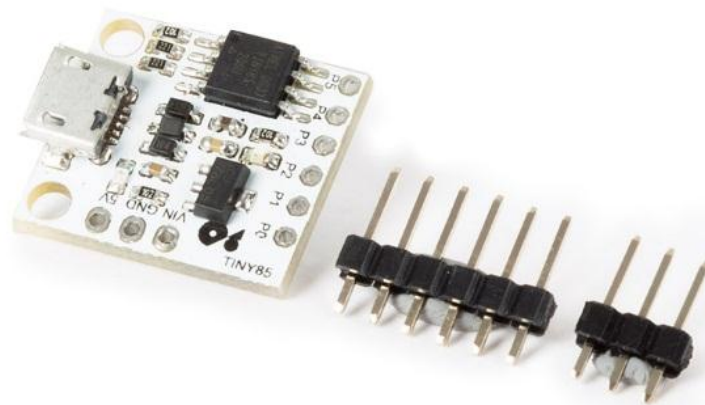


# velleman<sup>®</sup>

## VMA108

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**ATTINY85 ARDUINO<sup>®</sup> COMPATIBLE MICRO DEVELOPMENT BOARD**



USER MANUAL



# USER MANUAL

## 1. Introduction

To all residents of the European Union

### Important environmental information about this product



This symbol on the device or the package indicates that disposal of the device after its lifecycle could harm the environment. Do not dispose of the unit (or batteries) as unsorted municipal waste; it should be taken to a specialized company for recycling. This device should be returned to your distributor or to a local recycling service. Respect the local environmental rules.

**If in doubt, contact your local waste disposal authorities.**

Thank you for choosing Velleman®! Please read the manual thoroughly before bringing this device into service. If the device was damaged in transit, do not install or use it and contact your dealer.

## 2. Safety Instructions



- This device can be used by children aged from 8 years and above, and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning the use of the device in a safe way and understand the hazards involved. Children shall not play with the device. Cleaning and user maintenance shall not be made by children without supervision.



- Indoor use only.  
Keep away from rain, moisture, splashing and dripping liquids.

## 3. General Guidelines



- Refer to the Velleman® Service and Quality Warranty on the last pages of this manual.
- Familiarise yourself with the functions of the device before actually using it.
- All modifications of the device are forbidden for safety reasons. Damage caused by user modifications to the device is not covered by the warranty.
- Only use the device for its intended purpose. Using the device in an unauthorised way will void the warranty.
- Damage caused by disregard of certain guidelines in this manual is not covered by the warranty and the dealer will not accept responsibility for any ensuing defects or problems.
- Nor Velleman nv nor its dealers can be held responsible for any damage (extraordinary, incidental or indirect) – of any nature (financial, physical...) arising from the possession, use or failure of this product.
- Due to constant product improvements, the actual product appearance might differ from the shown images.
- Product images are for illustrative purposes only.
- Do not switch the device on immediately after it has been exposed to changes in temperature. Protect the device against damage by leaving it switched off until it has reached room temperature.
- Keep this manual for future reference.

## 4. What is Arduino®

Arduino® is an open-source prototyping platform based in easy-to-use hardware and software. Arduino® boards are able to read inputs – light-on sensor, a finger on a button or a Twitter message – and turn it into an output – activating of a motor, turning on an LED, publishing something online. You can tell your board what to do by sending a set of instructions to the microcontroller on the board. To do so, you use the Arduino programming language (based on Wiring) and the Arduino® software IDE (based on Processing).

Surf to [www.arduino.cc](http://www.arduino.cc) and [www.arduino.org](http://www.arduino.org) for more information.

## 5. Overview

operating voltage.....	1.8-5.5 VDC
dimensions .....	17.5 x 19 mm

## 6. Using the VMA108

The VMA108 is pre-loaded with the "micronucleus tiny85" bootloader version 1.02, an open source project: <https://github.com/micronucleus/micronucleus> originally written by Bluebie: <https://github.com/Bluebie>. This makes it possible to program the ATTiny85/VMA108 with the Arduino® IDE.

The VMA108 has on-board USB, using the pins PB3 and PB4. When programming, the I/Os on the VMA108 should be left free.

When powering up the VMA108 (external or by the USB port) the USB function is activated during a few seconds. This means that, when you plug in the VMA108 on your Windows machine, Windows will try to install the correct USB driver. However, after 3-4 seconds the VMA108 will close the USB port and Windows will never install the correct driver.

