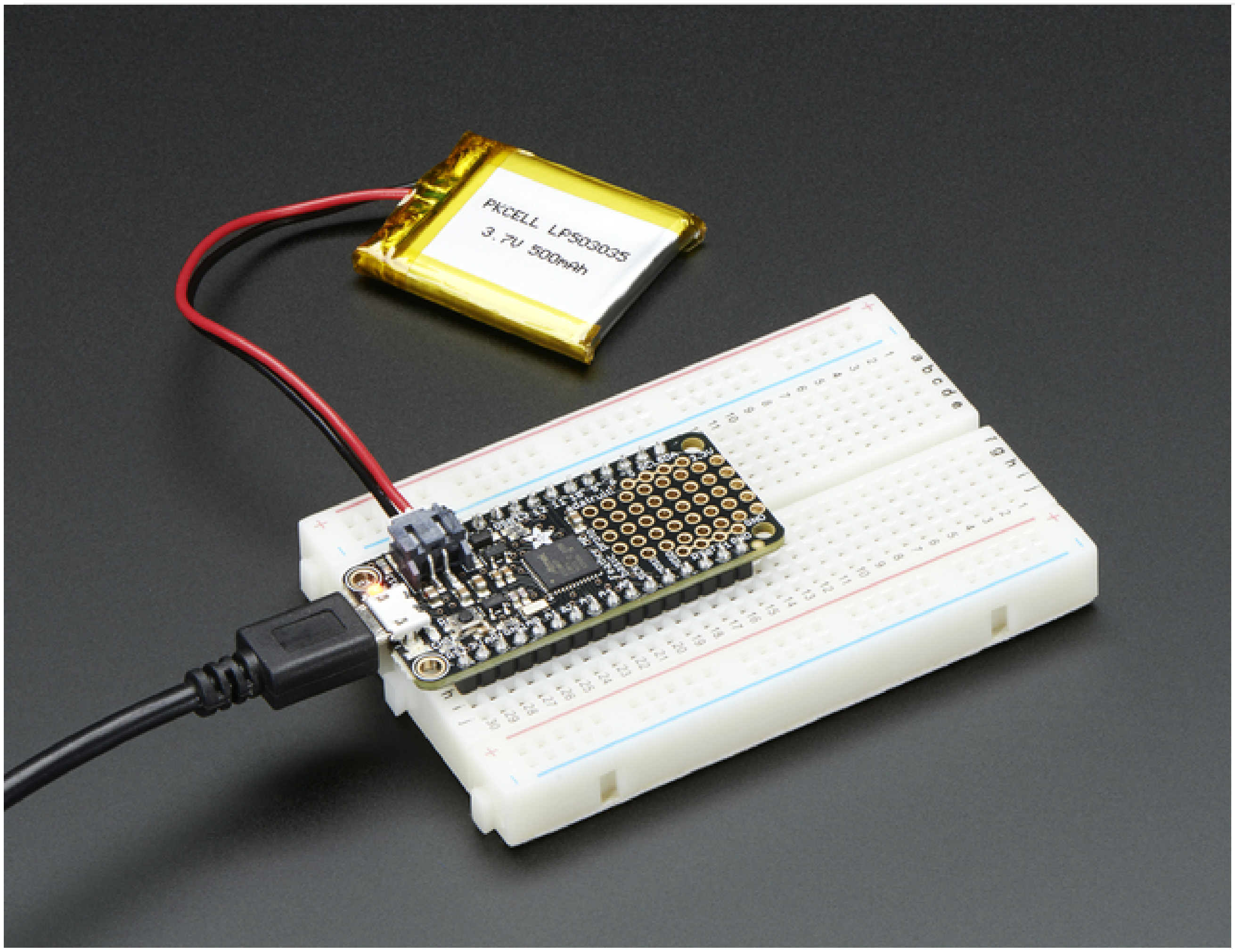


- **SWCLK & SWDIO** - These pads on the bottom are used to program the chip. They can also be connected to an SWD debugger.



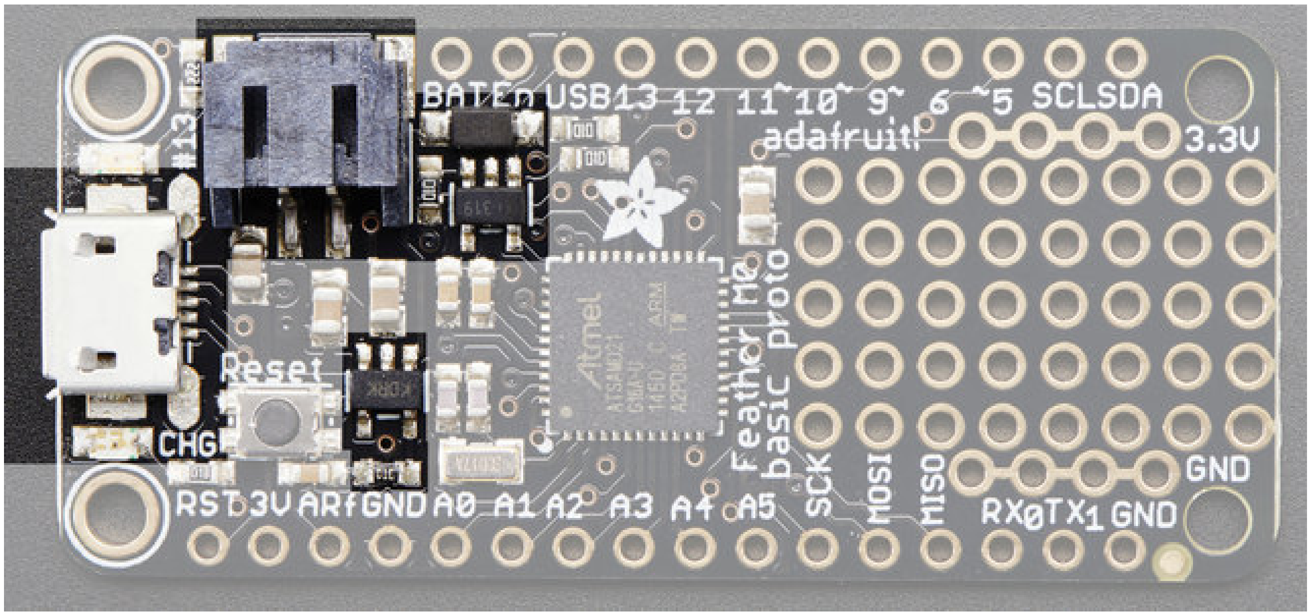
3.7/4.2V
LiPoly Batt
µUSB charge
SDA SCL 5 6 9 10 11 12 13 USB En BAT
Feather M0 Basic
ATSAMD21G18
48MHz & 3.3V
feather
swdio
swclk
GND TX RX MISO MOSI SCK A5 A4 A3 A2 A1 A0 GND ARf 3V RST

Power Management



Battery + USB Power

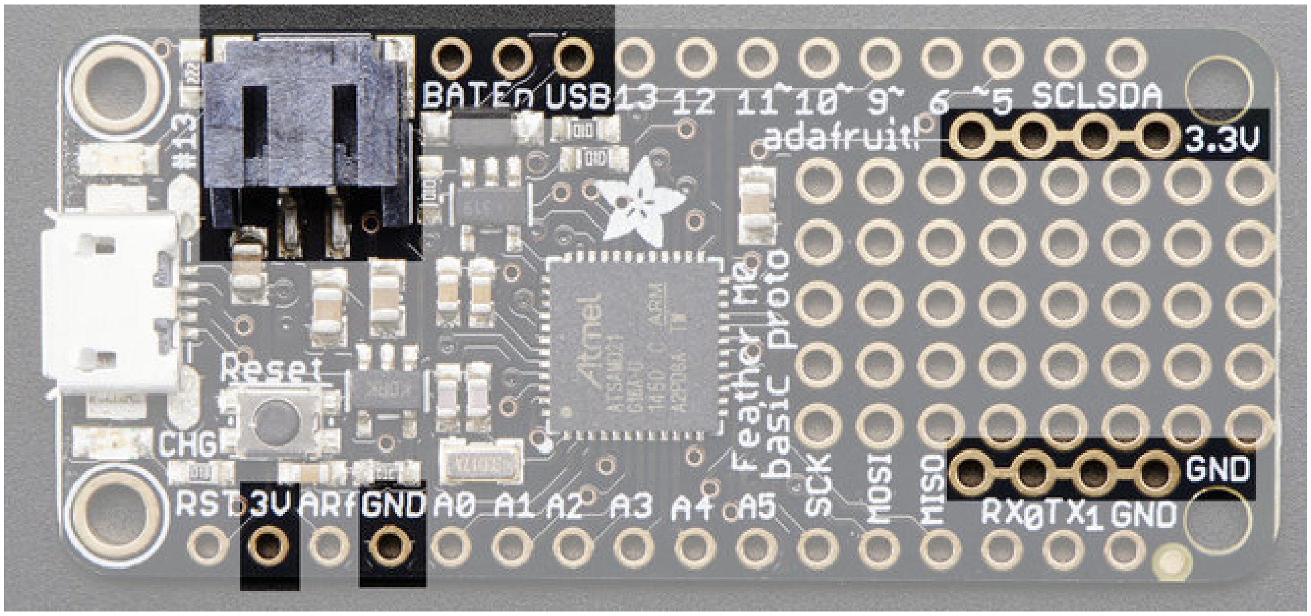
We wanted to make the Feather easy to power both when connected to a computer as well as via battery. There's **two ways to power** a Feather. You can connect with a MicroUSB cable (just plug into the jack) and the Feather will regulate the 5V USB down to 3.3V. You can also connect a 4.2/3.7V Lithium Polymer (Lipo/Lipoly) or Lithium Ion (LiIon) battery to the JST jack. This will let the Feather run on a rechargable battery. **When the USB power is powered, it will automatically switch over to USB for power, as well as start charging the battery (if attached) at 100mA.** This happens 'hotswap' style so you can always keep the Lipoly connected as a 'backup' power that will only get used when USB power is lost.



