

The Canadian Satellite Design Challenge Management Society presents...

The CanSat Kit for Future Space Scientists & Engineers!

Episode #5: Connecting the BMP-280 Temperature & Pressure Sensor

What we're going to do:

- Connect the BMP-280 Pressure & Temperature sensor to the Arduino
- Use a program to read the temperature and pressure data once every second

• This tutorial is based on:

• https://projecthub.arduino.cc/SurtrTech/bmp280-measure-temperature-pressure-and-altitude-6002cd

The BMP-280

- Temperature range: -40°C to +85°C, ± 1°C
- Pressure range: 300 hPa to 1100 hPa, ± 1 hPa (~8m)
 - Sea level is approximately 1013.3 hPa
 - 300 hPa is approximately 9,000 metres altitude





Preparing to Connect the BMP-280

- In order to be able to access the BMP-280 in a program, you must first add the BMP-280 library to the Arduino IDE.
- To add in the library, navigate to Tools -> Manage Libraries..., or click the Library icon on the left.

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) 🖯		Auto Format Ctrl+T Archive Sketch			✓ → Arduino Uno
sket	tch_fe	Manage Libraries Ctrl+Shift+I			sketch_feb21b.ino
-	1 2	Serial Monitor Ctrl+Shift+M Serial Plotter	o run once:		<pre>1 void setup() { 2 // put your setup code here, to run once:</pre>
	3 4	Firmware Updater Upload SSL Root Certificates			3 4 }
5 6 7 8 9	Board: "Arduino Uno" Port: "COM8" Reload Board Data Get Board Info	run repeatedly:	or (<pre>5 6 void loop() { 7 // put your main code here, to run repeated 8</pre>	
2	10	Programmer Burn Bootloader	ħ.		Q 9 } 10

Loading the BMP-280 Library

In the Manage Libraries pane, enter "BMP280" in to the Search field. Several options will appear. The one we want to install is the "Adafruit BMP280 Library". Click on the INSTALL button. Then, click on the "INSTALL ALL" dependencies pop-up.



Updating the BMP-280 Header File

The BMP280 library has an incorrect address for the sensor, and we need to correct it in order for the Arduino to be able to connect to it.

- Open a File Explorer window, and navigate to the directory: Documents\Arduino\libraries\Adafruit_BMP280_Library
- Open the file "Adafruit_BMP280.h" in a text editor
- Notice line 34: #define BMP280_ADDRESS (0x77) /**< The default I2C address for the sensor. */
- Change the value 0x77 to 0x76, then save the file.

Updating the BMP-280 Header File

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님 Adafruit_B	MP280.h 🔊 🗵		
16	*		^
17	* K.Townsend (Adafruit Industries)		
18	*		
19	* BSD license, all text above must be included in any redistribution		
20 L	*/		
21 🗏	#ifndefBMP280_H		
22	#defineBMP280_H		
23			
24	// Clang-Iormat OII		
20	#Include <arduino.n> #include <adofrwit b="" songor=""></adofrwit></arduino.n>		
20	#include <adaffuit_sensor.n></adaffuit_sensor.n>		
28	#include <adafruit_izedevice.h></adafruit_izedevice.h>		
29	// clang-formation (then save)		
30	change to oxy o (then save)		
31	/*!		
32	* I2C ADDRESS/BITS/SETTINGS		
33 -	*/		
34 :	#define BMP280_ADDRESS (0x77) /**< The default I2C address for the sensor. */		
35 :	#define BMP280_ADDRESS_ALT \		
36	(0x76) /**< Alternative I2C address for the sensor. */		
37 :	#define BMP280_CHIPID (0x58) /**< Default chip ID. */		
38			
39 🗖	/*!		
40	* Registers available on the sensor.		
41	*/		
42	enum {		
43	BMP200 REGISTER_DIG_TI = UX00,		
44	DMF200_REGISTER_DIG_IZ = UX8A, BMD280_DECISTED_DIC_T3 = 0x8C		
45	BMP280 REGISTER DIG P1 = 0x8E		
40	DHIZOU ABGIDIBA DIG II - VANN,		~
C++ source file	e length : 8,084 lines : 268 Ln : 35 Col : 81 Pos : 1,021 Unix (LF) UTF-	3	IN

BMP-280 Circuit Diagram



or simply...



Loading the program

Load the program under File -> Examples -> Adafruit BMP280 Library -> bmp280test

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	Wire	•	
	Examples from Custom Libraries		
	Adafruit BMP280 Library	bmp280 forced	
	Adafruit BuslO	hmp280 sensortest	
	Adafruit GEX Library	http://www.bookest	
	Adafruit MPI (6050		
	Adafruit SSD1306		
	Adafruit Unified Sensor		
	Addiruit Onlined Sensor		

Running the program

Upload the program, and you should see...



Debugging the program

If you get no output at all, ensure that the "VIN" (Voltage In) pin is connected properly to 3.3V.

If you get the following error...



ensure that you saved the Adafruit_BMP280_Library.h file properly, and ensure that the BMP280 is wired correctly to the Arduino.