9-Oct-2025

Learn to Solder with ArduTouch Music Synthesizer kit

and make music, sound, and noise!

Mitch Altman

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Inventor of **TV-B-Gone** universal remote controls
Co-founder of **3Ware** (successful Silicon Valley startup)
Pioneer of **VR** (in the mid-1980s)
Founding mentor at **HAX** (1st and biggest hardware accelerator)
Co-founder of **Noisebridge** (San Francisco hackerspace)
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flickr: **maltman23**
WeChat: **mitchaltman**
Fediverse: **@maltman23@mastodon.social**
Patreon: mitchaltman

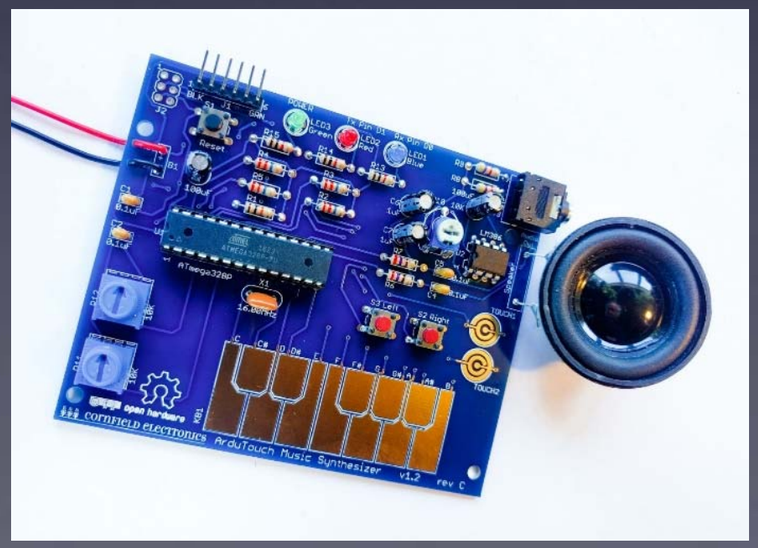
fablab|nk

CORNFIELD ELECTRONICS

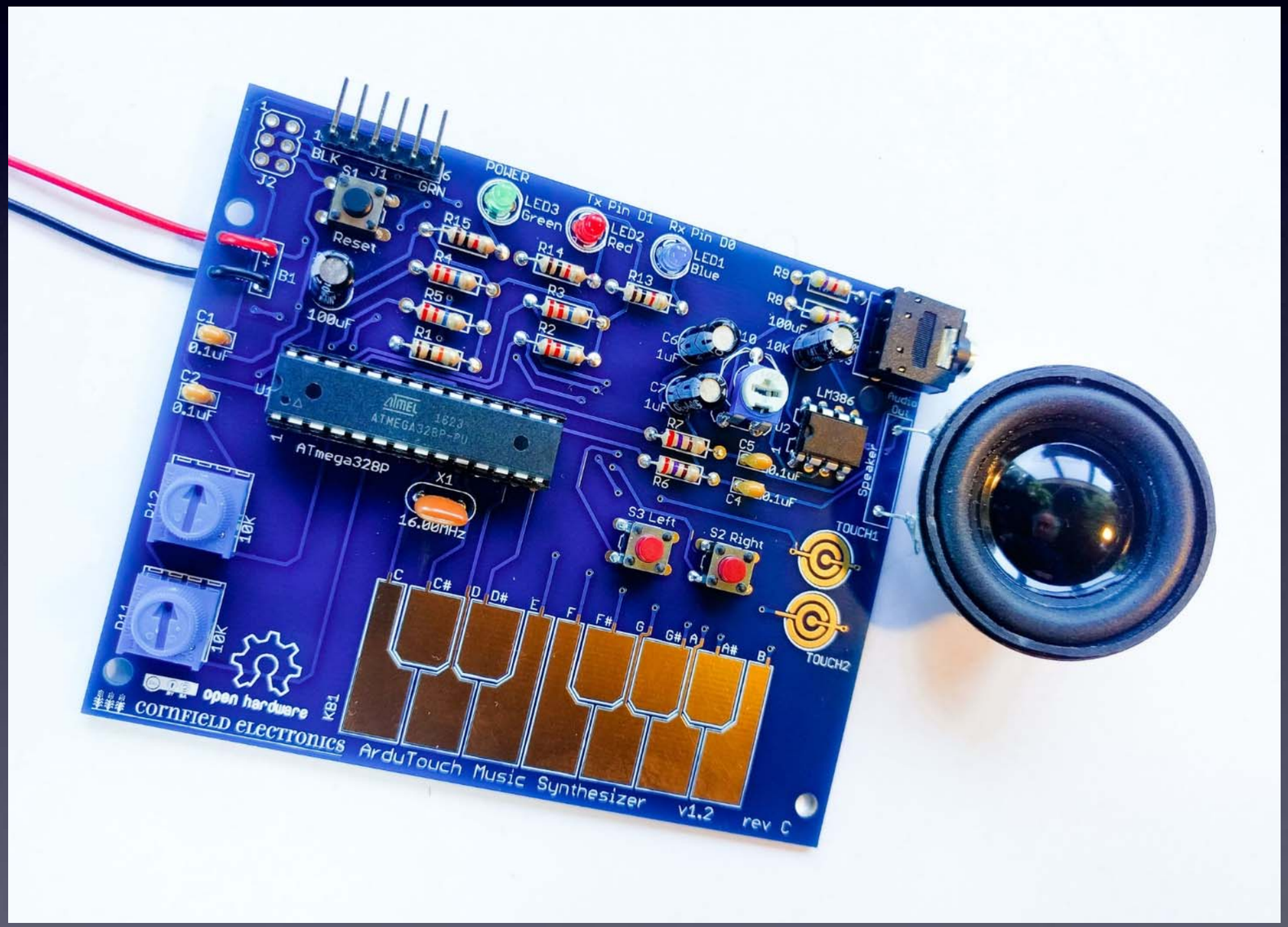
Syllabus

- Intro to ArduTouch music synthesizer kit
- Live demo of ArduTouch
- Intro to music synthesis / Digital Signal Processing
- How to solder
- How to program ArduTouch
  with Arduino software

Soldering Workshops / kits

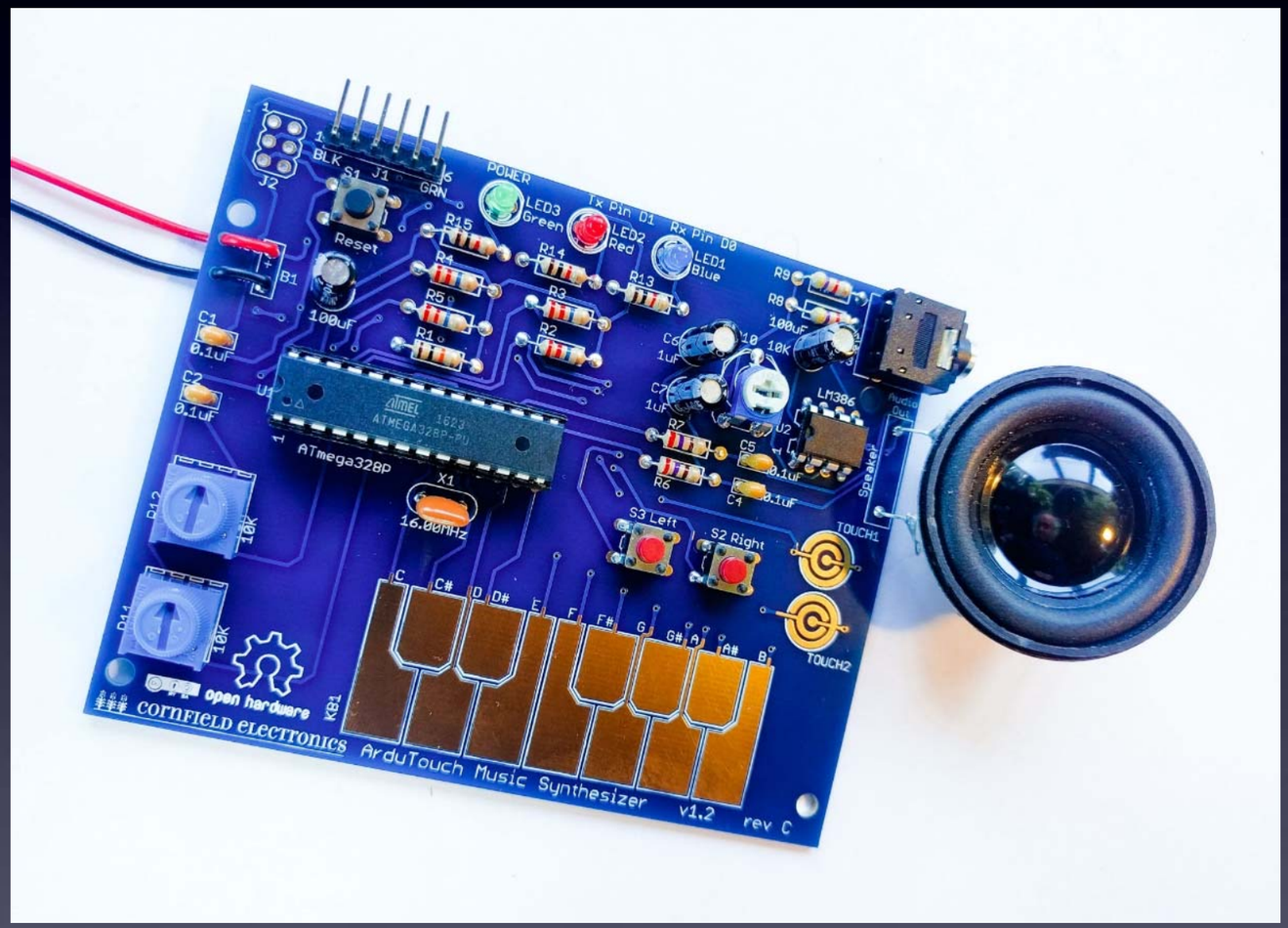


ArduTouch Music Synthesizer



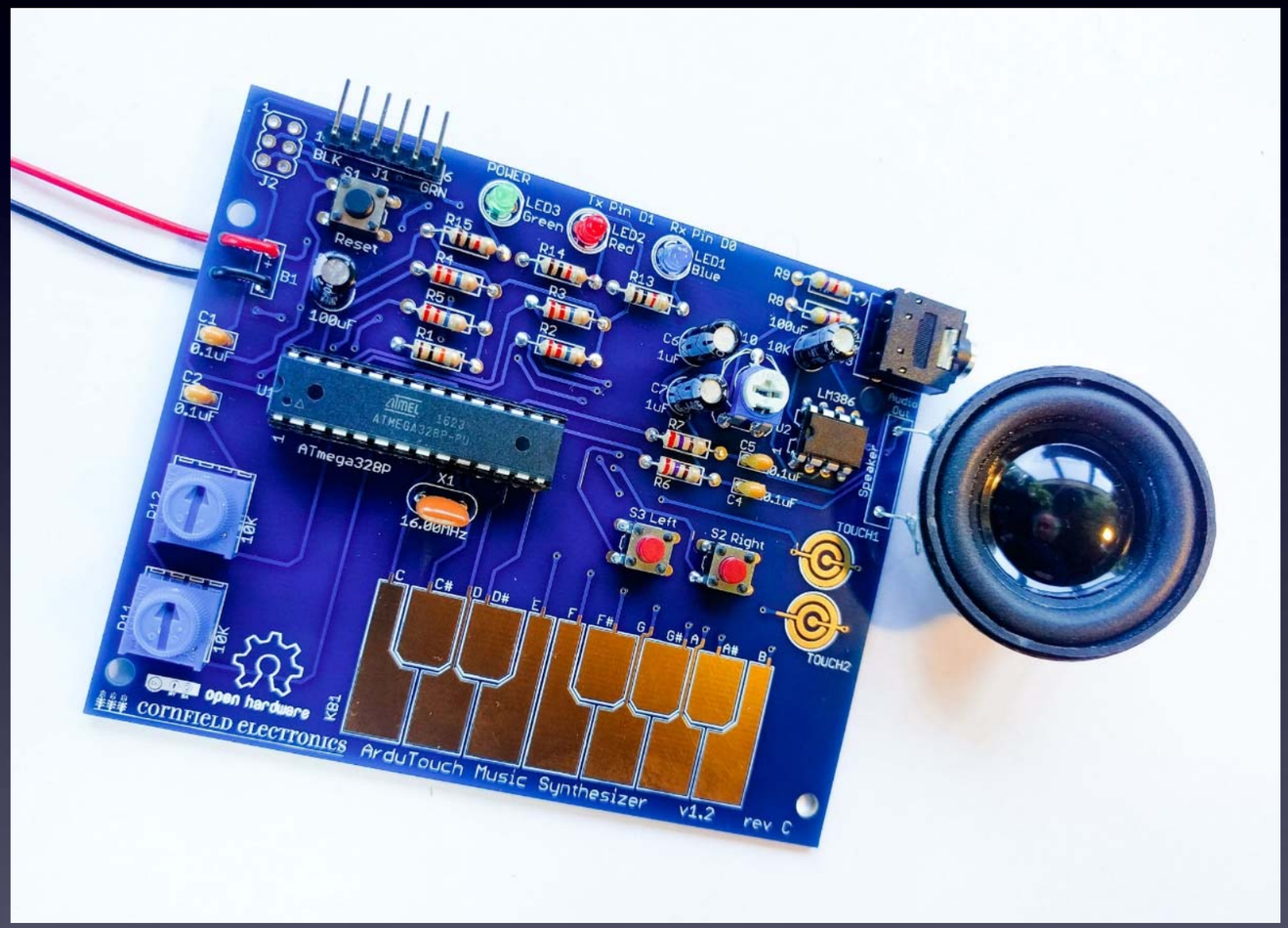
rev C

ArduTouch



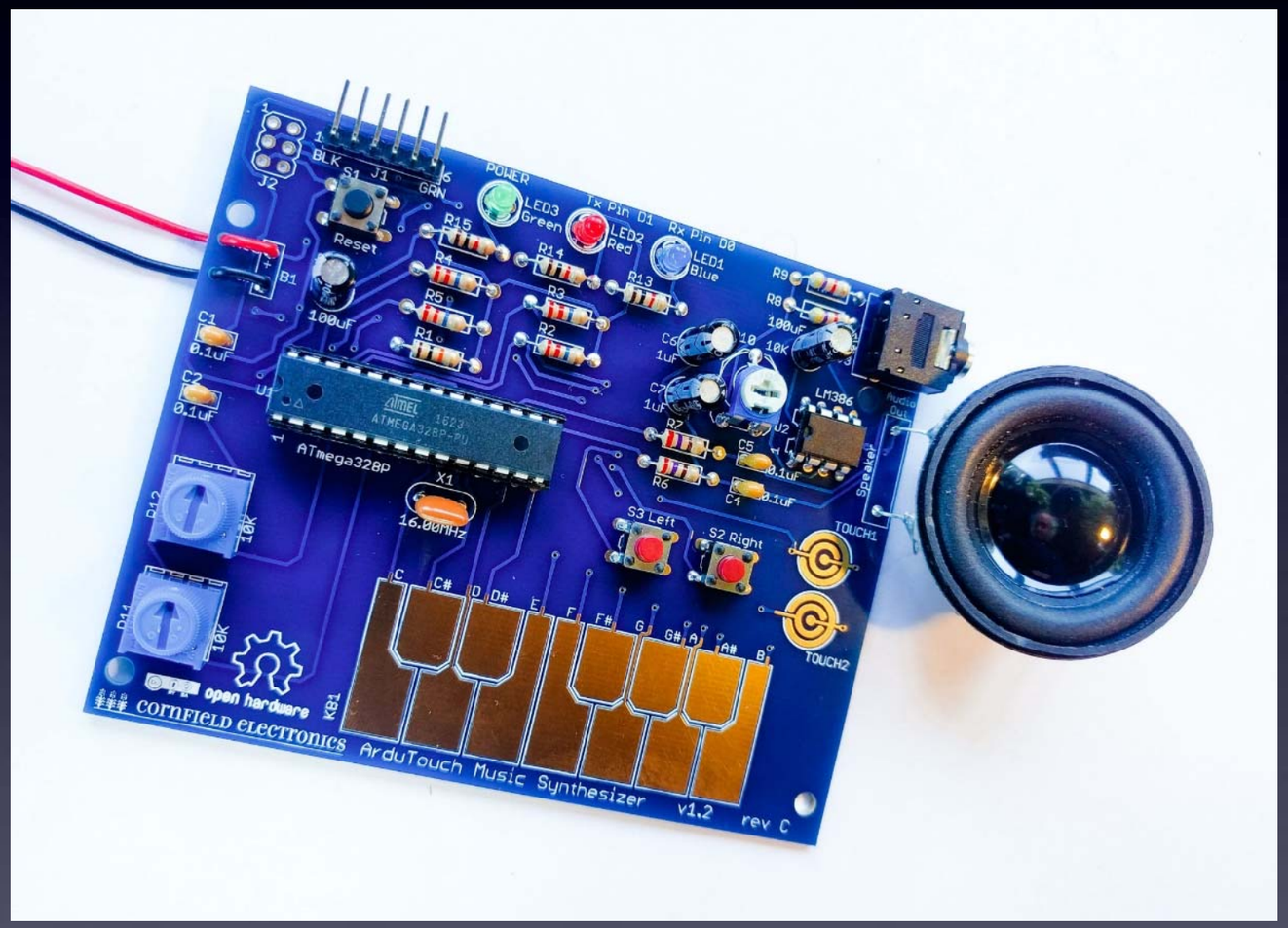
open source hardware

ArduTouch



Great for learning to solder

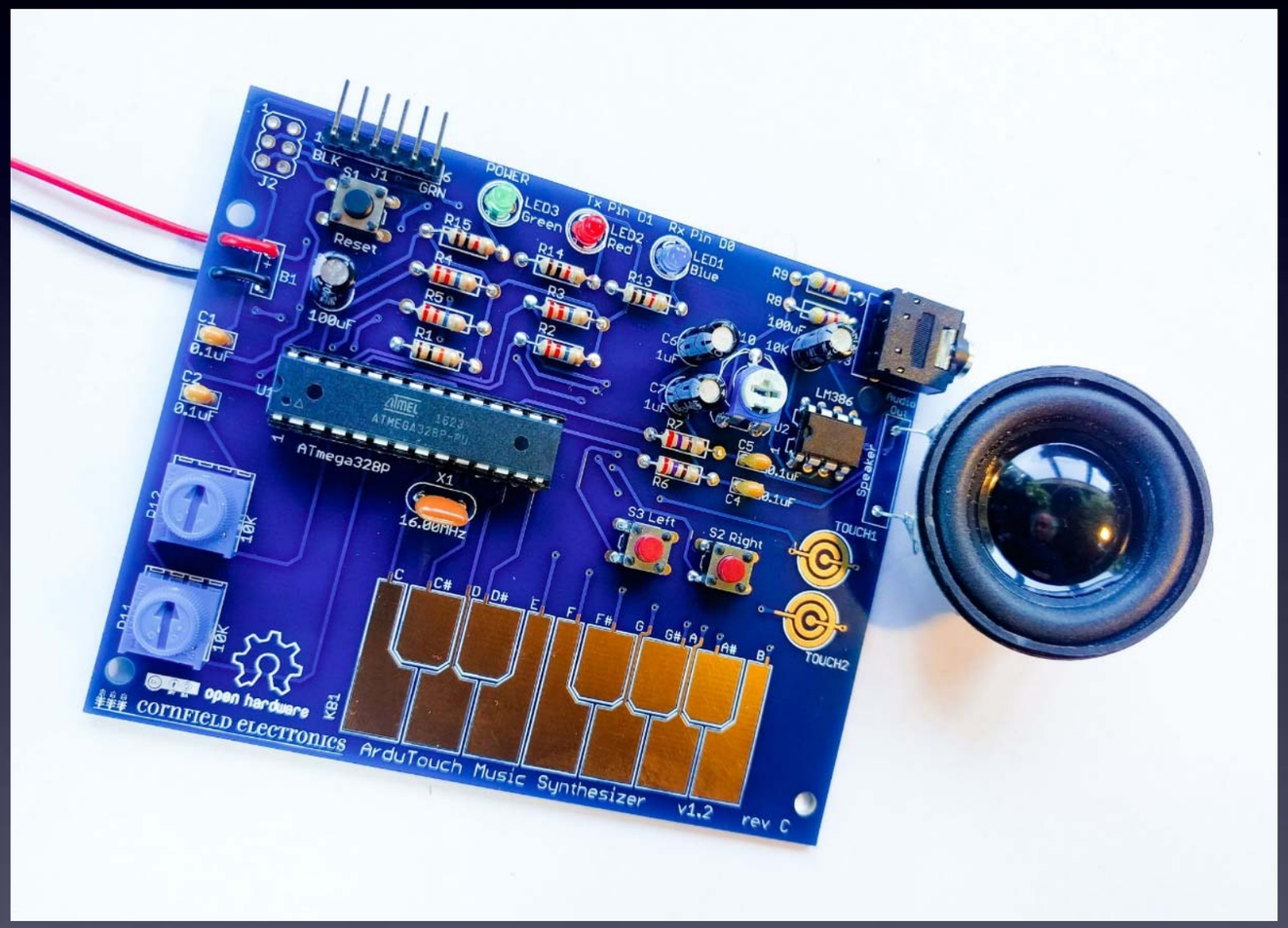
ArduTouch



Solder it together
– and it works!

And you can also
program
your own synthesizers

ArduTouch

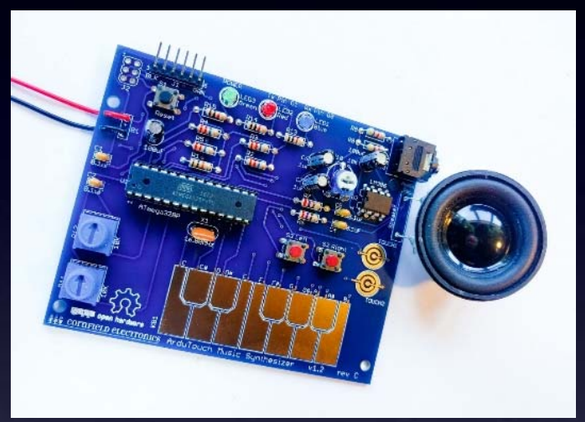


Solder it together
– and it works!

And you can also
program
your own synthesizers

You can also
learn
Digital Signal Processing

ArduTouch



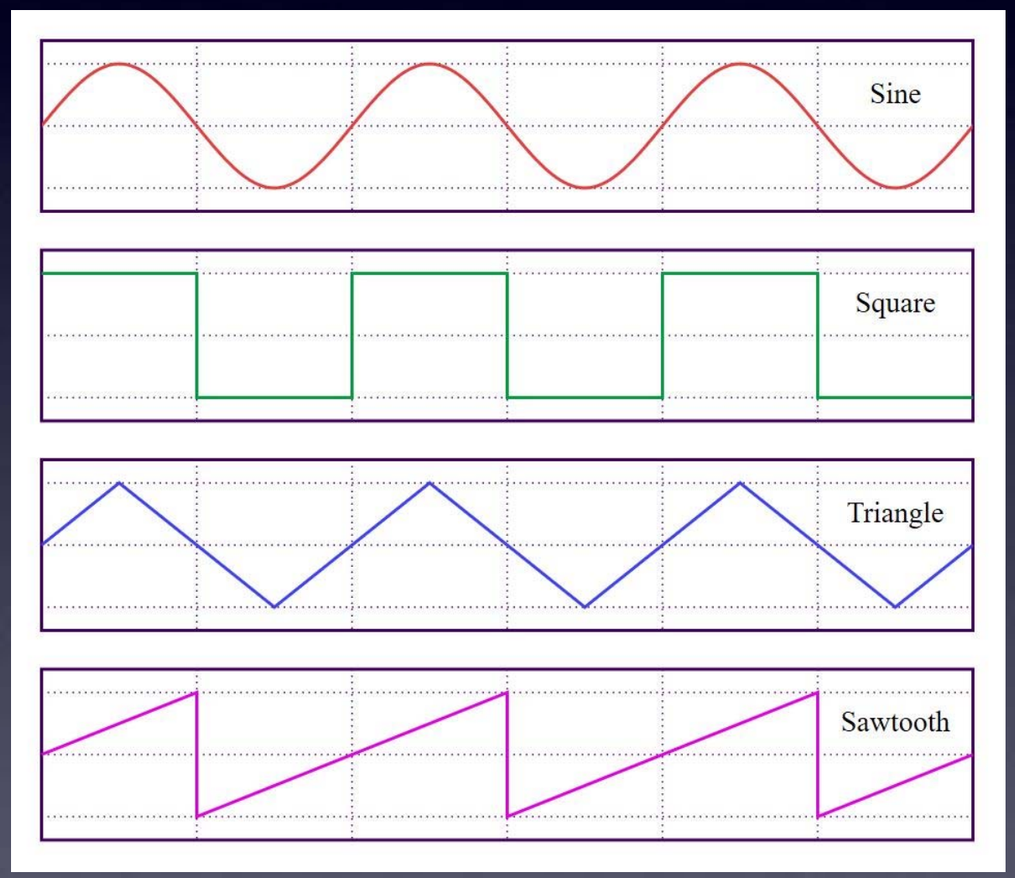
Live demo

Some Types of Synthesizers

Analog

Some Types of Synthesizers

Analog



Modular Analog Synthesizer:

- **Basic waveform oscillators**
- **Filters (to muck with sound)**

Some Types of Synthesizers

Digital

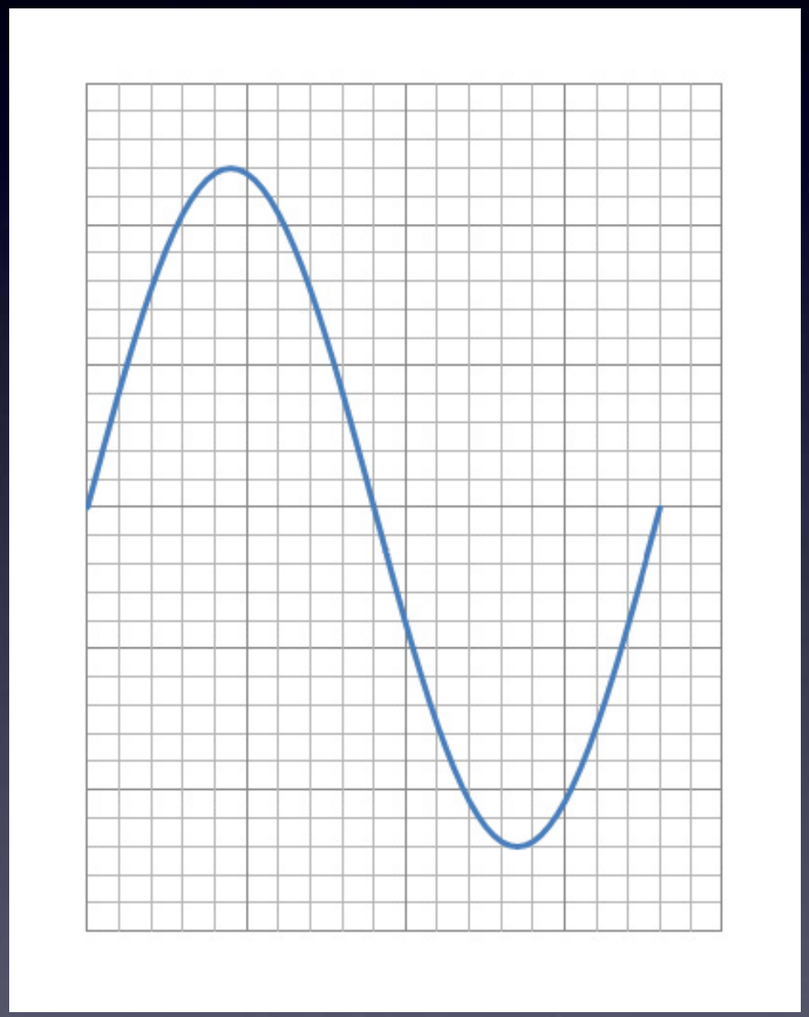
Some Types of Synthesizers

Digital

- Break things into little bits (or create little bits)
- Mess with it
- Put it back together again

Digital Signal Processing

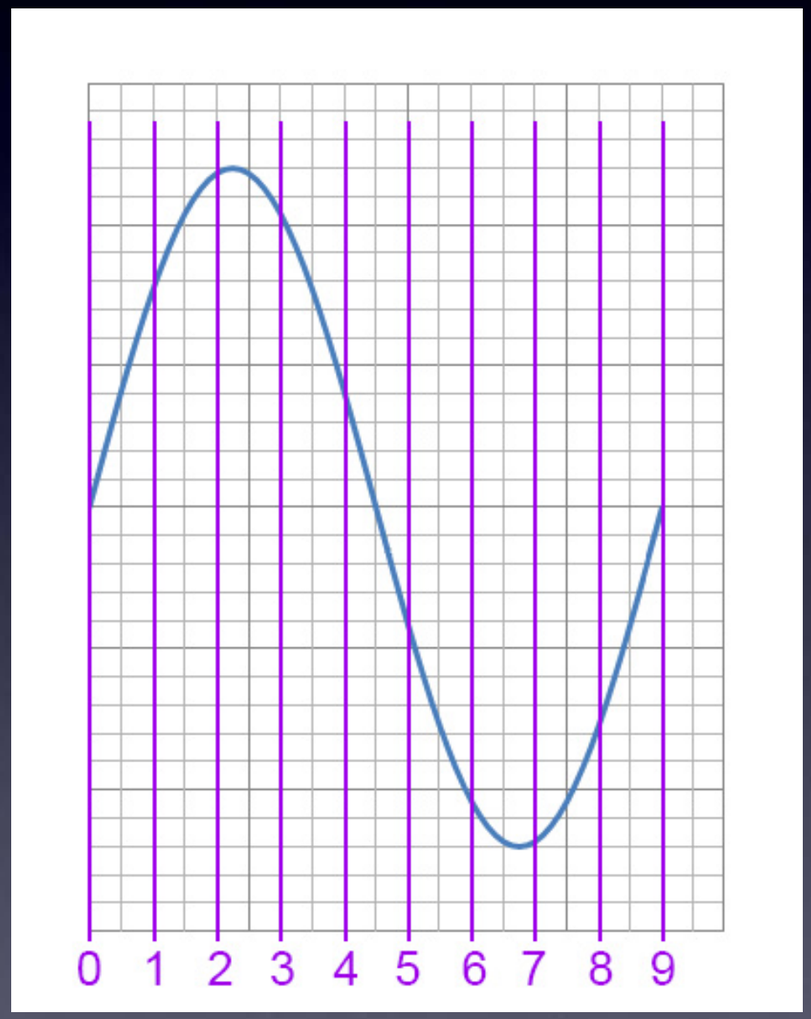
Analog waveform



Digital Signal Processing

To record it digitally

First slice it
(equal time slices)

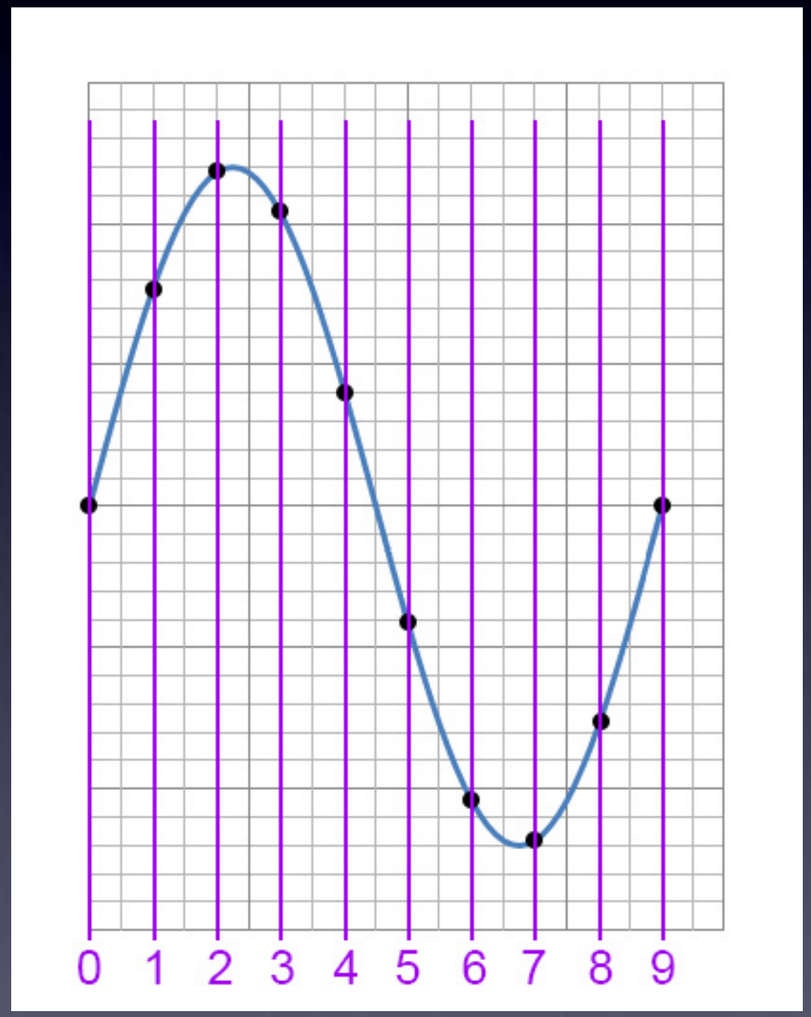


Digital Signal Processing

To record it digitally

First slice it

Then get the values

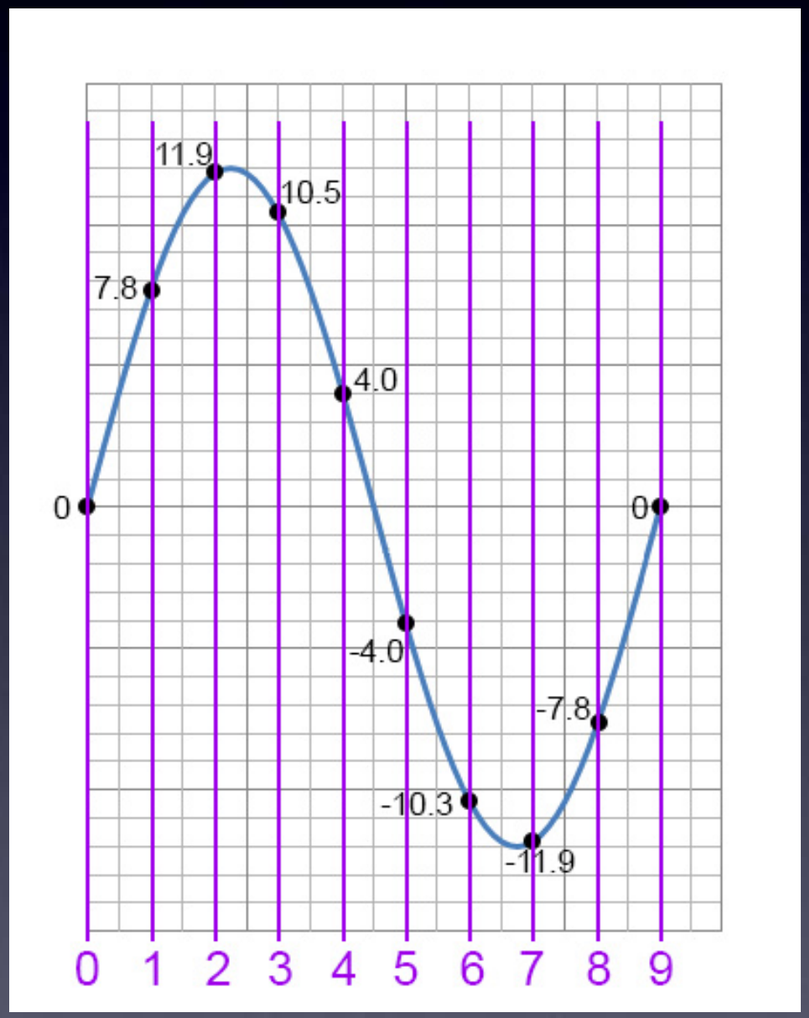


Digital Signal Processing

To record it digitally

First slice it

Then get the values



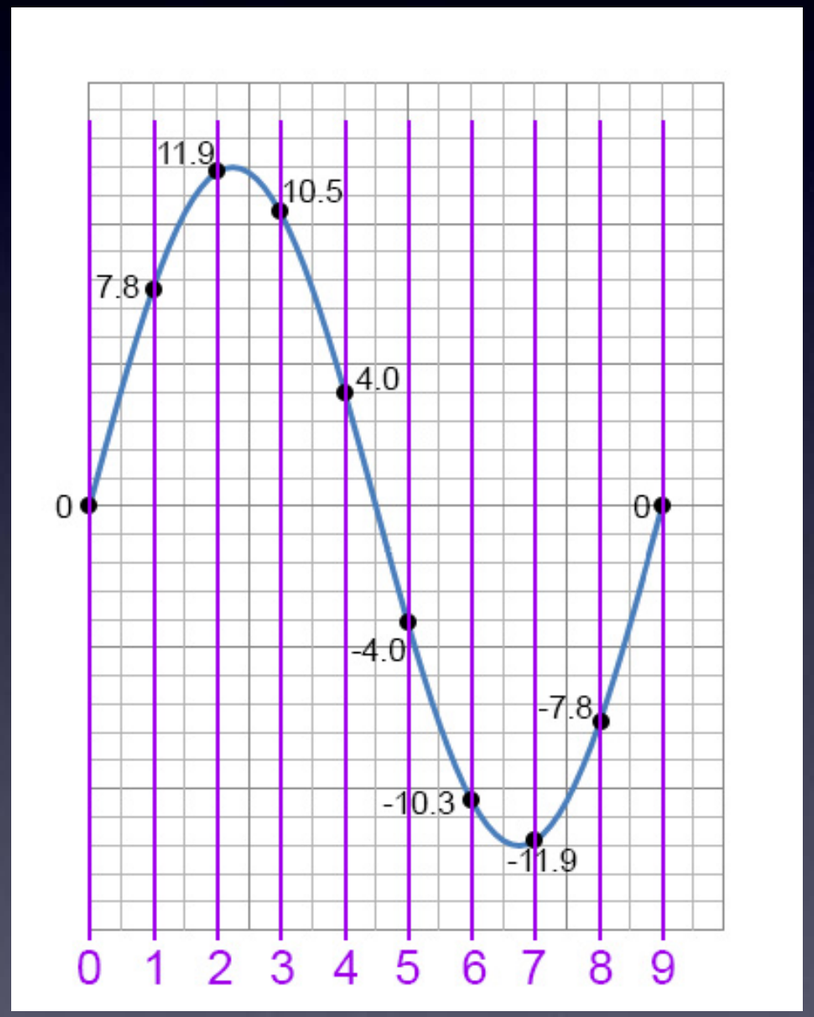
Digital Signal Processing

To record it digitally

First slice it

Then get the values

Then store the values



Sample #	Digitized Value
0	0.0
1	7.8
2	11.9
3	10.5
4	4.0
5	-4.0
6	-10.3
7	-11.9
8	-7.8
9	0.0

Digital Signal Processing

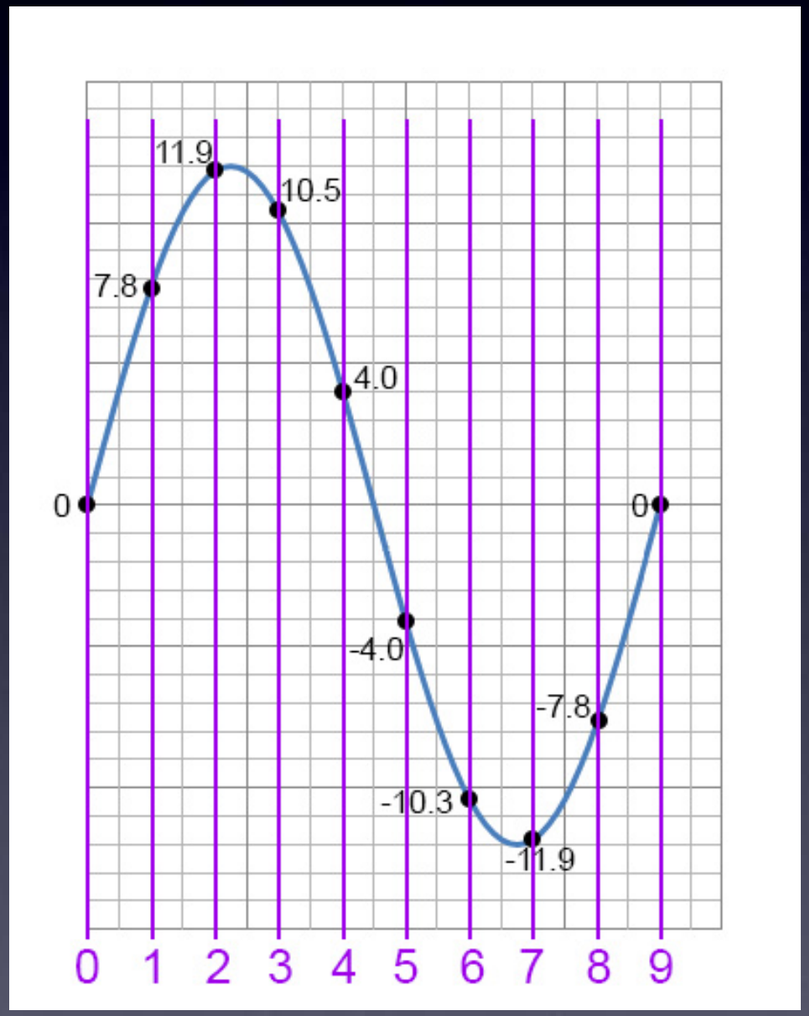
To record it digitally

First slice it

Then get the values

Then store the values

This is called: "Sampling"



Sample #	Digitized Value
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2	11.9
3	10.5
4	4.0
5	-4.0
6	-10.3
7	-11.9
8	-7.8
9	0.0

Digital Signal Processing

Samples stored in Memory

To record it digitally

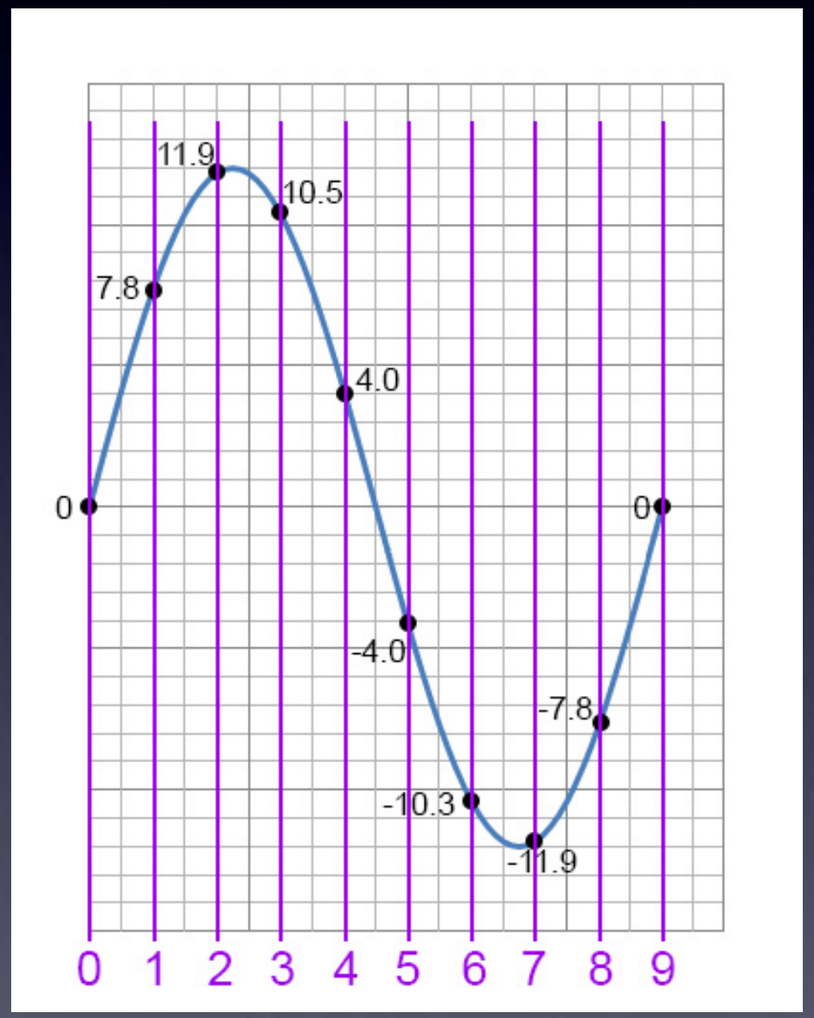
First slice it

Then get the values

Then store the values

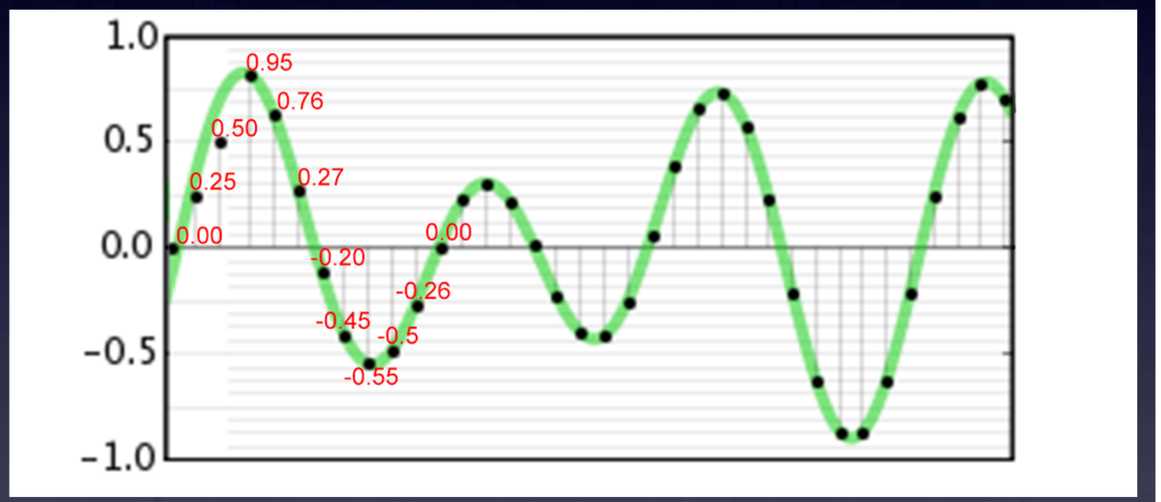
Waveform is:

"Digitized"



Memory loc	Memory contents
0	0.0
1	7.8
2	11.9
3	10.5
4	4.0
5	-4.0
6	-10.3
7	-11.9
8	-7.8
9	0.0

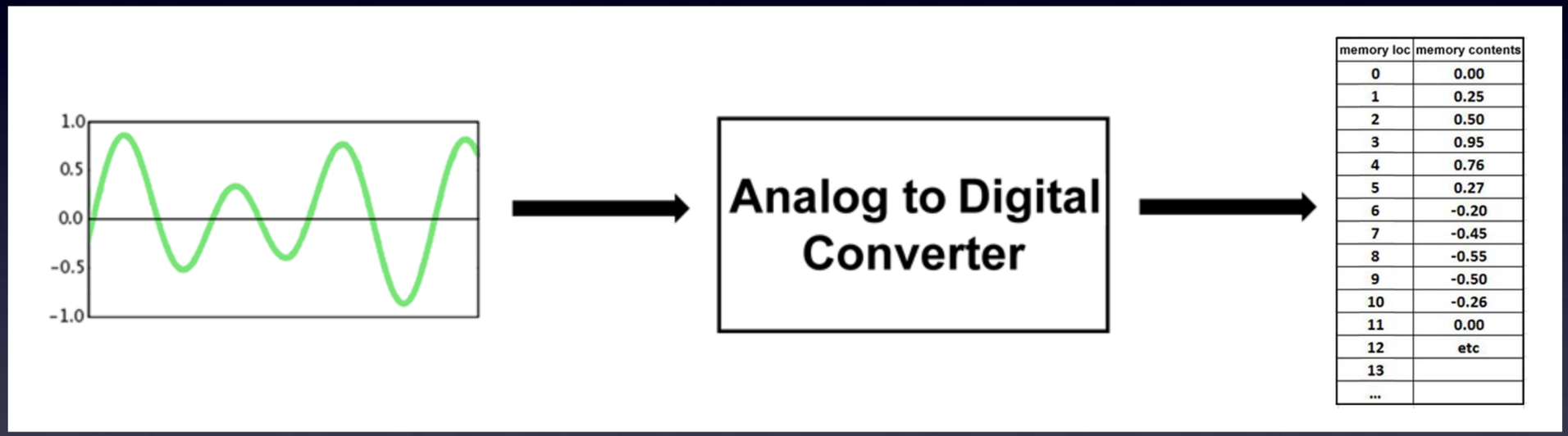
Digital Signal Processing



memory loc	memory contents
0	0.00
1	0.25
2	0.50
3	0.95
4	0.76
5	0.27
6	-0.20
7	-0.45
8	-0.55
9	-0.50
10	-0.26
11	0.00
12	etc
13	
...	

Digitized waveform can be any soundwave

Digital Signal Processing

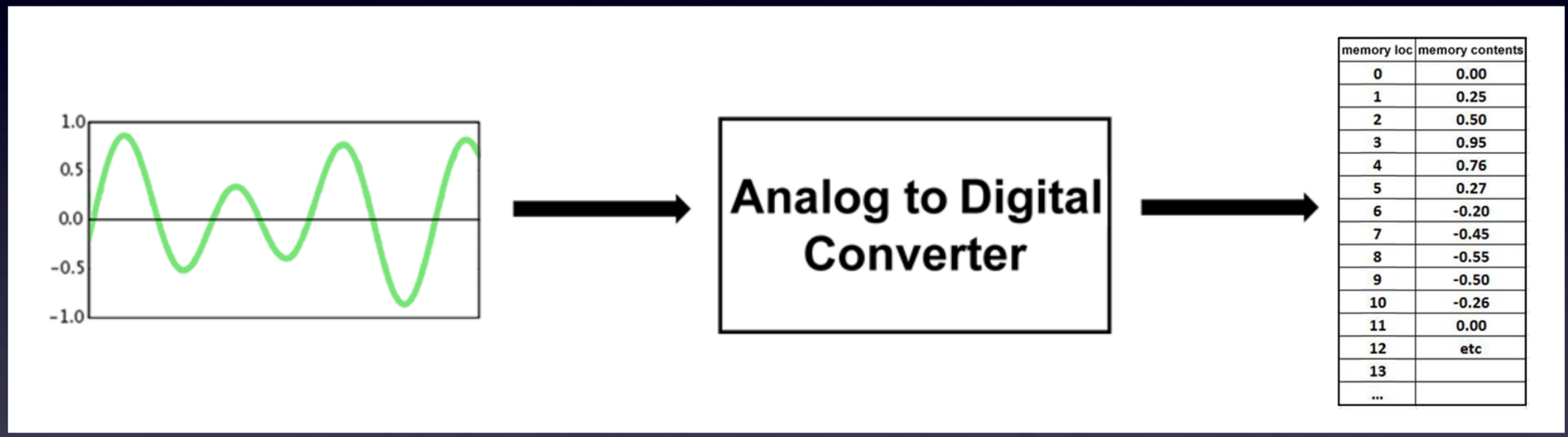


memory loc	memory contents
0	0.00
1	0.25
2	0.50
3	0.95
4	0.76
5	0.27
6	-0.20
7	-0.45
8	-0.55
9	-0.50
10	-0.26
11	0.00
12	etc
13	
...	

Analog to Digital Conversion:

sampling an analog waveform to store it in digital memory

Digital Signal Processing



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4	0.76
5	0.27
6	-0.20
7	-0.45
8	-0.55
9	-0.50
10	-0.26
11	0.00
12	etc
13	
...	

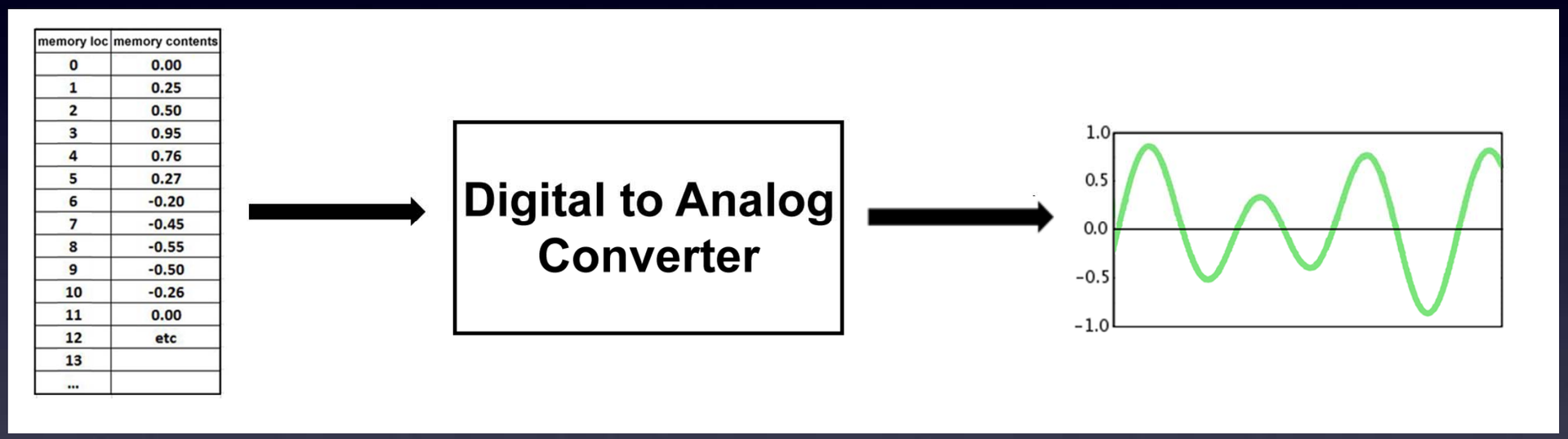
A/D

sampling an analog waveform to store it in digital memory

Digital Signal Processing

How do we play back a digitized waveform?

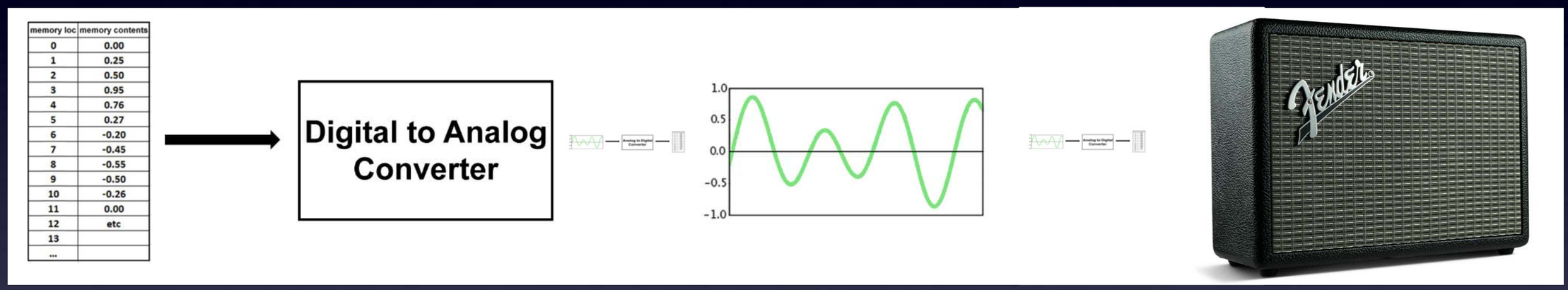
Digital Signal Processing



Digital to Analog Conversion:

Playing back the Digitized waveform

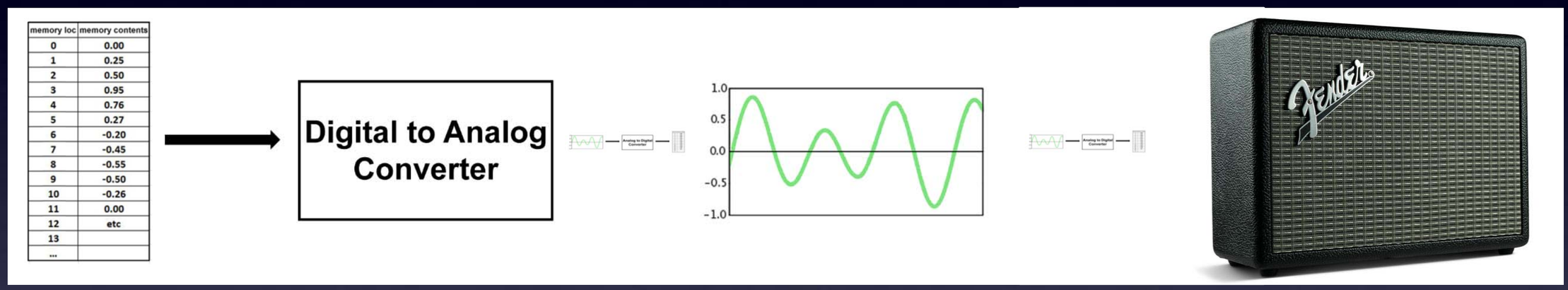
Digital Signal Processing



Digital to Analog Conversion:

Playing back the Digitized waveform

Digital Signal Processing



D/A

Playing back the Digitized waveform

Digital Signal Processing

How do you do D/A ?

Digital Signal Processing

D/A chip (expensive)

or

PWM

Digital Signal Processing

PWM ?

Square Wave:

ON half the time / OFF half of the time

Digital Signal Processing

PWM ?

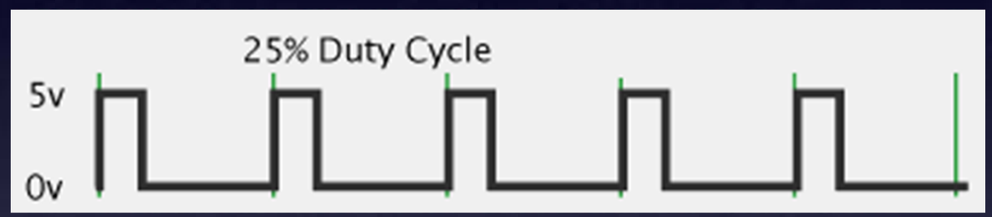
Square Wave:

ON half the time / OFF half of the time

(half the energy of ON all the time)

Digital Signal Processing

PWM ?

