

Assembling an Arduino MKR Device to the RDBKMKR1 Breakout Board

OVERVIEW

Let's say that you obtain an Arduino MKR device, you obtain an RDBKMKR1 breakout board, and you are excited at the thought of using them together to control a new project. Your excitement may be dampened a bit when you find that the long, thin pins of the Arduino MKR are slightly bent and not perfectly aligned, making it difficult to get them to go into the socket headers on the breakout board. To help address this problem, the figures below illustrate an assembly procedure that has been found to be effective.

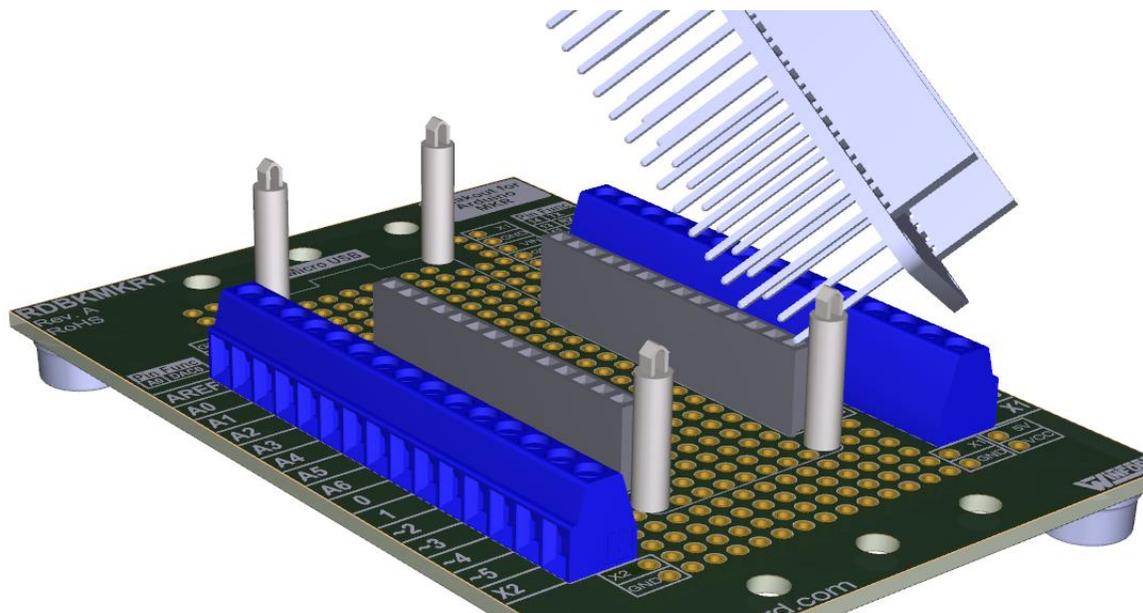
Please note that the figures below are for illustrative purposes and are not a perfect representation of the devices being used.

Step 1

To start with, do your best to get all the Arduino MKR pins straight and aligned properly.

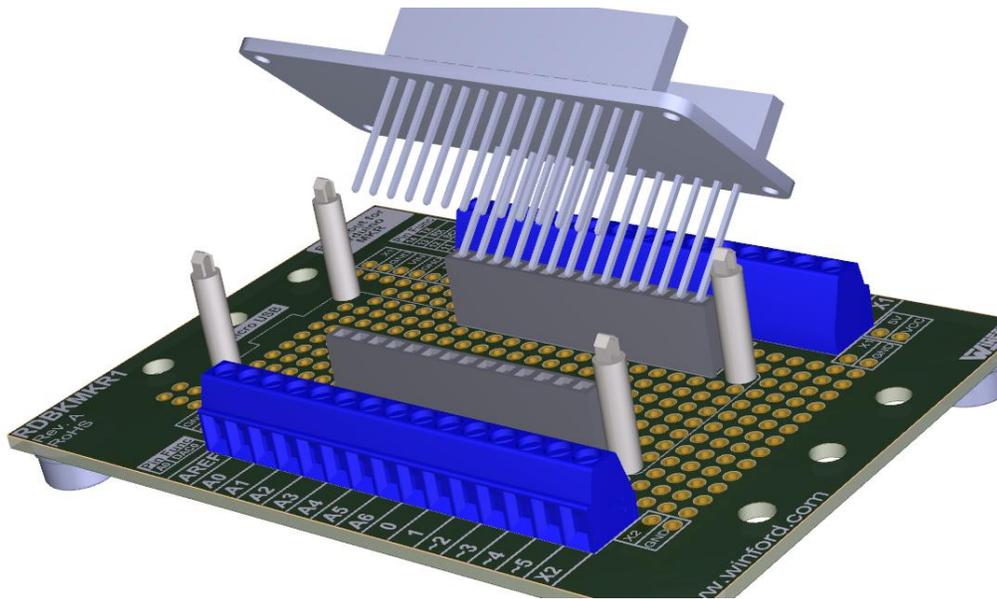
Step 2

With the MKR angled as shown, align just one pin on the MKR with one socket position on the breakout board.



