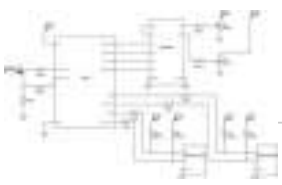
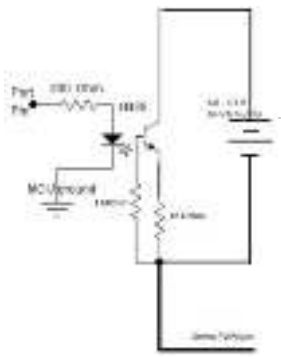
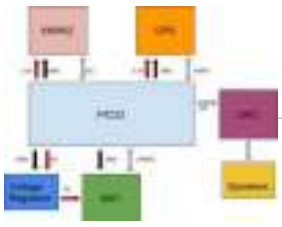
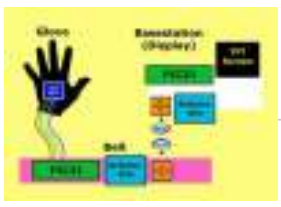
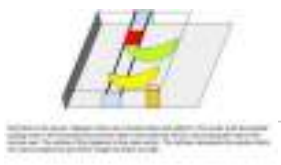
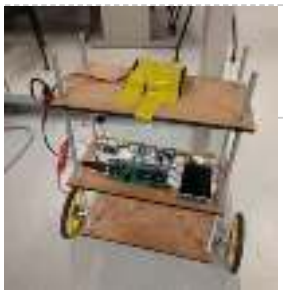
PIC32 microcontroller based Projects

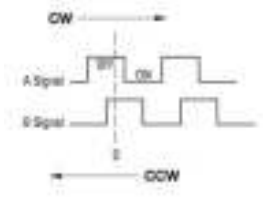
PIC32 microcontroller based Projects List Building on the heritage of Microchip Technology's world-leading 8- and 16-bit. PIC microcontrollers, the PIC32 family delivers 32-bit performance and more.

Here is a PIC32 microcontroller based Projects List:

1. 
   SMART STATION INTRODUCTION Our Smart Station hardware consists of a PIC32MX250 microcontroller with a 3.5mm jack for speakers, a TFT display, keypad, NeoPixel LED ring, microphone, and a host of I2C environmental...
2. 
   Pic32 Oscilloscope Introduction For this project, we constructed an oscilloscope using the PIC32. The inspiration for this project came from the oscilloscopes we used in lab throughout the semester. These oscilloscopes allowed...
3. 
   Rubik's Cube Solving Robot Introduction Our project was creating a rubiks cube solving robot that utilized image processing, Kociemba's algorithm, and servos acting as claws/arms to turn the cube. We had a goal of...
4. 
   Constellation Glasses INTRODUCTION: The Constellation Glasses allow you to find out what you are looking at in the night sky with the click of a button. On one side of the glasses,...
5. 
   Groovy Times Introduction Our team being excited by the recent trend towards more active forms of entertainment, such as those provided by motion-control systems and virtual-reality headsets, set out to create a...
6. 
   The Cell Phone Drone The Mission We knew that this would be tough. There's a reason all of the drones you see on sale today have four motors, and that's because they're naturally much...
7. 
   BANANA SCAN INTRODUCTION Sometimes it is difficult to judge the ripeness of fruit visually, or we simply forget about our fruits until they are rotten. By using spectroscopy to monitor the change...

8. [Guitar Hero MMMMDCCLX] Introduction: We created our own version of Guitar Hero which can play any song that has a MIDI file by using our custom controller and UI. We are big fans of…

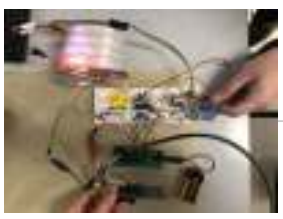
9. 
[Self-Balancing Robot] Introduction The inverted pendulum is an interesting case in the study of control systems because of its unstable nature. A pendulum is considered inverted when its center of mass is…

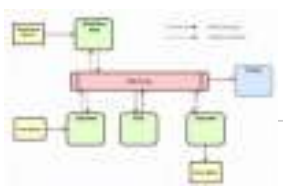
10. 

