



# **Tutorial**

## **Creating a console —**

***David & John***

by RetroValou

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# Tools and materials

**/01**

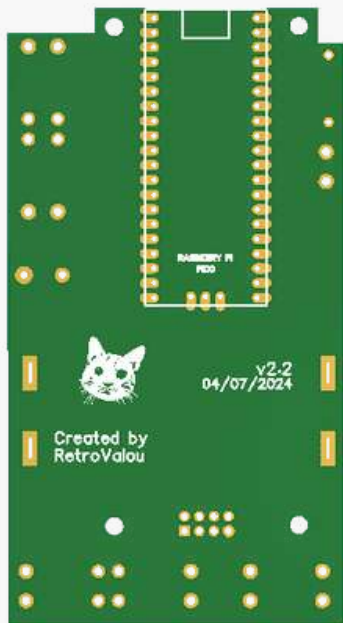
# Materials



E-Paper Weaxie WeAct Studio  
**2.9 - Black-White**  
([Link Aliexpress](#))



Raspberry Pi Pico  
**Standard, without pin**  
([Link kubii](#))



PCB *David&John*  
(file Gerber available)  
(to be ordered from [JLCPCB](#) for example)



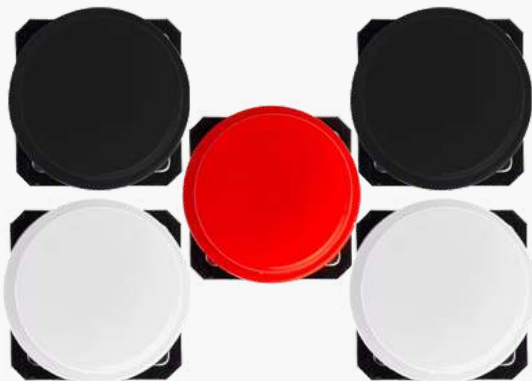
Button Power  
**3Pin L-type black**  
([Link Aliexpress](#))



Schottky Diode  
**1N5817**  
([Link Aliexpress](#))



Batterie shrapnel  
**2 Pairs**  
([Link Aliexpress](#))



Push buttons  
**5 buttons**  
([Link Aliexpress](#))



Passive buzzer  
([Link Aliexpress](#))



Insert Nut  
4 nuts  
**M3 (OD4.5mm) Length 5mm**  
([Link Aliexpress](#))



Carbon Screw  
4 Screws  
**ISO7380 M3 6mm**  
([Link Aliexpress](#))

# Tools



Soldering iron



Tin



3D printer  
Tested on an Elegoo  
Neptune 3 Pro



PLA  
less than  
100g



Micro USB cable  
**WARNING !**  
not type C!



Screwdriver

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# Configurations for PCB and 3D printing

**/02**

# PCB

David&John PCB can be ordered from a custom PCB creation service/site

Result tested with the JLCPCB site

The available Gerber file contains the necessary information for creating the PCB

## Important PCB Configurations: thickness: 0.8mm

- Layers: 2 (1 should be OK)
- Via Covering : Untented

## Complete configurations (under JLCPCB)

Gerber file:	PCB David V2.1_PCB_PCB David V2.1__20240717102034.zip_Y7	Build Time:	2 days
Base Material:	FR-4	Layers:	2
Dimension:	58.2 mm* 106.3 mm <del>58.17mm* 106.3mm</del>	PCB Qty:	10
Product Type:	Industrial/Consumer electronics	Different Design:	1
Delivery Format:	Single PCB	PCB Thickness:	0.8
Impedance Control:	no	Layer Sequence:	
PCB Color:	Green	Silkscreen:	White
Material Type:	FR4-Standard TG 135-140	Via Covering:	Untented
Surface Finish:	HASL(with lead)	Deburring/Edge rounding:	No
Outer Copper Weight:	1 oz	Gold Fingers:	No
Flying Probe Test:	Fully Test	Castellated Holes:	no
Edge Plating:	No	Mark on PCB	Order Number
4-Wire Kelvin Test:	No	Paper between PCBs:	No
Appearance Quality:	IPC Class 2 Standard	Confirm Production file:	No
Silkscreen Technology:	Ink-jet/Screen Printing Silkscreen	Package Box:	With JLCPCB logo
Board Outline Tolerance:	±0.2mm(Regular)		

# 3D printing

**Basic configuration used in Cura 5.6.0  
under an Elegoo Neptune 3 Pro  
(check that the settings  
are activated in Cura!)**

