# 1 Attiny Solar Energy Harvest Tests

- I have the following:
- Solar panels
- Attiny 10

To this list, I will add a supercap, and an energy harvesting IC. The goal being to load the super cap during the day, and to run 24/7. I will need an exceptionally low power micro. The super cap will need to be about 3.3V or 5V.

## 1.1 Micro Considerations

The Arduino Atmega328P is not an option. I'm looking to have a current draw of only 1mA max, (ideally 500uA) when active. Moteino is also not an option for this. Those are made for batteries. I want to be battery free. A super cap, however can be used to store energy. I'll get to that shortly.

For micros, I have some Attiny10 on hand, and these have a reasonably low power pull in active mode. Let's build those up first. What will the micro do? No idea. I haven't a clue.

#### 1.1.1 Micro Notes

Must run at 1.8V / 1MHz per front page of data sheet, for 200uA draw in active mode.

## **1.2 Energy Storage**

I don't want a battery. Let's go with a super cap. The solar panels will only be active some of the time, so I will want to harvest energy with some kind of IC into the cap when the sun is out.<sup>1</sup>

## 1.3 Make parts, not scrap

I will want to make sure that all parts I build are perf board parts, not breadboard scrap (to be torn down and rebuilt again). This is an Attiny, so no need to test much, yet.

## 1.4 Programming

To program the Attiny10, I'll use the Arduino adapter from the Junk + Arduino blog. I built it  $up^2$ , and was able to Read the memory. In order to upload to the board, you will need a compiler setup. You can possibly do it in AVRGCC, but instead I opted for either Arduino IDE (via Attiny10Core which didn't work), and then went to Mplab. In order for mplab 5.25 to work, it will need XC8 compiler, and there is a pack that can be downloaded through the IDE to get Attiny10 support.

It appears the AVR Dragon (which I have) can not be used. However, other programmers can be used. Pickit 4, Mkavrii, stk600, I think.

#### 1.4.1 Testing Arduino Loader

Tested this with the blink\_LED.c in code folder. The code is as simple as possible. It is the following:

```
//#include <xc.h>
#include <avr/io.h>
#include <util/delay.h>
int main(void)
```

<sup>{</sup> 

<sup>&</sup>lt;sup>1</sup>Reference: www.analog.com/media/en/technical-documentation/technicalarticles/solarenergyharvesting.pdf is a start. I'll need to do more research.

 $<sup>^{2}</sup>$ Had slight error where the Arduino + board wouldn't read - pins too short on headers, then the arduino wouldn't boot - due to bad connection on perf board shield. Thankfully, the USB port didn't try to run. Protection circuitry cut in on the laptop.

```
// PB2 output
DDRB = 1<<2;
while(1)
{
    // Toggle PB2
    PINB = 1<<2;
    _delay_ms(500);
}
</pre>
```

When programmed in Mplab, with XC8 compiler, and Attiny10 support, I get the following hex output:

```
:10000000AC020C01FC01EC01DC01CC01BC01AC01B
:1000100019C018C017C011271FBFCFE5D0E0DEBF41
:0A002000CDBF03D000C0F894FFCF5D
:10002A0044E041B940B95FE966E871E05150604087
:0A003A007040E1F700C00000F5CFB0
:02004400DDCF0E
:00000001FF
```

The content of this hex isn't the focus of this passage. Instead, I want you to review the results of a D for Dump Memory, by the Arduino Loader.

Current memory state:

registers, SRAM

+0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B +C +D +E +F 3F00: FF FF configuration +0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B +C +D +E +F 3F40: FF FF calibration +0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B +C +D +E +F 3F80: 79 FF device ID +0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B +C +D +E +F 3FC0: 1E 90 03 FF program +0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B +C +D +E +F 4000: OA CO 20 CO 1F CO 1E CO 1D CO 1C CO 1B CO 1A CO 4010: 19 CO 18 CO 17 CO 11 27 1F BF CF E5 DO EO DE BF 4020: CD BF 03 D0 00 C0 F8 94 FF CF 44 E0 41 B9 40 B9 4030: 5F E9 66 E8 71 E0 51 50 60 40 70 40 E1 F7 00 C0 4040: 00 00 F5 CF DD CF FF (...some memory omitted here for brevity...) 

Notice that the "AC020C01F" is set. That is from the hex. But the 01000... before it seems to be missing. Some deciphering of how the Arduino programs the Attiny is in order here. It also doesn't end the same.

Regardless, when programming, the Arduino reports 70 bytes written, and likewise in the Mplab project memorymap.xml file, it also notes 70 bytes for the sketch. This lines up.<sup>3</sup>

The blinking LED works. Let's move on.

 $<sup>^3\</sup>mathrm{Although}$  for an unknown reason, every command registers twice on the Arduino serial monitor, but this appears to be harmless.

## **1.4.2 IO Port Switching Speed**

Using the above code without any delay\_ms, I get the following results from a default clock speed, and a 128KHz clock speed. This test was done to confirm that I could change the clock with

//Write CCP
CCP = 0xD8;
//change CLK to 128KHz
CLKMSR = 0b01;

There was no issue.

Default CLK (8MHz? or 1MHz?): 160KHz IO Switch 128KHz CLK: 2.5KHz IO Switch

I am going to pursue 128KHz for starters, for lower current dissipation. Note that with the Arduino loader, it is cumbersome to test and change code as you move along. It is therefore going to be necessary to use a programmer, with a dedicated header on board.

#### 1.4.3 VCC 1.8V

The lowest power supported: 1.8V can be applied, without any configuration needed. It does not affect IO switching speed (although obviously amplitude is affected).

128KHz CLK (5.0V): 2.5256 KHz IO switch 128KHz CLK (3.3V): 2.5477 KHz IO switch 128KHz CLK (1.8V): 2.5849 KHz IO switch

As voltage drops, IO increases.

## VCC Dropout voltage:

From 1.5, it drops out at 1.248V or so. Comes back at about 1.34V

Test size of 1.

Can't run this with one (AA) battery, but you could with 2.

Current Draw: 128KHz - IO test, 1.8V, 0.08mA ( $78\mathrm{uA})$  (tested w/3478A)