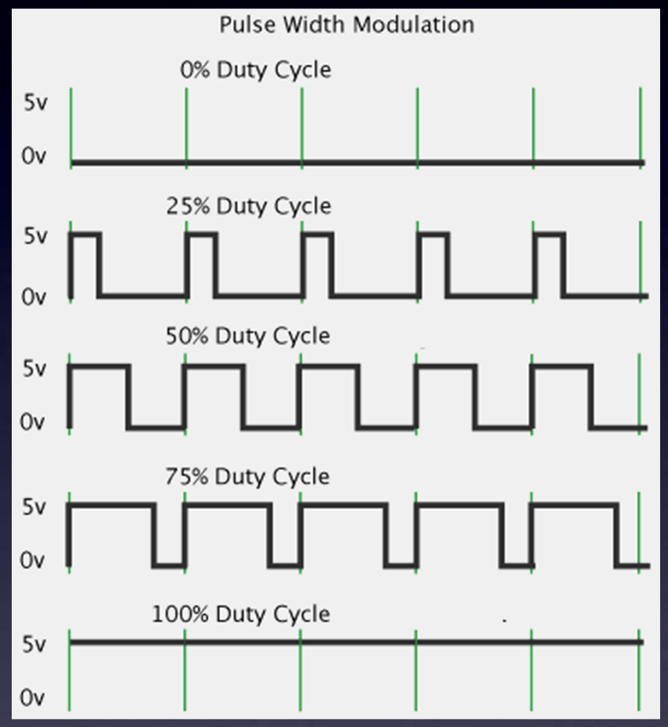


Pulse Wave:

ON and OFF at any ratio you like

This waveform: ON for 25% of the time / OFF for 75% of the time

Digital Signal Processing

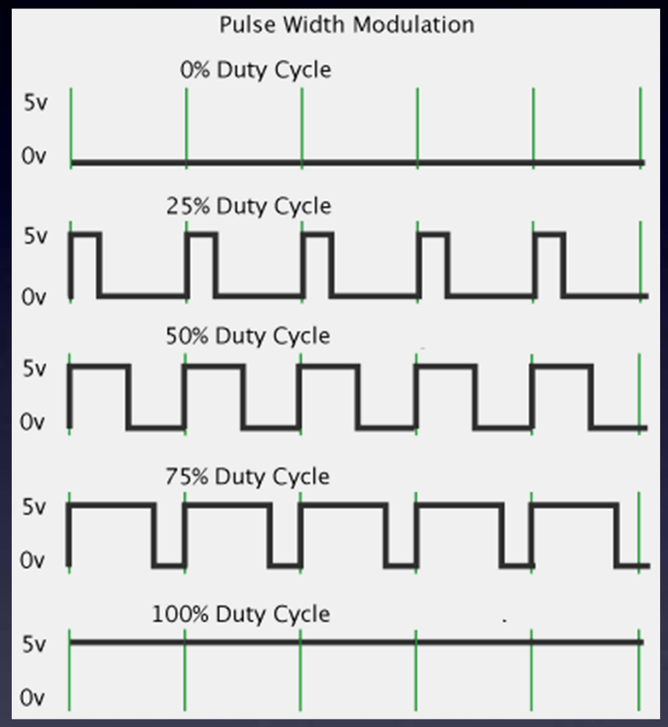


PWM ?

Pulse Wave:

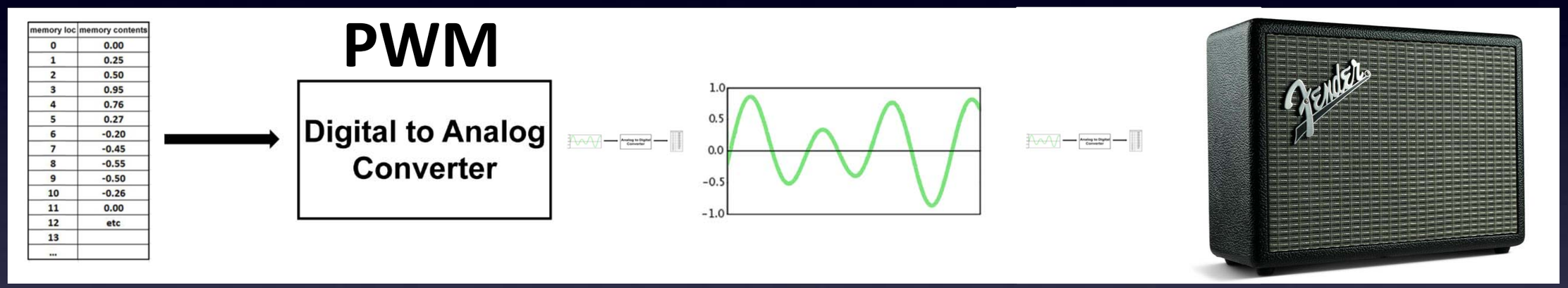
ON and OFF at any ratio you like

Digital Signal Processing



PWM
Pulse Width Modulation

Digital Signal Processing



D/A

Using PWM for playing back the Digitized waveform

Digital Signal Processing

Kind of complicated to code

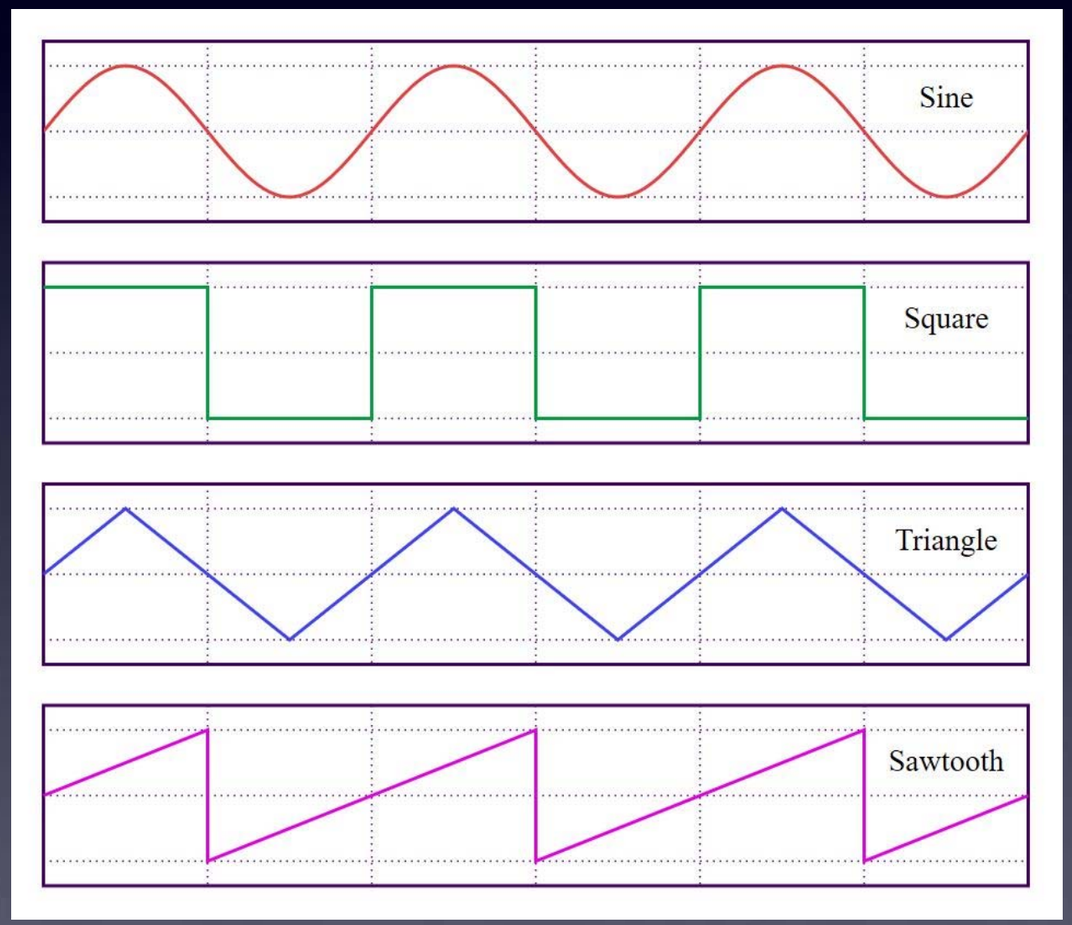
So, my ArduTouch software makes it easy

- Create “oscillators” with a couple lines of code
- Create “dynamics” with a couple lines of code

“Dynamics”
make the sound interesting

Digital Signal Processing

Some “Oscillators”:



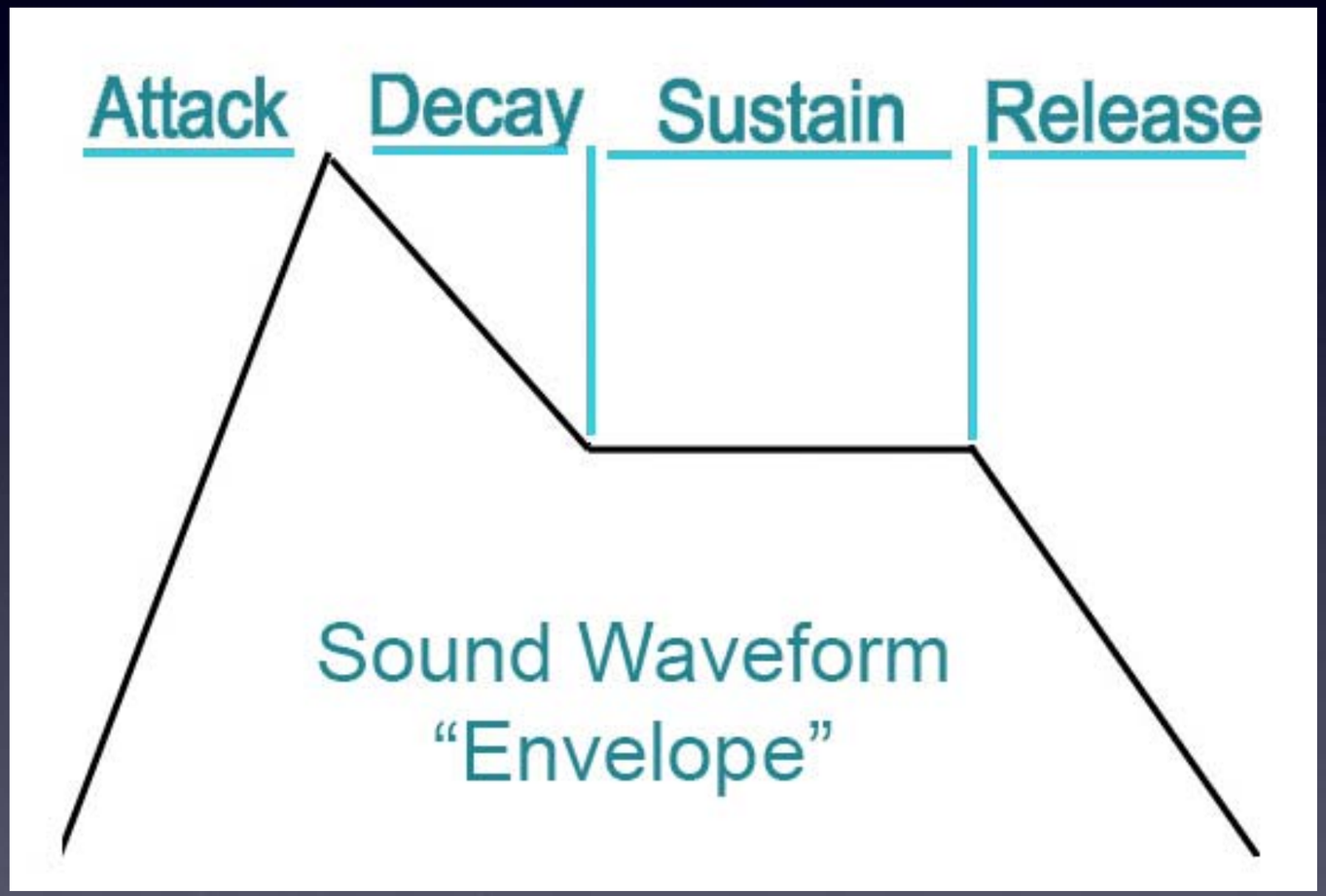
Digital Signal Processing

Some “Dynamics”:

- ADSR
- Tremolo
- Portamento
- Envelopes
- Filters
- Effects

Digital Signal Processing

ADSR:



Digital Signal Processing

Some “Dynamics”:

- ADSR
- Tremolo – *constant changing volume*
- Portamento
- Envelopes
- Filters
- Effects

Digital Signal Processing

Some “Dynamics”:

- ADSR
- Tremolo – *constant changing volume*
- Portamento – *glide between notes*
- Envelopes
- Filters
- Effects

Digital Signal Processing

Some “Dynamics”:

- ADSR
- Tremolo – *constant changing volume*
- Portamento – *glide between notes*
- Envelopes – *beyond ADSR*
- Filters
- Effects

Digital Signal Processing

Some “Dynamics”:

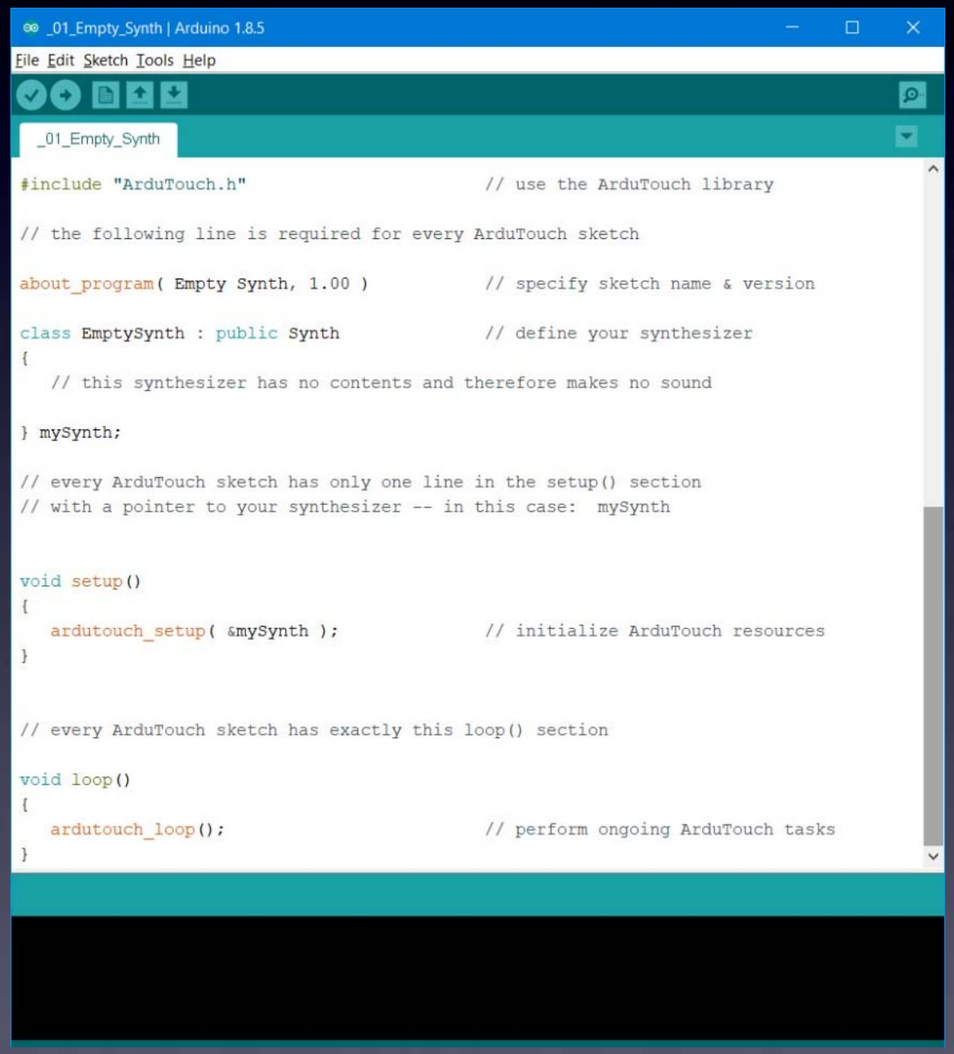
- ADSR
- Tremolo – *constant changing volume*
- Portamento – *glide between notes*
- Envelopes – *beyond ADSR*
- Filters – *like bass & treble – subtle to crazy*
- Effects

Digital Signal Processing

Some “Dynamics”:

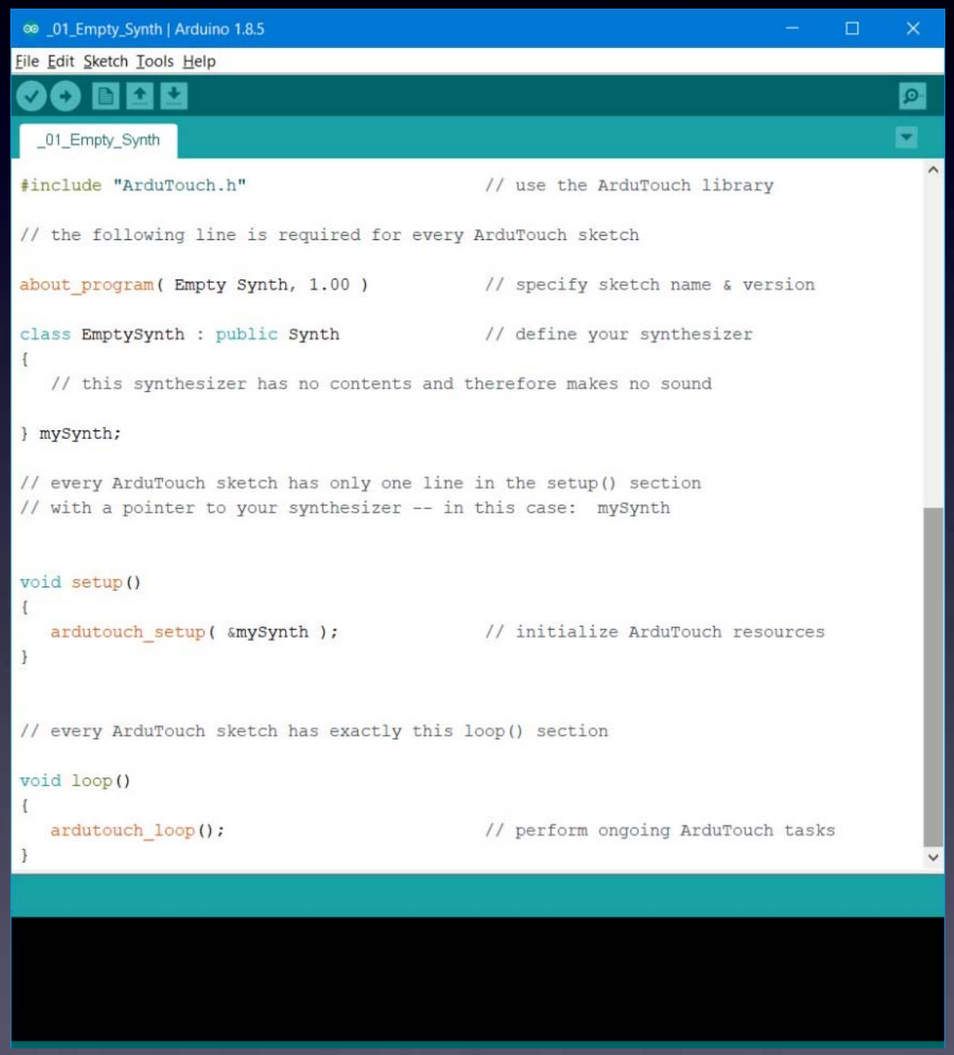
- ADSR
- Tremolo – *constant changing volume*
- Portamento – *glide between notes*
- Envelopes – *beyond ADSR*
- Filters – *like bass & treble – subtle to crazy*
- Effects – *mess with the sound!*

ArduTouch
Arduino-Compatible



With
Tutorial examples

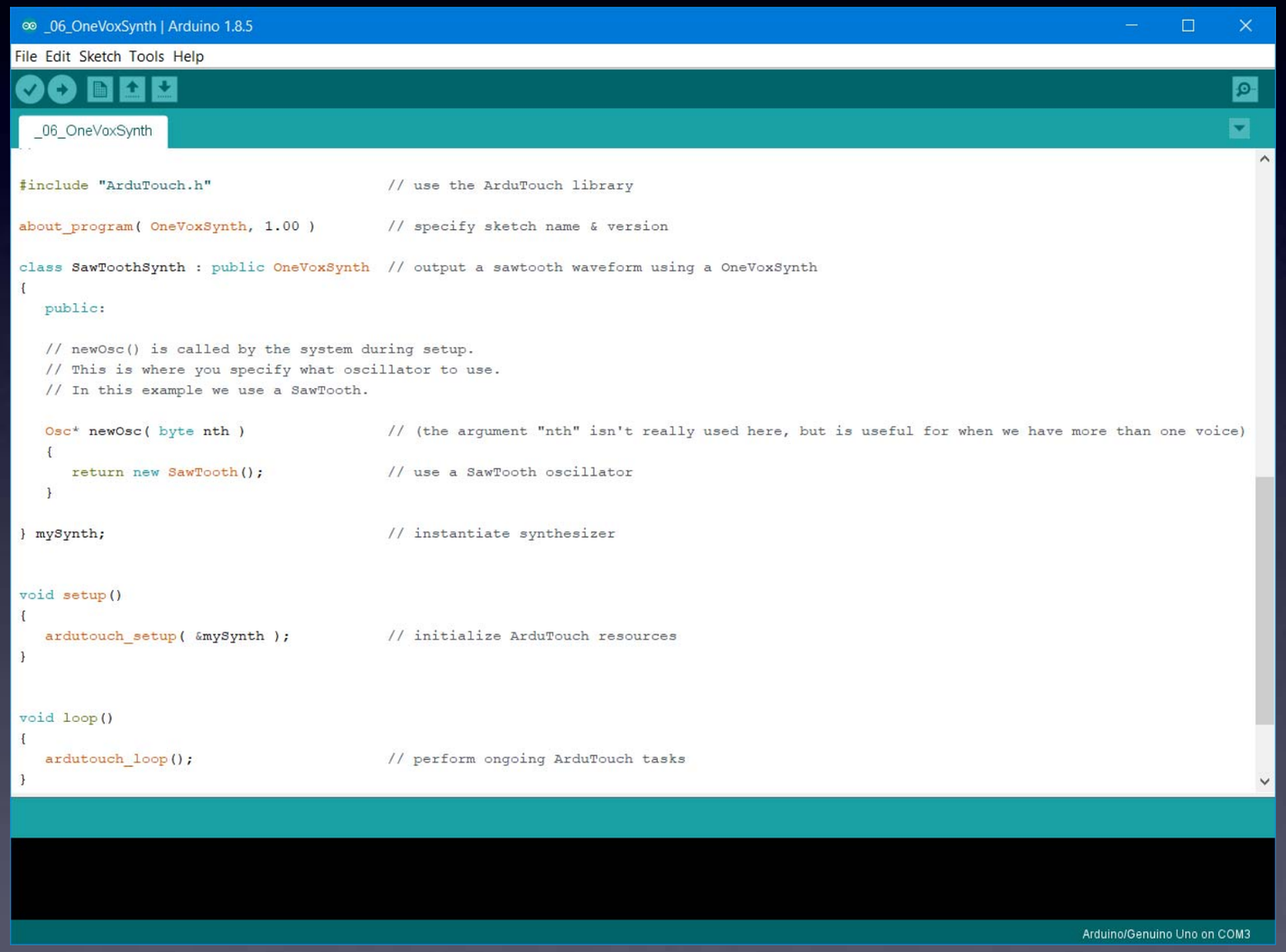
ArduTouch
Arduino-Compatible



With
Tutorial examples

Follow examples
01 through 09
to easily learn
to code your own
synthesizers

ArduTouch
Arduino-Compatible



With extensive Arduino library for ArduTouch

to make it easy to create your own synths

ArduTouch

_06_OneVoxSynth | Arduino 1.8.5

File Edit Sketch Tools Help

_06_OneVoxSynth

```
#include "ArduTouch.h"                  // use the ArduTouch library

about_program( OneVoxSynth, 1.00 )      // specify sketch name & version

class SawToothSynth : public OneVoxSynth  // output a sawtooth waveform using a OneVoxSynth
{
   public:

   // newOsc() is called by the system during setup.
   // This is where you specify what oscillator to use.
   // In this example we use a SawTooth.

   Osc* newOsc( byte nth )              // (the argument "nth" isn't really used here, but is useful for when we have more than one voice)
   {
      return new SawTooth();            // use a SawTooth oscillator
   }

} mySynth;                              // instantiate synthesizer


void setup()
{
   ardutouch_setup( &mySynth );         // initialize ArduTouch resources
}


void loop()
{
   ardutouch_loop();                    // perform ongoing ArduTouch tasks
}
```

Arduino/Genuino Uno on COM3

Complete code for:

- sawtooth waves
- play with keyboard
- change octaves
- volume control

ArduTouch

_06_OneVoxSynth | Arduino 1.8.5

File Edit Sketch Tools Help

_06_OneVoxSynth

```
#include "ArduTouch.h"                  // use the ArduTouch library

about_program( OneVoxSynth, 1.00 )      // specify sketch name & version

class SawToothSynth : public OneVoxSynth  // output a sawtooth waveform using a OneVoxSynth
{
   public:

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   // This is where you specify what oscillator to use.
   // In this example we use a SawTooth.

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   {
      return new SawTooth();            // use a SawTooth oscillator
   }

} mySynth;                              // instantiate synthesizer


void setup()
{
   ardutouch_setup( &mySynth );         // initialize ArduTouch resources
}


void loop()
{
   ardutouch_loop();                    // perform ongoing ArduTouch tasks
}
```

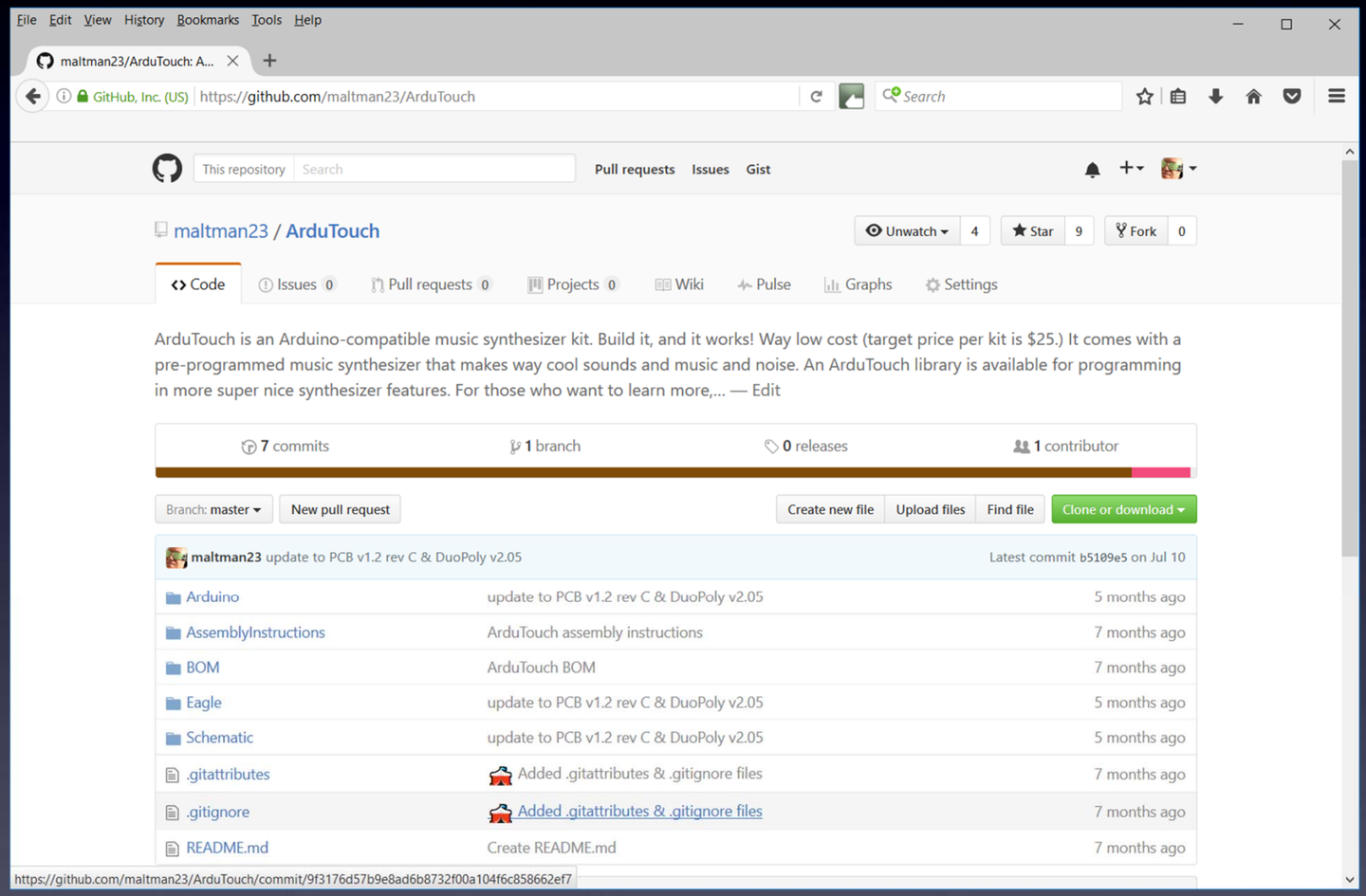
Arduino/Genuino Uno on COM3

Easy to add:

- Tremolo
- Portamento
- Envelopes
- Filters
- Effects
- Other waveforms

ArduTouch

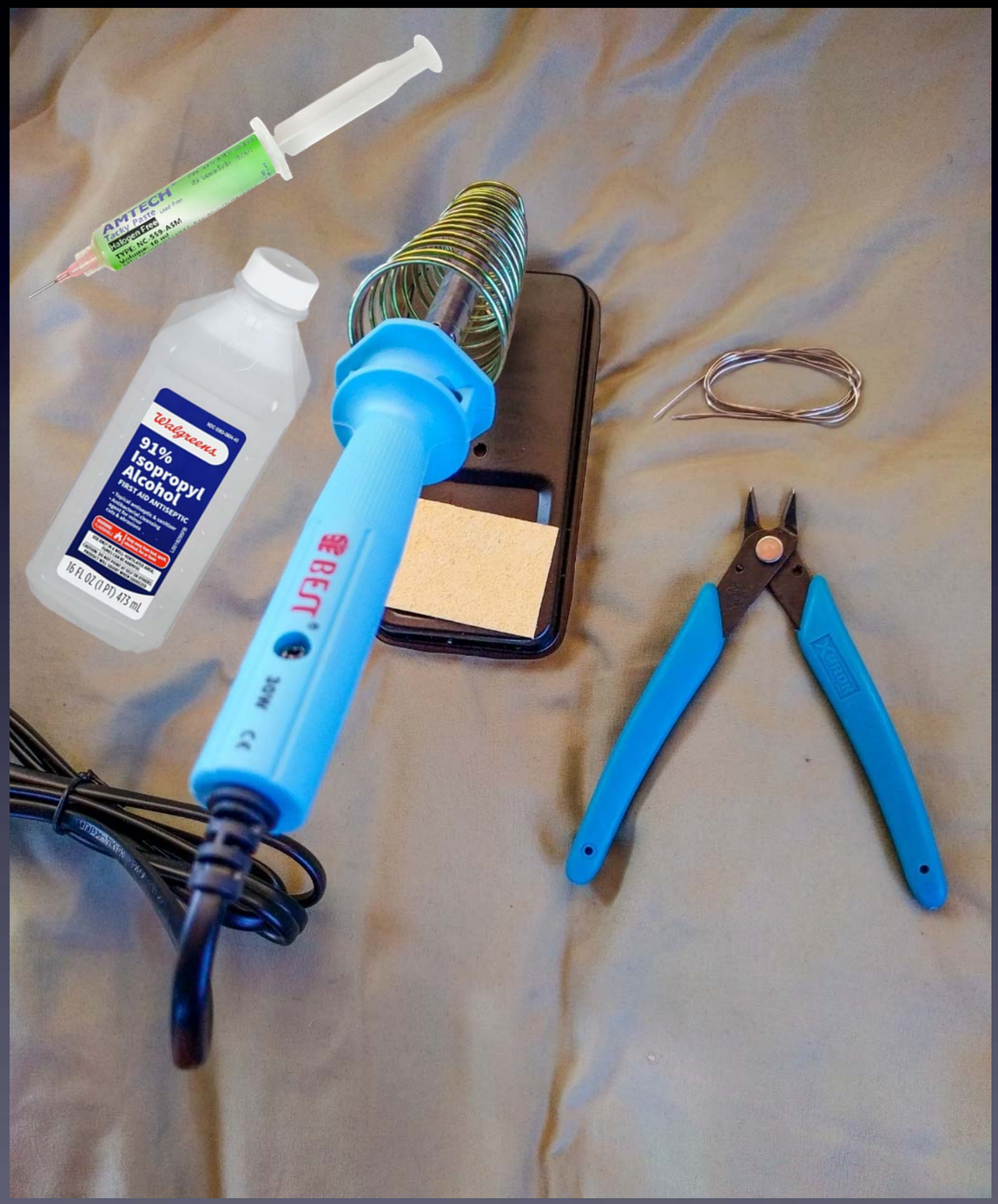
open source hardware



Open Hardware – everything is on Github maltman23

(Don’t bring these home)

Tools



Learn To Solder

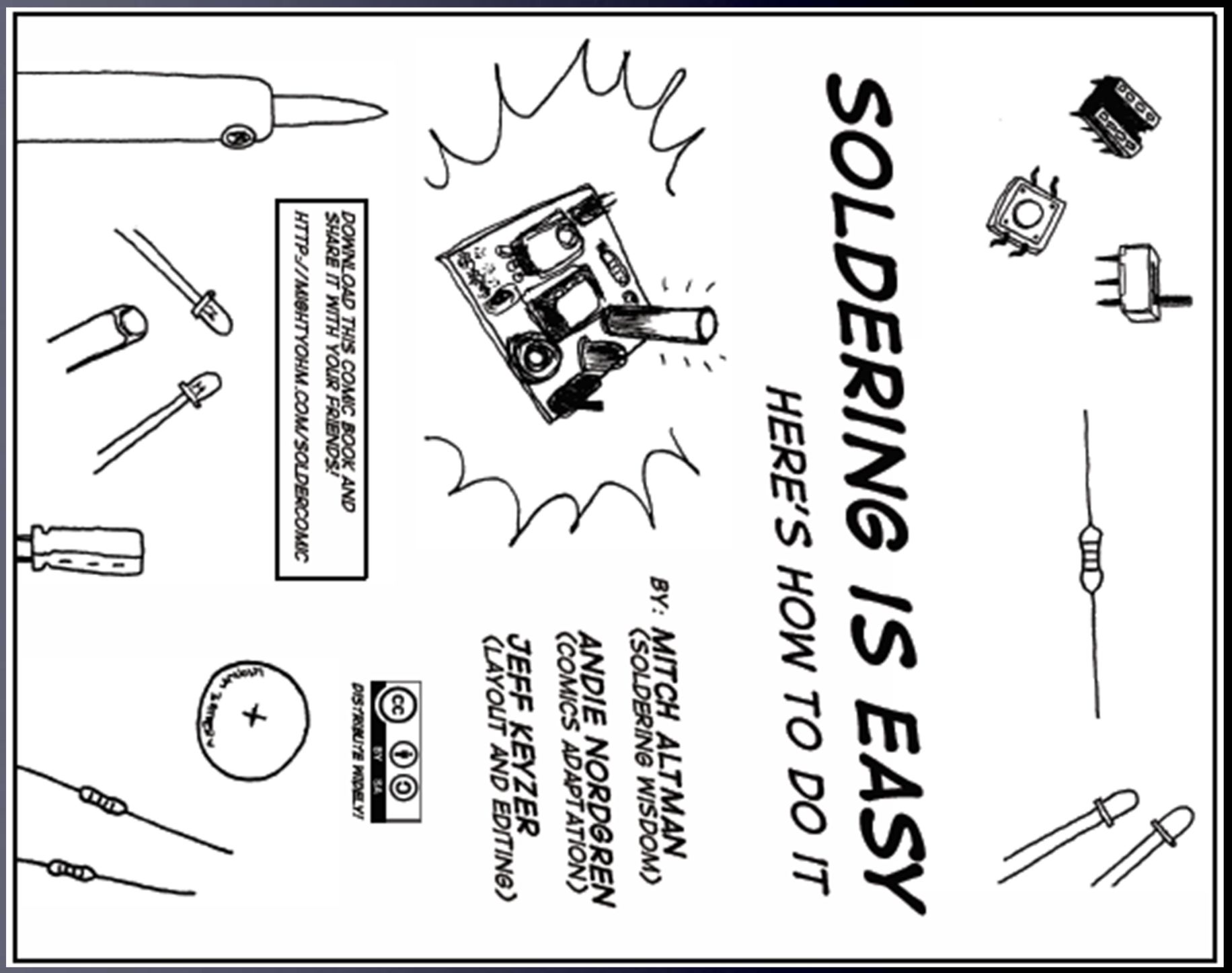
The following photos will
show you how to solder.

But feel free to download
the “Soldering Is Easy” comic book
for free!

(In many different languages.)

download for free at:
http://mightyohm.com/soldercomic

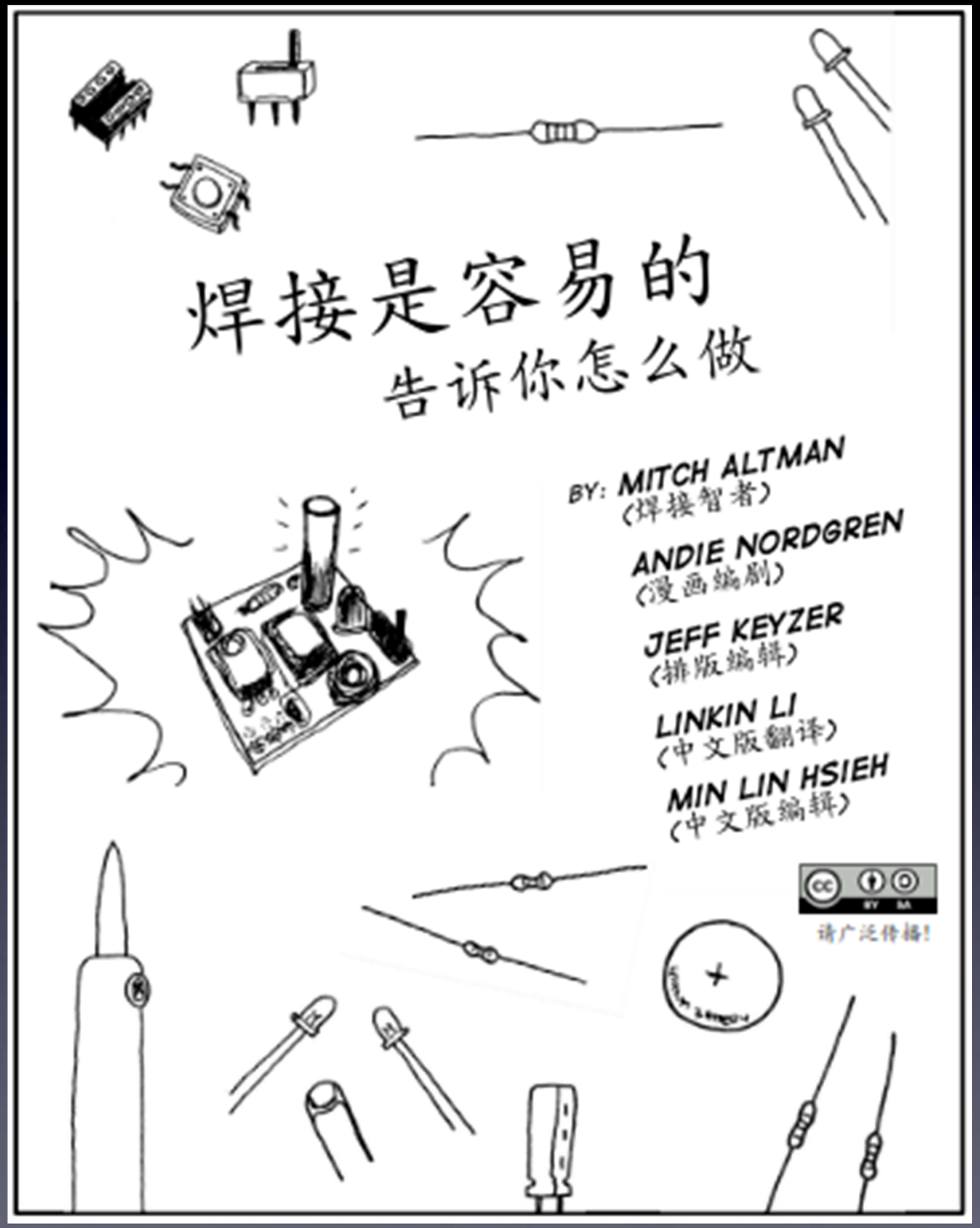
Learn To Solder



download for free at:
http://mightyohm.com/soldercomic

(In many different languages.)

Learn To Solder



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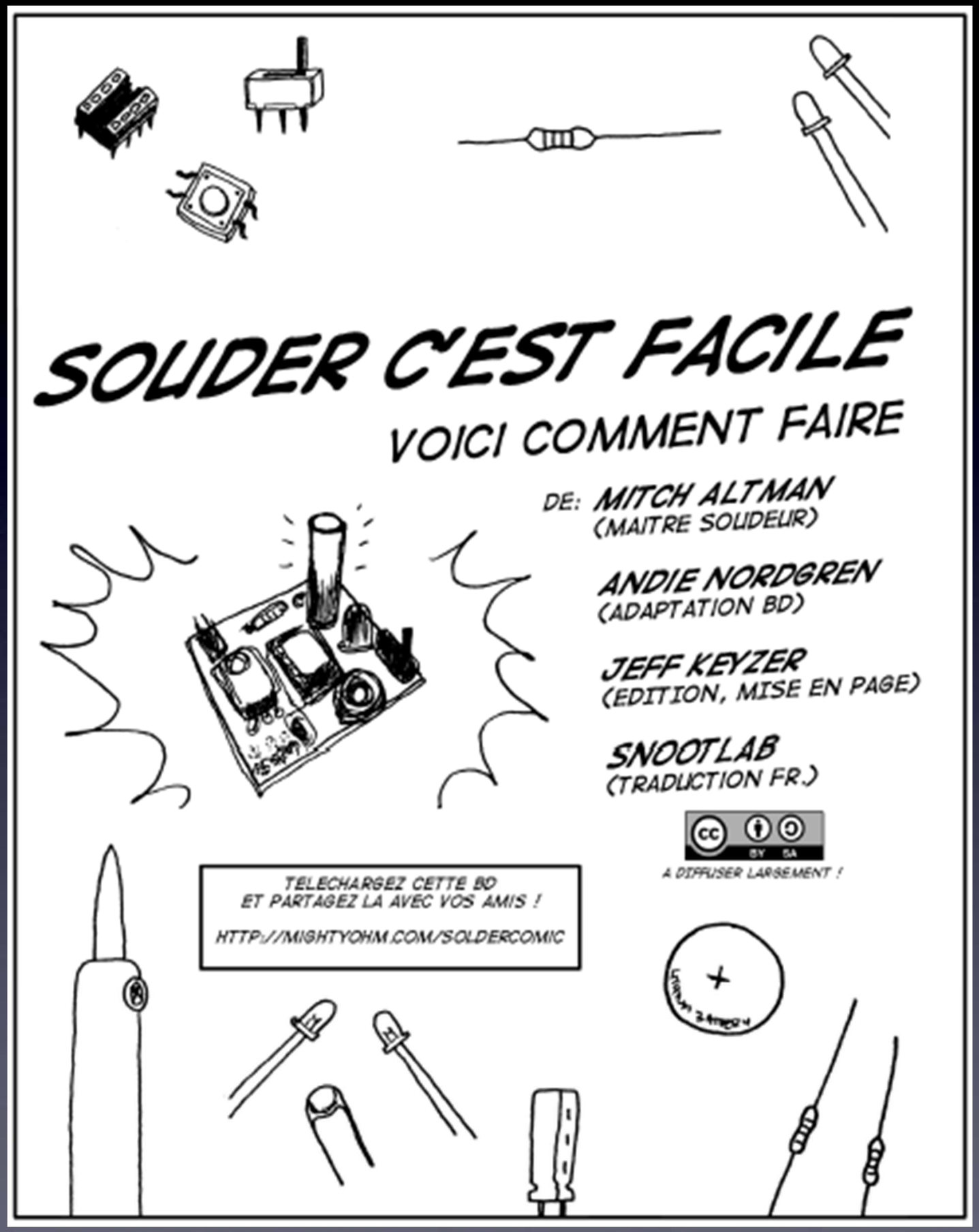
http://mightyohm.com/soldercomic
(In many different languages.)

Learn To Solder



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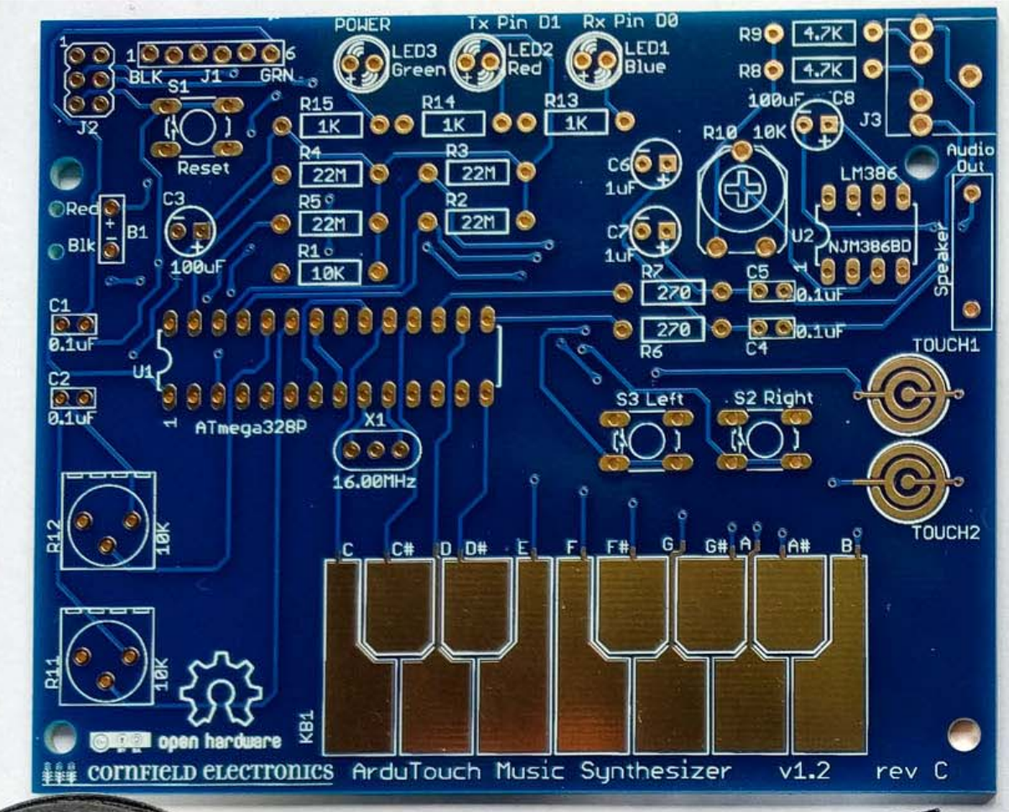


ATmega328P chip

U1

LM386 chip

U2

Speaker

S1

S2

S3

J1

J3

J2

(not included)

Socket (note polarity)

R11 R12

R10

R6, R7 (270) Red, Violet, Brown, Gold

R13, R14, R15 (1K) Brown, Black, Red, Gold

R8, R9 (4.7K) Yellow, Violet, Red, Gold

R1 (10K) Brown, Black, Orange, Gold

R2, R3, R4, R5 (22M) Red, Red, Blue, Gold

C3

C8

C6

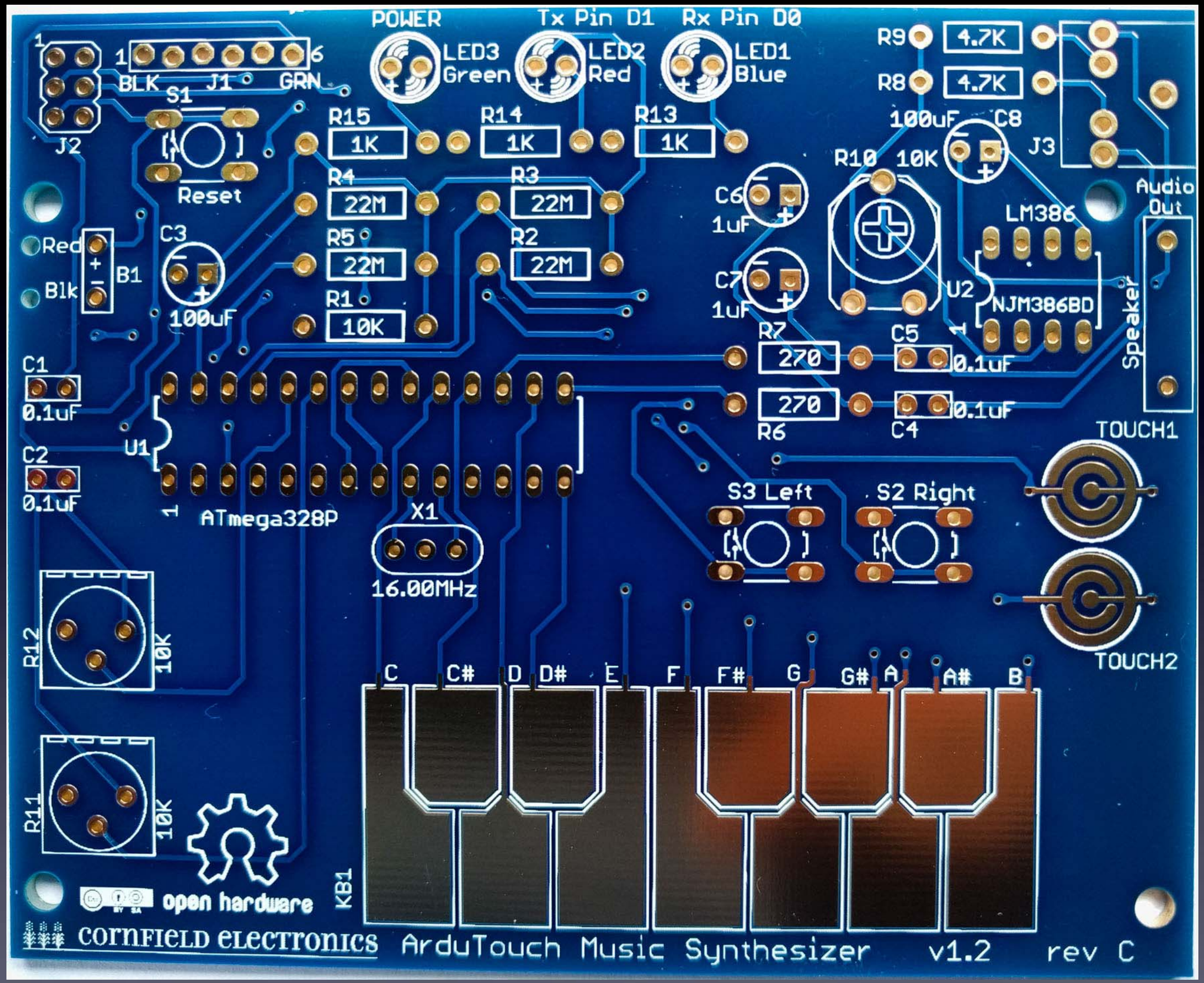
C7

X1

C1, C2, C4, C5

LED3, LED2, LED1

All of the parts



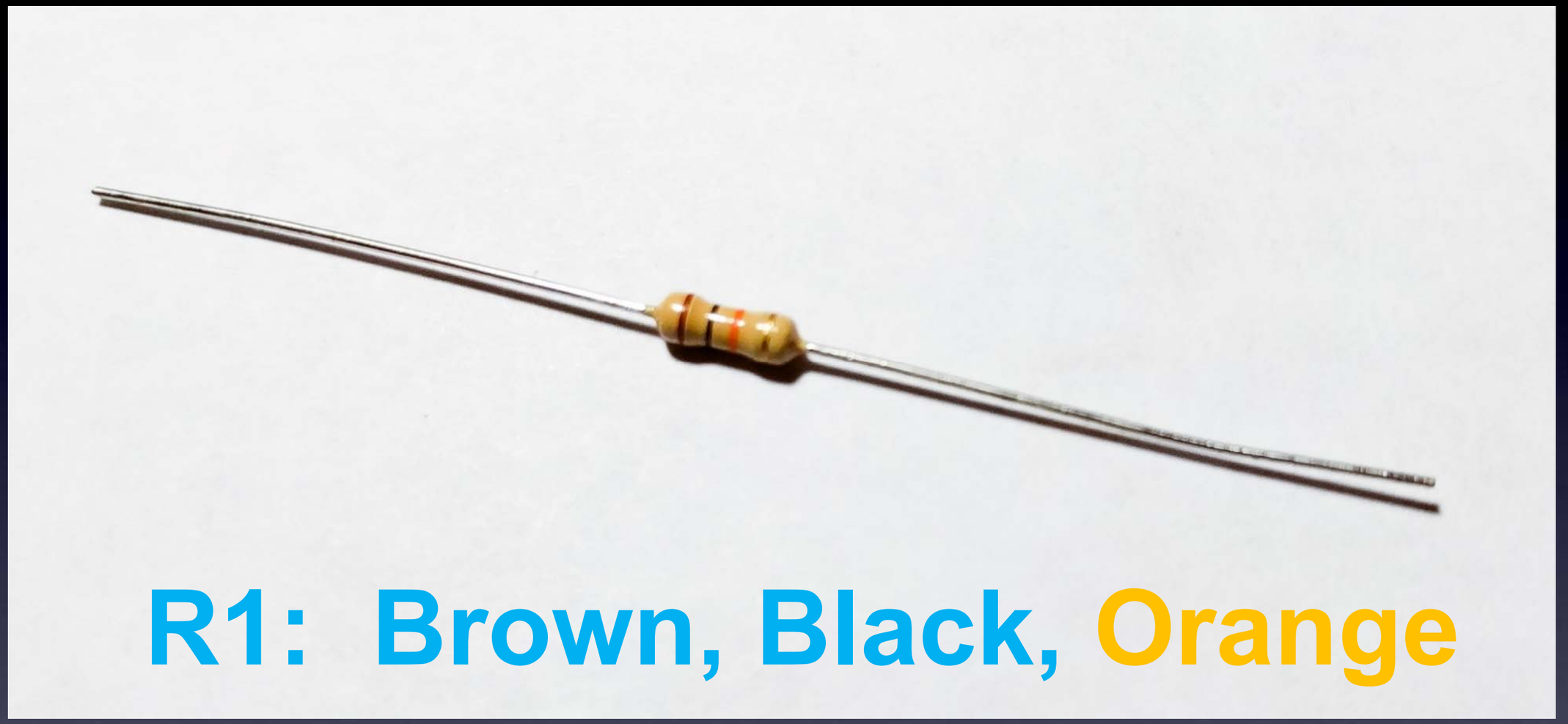
The board we'll solder the parts to

Note:
Since we will use
Lead-Free solder
it is helpful
to also have
flux paste in a syringe
And Isopropyl Alcohol

The tools you'll need:

- soldering Iron (35W or less)
- solder (*more details coming*)
- soldering iron stand
- cellulose kitchen sponge *(not plastic!)*
- *small* wire cutter

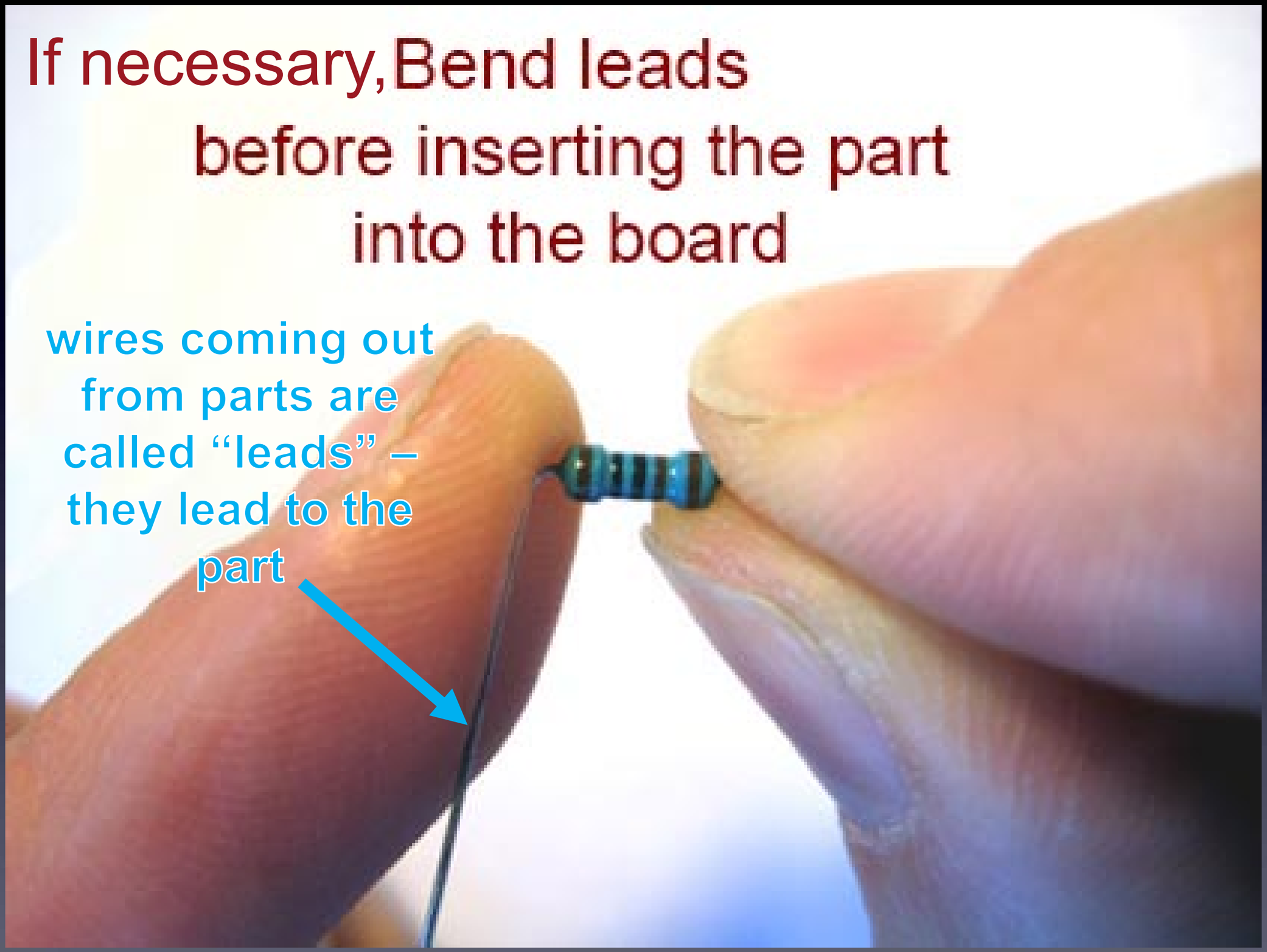
Our first part



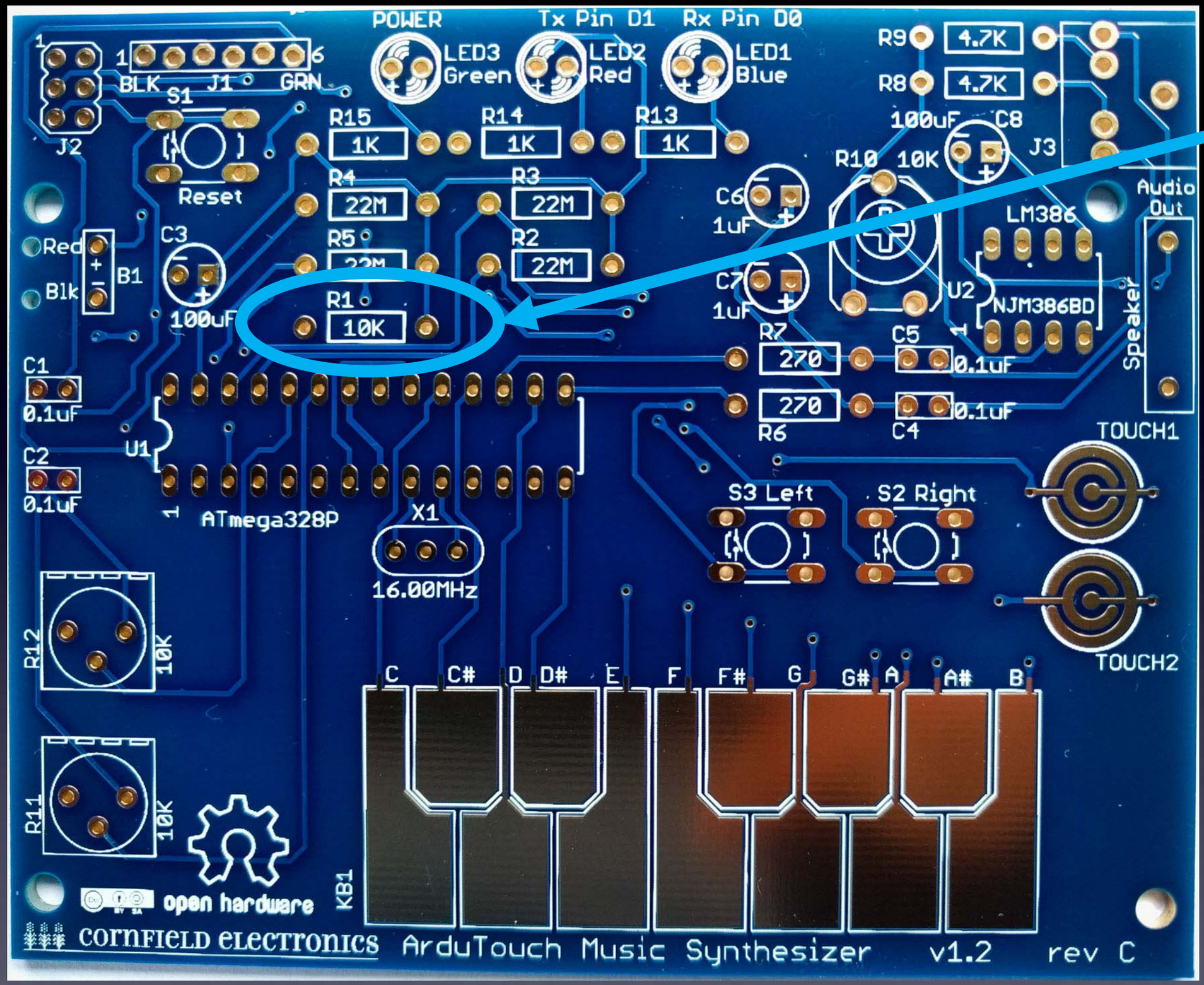
R1: Brown, Black, Orange

(*not* Brown, Black, ~~Red~~)