The above shows the Micro USB jack (left), Lipoly JST jack (top left), as well as the 3.3V regulator and changeover diode (just to the right of the JST jack) and the Lipoly charging circuitry (to the right of the Reset button). There's also a **CHG** LED, which will light up while the battery is charging. This LED might also flicker if the battery is not connected.

Power supplies

You have a lot of power supply options here! We bring out the **BAT** pin, which is tied to the lipoly JST connector, as well as **USB** which is the +5V from USB if connected. We also have the **3V** pin which has the output from the 3.3V regulator. We use a 500mA peak regulator. While you can get 500mA from it, you can't do it continuously from 5V as it will overheat the regulator. It's fine for, say, powering an ESP8266 WiFi chip or XBee radio though, since the current draw is 'spikey' & sporadic.



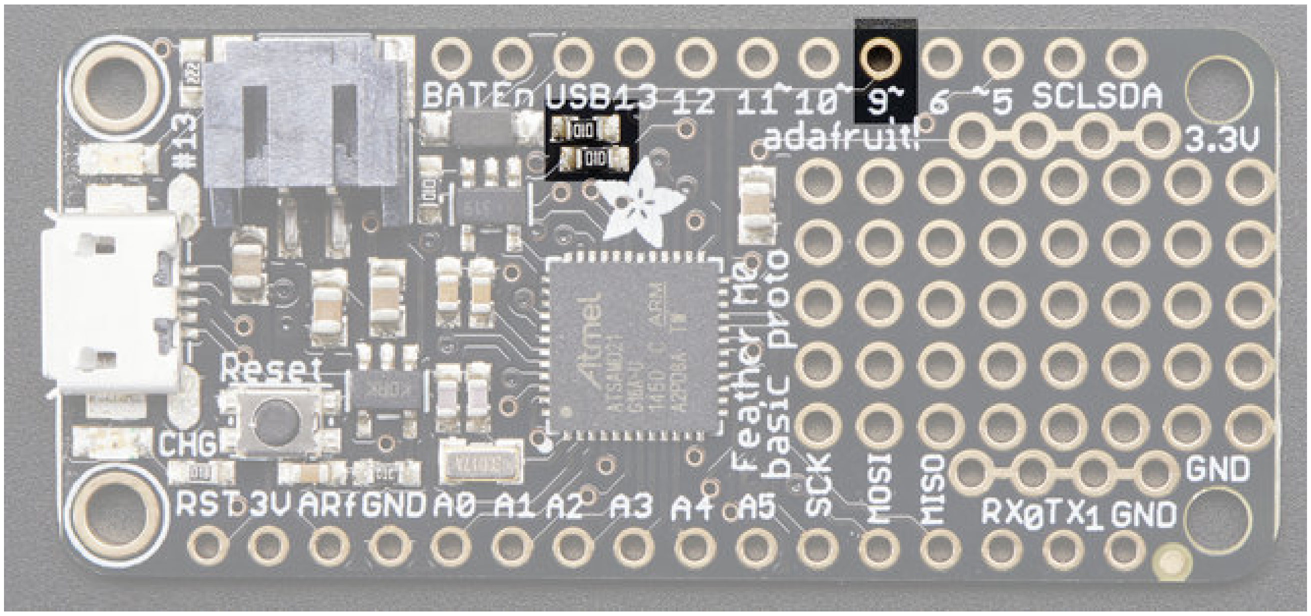
Measuring Battery

If you're running off of a battery, chances are you wanna know what the voltage is at! That way you can tell when the battery needs recharging. Lipoly batteries are 'maxed out' at 4.2V and stick around 3.7V for much of the battery life, then slowly sink down to 3.2V or so before the protection circuitry cuts it off. By measuring the voltage you can quickly tell when you're heading below 3.7V

To make this easy we stuck a double-100K resistor divider on the **BAT** pin, and connected it to **D9** (a.k.a analog #7 **A7**). You can read this pin's voltage, then double it, to get the battery voltage.

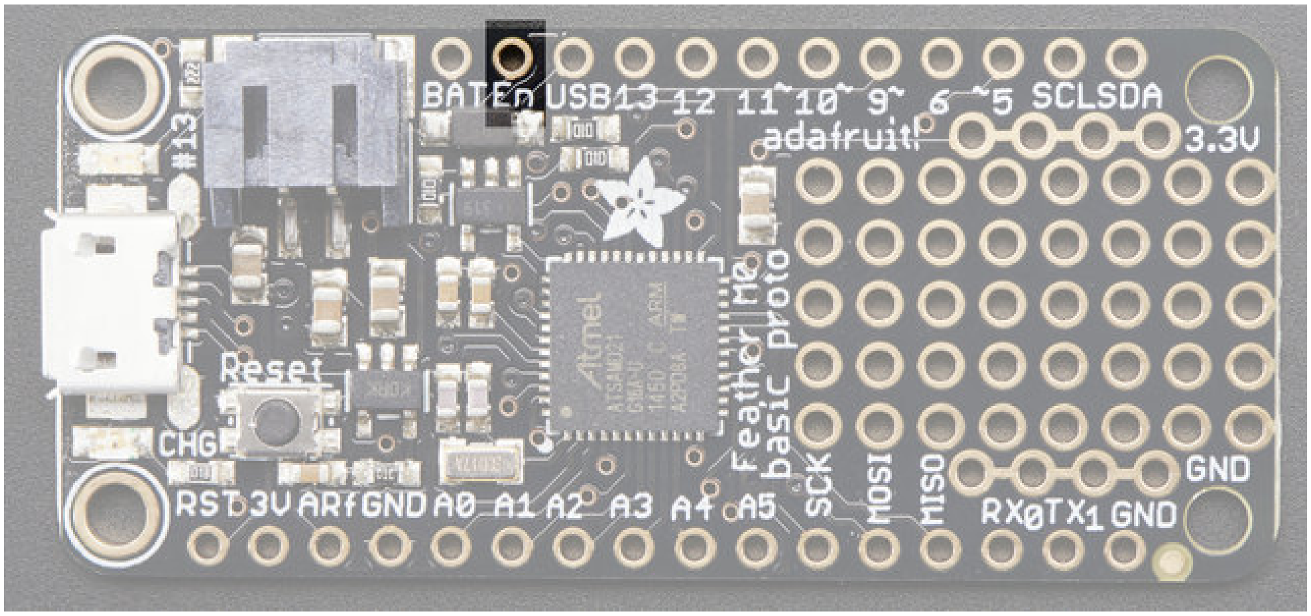
```
#define VBATPIN A7

float measuredvbat = analogRead(VBATPIN);
measuredvbat *= 2;    // we divided by 2, so multiply back
measuredvbat *= 3.3;  // Multiply by 3.3V, our reference voltage
measuredvbat /= 1024; // convert to voltage
Serial.print("VBat: " ); Serial.println(measuredvbat);
```



ENable pin

If you'd like to turn off the 3.3V regulator, you can do that with the **EN**(able) pin. Simply tie this pin to **Ground** and it will disable the 3V regulator. The **BAT** and **USB** pins will still be powered


BAT
En
USB
13
12
11~
10~
9~
6
~5
SCL
SDA
adafruit!
3.3V
#13
Reset
CHG
Feather M0 basic proto
RST
3V
ARf
GND
A0
A1
A2
A3
A4
A5
SCK
MOSI
MISO
RX0
TX1
GND
GND

