A

P1

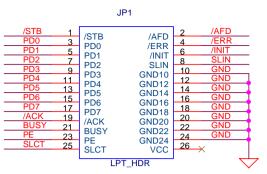
/STR 0-/AFD 0-200 0 /ERR 15 0 0 /INIT 16 PD2 5 0 GND 18 PD4 6 0 GND 19 7 0-GND 20 \sim PD6 8 0-GND 21 0-PD7 9 0-GND 22 0-/ACK 10 0-GND 23 0-0 11 BUSY 24 GND 0-PF 12 \circ GND 25 0-SLCT 13 0-

The Atmel dongle is housed in a 25-to-9-way adapter housing, with a 25-way D-type plug at the printer port end and a 10-way header at the other (See left).

В

B

But if you are lashing your circuit on 0.1" grid prototyping board, you may prefer to use a 26-way header (see right) and make up a 25-way D plug to 26-way ribbon-cable mounted socket adapter. This adapter can then be used on other printer-port driven projects.

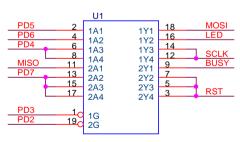


D

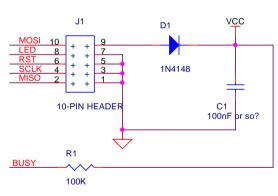
CONNECTOR DB25 MALE



C



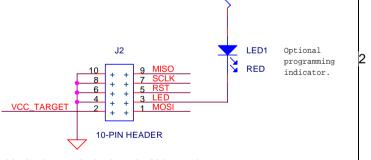
74LS244



NB: This header is the 'wrong' way round (rotated) with respect to the target board connector. Either this was a mistake, or done deliberately to trip up people trying to make their own. You must decide whether to use the "stupid but compatible with Atmel dongle and cable" way, or the "sensible but different" pin X to pin X wiring. Personally I favour the latter, but if there is a chance of mixing things then Murphy's law applies!

Alternatively you can make sure nobody uses the wrong cable, by soldering the cable at the dongle end!

С



470R

F

3

This is the way the headers should be at the target. Seen looking down onto header pins, pin 1 is bottom right. All targets should have this pinout. Keyed box headers should ensure plugs are connected the right way round.

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Title							
	Atmel Programming Dongle						
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А