Some parts, such as resistors, need their leads bent first

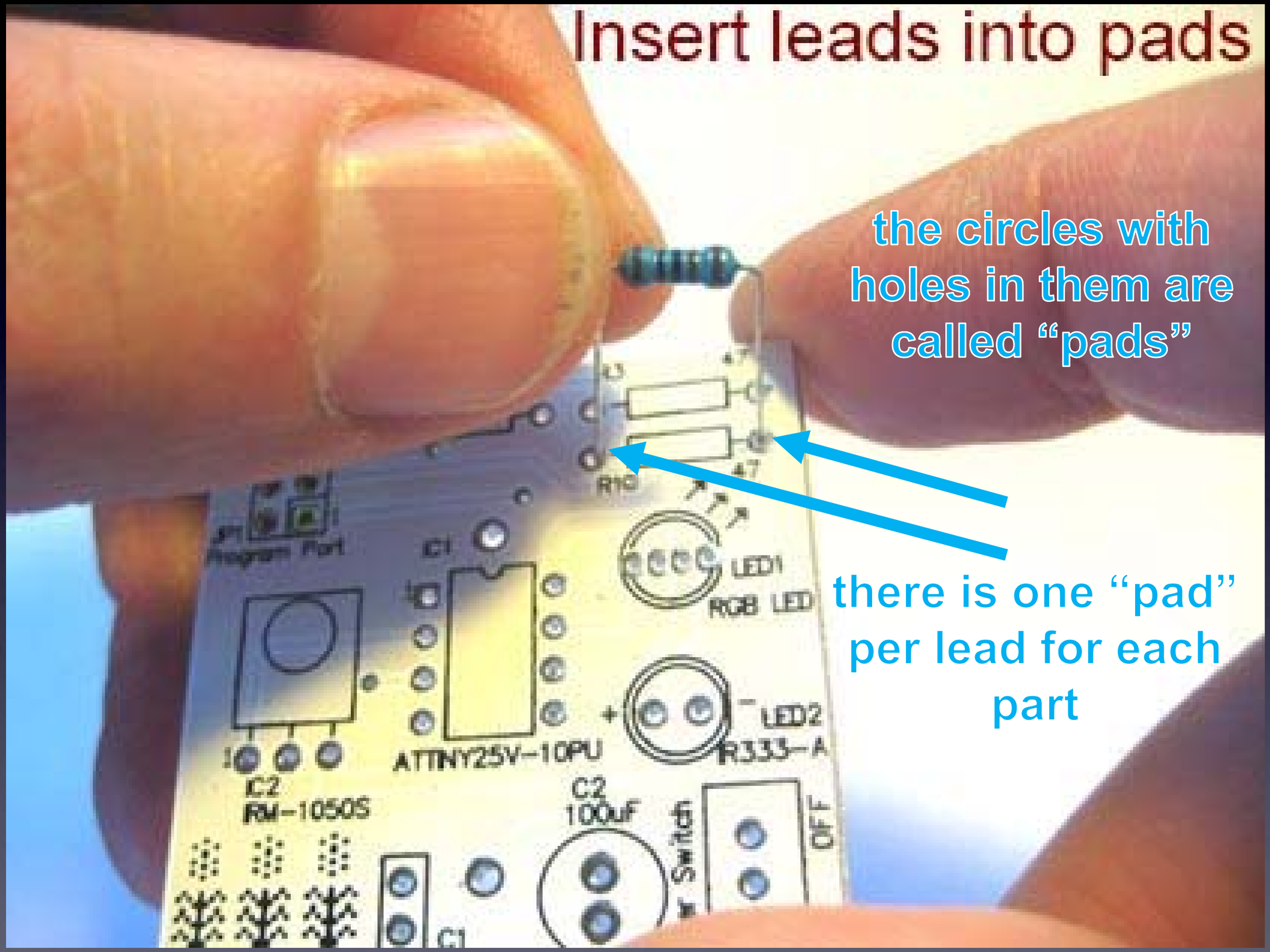


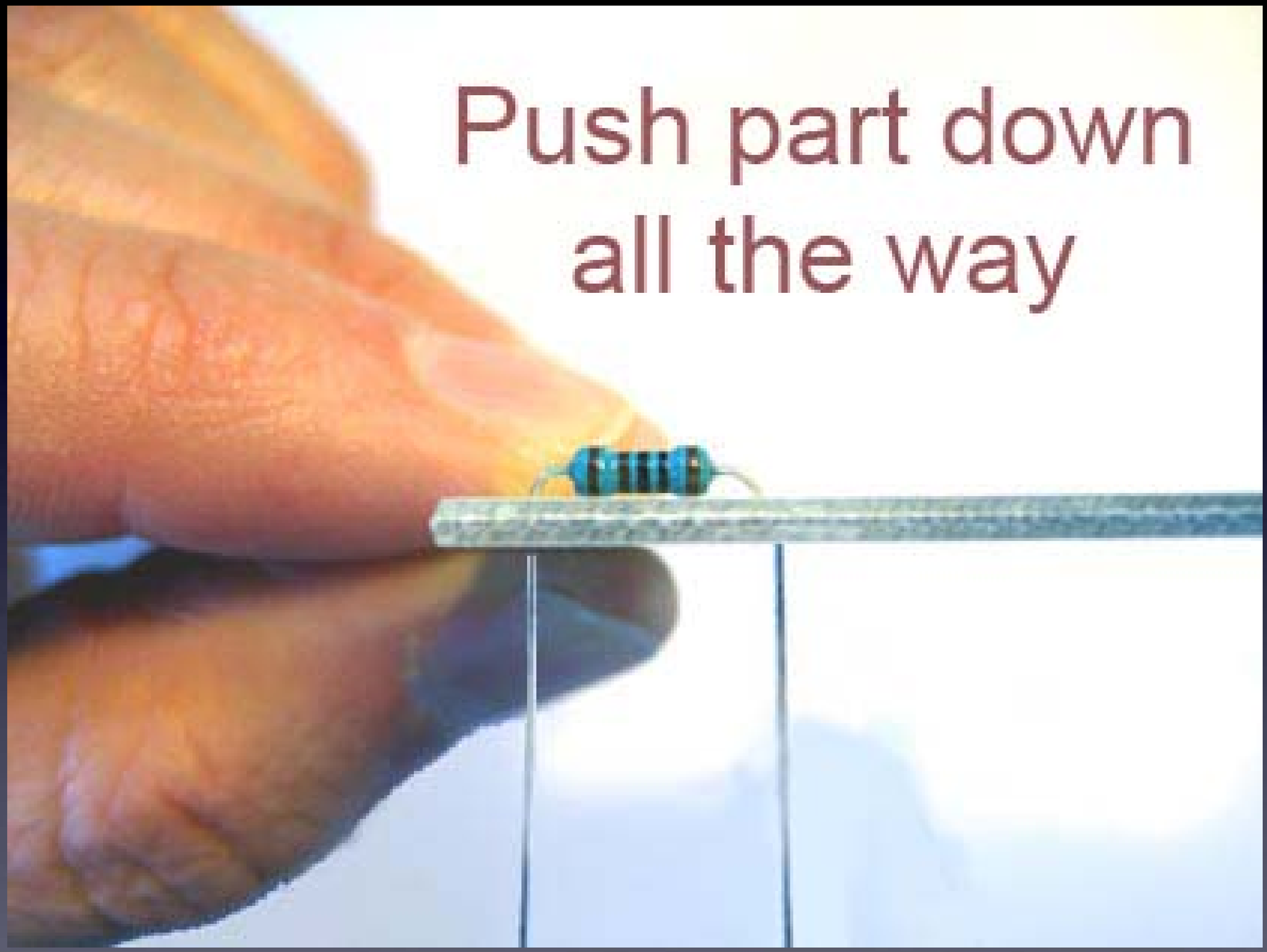
R1 – this is how it will look *before* inserting it into the board

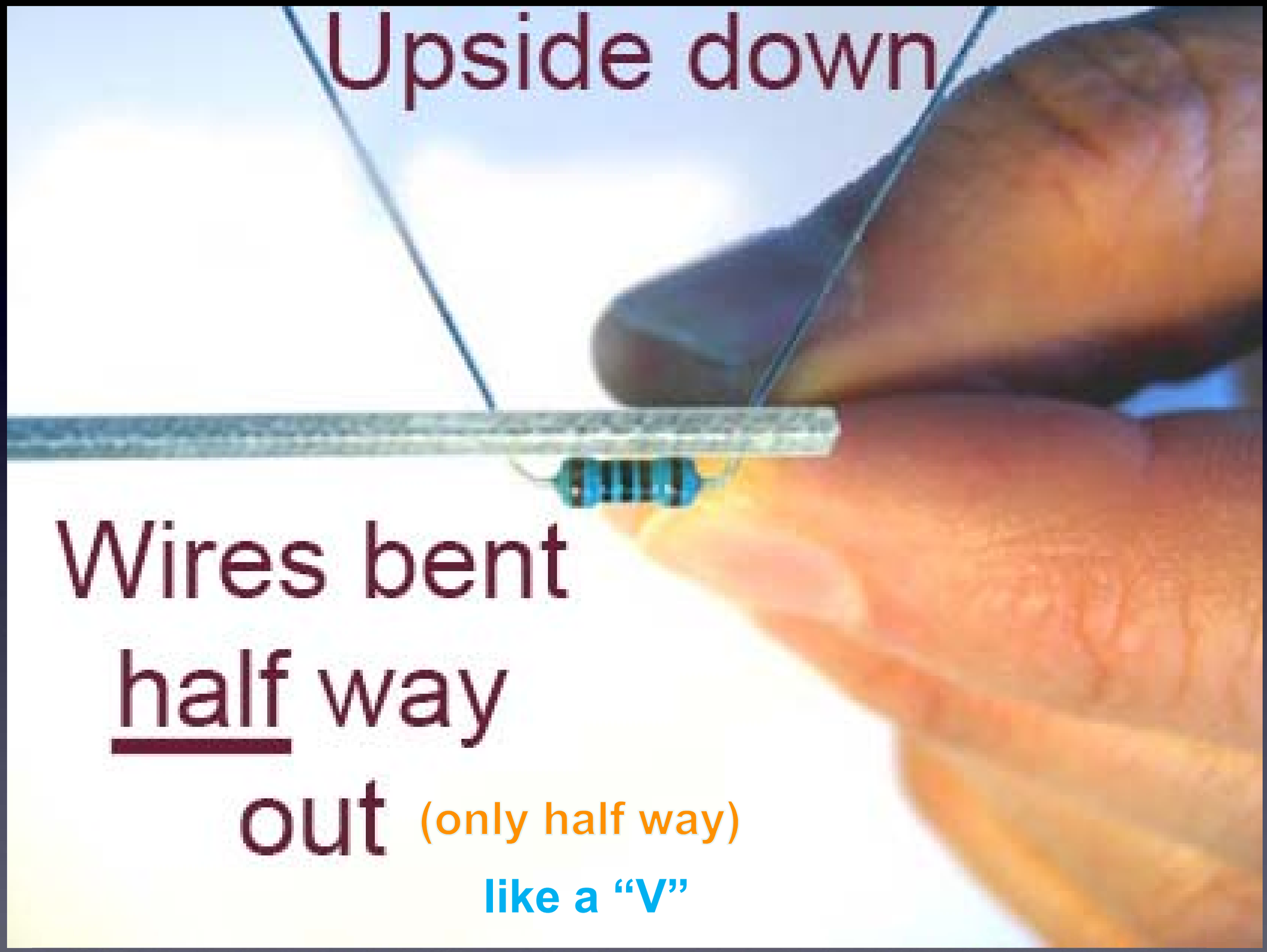


R1

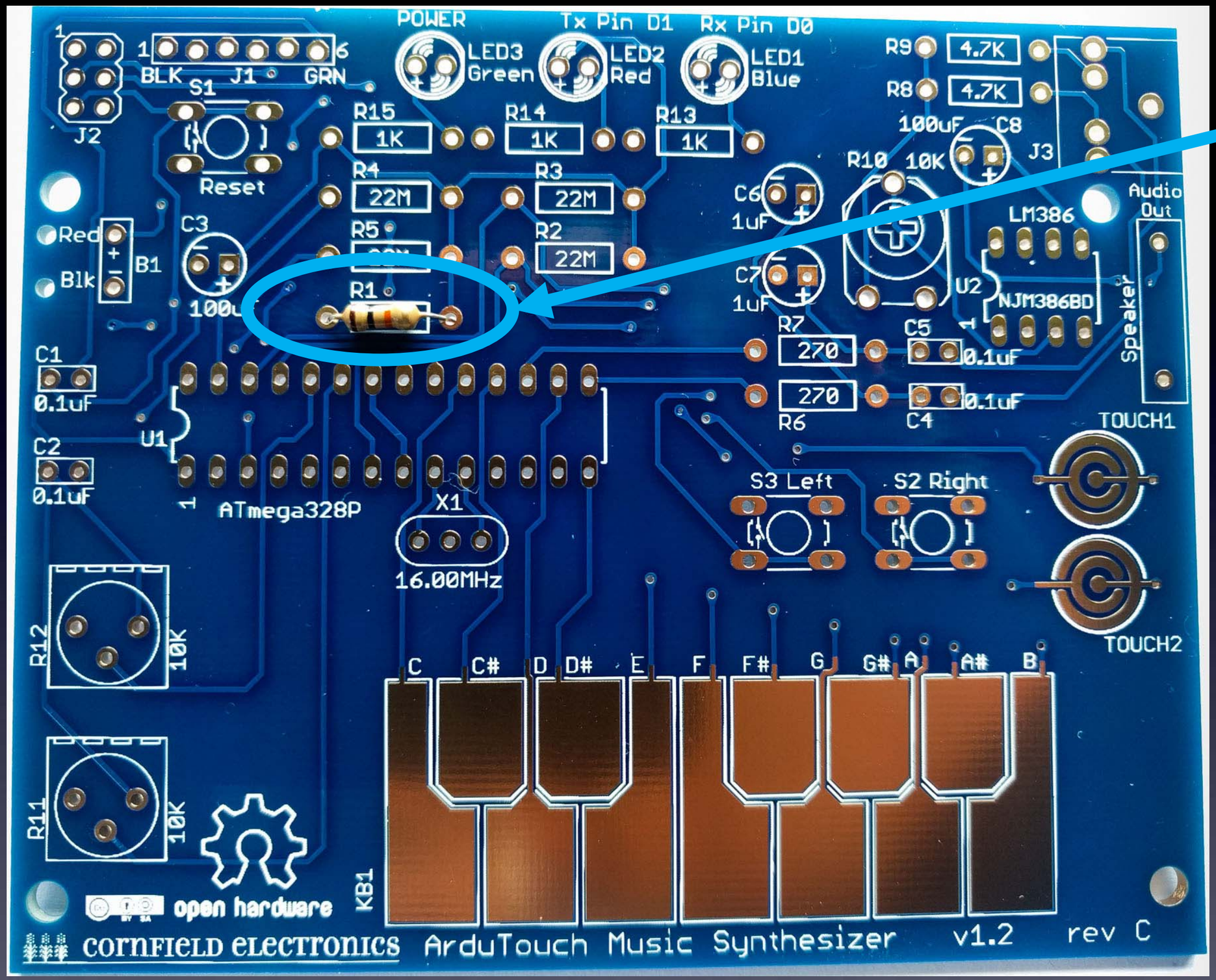
R1 – this is where it goes


Insert leads into pads
the circles with holes in them are called “pads”
there is one “pad” per lead for each part
R10
47
LED1
RGB LED
IC1
ATTINY25V-10PU
LED2
R333-A
IC2
RM-1050S
C2
100uF
C1
OFF


Push part down
all the way



so that the part won’t fall out while soldering it



R1 – inserted into the board

How to hold a soldering iron

(Like a pencil – held from underneath)

Important

The best kind of solder for DIY electronics:

(Sn – Tin / Pb – Lead)

(60/40 is also good)

63/37 rosin core,

0.031” (0.8mm) diameter (or smaller)

Note:

Most
Lead-Free **solder**
has poisonous fumes!

This is what we will use:

A good kind of solder for DIY electronics:

This is the only good Lead-Free ***solder I have found!***

(after years of searching)

Kester
K100LD Rosin
(<u>not</u> "No Clean")
0.031" diameter (0.8mm)

This is what we will use:

A good kind of solder for DIY electronics:

This is the only good Lead-Free solder I have found!

(after years of searching)

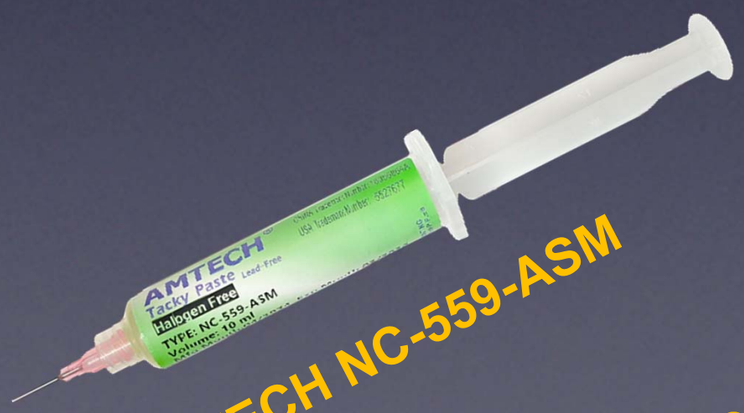
Kester **K100LD Rosin** Solder

0.031” diameter (0.8mm)

Note:

Since we will use *Lead-Free* solder it is *helpful* to also have *flux paste* in a syringe

And Isopropyl Alcohol



AMTECH NC-559-ASM

99%

Another good kind of solder for DIY electronics:

This is another good Lead-Free solder I have found!

Duratool
D01685 Rosin

0.7mm diameter

(as good as the Kester K100LD Rosin)

Another good kind of solder for DIY electronics:

This is another good Lead-Free solder I have found!

MG Chemicals
4900 Rosin (112g, 227g, 454g)

0.8mm diameter

(as good as the Kester K100LD Rosin)

3 Safety Tips…

Safety Tip #1:

Hot !!

(When you touch the tip,
you *will* let go quickly every time!)

Safety Tip #2:

Soldering chemicals are toxic

But they easily wash off your hands with soap and water

Safety Tip #3:

(coming soon)

2 secrets to good soldering…

Secret #1:

Clean the tip!

(before every solder connection)

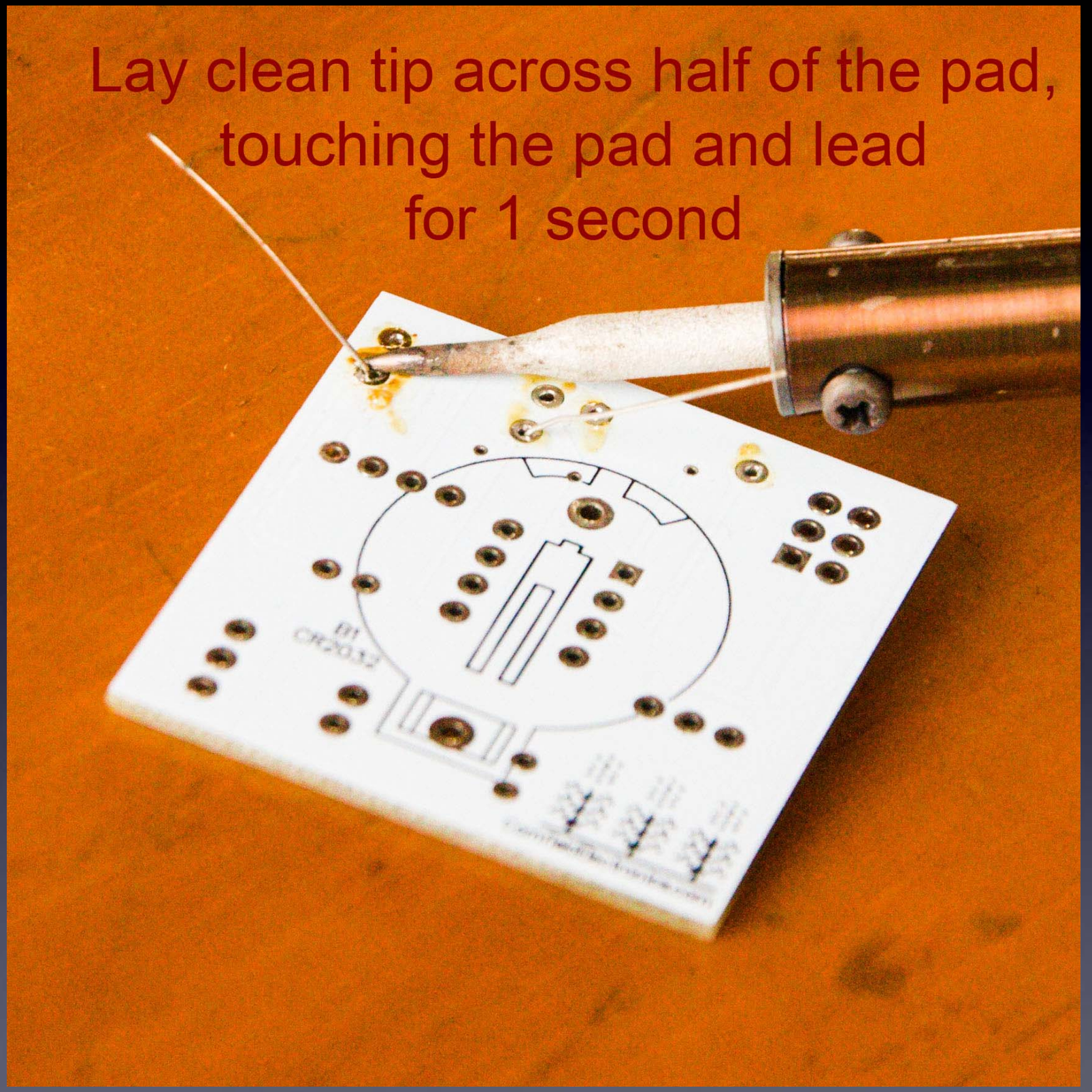
Bang (lightly) 3 times,

Swipe, Rotate, Swipe (on the sponge):

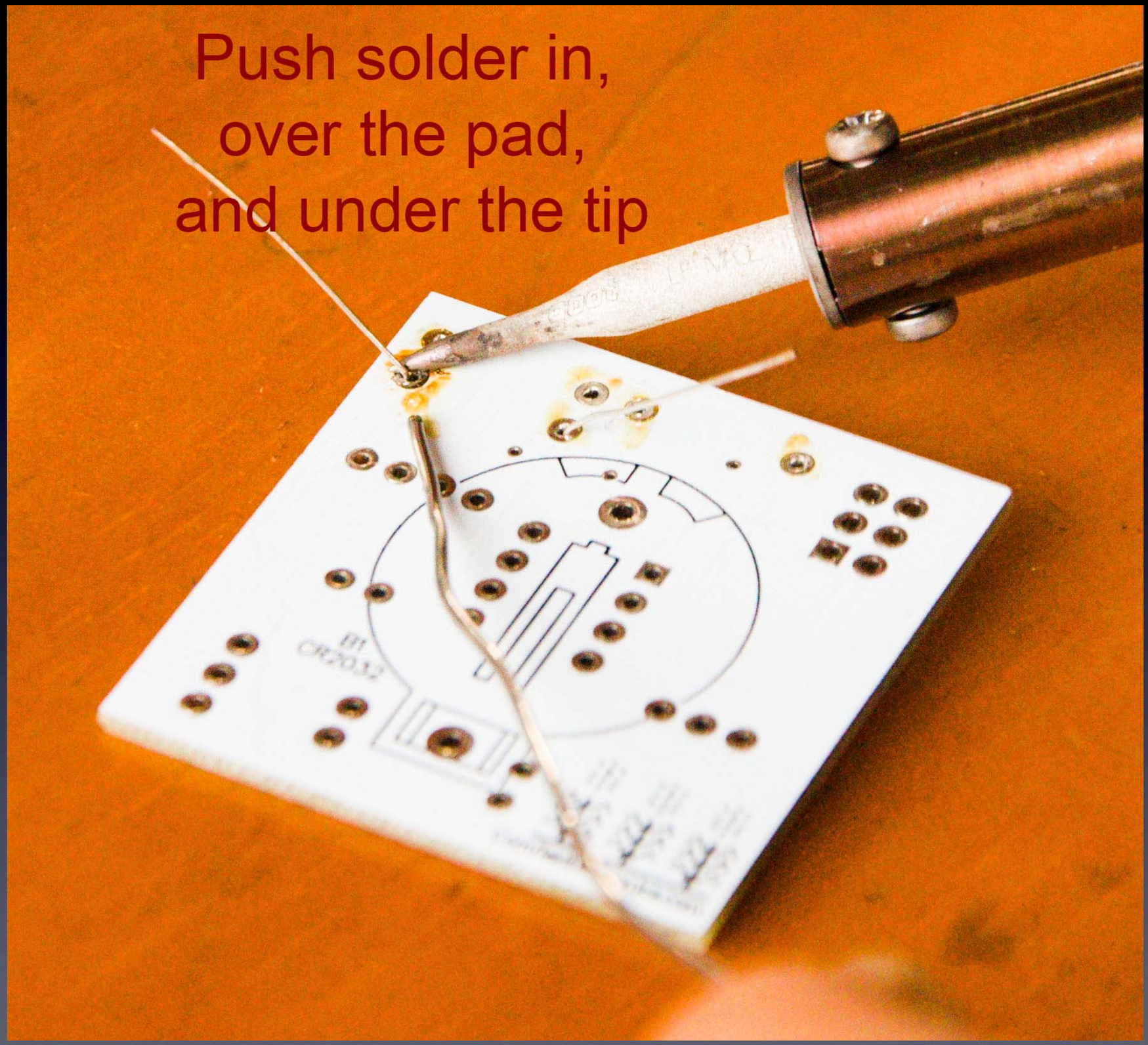
Keep the tip shiny silver!

knock solder off the tip

Lay clean tip across half of the pad,
touching the pad and lead
for 1 second

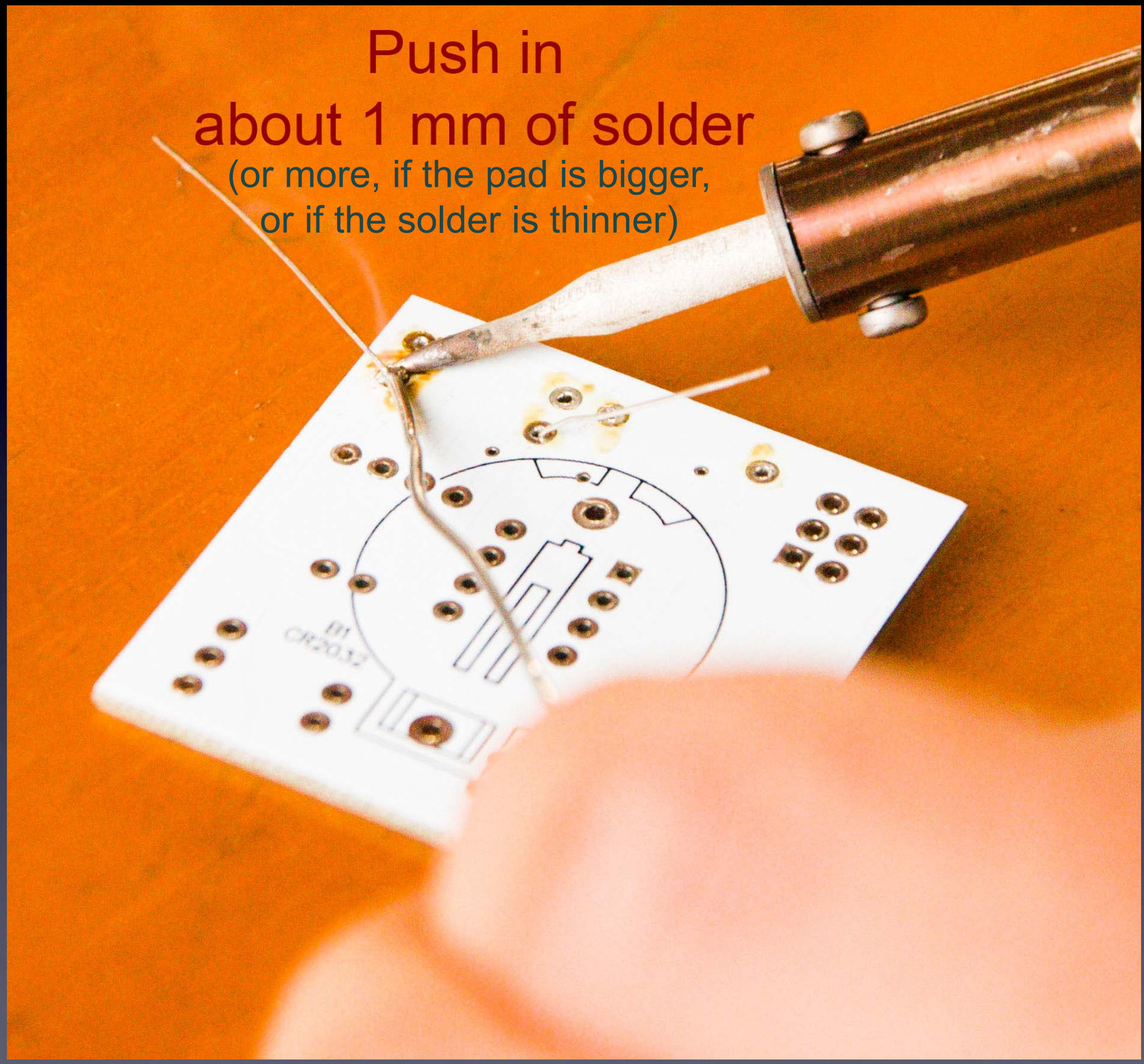


Do this quickly (slowly doesn't work well) – solder in & out in about 1 second

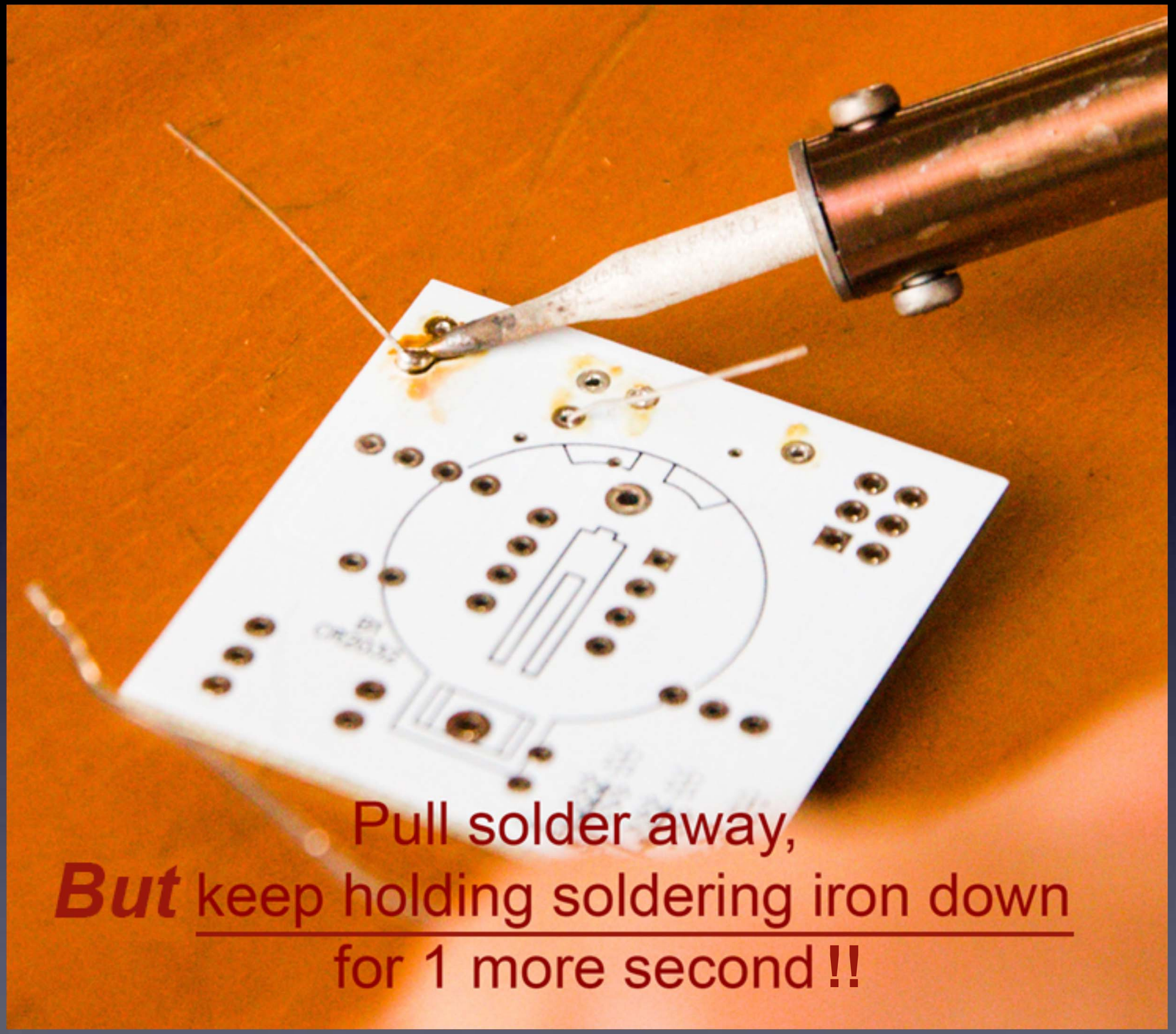


Make sure solder melts on the <u>underside</u> of the soldering iron tip
(not the side or top of the soldering iron tip)!

Do this quickly (slowly doesn't work well) – solder in & out in about 1 second



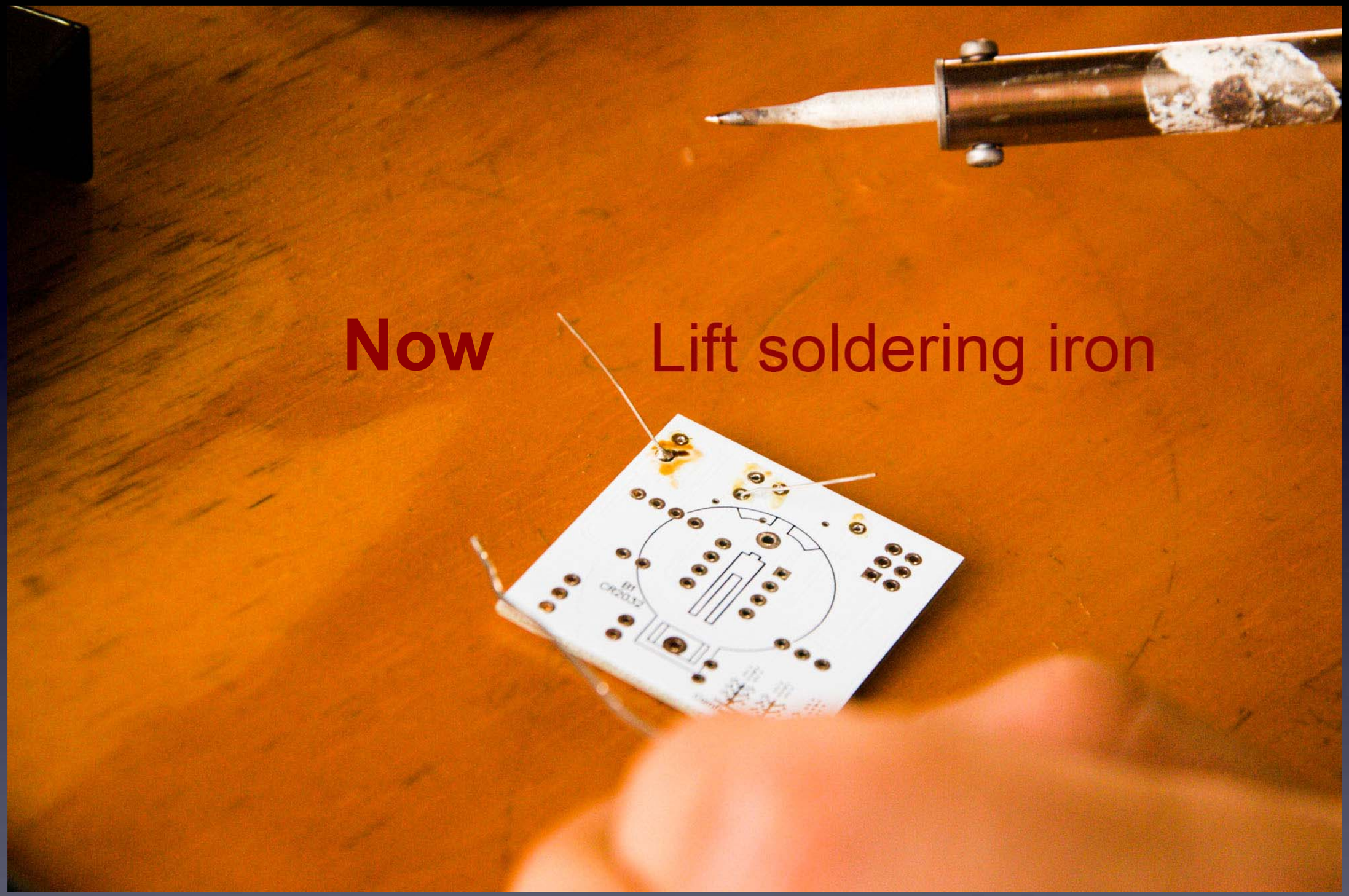
Make sure solder melts on the <u>underside</u> of the soldering iron tip
(not the side or top of the soldering iron tip)!

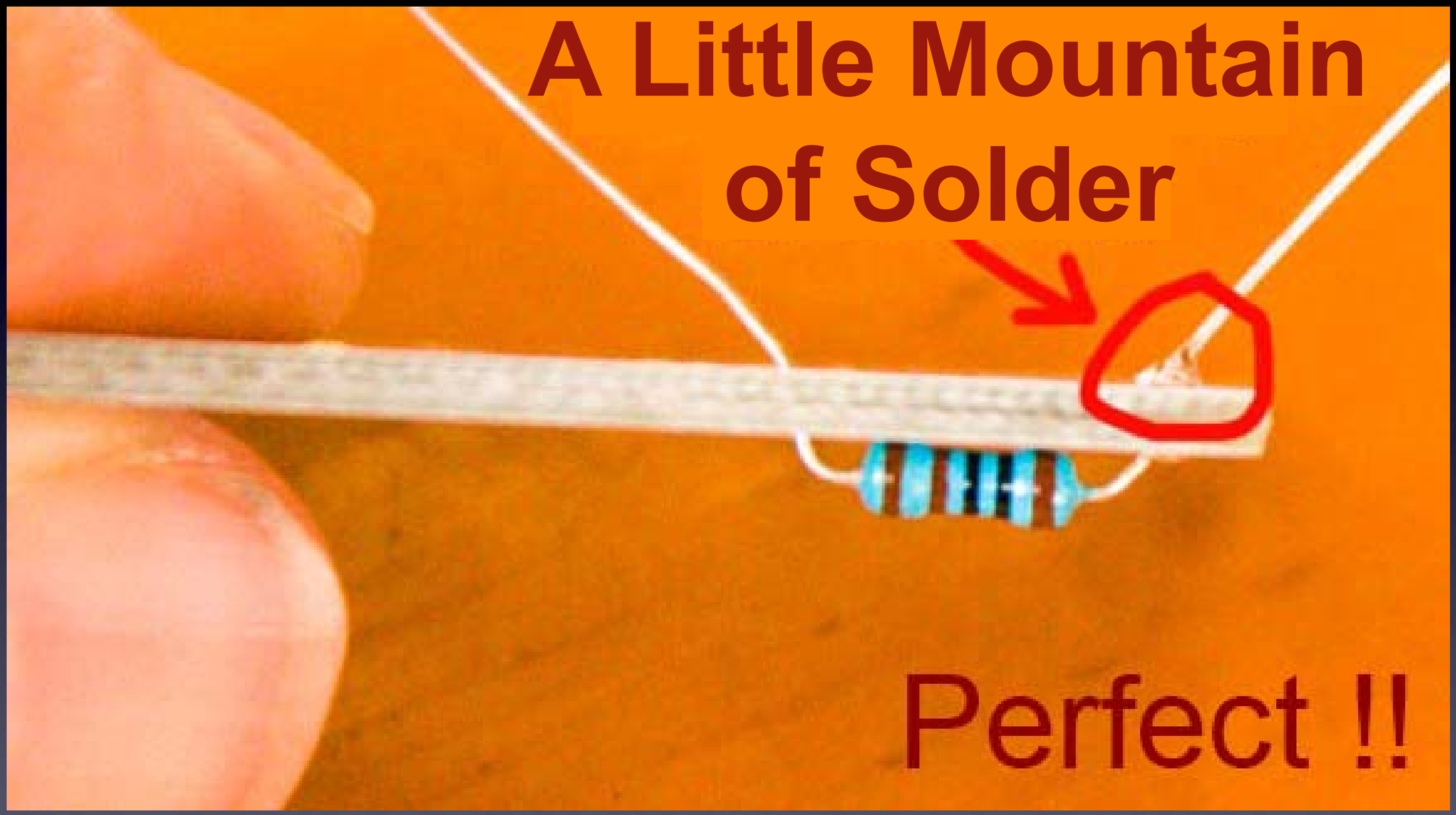

Pull solder away,
But keep holding soldering iron down
for 1 more second !!

Secret #2:

Keep hot tip down

1 second
for solder to flow !!


Now
Lift soldering iron



If you can see any of the pad, or the hole, you need more solder – so, just do all the steps again to make it perfect.

The Rhythm !

is just as important as the preceding steps!

The Rhythm !

and speed (about 1 second per step)

The Rhythm !

and speed (about 1 second per step)

Clean the tip

The Rhythm !

and speed (about 1 second per step)

Tip Down

The Rhythm !

and speed (about 1 second per step)

Solder In

The Rhythm !

and speed (about 1 second per step)

Solder Out

The Rhythm !

and speed (about 1 second per step)

WAIT !

The Rhythm !

and speed (about 1 second per step)

Lift Tip

The Rhythm !

and speed (about 1 second per step)

The Rhythm !

and speed (about 1 second per step)

Clean the tip

The Rhythm !

and speed (about 1 second per step)

Tip Down

The Rhythm !

and speed (about 1 second per step)

Solder In

The Rhythm !

and speed (about 1 second per step)

Solder Out

The Rhythm !

and speed (about 1 second per step)

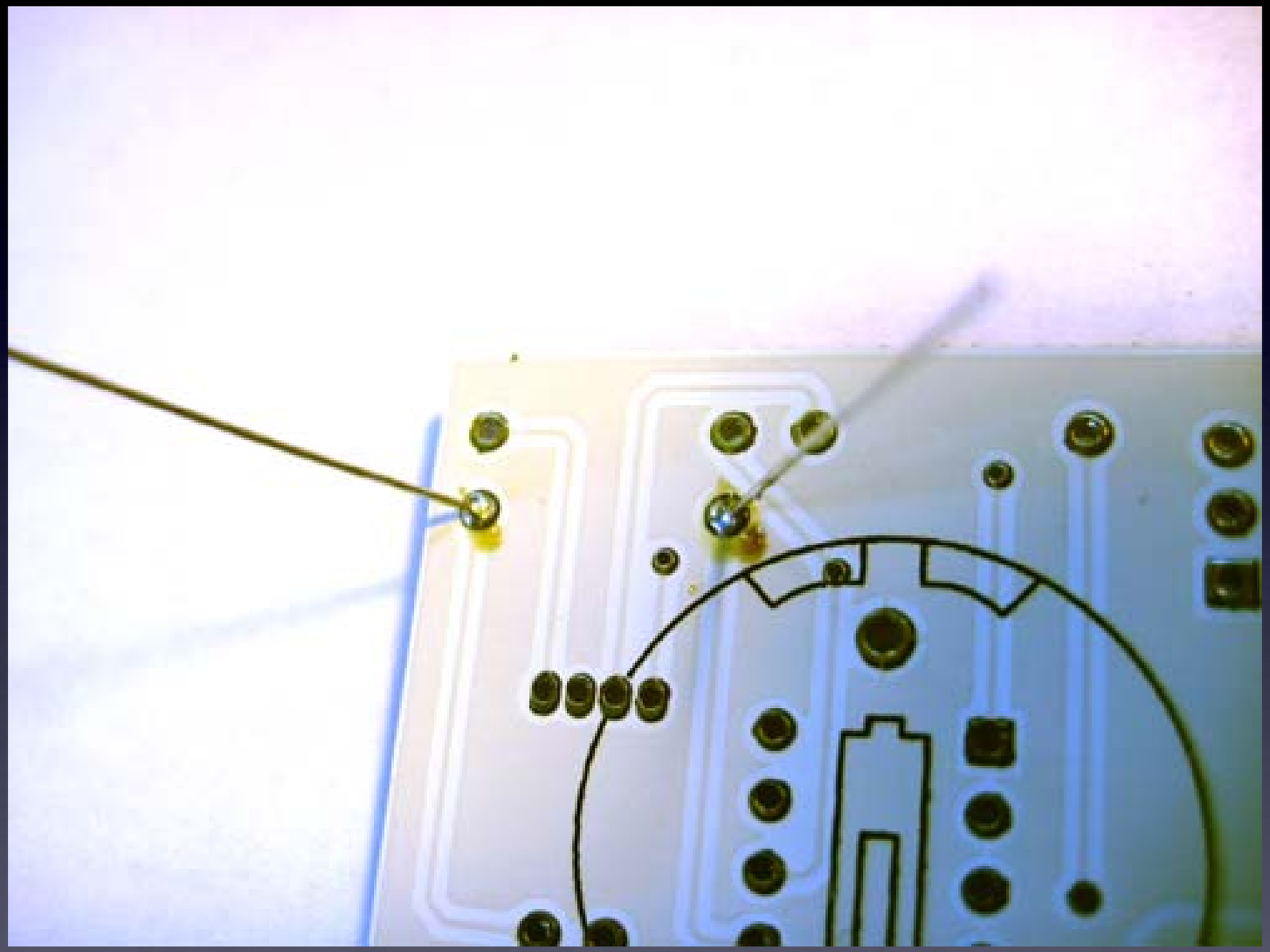
WAIT !

The Rhythm !

and speed (about 1 second per step)

Lift Tip

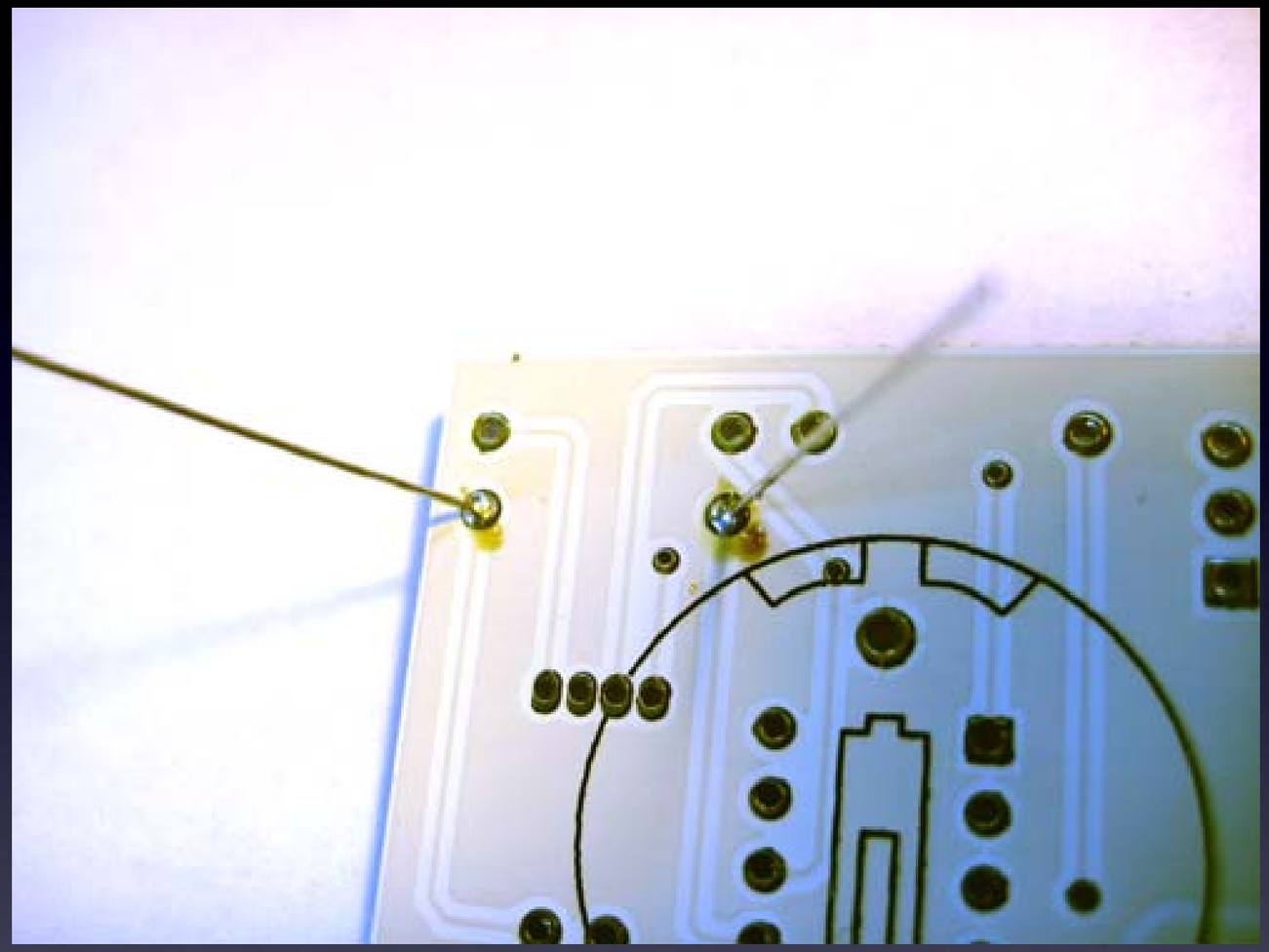
Solder all of the leads of the part to the board



For this part, there are two leads

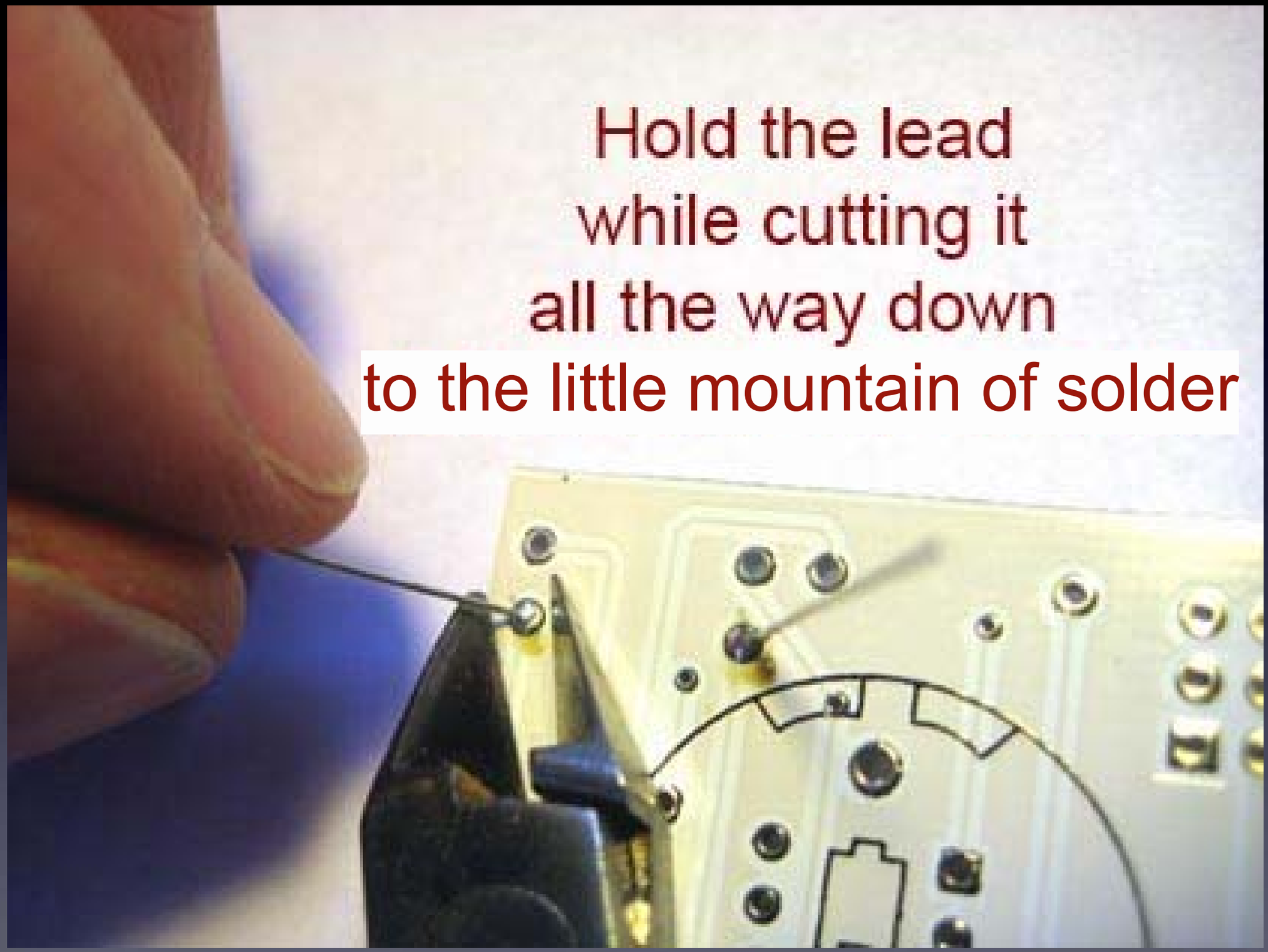
Here you can see two good solder connections

Two good solder connections



- Little mountains (not flat)
- Pads totally covered in solder
- Can’t see the hole
- No connections to other pads

Now cut the leads short



Cutting with the tip of the wire cutter gives you more control

Safety Tip #3:

Hold or cover the lead !

(or it will fly into your eye!)

(They like doing that – so please hold or cover the lead when you cut.)

