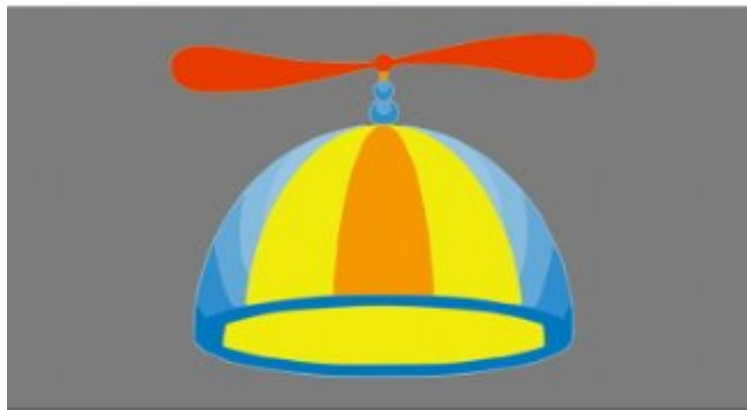


(Read free ebook) Getting Started With the Propeller (English Edition)

## Getting Started With the Propeller (English Edition)

Von Nick McClanahan, Jeff Ledger  
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### GETTING STARTED WITH THE PROPELLER



How to create  
awesome projects,  
step-by-step

Make a Videogame  
Build a Synthesizer  
Connect to the Internet

Jeff Ledger  
Nick McClanahan



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Von Nick McClanahan, Jeff Ledger : Getting Started With the Propeller (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Getting Started With the Propeller (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich.  
Propeller CVon intuosLeider gibt es nur sehr wenige Bcher ber den Propeller-Controller; auf Deutsch behaupt keins.

Das vorliegende Buch ist gut und einfach geschrieben. Allerdings: Englisch sollte man schon können. Man steigt schnell in die Thematik dieses 8-core-Controllers ein. Voraussetzung: man hat ein Propeller Board zur Verfügung. Die gibt es bereits ab ca. 40,- ; wer mehr hinlegt, kauft sich gleich das Board of Education und kann viele der im Buch gezeigten Versuche aufbauen und praktisch erproben. Die Programmiersprache für den Propeller Controller heißt SPIN - ein Mittelding zwischen PASCAL und ASSEMBLER. Einfach zu erlernen und in diesem Buch gut vorgestellt. Die Software gibt es kostenlos bei Parallax Inc. herunterzuladen. Die im Buch beschriebenen Themen: LED ein/aus, Taster schalten, echtes Multitasking, Videoansteuerung, Videospiele, Bau eines einfachen Synthesizers, Umgang mit Analog-Digital-Wandlern, Informationen über die Architektur des Propeller und einige Projekte werden in dem Buch sehr umfassend vorgestellt. Fotos ergänzen den Schaltungsaufbau. Ein Buch für Anfänger geschrieben, gut zu lesen und die vorgestellten Versuche lassen sich leicht nachbauen und funktionieren..

**Kurzbeschreibung** Getting Started With the Propeller introduces you to the Parallax Propeller, a computer-on-a-chip (microcontroller) that combines a custom programming language and a multicore architecture to help you create cool electronics projects. All the information you need to get started is right in the book: Learn about the Propeller's development software and hardware. Write your first program. Read sensors and switches to interact with the outside world. Tap into a huge code library for tasks like wav output, USB, and motor control. Understand multitasking and the Propeller's architecture. Display color text, graphics, and animations on a video monitor. Once you're comfortable with the basics, the book offers two fun learning projects to expand your knowledge: Make a Videogame shows you how to create your own multiplayer lightcycles-style game with color graphics and animation. Make a Synth teaches you the basics of audio output with a detailed guide on creating a SID-based synthesizer. Bonus projects on wireless video, connecting to the Internet and using SD cards are also included to give you more project ideas, and there's plenty of sample code throughout this 110-page book. The Propeller is great tool for prototyping, and Getting Started With the Propeller is the easiest way to get started!

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