## *Quality*

*Layer height: 0.12 mm*

*Line width: 0.4 mm*

*Flow Percentage: 105%*

## *Speed*

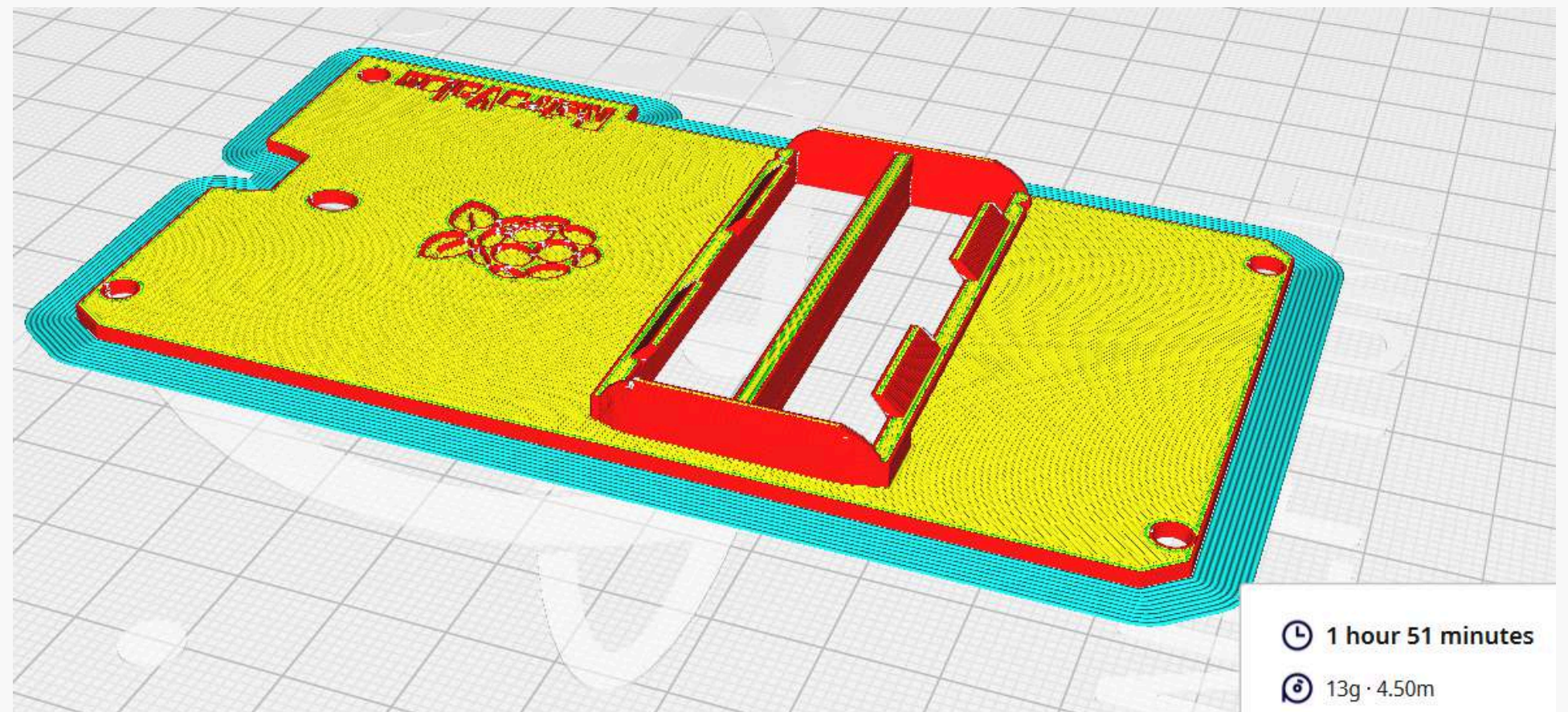
*Print Speed: 50 mm/s*

## **Back case configuration**

*Adhesion of the plate  
Plate adhesion type: Edge*

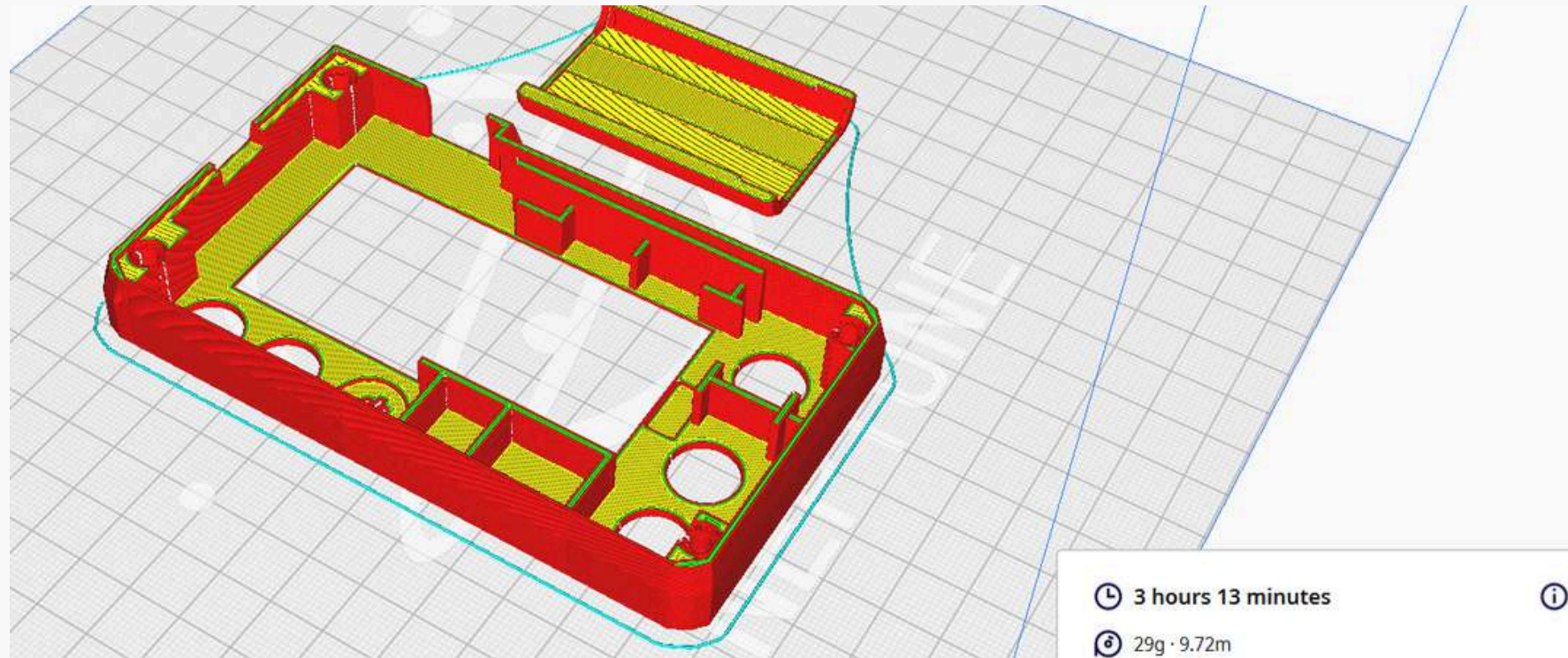
*Up down*

*Activate stretching Stretch flow: 15%*