[The Sound Designer – A Portable Digital Synthesizer] Introduction For this design project, we built a portable digital synthesizer capable of creating a wide variety of sounds designed by the user. The system consisted of a full octave…

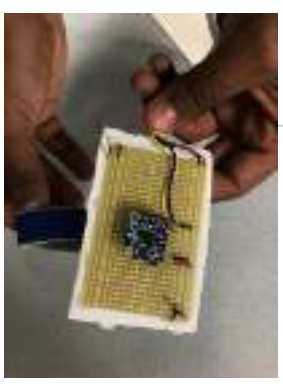
11. 
[3-DOF Self-stabilizing Quadcopter Frame or: How We Learned To Stop Trying and Not Build the Drone] Introduction We created a 3 rotational degree of freedom quadcopter frame. The result was so that when placed on the small surface area of roughly a finger tip, the quadcopter…

12. 
[Sign Language Learner] Introduction We designed a device that can aid in learning the alphabet in American Sign Language. We built a glove with various sensors to identify the hand position of the…

13. 
[Bluetooth Hydration Wearable] Introduction We developed a wearable hydration monitoring system that will track an individual's hydration levels by measuring the bioimpedance of the skin, that will transmit the data via Bluetooth to…

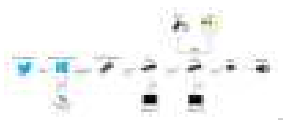
14. 
[IOT Home Automation] For our ECE4760 final project we built a wireless star network with the PIC32 for remote monitoring and automation. Meant to augment users' abilities to gain insight into their homes…

15. 
[RF Motion Controlled Robot] Introduction For our final project, we designed and implemented a remote-control car with a user-controlled steering wheel interface. We wanted a user interface that was immediately intuitive and familiar, which…

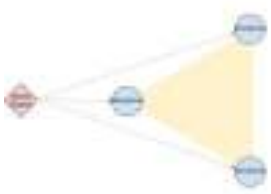
16. 
[Robot Car Controlled by Hand Motions] Introduction: For our final project in ECE 4760: Design with Microcontrollers, we decided to explore the concept of controlling a vehicle with the user's hand orientation relative to the ground.…

17. 
[Autonomously Hovering Quadcopter] We designed, constructed and tested an autonomous quadcopter that used an IMU to control its attitude and a radio to transmit data to a controller, which we also built. The…

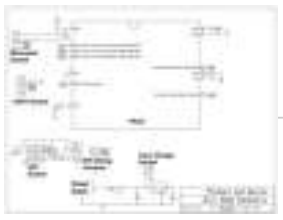
18. 
[LASER HARP] THE INTERSECTION OF MUSIC WITH TECHNOLOGY CAN CREATE ENTIRELY NEW WAYS TO PRODUCE OR EXPERIMENT WITH MUSIC. THE RECENT HISTORY OF MUSIC HAS TAKEN ADVANTAGE OF THIS TO AUGMENT EXISTING…

19. 
[Twitter Emote Robot] Introduction Social Media outlets like Twitter and Facebook have become dominating players in the field of human interaction. Indeed many interactions have become mediated by digital technology. We believe the…

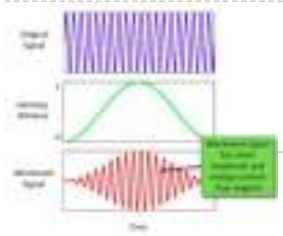
20. [Project – VR Sword Defense Video Game] Introduction In this project, we constructed a virtual reality (VR) video game. The video game uses several peripherals to give the user an immersive gaming experience. This includes providing visual,…

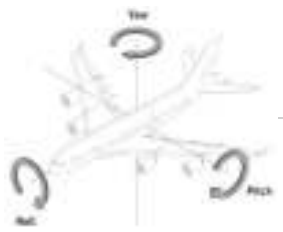
21. 
Sound Localization INTRODUCTION We constructed a triangular arrangement of microphones to localize the direction an arbitrary sound is coming from. By recording input from the three microphones, we can cross-correlate the recordings…

