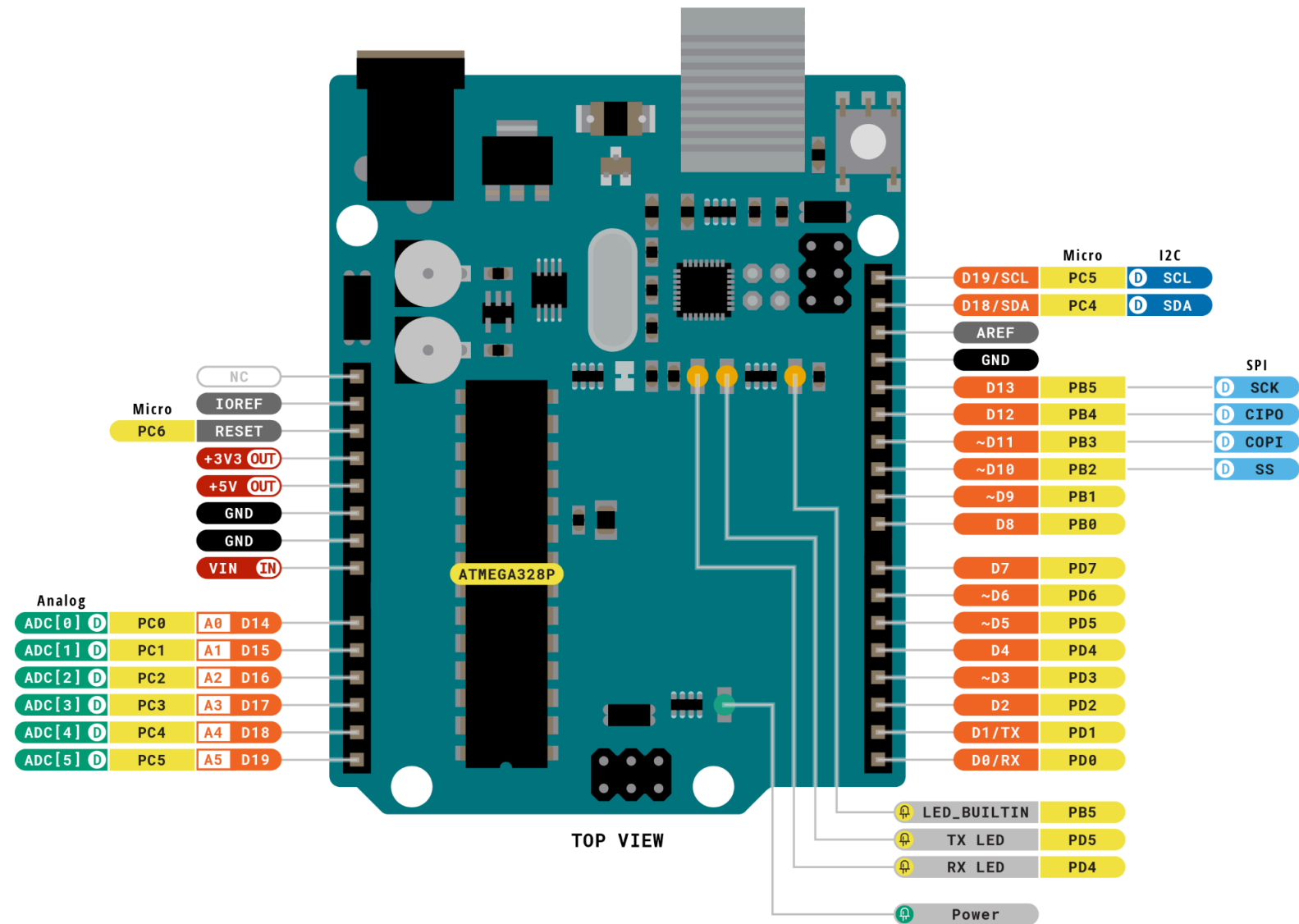


First, this is the pinout of the Arduino UNO R3 boards we're using:



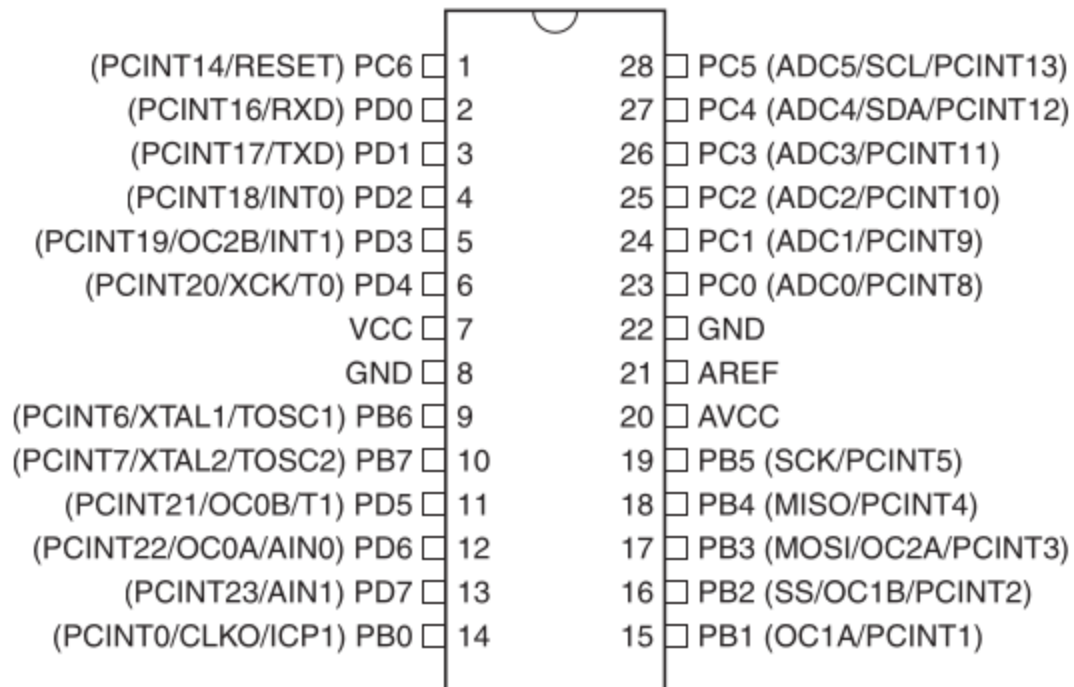
Legend:	Digital	I2C
Power	Analog	SPI
Ground	Main Part	Analog



ARDUINO

ARDUINO UNO REV3
SKU code: A000066
Pinout
Last update: 6 Oct, 2022

Next, here's the pinout of the ATmega328P itself, along with [a link to the full datasheet](#).



VS Code Hints / Reminders

- 1) When using a new PC or extracting a new folder, you'll have to Trust the new folder. When you go to Open Folder, after it opens, it should show a "Restricted Mode" button at the bottom, which you can click, then click Trust.
- 2) Also when using a new PC or extracting a new folder, in order to use the debugger, you'll have to launch Device Manager, and look for the Arduino COM port (i.e. COM5 or COM7). Then, in VS Code, click on the platformio.ini file in your folder and update the following line to refer to the COM port you found above:

debug_port = COM#

- 3) When you are building / uploading code, make sure the "env: uno" is selected (click at the bottom of the screen where it says something like "Default" or "env: uno" or "env: uno_debug", then select "env: uno").

When you want to Debug using the Debugger, make sure the "env: uno_debug" is selected (click at the bottom of the screen where it says "Default" or "env: uno" or "env: uno_debug", then select "env: uno_debug").