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ThingM

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firehopper asked this question 9 months ago.

anyone used a blinkm with a parallax propeller?

I am going to be using a bunch of blink m's possibly as many as 126 or more. (gotta buy em a few at a time. budget dont allow me to splurge on that many all at once, Its a project for a costume, but I'm going to use these with a propeller from parallax, too bad its a bit complicated :) first blinkMs are going to arrive tomorrow sometime, just wondering if anyone has used a propeller with them before.

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Company participation



todbot Official Rep



I'm silly

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[Inappropriate?](#)

firehopper replied 9 months ago

I am making a bit of progress getting the blinkm's to respond to the propeller. I am able to get the blinkm's to respond to I2C scan, they respond at address 00 and 18 (decimal)



I'm happy.

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[Inappropriate?](#)

firehopper replied 9 months ago

okay, I do get responses, how ever I'm having issues with trying to set the address.. Not sure what I need to do..



I'm confused

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[Inappropriate?](#)

todbot, Official Rep, replied 9 months ago

Perhaps it's an I2C address bit-shift issue? BlinkM (like Arduino) uses the non left-shifted form of I2C addresses. These addresses range from 0-127 with all values being valid. Other devices describe an address range of 0-255 with only the even addresses being valid. The difference is that the 0-255 form is a 1-bit left-shifted version of the 0-127 form.

That is, to BlinkM it's default address is 9, but as you've noticed in your scan, the address is showing up as 18 to you. When you're sending the "Set Address" command, it expects the 0-127 value. So if you set the address to 33 (according to BlinkM), you would access it at address 66.

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[Inappropriate?](#)

firehopper replied 9 months ago

I noticed that part, and I can command them to do that. I managed to set them both to 0000_0001, (when I access them I have to do it as 0000_0010.)

now to just leave one connected and change it to 0000_0010 then I can try and access them seperately. I also need to kill the running script sometimes depending on what I want to do.. just have to get lots more. 1-2 at a time..



I'm confident

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Inappropriate?

firehopper replied 9 months ago

got em addressed seperately, it was a issue with the way the propeller is programmed, if you send the program by hitting f11, it programs the eeprom, f10 only programs the ram of the micro, so when power is removed the program is lost. so what happened is when I powered off the board to replace the other blinkm, the first thing the propeller did was program both blinkm's to the new address :)

code can be provided, I didnt write much of it at all, its all code provided by helpers on the parallax forums, without thier help I dont think I would have gotten very far.



I'm thankful

1 person says this answers the question

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Inappropriate?

dave tribbett replied 8 months ago

where are you know with this? I've used these on the Arduino and they work great but wanted to use on the propeller now...Any help would be great. thx.

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Inappropriate?

Andrei Achim replied 6 months ago

dave,

I used all the info provided by firehopper in the parallax forum (just do a search for blinkm in the propeller board and you'll find the thread, it's the only one. The code in there should get you started. The main thing is that although the default address of a BlinkM is #09, in SPIN you have to address it at #18, because you have to shift it one bit, with a 0, which represents the 'write bit'. In other words, $0000_1001 + 0 = 0000_1001_0$. As far as the 3.3-5V issue (BlinkM is a 5V device, the Prop is a 3.3V device) and the pullup resistors go, the BlinkM datasheet clearly states that for short wire runs, internal pullups in modern controllers are enough. Also, the I2C driver we use (the MinimaI2Cdriver.spin) assumes there are no pullups. I used a Parallax Proto Board and wired directly '+' to VDD, '-' to VSS, 'c' to a free pin and 'd' to the next pin (of course, match the pin numbers in your program). It worked from the first try. The board I used also has 5V on it, so it makes it easy to drive the LEDs at their full potential (the 3.3V, while works, might not give the right colors).



I'm RGB happy

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