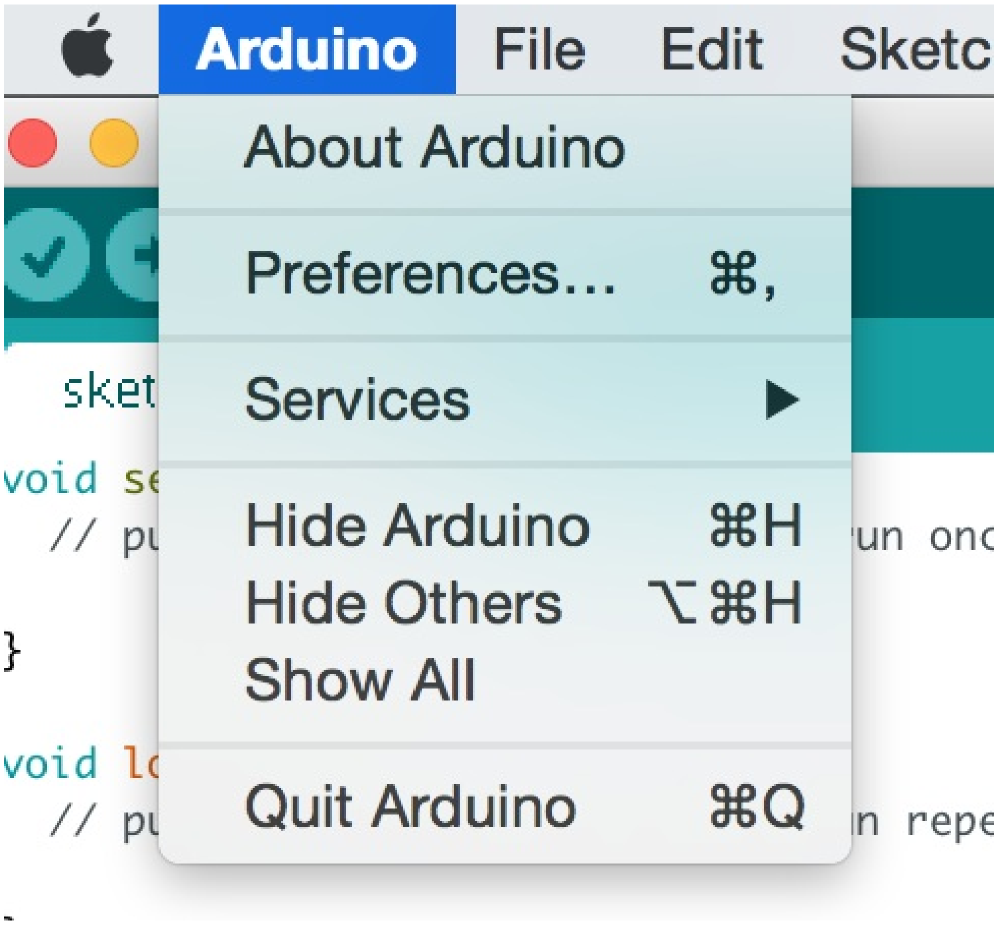
Arduino IDE Setup

The first thing you will need to do is to download the latest release of the Arduino IDE. You will need to be using **version 1.6.4** or higher for this guide.

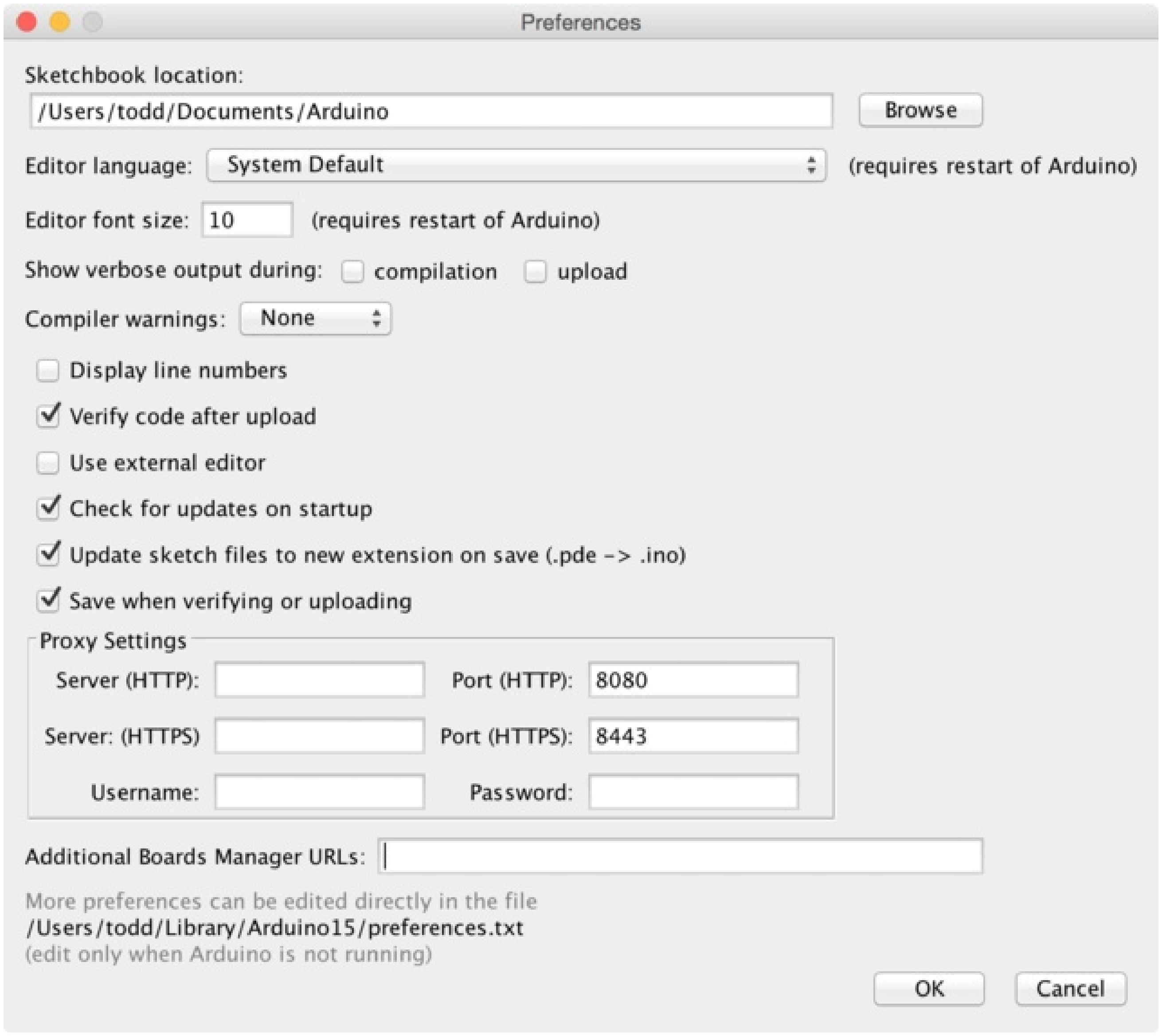
Arduino IDE v1.6.4+ Download

http://adafru.it/f1P

After you have downloaded and installed **v1.6.4**, you will need to start the IDE and navigate to the **Preferences** menu. You can access it from the **File** menu in *Windows* or *Linux*, or the **Arduino** menu on *OS X*.



A dialog will pop up just like the one shown below.


Preferences

Sketchbook location: /Users/todd/Documents/Arduino [Browse]

Editor language: System Default (requires restart of Arduino)

Editor font size: 10 (requires restart of Arduino)

Show verbose output during: ☐ compilation ☐ upload

Compiler warnings: None

☐ Display line numbers

✓ Verify code after upload

☐ Use external editor

✓ Check for updates on startup

✓ Update sketch files to new extension on save (.pde -> .ino)

✓ Save when verifying or uploading

Proxy Settings

Server (HTTP):		Port (HTTP):	8080
Server: (HTTPS)		Port (HTTPS):	8443
Username:		Password:	

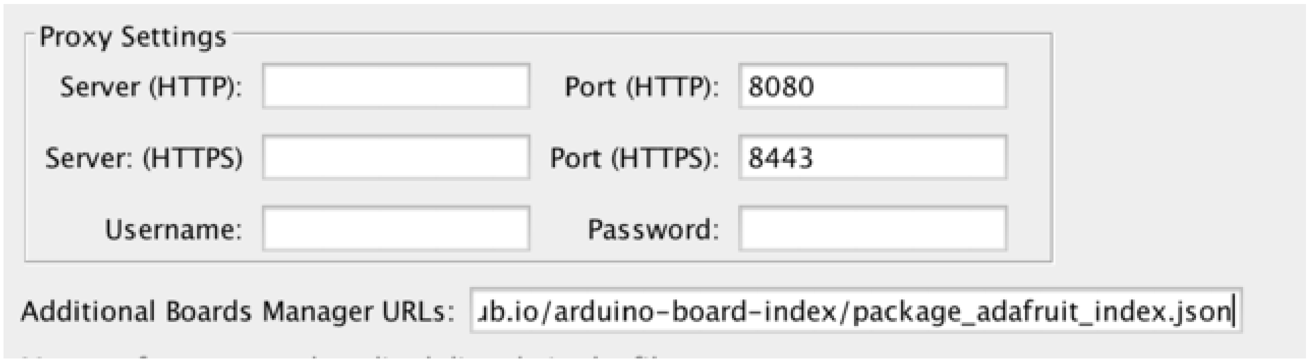
Additional Boards Manager URLs:

More preferences can be edited directly in the file
/Users/todd/Library/Arduino15/preferences.txt
(edit only when Arduino is not running)

We will be adding a URL to the new **Additional Boards Manager URLs** option. The list of URLs is comma separated, and *you will only have to add each URL once.* New Adafruit boards and updates to existing boards will automatically be picked up by the Board Manager each time it is opened. The URLs point to index files that the Board Manager uses to build the list of available & installed boards.

To find the most up to date list of URLs you can add, you can visit the list of third party board URLs on the Arduino IDE wiki (http://adafru.it/f7U). We will only need to add one URL to the IDE in this example, but ***you can add multiple URLS by separating them with commas***. Copy and paste the link below into the **Additional Boards Manager URLs** option in the Arduino IDE preferences.

```
https://adafruit.github.io/arduino-board-index/package_adafruit_index.json
```


Proxy Settings

Server (HTTP):		Port (HTTP):	8080
Server: (HTTPS)		Port (HTTPS):	8443
Username:		Password:	

Additional Boards Manager URLs: ıb.io/arduino-board-index/package_adafruit_index.json

Make sure you remove the apt.adafruit.com proxy setting from the Arduino preferences if you have previously added it.

