

Arduino & Genuino Microcontroller Board Model:MKR1000 User Manual



Getting Started

You can find in the Getting Started section all the information you need to configure your board, use the Arduino Software (IDE), and start tinker with coding and electronics. Full details and examples on how to use the WiFi interface are available in the WiFi101 Library reference page

Get inspired

Discover some Arduino MKR1000 & Genuino MKR1000 projects featured from Arduino Project Hub, our tutorial platform:



Wifi-Controlled Precision Camera Slider

Project showcase by Ben Brandt



FizViz - Large Scale Physical Visualizations for your Stats! Project tutorial by Team IoT Design Shop





Pinout:



Li-Po batteries, Pins and board LEDs

Battery capacity

Li-Po batteries are charged up to 4,2V with a current that is usually half of the nominal capacity (C/2). For Arduino / Genuino MKR1000 we use a specialized chip that has a preset charging current of 350mAh. This means that the MINIMUM capacity of the Li-Po battery should be 700 mAh. Smaller cells will be damaged by this current and may overheat, develop internal gasses and explode, setting on fire the surroundings. We strongly recommend that you select a Li-Po battery of at least 700mAh capacity. A bigger cell will take more time to charge, but won't be harmed or overheated. The chip is programmed with 4 hours of charging time, then it goes into automatic sleep mode. This will limit the amount of charge to max 1400 mAh per charging round.

Battery connector

If you want to connect a battery to your MKR1000 be sure to search one with female 2 pin JST PHR2 Type connector.

Polarity: looking at the board connector pins, polarity is Left = Positive, Right = GND

Vin

This pin can be used to power the board with a regulated 5V source. If the power is fed through this pin, the USB power source is disconnected. This is the only way you can supply 5v (range is 5V to maximum 6V) to the board not using USB. This pin is an INPUT.

5V

This pin outputs 5V from the board when powered from the USB connector or from the VIN pin of the board. It is unregulated and the voltage is taken directly from the inputs. When powered from battery it supplies around 3.7 V. As an OUTPUT, it should not be used as an input pin to power the board.

VCC

This pin outputs 3.3V through the on-board voltage regulator. This voltage is the same regardless the power source used (USB, Vin and Battery).

LED ON

This LED is connected to the 5V input from either USB or VIN. It is not connected to the battery power. This means that it lits up when power is from USB or VIN, but stays off when the board is running on battery power. This maximizes the usage of the energy stored in the battery. It is therefore normal to have the board properly running on battery power without the LED ON being lit.

CHARGE LED

The CHARGE LED on the board is driven by the charger chip that monitors the current drawn by the Li-Po battery while charging. Usually it will lit up when the board gets 5V from VIN or USB and the chip starts charging the Li-Po battery connected to the JST connector. There are several occasions where this LED will start to blink at a frequency of about 2Hz. This flashing is caused by the following conditions maintained for a long time (from 20 to 70 minutes):

- No battery is connected to JST connector.

- Over discharged/damaged battery is connected. It can't be recharged.

- A fully charged battery is put through another unnecessary charging cycle. This is done disconnecting and reconnecting either VIN or the battery itself while VIN is connected.

Onboard LED

On MKR1000 the onboard LED is connected to **D6** and not D13 as on the other boards. Blink example or other sketches that uses pin 13 for onboard LED may need to be changed to work properly.

(*) Note : DO NOT CONNECT to the male JST connector present on the board anything else than a Li-Po battery whose characteristics are compliant with those indicated above. Please DO NOT POWER VIN with more than 5V.

