

PART 2 – OK, the main project requires multiple nodes -

The first and simplest client requires a large 4-digit LED display. I had a SURE Electronics display board on hand... it also uses an SPI interface, but I wanted to keep the LoRa radio's SPI interface separate – so this uses the standard Arduino ShiftOut() functions to drive the display.

(A different client node will require a different SPI display – so I plan to repurpose this shift-interface when it arrives.)

As noted earlier – the LoRa server node is running, and working as intended with the first client being described here. This is the simplest client – picked as a learning base, and some elements can be carried over to the other more complex nodes later.

In fact - the server node already has a few blocks of code to deal with the other clients already... they're already written around the same core of software. I just change two #defines to select which node is being built... this saves memory, rather than having all server and multiple client features compiled into every node.

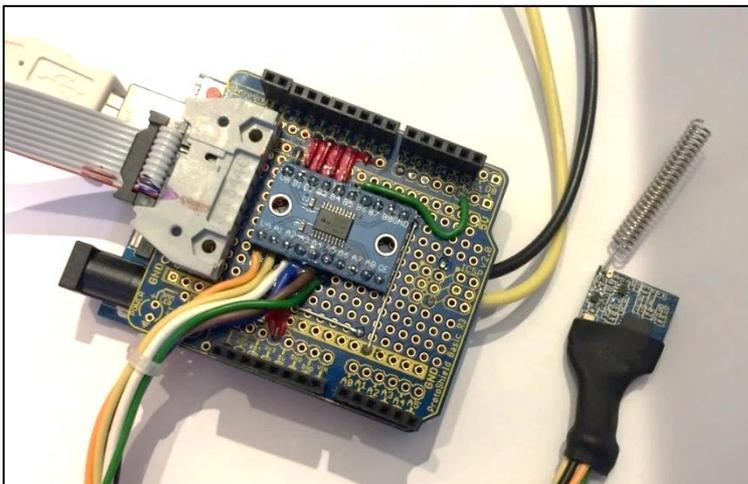
Here's the dev-board with the important bits loaded up...

The 5V/3V3 level-converter is mounted on the proto shield. At left you can see the 10-way ribbon cable used for the LED display module. The +12V/GND supply input are shown at the top RH side of the photo.

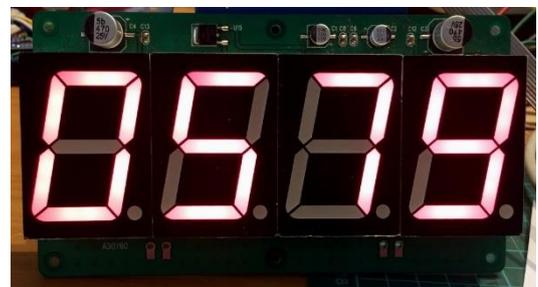
The USB cable is behind that – won't be required after the unit is complete.

The LoRa radio module and antenna is on the right – connected back to the shield with seven hook-up wires.

Heat-shrink sleeving & epoxy / plastic paint has been used to minimise the risk of accidental shorts while tossing these modules around the desk

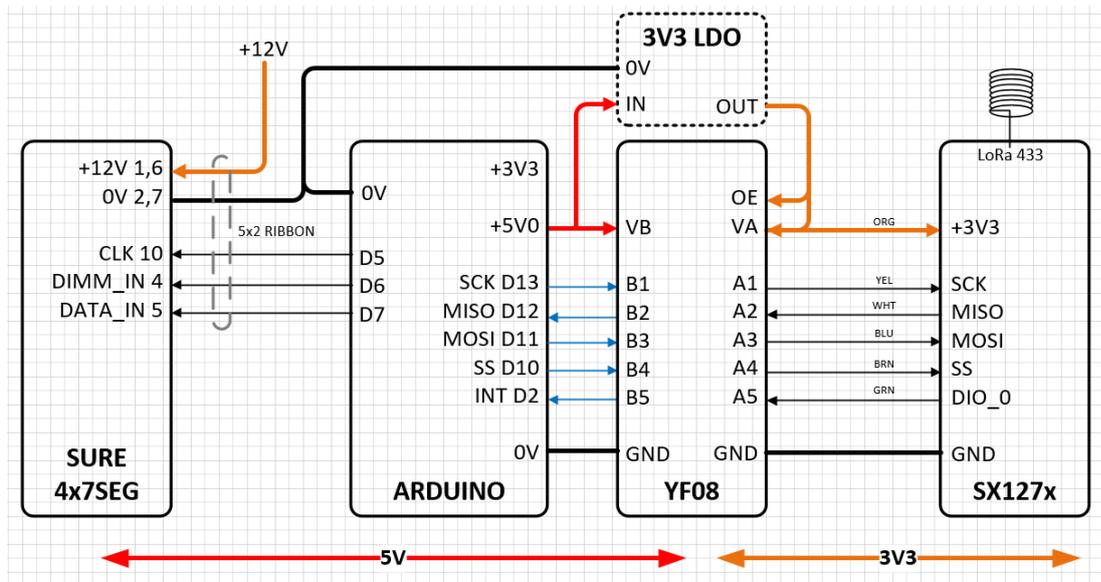


Yes, the LED display works as hoped!



The hardware isn't all that tidy – as it's a PROTOTYPE – and often requires minor rework during development.

(FOURTH schematic draft)



Cleaned up the wire-lines, and add 7-segment display on the left
Note the +12V supply needed for the display – and the common 0V/GND wiring

OK, that's all for today.

The next subproject will be the Server node to capture input and share it around.

To be continued...