No wires sticking out

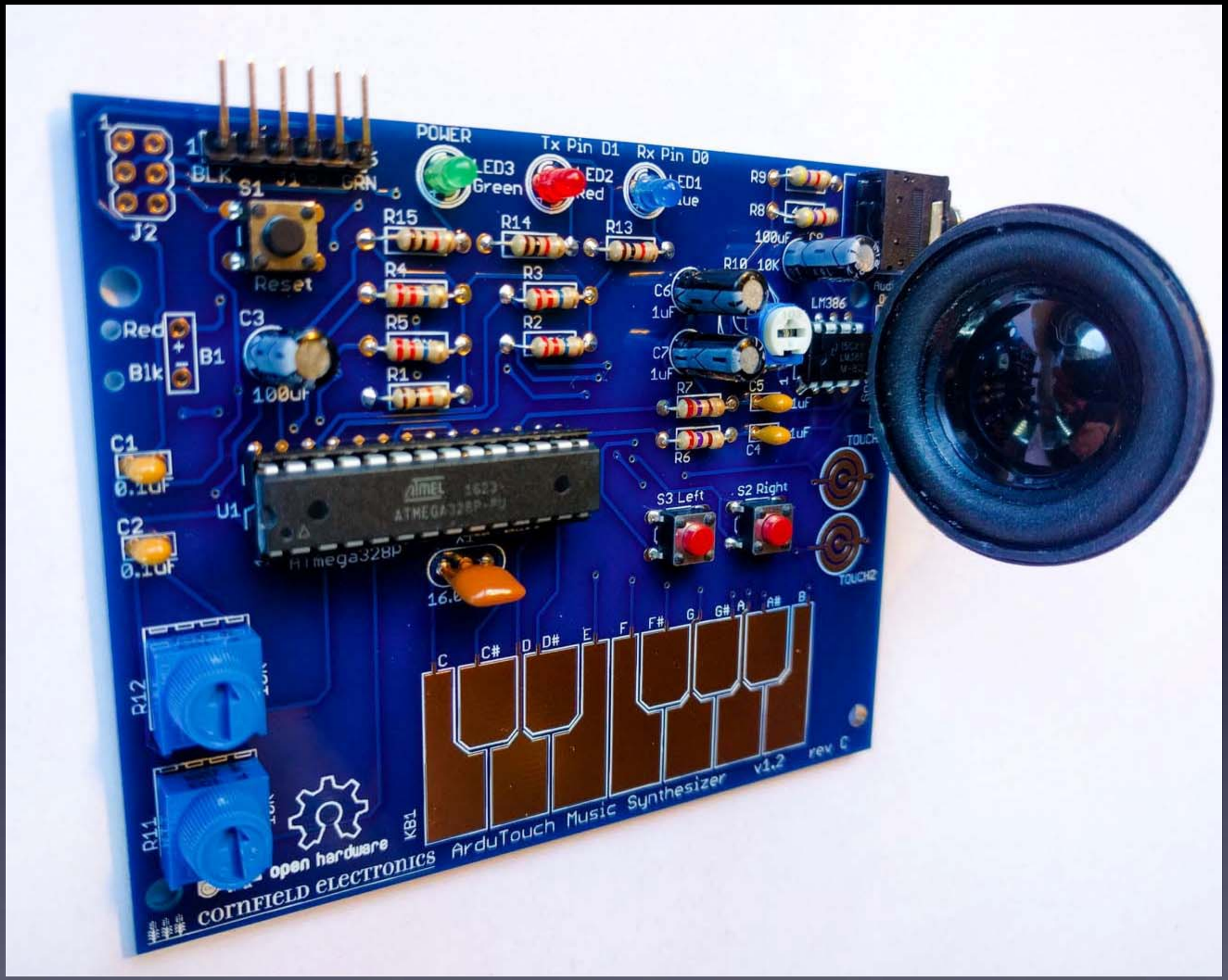
R1 soldered to the board

Notice that:

- Each connection is a small mountain (not flat)
- You cannot see any pad (they're totally covered with solder)
- You cannot see the holes (they're totally covered with solder)
- No connections to other pads

One part at a time

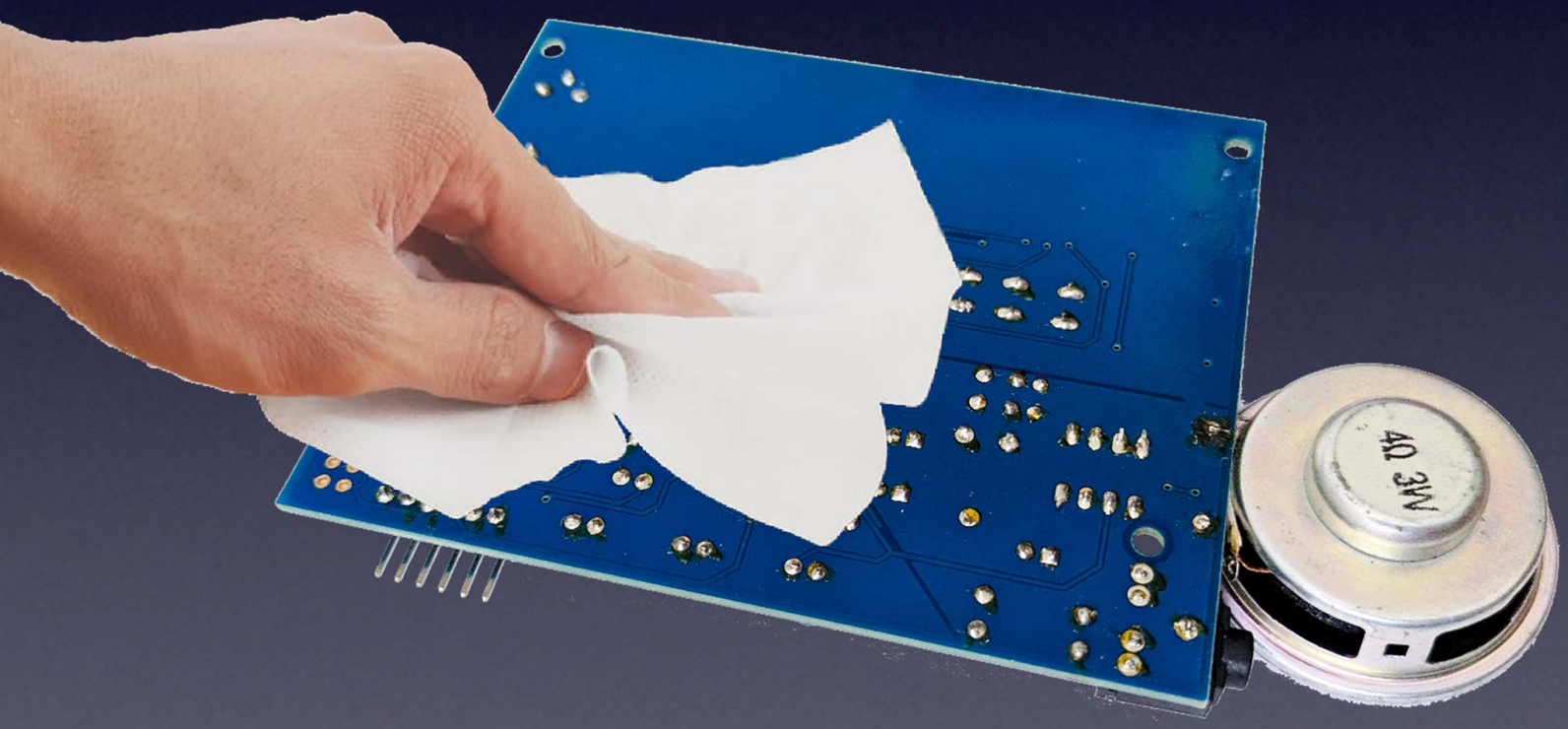
Till all the parts are soldered



And it will look like this when you’re done.

If you used any *flux paste for re-working problems*

The bottom of the PCB will be sticky from the flux



You can clean it with a cloth wet with Isopropyl Alcohol

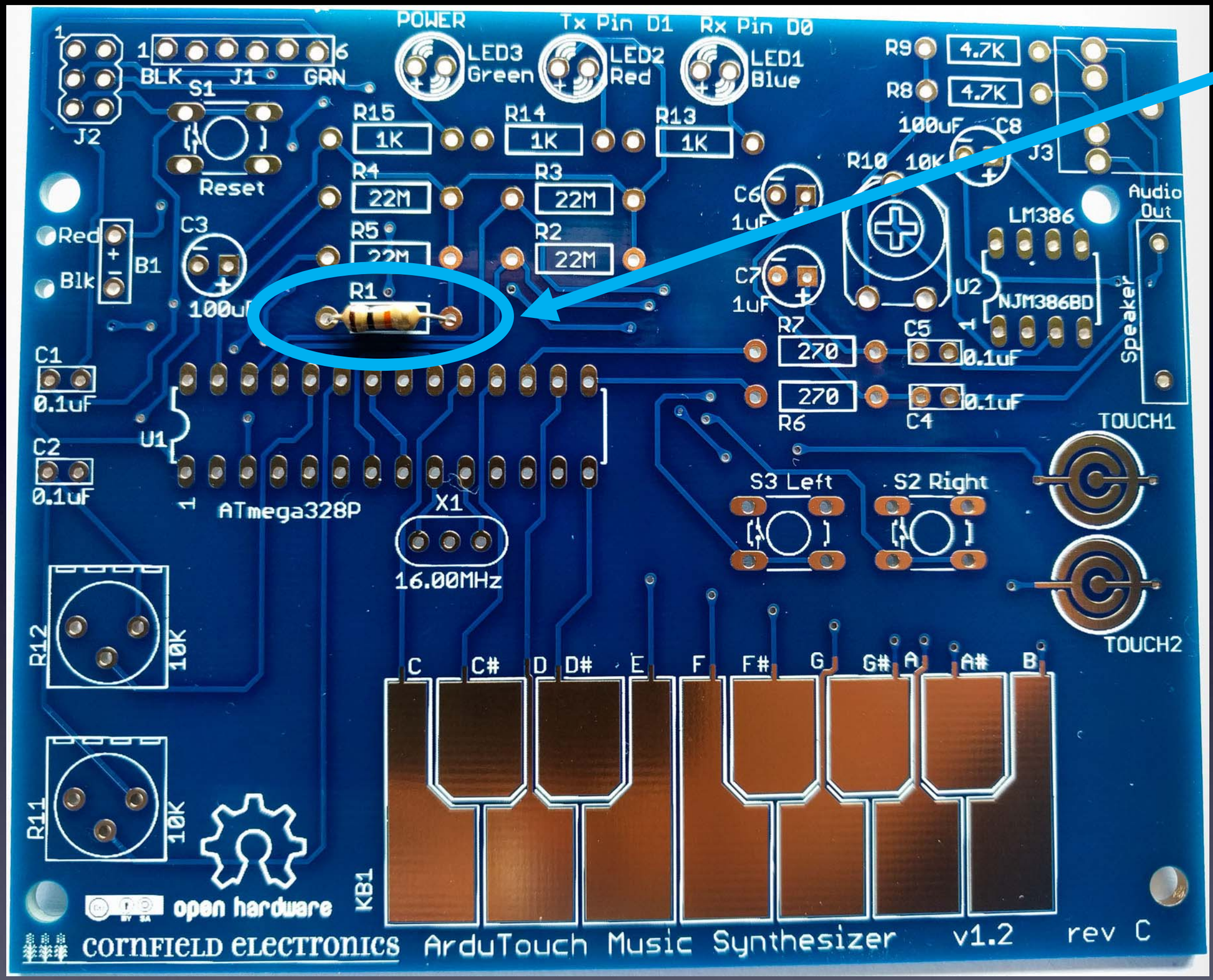
Then put in the batteries,

Turn it on,

And it works!

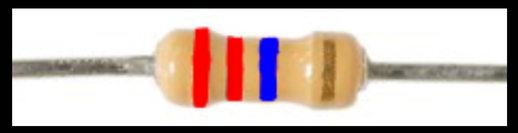
(Or you start debugging.)

Let’s start!



If you haven’t done so already, solder R1: brown, black, orange

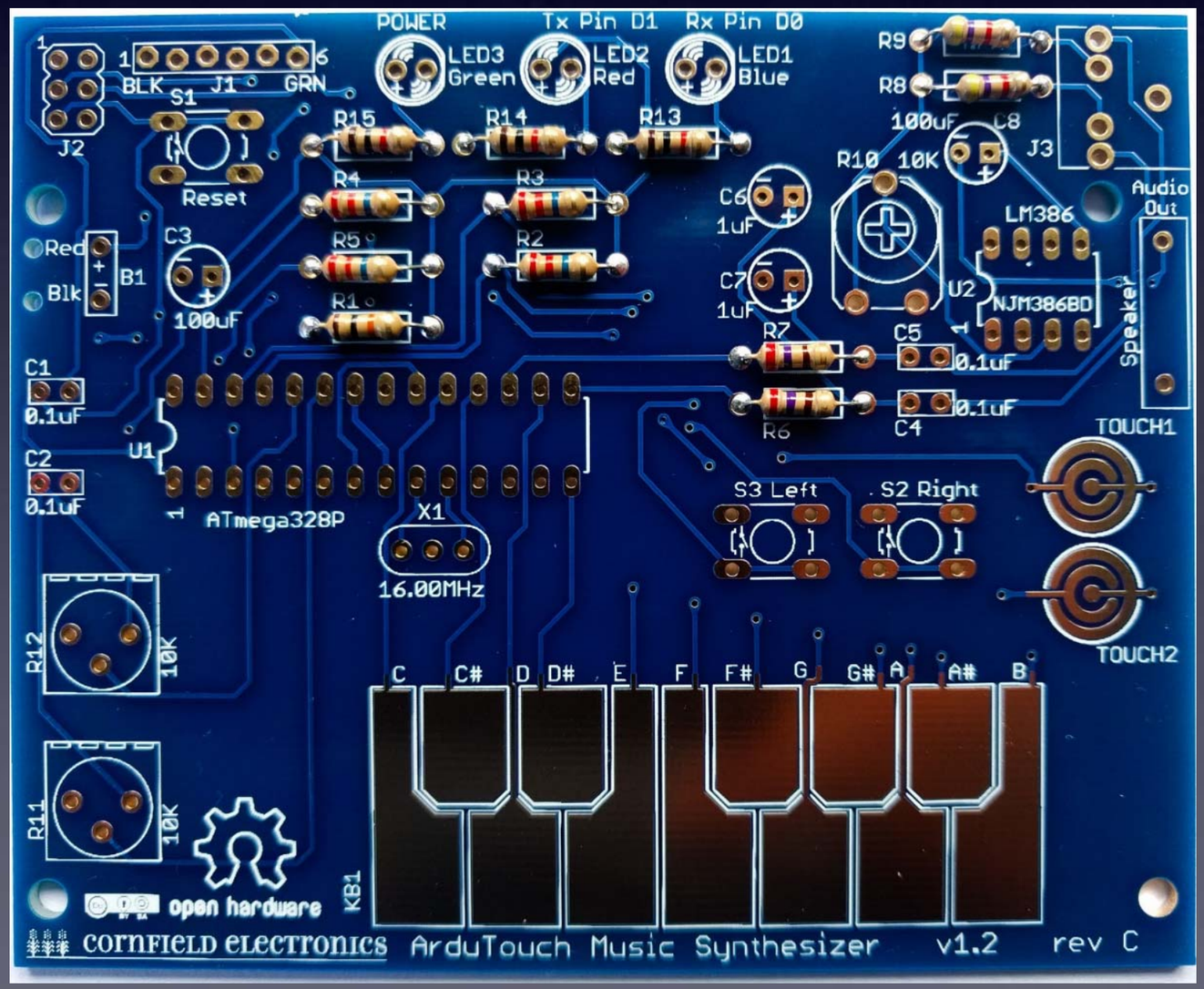
R1:  10K: Brown, Black, Orange

R2, R3, R4, R5:  22M: Red, Red, Blue

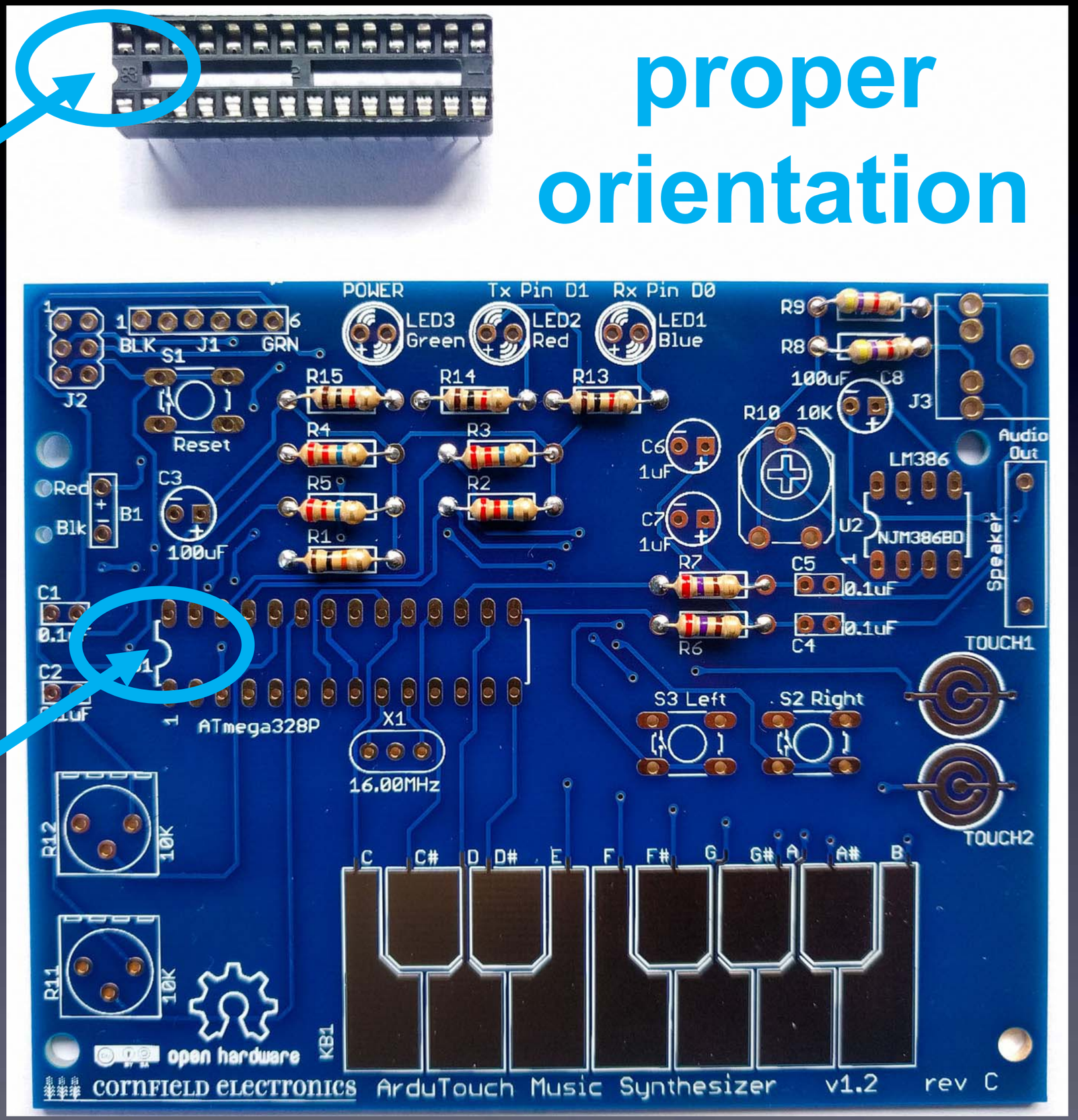
R6, R7:  270: Red, Violet, Brown

R8, R9:  4.7K: Yellow, Violet, Red

R13, R14, R15:  1K: Brown, Black, Red

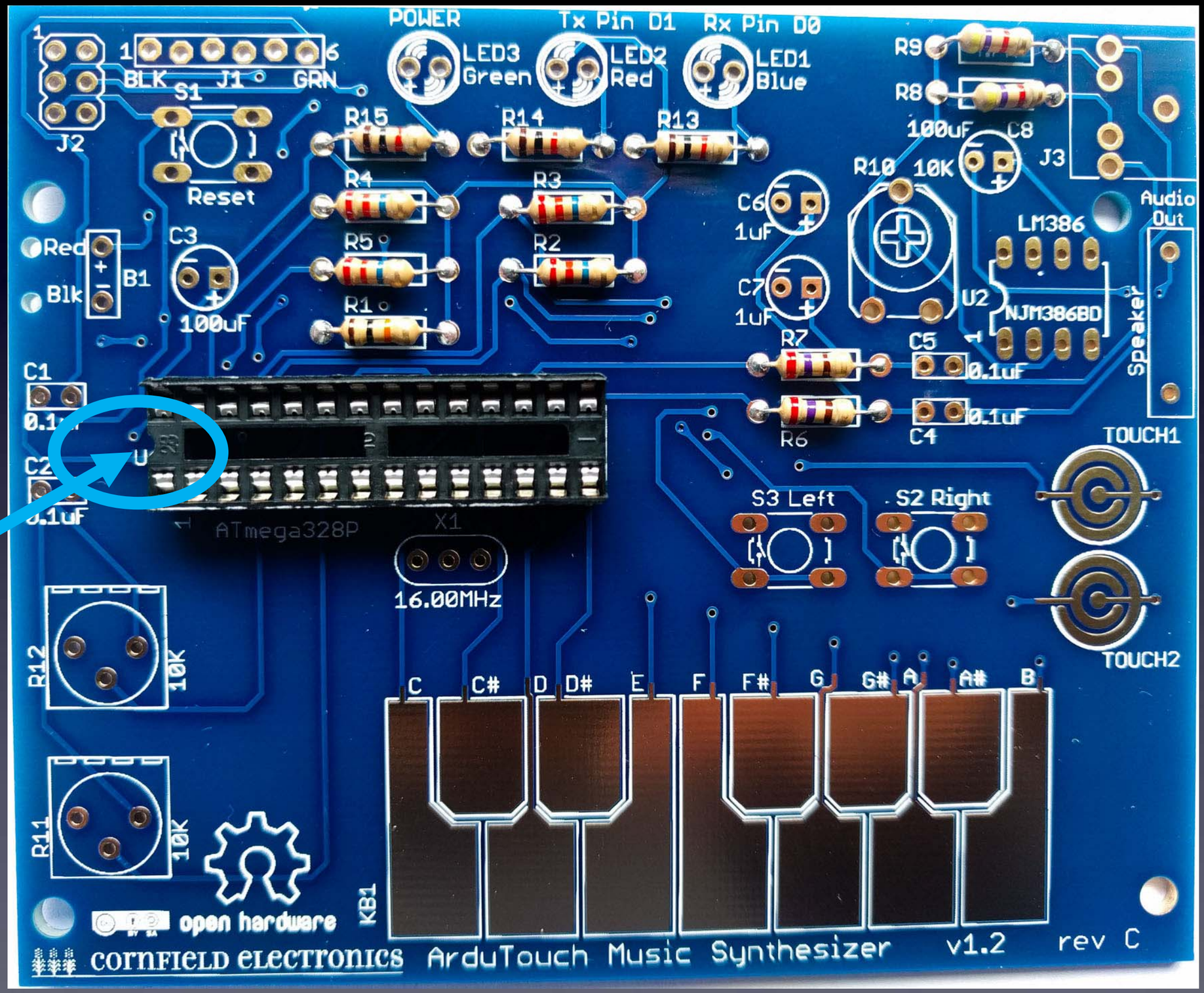


U1: microcontroller socket

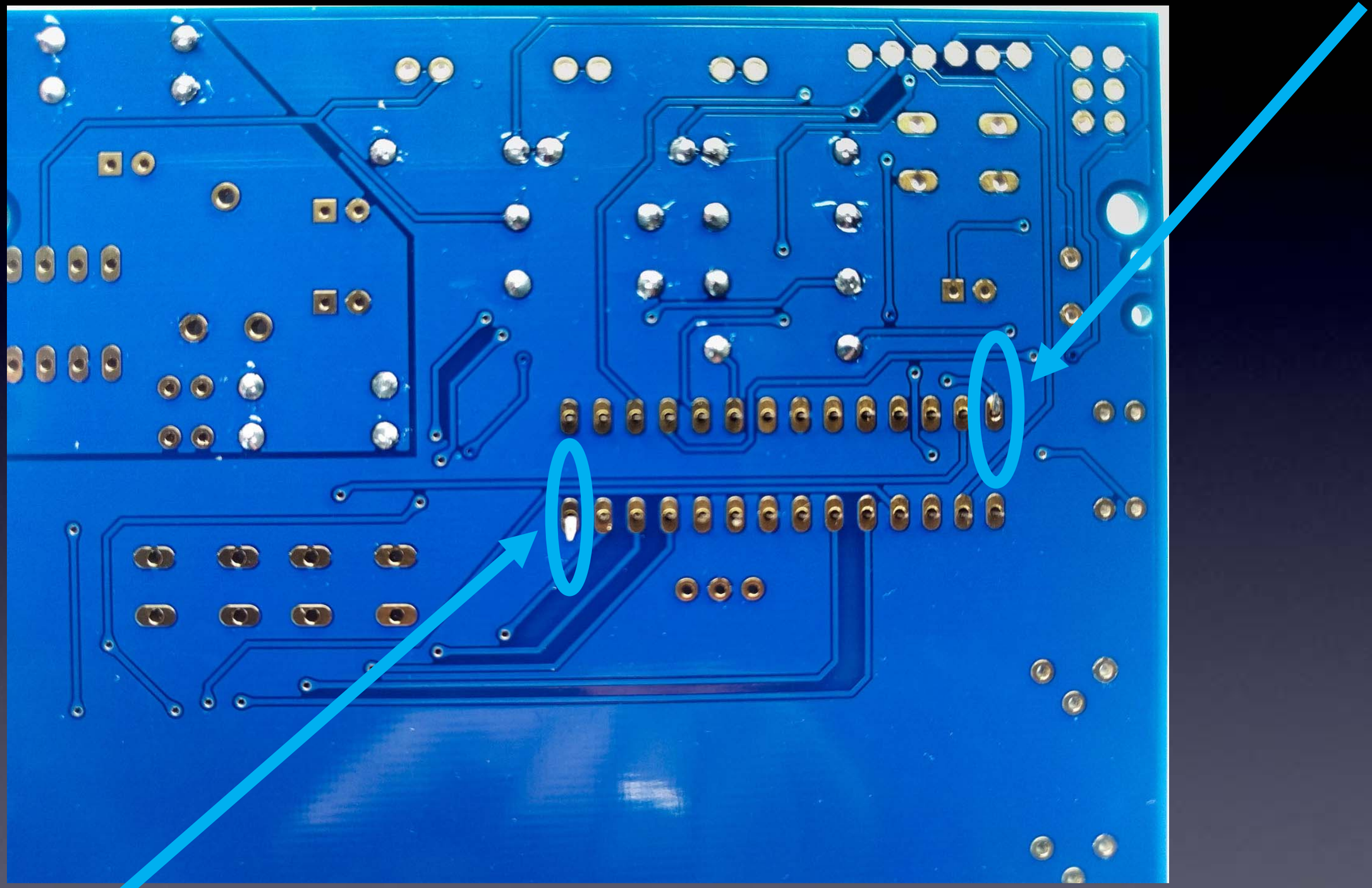


U1: microcontroller socket:

inserted correctly

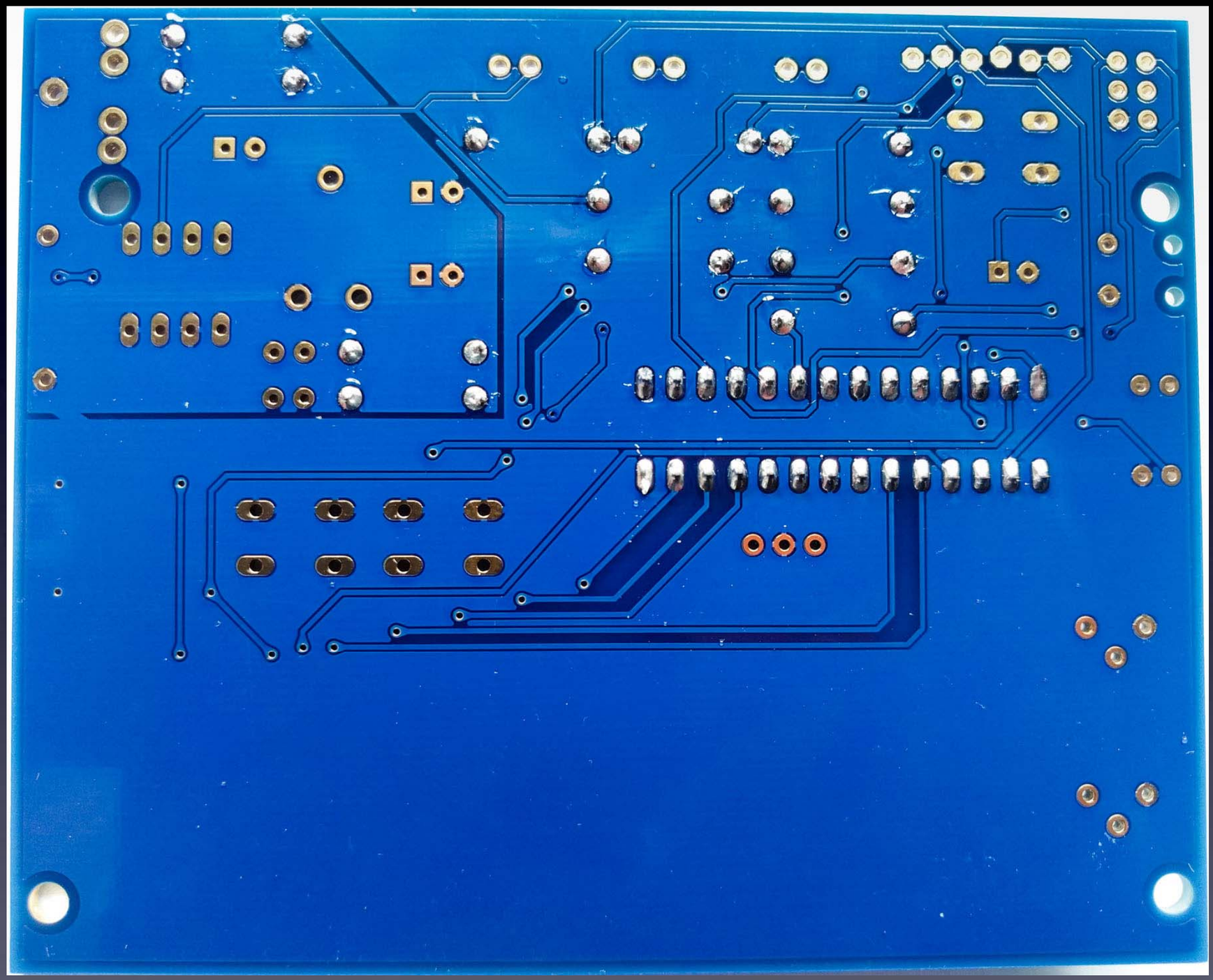


U1: microcontroller socket



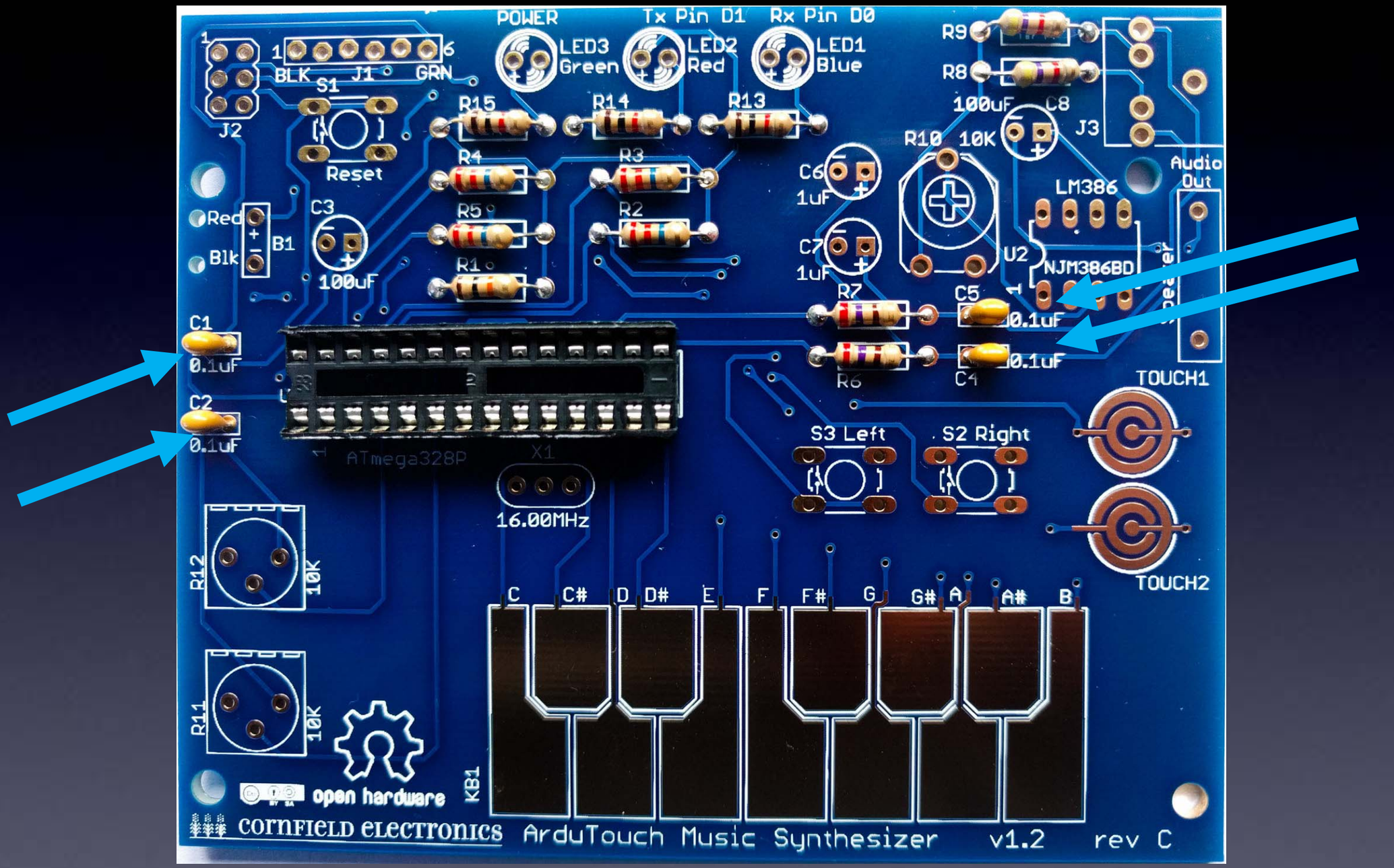
bend pins down on two corners,
and solder all 28 leads to the board

U1: microcontroller socket

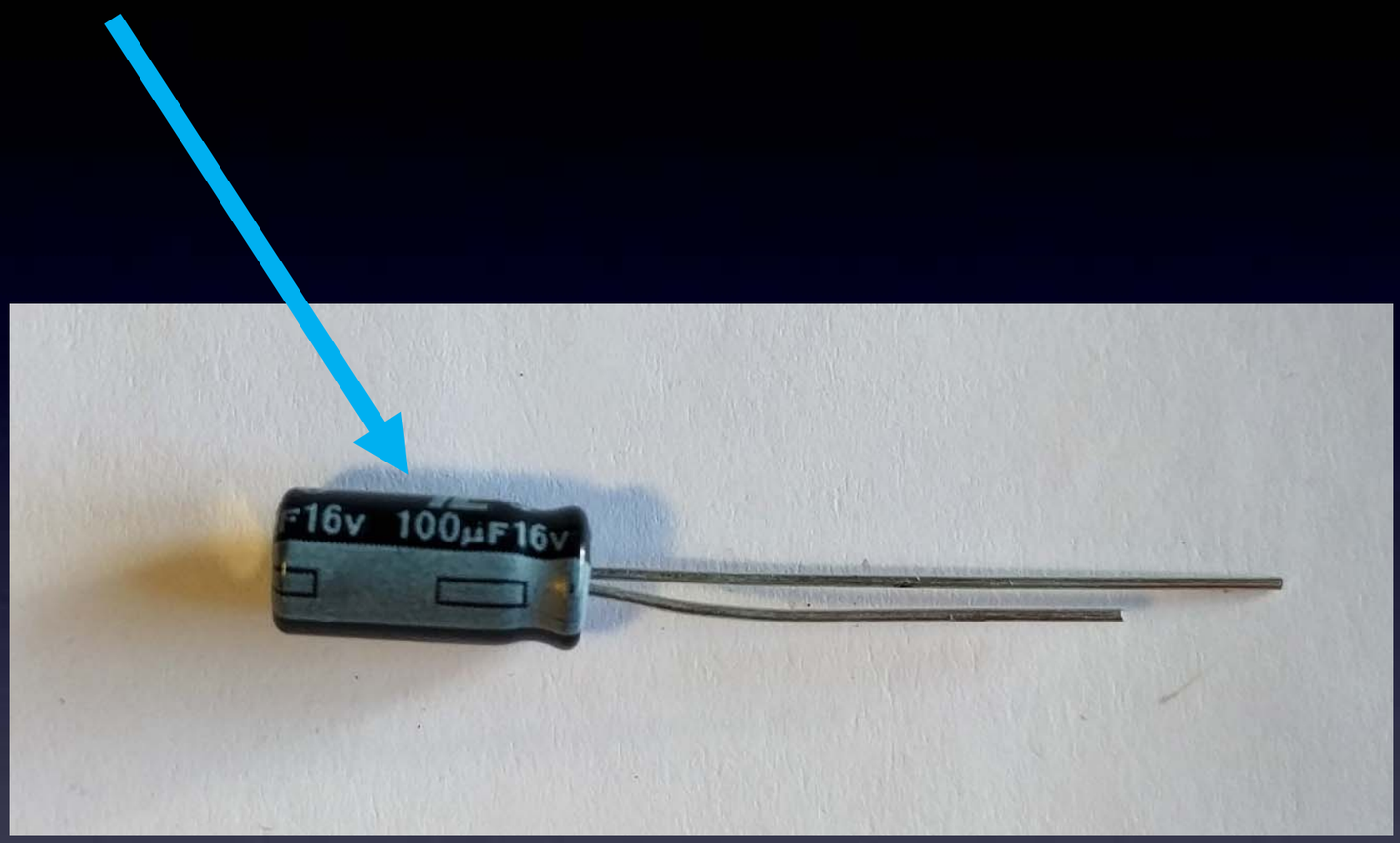


All 28 leads soldered to the board:

→ Notice that each pad is totally covered with solder. ←


POWER
Tx Pin D1
Rx Pin D0
LED3 Green
LED2 Red
LED1 Blue
J1
BLK
GRN
J2
S1
Reset
R15
R14
R13
R4
R3
R5
R2
R1
C3
100uF
B1
Red
Blk
C1
0.1uF
C2
0.1uF
ATmega328P
X1
16.00MHz
R12
10K
R11
10K
open hardware
CORNFIELD ELECTRONICS
KB1
C
C#
D
D#
E
F
F#
G
G#
A
A#
B
R9
R8
100uF
C8
J3
R10
10K
C6
1uF
C7
1uF
LM386
U2
NJM386BD
Audio Out
R7
C5
0.1uF
R6
C4
0.1uF
TOUCH1
S3 Left
S2 Right
TOUCH2
ArduTouch Music Synthesizer
v1.2
rev C

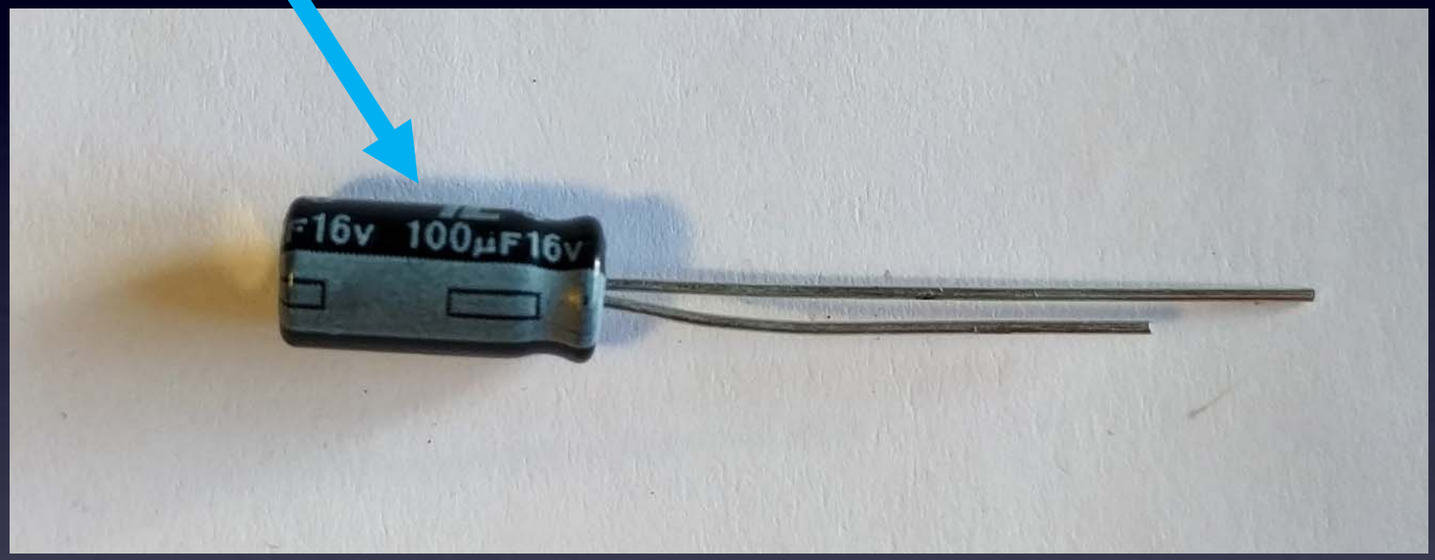
C1, C2, C4, C5



C3, C8: 100uF

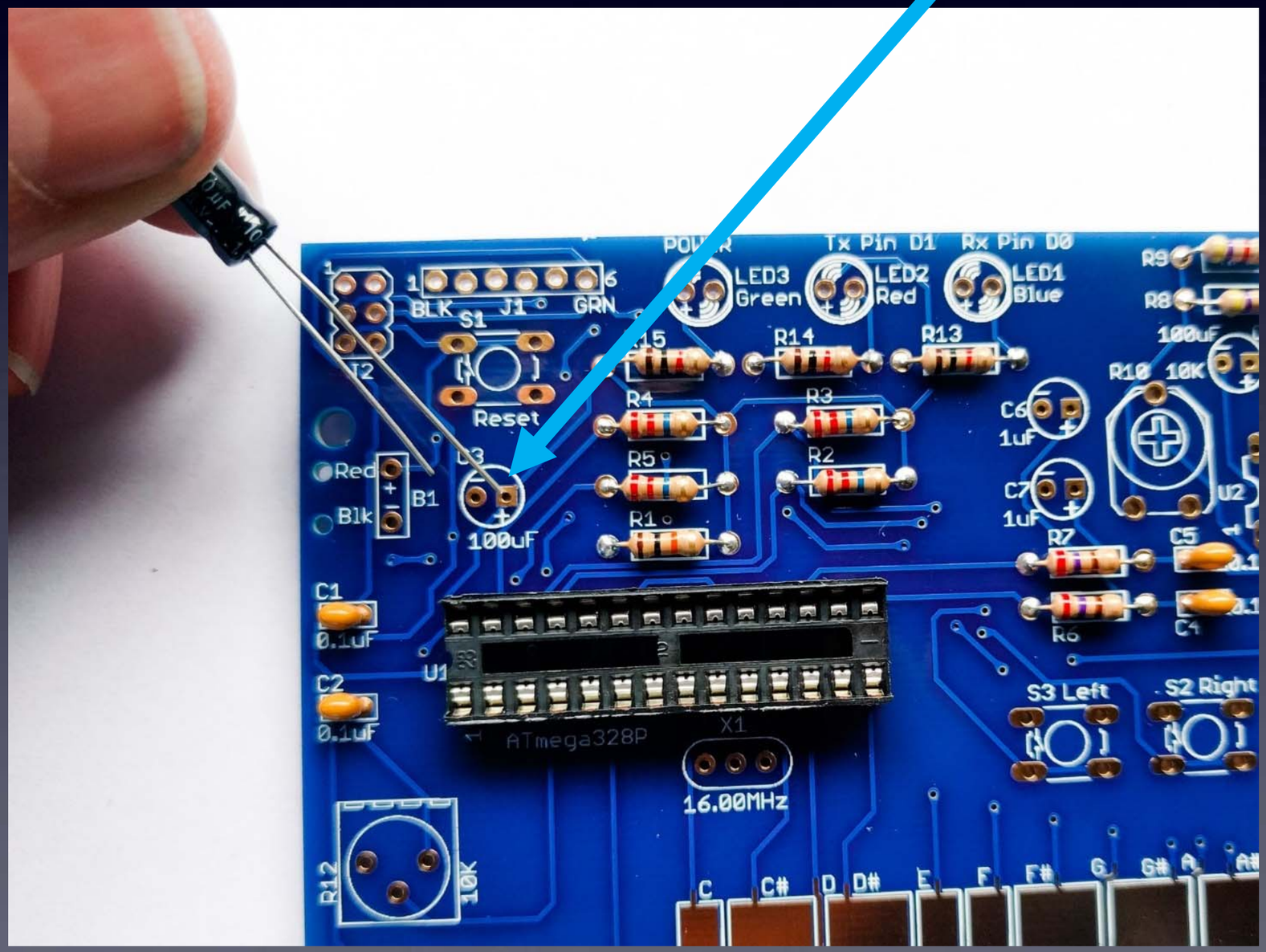
Different than C3, C8 !

C6, C7: 1uF

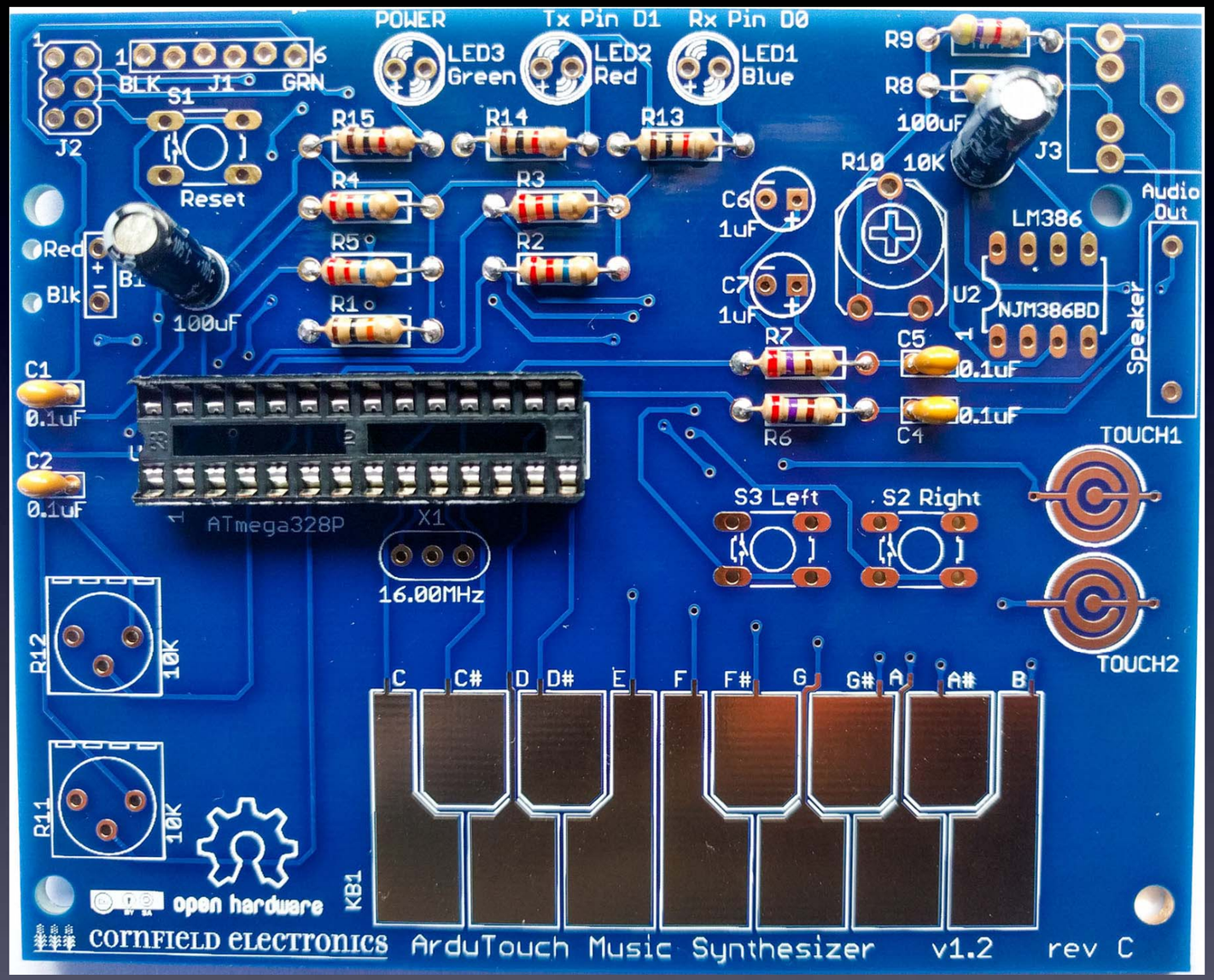


C3, C8: 100uF

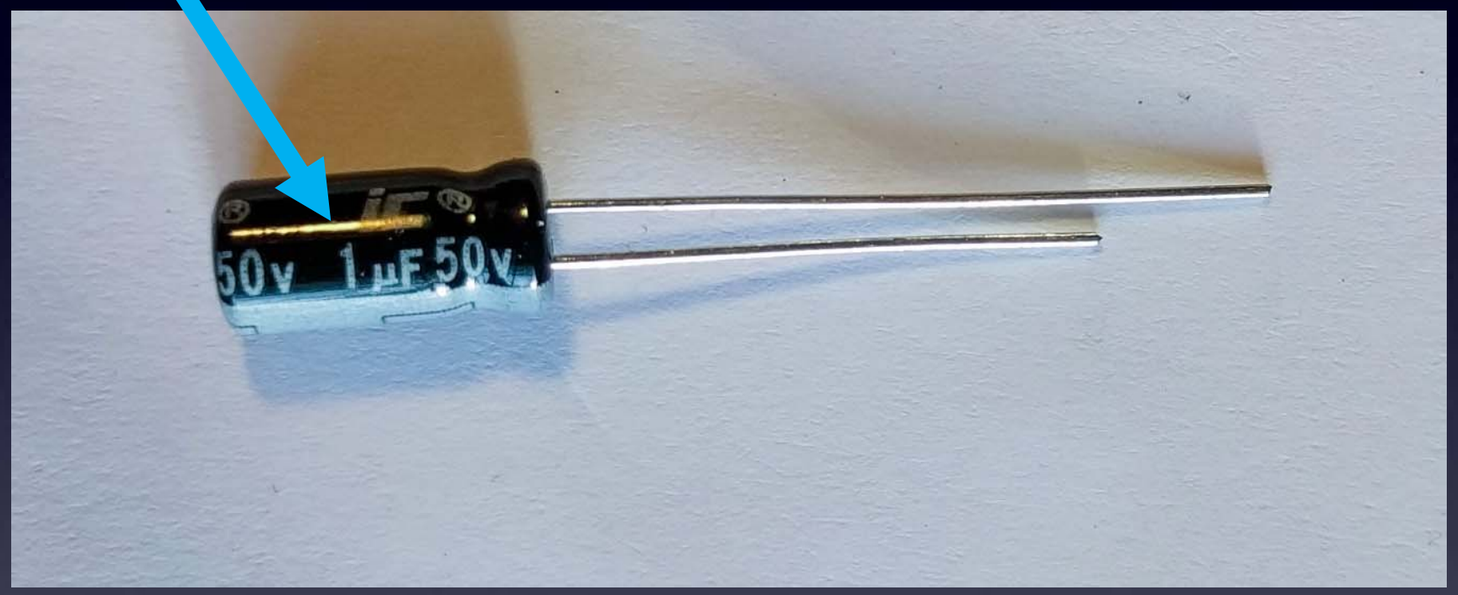
C3, C8:
Long Lead “+”



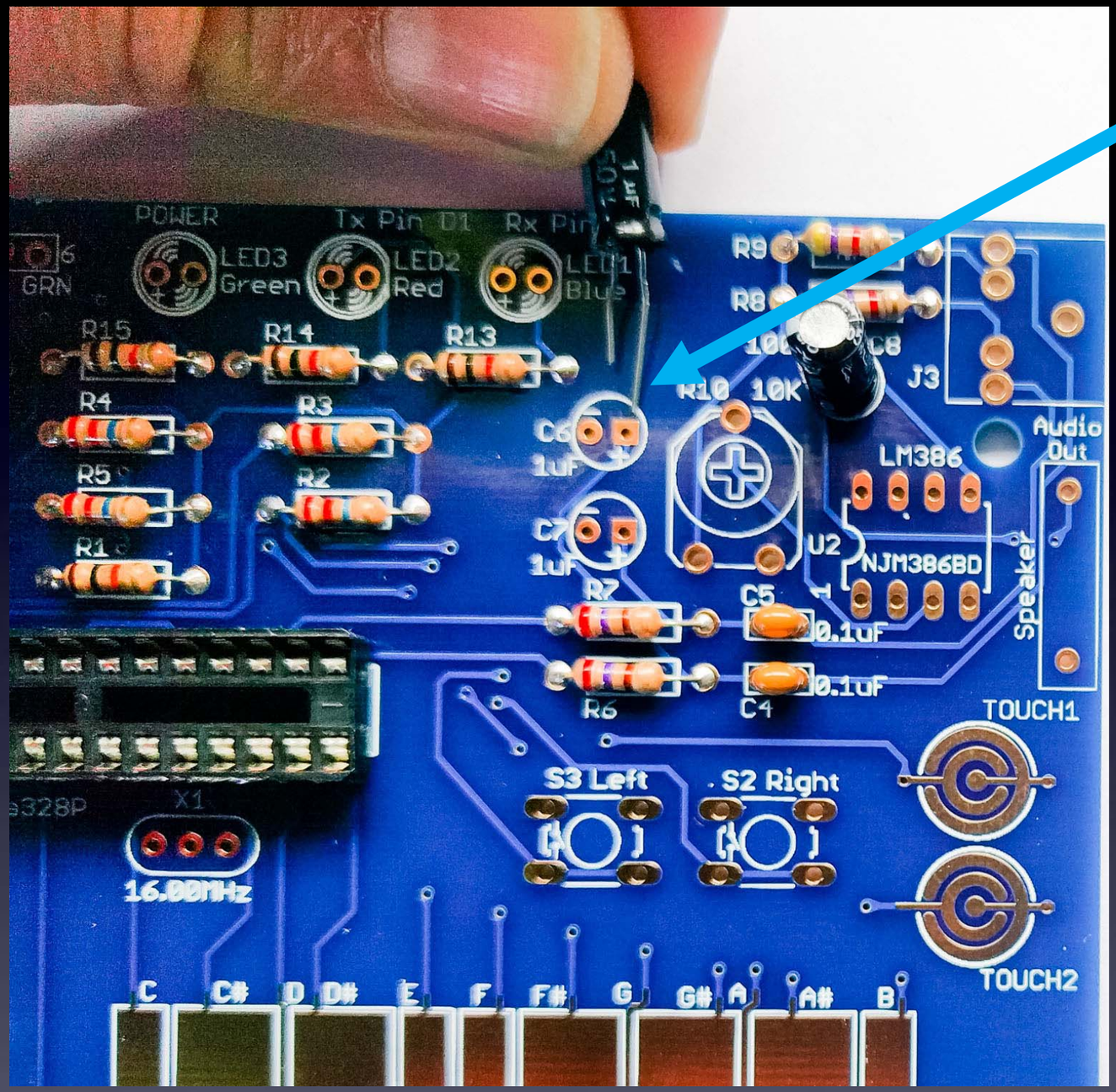
Use 100uF !!



C3, C8: 100uF – soldered to board

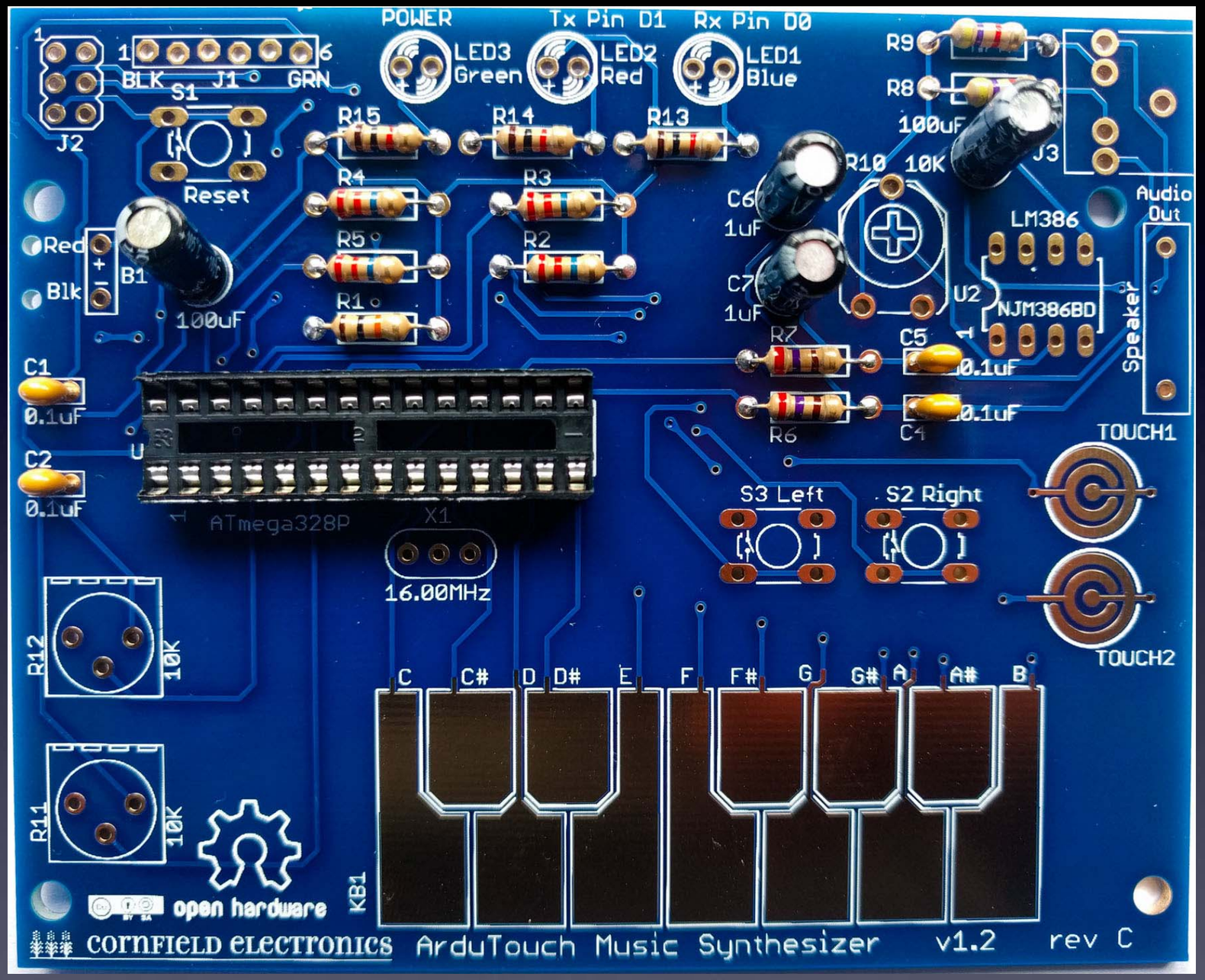


C6, C7: 1uF



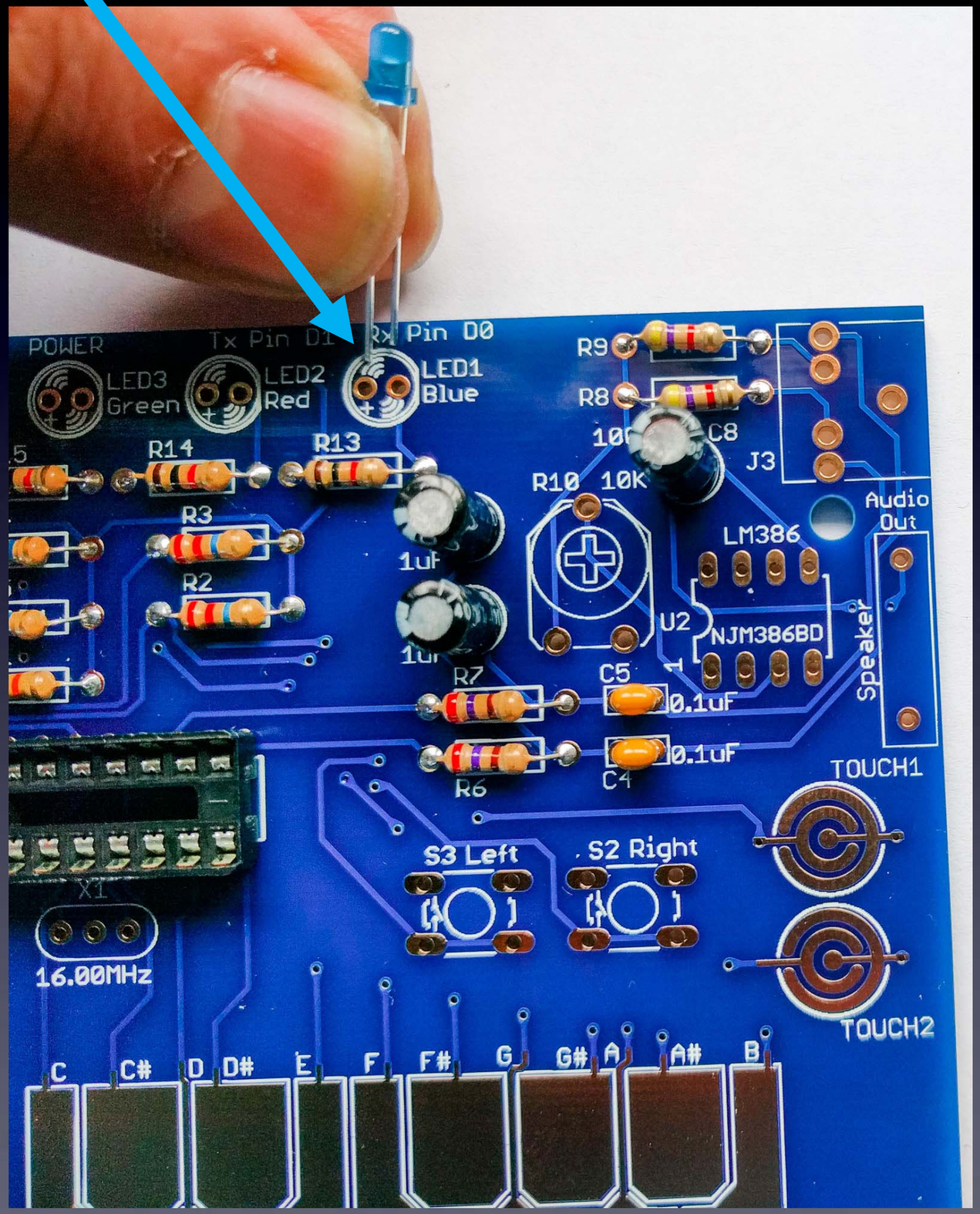
C6, C7: Long Lead “+”

Use 1uF !!