Here's a short description of each of the Adafruit supplied packages that will be available in the Board Manager when you add the URL:

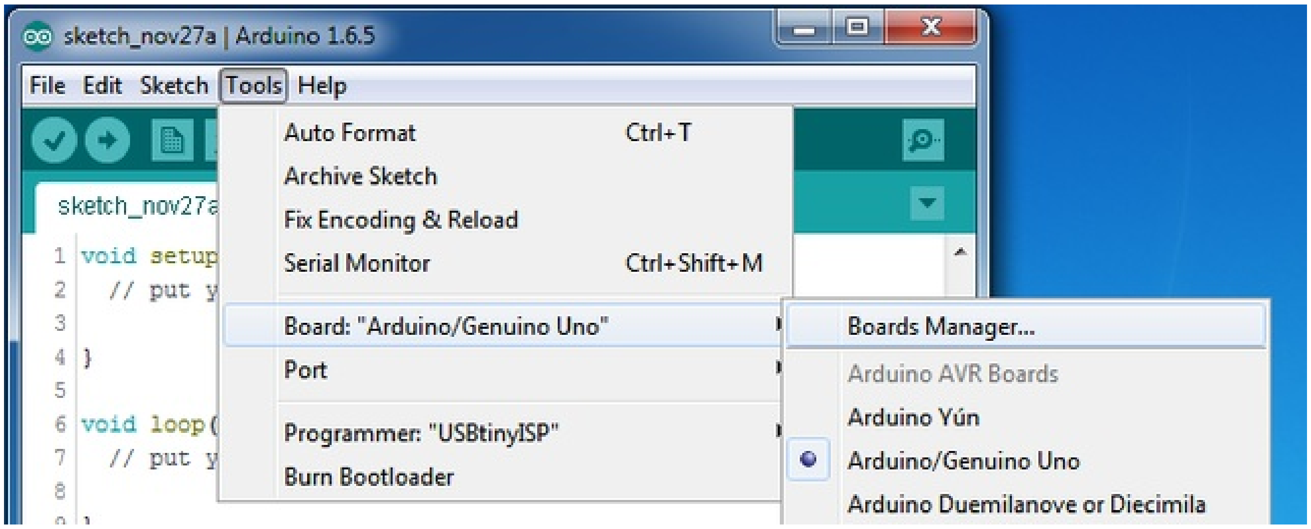
- **Adafruit AVR Boards** - Includes support for Flora, Gemma, Feather 32u4, Trinket, & Trinket Pro.
- **Adafruit SAMD Boards** - Includes support for Feather M0
- **Arduino Leonardo & Micro MIDI-USB** - This adds MIDI over USB support for the Flora, Feather 32u4, Micro and Leonardo using the arcore project (http://adafru.it/eSI).

Click **OK** to save the new preference settings. Next we will look at installing boards with the Board Manager.

Using with Arduino IDE

Since the Feather M0 uses an ATSAMD21 chip running at 48 MHz, you can pretty easily get it working with the Arduino IDE. Most libraries (including the popular ones like NeoPixels and display) will work with the M0, especially devices & sensors that use i2c or SPI.

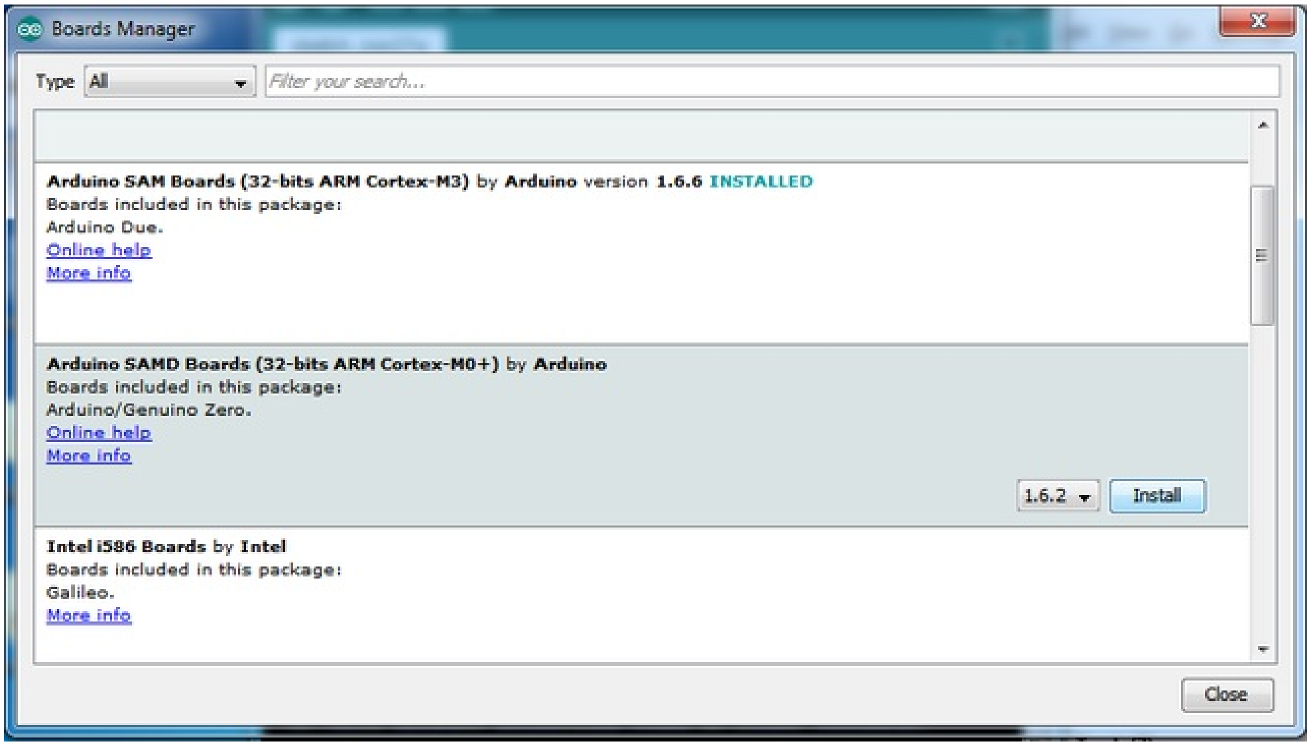
Now that you have added the appropriate URLs to the Arduino IDE preferences, you can open the **Boards Manager** by navigating to the **Tools->Board** menu.



Once the Board Manager opens, click on the category drop down menu on the top left hand side of the window and select **Contributed**. You will then be able to select and install the boards supplied by the URLs added to the prefrences.

Install SAMD Support

First up, install the **Arduino SAMD Boards** version **1.6.2**
or later


Boards Manager

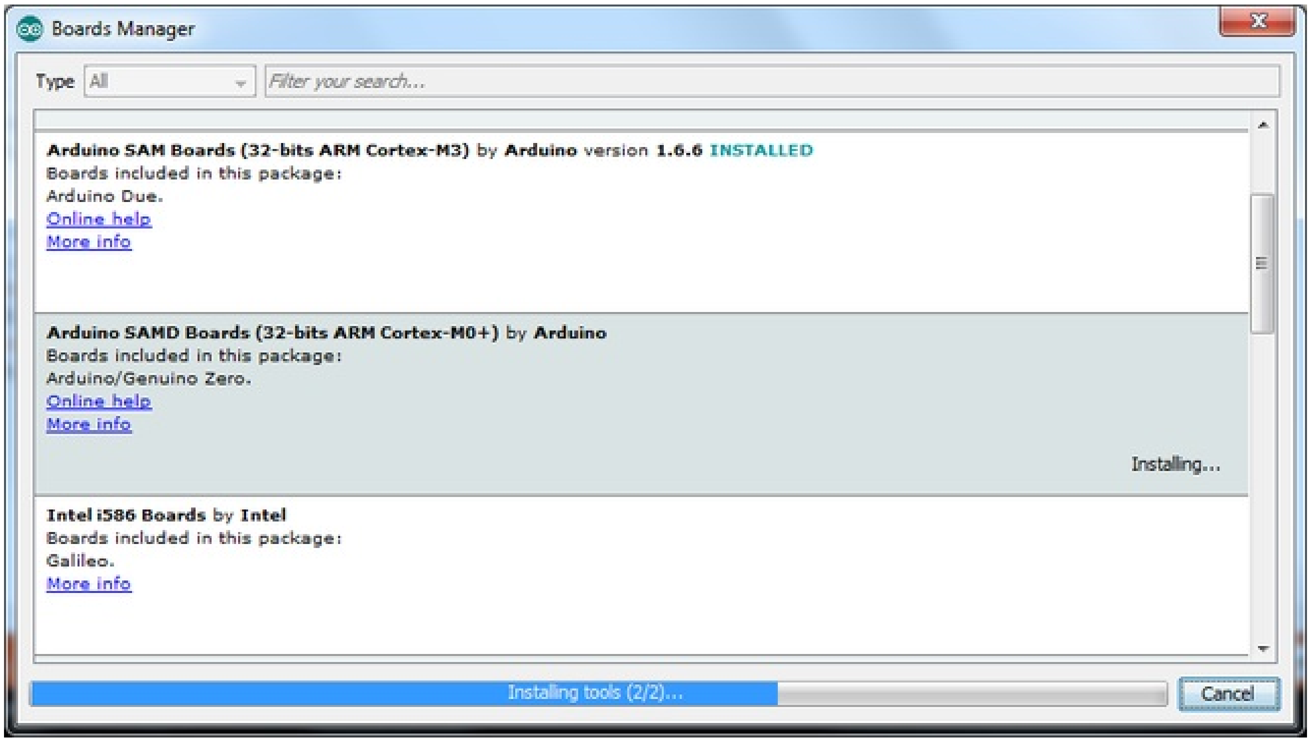
Type All | Filter your search...

