Demo 1 instructions.

1. Enter to the site: http://onchip.uis.edu.co

2. Put a name to the program, then login/SignIn using google clicking in the Google SignIn button.



This is necessary in order to get access to the board. Otherwise login as guest to play with the interface, editor and RISC-V compiler.

- 3. Select the first button (board) on the right panel to work with the blinking demo.
- 4. You might choose the LED position that you want to blink as shown in fig. below.

	BLINK LED DEMO
	This demo shows a LED blinking. If you want to build your own LED sequence, please click here .
Led to blink	LED will blink on position No. 1 with a time between blinks of 500.0000 ms. XX.XX ms control

By dragging the clicked mouse over the time highlighted in blue, you would be able to change the blinking time. You also can drag the position to change the position of the blinking LED.

You will see the changes in the code as you change the highlighted variables.



You would be able to change the code directly and re-write a different program as desired.

5. When your parameters are set, you'll be able to compile & send the program to the open-v microcontroller in the dev. board. For compiling you need to click the "check" button.



You can follow the compilation results on the console window.



6. For sending the program to the dev. board, you need to request a ticket. You can request one to the server clicking the "ticket" button.



If your device time is net synced, you'll see a second counter on the right of the button indicating how much time is left to program. If there are other pending tickets you need to wait.

The text will be colored Orange indicating how much time you need to wait to program.

The text will be colored Green indicating you can program the board and how much time you have for this action.

The text will be colored Red indicating you need to request another ticket in order to program the device.

7. When you have permission to program using the ticket, click the "right arrow" button.



This process will take several seconds considering that the program is being send through a slow USB-to-SPI interface. When finished you will see the result in the console prompt and also on the board in the live video.