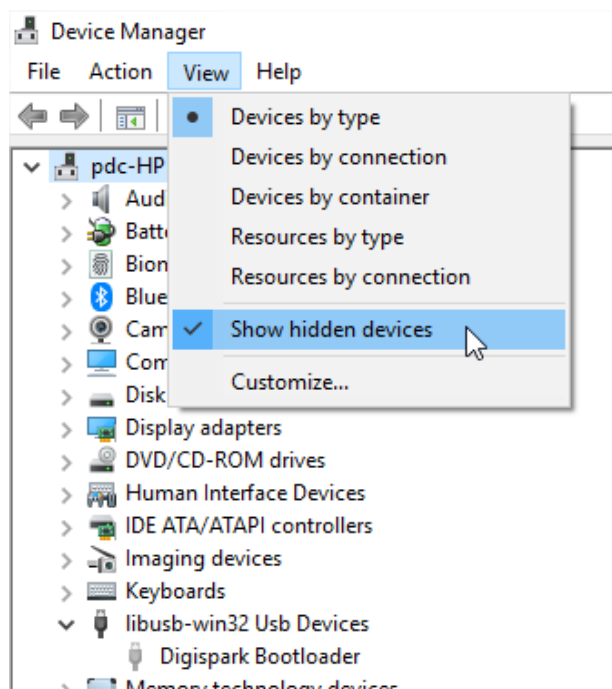
To avoid this, a special USB driver has to be installed.

1. Download the file digistump.drivers.zip from our website (<https://github.com/digistump/DigistumpArduino/releases>).
2. Unzip this file into a new directory.
3. Open this directory and locate DPinst.exe (32 bit) or DPinst64.exe (64 bit).

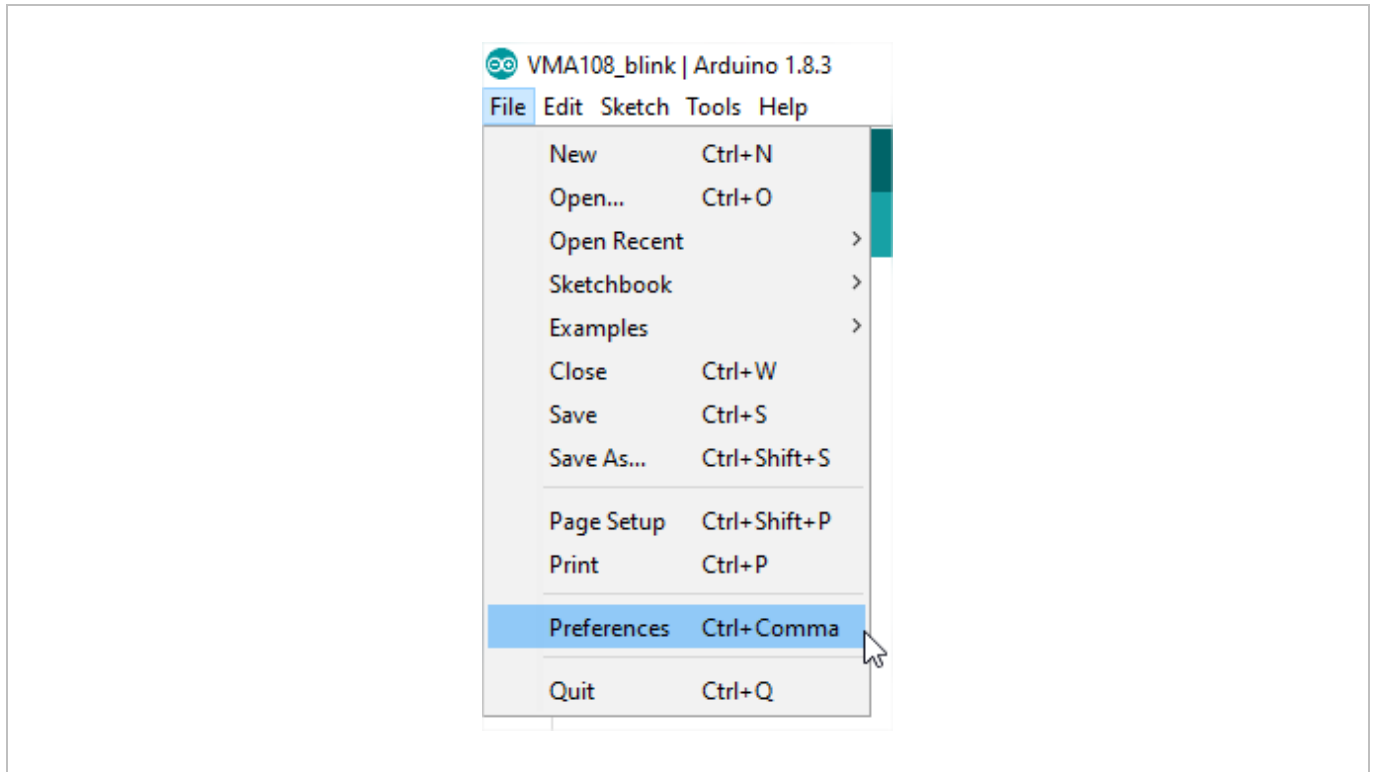
 DigiX.inf	08-Apr-16 13:21	Setup
 DPinst.exe	08-Apr-16 13:21	Appli
 DPinst64.exe	08-Apr-16 13:21	Appli