# 3D printing

## Front case and battery cover configuration



*Adhesion of the plate*

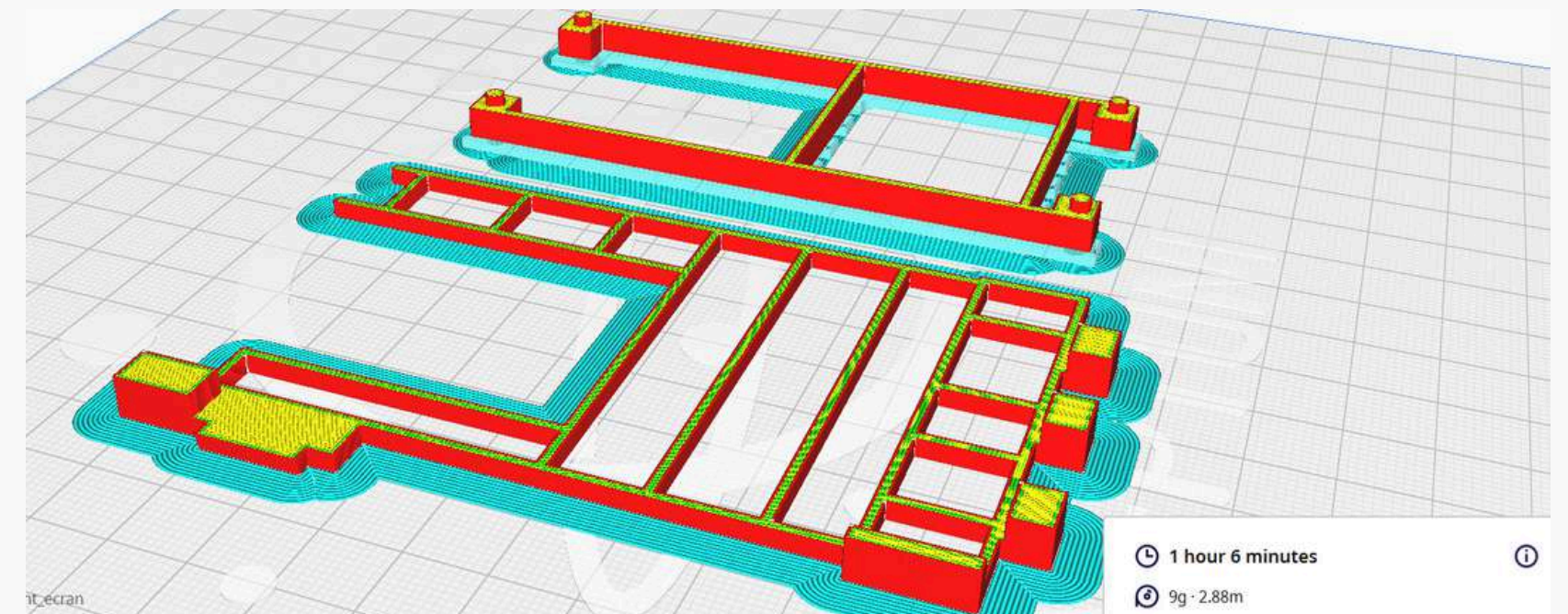
*Type of grip of the deck: Skirt*

**WARNING ! I advise you to use a little glue for better adhesion to the tray**

*Adhesion of the plate*  
*Plate adhesion type: Edge*

*Supports*  
*Generate supports*

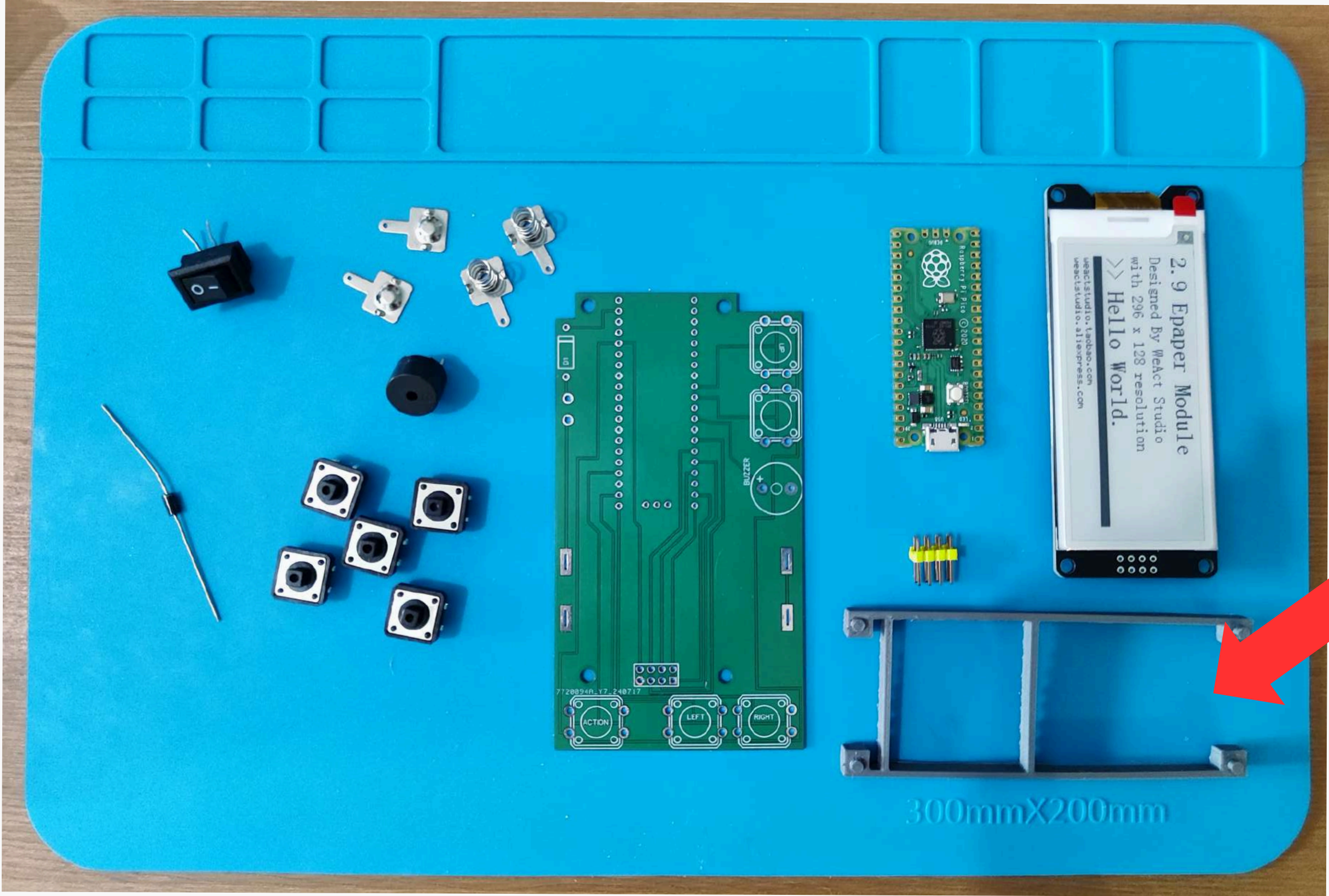
## Configuration maintains screen and PCB