Arduino SAM Boards (32-bits ARM Cortex-M3) by **Arduino** version **1.6.6** INSTALLED
Boards included in this package:
Arduino Due.
Online help
More info

Arduino SAMD Boards (32-bits ARM Cortex-M0+) by **Arduino**
Boards included in this package:
Arduino/Genuino Zero.
Online help
More info
1.6.2 Install

Intel i586 Boards by **Intel**
Boards included in this package:
Galileo.
More info

Close


Boards Manager

Type All | Filter your search...

Arduino SAM Boards (32-bits ARM Cortex-M3) by **Arduino** version **1.6.6** INSTALLED
Boards included in this package:
Arduino Due.
Online help
More info

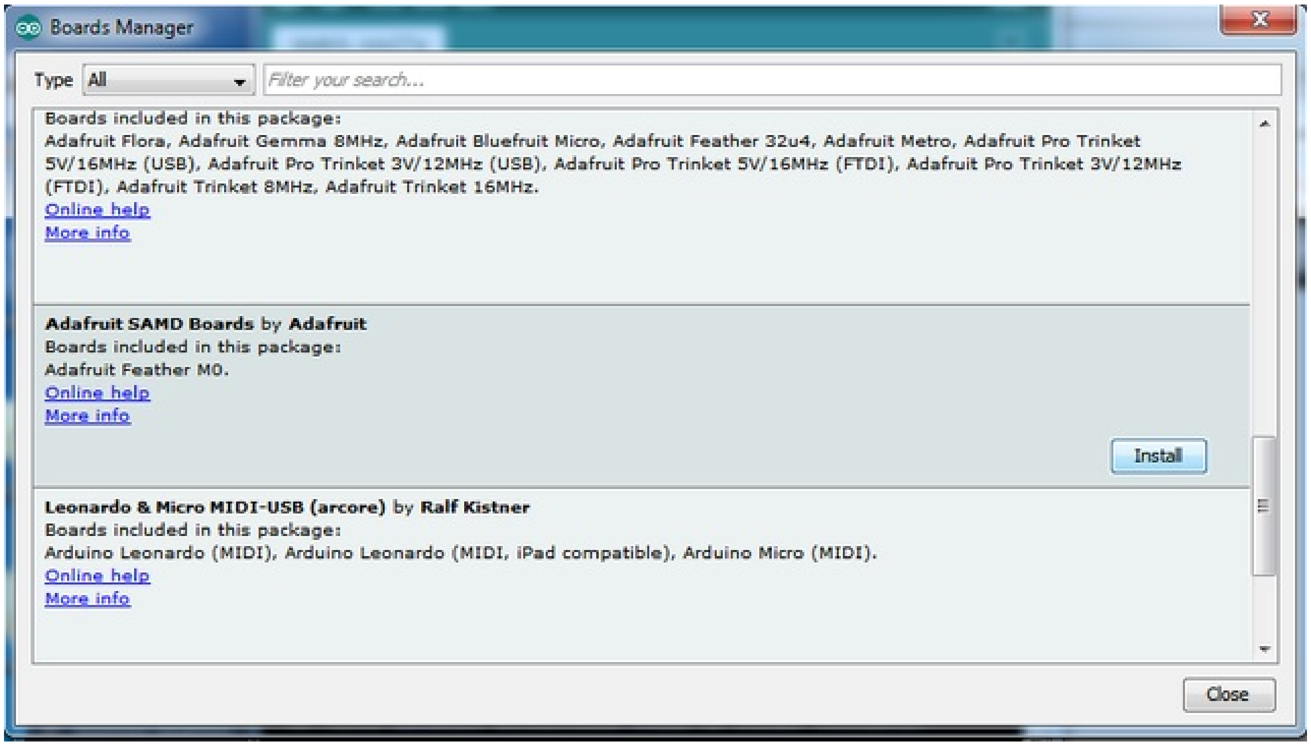
Arduino SAMD Boards (32-bits ARM Cortex-M0+) by **Arduino**
Boards included in this package:
Arduino/Genuino Zero.
Online help
More info
Installing...

Intel i586 Boards by **Intel**
Boards included in this package:
Galileo.
More info

Installing tools (2/2)... Cancel

Install Adafruit SAMD

Next you can install the Adafruit SAMD package to add the board file definitions



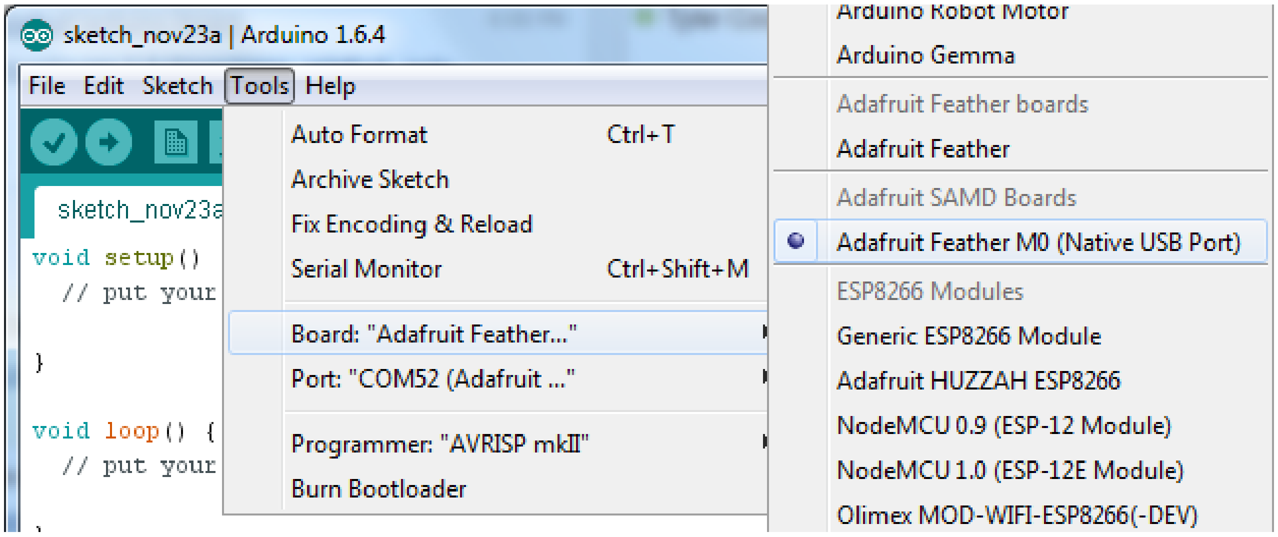
Boards included in this package:
Adafruit Flora, Adafruit Gemma 8MHz, Adafruit Bluefruit Micro, Adafruit Feather 32u4, Adafruit Metro, Adafruit Pro Trinket 5V/16MHz (USB), Adafruit Pro Trinket 3V/12MHz (USB), Adafruit Pro Trinket 5V/16MHz (FTDI), Adafruit Pro Trinket 3V/12MHz (FTDI), Adafruit Trinket 8MHz, Adafruit Trinket 16MHz.
Online help
More info

Adafruit SAMD Boards by **Adafruit**
Boards included in this package:
Adafruit Feather M0.
Online help
More info

Leonardo & Micro MIDI-USB (arcore) by **Ralf Kistner**
Boards included in this package:
Arduino Leonardo (MIDI), Arduino Leonardo (MIDI, iPad compatible), Arduino Micro (MIDI).
Online help
More info

Even though in theory you don't need to - I recommend rebooting the IDE

Quit and reopen the Arduino IDE to ensure that all of the boards are properly installed. You should now be able to select and upload to the new boards listed in the **Tools->Board** menu.



sketch_nov23a | Arduino 1.6.4
File Edit Sketch Tools Help
Auto Format Ctrl+T
Archive Sketch
Fix Encoding & Reload
Serial Monitor Ctrl+Shift+M
Board: "Adafruit Feather..."
Port: "COM52 (Adafruit ..."
Programmer: "AVRISP mkII"
Burn Bootloader
Arduino Robot Motor
Arduino Gemma
Adafruit Feather boards
Adafruit Feather
Adafruit SAMD Boards
Adafruit Feather M0 (Native USB Port)
ESP8266 Modules
Generic ESP8266 Module
Adafruit HUZZAH ESP8266
NodeMCU 0.9 (ESP-12 Module)
NodeMCU 1.0 (ESP-12E Module)
Olimex MOD-WIFI-ESP8266(-DEV)

```
sketch_nov23a
void setup()
  // put your

}

void loop() {
  // put your
```

Install Drivers (Windows Only)