Double click one of these (depending of your machine) and install the driver.

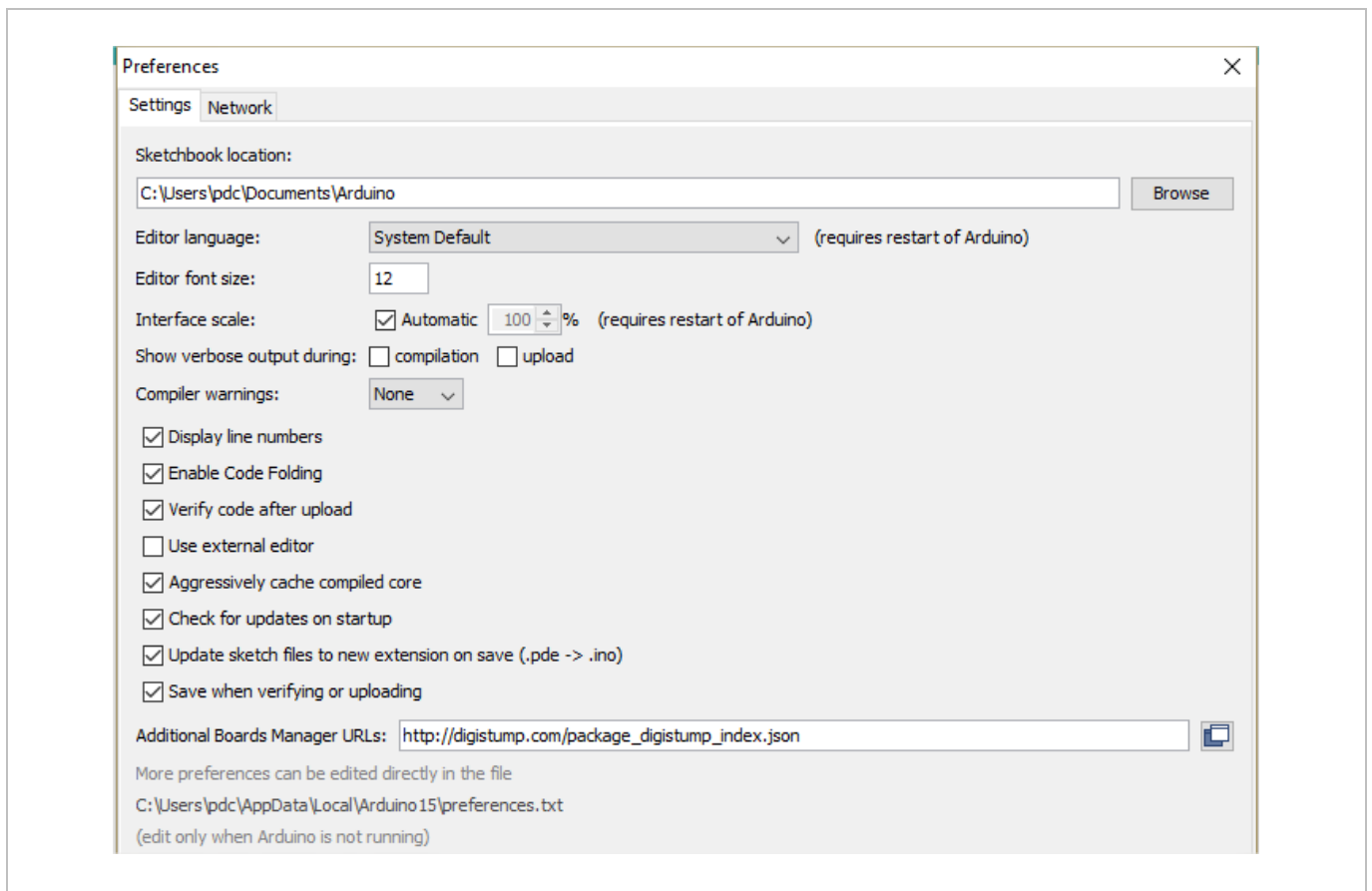
4. Now, open the Windows device manager and select View → Show Hidden Devices.  
A device "libusb-win32 Usb Devices" should be in the list now.