22. 
Electronic Flute High-level Design The goal of this project is to create an electronic flute. The musical instruments like keyboards, guitars, etc. have adjustable keys in order to play sounds at different…

23. 
SELF ORGANIZING WIFI MESH NETWORK Overview In this project, we create a mesh network of PIC32 microcontrollers connected using ESP8266 wifi modules. The mesh network is able to fully connect itself through a variety of…

24. 
Pickit 2 Download & Develop Your own USB pickit ii programmer PICkit 2 Introduction: There are many PIC programmer available, commercial and DIY devices. As Microchip introduces the new microprocessors the programming software got to be updated accordingly playing catch-up…

25. 
Spectrum Analyser Introduction The webpage describes the development of an Audio Spectrum Analyzer based on PIC32 microcontroller with the following features: [embed]https://youtu.be/cuPJKl3xMOE[/embed] Real time speech signal acquisition Spectrum and spectrograph visualization of…

26. 
2-Axis Gesture-Controlled Camera Platform Introduction For the ECE 4760 final project, we designed and implemented a 2-axis gesture-controlled platform for DSLR cameras. The platform can actuate a camera based on the orientation of the…

27. 
Web Controlled Multifunctional Car Introduction In our final project, we have built a multi-functional car controlled by a web application on the PC, which allows users to drive the car as well as play…

28.
Distributed PIC Synthesizer Introduction In this project, I have created a musical synthesizer with the ability to generate realistic instrumental sounds and to record songs for playback with harmonization. Controlled by a PIC32…

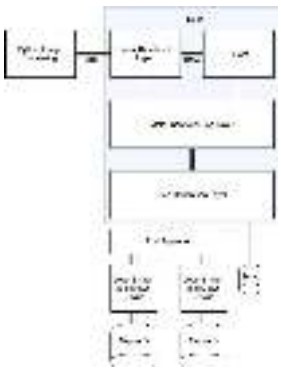
29. 
Happy Little Mixer Introduction The Happy Little Mixer is an automatic ink mixer which accepts a hex user input and creates that color by measuring out cyan, magenta, yellow, and black (CMYK) ink.…

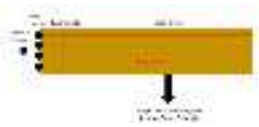
30. 
ECE 4760 Project: Kendo Sword Trainer Introduction For our final project, we built a system to aid in practicing kendo sword strikes by providing feedback to a kendo practitioner for improving their form. A set of…

31. 
ECE 4760: Latte Art Machine Introduction For our final project ECE4760: Microcontrollers, our group created a cappuccino art designer that would automatically pour milk into coffee, while creating the classical latte art design. For this…

32. 
Drawing Bot 1. Introduction For our final project, we designed a drawing robot that can turn any computer image into line drawings. Our drawingbot features a pen that moves up and down,…

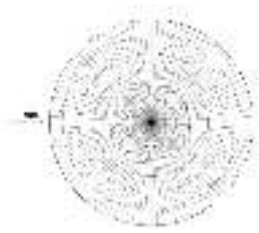
33. Bot Ross Introduction Bot Ross is a moderately sized 2-D contour plotter, capable of drawing images with a resolution of roughly 1 mm. The design consists of a pen with degrees of…



34. 
[AIR BASS] INTRODUCTION AirBass is an air bass guitar that allows the user to play distinct notes without the added weight and cost of an actual bass guitar. It implements various sensors…

35. 
[EEG Error Correction Interface] Introduction Our project was an EEG-controlled brain computer interface that allowed a user to correct errors in machine behavior. The project was modeled as a trial-based "game." In each trial,…

36. 
[The Outlet Nanny] We designed a power monitor that could communicate with the PIC32 through UART to give both power and current readings for any device(s) (that use NEMA plugs) plugged into our…

37. 
[Persistence of Vision (POV) Dino Game] Introduction Our project is a persistence of vision styled dinosaur game. Our team was really intrigued by POV displays and we wanted to explore how POV works. That's what led…

38. 
[DotStar Light Painter] High Level Design The painting is created by a vertical pole with a flashing one-meter LED strip attached to a cart being pushed by two motors. A user can use…

39. 
[THE SKY WRITER] We created Skywriter because lightsabers are cool. Although we are fans, we are not passionate about the Star Wars franchise. However, we are passionate about the technology in Star Wars….