When you plug in the Feather, you'll need to possibly install a driver

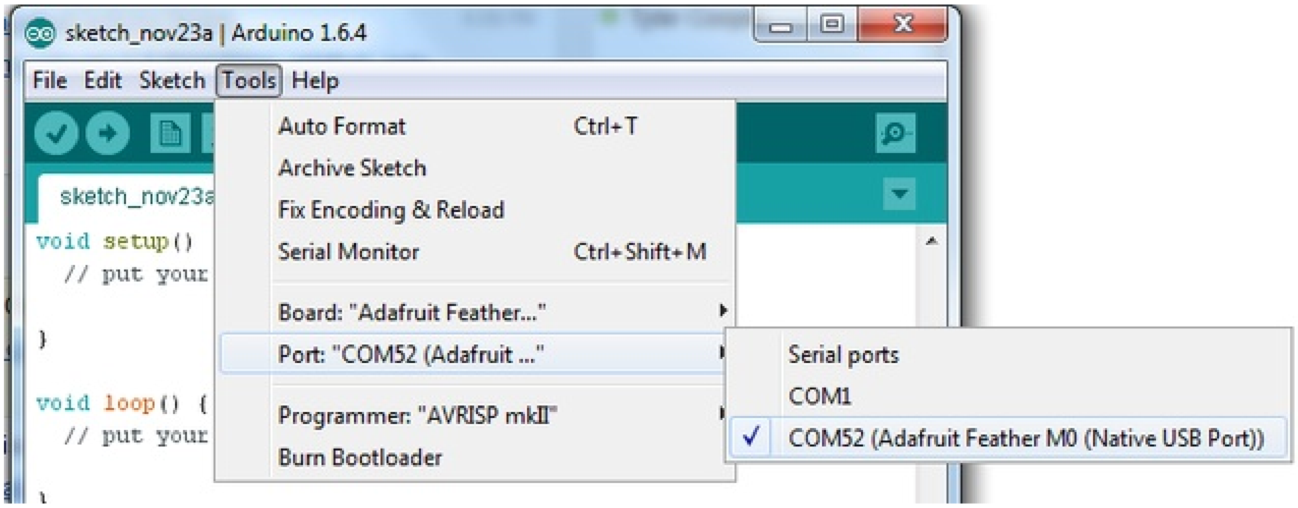
Start out by installing the serial/CDC drivers. We'll be using PJRC's awesome generic CDC drivers, works with all Windows and all CDC devices. (Thanks Paul!) (http://adafru.it/fLA)

Mac/Linux does not need a driver, continue as is!

Blink

Now you can upload your first blink sketch!

Plug in the Feather M0 and wait for it to be recognized by the OS (just takes a few seconds). It will create a serial/COM port, you can now select it from the dropdown, it'll even be 'indicated' as Feather M0!


sketch_nov23a | Arduino 1.6.4
File Edit Sketch Tools Help
Auto Format Ctrl+T
Archive Sketch
Fix Encoding & Reload
Serial Monitor Ctrl+Shift+M
Programmer: "AVRISP mkII"
Burn Bootloader
Serial ports
COM1

Board: "Adafruit Feather..."
Port: "COM52 (Adafruit ..."
✓ COM52 (Adafruit Feather M0 (Native USB Port))

```
void setup() {
  // put your
}

void loop() {
  // put your
```

Now load up the Blink example

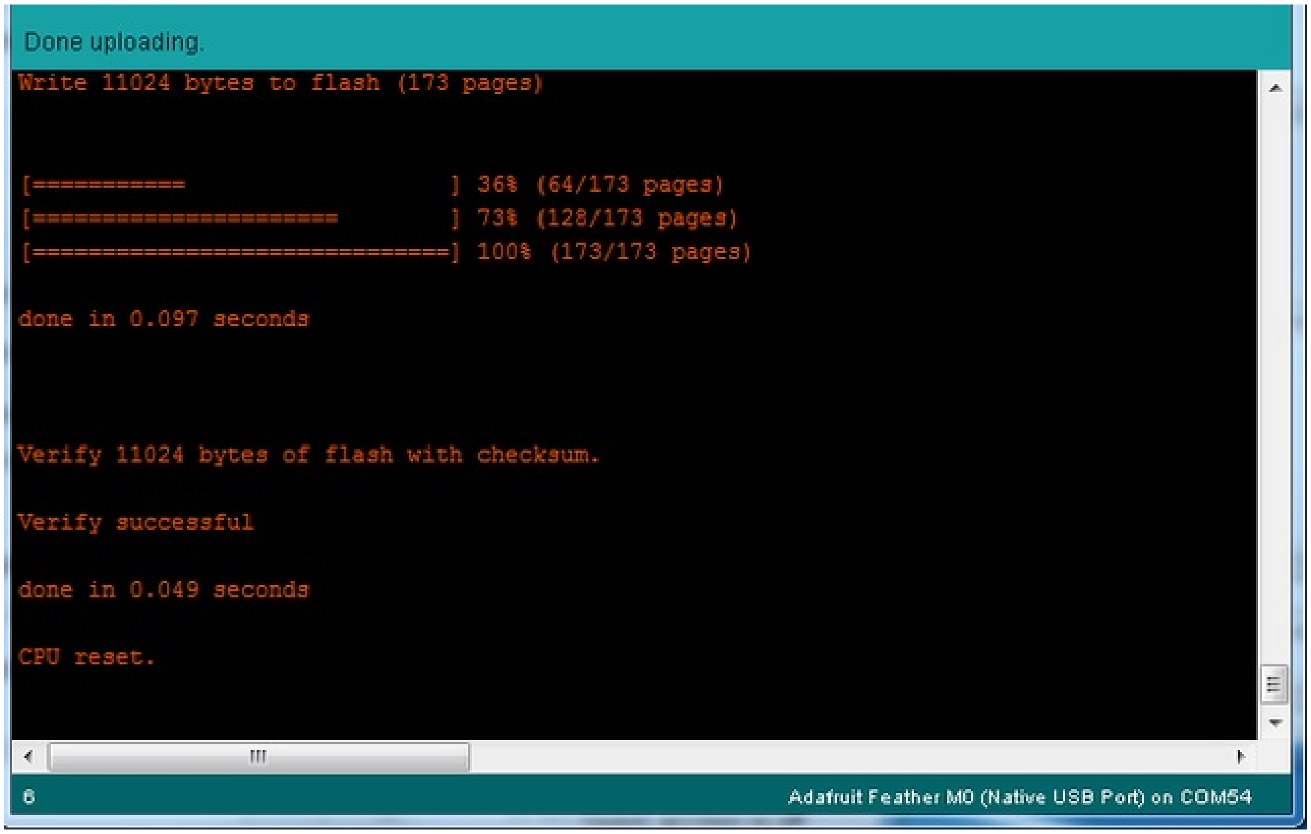
```
// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin 13 as an output.
  pinMode(13, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
  digitalWrite(13, HIGH);   // turn the LED on (HIGH is the voltage level)
  delay(1000);              // wait for a second
  digitalWrite(13, LOW);    // turn the LED off by making the voltage LOW
  delay(1000);              // wait for a second
}
```

And click upload! That's it, you will be able to see the LED blink rate change as you adapt the **delay()** calls.

Sucessful Upload

If you have a successful upload, you'll get a bunch of red text that tells you that the device was found and it was programmed, verified & reset



Done uploading.

```
Write 11024 bytes to flash (173 pages)


[===========                   ] 36% (64/173 pages)
[======================        ] 73% (128/173 pages)
[==============================] 100% (173/173 pages)

done in 0.097 seconds



Verify 11024 bytes of flash with checksum.

Verify successful

done in 0.049 seconds

CPU reset.
```

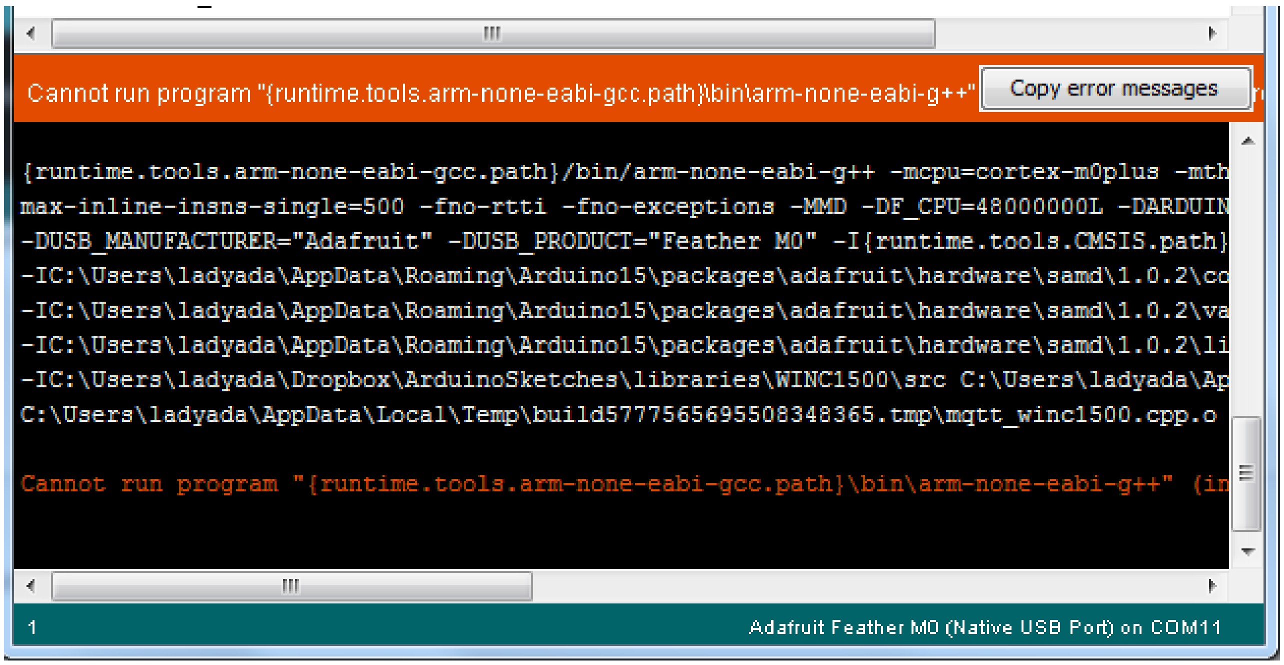
6   Adafruit Feather M0 (Native USB Port) on COM54