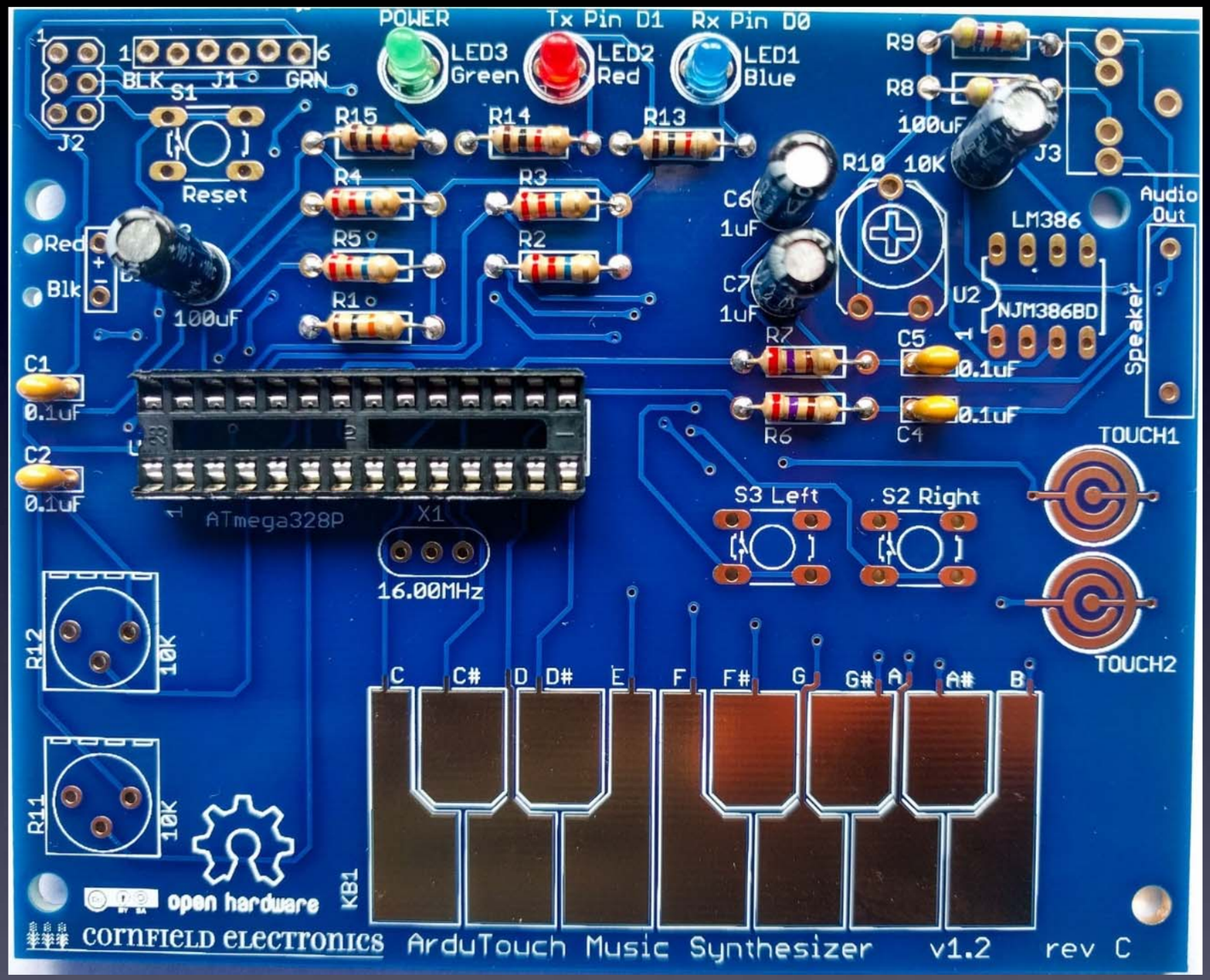
C6, C7: 1uF – soldered to board

LED1, LED2, LED3:
Long Lead “+”



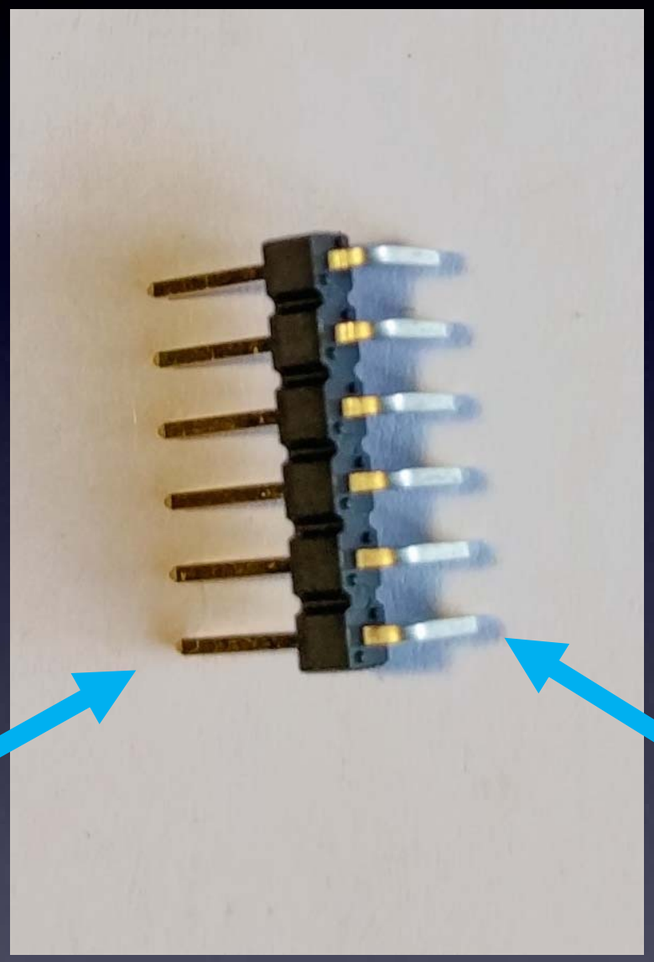
Save these leads

We’ll use them for the speaker



LED3, LED2, LED1

Green, Red, Blue – soldered to board



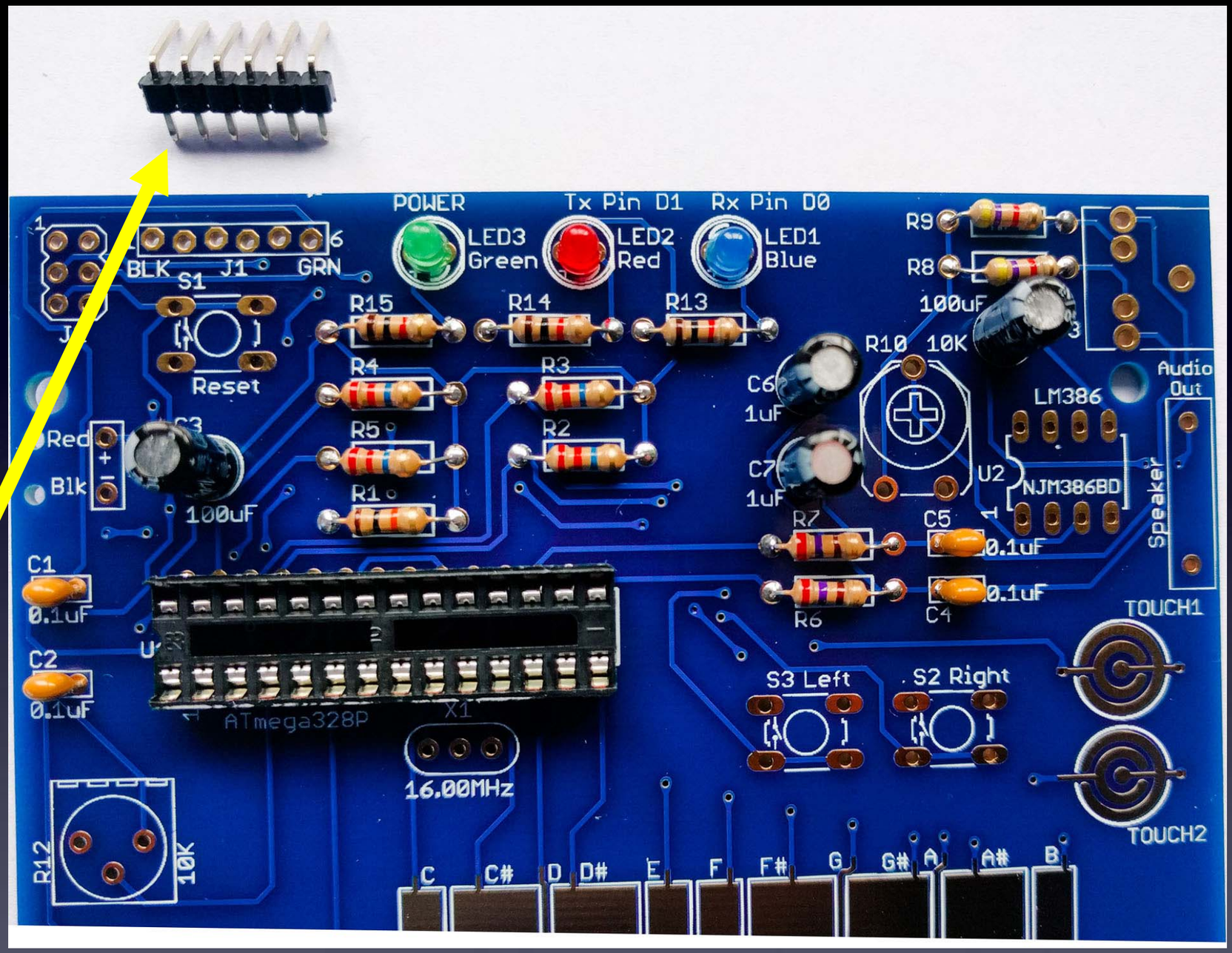
long leads

short leads

J1

Short leads into board

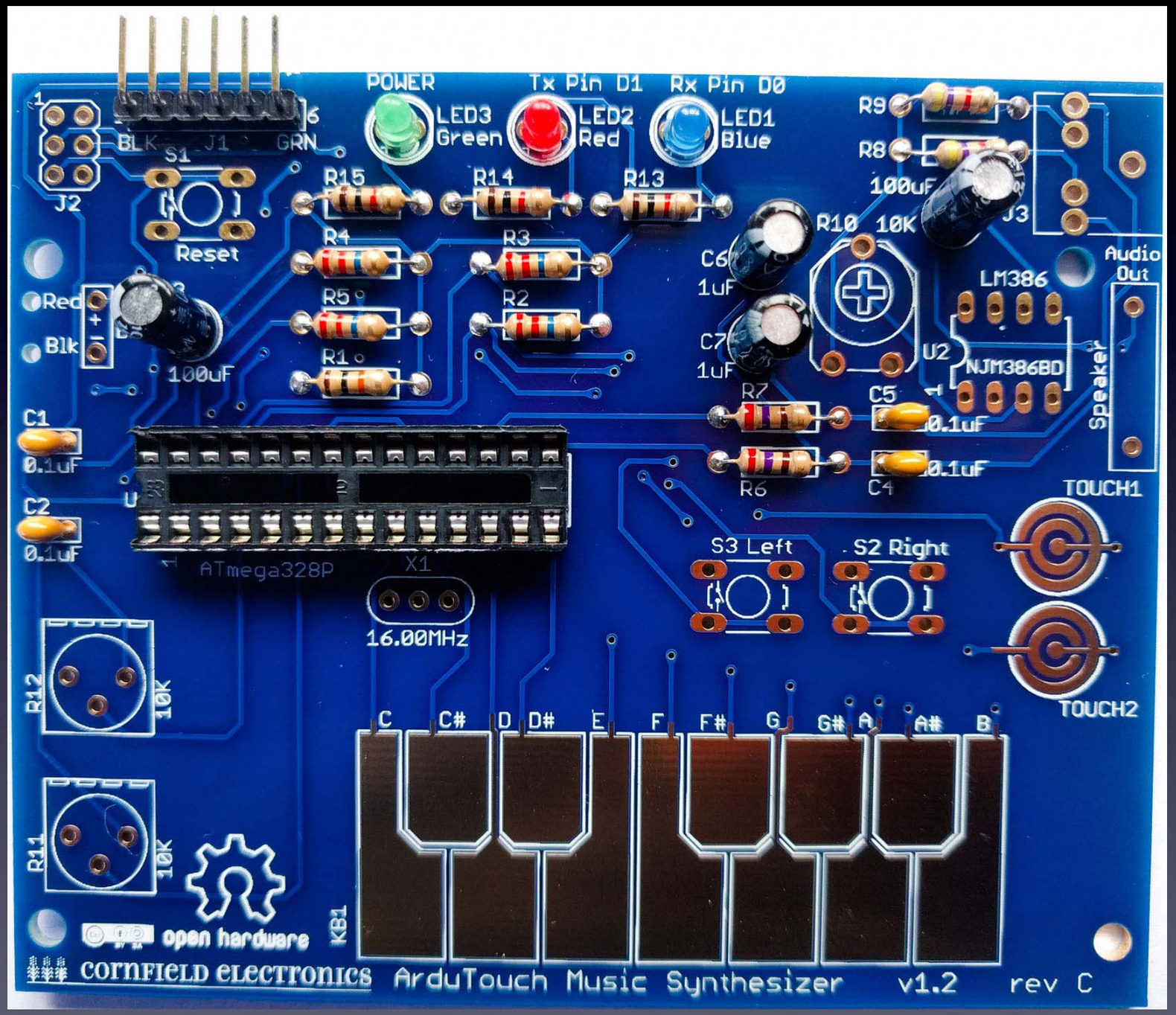
J1

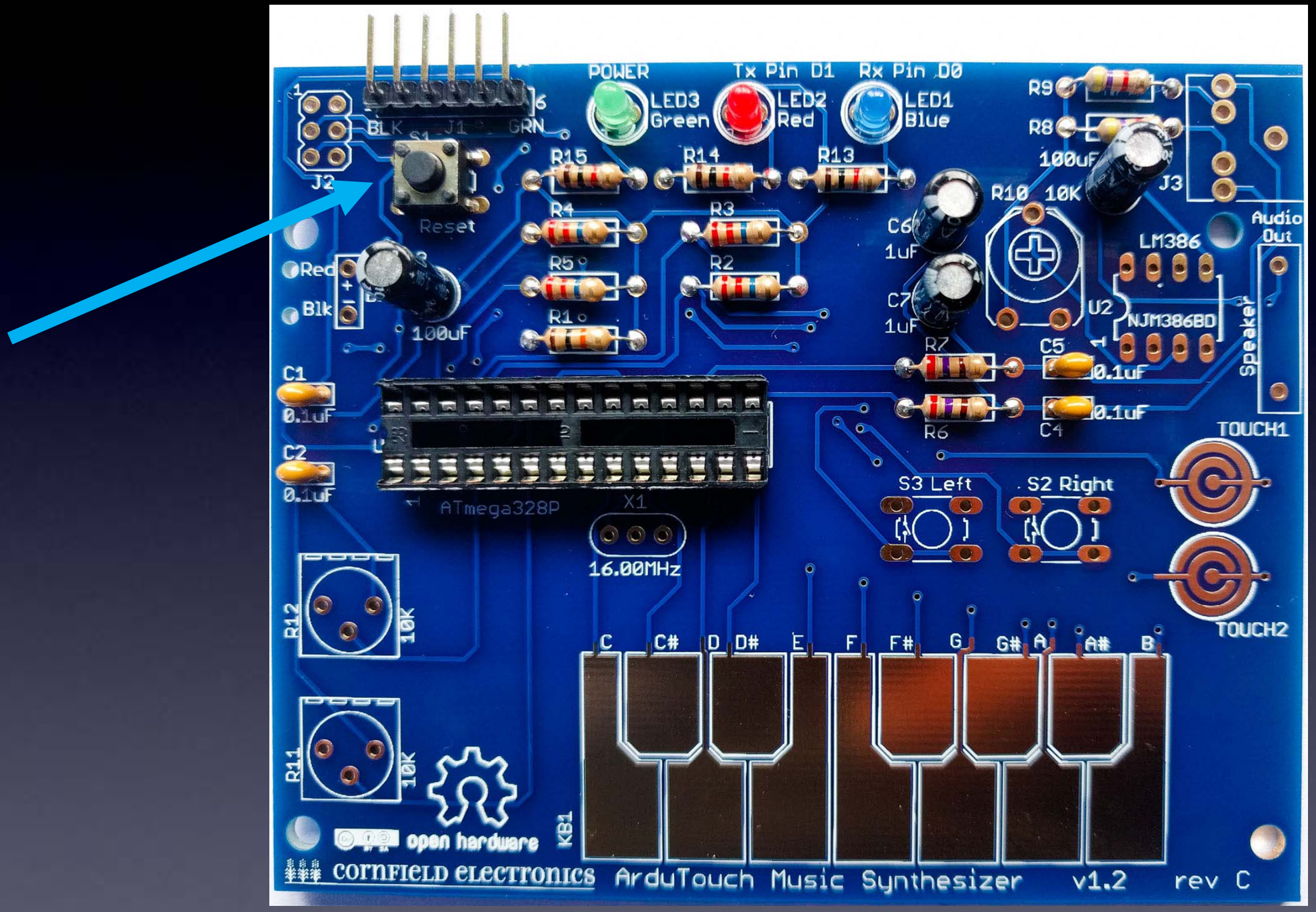


IMPORTANT:
short leads
go into the board

→ long leads sticking out from board

J1


POWER
LED3 Green
Tx Pin D1
LED2 Red
Rx Pin D0
LED1 Blue
J1
BLK
GRN
J2
S1
Reset
R15
R14
R13
R4
R3
R5
R2
R1
Red
Blk
100uF
C1
0.1uF
C2
0.1uF
ATmega328P
X1
16.00MHz
R12
10K
R11
10K
KB1
open hardware
CORNFIELD ELECTRONICS
R9
R8
100uF
R10
10K
J3
C6
1uF
C7
1uF
U2
LM386
NJM386BD
Audio Out
Speaker
R7
C5
0.1uF
R6
C4
0.1uF
TOUCH1
S3 Left
S2 Right
TOUCH2
C C# D D# E F F# G G# A A# B
ArduTouch Music Synthesizer v1.2 rev C

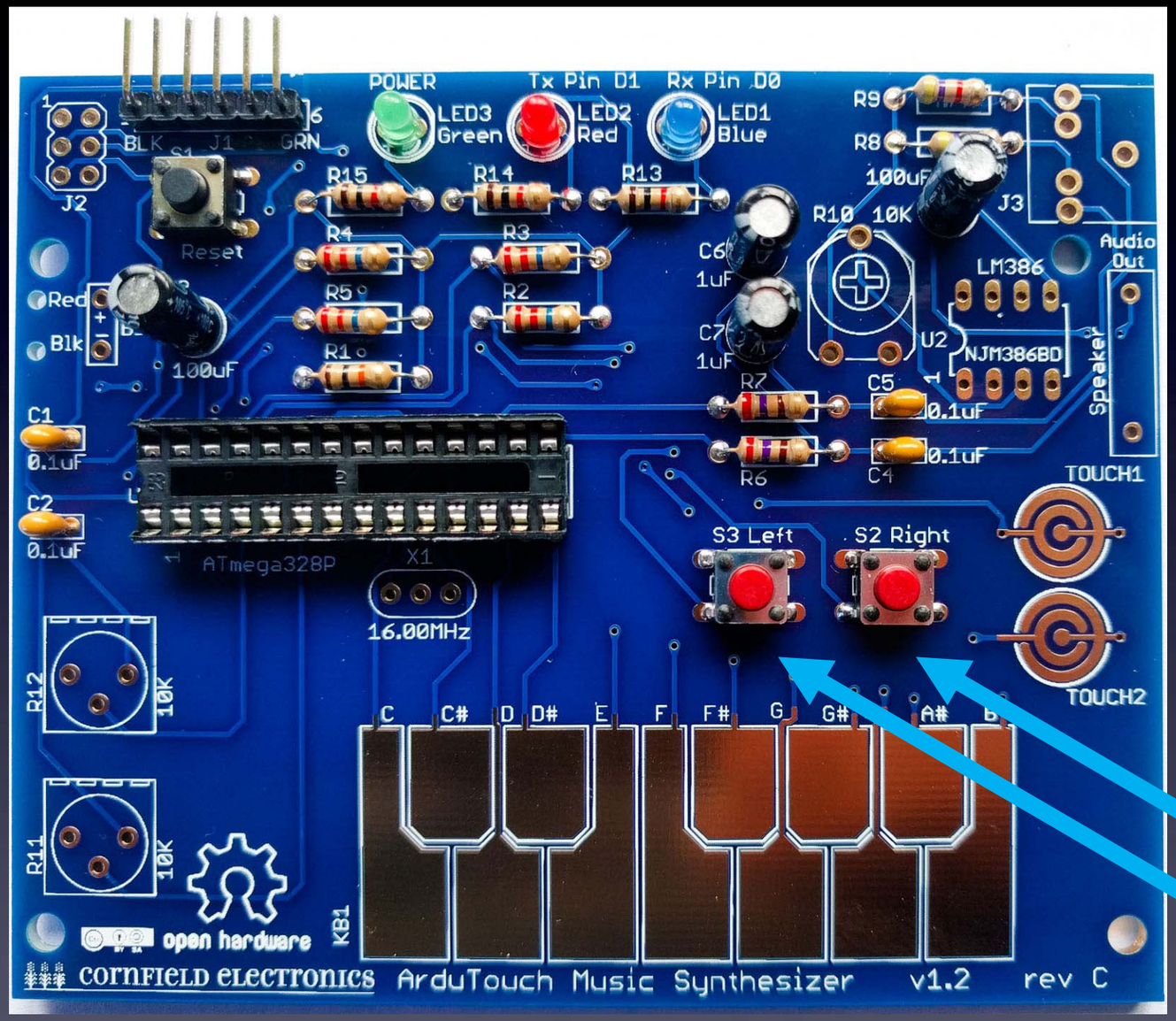


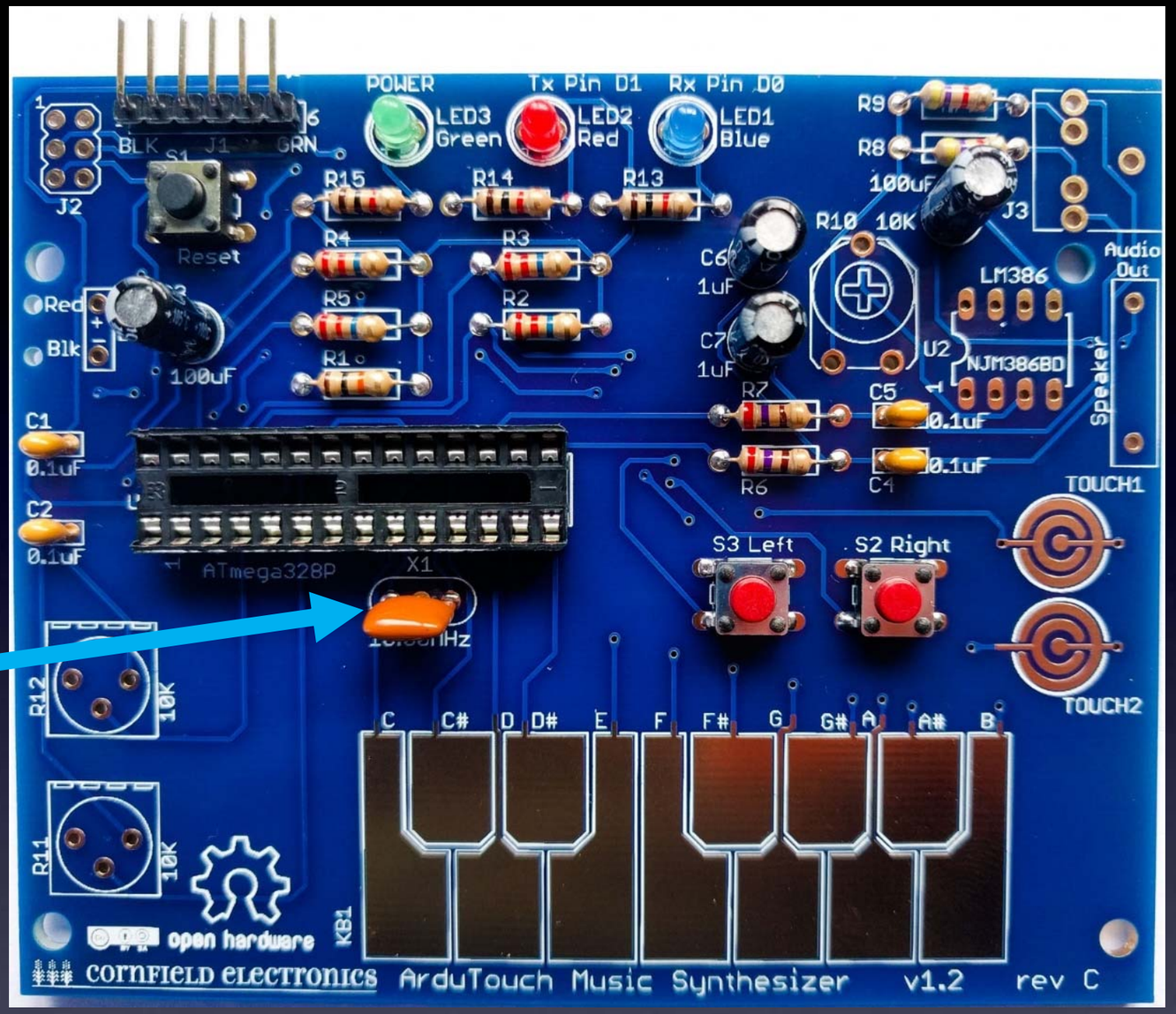
S1: black Reset button

Note: The color of this switch is not important (some kits may have different colors).

S2, S3: Red buttons

Note: The color of these switches is not important (some kits may have different colors).



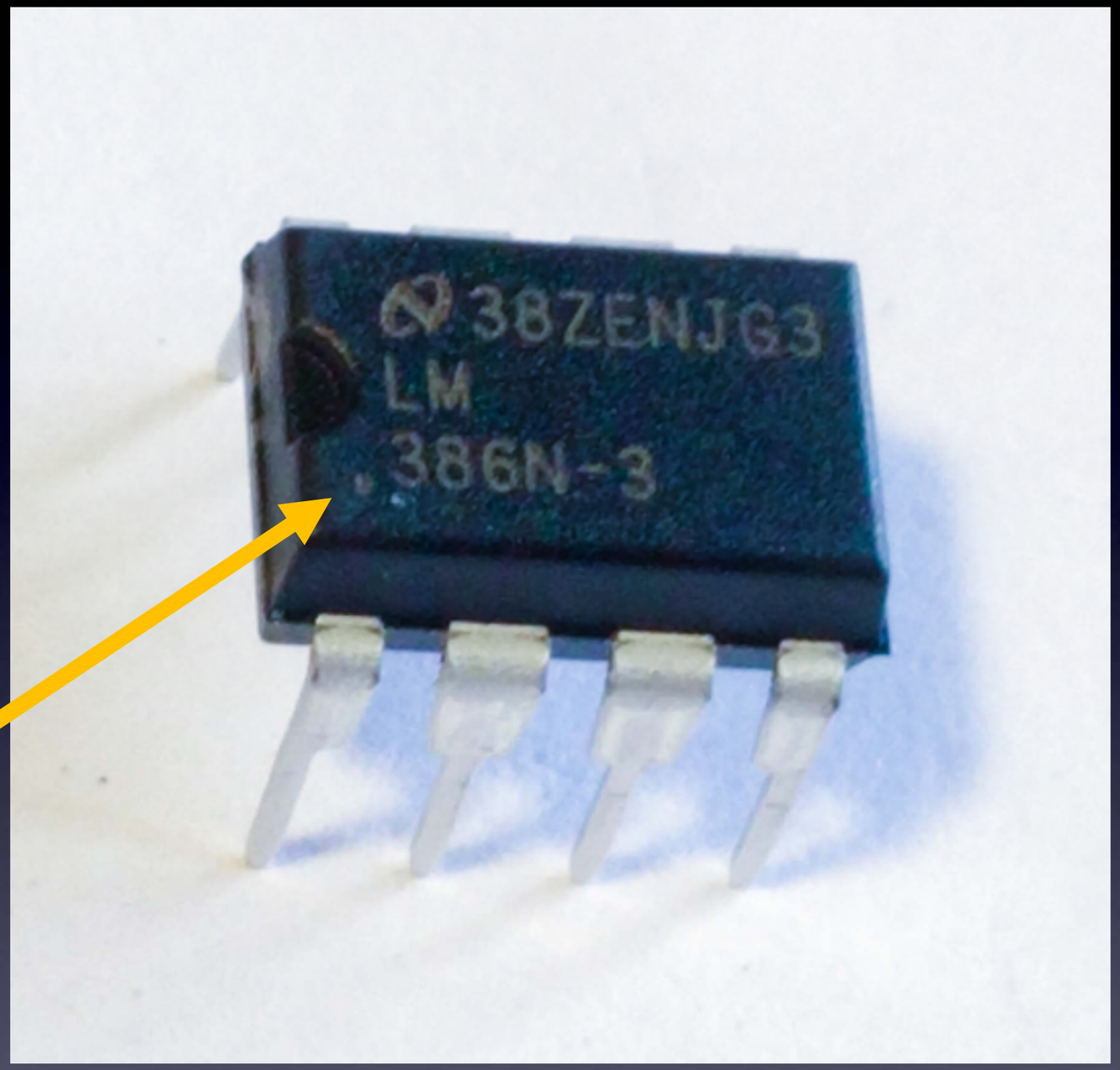


X1

The orientation of X1 does not matter.

Note: X1 may be yellow or blue.

U2

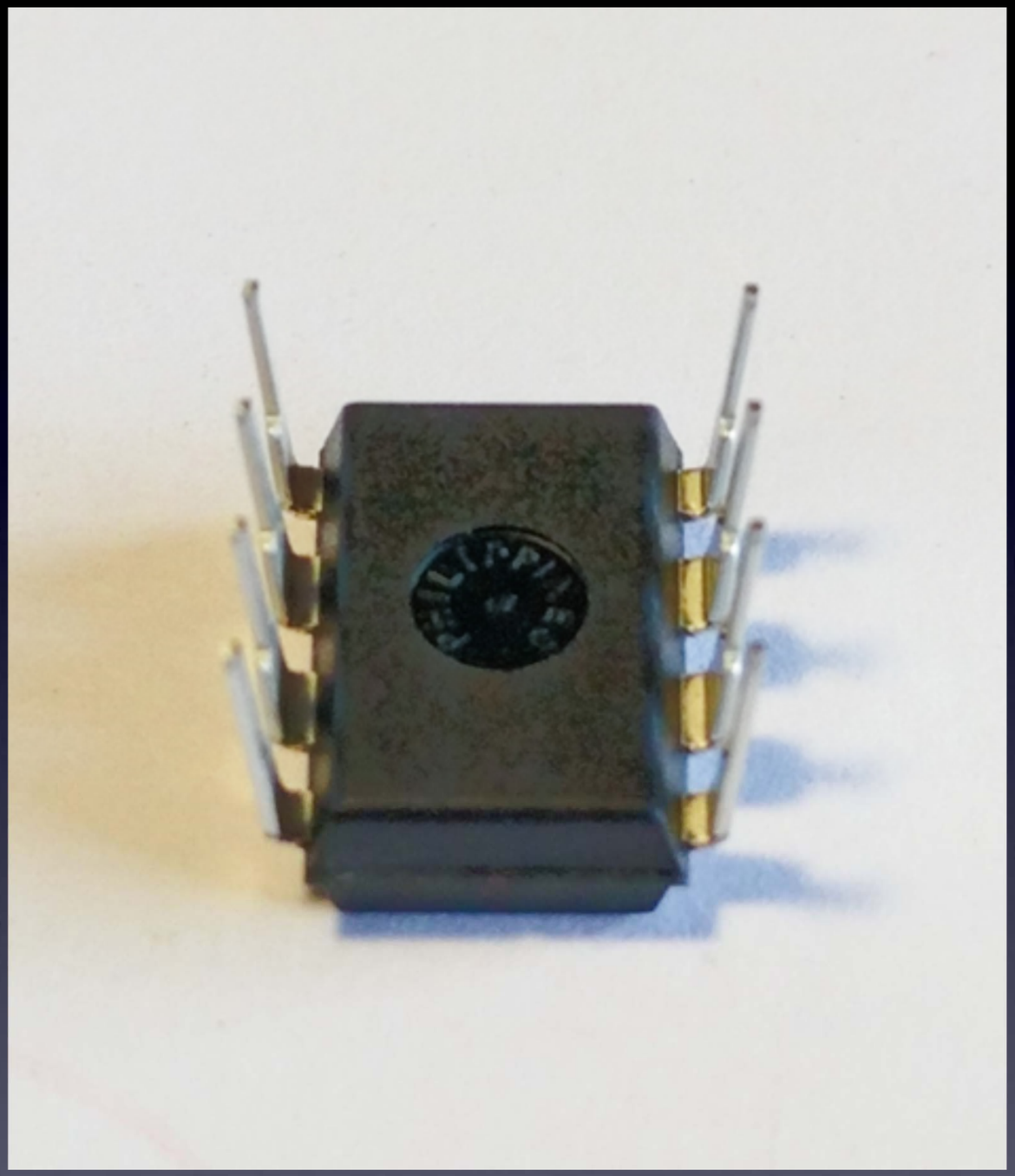


Indented black dot
Pin 1

Note: Your chip may be marked differently, but “386” will be printed on it somewhere.

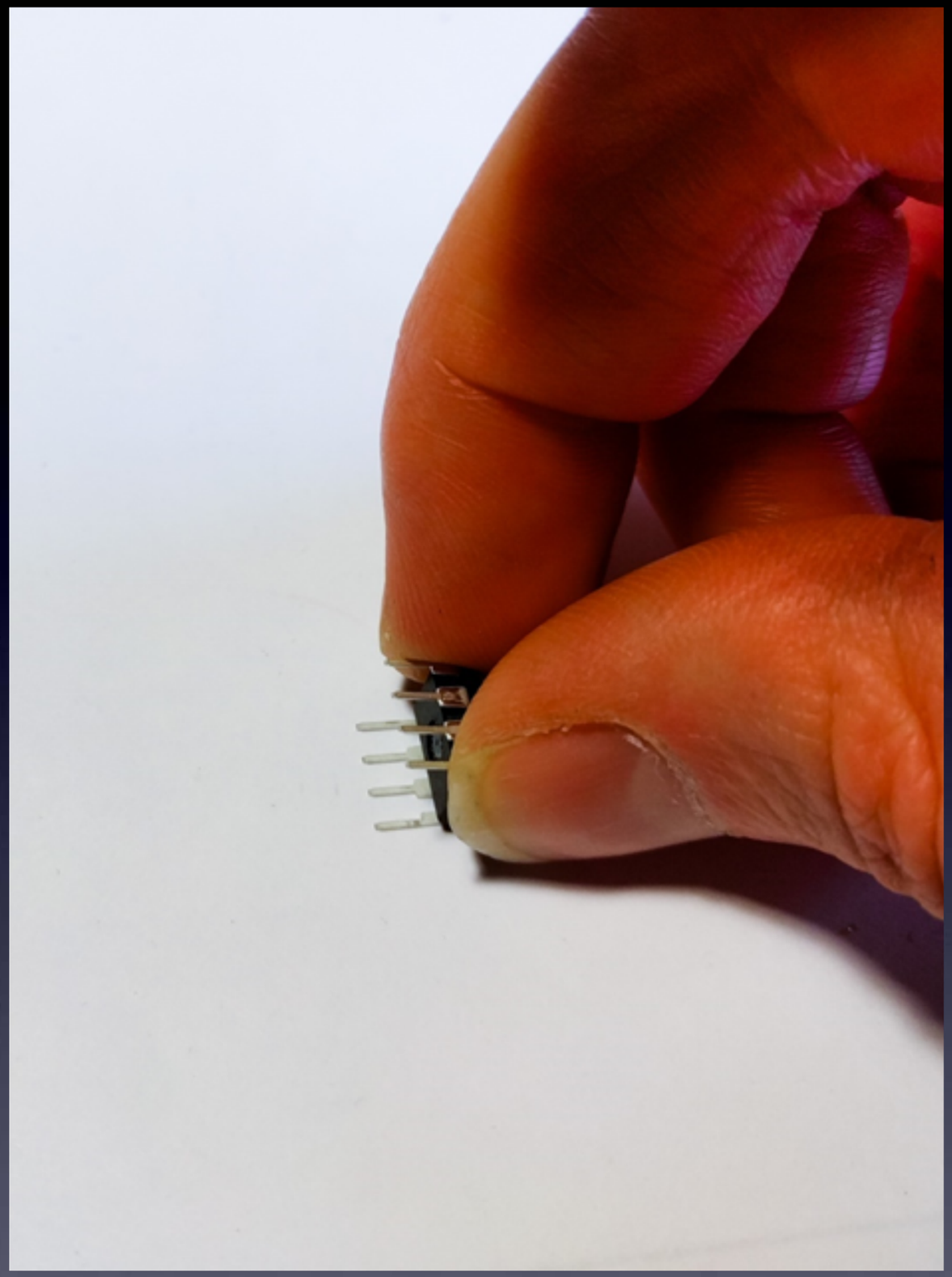
Note: Your chip may or may not have the indented half-moon at the left,
it may have a black indented dot at the lower-left corner showing Pin 1.

U2



When chips are new,
their pins are bent out.

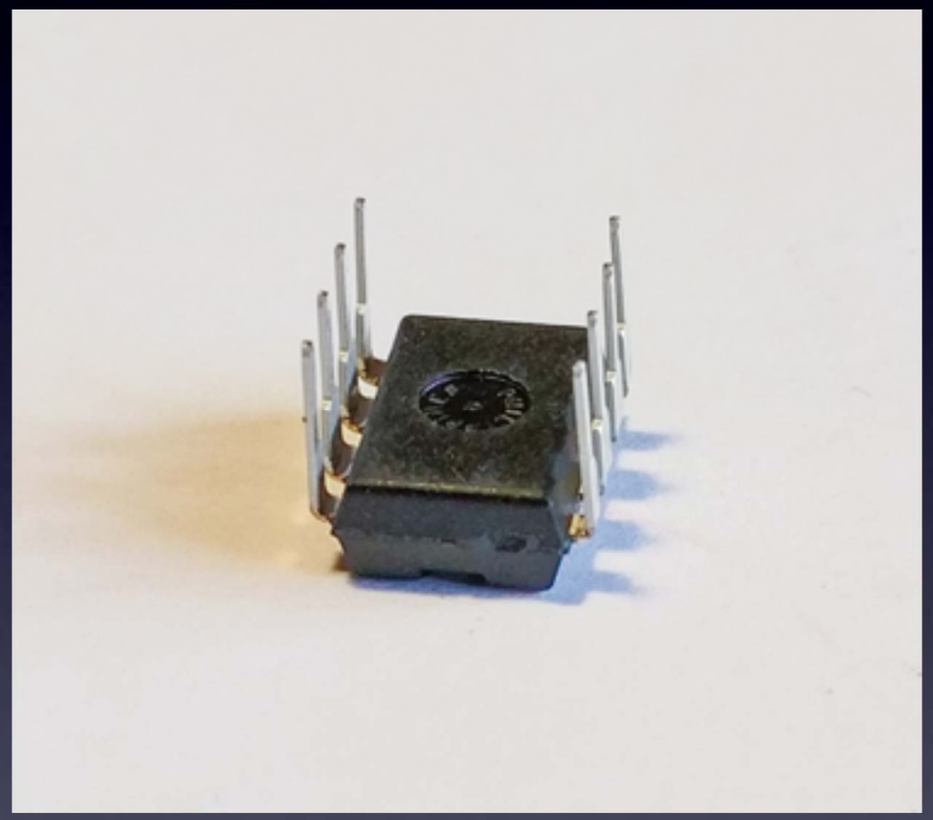
U2

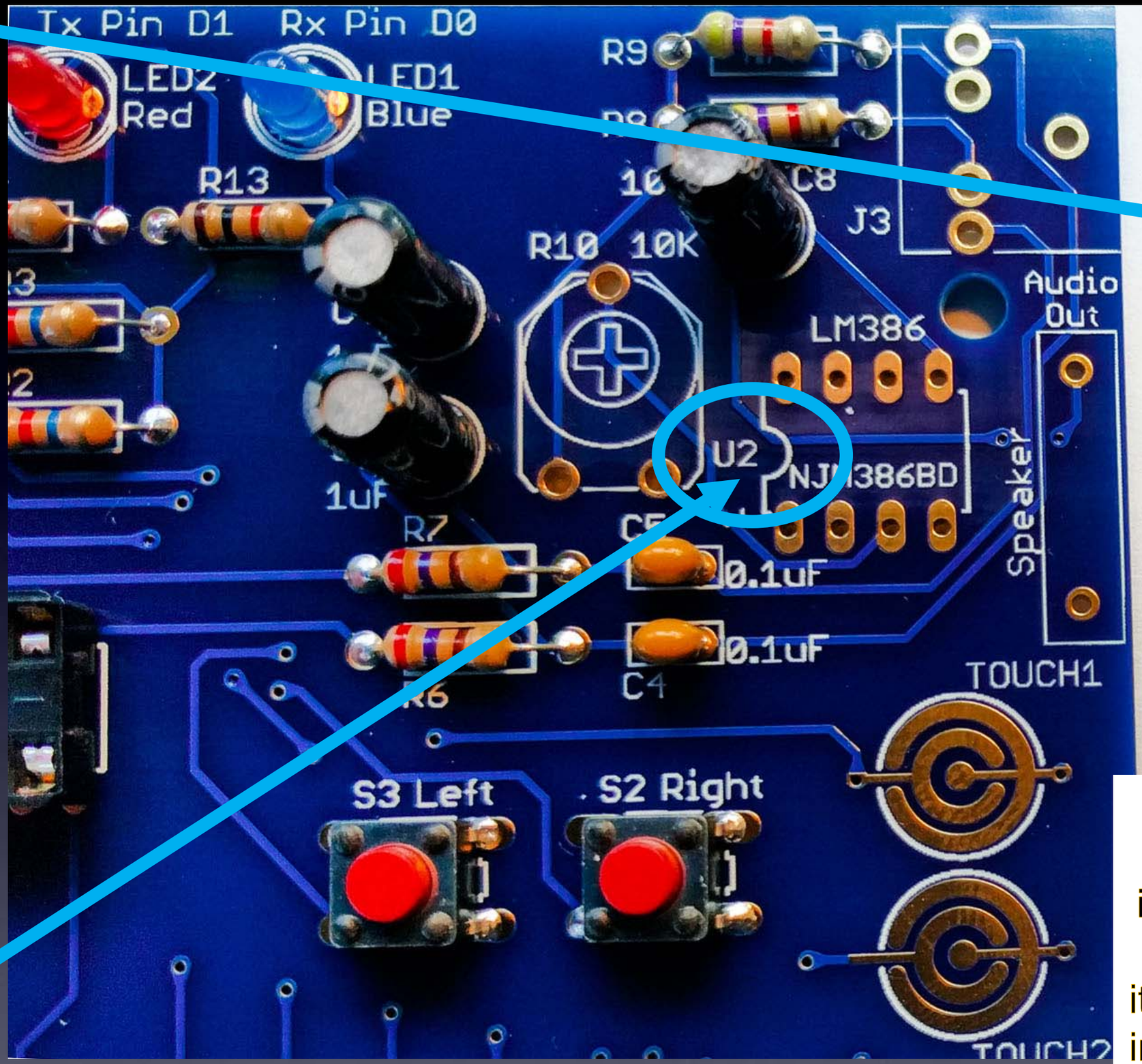


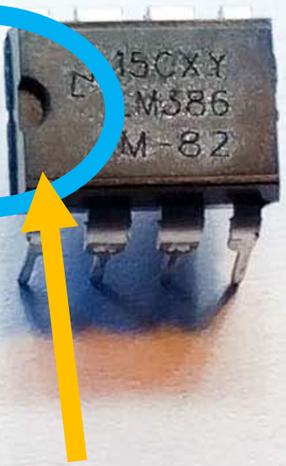
We need the pins bent straight and parallel.
Use your work table to (gently) bend the leads.

U2

Gently bend leads so they're straight and parallel





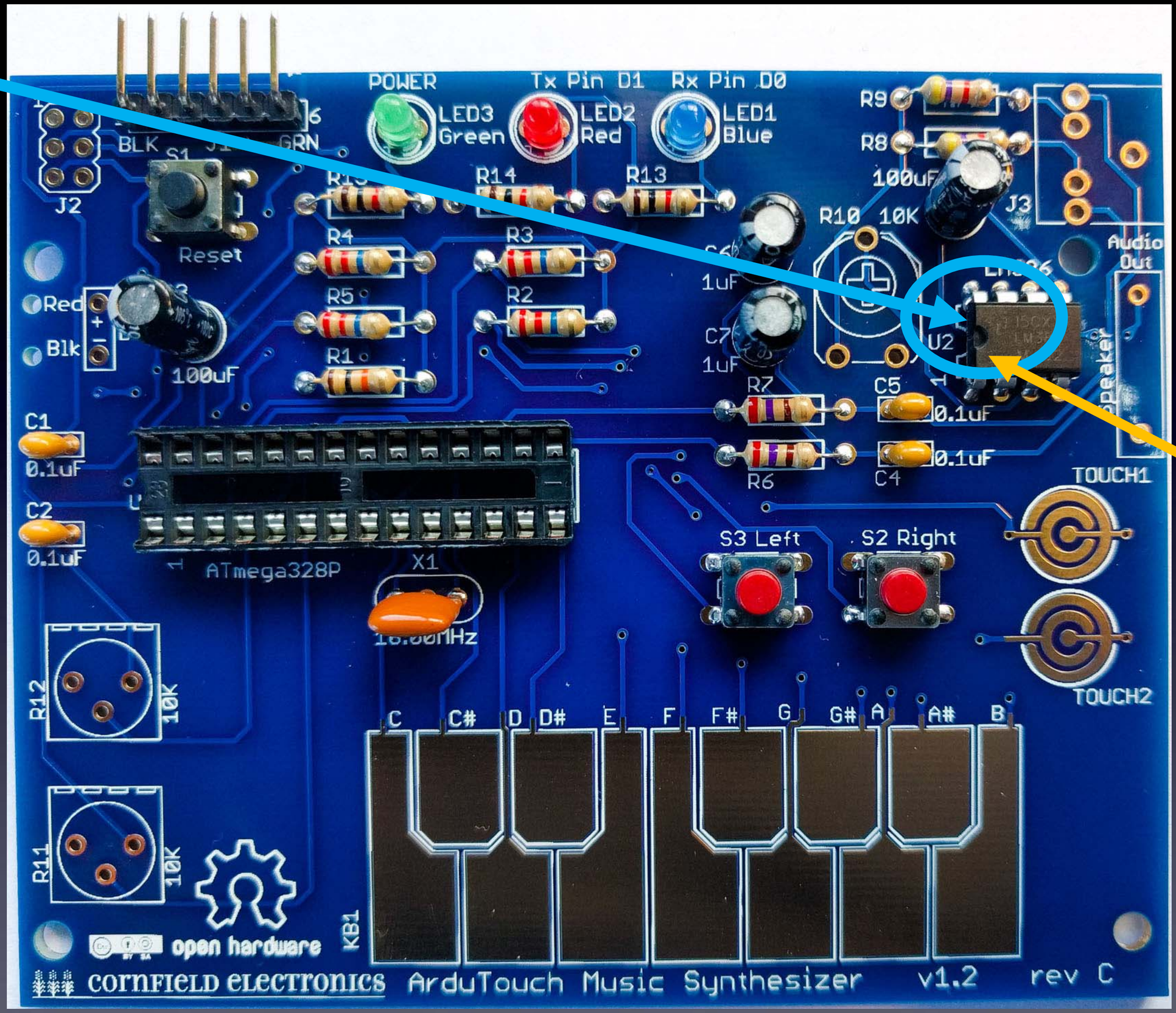


Indented black dot
Pin 1

proper orientation

Note: Your chip may or may not have the indented half-moon at the left,
it may have a black indented dot at the lower-left corner showing Pin 1.

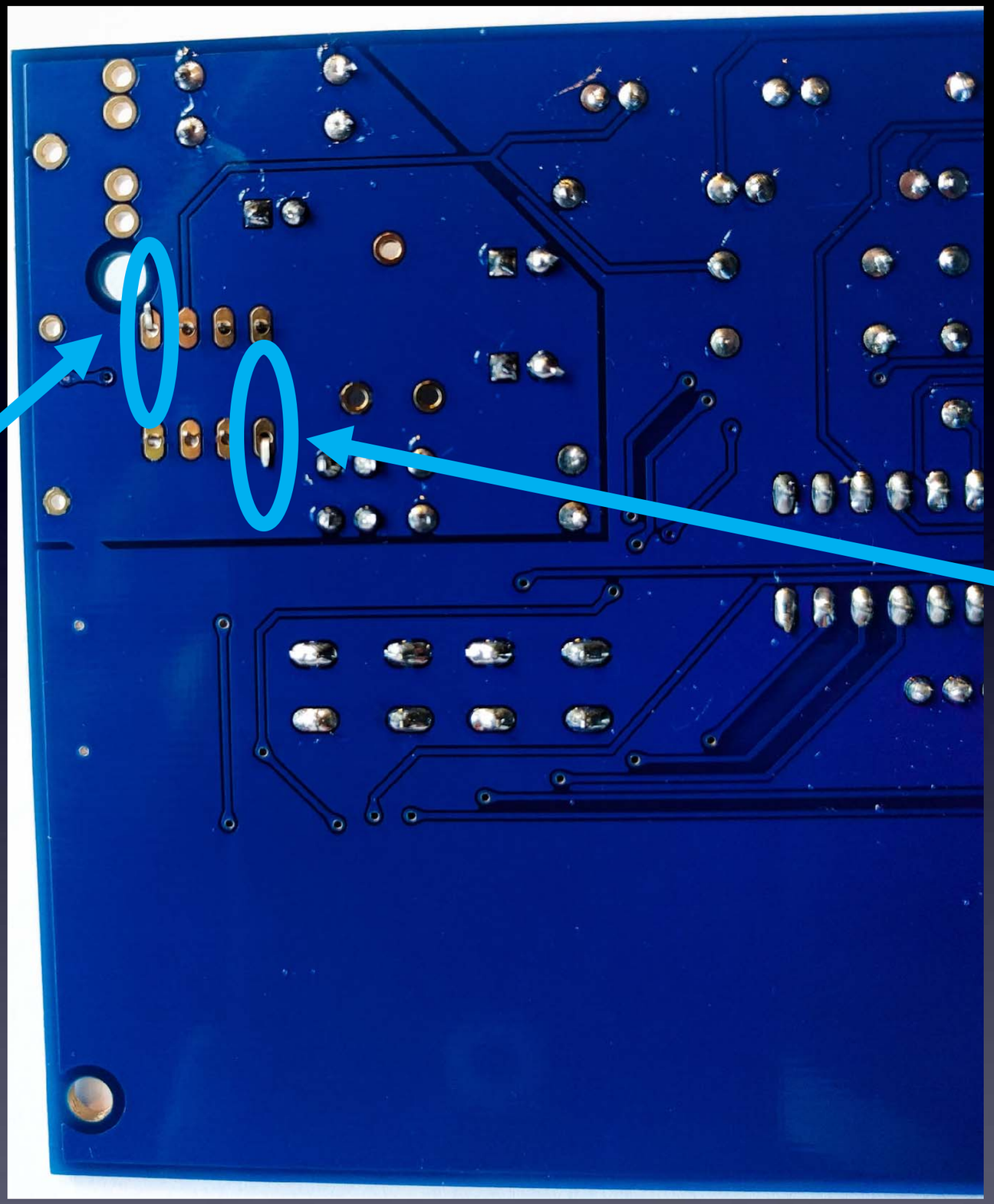
U2: audio amp chip



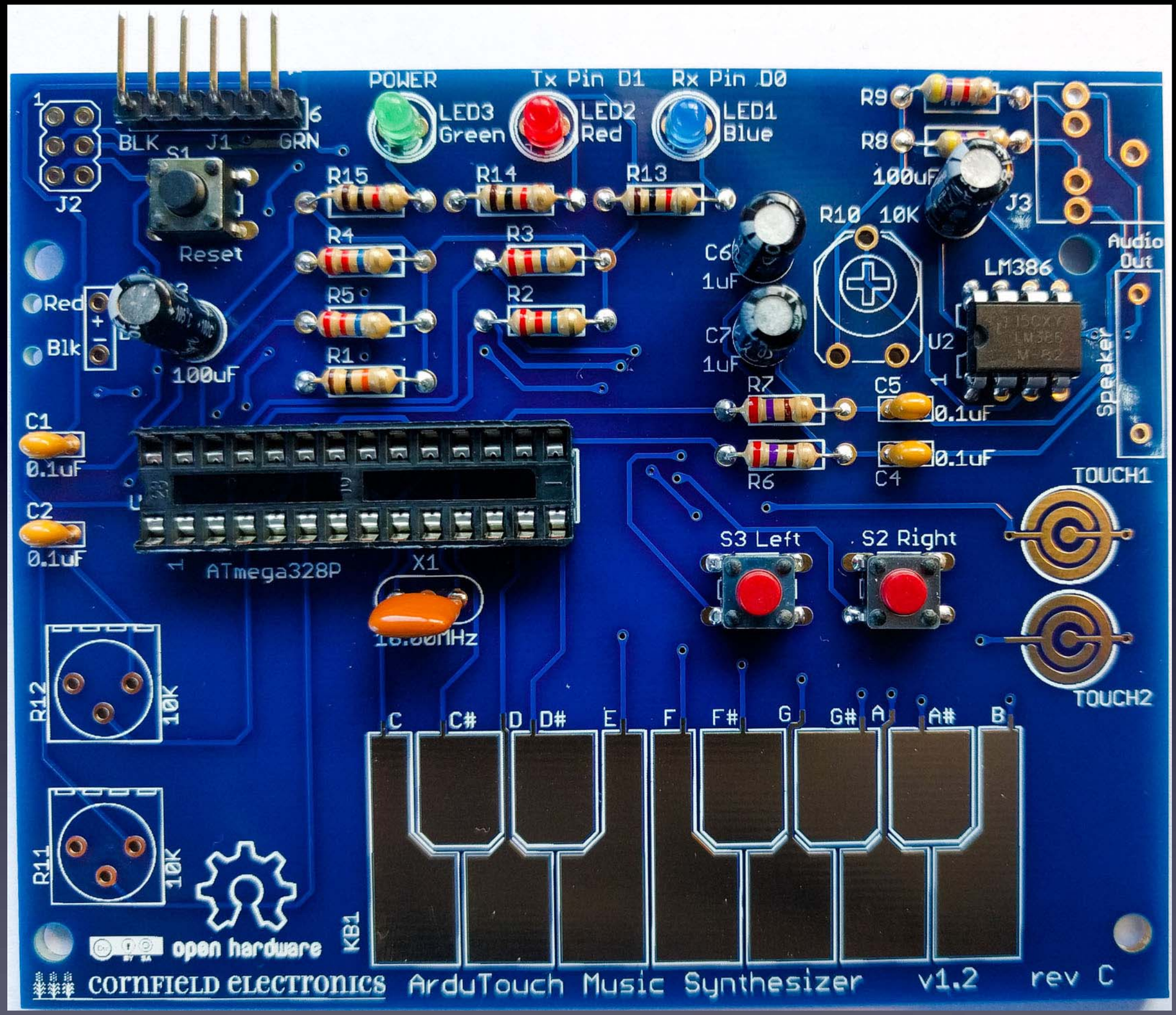
Indented black dot
Pin 1

U2: inserted correctly

U2

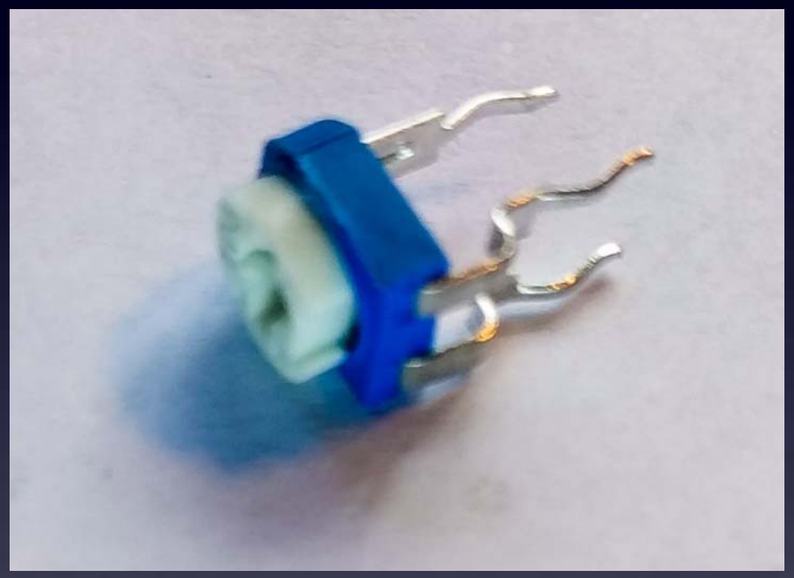


bend pins down on two corners,
and solder all 8 leads to the board



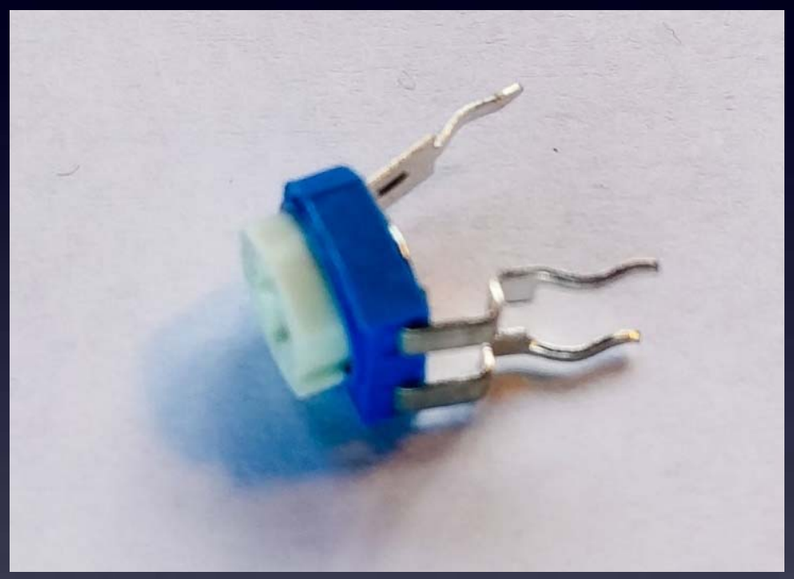
U2 – soldered to board

R10: volume control



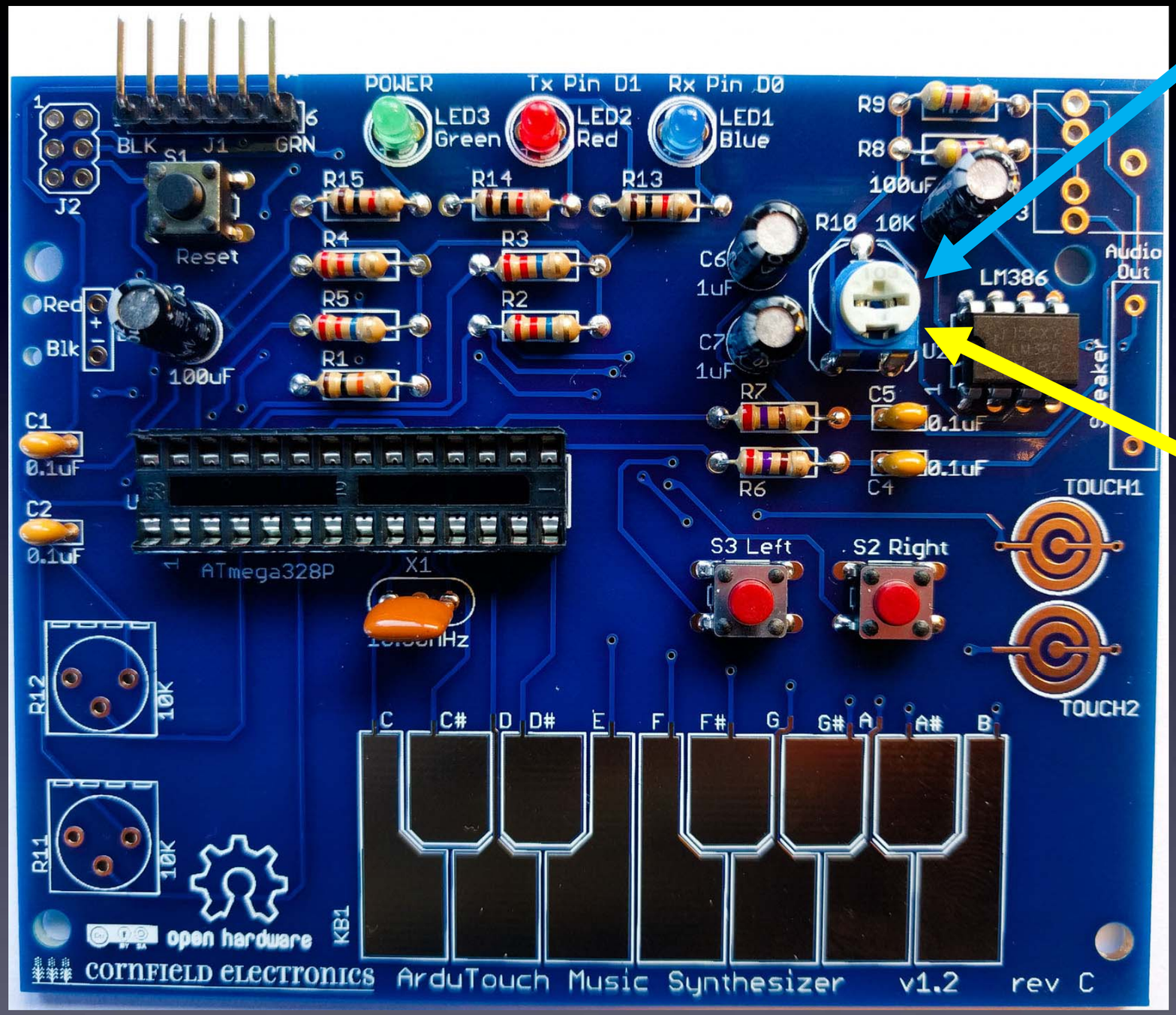
When new, the pins point straight down.