40. 
[Play Your Cards Right] Introduction The purpose of this lab is to build a machine that alleviates the process of distributing cards in gameplay with a given set of players in random order. Our…

41. 
[PIC32 Racing Game] Introduction Our project is a racing game with human input control that emulates the act of driving a car. We decided on this project, as all three of us greatly…

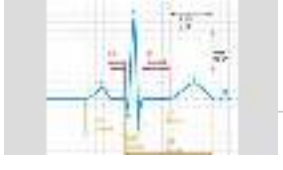
42. 
[Traffic Light Intersection Simulator] Introduction The Traffic Light Intersection Simulator records user input through a touch screen of traffic flow at a four-way intersection for play back. Additionally it is capable of storing and…

43. 
[A Two-Degree-Of-Freedom Ball Balancing PID Controller] Introduction In this project, we implemented a two-degree-of-freedom ball balancing platform using a resistive touchscreen, two servo motors, and PID control. We used a PIC32 microcontroller to read position data…

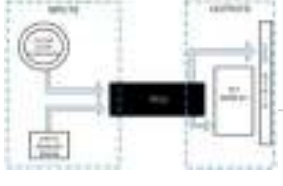
44. 
[VIRTUAL HOURGLASS TIMER] INTRODUCTION Time-keeping is inherently stressful, especially when you can see the seconds ticking down. The Virtual Hourglass Timer takes all the pressure away through its relaxing visual display. Inspired by…

45. 
[Writing Robot Arm] Introduction In this project, we built a writing machine using a 4-DOF robot arm. This robot arm is controlled by PIC32 and can write the 26 letters and ten numbers….

46. 
[Capacitive Sensing Robot Arm] Introduction For our final project, we built a 2 axis robot arm with a capacitive sensor on the final member, which will allow the robot to detect a person near…

47. 
[Single-Supply Portable ECG Monitor] Introduction The aim of this project was to produce a portable ECG monitor that displays the ECG signal of an Einthoven triangle configuration of electrodes (3 leads). The motivation of…

48. 
[PIC BALL MACHINE] Introduction Our ECE 4760 final project is PICBall: a PIC32-powered, old-school pinball machine! When trying to come up with a project that would encompass multiple parts of the class, we…

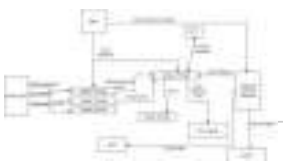
49. 
[SmartCube DOLORS] Introduction DOLORS is a smart lamp that, paired with a Raspberry Pi, is capable of showing live weather information upon request, such as the temperature and sky condition. Additionally, it…

50. 
[TFTanks] Introduction TFTanks is a two player game in which small artillery tanks shoot projectile shells at each other across the TFT display screen. The game board consists of a randomly…

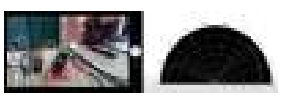
51.
[Voice Controlled Dino Game] Introduction We have all been in a situation where we didn't have access to the internet and to pass time we started playing the Google Dino game. However, the game…

52. 
[PIC32 Realtime Network Audio] Supported Browser For optimal experience with the equations, please use a browser that can render MathML, such as Firefox or Safari. Chromium-based browsers apparently do not support MathML. Introduction This…

53. 
[Co-op Virtual Reality Maze: ECE 4760] Introduction Our project is a collaborative game in which two people work together on different devices to navigate a maze, one on the PIC and the other on a VR…

54. 
[Karaoke Robot Judge] Introduction Karaoke Robot Judge is a karoke machine with a robot Simon Cowell as a judge. For this project, we designed a karaoke machine on the PIC32 with a robot…

55.
[ECE 4760: Final Project Report] Introduction For our final project we made a digital vocoder, which could be accomplished over this semester's remote desktop environment. A vocoder is a synthesizer that generates sounds which are…

56. 
[4760 Final Project: Spy Robot] Introduction For our final project, we created a spy robot: a robot that uses remote radar sensing to detect intruders. The physical system consisted of the servo setup we had…