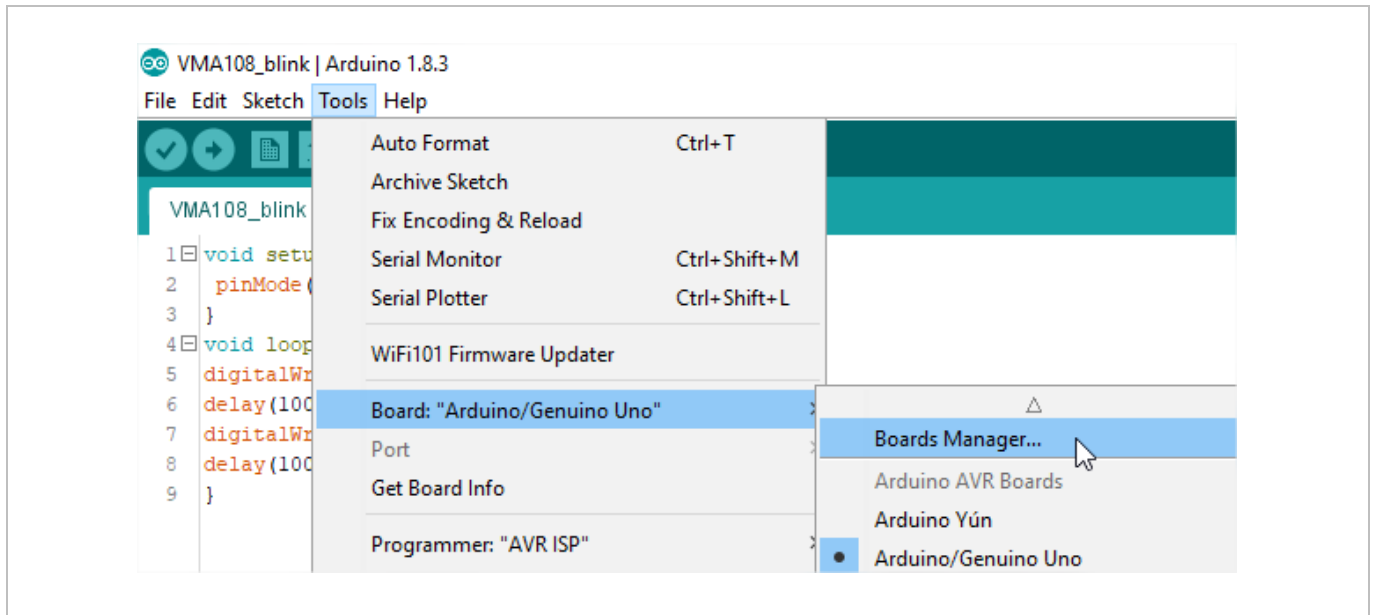
5. Close the device manager and open the Arduino® IDE (<https://www.arduino.cc/en/Main/Software>).
6. Open Files → Preferences.