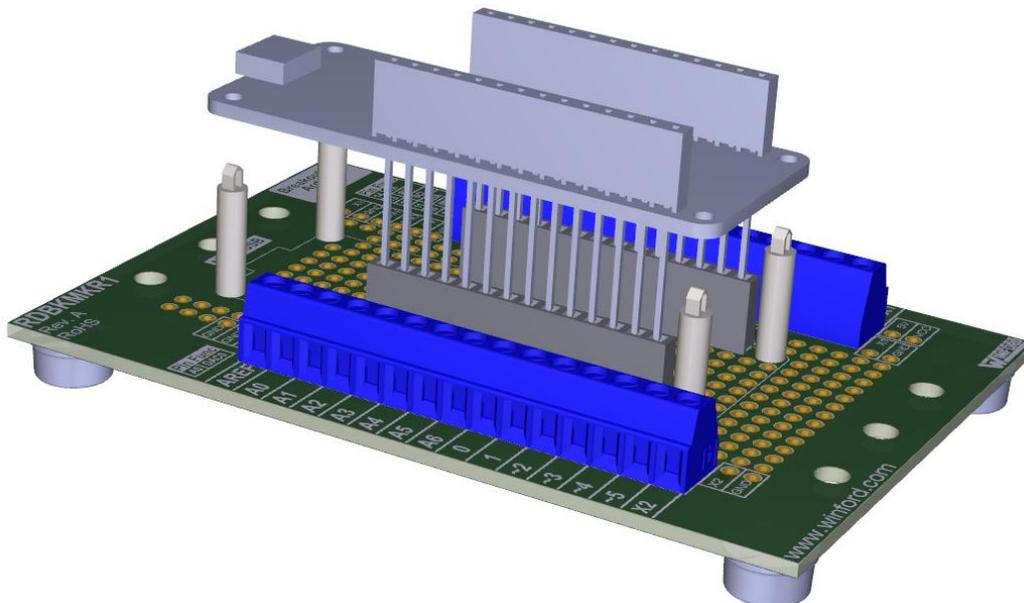
Step 3

Rotate the MKR down so that the ends of the pins on one side are all in position for engagement with one of the socket headers. As you rotate the MKR down, you may need to do so slowly in order to ensure that each pin ends up in the right spot.



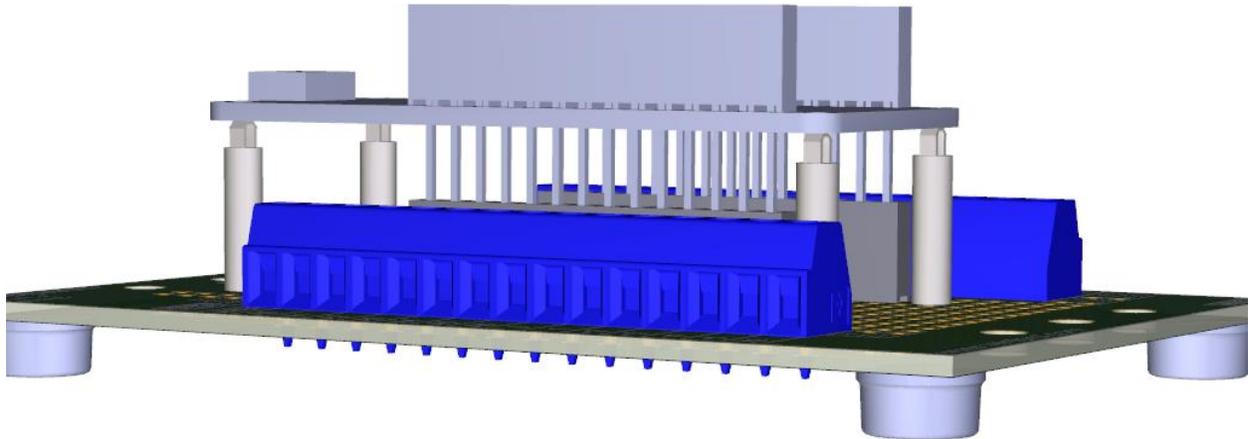
Step 4

Rotate the other side of the MKR down so that both sets of pins are in place and ready for engagement with the socket headers. This is generally the most difficult step and may take a bit of patience.



Step 5

With all the pins in position, push down the Arduino MKR device until it comes up against the four nylon PCB supports on the breakout board.



Step 6

Adjust the PCB supports slightly as needed to line them up with the mounting holes on the Arduino MKR device, and then push the MKR down to snap it into place.