57. 
[High Bandwidth Low Latency Communication with SPI Devices Controlled by PIC32] Introduction The purpose of this project is to implement high bandwidth low latency SPI communication between the PIC32 and a target module, which in this case is the OV7670 camera. The solution…

58. 
[Rubot] Introduction Almost everybody has used a rubik's cube puzzle before, whether they are picking up the cube for the first time, looking up the solution algorithms, or playing around with…

59. 
[CAT BOT] Introduction Cat Bot, as its name suggests, is a cat robot that sees and follows around a cat toy, simulating actions of real cats. We have decided on this project…

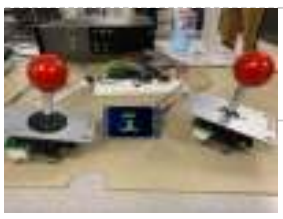
60. $v = v_0 + at$

$x = x_0 + v_0 t + \frac{1}{2}at^2$

[LED Amusement Park] Overview Our project consists of a 2m DotStar LED strip with 120 individually addressable LEDs and seven accelerometers with the Big Board to depict three different rides that are typically…

61. 
[Sunrise Alarm Clock] Introduction This report covers the design and building of a programmable alarm clock that uses a full spectrum LED to wake you up using your body's natural response to sunlight....

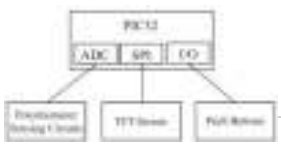
62. 
[PIC32 DMA Graphics with Single Frame Buffer ECE 4760 Final Project] Introduction For our final project, we created two demonstrations utilizing direct memory access (DMA) in a graphics setting. Our original intent was to implement the video game DOOM on the...

63. 
[Boids, Predators, Joysticks, and Friends] Introduction For our final project, we made a video game in which the player controls a predator and gains points by eating boids. The video game ended up having three...

64. 
[ECE 4760 FINAL PROJECT: REMOTE CONTROL TANK] For our project, we designed and built a remote control tank, which uses a modified motorized nerf gun as its firing mechanism, an ultrasonic sensor in order to sense objects...

65. 
[One Pedal To Rule Them All] Introduction Audio effects are used in nearly every recorded and live song across genres, whether its reverb being added to a vocalist or noise being filtered from a drum track....

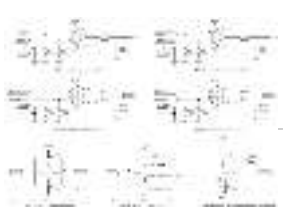
66. 
[ECE 4760 Final Project: TKButtons] Introduction Fighting games are rising in popularity around the globe. However, a consistent barrier to new player entry has been the difficulty of the inputs. Rather than pressing a single...

67. 
[MINIATURE ARCADE GAME COLLECTION] INTRODUCTIONBOIDS Our project leverages two potentiometers to create an "etch-a-sketch" type interactive device and arcade game collection. We wanted to create a fun game that uses much of what we...

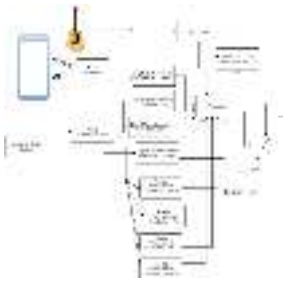
68. 
[SPATIAL AUDIOMAP] Introduction Our project is a spatial audio map of Collegetown that allows the user to use a joystick to virtually travel around the Collegetown crossing area and hear surrounding, directional...

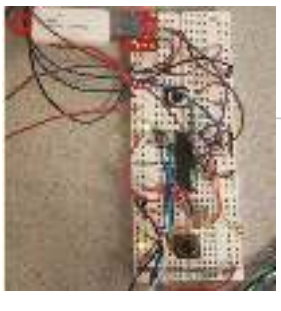
69. 
[Two-Player Boids Game With Laser Pointer Controllers] Introduction We have created a game based on the principles of the boids algorithm introduced in Lab 2. The game involves two players standing in front of a projector screen...