# **Soldering the PCB**

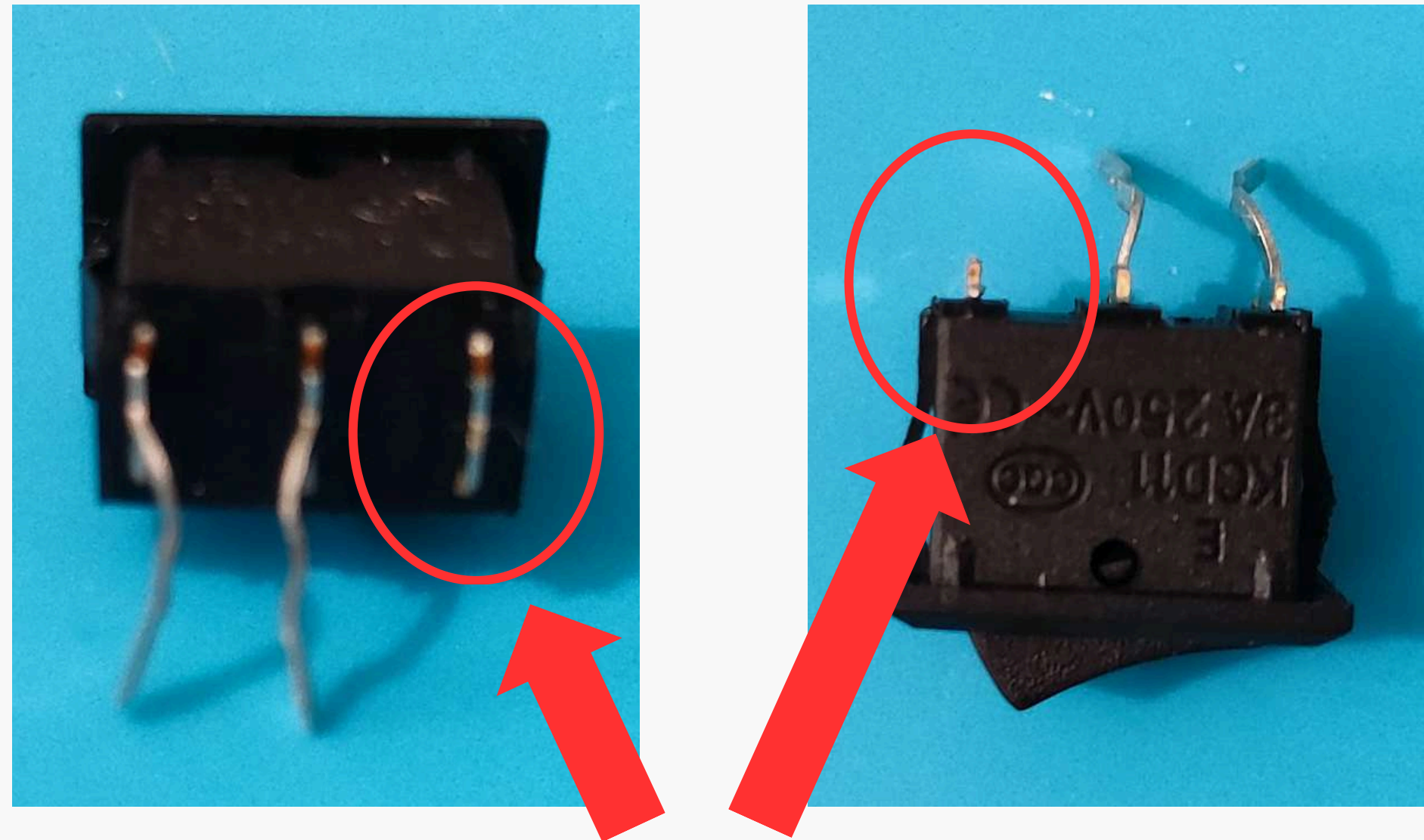
**/03**

# Materials



**You need to print this  
part before you start  
soldering!  
(Part Maintains  
Screen)**

# Materials



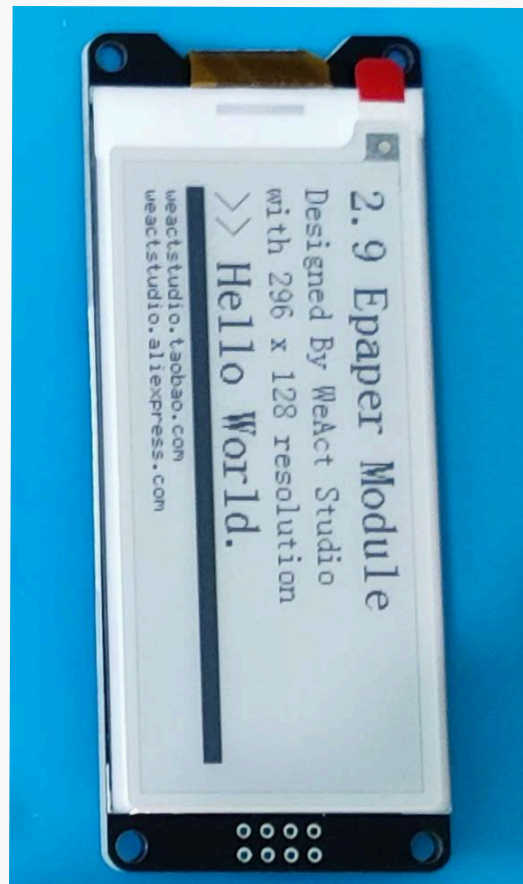
**You must also cut one of the pins present  
on the power button  
(pin most at the edge and on the same side  
as the “|” logo)  
(WARNING! the button available with the 2  
pins on Aliexpress is reversed!)**

# Soldering the screen

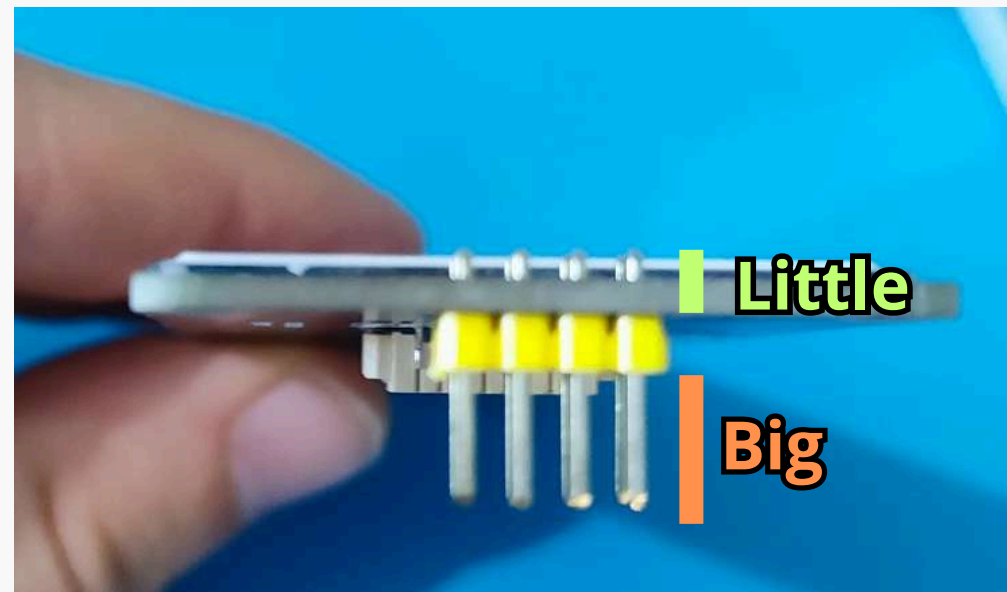
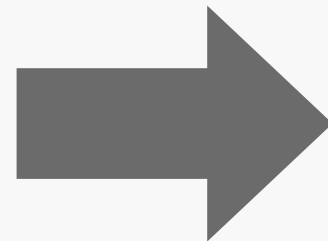
There is no specific order for the steps to follow for welding. You can start by soldering the buttons, the Raspberry pi or the screen.