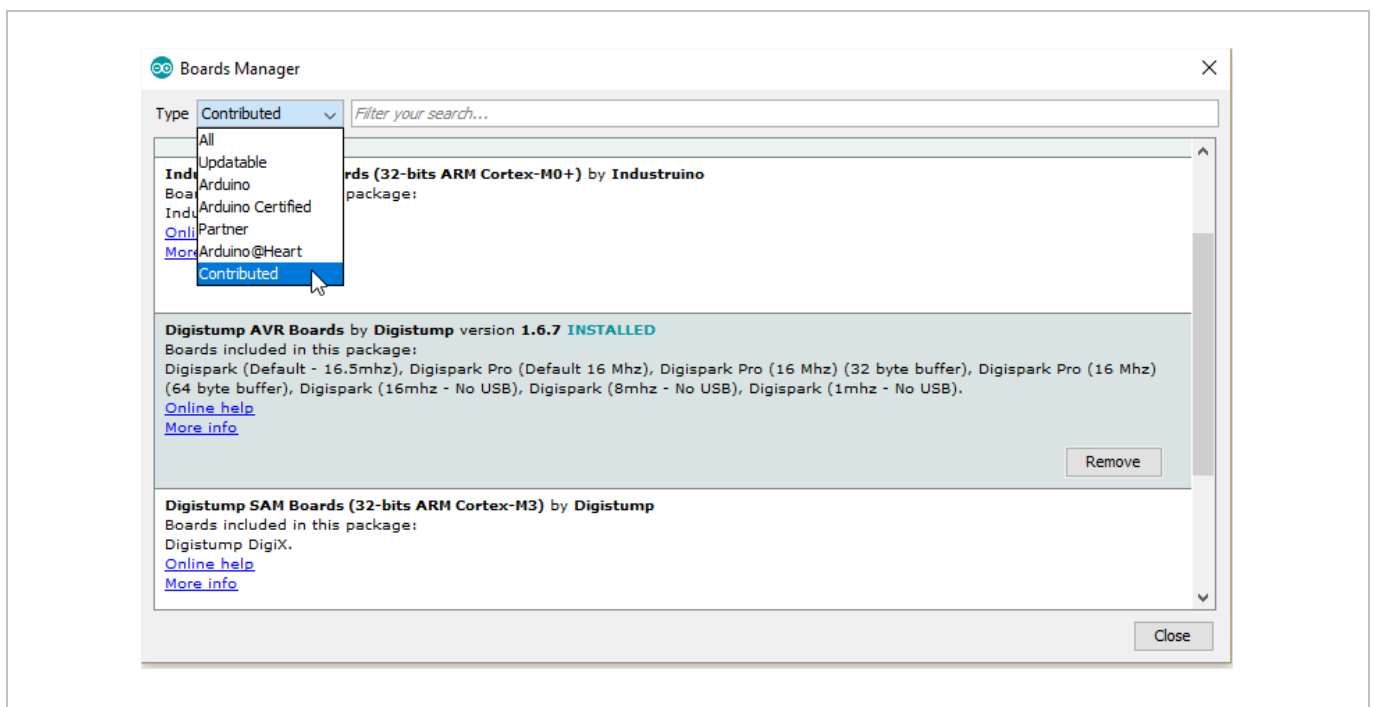
7. Enter [http://digistump.com/package\\_digistump\\_index.json](http://digistump.com/package_digistump_index.json) under "Additional Boards Manager URL's". Click OK.