Compilation Issues

If you get an alert that looks like

Cannot run program "{runtime.tools.arm-none-eabi-gcc.path}\bin\arm-non-eabi-g++"

Make sure you have installed the **Arduino SAMD** boards package, you need *both* Arduino & Adafruit SAMD board packages



```
Cannot run program "{runtime.tools.arm-none-eabi-gcc.path}\bin\arm-none-eabi-g++"
```

```
{runtime.tools.arm-none-eabi-gcc.path}/bin/arm-none-eabi-g++ -mcpu=cortex-m0plus -mth
max-inline-insns-single=500 -fno-rtti -fno-exceptions -MMD -DF_CPU=48000000L -DARDUIN
-DUSB_MANUFACTURER="Adafruit" -DUSB_PRODUCT="Feather M0" -I{runtime.tools.CMSIS.path}
-IC:\Users\ladyada\AppData\Roaming\Arduino15\packages\adafruit\hardware\samd\1.0.2\co
-IC:\Users\ladyada\AppData\Roaming\Arduino15\packages\adafruit\hardware\samd\1.0.2\va
-IC:\Users\ladyada\AppData\Roaming\Arduino15\packages\adafruit\hardware\samd\1.0.2\li
-IC:\Users\ladyada\Dropbox\ArduinoSketches\libraries\WINC1500\src C:\Users\ladyada\Ap
C:\Users\ladyada\AppData\Local\Temp\build5777565695508348365.tmp\mqtt_winc1500.cpp.o

Cannot run program "{runtime.tools.arm-none-eabi-gcc.path}\bin\arm-none-eabi-g++" (in
```

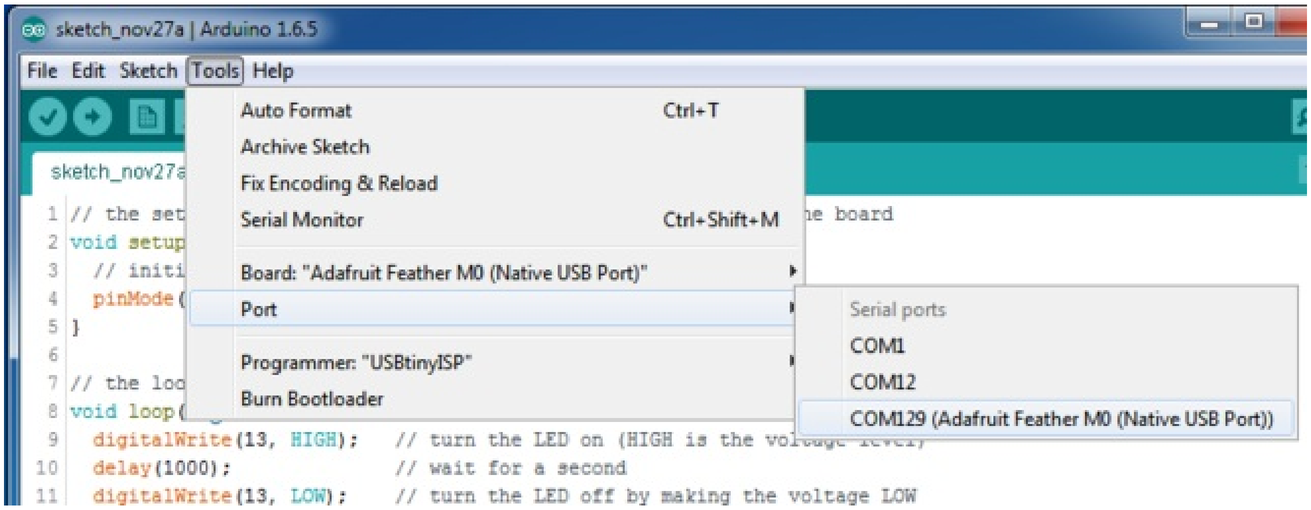
```
1                                      Adafruit Feather M0 (Native USB Port) on COM11
```

Manually bootloading

If you ever get in a 'weird' spot with the bootloader, or you have uploaded code that crashes and doesn't auto-reboot into the bootloader, click the **RST** button **twice** (like a double-click)to get back into the bootloader.

The red LED will pulse, so you know that its in bootloader mode.

Once it is in bootloader mode, you can select the newly created COM/Serial port and re-try uploading.



sketch_nov27a | Arduino 1.6.5
File Edit Sketch Tools Help
Auto Format Ctrl+T
Archive Sketch
Fix Encoding & Reload
Serial Monitor Ctrl+Shift+M
Board: "Adafruit Feather M0 (Native USB Port)"
Port
Programmer: "USBtinyISP"
Burn Bootloader
Serial ports
COM1
COM12
COM129 (Adafruit Feather M0 (Native USB Port))
sketch_nov27a

```
// the set                                      he board
void setup
  // initi
  pinMode(
}

// the loo
void loop(
  digitalWrite(13, HIGH);   // turn the LED on (HIGH is the vo
  delay(1000);              // wait for a second
  digitalWrite(13, LOW);    // turn the LED off by making the voltage LOW
```

You may need to go back and reselect the 'normal' USB serial port next time you want to use the normal upload.

Ubuntu & Linux Issue Fix

Note if you're using Ubuntu 15.04 (or perhaps other more recent Linux distributions) there is an issue with the modem manager service which causes the Bluefruit LE micro to be difficult to program. If you run into errors like "device or resource busy", "bad file descriptor", or "port is busy" when attempting to program then you are hitting this issue. (http://adafru.it/fP6)

The fix for this issue is to make sure Adafruit's custom udev rules are applied to your system. One of these rules is made to configure modem manager not to touch the Feather board and will fix the programming difficulty issue. Follow the steps for installing Adafruit's udev rules on this page. (http://adafru.it/iOE)

Adapting Sketches to M0

The ATSAMD21 is a very nice little chip but its fairly new as Arduino-compatible cores go. **Most** sketches & libraries will work but here's a few things we noticed!

Analog References

If you'd like to use the **ARef** pin for a non-3.3V analog reference, the code to use is `analogReference(AR_EXTERNAL)` (it's AR_EXTERNAL not EXTERNAL)

Pin Outputs & Pullups

The old-style way of turning on a pin as an input with a pullup is to use

```
pinMode(pin, INPUT)
digitalWrite(pin, HIGH)
```

This is because the pullup-selection register is the same as the output-selection register.

For the M0, you can't do this anymore! Instead, use

```
pinMode(pin, INPUT_PULLUP)
```

which has the benefit of being backwards compatible with AVR.

Serial vs SerialUSB

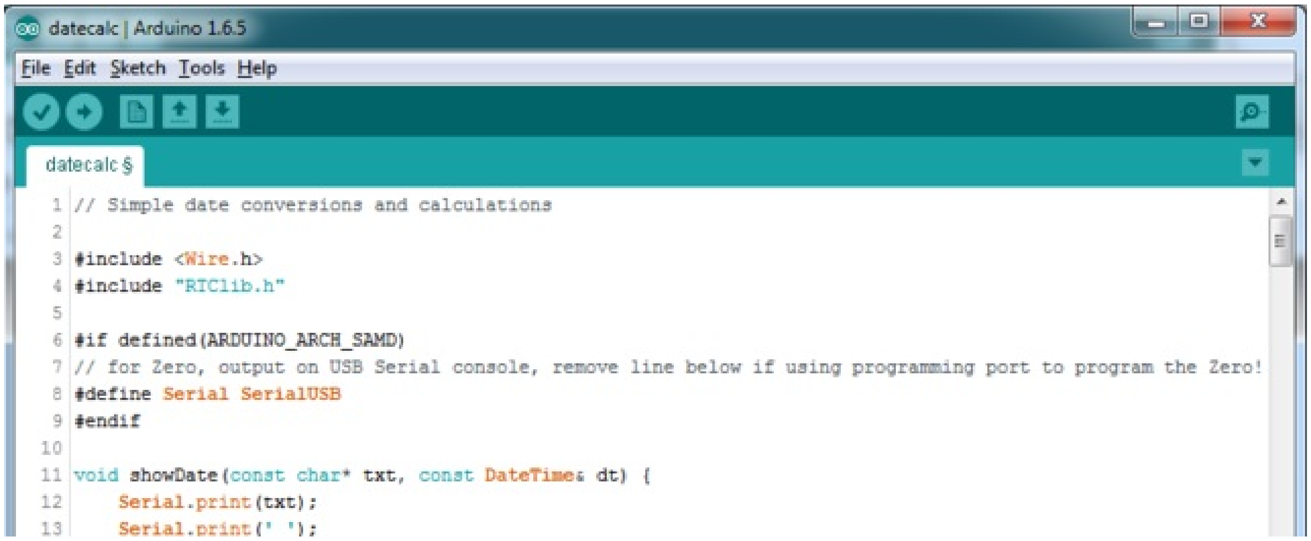
99.9% of your existing Arduino sketches use **Serial.print** to debug and give output. For the M0 core, this goes to the Serial5 port, which isn't exposed on the Feather. The USB port, is called **SerialUSB** instead.