**However, the order defined here is the one that makes it easier to weld**

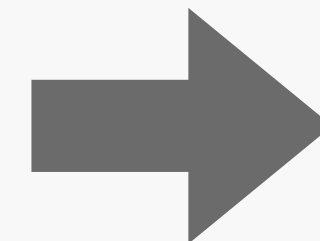
The first step is to solder the screen pins



Included  
with the  
purchase of  
the screen



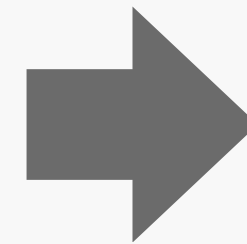
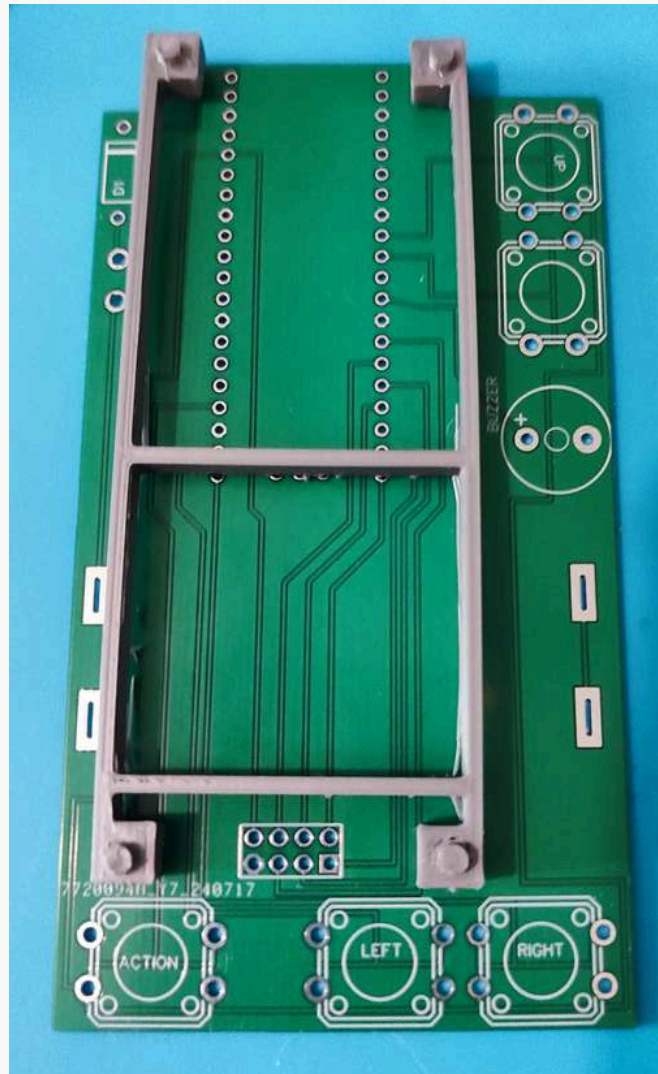
Position the pins so that the  
smallest part is the one that fits  
into the screen (yellow part on  
the back of the screen!)



Solder the 8 Pins  
Be careful that none of the  
pins are connected  
together

# Soldering the screen

Side  
without  
the Cat!



at the end, the screen, PCB and  
printed part should be like this

Position the printed "screen hold"  
part on the PCB like this.