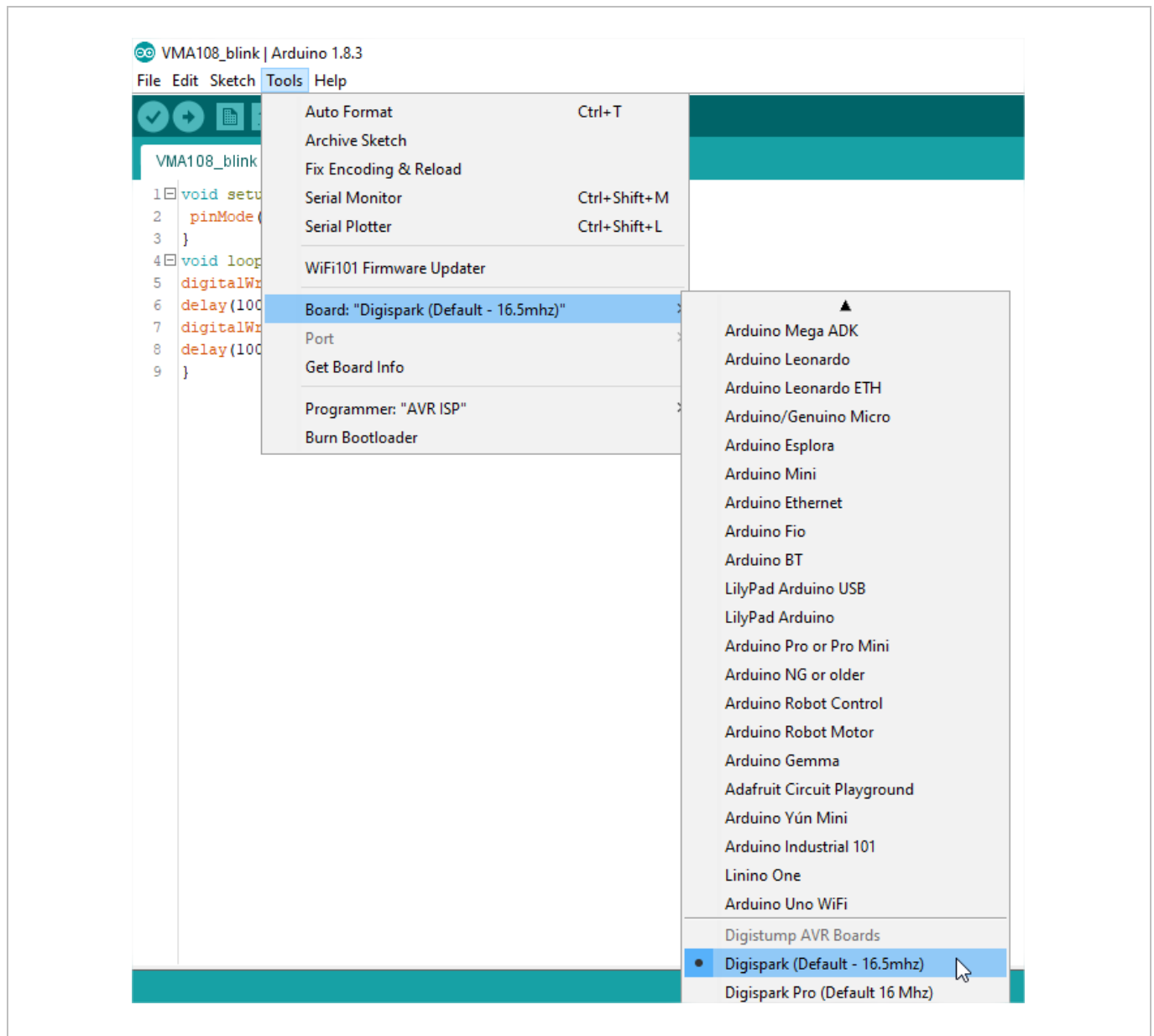
8. Go to Tools → Board → Boards Manager



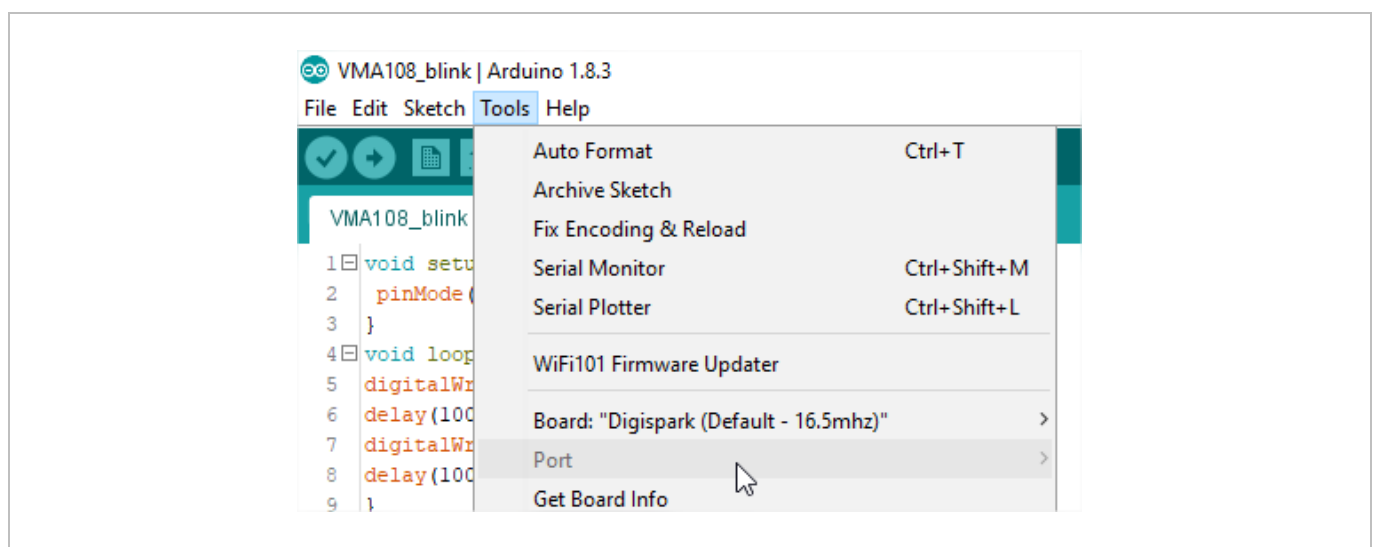
9. Select Contributed. Scroll through the list until you find Digistump AVR Boards by Digistump. Click Install. After installation, press Close.