70. 
[CSCI 255 — Introduction to MIPS32 Assembly] In this lab we are going to use MPLAB® X IDE and its associate XC32 compiler to write and debug a PIC32 assembler program. The MPLAB X software is NetBeans based and...

71. 
[Assembly Instructions for the µMD1 using the Digilent chipKit DP32] Assembly using the chipKIT DP32 Board Unless you dug up a dusty chipKit DP32 in the back of one of your electronics junk drawers (or I unloaded the last one...

72. 
[Ethernet Controller and Microcontroller Research] The independent studies research with Dr. Karl Gugel during the fall semester of 2010 involved experimenting with built-in and separate Ethernet controller devices. The goal of this project was to...

73. 
[Bluetooth-Controlled Guitar FX Amplifier] As part of our final project for ECE 4760: Digital Systems Design Using Microcontrollers, we built a guitar amplifier with remote distortion and digital effects capabilities controlled from a smartphone...

74. 
[Using the PIC32MX250F128B as a USB Host to Interface With Mass Storage Devices] Introduction This project was done in order to allow a PIC32MX250F128B to act as a host to a USBmass storage device. This would allow for a USB flash drive to...

75. 
[Programming HID Bootloader on PIC32] The bootloader is used to install programs on the PIC32 without using an external programmer like an ICD2 and does not require any drivers on the computer. The PC software...

76. 
[Beginners Guide to Debugging in MPLABX Using ChipKIT PRO MX7 by DIGILENT] This Instructable is a beginners guide to debugging code programed in the MPLAB X IDE v2.0. The steps covered are common application's of the debugger software and problems I encountered...

77. 

[Debouncing Interrupts With MPIDE Part 2: RC Filters] Hey guys! You ready for the second part of my debouncing series? "But Jay!" I can hear you asking, "I didn't know there was a first!" Or maybe you said...

78. 
[Lab Test Bench-oscilloscope/waveform] Lab test bench For electrical engineering classes, basic lab equipment such as oscilloscopes and signal generators usually cost hundreds of dollars. In this project I want to implement the hardware...

79. 

[Debouncing Interrupts With MPIDE Part 1: Brute Force] It's about time isn't it? Welcome back! If you've been following my I'bles up to this point, I've shown you two different ways to set up interrupts in MPIDE using attachInterrupt() and setIntVector()....

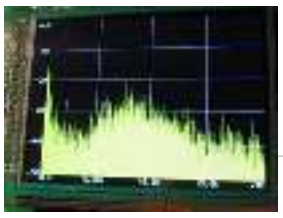
80. 
[Building Your Own Micromite Companion Minicomputer] The Micromite Companion Minicomputer is the next generation in the Pocket Mini Computer series. It is the combination of two Open Source systems, the Micromite software, a PIC32 creation by...

81. 

[Microcontroller Register Manipulation] I'm always amazed at the new technology that is constantly coming out that allows hobbyists like myself access to powerful and cheap microcontrollers like the Arduino or chipKIT development boards....

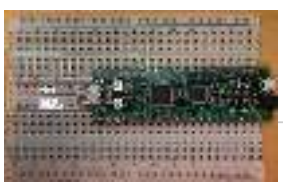
82. 
[Programming the PmodOLEDrgb on the ChipKIT Pro MX7] LED screens are everywhere. Chances are you're using one to read this right now. With the release of Digilent's PmodOLEDrgb, now you can program one yourself! Step 1: Materials For...

83. [Bluetooth Controlled- Obstacle Avoidance Robot Car Using PIC32 Microcontroller] "Robot-Car: Design Fused with Obstacle Avoidance Technology" Recently, there is an intensive research undertaken in the field of intelligence robotics and autonomous mobile robot applications. Through the this project we...

84. 
[PIC32 SPECTRUM ANALYZER CIRCUIT TFT PIC24 PIC32 EXAMPLES] Spectrum Analyzer application PIC32 series from PIC32MX360F512L performed by imaging the 3.5 TFT LCD (16.7m. Color) 320X240 screen using software Microchip MPLAB C32 compiler prepared with ssd192x driver (SSD1928L Drivers)...