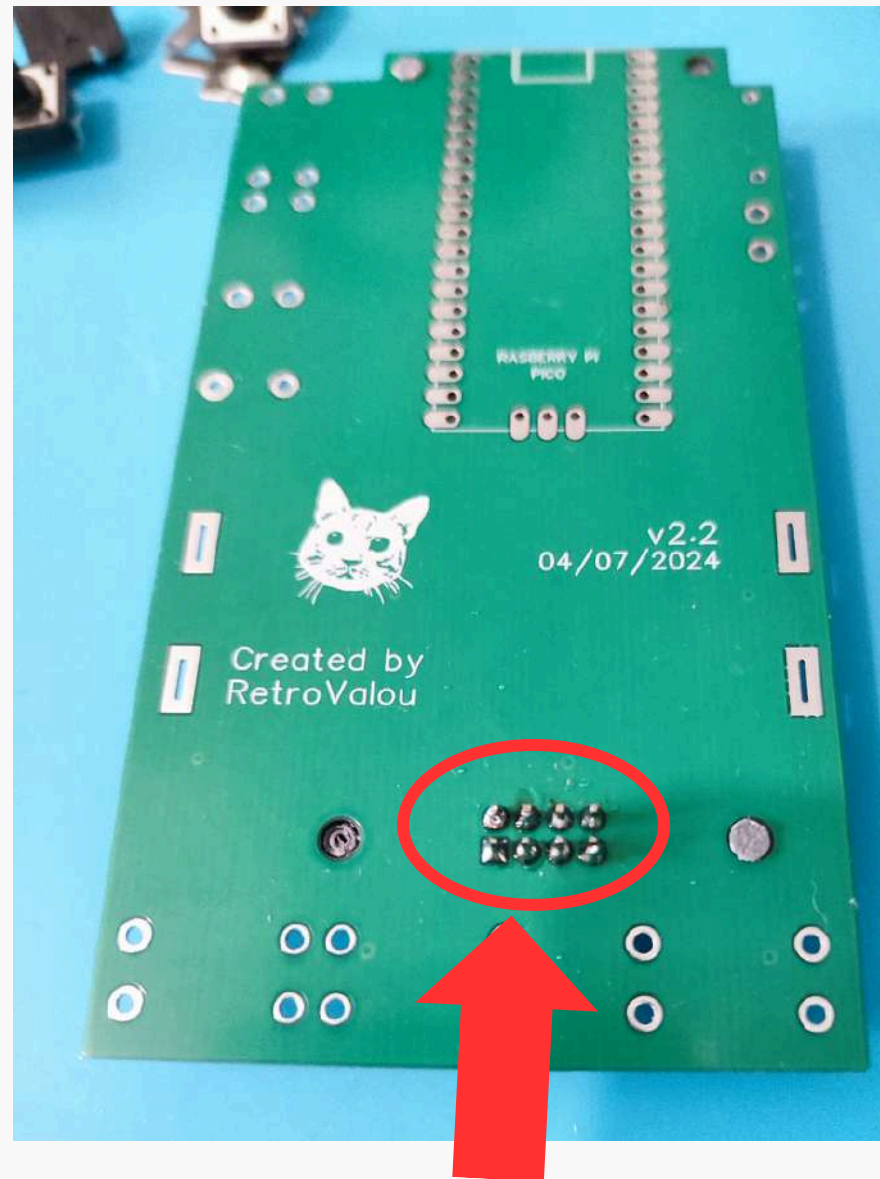
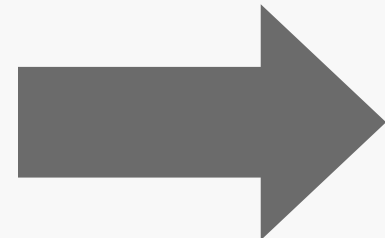
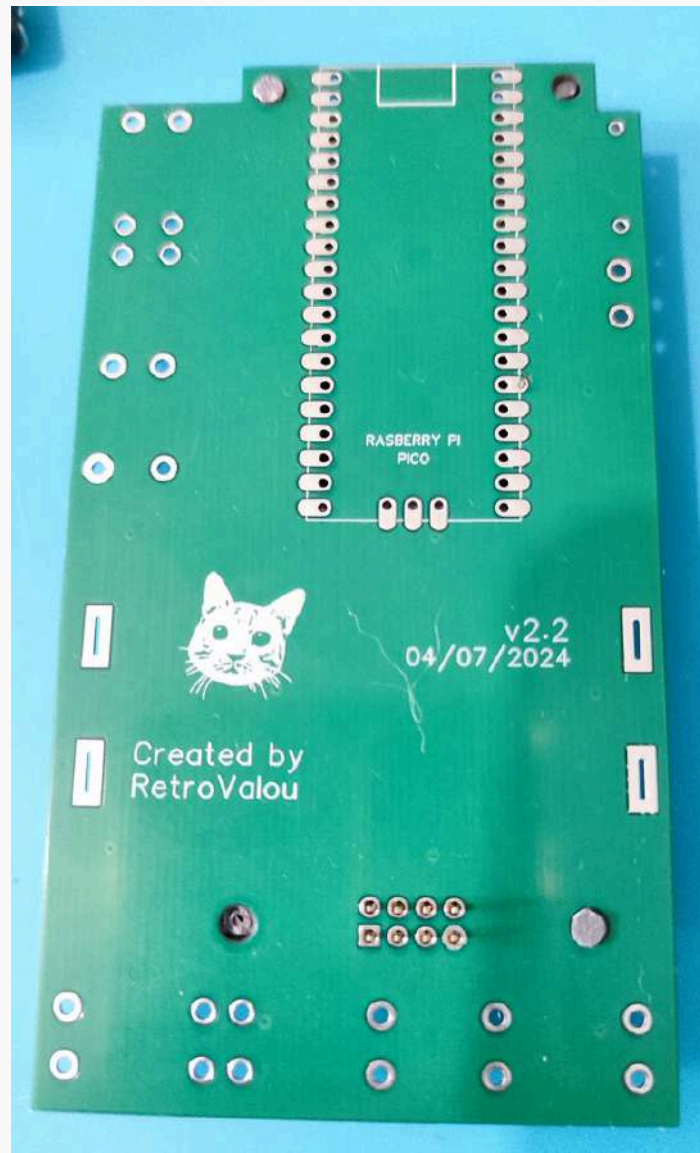
It is used to have the right distance  
between the screen and the PCB The  
rods must fit into the holes of the  
PCB

Position the screen on the support  
the rods must fit into the holes of the  
screen

The pins of the screen must fit into  
the 8 vias (holes) of the PCB

# Soldering the screen

Side with  
the Cat!



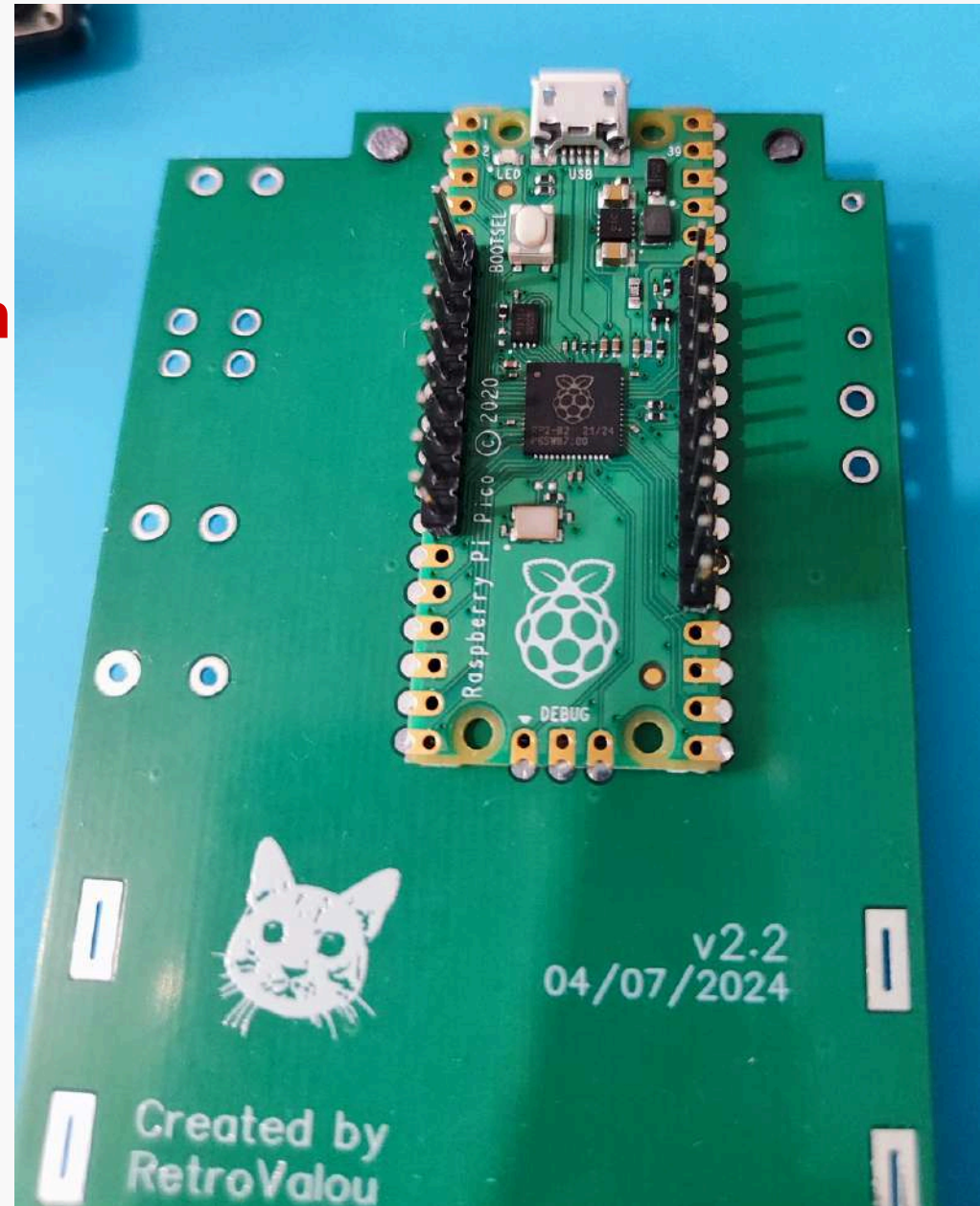
The screen is welded!