You've got two options. If you want your Serial prints and reads to use the USB port, use **SerialUSB** instead of Serial in your sketch

If you have existing sketches and code and you want them to work with the M0 without a huge find-replace, put

```
#define Serial SerialUSB
```

right above the first function definition in your code. For example:



```
// Simple date conversions and calculations

#include <Wire.h>
#include "RTClib.h"

#if defined(ARDUINO_ARCH_SAMD)
// for Zero, output on USB Serial console, remove line below if using programming port to program the Zero!
#define Serial SerialUSB
#endif

void showDate(const char* txt, const DateTime& dt) {
    Serial.print(txt);
    Serial.print(' ');
```

Bootloader Launching

For most other AVRs, clicking **reset** while plugged into USB will launch the bootloader manually, the bootloader will time out after a few seconds. For the M0, you'll need to *double click* the button. You will see a pulsing red LED to let you know you're in bootloader mode. Once in that mode, it wont time out! Click reset again if you want to go back to launching code

Aligned Memory Access

This is a little less likely to happen to you but it happened to me! If you're used to 8-bit platforms, you can do this nice thing where you can typecast variables around. e.g.

```
uint8_t mybuffer[4];
float f = (float)mybuffer;
```

You can't be guaranteed that this will work on a 32-bit platform because **mybuffer** might not be aligned to a 4-byte boundary. Instead, use memcpy!

```
uint8_t mybuffer[4];
float f;
memcpy(f, mybuffer, 4)
```

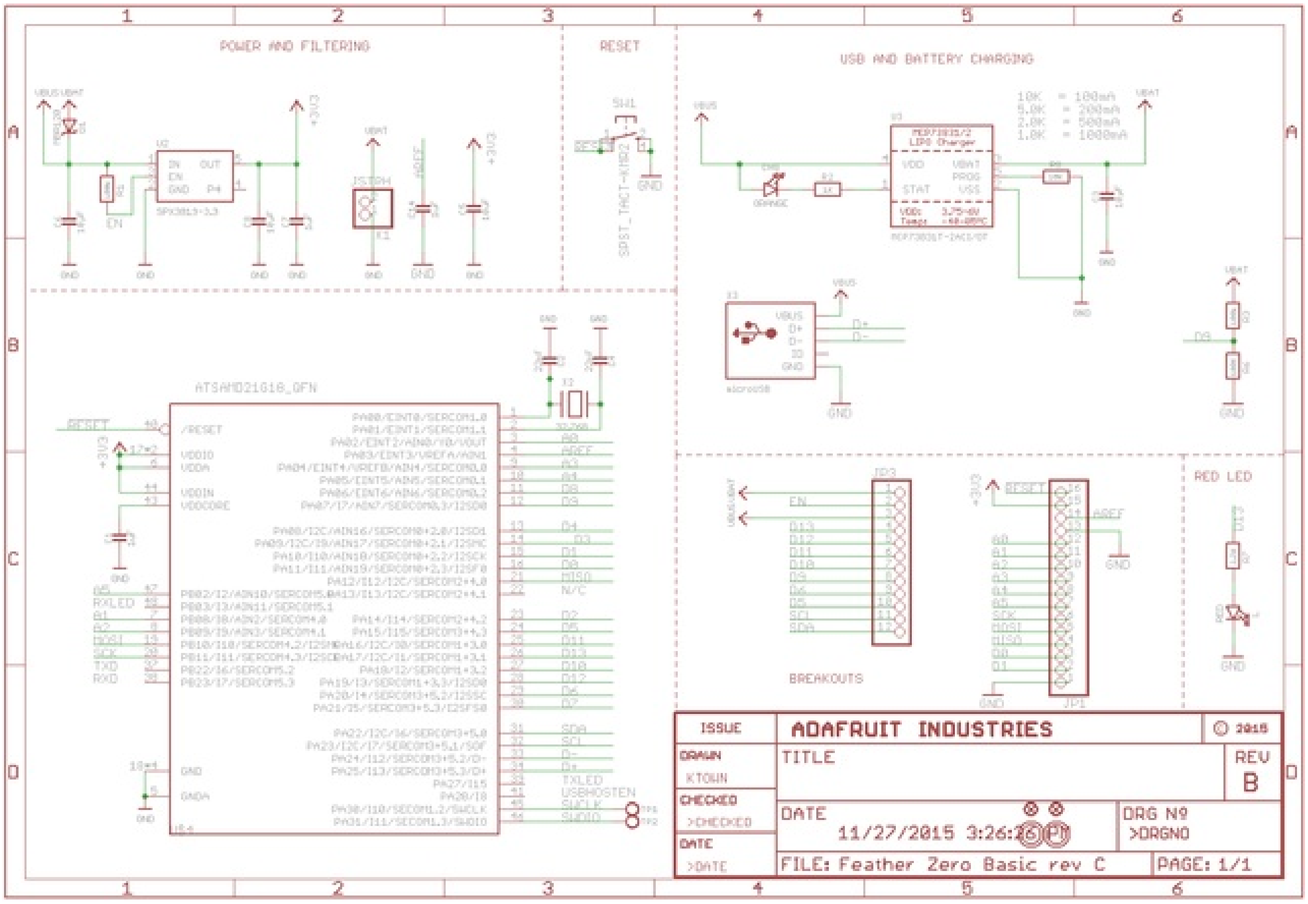
Downloads

Datasheets

- ATSAMD21 Datasheet (http://adafru.it/jEZ) (the main chip on the Feather M0)

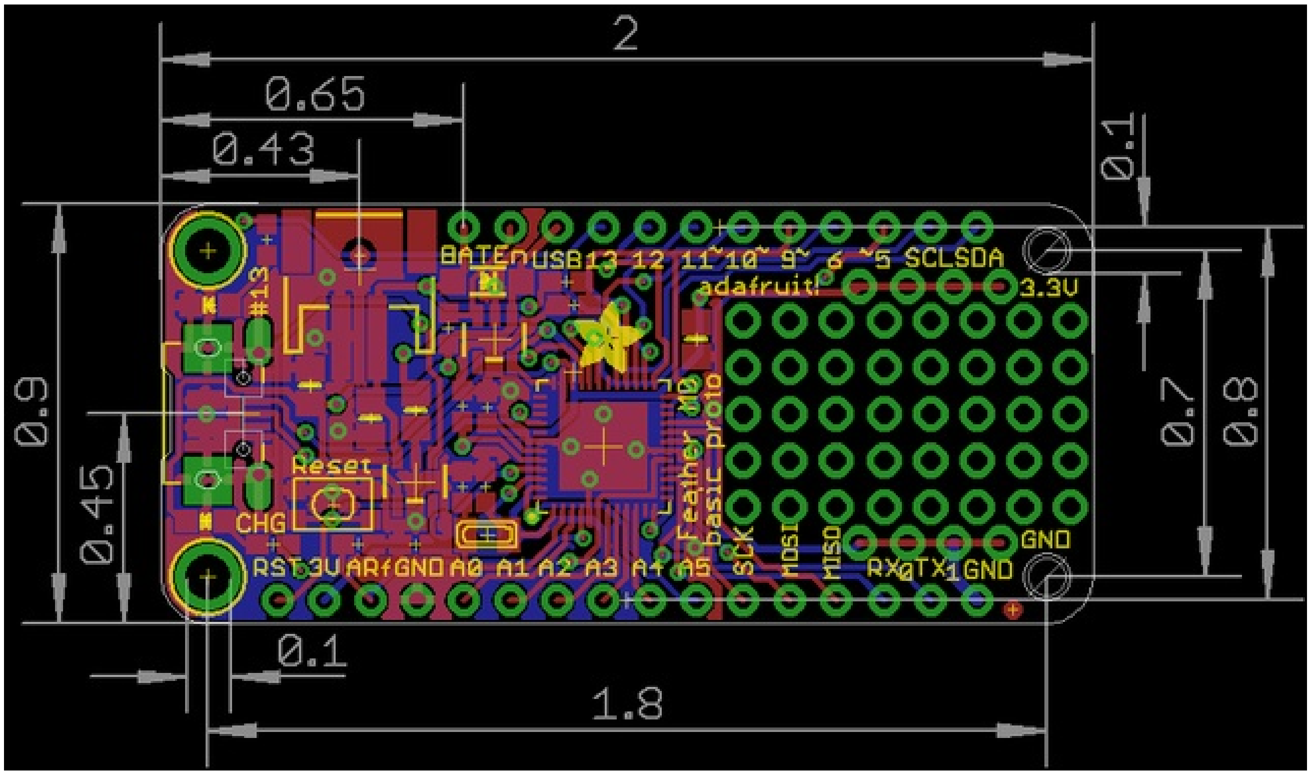
Schematic

Click to enlarge



Fabrication Print

Dimensions in inches


2
0.65
0.43
0.1
0.9
0.45
0.7
0.8
0.1
1.8
BAT
EN
USB
13
12
11
10
9
6
5
SCL
SDA
adafruit!
3.3V
#13
Reset
CHG
Feather M0 basic proto
SCK
MOSI
MISO
RX0
TX1
GND
RST
3V
ARf
GND
A0
A1
A2
A3
A4
A5