R10: volume control



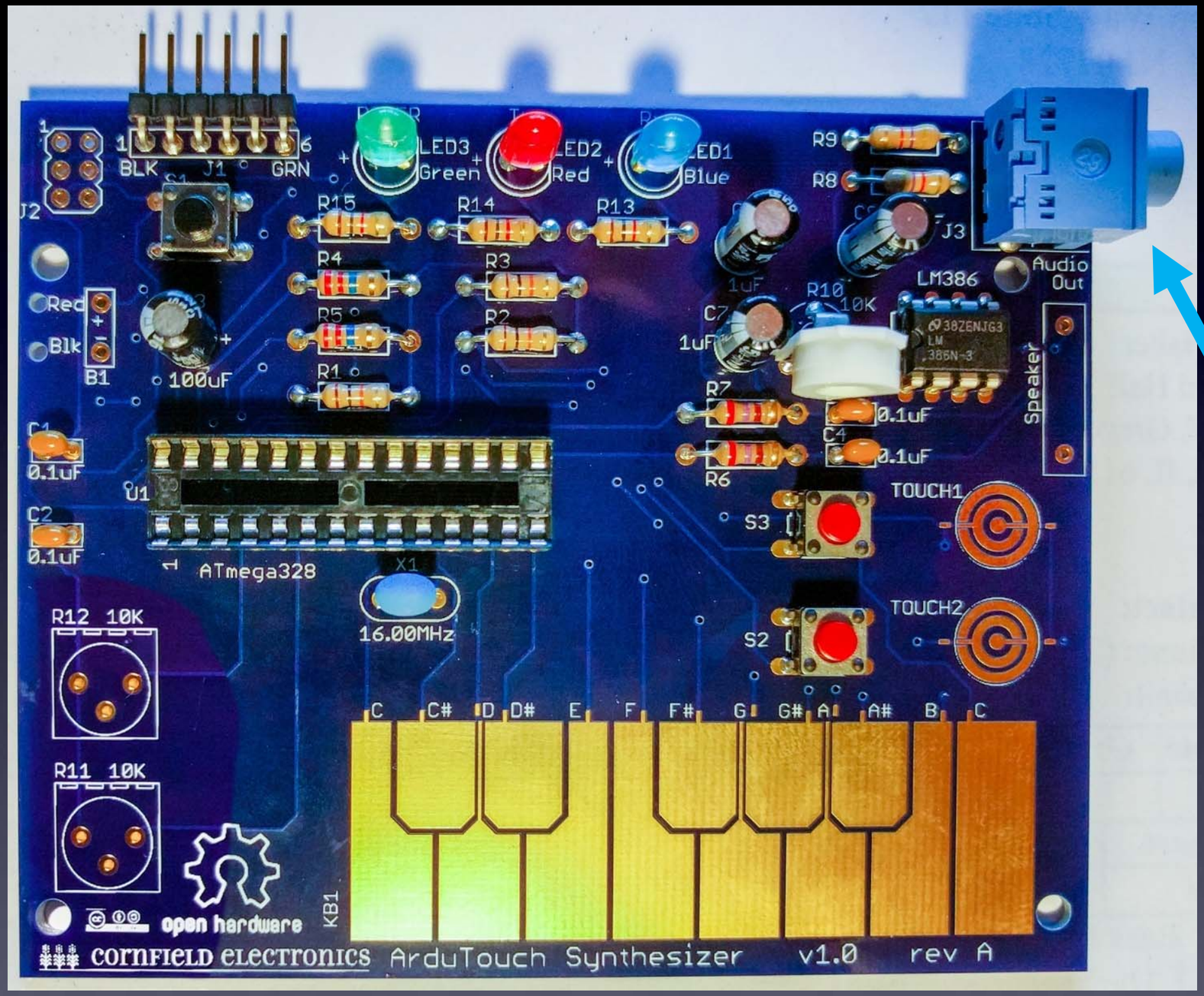
We need to bend them out a little to fit into the board.

R10: volume control

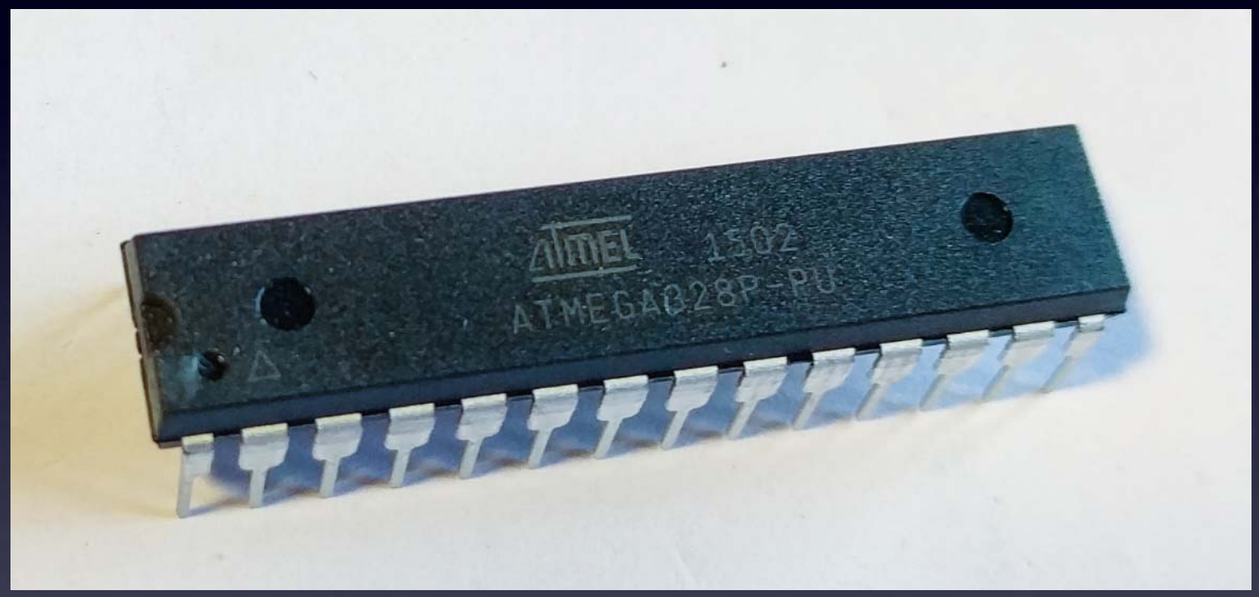


If necessary, rotate the white top so that it looks like this photo

(rotated half-way)

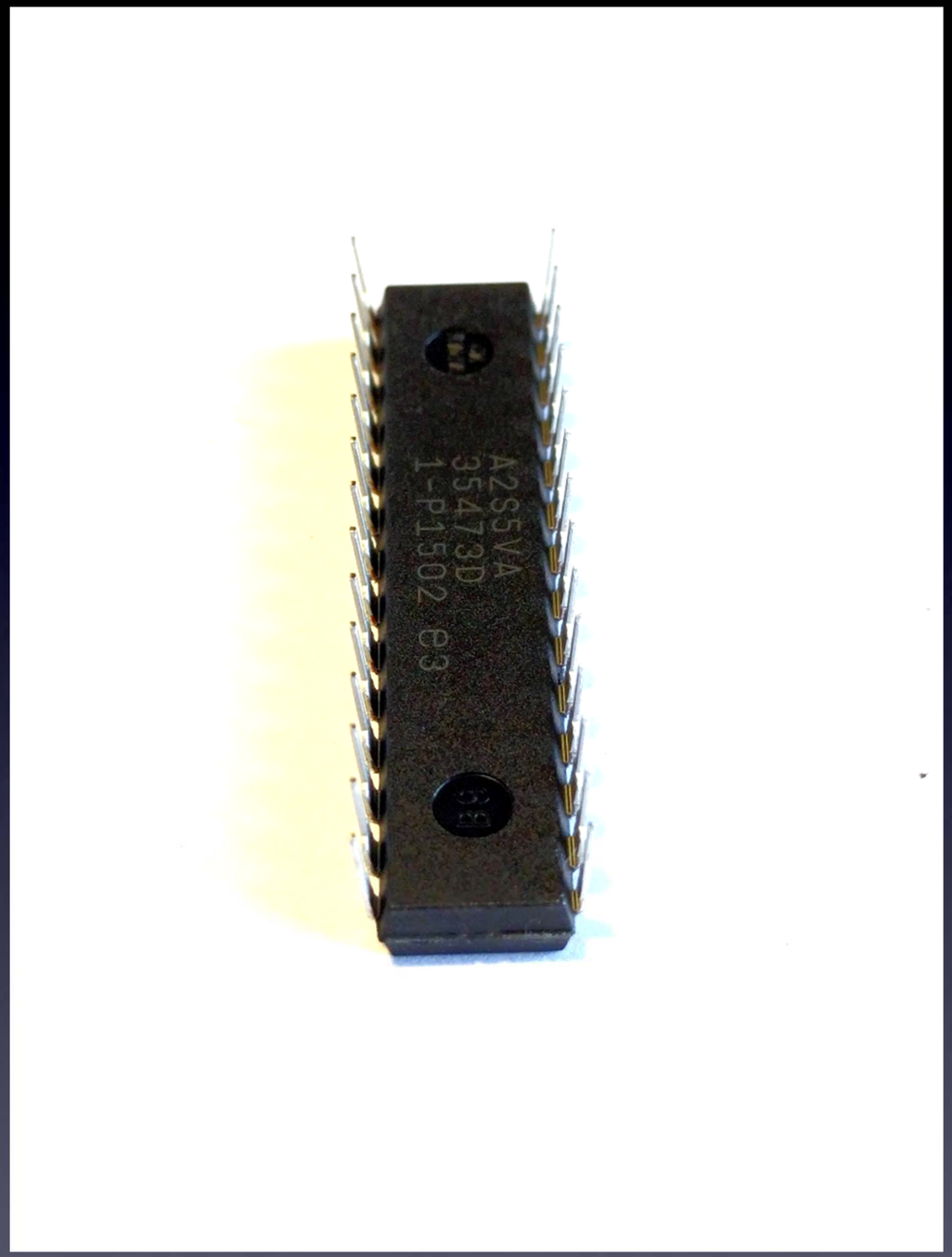


J3: headphone / output jack



U1: microcontroller

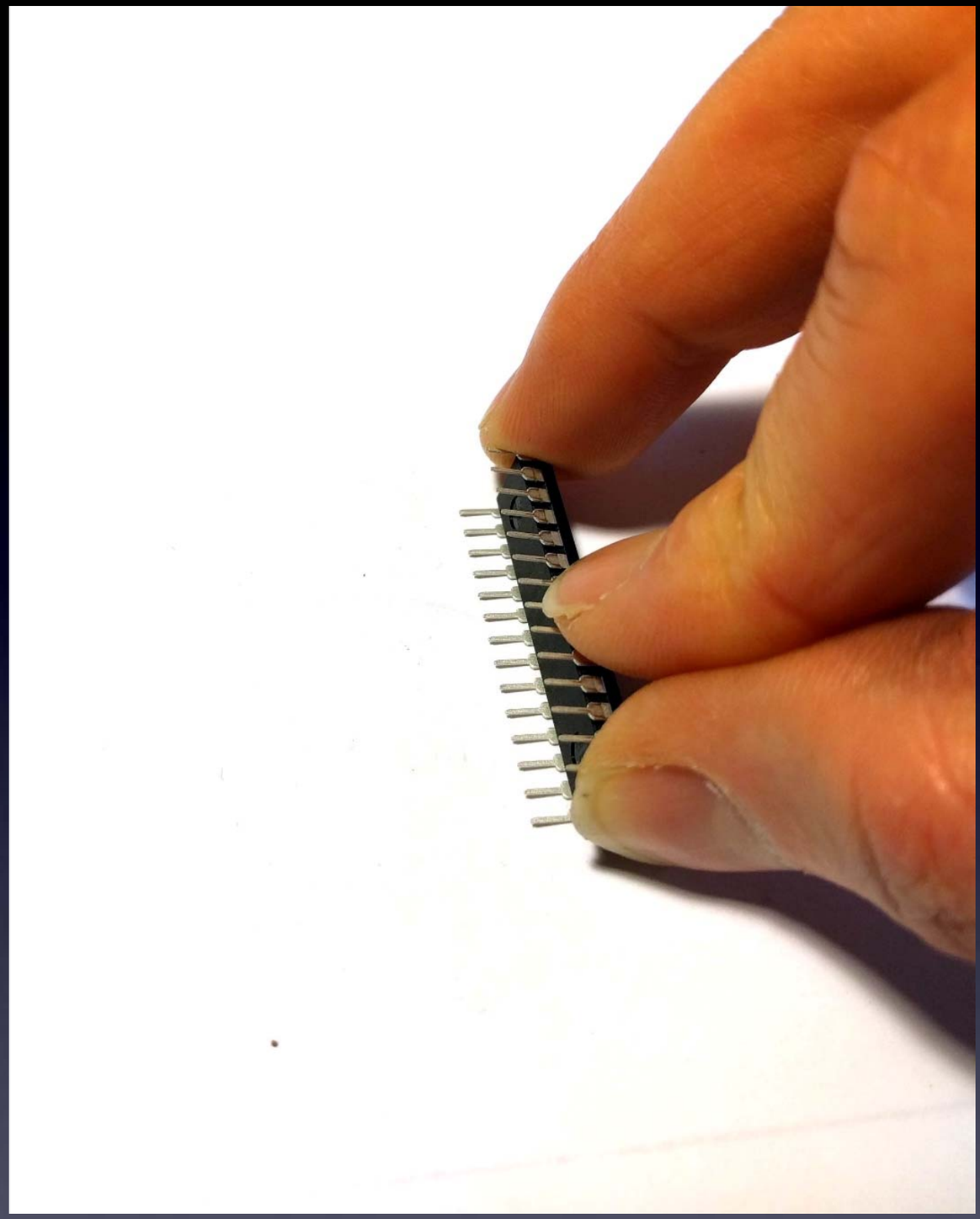
U1



When chips are new, their pins are bent out.

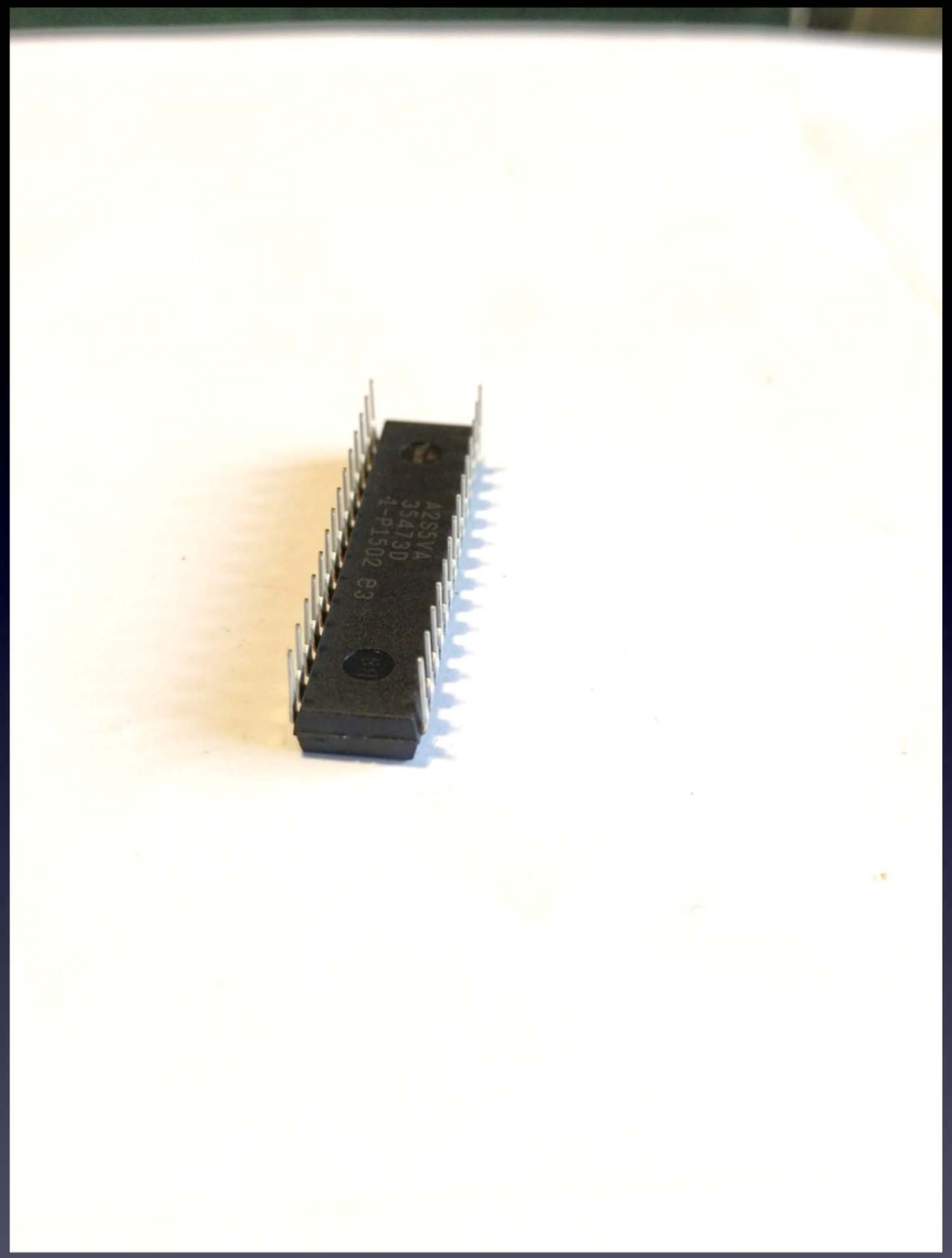
Note: Your kit's U1 chip may or may not have its pins already bent straight and parallel.
If not, you need to bend them, as shown in the next picture.

U1



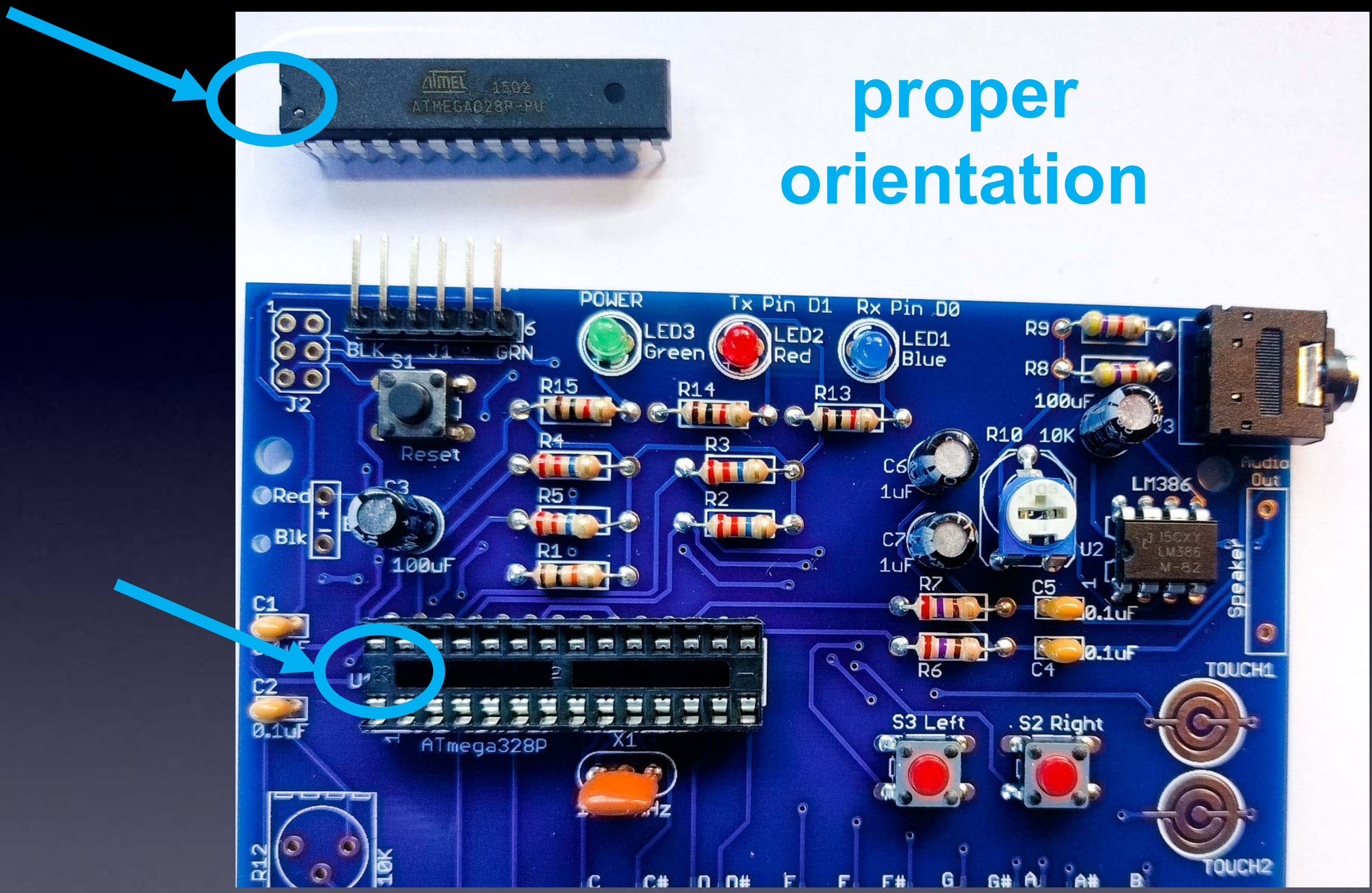
Note: Your kit's U1 chip may or may not have its pins already bent straight and parallel.
If not, you need to bend them, as shown in this picture.

We need the pins bent straight and parallel.
Use your work table to (gently) bend the leads.

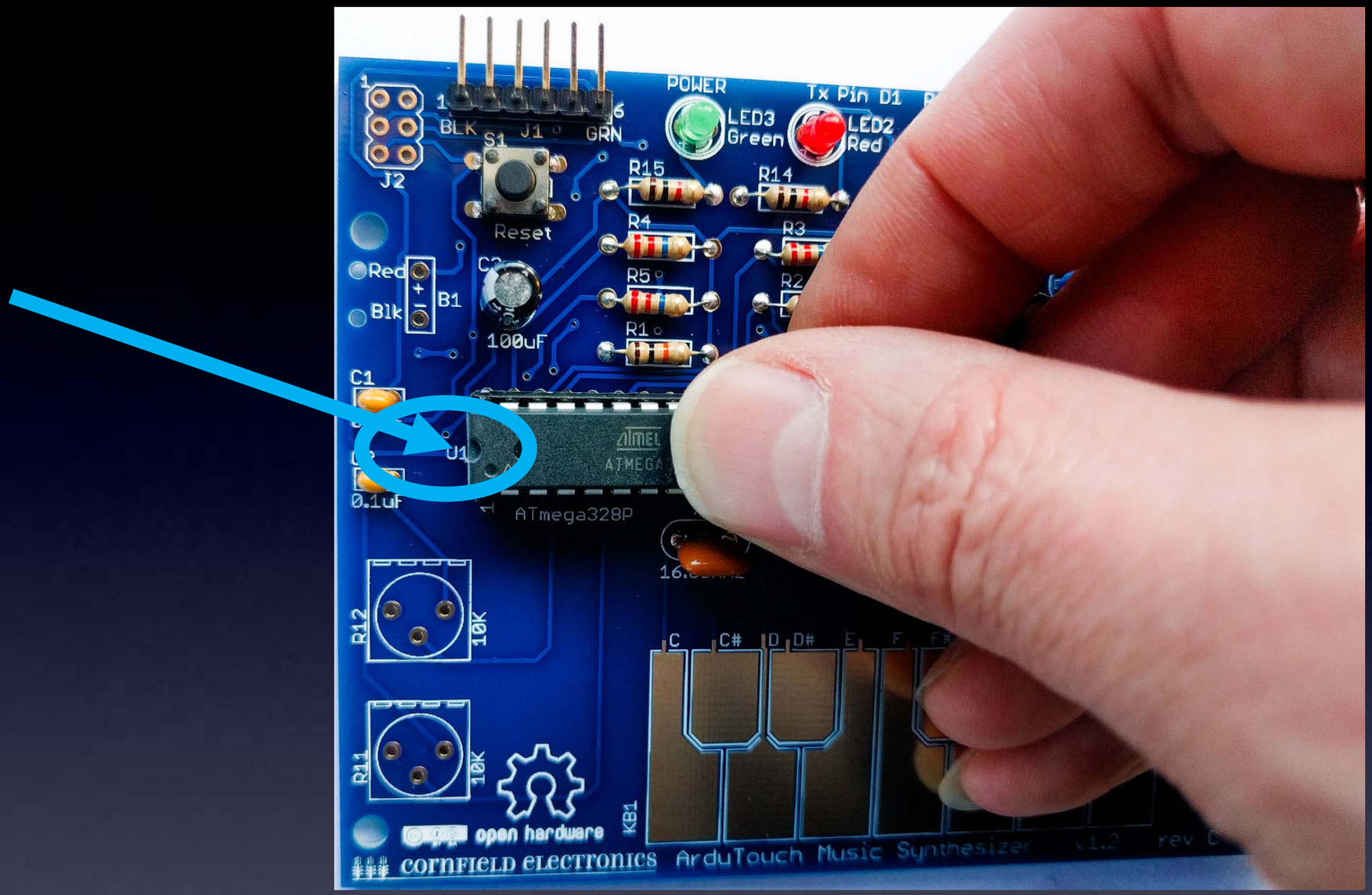


U1: microcontroller

These pins must be straight and parallel



U1: microcontroller



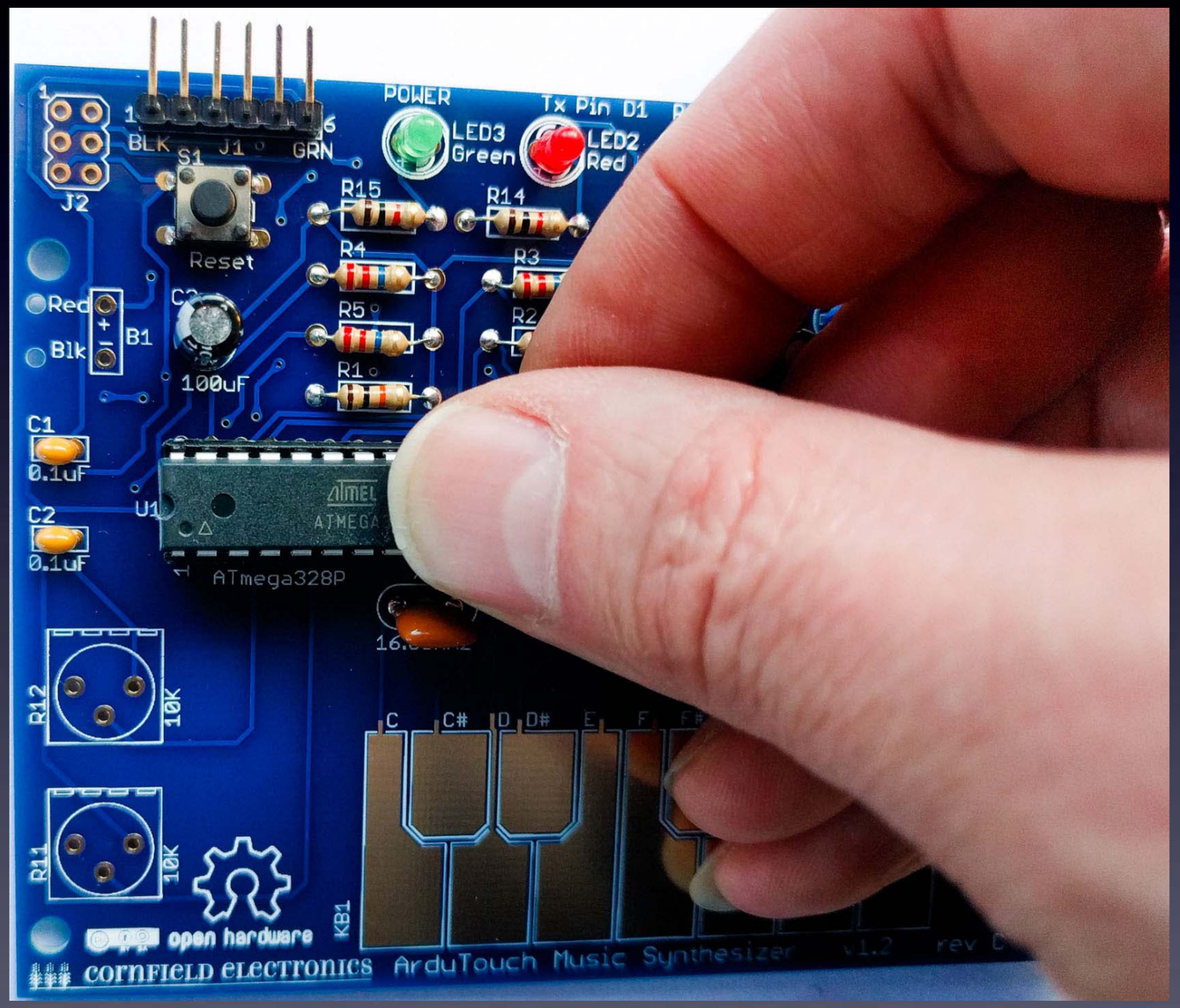
U1: microcontroller

make sure each pins rests in its hole in the socket
→ with the proper orientation

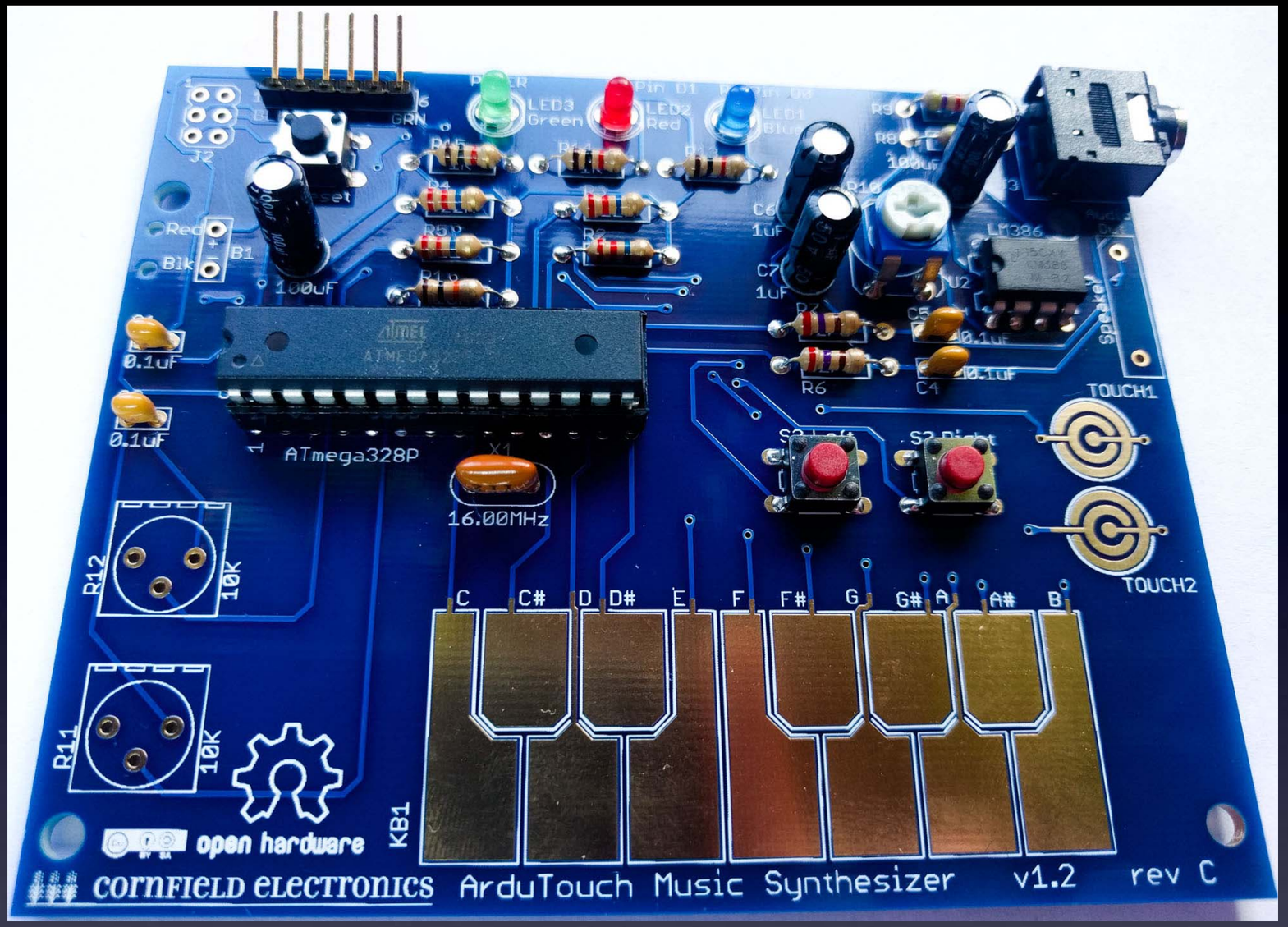
Use two thumbs to push microcontroller into its socket

Make sure all 28 pins are in place, and push it into its socket.

(This is actually way easier with *2 thumbs*.)



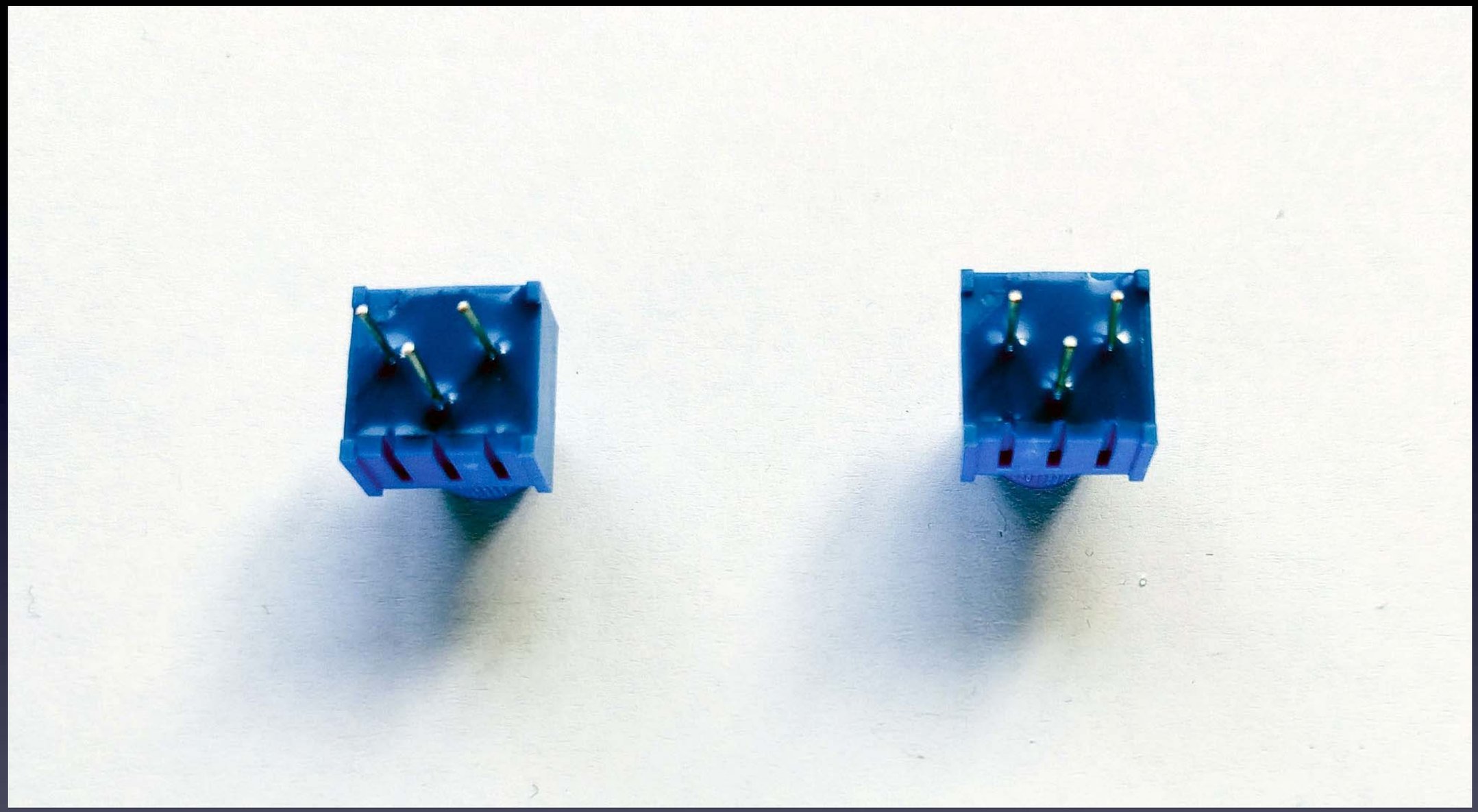
U1: microcontroller



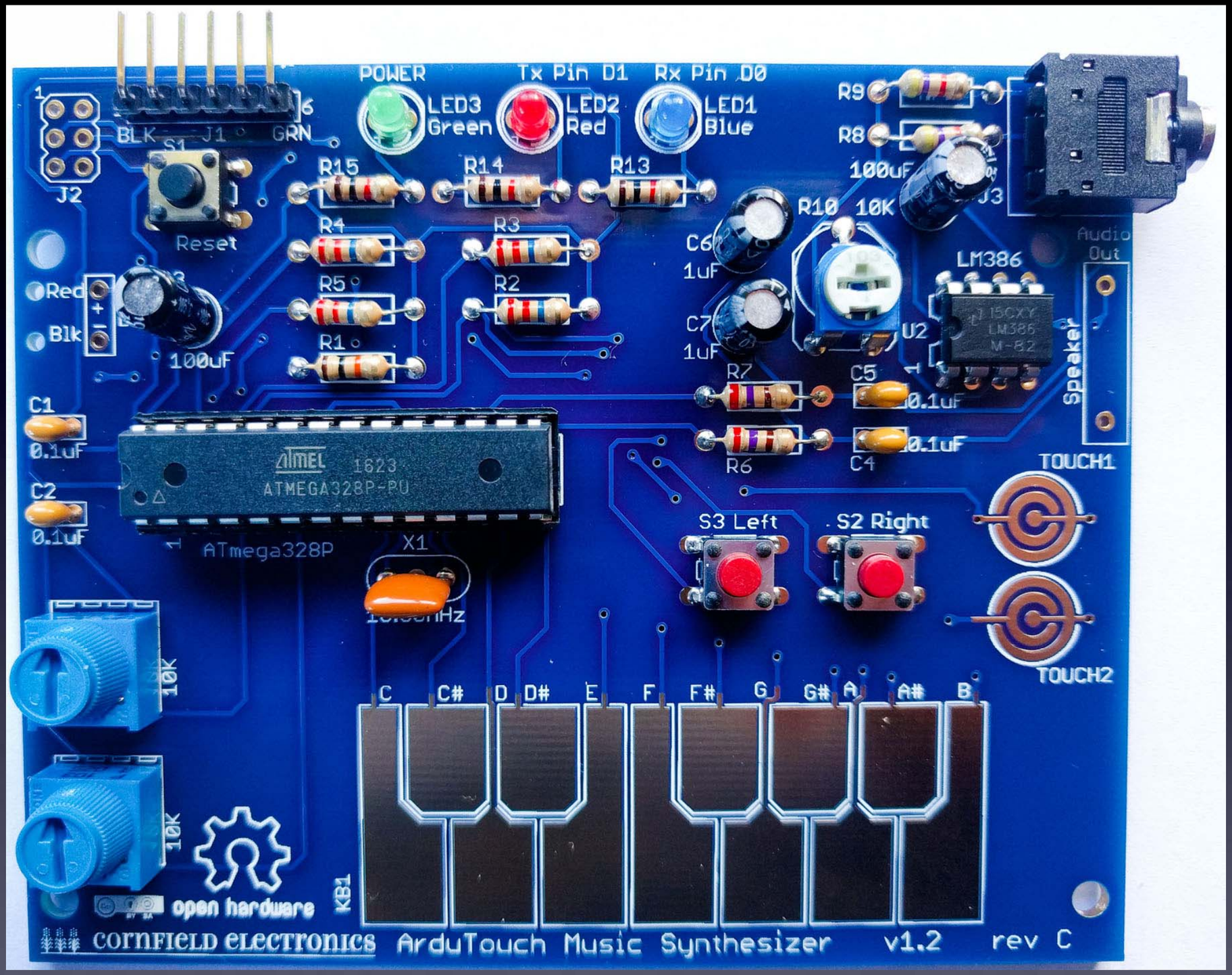
U1: microcontroller

Inspect all pins, and be sure each went into its hole in the socket – not bent.

If any pins are bent, (gently) pry out chip, straighten pins, and insert again.



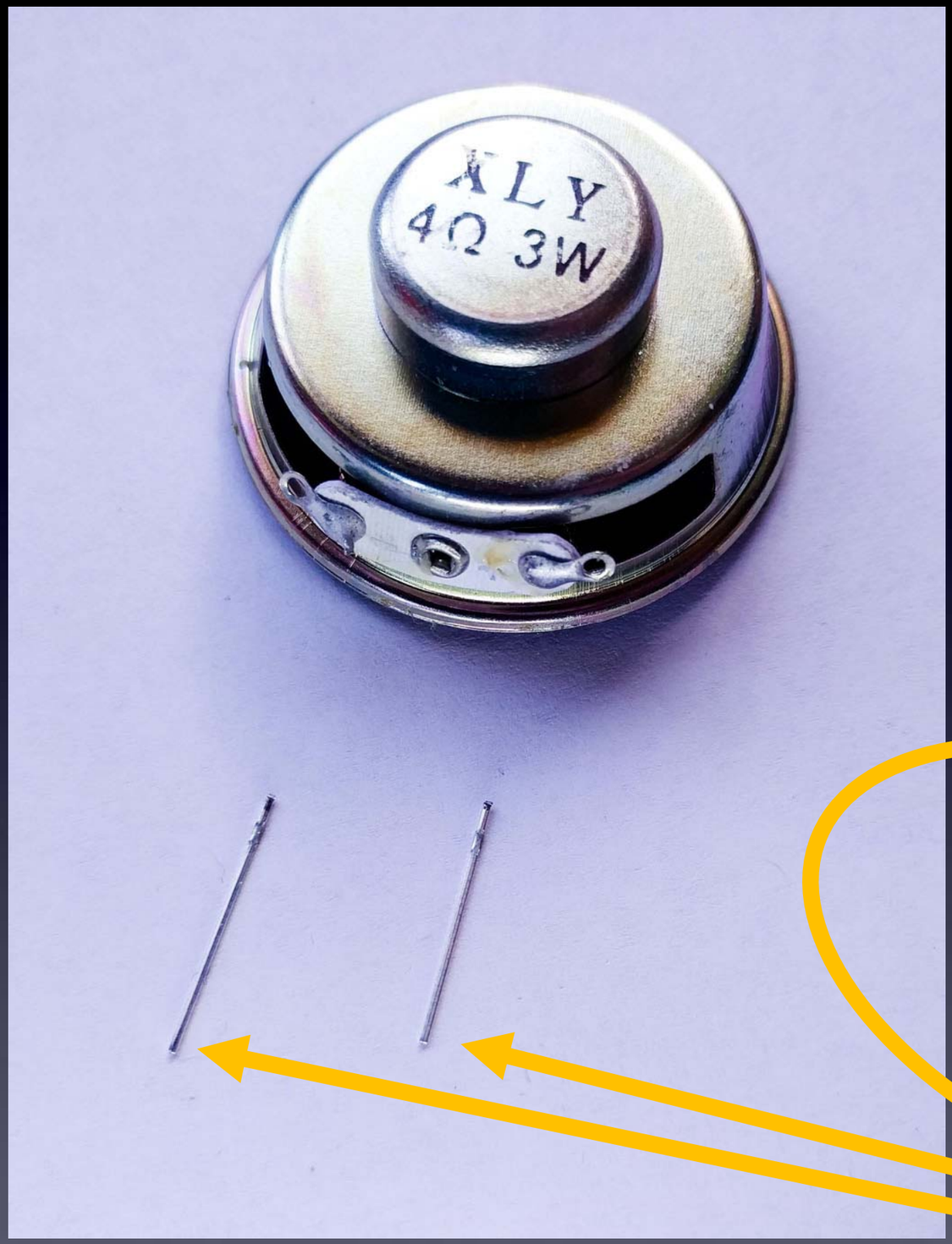
R11 & R12: potentiometers



R11 & R12: potentiometers

Speaker

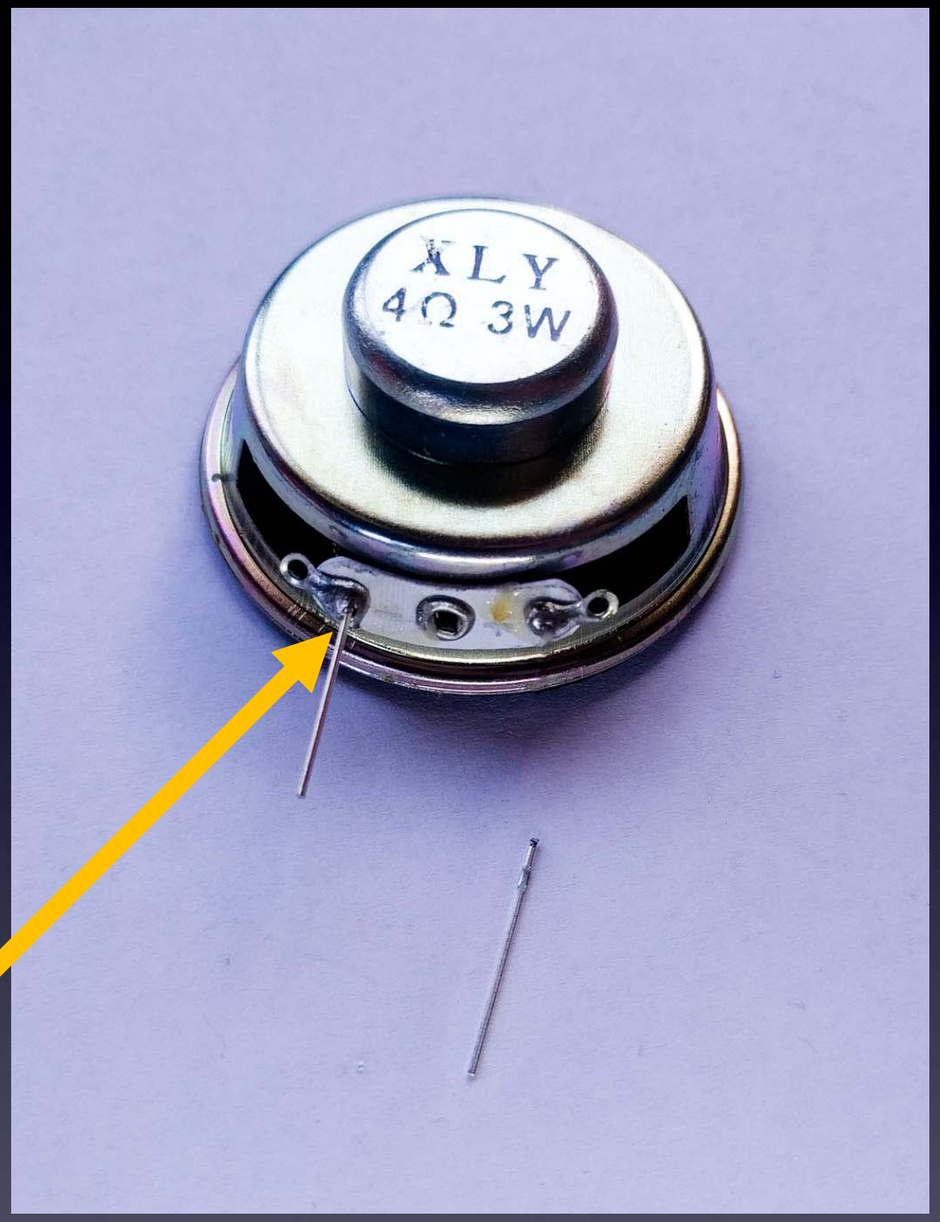
We'll add leads to the speaker



from the LEDs

Speaker

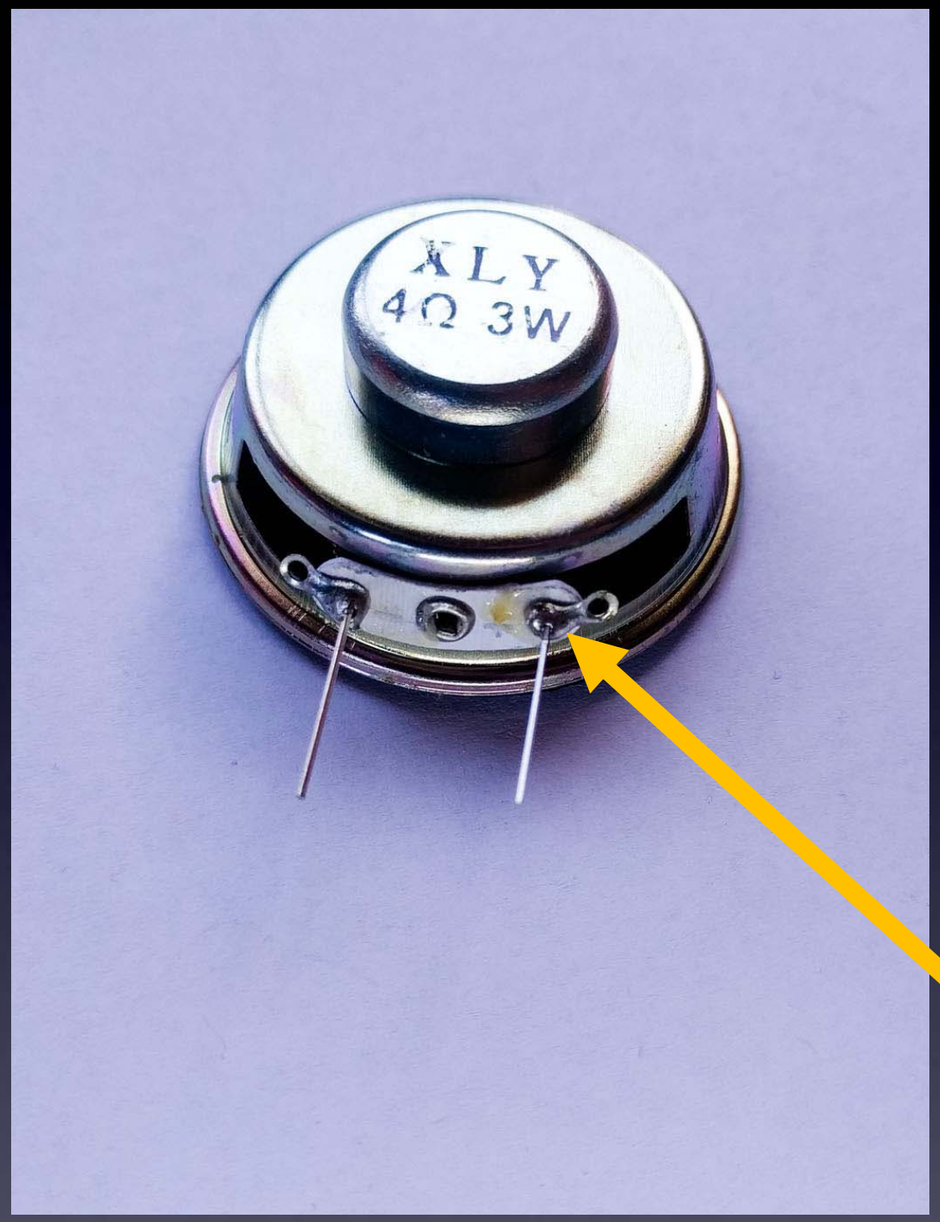
Solder one lead
to speaker



Notice the
correct place
to solder the wire

Speaker

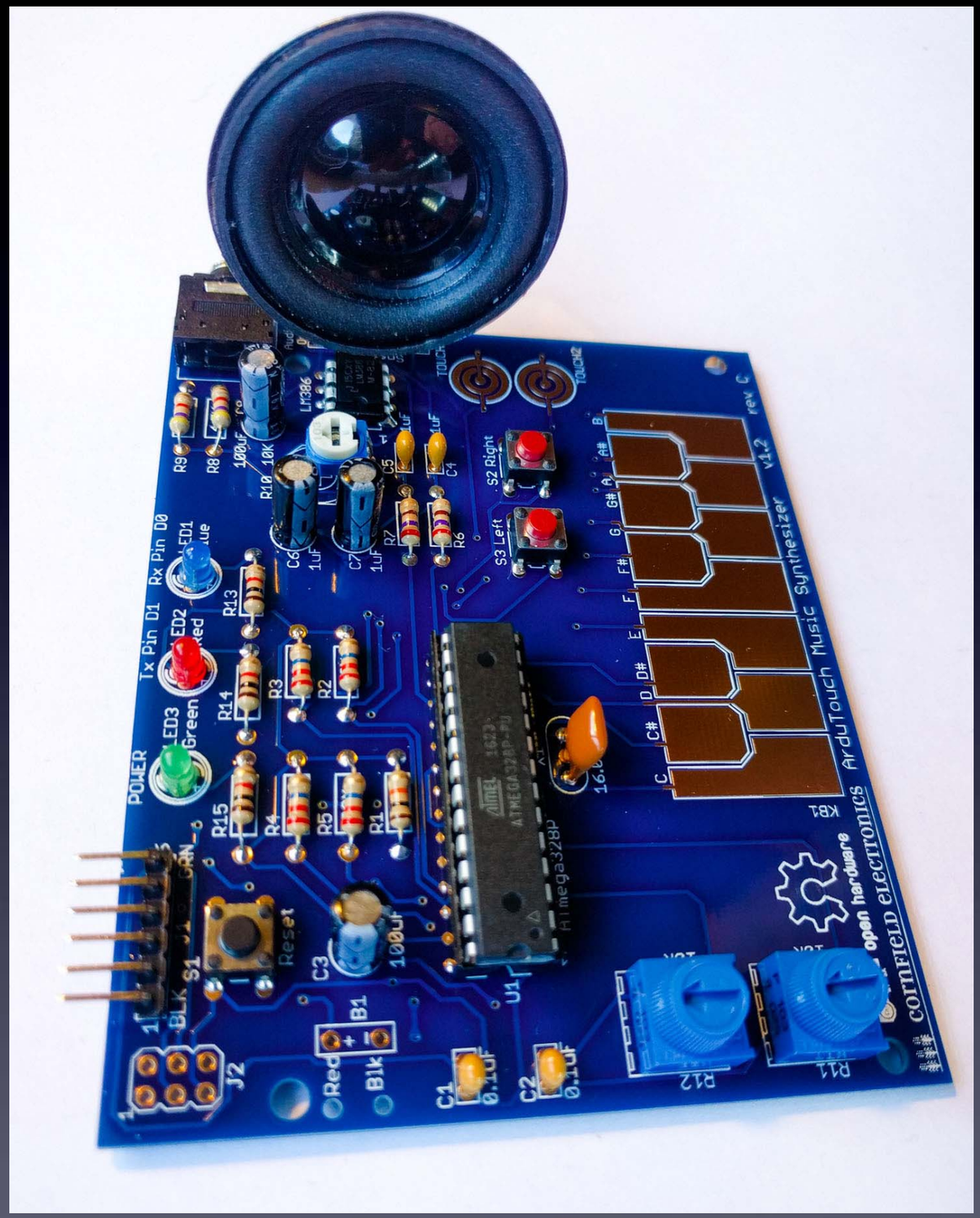
Solder next lead
to speaker



Notice the
correct place
to solder the wire

Speaker

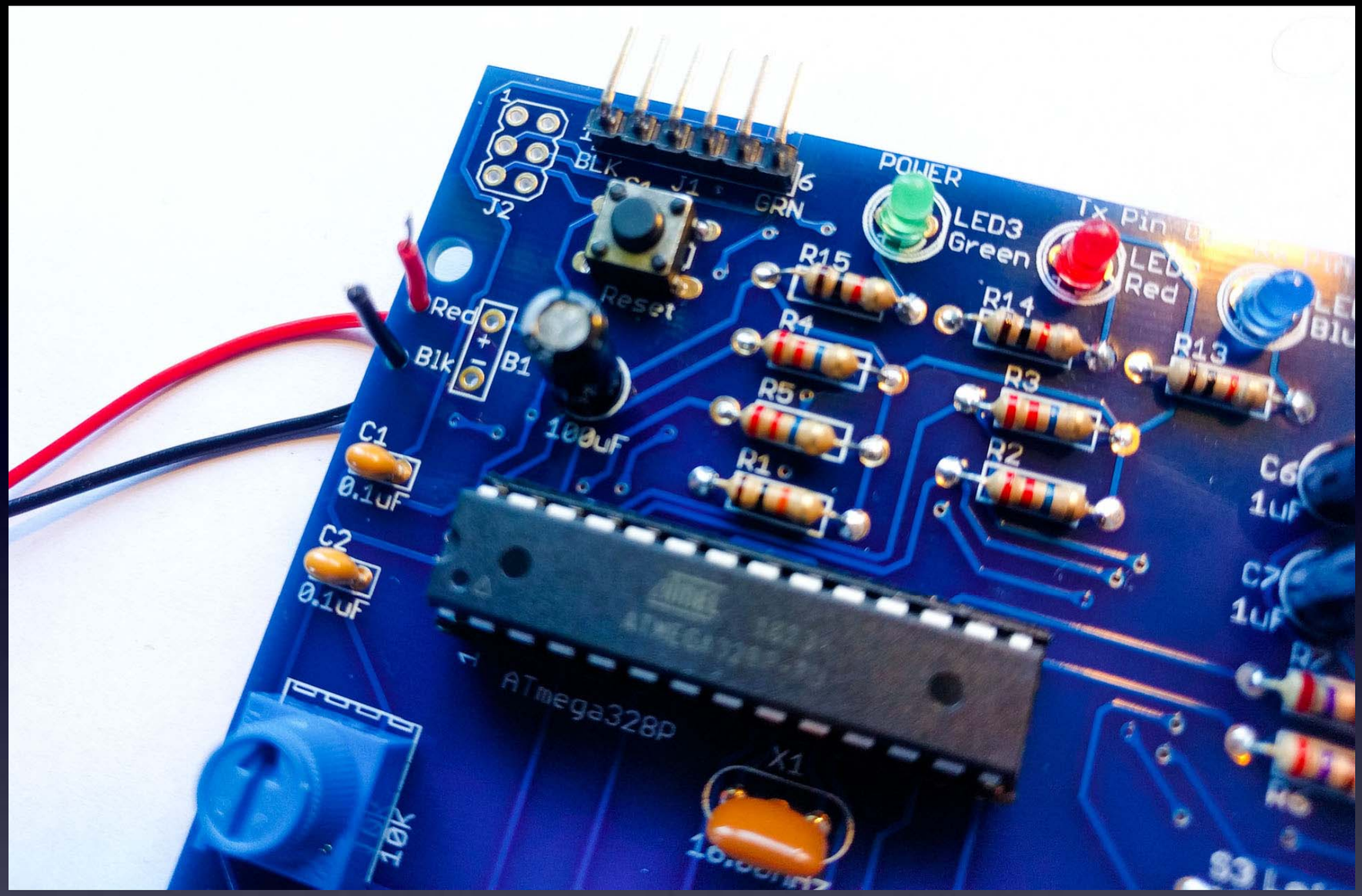
Insert speaker into board and solder both leads to board.