10. Go back to the Tools → Boards. Select the Digispark (default 16.5 MHz) board.



After selecting this board, the field "Port" will remain grey. You cannot select a port due to the previously installed USB driver.



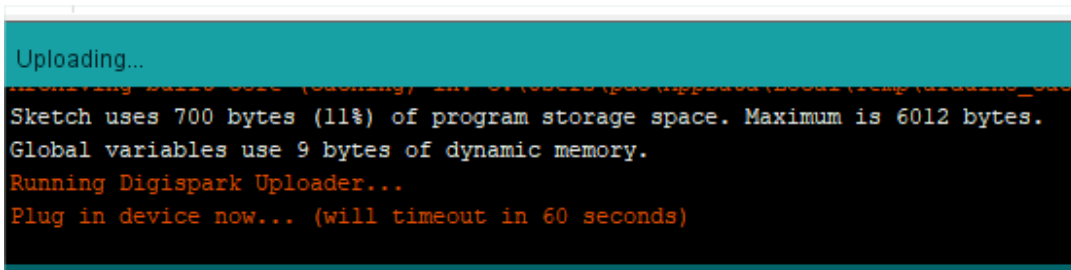
## 7. Example

Now we will try to send some code to the VMA108. Type the code below as an example. This code makes the on-board LED flash at a higher speed than before.

```
void setup() {
  pinMode(1, OUTPUT);
}
void loop() {
  digitalWrite(1,HIGH);
  delay(100);
  digitalWrite(1,LOW);
  delay(100);
}
```

**Make sure the VMA108 is not connected to your computer at this moment!**

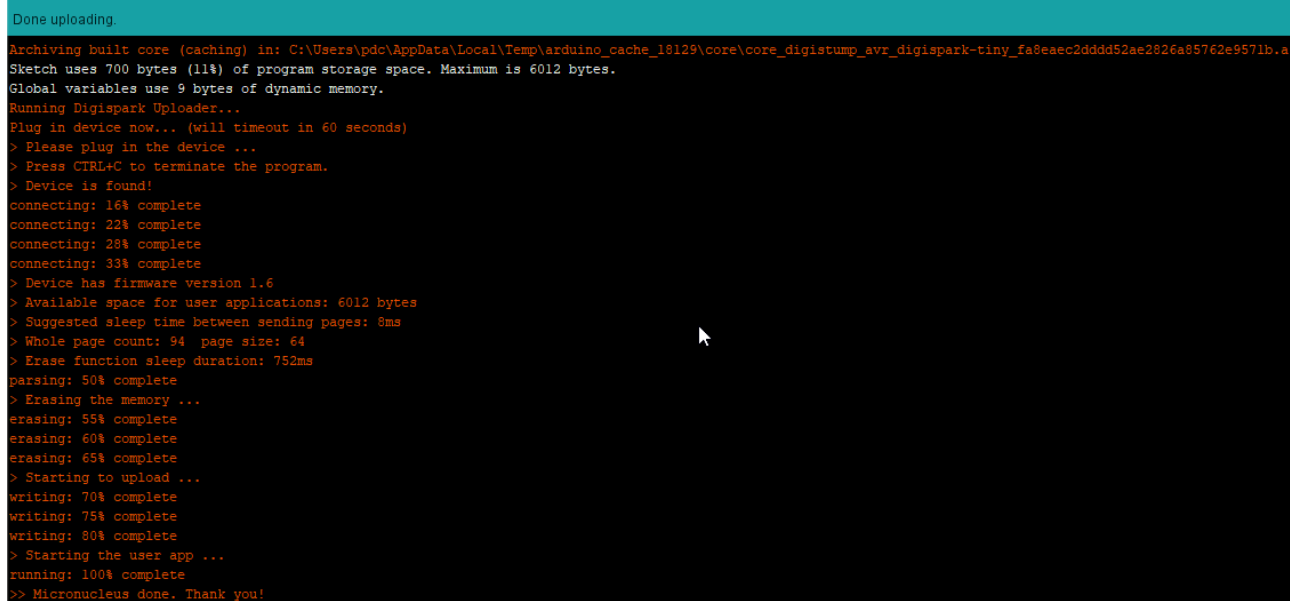
Press Upload in the IDE and keep watching when the actual upload starts. After compiling, you will see:



```
Uploading...
Sketch uses 700 bytes (11%) of program storage space. Maximum is 6012 bytes.
Global variables use 9 bytes of dynamic memory.
Running Digispark Uploader...
Plug in device now... (will timeout in 60 seconds)
```

Now, plug in your VMA108 within 60 seconds.