85. 
[PICBASIC TFT TOUCH LCD PROJECT PIC16F628A SSD1289 ADS7843] Nowadays Touch TFT LCD control when a lot of people interested in microcontroller programming first thought the Pic18, Pic24, Pic32, ARM, etc ... but a little advanced microcontrollers and application...

86. 
[New Microchip PIC32 Microcontrollers Run at 72MHz] CHANDLER, Ariz., Nov. 5, 2007 - Microchip Technology today announced the new Microchip PIC32 family of MIPS 32-bit microcontrollers (MCUs). The Microchip PIC32 is based upon the MIPS32 M4K Core,...

87. 
[NU32: Introduction to the PIC32 using pic-microcontroller] The Microchip PIC32 is a family of complex and powerful microcontrollers that can be purchased for less than $10 in quantities of one. This microcontroller offers many peripherals useful for...

88. [Uploading Firmware to Your ChipKIT Boards] There may come a time in your chipKIT explorations when you have to put some new firmware onto your board. Well, fear not. This Instructable will go through how to...

89.  [Addressable LEDs (WS2812) on ChipKIT] There has not been a simple addressable LED library for PIC32 microcontrollers until now! The PICxel library is an MPIDE library that handles the timing required to use addressable LEDs…

90.  [How to Install ChipKIT Core] For those of you with a chipKIT board, I have good news! If you like using the Arduino IDE instead of MPIDE, your dreams have become a reality with chipKIT-core…

91.  [Ultrasonic Obstacle-avoiding Robot] This is my attempt at designing and building an obstacle avoiding robot! RekaBot (named after a fairy (:) can detect obstacles with an ultrasonic sensor that can move around…

92.  [Starting a Project in MPLAB X for ChipKIT Products] This tutorial comes right after my Installing MPLAB X tutorial, so if you haven't installed MPLAB X and the XC32 compiler, check that one out first. In Arduino, programming a…

93.  [PIC32 Multimedia Expansion Board Review Video] Review of the Multimedia Expansion Board for the PIC32 Start Kits from Microchip. In this review I'm going to show the board and it's periphirals, and then I will show…

94.  [$15.00 BASIC Computer using PIC32MX1 microcontroller] $15.00 BASIC Computer? Imagine a microcontroller that you can connect a serial terminal up to to get an ok prompt? What would happen if you changed one of the control…

95.  [Execute Open-Source Code in a PIC Microcontroller Using the MPLAB IDE] The PIC32 single-board computer is a de facto standard tool for developing microcomputer applications within the hobbyist and educational communities. It provides an open-source hardware (OSH) environment based on a…

96.  [j. ICSP Programmer for PIC32 microcontroller family] PIC32 ICSP Programmer v1.0 is based on a simple PIC32MX270F256B microcontroller basic circuit. It connects to a PC via USB 2.0 port and therefore needs no external power supply. It…

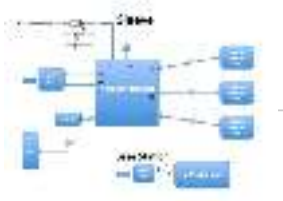
97.  [Bluetooth-Controlled Guitar FX Amplifier] As part of our final project for ECE 4760: Digital Systems Design Using Microcontrollers, we built a guitar amplifier with remote distortion and digital effects capabilities controlled from a smartphone…

98. [Open Source 3.2" TFT Smart Display] This project is an open source 3.2" Smart TFT display board. The board is based on a PIC32 and a 3.2' TFT with touchscreen (ILI9320 controller, using 16bits PMP). The…

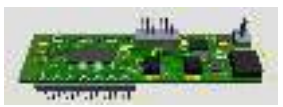
99.  [Rev 4.2.2 schematic and PCB] A long while back I posted a version of the schematic for the electronics for my project to build a GPS-steered parachute for rocket recovery. Since then I've tweaked the…

100. [Mork Microchip PIC32MX ICSP] Mork is adaptation of Nanu nanu Microchip PIC ICSP for the STM32 based vcc-gnd or Maple mini. Both STM32 boards are inexpensive boards which don't cost much more than the…