Speaker

Note: Some battery pack wires have thicker red and black plastic coatings.

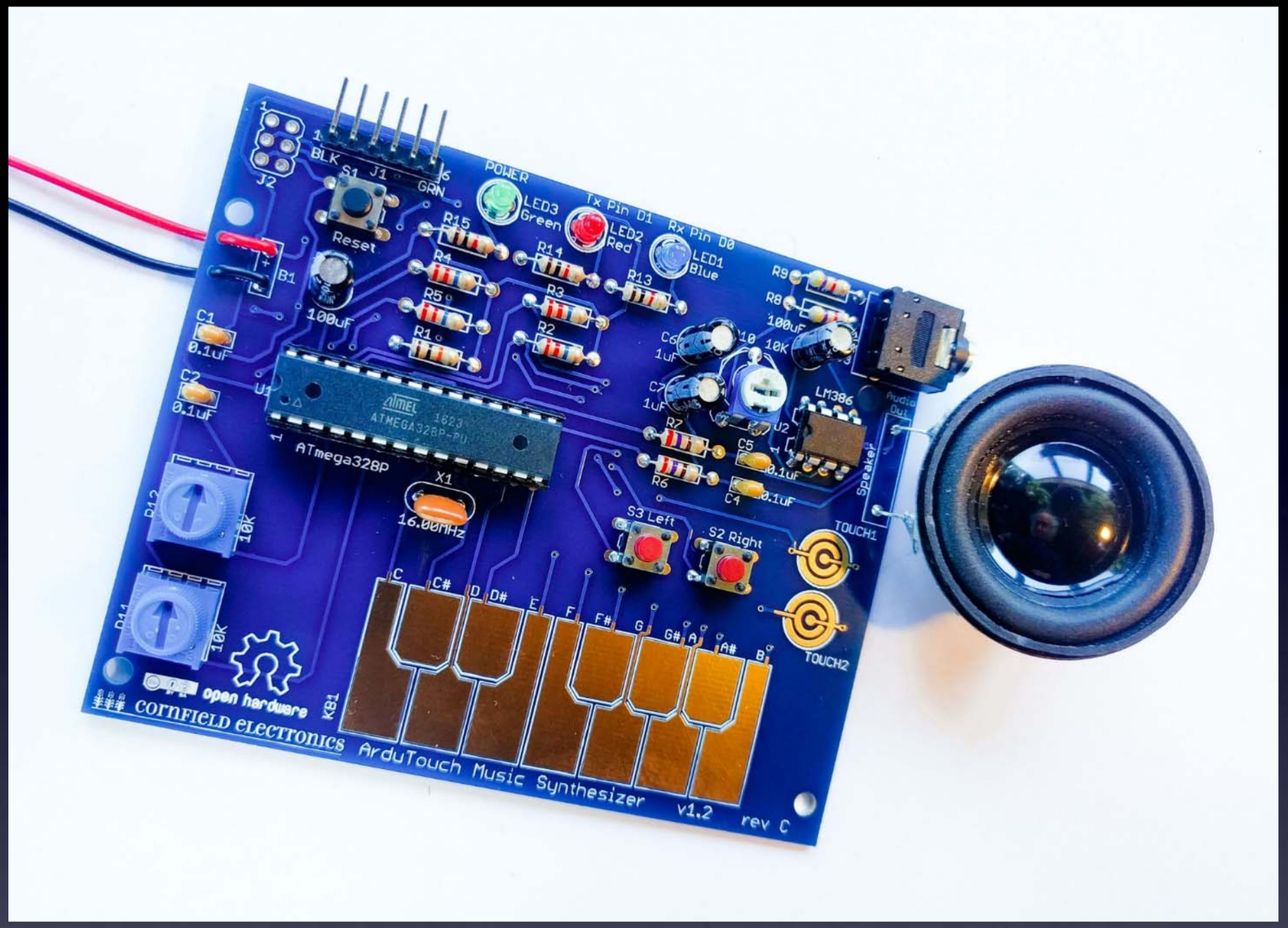
If so,
you can widen the these two holes by gently rotating a scissors or small knife or small Phillips screwdreiver on the top and bottom of these two holes.



Push battery pack leads through holes.

Make sure Red and Black go through their correct holes!

Battery pack

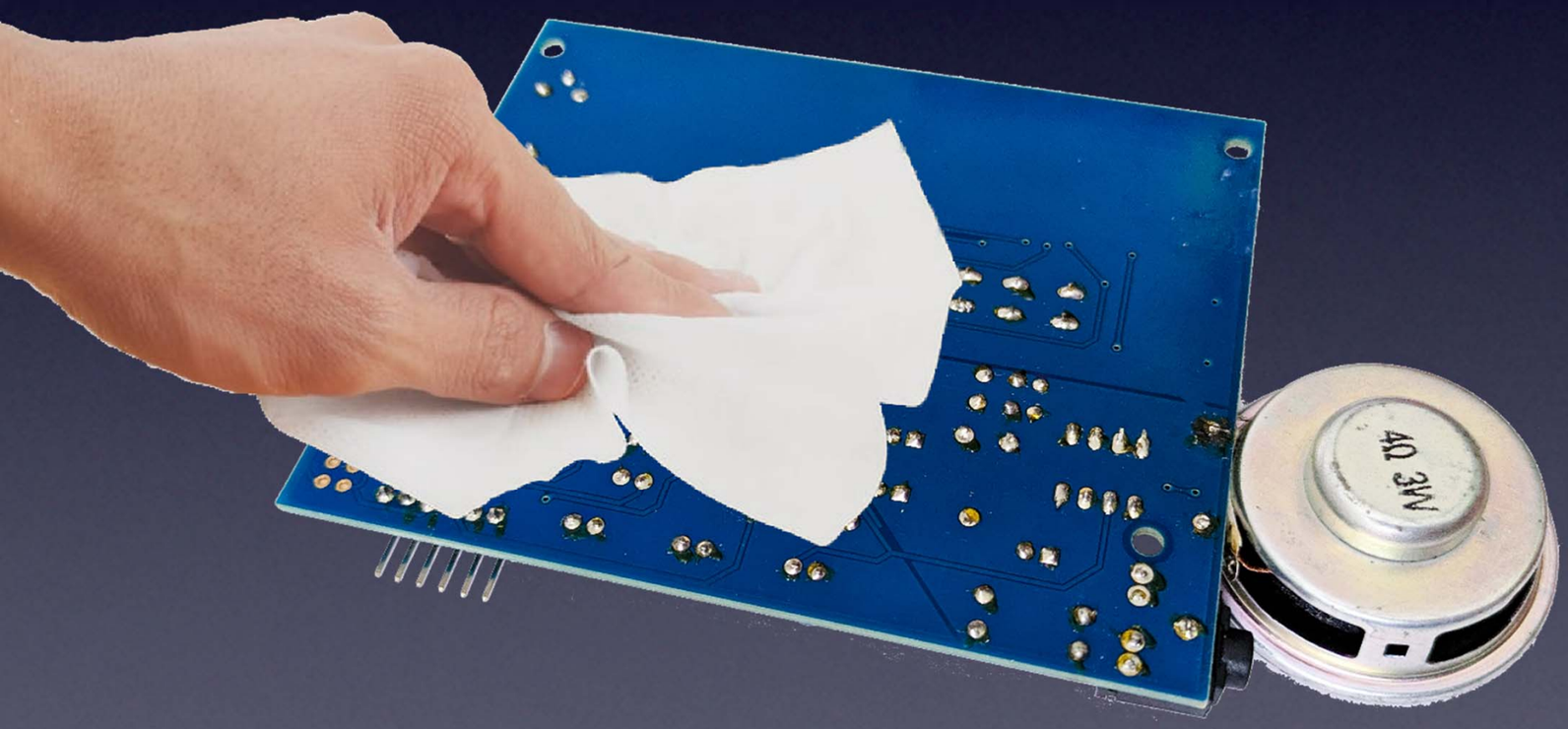


Loop one lead into its pad,
and solder.
Then loop the other lead into its pad,
and solder.

Battery pack

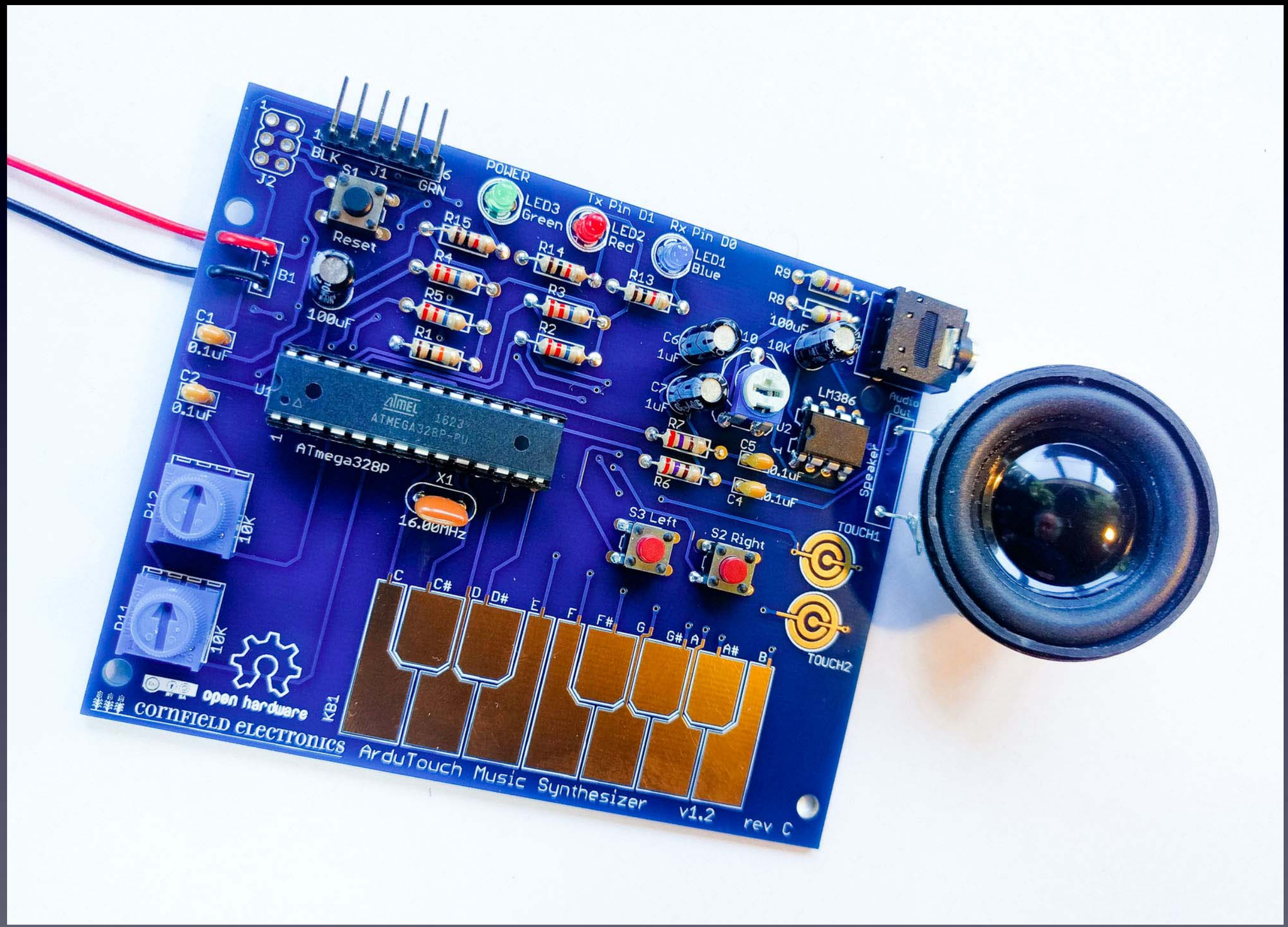
If you used any *flux paste for re-working problems*

The bottom of the PCB will be sticky from the flux

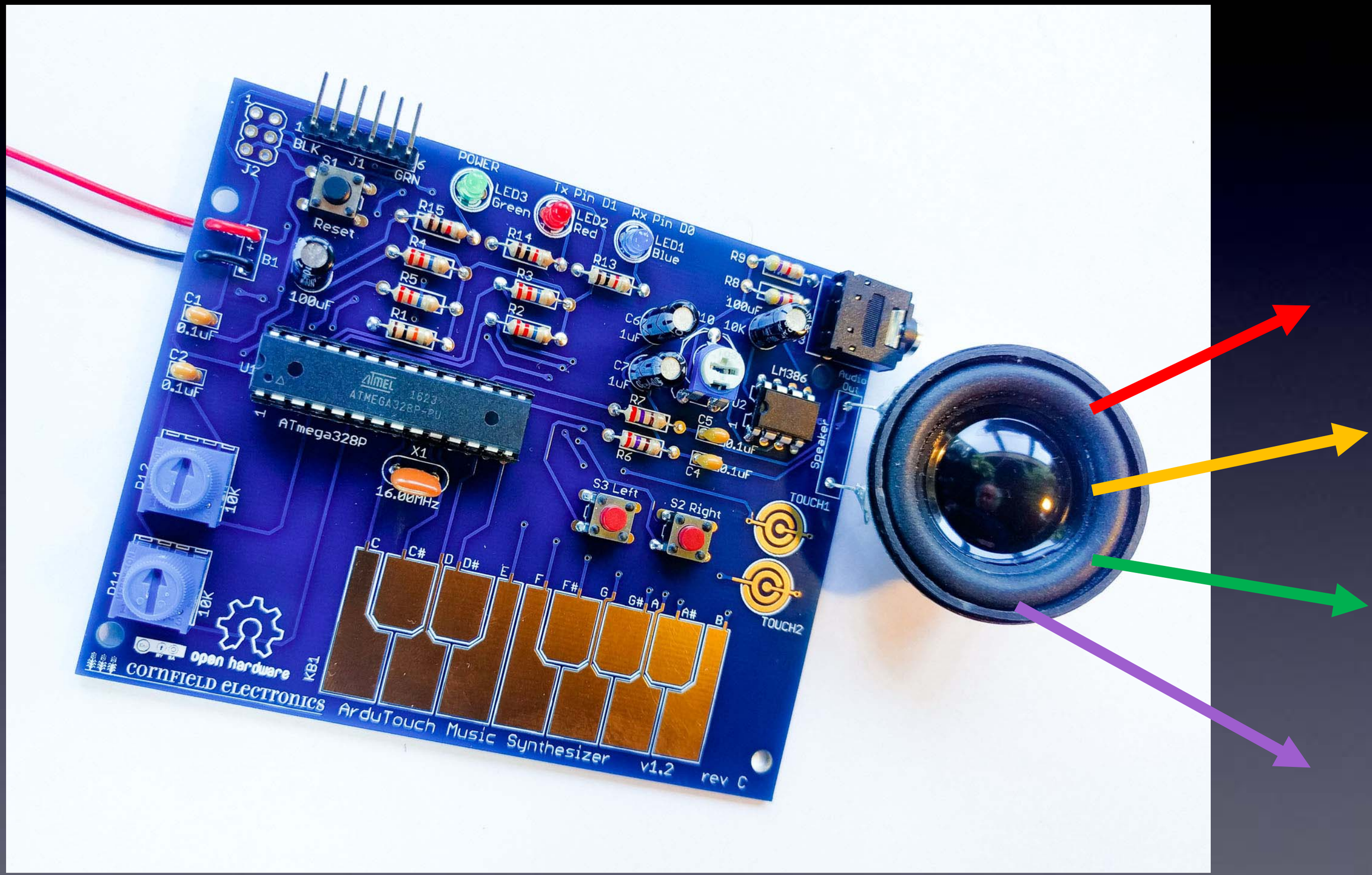


You can clean it with a cloth wet with Isopropyl Alcohol

Done!


BLK
S1
J1
GRN
J2
POWER
LED3 Green
Tx Pin D1
LED2 Red
Rx Pin D0
LED1 Blue
Reset
B1
100uF
R15
R14
R13
R4
R3
R5
R2
R1
R9
R8
100uF
10K
C1
0.1uF
C2
0.1uF
C6
1uF
C7
1uF
LM386
Audio Out
ATMEGA328P-PU
ATmega328P
X1
16.00MHz
R7
R6
C5
0.1uF
C4
0.1uF
Speaker
P12
10K
P11
10K
S3 Left
S2 Right
TOUCH1
TOUCH2
C
C#
D
D#
E
F
F#
G
G#
A
A#
B
KB1
open hardware
CORNFIELD ELECTRONICS
ArduTouch Music Synthesizer
v1.2
rev C

Let’s make noise!



Please Remember:

to

Wash your hands

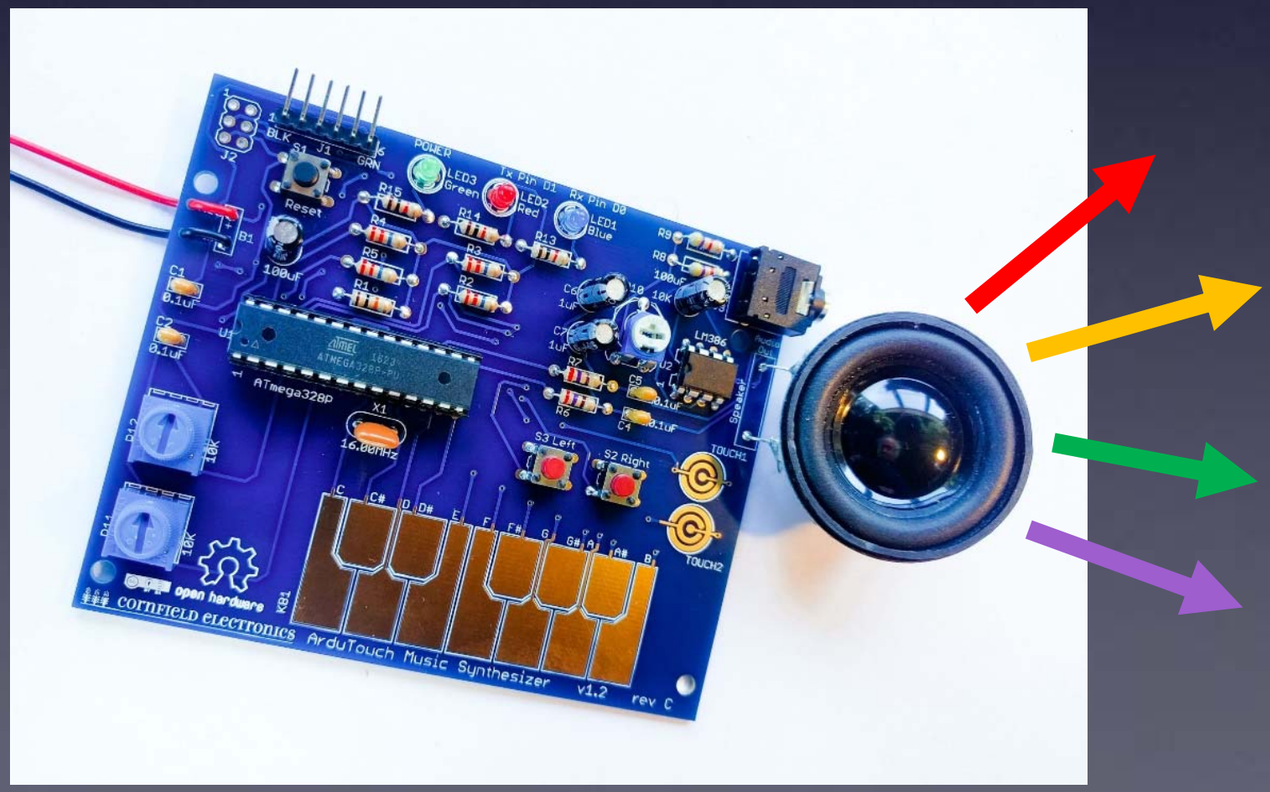
after soldering

Let’s make noise!

Your ArduTouch comes pre-programmed with a really cool synthesizer, called “Thick”.

“Thick” plays 4 sawtooth waveform notes at once.

- **the left and right buttons change octaves**
- **long press the left and right buttons to change sounds**
- **the Bottom knob controls the glide rate**
- **the Top knob controls how each of the 4 notes glide separately**
- **Try playing with these and see!**

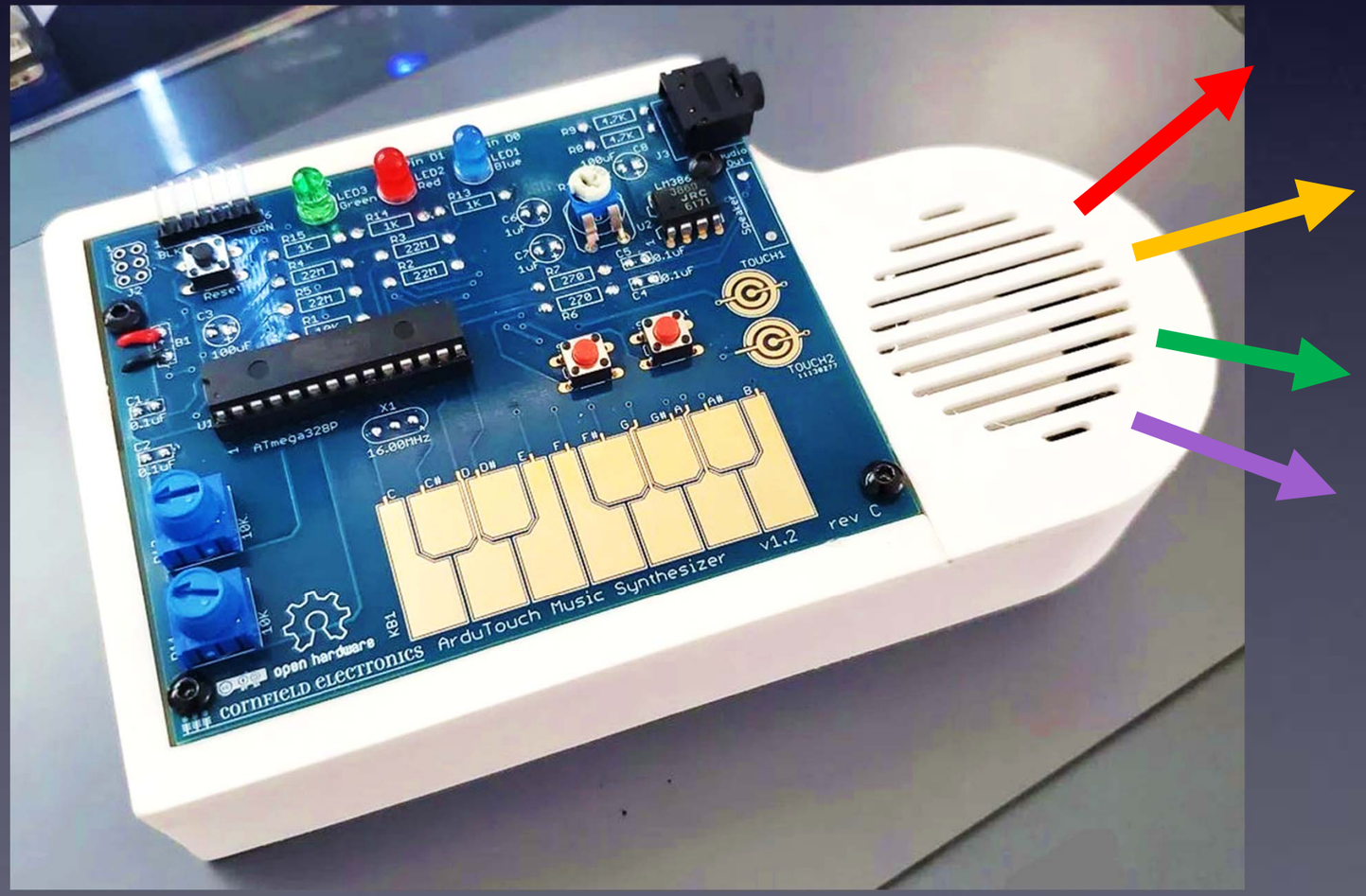


Optional: 3D Printed Case !

The built-in speaker will sound **way nicer with a case.**

ArduTouch Case, by ipsofatso – on Thingiverse:

https://www.thingiverse.com/thing:4702927

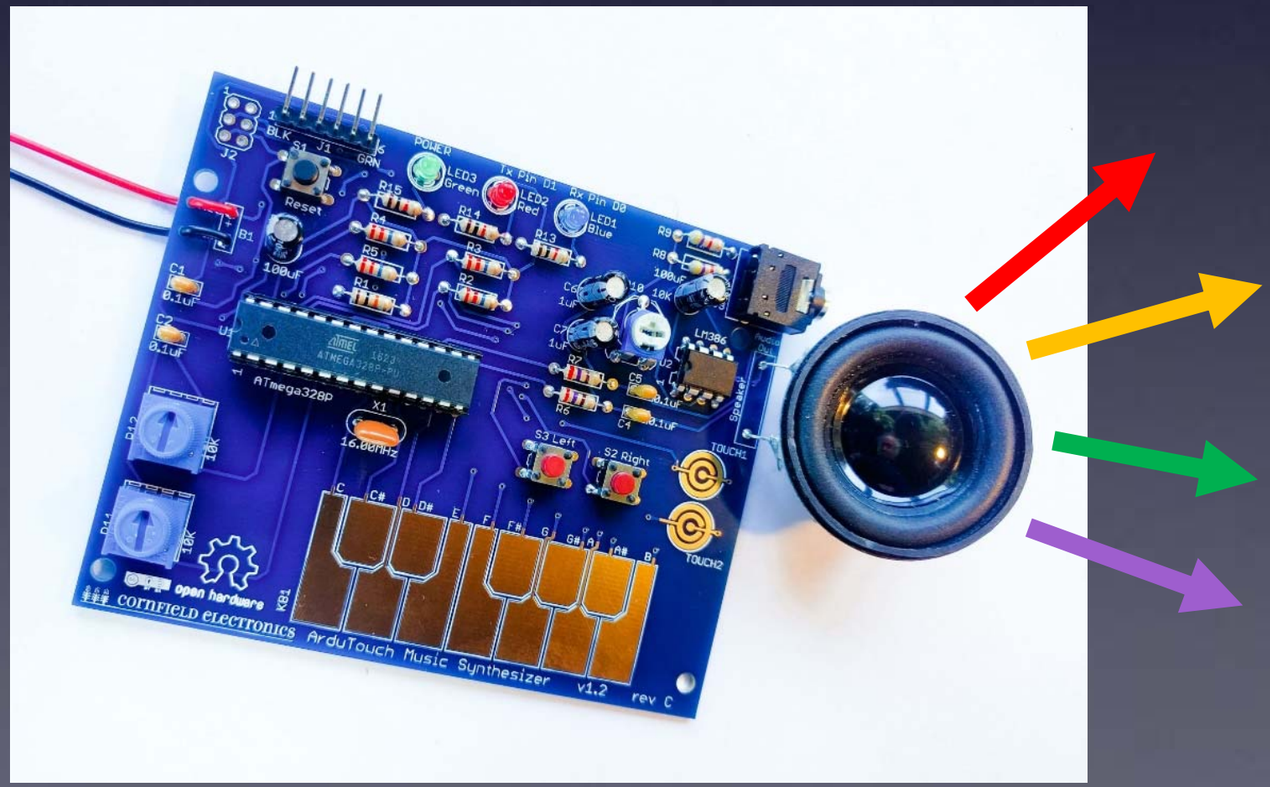


Let’s make noise!

Your ArduTouch comes pre-programmed with a really cool synthesizer, called “Thick”.

If you are happy playing with “Thick” then no need to re-program your ArduTouch.

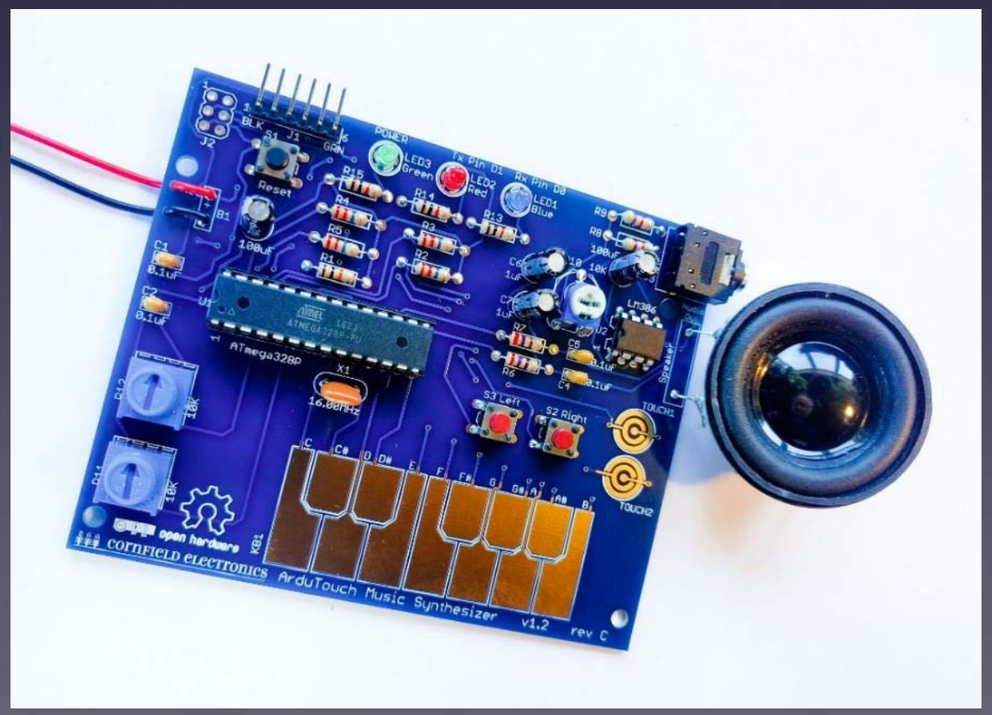
But if you want to program other synths into your ArduTouch, the next pages show you how…



Re-programming the ArduTouch

We have written several way cool synthesizers for the ArduTouch!
Each is unique, and each way different than the others.

The following slides show you
how to program these into your ArduTouch board…



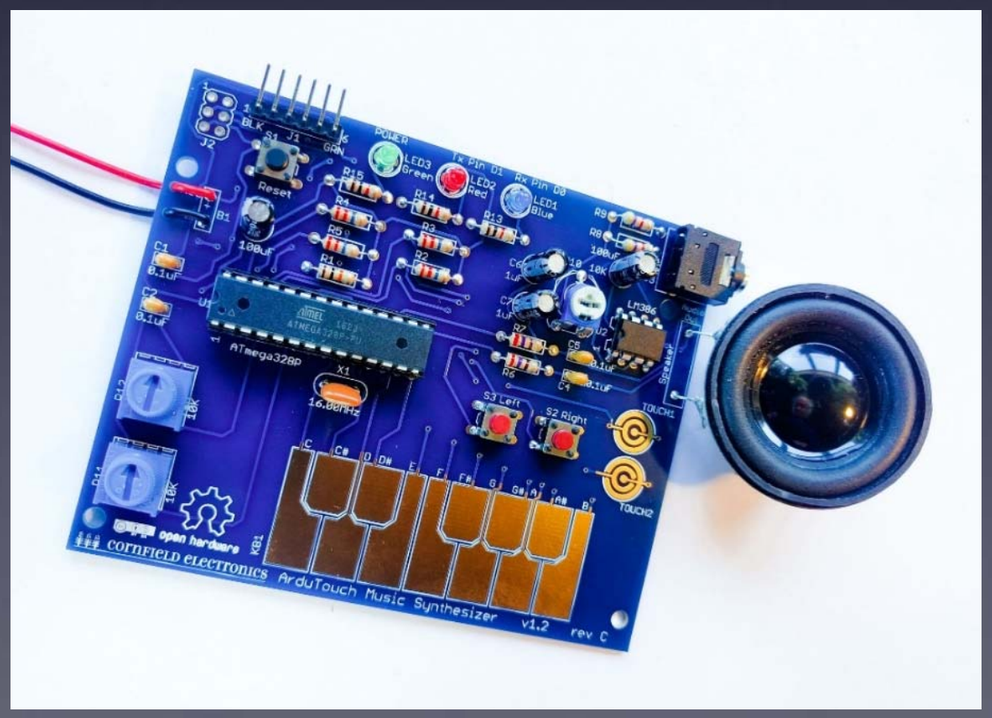
Re-programming the ArduTouch

We have written several way cool synthesizers for the ArduTouch!
Each is unique, and each way different than the others.

<u>To program in a new synth in your ArduTouch, you will need</u>:

- the Arduino software
  <http://arduino.cc>
- a USB-Serial adapter cable (such as an FTDI, or equivalent)
  a nice one is available at
  <https://cornfieldelectronics.com/cfe/products/buy.php?productId=usbcable>
- a synth sketch & the ArduTouch Arduino library
  <http://cornfieldelectronics.com/cfe/projects.php#ardutouch>

The following slides show you how to do the above, in detail.



Arduino

Arduino is a very powerful tool!
But it is very easy to use.
It was designed for total beginners to use successfully.

I won't give a complete tutorial here – just some basics.
For more info, there are many good Arduino tutorials online.
A good place to start is:
<https://www.arduino.cc/en/Tutorial/HomePage>

Intro to Arduino

Arduino For Total Newbies workshop

Day 3 Tuesday 29-December, 13:00 to 16:30

→ → ***Right-click on this link, and open in a new windo***
Arduino For Total Newbies workshop room on Big Blue

NOTE: You do NOT need to register to take this works
Just show up before the start time at the Big Blue Button room,
given above.

Learn Arduino
using TV-B-Gone
as an example project
(no materials required)

Arduino For Total Newbies workshops

Arduino

First:

Download and install the Arduino software

< http://arduino.cc >

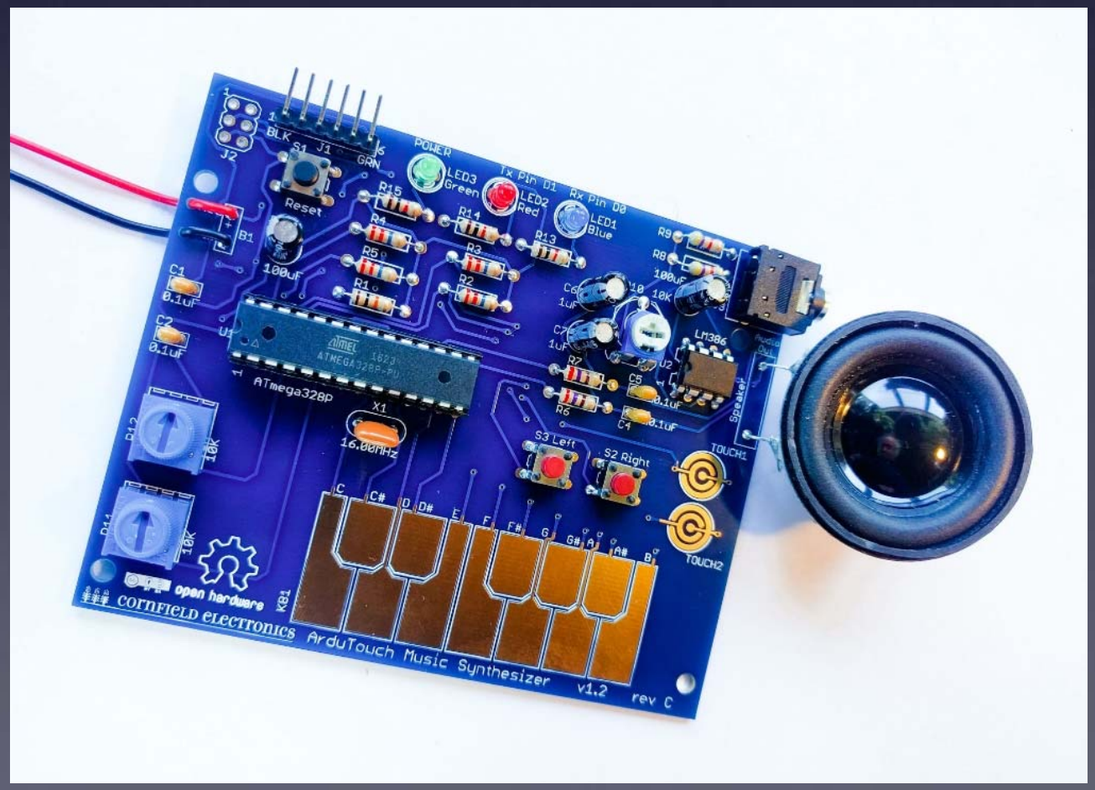
Any version is OK

Re-programming the ArduTouch

Second:

Download and install the ArduTouch Arduino library
<http://cornfieldelectronics.com/cfe/projects.php#ardutouch>

(details on this soon)



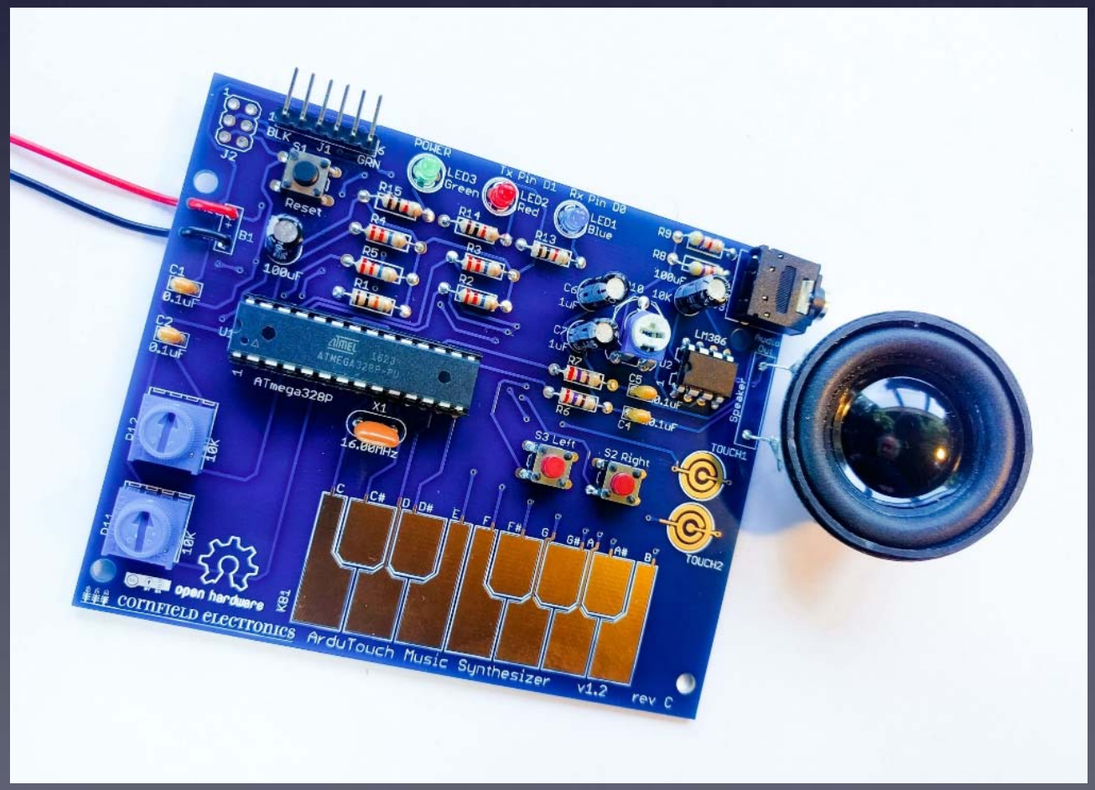
Re-programming the ArduTouch

Third:

Download ArduTouch synth sketches
<http://cornfieldelectronics.com/cfe/projects.php#ardutouch>

Store them on your computer anywhere you like.

(details on this soon)

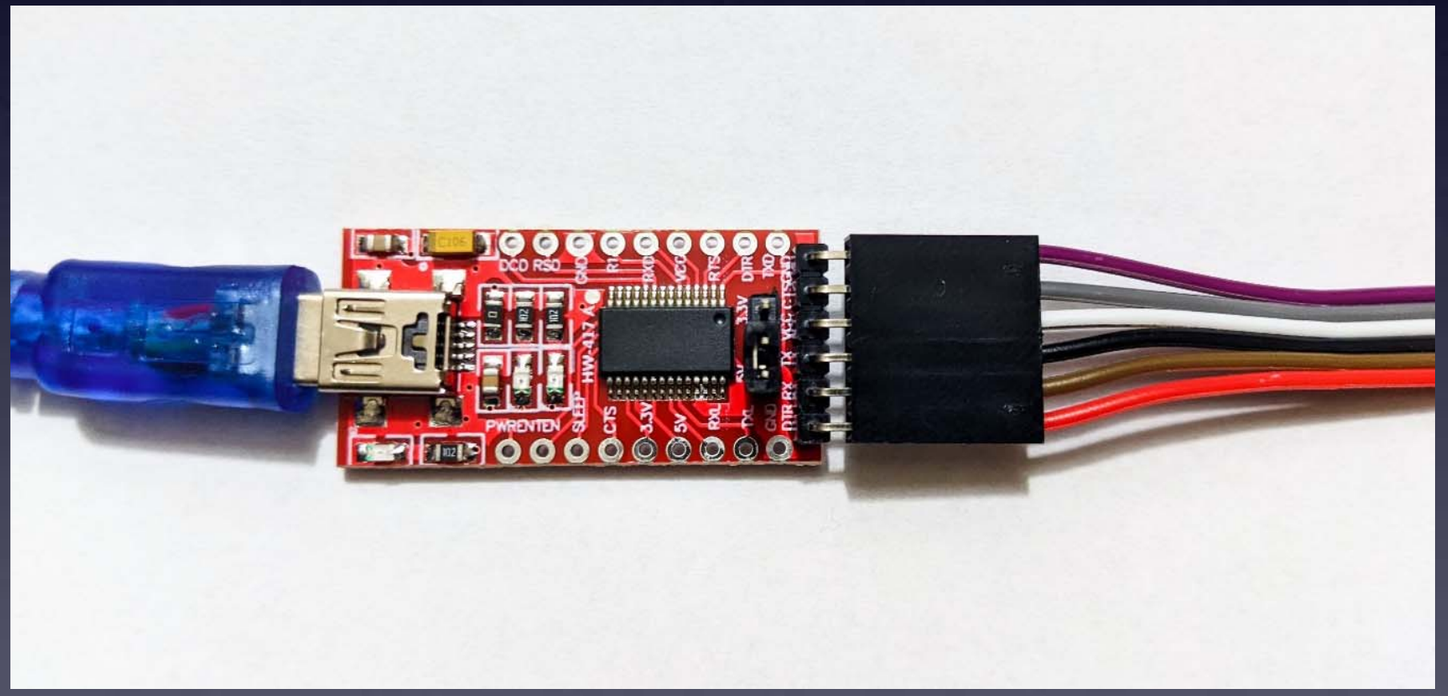


Connecting your ArduTouch to your computer

USB-Serial adapter cable

Ones available from Cornfield Electronics look like this:

<https://cornfieldelectronics.com/cfe/products/buy.php?productId=usbcable>

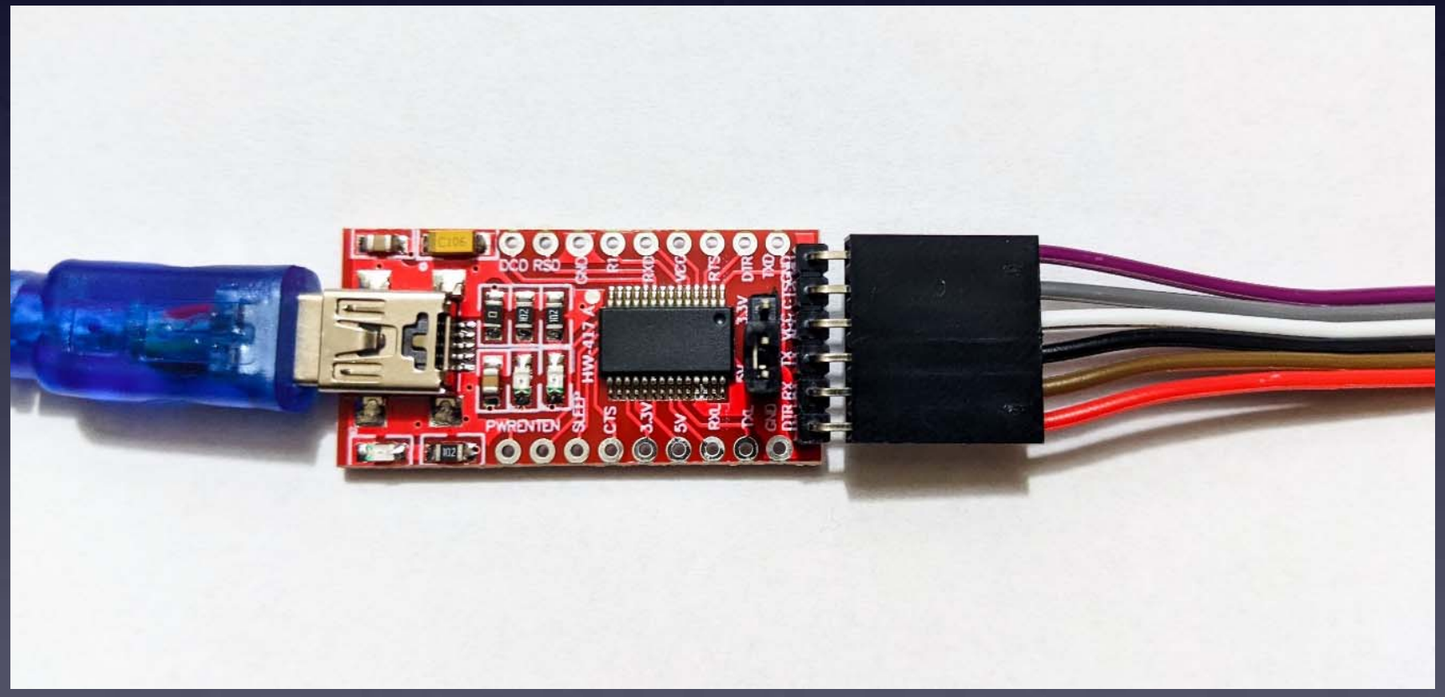


Connecting your ArduTouch to your computer

USB-Serial adapter cable

Ones available from Cornfield Electronics look like this:

<https://cornfieldelectronics.com/cfe/products/buy.php?productId=usbcable>

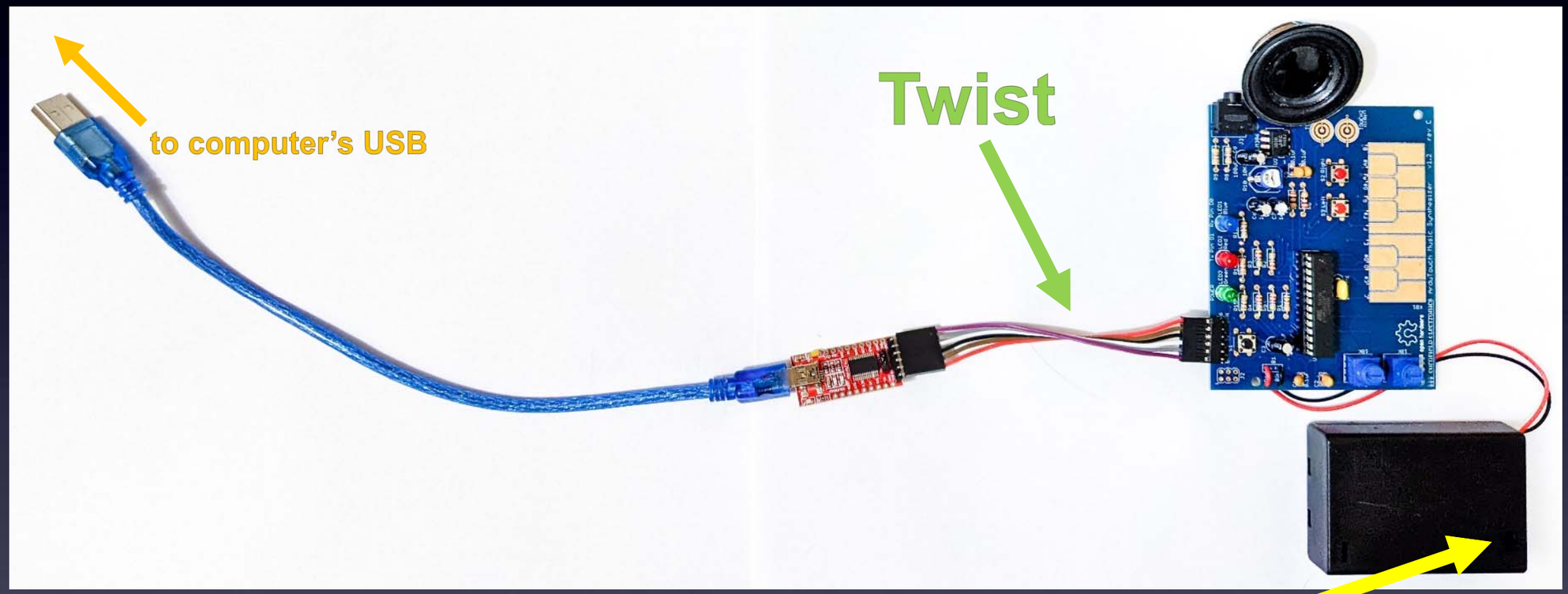


You may need to download and install a driver for your Operating System (Windows, MacOS, or Linux):

<https://ftdichip.com/drivers/vcp-drivers/>

Or search for: "FTDI 232 driver"

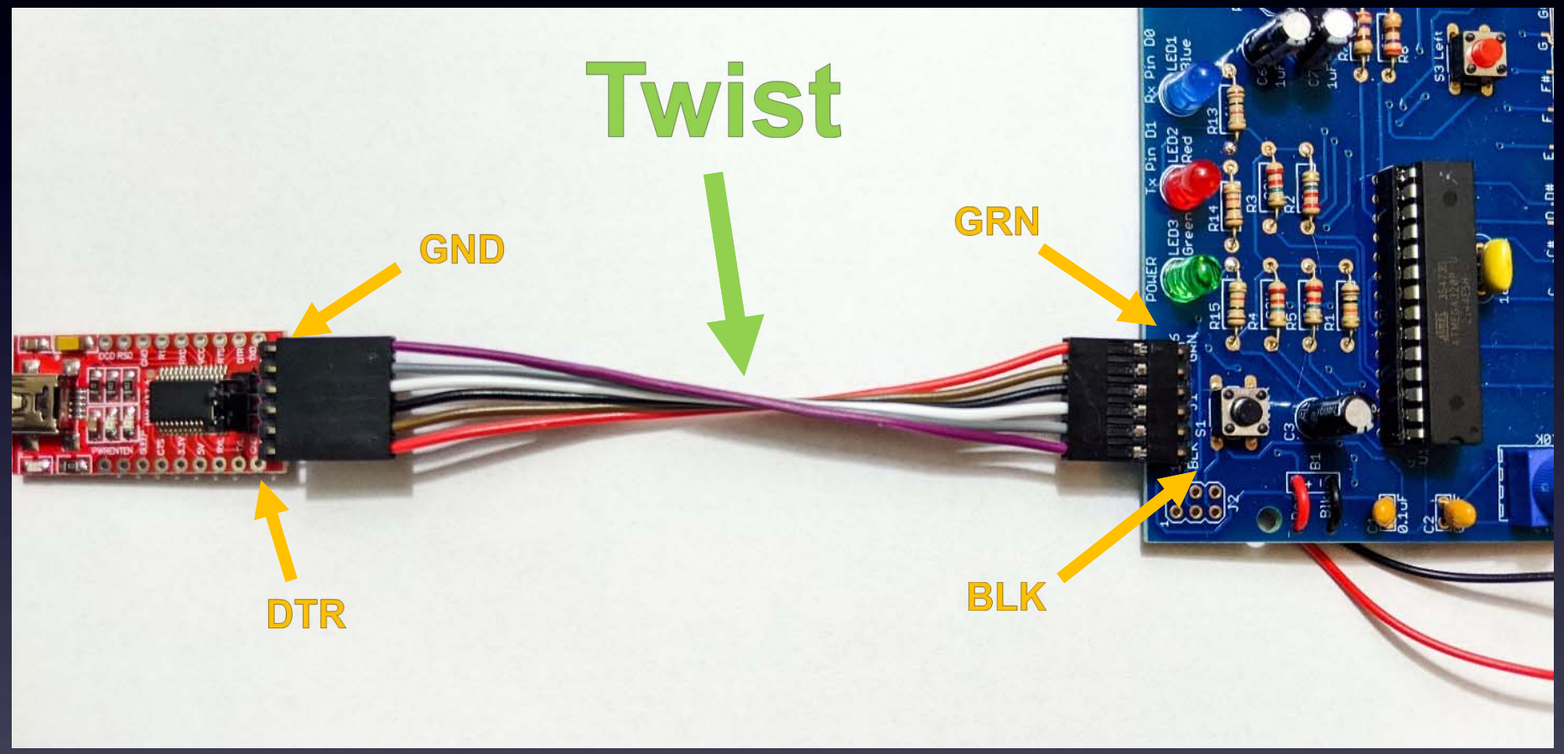
Connecting your ArduTouch to your computer



<u>IMPORTANT</u>:
Make sure the battery pack on your ArduTouch is *OFF*

Connecting your ArduTouch to your computer

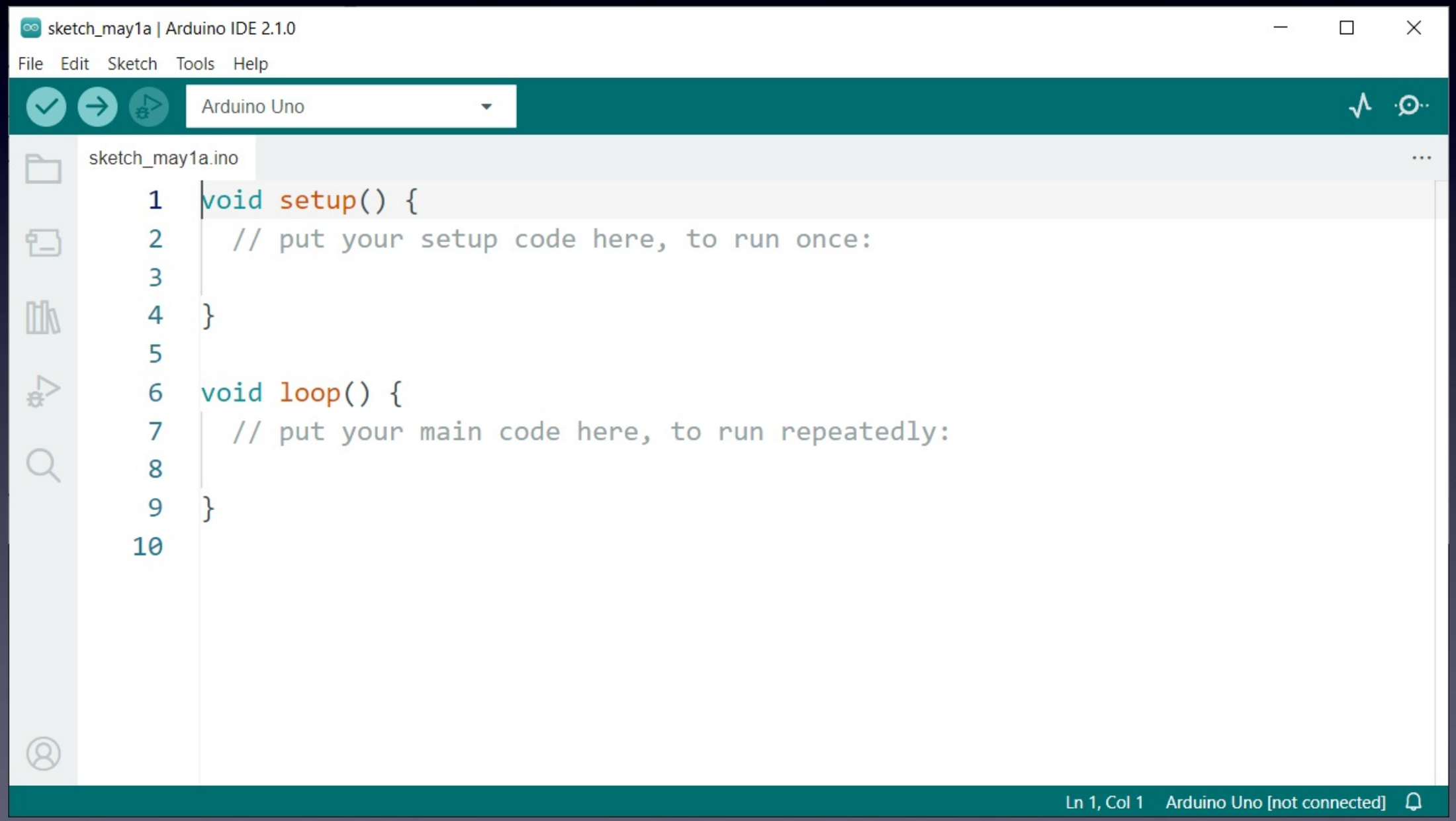
This shows a few more details:



<u>IMPORTANT</u>: Make sure the battery pack on your ArduTouch is *OFF*

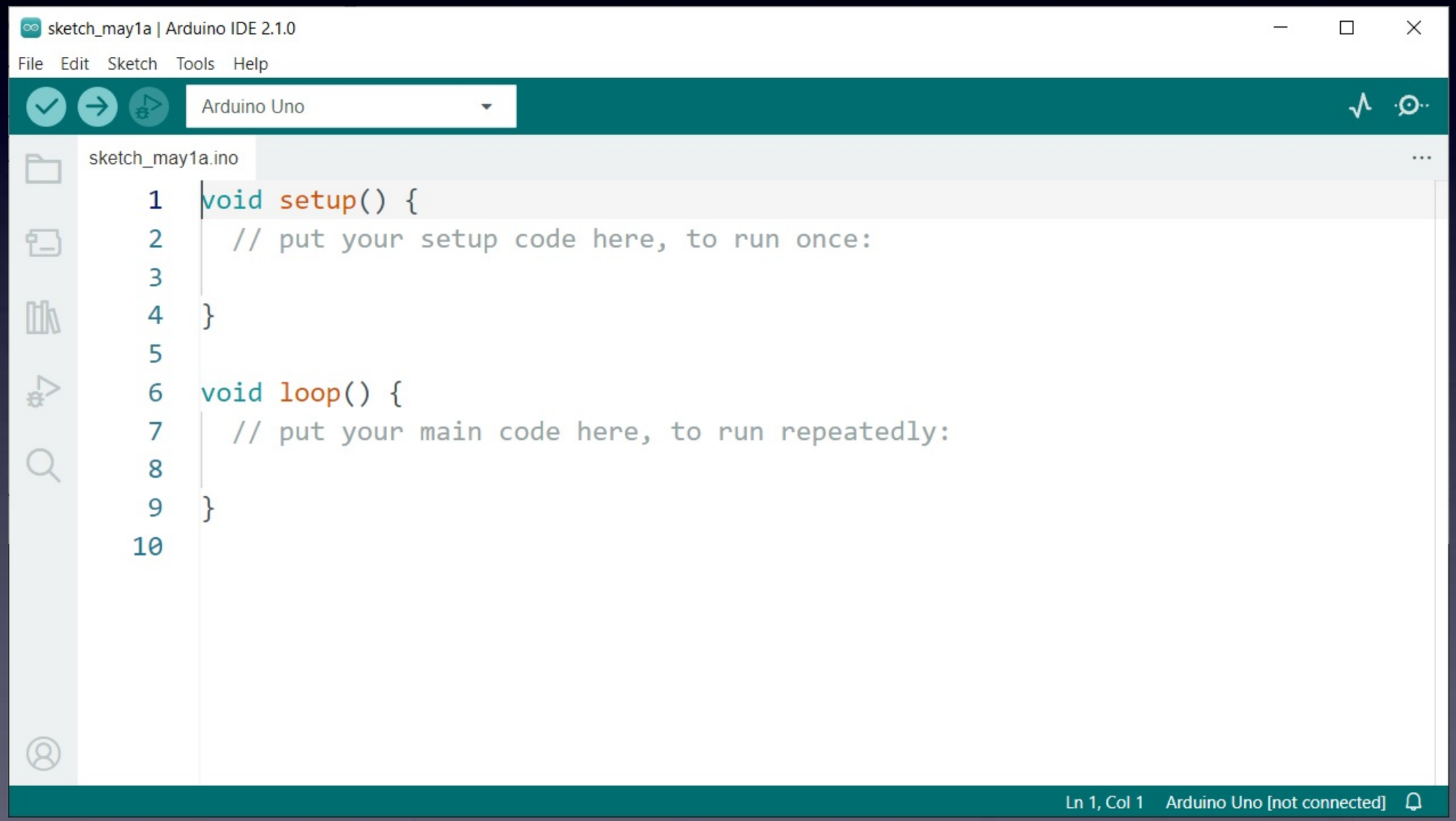
Arduino

After you download and install the Arduino software start it, and you will see a screen that looks like this:



Arduino

The ***first time*** you start your Arduino software
you need to do ***three things*** to set things up:

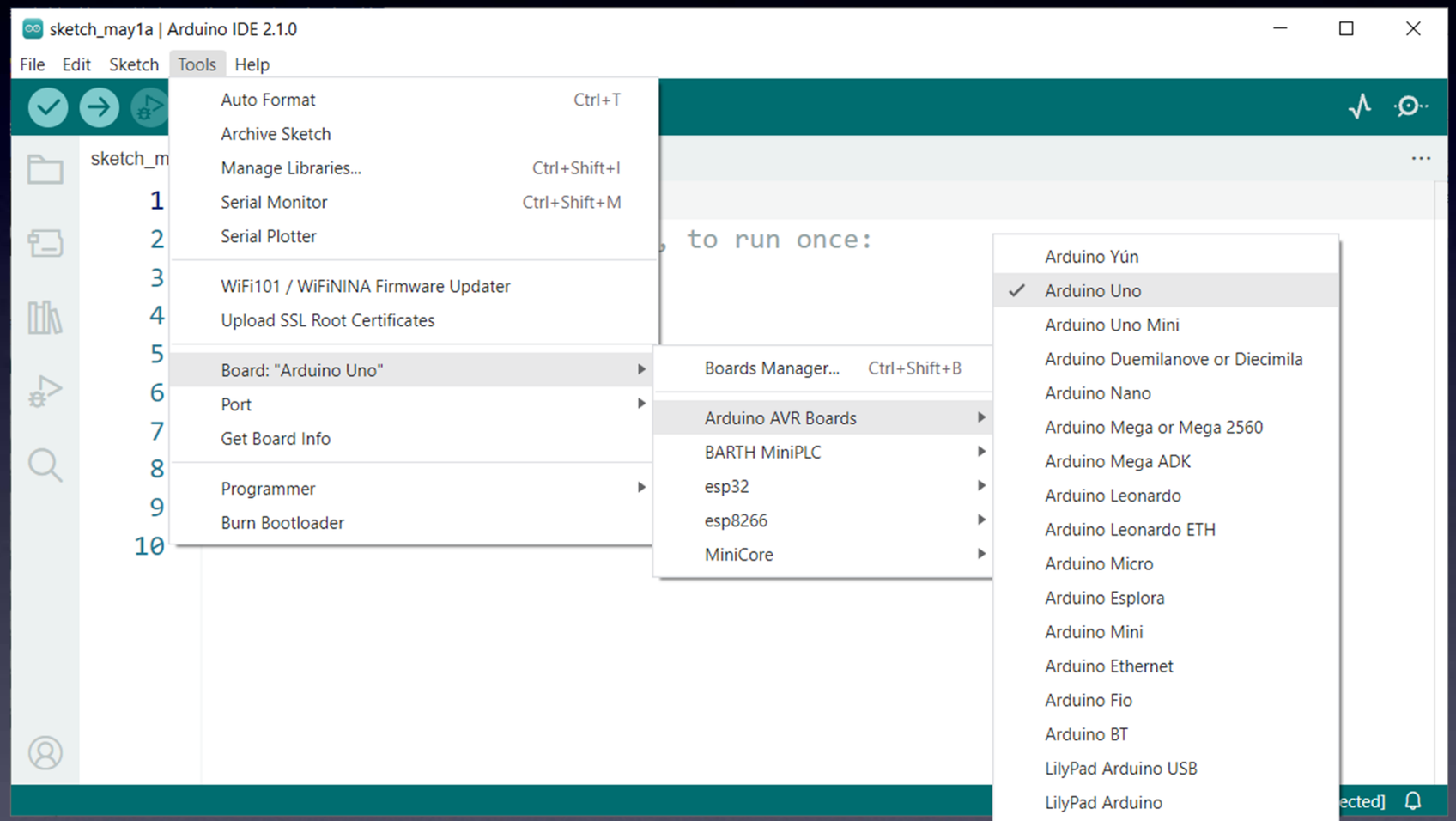


Arduino

The ***first time*** you start your Arduino software
you need to do ***three things*** to set things up:

(1)
Choose “Uno”
as the Board

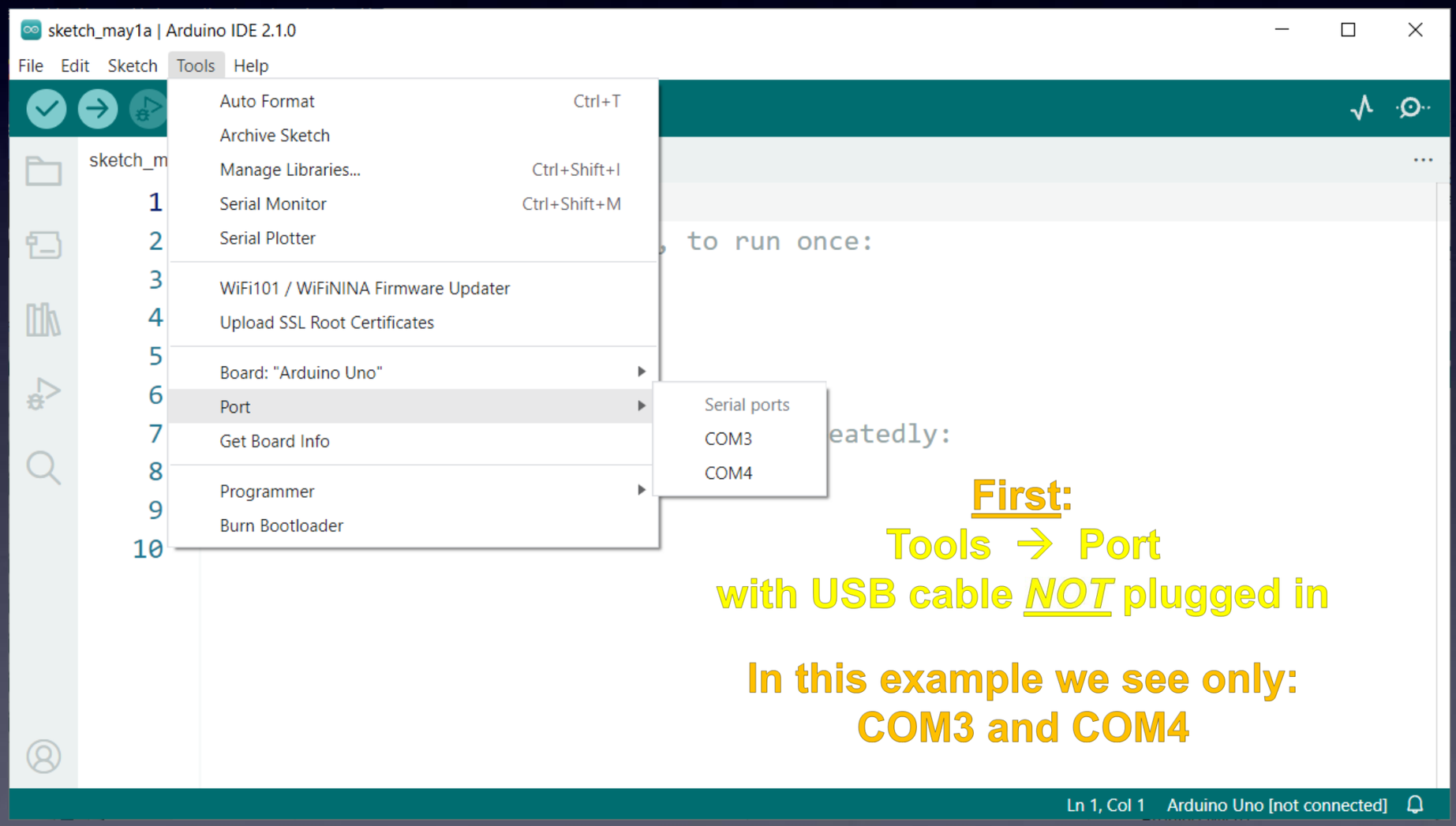
(Your ArduTouch board acts just like an Arduino Uno board)



Arduino

The ***first time*** you start your Arduino software you need to do ***three things*** to set things up:

(2) Choose the Port (this will be different depending on your Operating System)

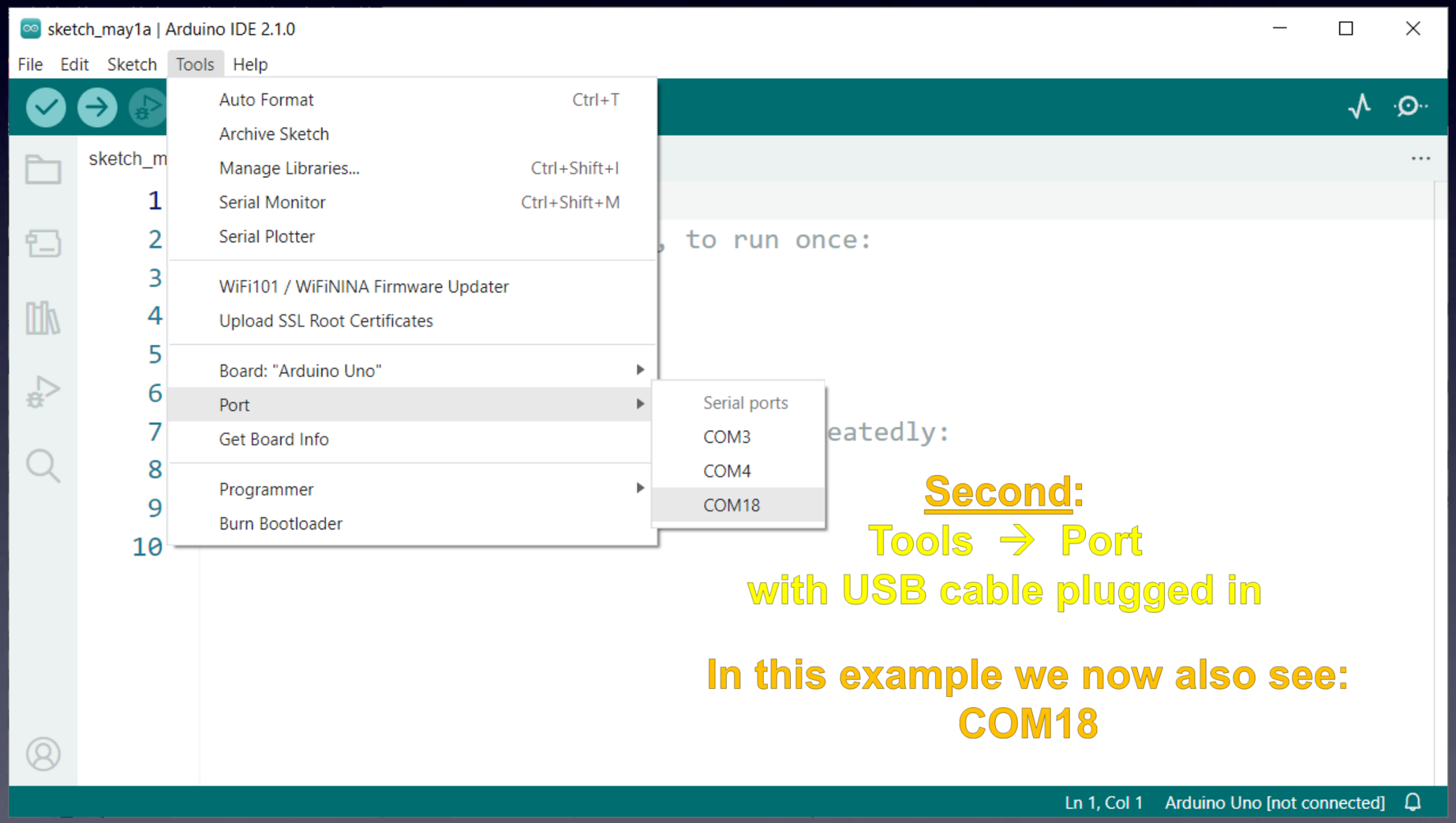


Arduino

The ***first time*** you start your Arduino software
you need to do ***three things*** to set things up:

(2)
Choose the Port (this will be different depending on your Operating System)

(After installing the driver for your USB-Serial cable, and plugging it in, your operating system will see a serial port and it appears here.)



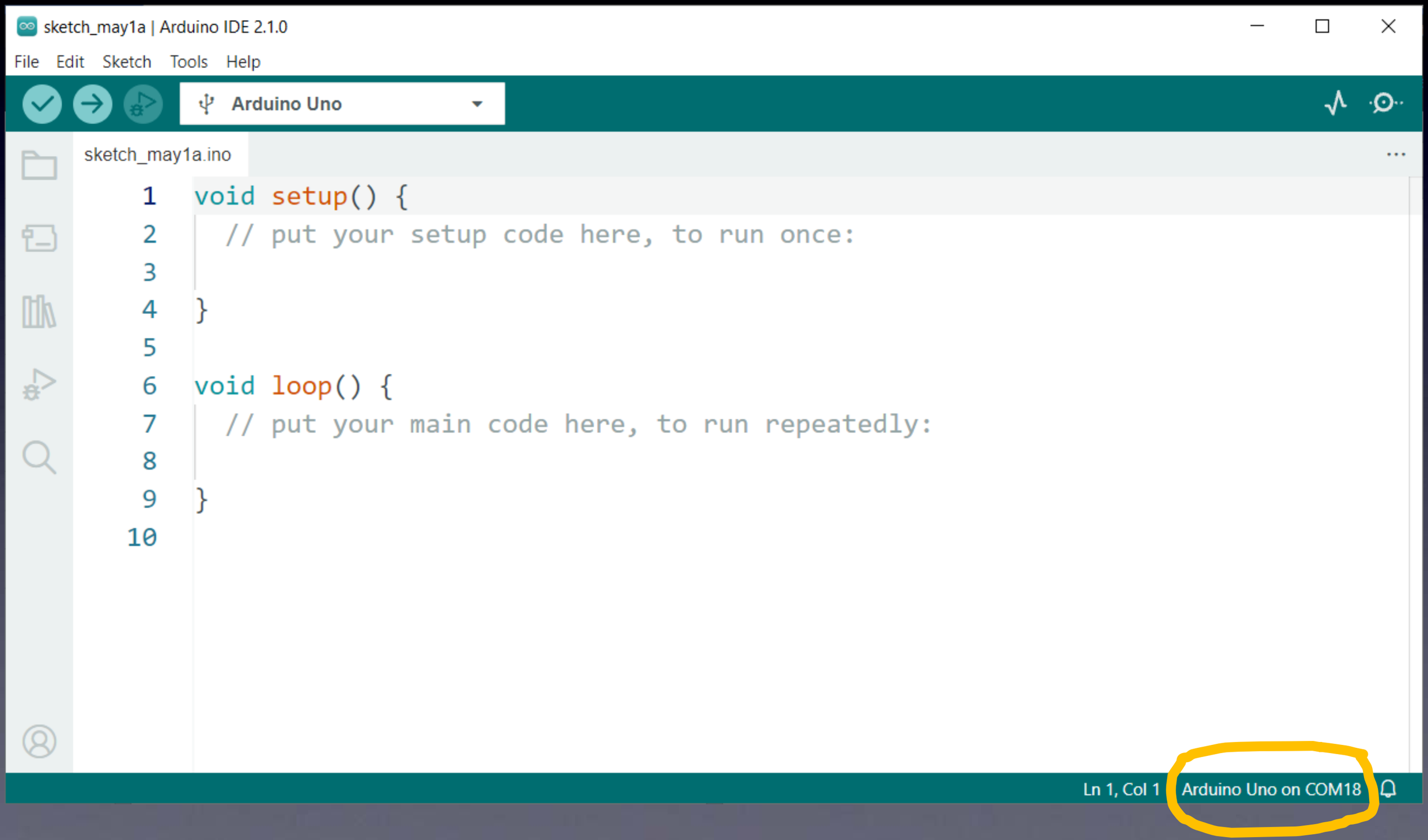
Second:
Tools → Port
with USB cable plugged in

In this example we now also see: COM18

Choose the new port:
In this example: COM18

Arduino

Your Arduino software is almost ready…



Arduino

The ***first time*** you start your Arduino software you need to do ***three things*** to set things up:

(3) Install the ArduTouch library

Arduino

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Arduino

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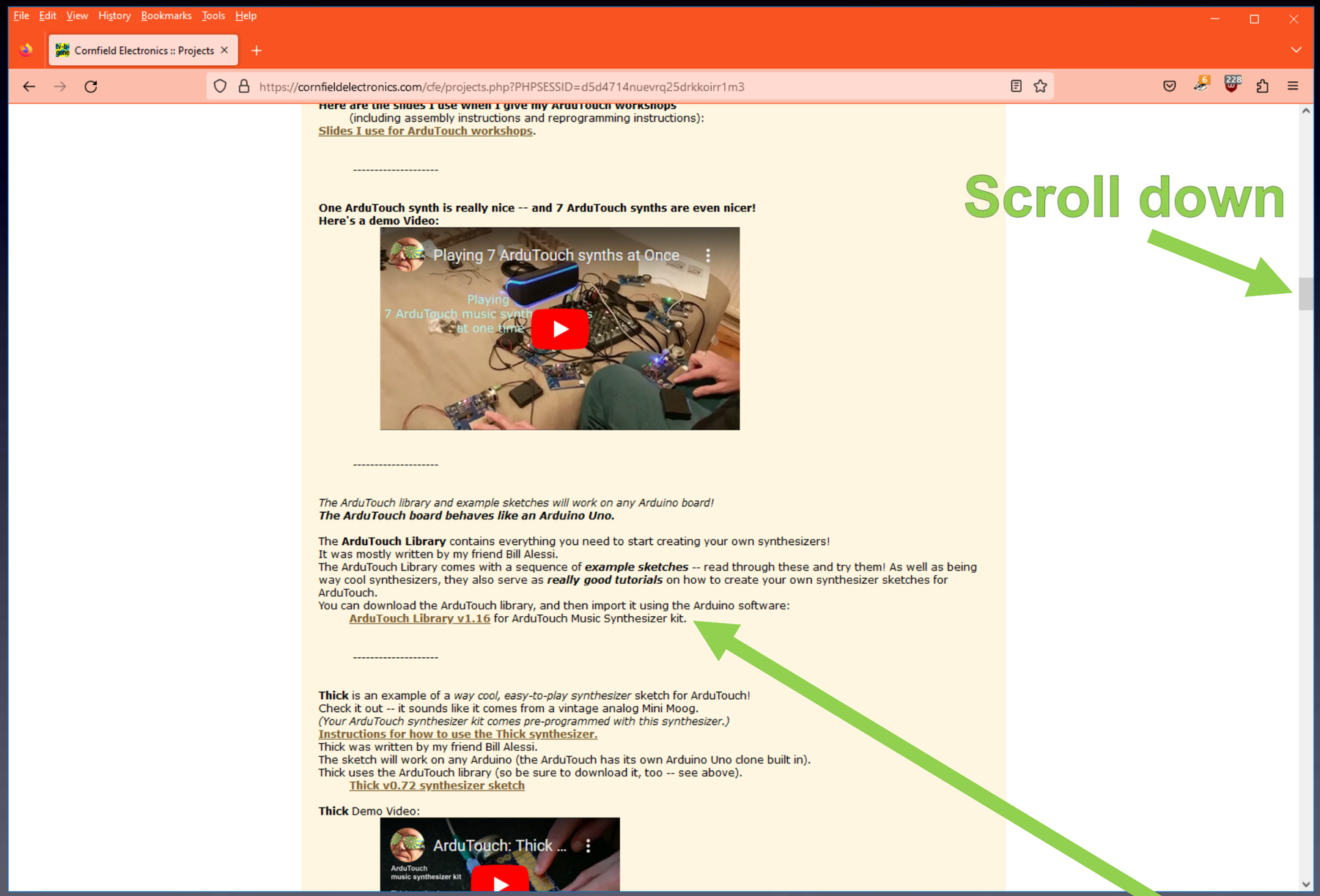
Install the ArduTouch library



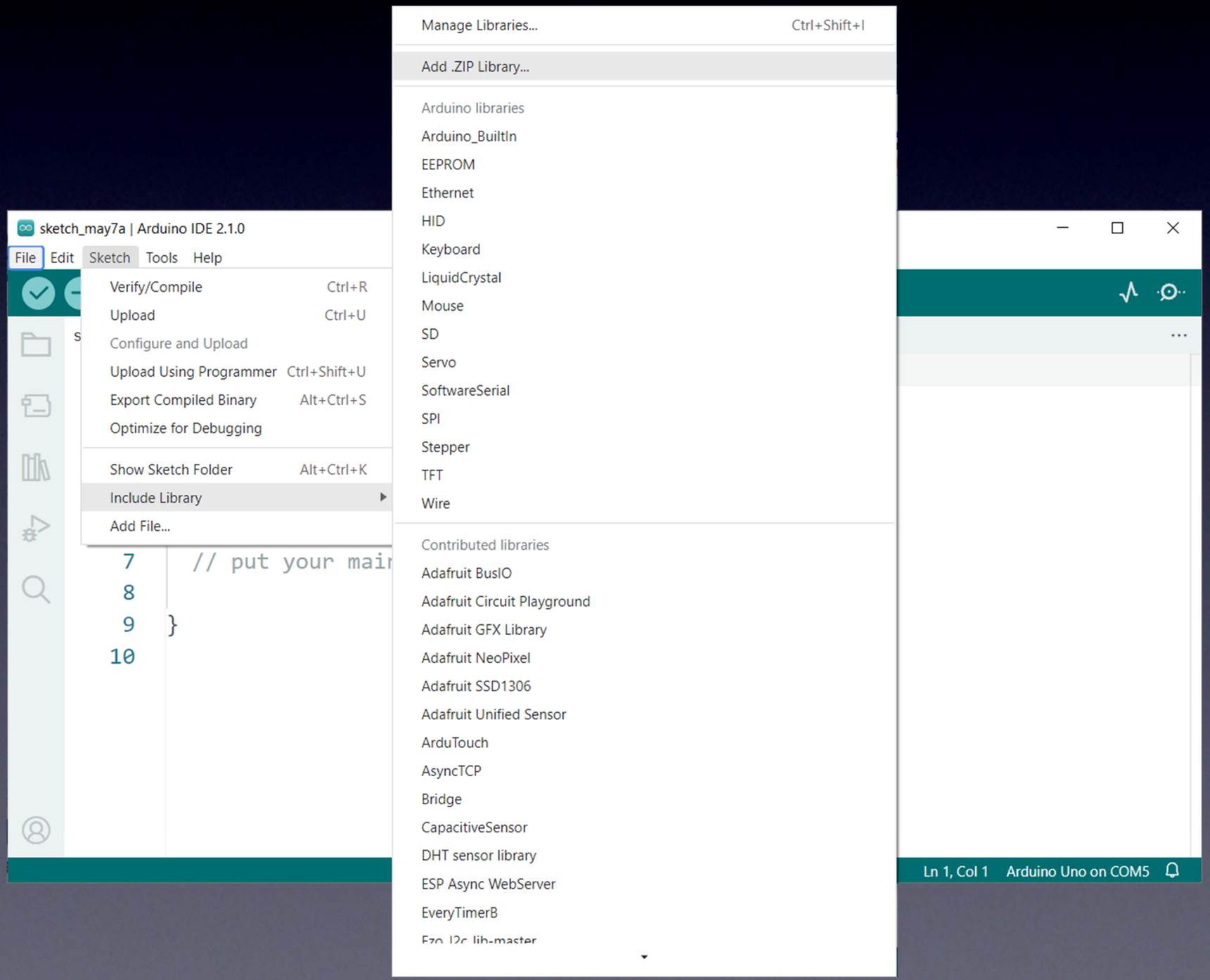
Scroll down

click this link to download the ArduTouch library

Arduino

The ***first time*** you start your Arduino software you need to do ***three things*** to set things up:

(3) Install the ArduTouch library

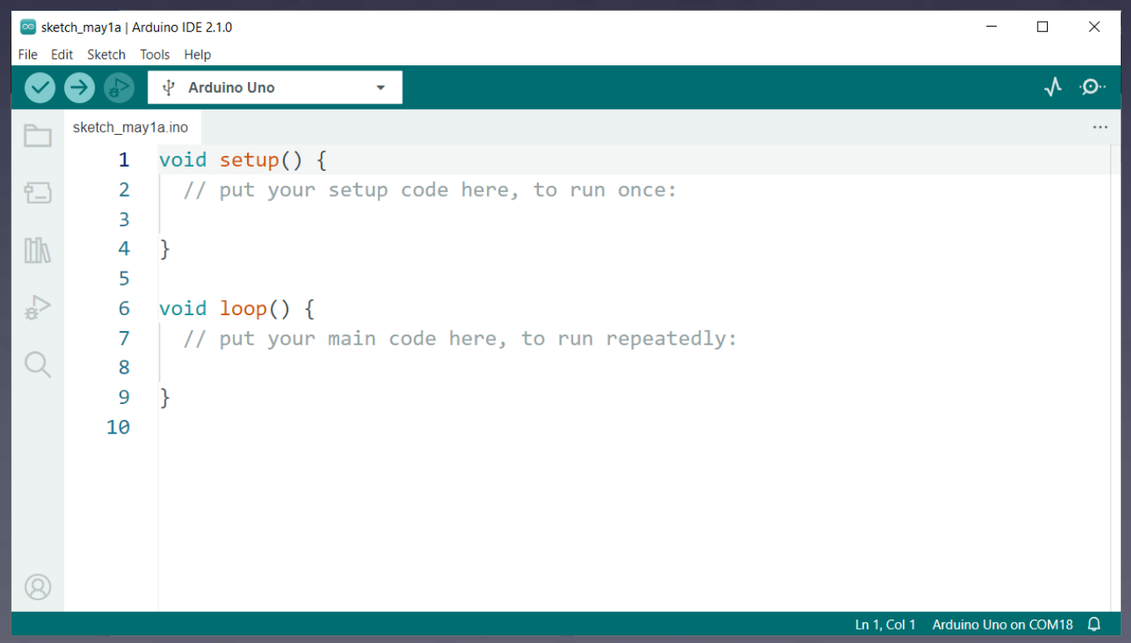


Arduino

Your Arduino software is now ready

to program a new synth sketch

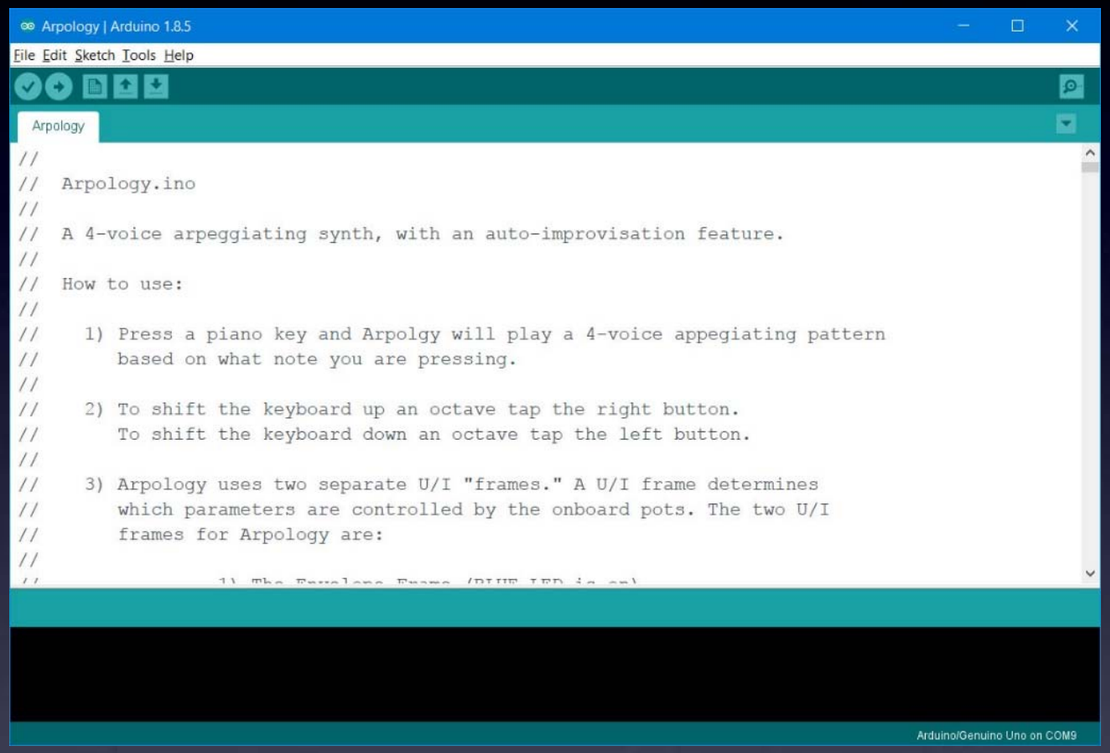
into your ArduTouch !



Arduino

Designed for non-geeky artists

Download a new ArduTouch synth “sketch”

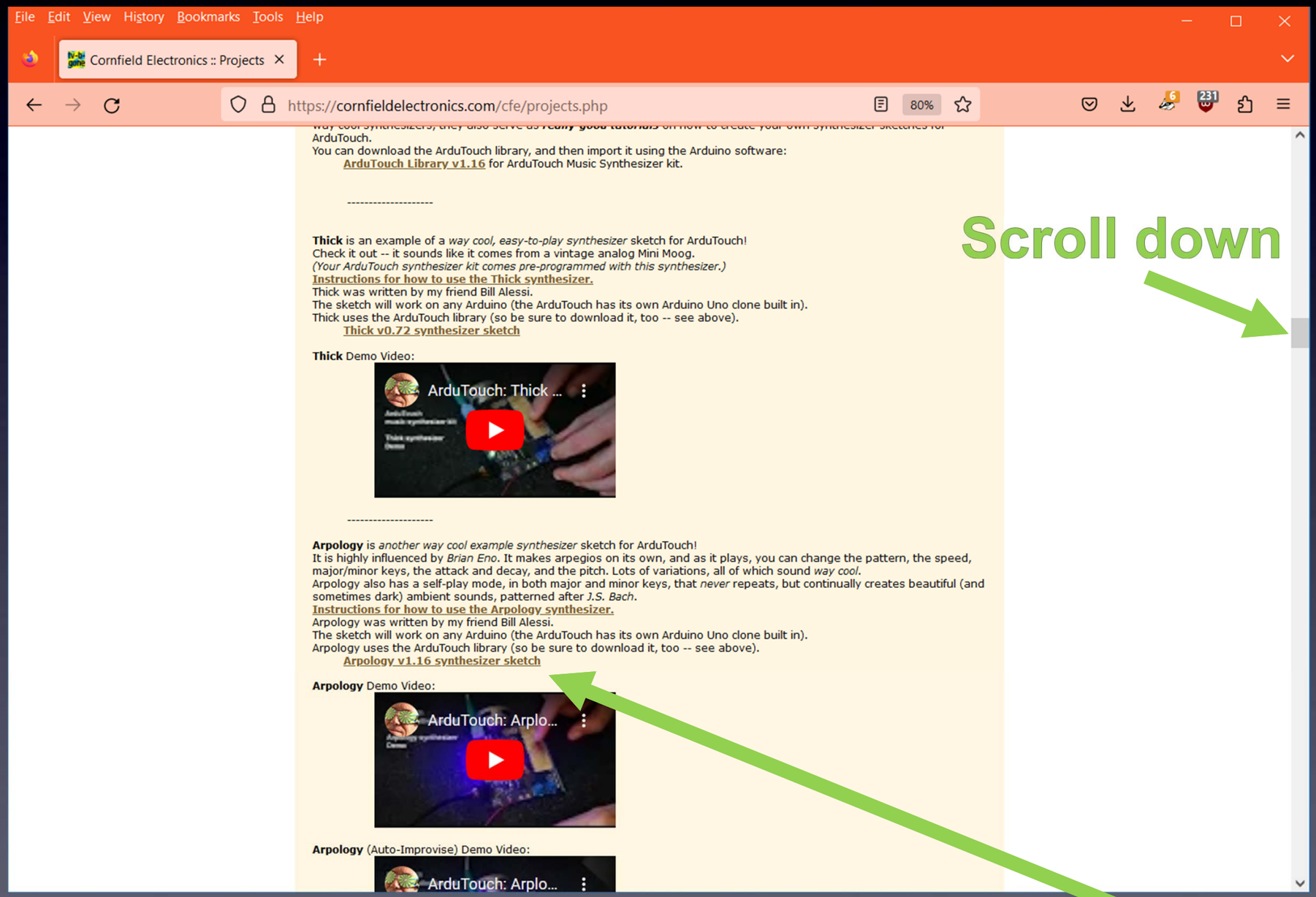


“Sketch” :

an Arduino program

Arduino

Download a new ArduTouch synth “sketch”

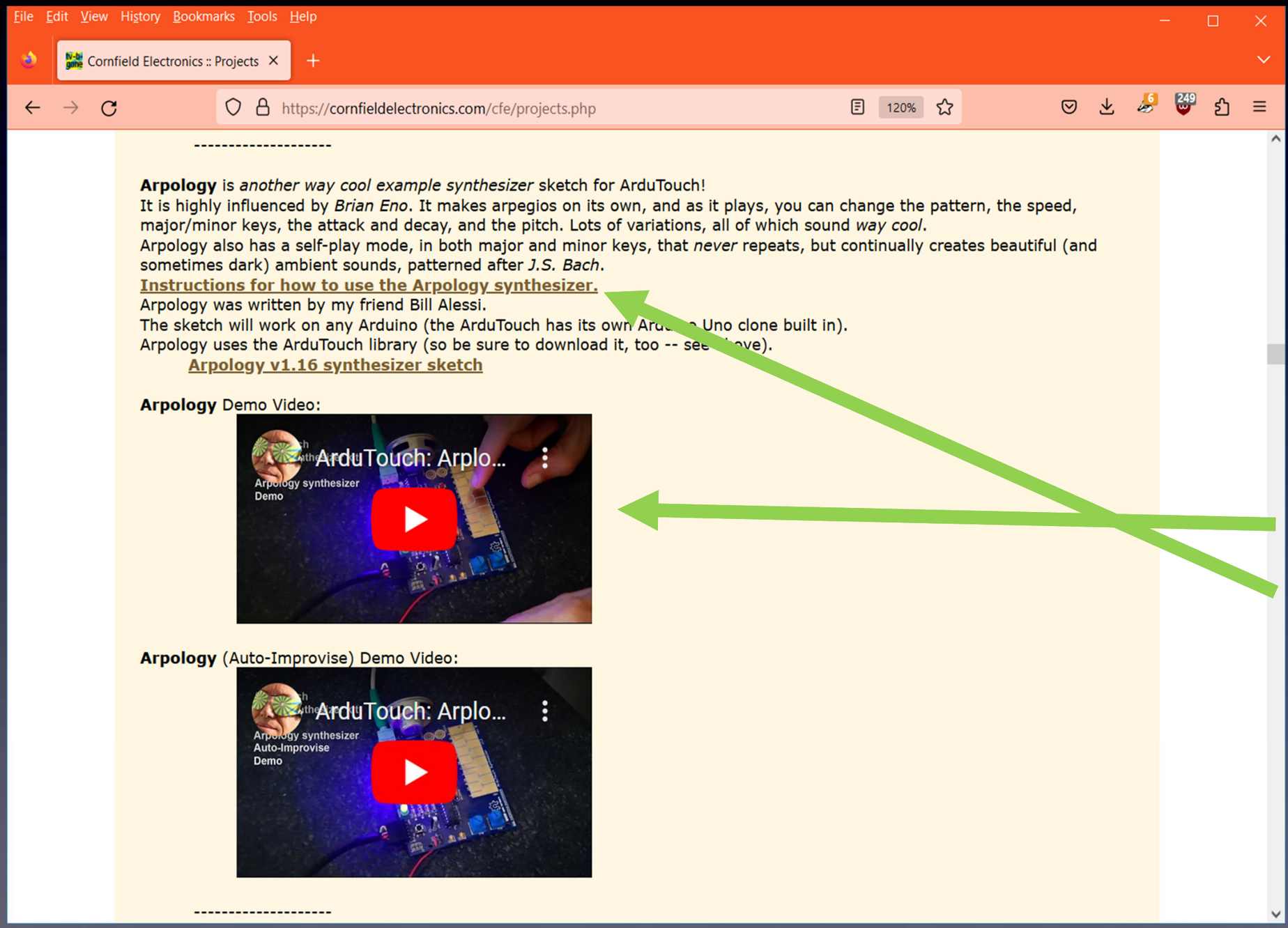


Scroll down

click link to download a synth “sketch”

Arduino

Download a new ArduTouch synth “sketch”



Check it out!

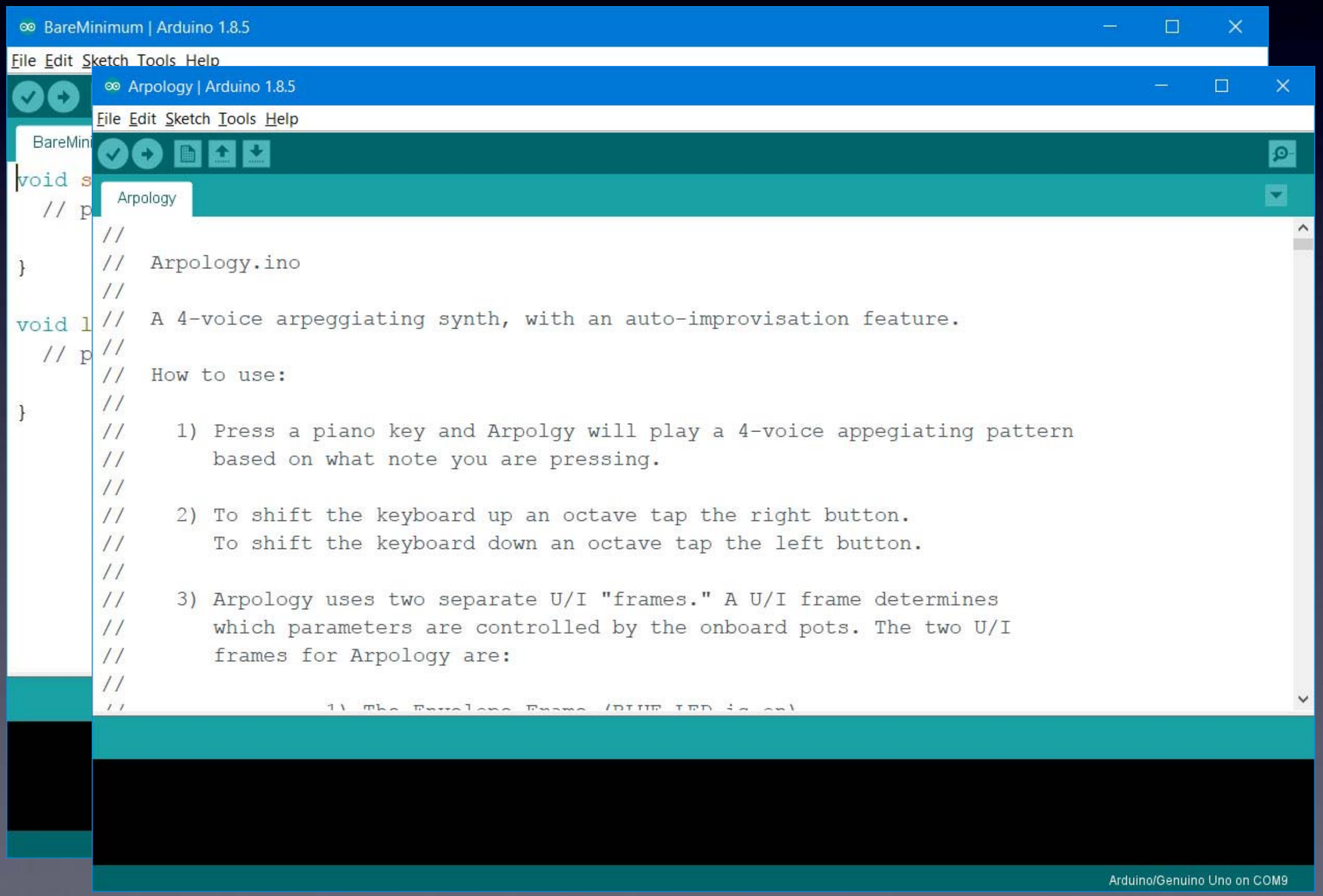
Also available for each synth:

- **Demo Videos**
- **Instructions**

Arduino

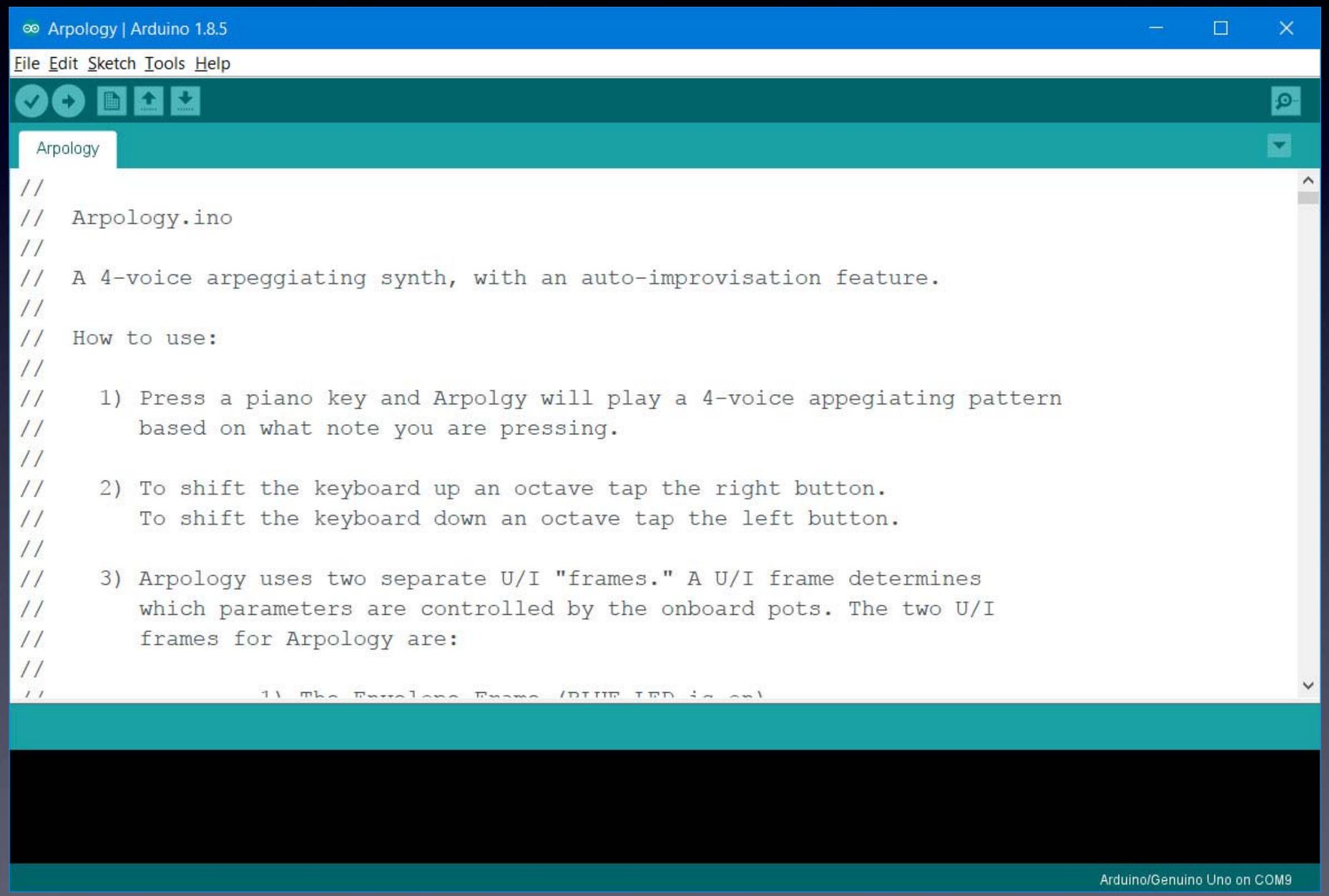
You can open the ArduTouch synth sketch:
File → Open…

(I opened "Arpology here)



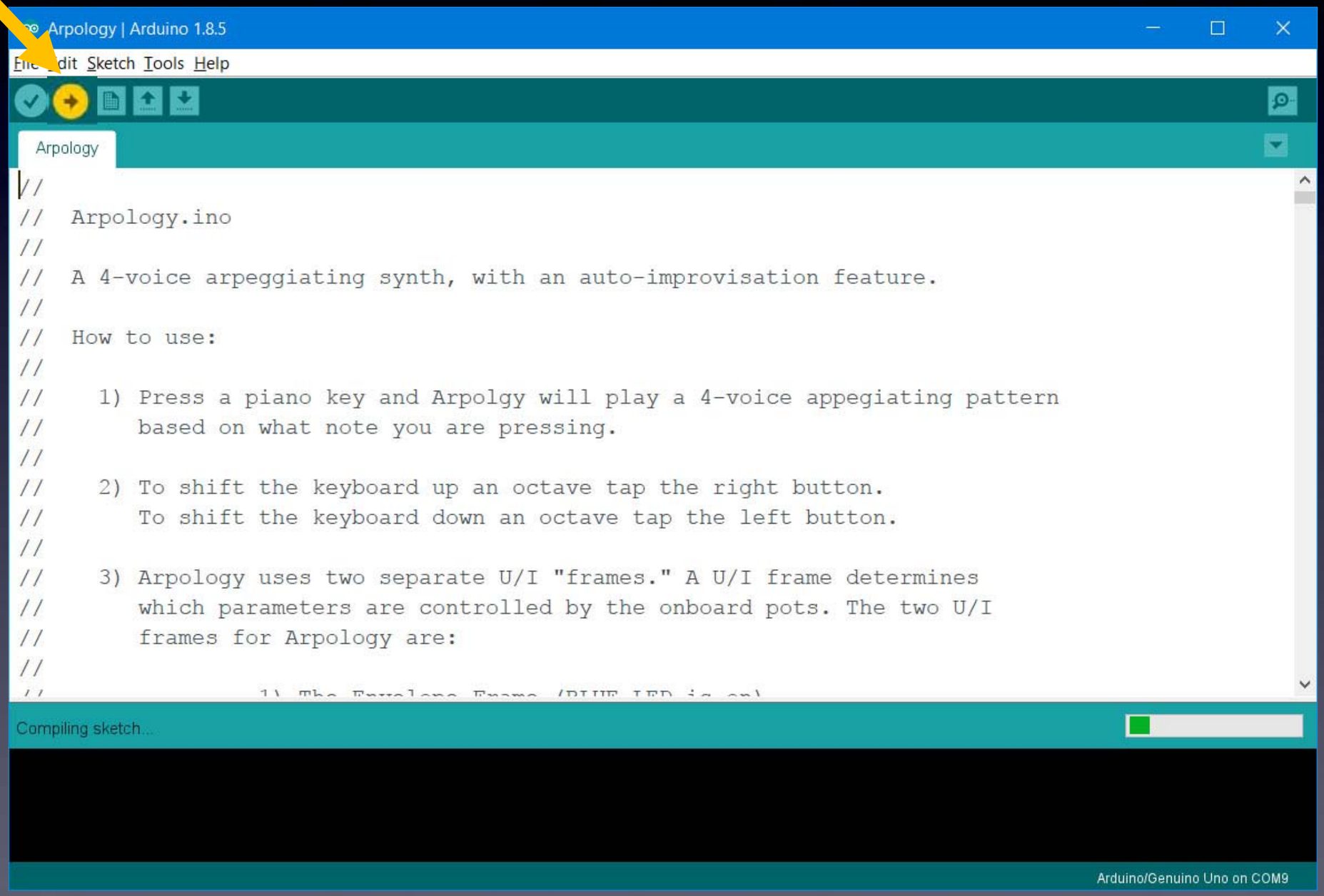
Arduino

You can now program your ArduTouch with a new synth sketch !



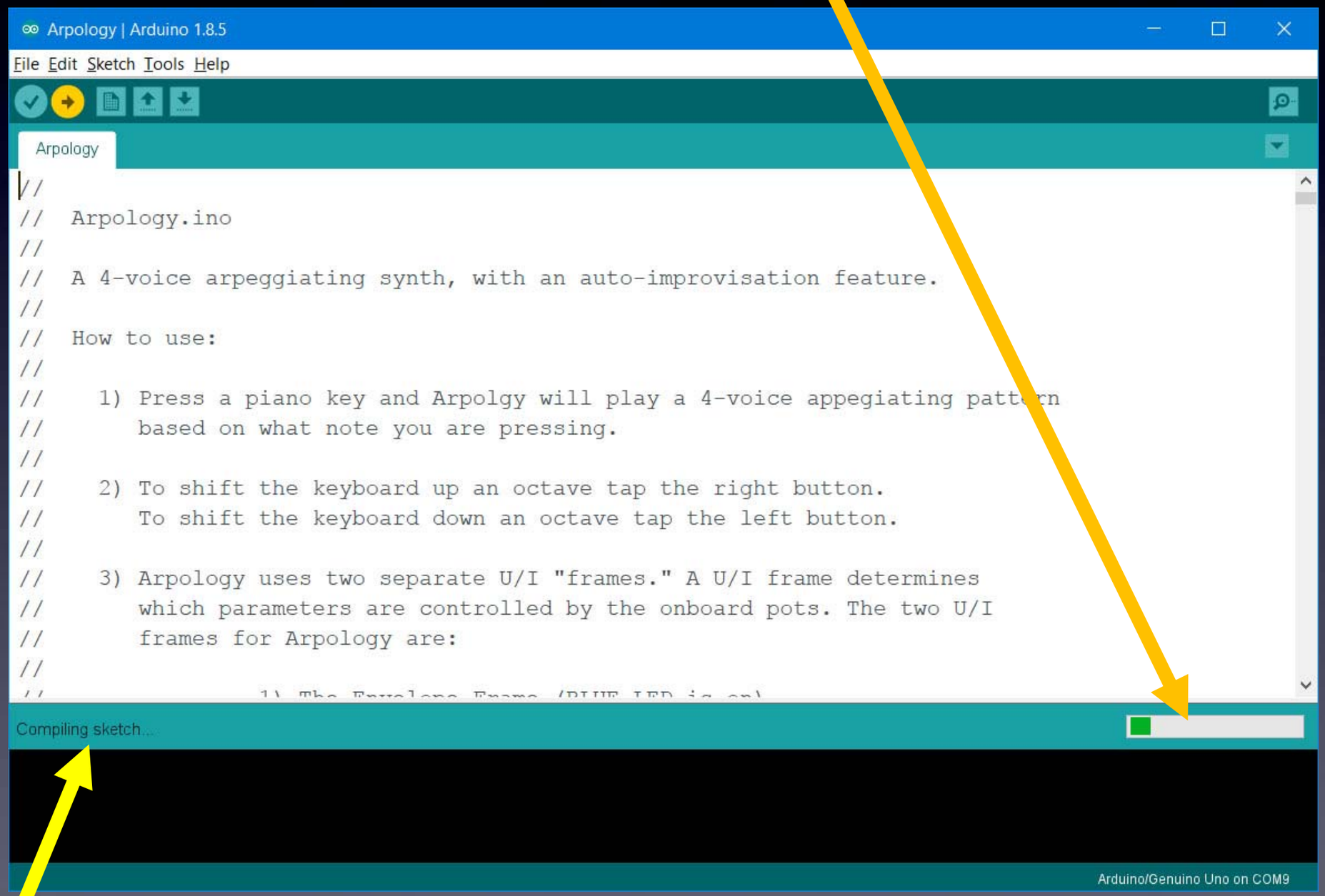
Arduino

With the USB-Serial cable connected to your ArduTouch board press the Upload button



Arduino

While uploading, you will see a progress bar…



…and when it's completed successfully, it says: "Upload done"

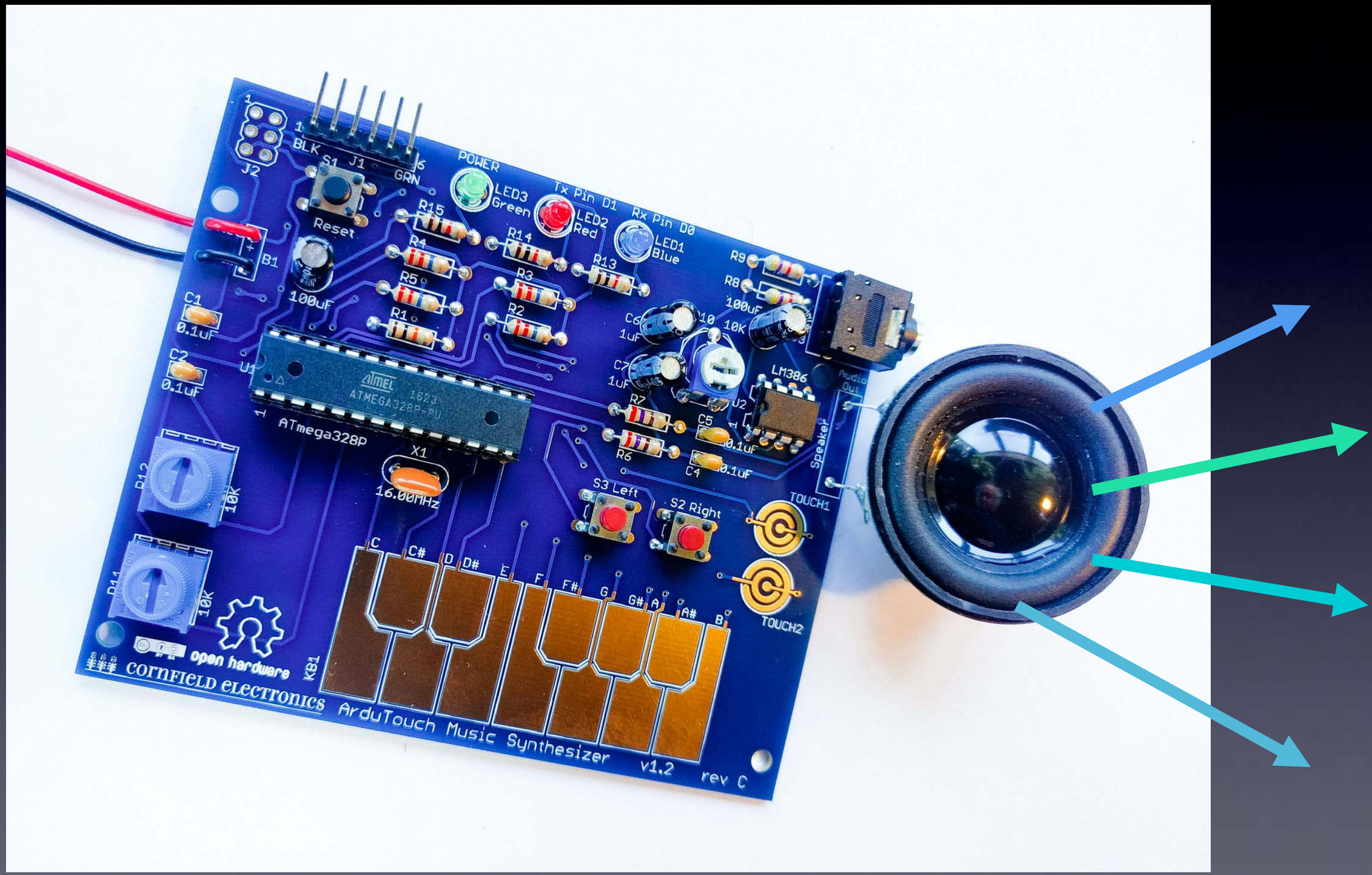
ArduTouch

**Disconnect your ArduTouch board
from the USB-Serial cable,**

turn on your battery pack,

And...

Let’s make new noise!



Please Remember:

to

Wash your hands

after soldering

9-Oct-2025

Learn to Solder with ArduTouch Music Synthesizer kit

and make music, sound, and noise!

Mitch Altman

Chief Scientist, **Cornfield Electronics**, San Francisco, CA
Inventor of **TV-B-Gone** universal remote controls
Co-founder of **3Ware** (successful Silicon Valley startup)
Pioneer of **VR** (in the mid-1980s)
Founding mentor at **HAX** (1st and biggest hardware accelerator)
Co-founder of **Noisebridge** (San Francisco hackerspace)
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facebook: **maltman23**
flickr: **maltman23**
WeChat: **mitchaltman**
Fediverse: **@maltman23@mastodon.social**
Patreon: mitchaltman

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