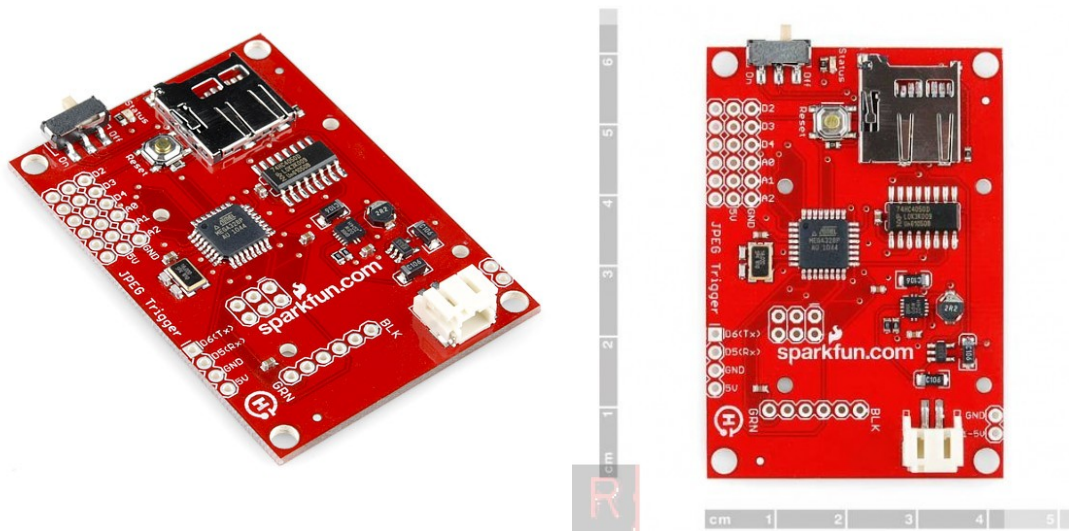


SparkFun

JPEG Trigger

sku: DEV-10549



Description: The JPEG Trigger interfaces with the [LinkSprite JPEG Color Camera](#) to simplify picture taking. To take a picture, all you have to do is pull one of three digital pins to ground (D2, 3 or 4), or pull one of three analog pins to 5V (A0, 1 or 2). The on-board Arduino compatible ATmega328 is programmed to handle all the communication with the JPEG camera and the SD card.

The default firmware requires that a FAT16 formatted microSD card be inserted into the microSD socket. After you turn the board on, the status LED will turn on signifying the board is ready to be triggered. If the LED starts blinking, the SD card failed to initialize and you should make sure it's been formatted correctly.

Once the camera is triggered the board will capture a JPEG image and save it to the SD card. The file will be saved with a simple 3 digit number which is increment each time a picture is captured. While this happens, the status LED will start blinking. The camera can not be triggered again until the board finishes saving the current picture. After the JPEG Trigger has finished recording the image, the board will go back into the ready state and the status LED will go back to being solid. Each picture taken is saved as an individual 320x240 JPEG file. The files will actually carry the '.txt' extension, but they are actually JPEG encoded, simply change the file extension to '.jpg' in order to view them.

Power on the JPEG Trigger is regulated to 3.3VDC, and the on-board JST connector allows you to power the board via one of our LiPo batteries. There is also a 6-pin header on board which mates with our [FTDI Basic Breakout](#) board for debugging or other purposes.

Note: This product does not come with the JPEG Color Camera or an SD card, you'll need to purchase those items separately.

Note: Boards with the new firmware (below) will save pictures as '.jpg' files with the following format: "[name of trigger]###.jpg". If your board saves files as '.txt' they are still jpeg encoded, you simply need to change the extension, but if you like you can download the new source sketch and upload it to your board using the 'Arduino 5V/16Mhz w/ AtMega328' board profile.

Documents:

- [Schematic](#)

- [Eagle Files](#)
- [Latest Source Code](#)
- [Supporting Libraries](#)