Flip the screen and PCB over. Be careful that the screen, the PCB and the printed part remain fitted!

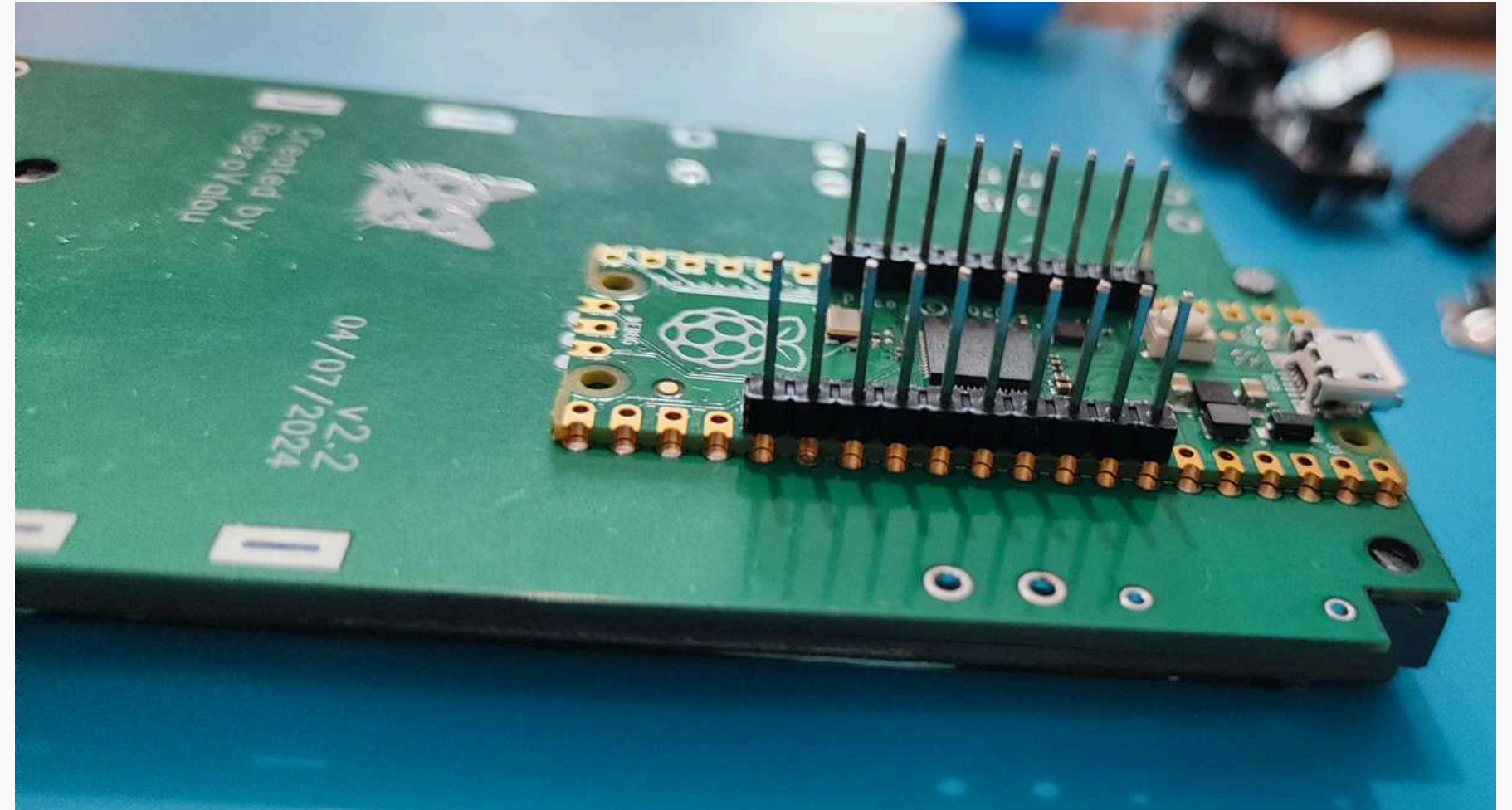
Solder the 8 Pins Be careful that none of the pins are connected together

# Soldering the Raspberry Pi Pico

Side with  
the Cat!



