



gizduino5 is the latest iteration of our continually evolving Arduino compatible series of programmable controllers. It provides added features suggested by users including:

1. Robust reset circuitry that does its jobs more reliably. Early variants of gizduino used similar reset circuit as employed in the Arduino Diecemilla and inherited the problems that went with. The reset circuit can be easily overwhelmed by the addition of shields, causing frequent connections problem with the PC during the downloading process. The new reset circuit is expected to minimize that.
2. USB Power Source indicator - Tells you when power is drawn from the USB port.
3. Protoboard Ready alternate pin layout - At your option, you can solder additional header on this pins. This will allow you to mount and connect your gizduino5 board to a standard perforated prototyping PCBs.
4. Buffered UART TX/RX indicator - Now a visual means to monitor the activity of one of the most used port of your gizduino. LEDs flashes when data (of sufficient duration) flows through these pins.
5. UART Switch - A shield or extension device that connects through your gizduino UART port can interfere with the program downloading process, resulting in those "STK-500" failures. The usual workaround is to remove the shields or expansions during program downloading, and reseal them later after program transfer is completed. With the UART switch, you don't have to go through this inconvenience. Just switch to "BOOT" position during program transfer, and switch back to "RUN" position after program downloading is completed.
6. Buffered I/O 13 indicator - Frees your I/O 13 from the LED burden. Now you can even use the internal pull ups of the I/O13 and use it as if the LED is not there.
7. A separate I2C port to make connecting to your I2C devices even simpler and easier.
8. Additional +5V Power Port. More +5V to GND take off points.

Important:

install the **latest PL2303 driver in your Windows PC** before connecting and using your gizduino with your PC.