During/after uploading you will see following messages:



```
Done uploading
Archiving built core (caching) in: C:\Users\pdc\AppData\Local\Temp\arduino_cache_18129\core\core_digistump_avr_digispark-tiny_fa8eaec2ddd52ae2826a85762e9571b.a
Sketch uses 700 bytes (11%) of program storage space. Maximum is 6012 bytes.
Global variables use 9 bytes of dynamic memory.
Running Digispark Uploader...
Plug in device now... (will timeout in 60 seconds)
> Please plug in the device ...
> Press CTRL+C to terminate the program.
> Device is found!
connecting: 16% complete
connecting: 22% complete
connecting: 28% complete
connecting: 33% complete
> Device has firmware version 1.6
> Available space for user applications: 6012 bytes
> Suggested sleep time between sending pages: 0ms
> Whole page count: 94 page size: 64
> Erase function sleep duration: 752ms
parsing: 50% complete
> Erasing the memory ...
erasing: 55% complete
erasing: 60% complete
erasing: 65% complete
> Starting to upload ...
writing: 70% complete
writing: 75% complete
writing: 80% complete
> Starting the user app ...
running: 100% complete
>> Micronucleus done. Thank you!
```

## 8. More Information

Please refer to the VMA108 product page on [www.velleman.eu](http://www.velleman.eu) for more information.

**Use this device with original accessories only. Velleman nv cannot be held responsible in the event of damage or injury resulting from (incorrect) use of this device. For more info concerning this product and the latest version of this manual, please visit our website [www.velleman.eu](http://www.velleman.eu). The information in this manual is subject to change without prior notice.**

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# Velleman® Service and Quality Warranty

Since its foundation in 1972, Velleman® acquired extensive experience in the electronics world and currently distributes its products in over 85 countries.

All our products fulfil strict quality requirements and legal stipulations in the EU. In order to ensure the quality, our products regularly go through an extra quality check, both by an internal quality department and by specialized external organisations. If, all precautionary measures notwithstanding, problems should occur, please make appeal to our warranty (see guarantee conditions).

## General Warranty Conditions Concerning Consumer Products (for EU):

- All consumer products are subject to a 24-month warranty on production flaws and defective material as from the original date of purchase.
- Velleman® can decide to replace an article with an equivalent article, or to refund the retail value totally or partially when the complaint is valid and a free repair or replacement of the article is impossible, or if the expenses are out of proportion.

You will be delivered a replacing article or a refund at the value of 100% of the purchase price in case of a flaw occurred in the first year after the date of purchase and delivery, or a replacing article at 50% of the purchase price or a refund at the value of 50% of the retail value in case of a flaw occurred in the second year after the date of purchase and delivery.

### • Not covered by warranty:

- all direct or indirect damage caused after delivery to the article (e.g. by oxidation, shocks, falls, dust, dirt, humidity...), and by the article, as well as its contents (e.g. data loss), compensation for loss of profits;
- consumable goods, parts or accessories that are subject to an aging process during normal use, such as batteries (rechargeable, non-rechargeable, built-in or replaceable), lamps, rubber parts, drive belts... (unlimited list);
- flaws resulting from fire, water damage, lightning, accident, natural disaster, etc....;
- flaws caused deliberately, negligently or resulting from improper handling, negligent maintenance, abusive use or use contrary to the manufacturer's instructions;
- damage caused by a commercial, professional or collective use of the article (the warranty validity will be reduced to six (6) months when the article is used professionally);
- damage resulting from an inappropriate packing and shipping of the article;
- all damage caused by modification, repair or alteration performed by a third party without written permission by Velleman®.
- Articles to be repaired must be delivered to your Velleman® dealer, solidly packed (preferably in the original packaging), and be completed with the original receipt of purchase and a clear flaw description.
- Hint: In order to save on cost and time, please reread the manual and check if the flaw is caused by obvious causes prior to presenting the article for repair. Note that returning a non-defective article can also involve handling costs.
- Repairs occurring after warranty expiration are subject to shipping costs.
- The above conditions are without prejudice to all commercial warranties.

**The above enumeration is subject to modification according to the article (see article's manual).**