

- Digital Debouncing works now
  - Use an external pull-up resistor
- How do you write from the buffer to the DMA? (Jake)
  - DMA is typically used to interface to a separate part with a parallel interface
- Where do we store our a2d samples?
  - ?
- How do we program the DSPic sample board?
  - DSPic sample board should show up as a licensed debugger when you plug it into MPLab
  - Go to MPLAB site and download the software that's already on the sample board
  - We worked on programming to the Starter Board during the meeting, and made some progress
    - Download the XC16 compiler
- How do we program our own boards?
  - Put a pickit3 interface on, but make sure it works with both of our microcontrollers
  - See Schafer's eagle library for the pickit3 part.
  - Also see "getting started" section of the pickit3
- Audio amplifier
  - How do we do our volume control?
    - Digital resistors?
    - Maybe we do want a knob, because it makes more sense for the application.
- Clocks
  - How accurate a clock do you need for generating music?
    - Crystals are more accurate
    - There are most likely internal RC clocks which would work
    - The clocks on both microcontrollers don't need to match
- Look on CADsoft for the Part. At the very least, look for the package
- Print design to scale, and order samples of the parts to lay them on the paper (to save our butts)