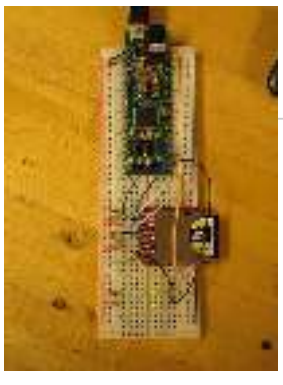
101.  Introduction to the PIC32 using pic-microcontroller The Microchip PIC32 is a family of complex and powerful microcontrollers that can be purchased for less than $10 in quantities of one. This microcontroller offers many peripherals useful for…

102.  Augustus's Lab Notebook using pic microcontoller Week 01 January 10, 2012 (1 hour): Met as a team after class to discuss preliminary project proposal. January 12, 2012 (2 hours): Met as a team after class to…

103.  One PIC Microcontroller Platform Development Board One PIC Microcontroller Platform Development Board Develop firmware using Microchip's 8/16/32-bit PIC® Microcontrollers all on one board! Each device comes preprogrammed with firmware to operate the LCD, LED and…

104.  Self-made development board for the 32-bit PIC32MX220F032B Microcontroller Few months ago Microchip introduced smallest, lowest-cost PIC32 microcontrollers – new PIC32"MX1" and PIC32"MX2" families. PIC32 MX1 and MX2 MCUs include up to 32 KB of Flash and 8 KB…

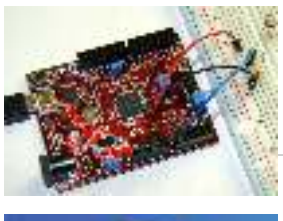
105. The chipKIT™ UNO32™ and MAX32™ development boards for the Arduino™ Community Microchip Technology Inc., a leading provider of microcontroller, analog and Flash-IP solutions, and Digilent, Inc. announced expanded capabilities for the 32-bit PIC32 microcontroller-based chipKIT™ Development Platform for the Arduino™ community….

106.  PIC32MX: Interfacing to a Secure Digital (SD) Flash Card Original Assignment Do not erase this section! Your assignment is to create code that will allow the PIC32 to read and write data to a FAT32 SD card. The SD…

107.  Andy Robison's Lab Notebook using pic microcontroller Week 01 January 14 (2 hours): Met as a team after class to discuss preliminary project proposal. January 15, 2010 (1 hours): Met as a team to discuss design implementation…

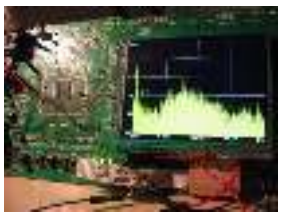
108.  chipKIT Tutorial 2: Serial communication with PC The PIC32 processor on the chipKIT Uno32 board provides two hardware serial ports. One of these is used by the on-board FTDI chip to create an USB-UART interface that allows…

109.  What is Chipkit Development Board? In order to understand the chipKIT platform, it is important to talk about Arduino first. Arduino is an easy-to-use and powerful open source environment for developing microcontroller based applications.Chipkit Development…

110.  chipKIT Tutorial 3: Analog-to-digital conversion [caption id="attachment_12035" align="alignnone" width="570"] Analog-to-digital conversion[/caption] Theory Many embedded applications deal with physical variables such as motion, temperature, pressure, relative humidity, light intensity, and sound. A microcontroller cannot directly…

111.  Top PIC Microcontroller Projects with Embedded C Programming Peripheral Interface controller (PIC) family is one of the most powerful advanced microcontroller which is developed by the microchip technology with Harvard architecture, i.e., it has a minimum set of…

112. Audio spectrum analyzer on PIC32 using pic microcontoller This simple audio spectrum analyzer is based on PIC32 proto board on PIC32MX360F512L with 320×240px colour LCD (LVC75Z779 Eval Board). The analyzer can be connected to unamplified audio source like…



113. Usbpicprog – A free and open source USB Microchip PIC programmer (Software and Hardware) for Linux, Windows e MAC Usbpicprog is an USB in circuit programmer for Microchip PIC processors family PIC10F, PIC12F, PIC16F, PIC18F, PIC24F, PIC32F and I2C Eeprom 24xx. The hardware is as simple as possible, the…

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