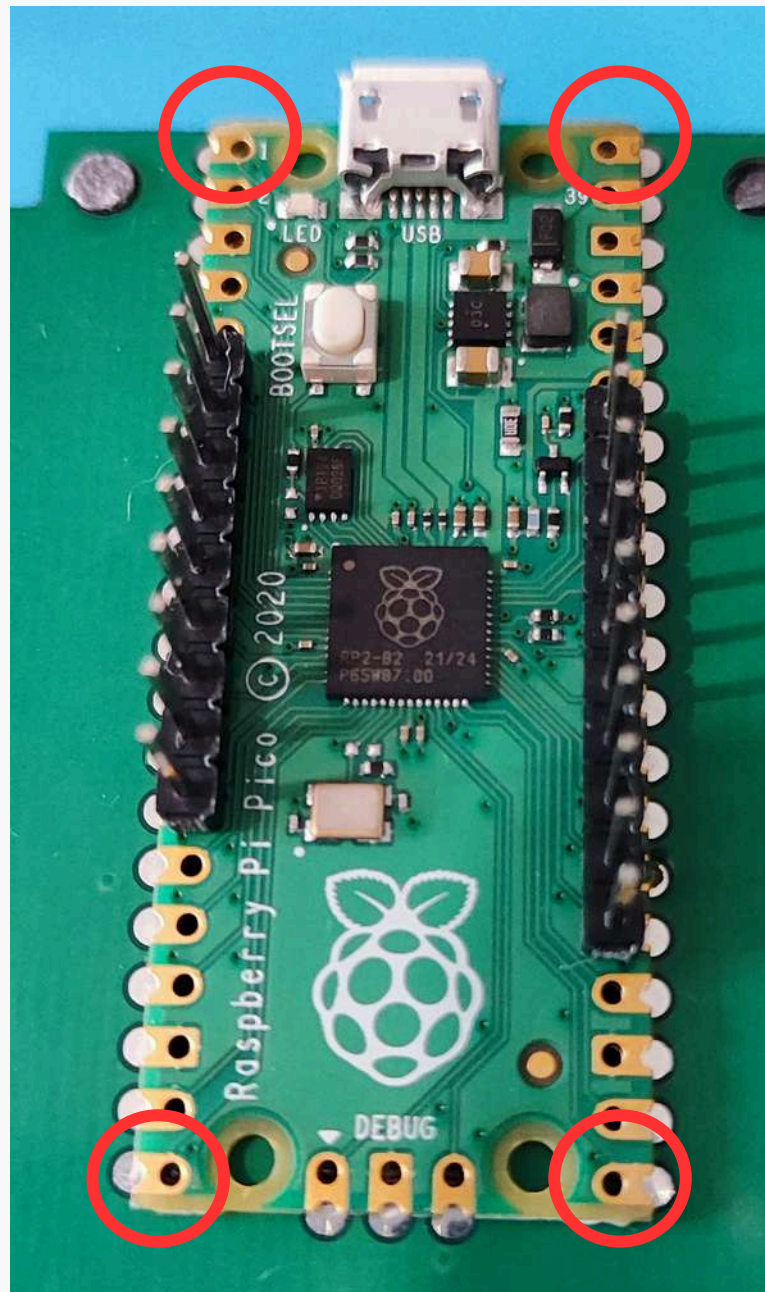
For this step, the easiest way to position and hold the Raspberry Pi during soldering is to use a row of standard pins found for example with the Pi



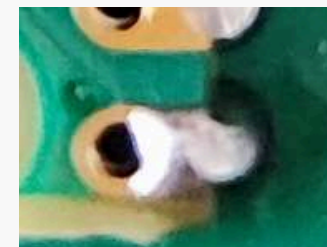
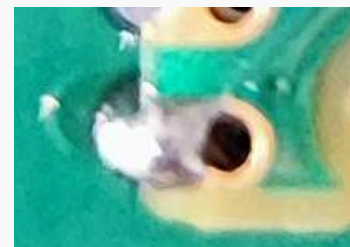
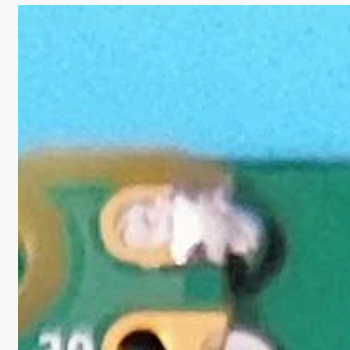
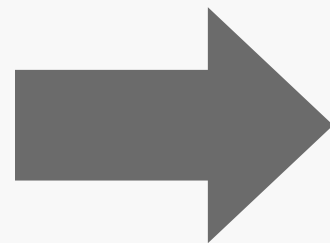
Use the shortest part of the pins to prevent them from touching the soldered screen.

**WARNING ! we are not going to solder the pins, they are only used to hold them during soldering. They are not obligatory but strongly recommended**

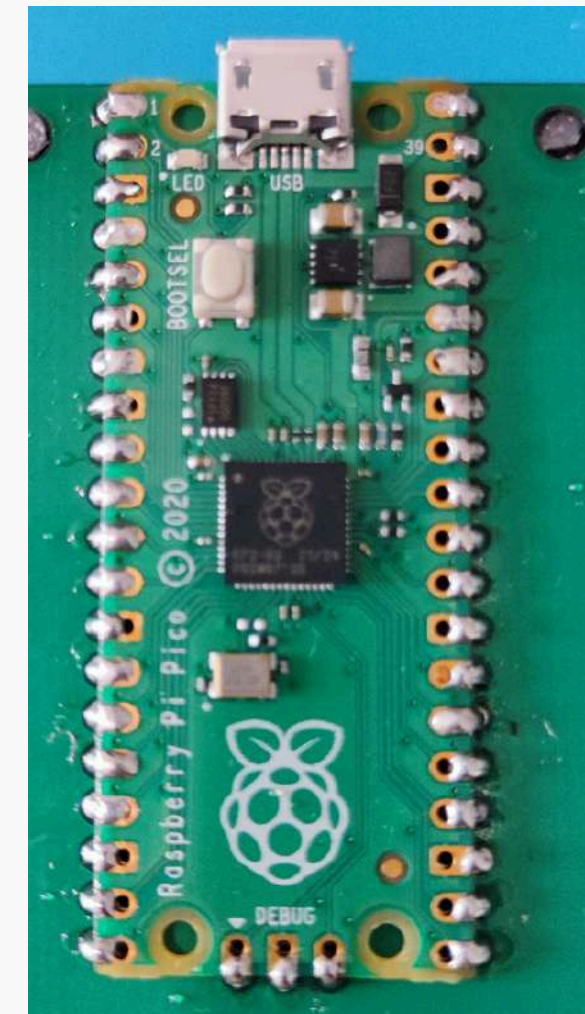
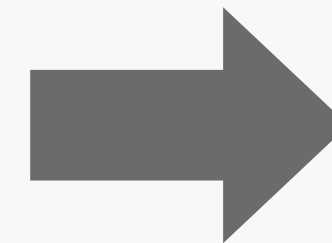
# Soldering the Raspberry PI Pico



First solder the 4 pins in the corners so that the Raspberry pi is held by the PCB



The tin must be present on the side of the Raspberry PI and in contact with the copper part which protrudes from the PCB



You can remove the rows of pins serving as aids.  
Solder the rest of the pins to the PCB. Technically, not all pins are necessary but it's better to solder them all for strength!

# Soldering the buttons

Side  
without  
the Cat!

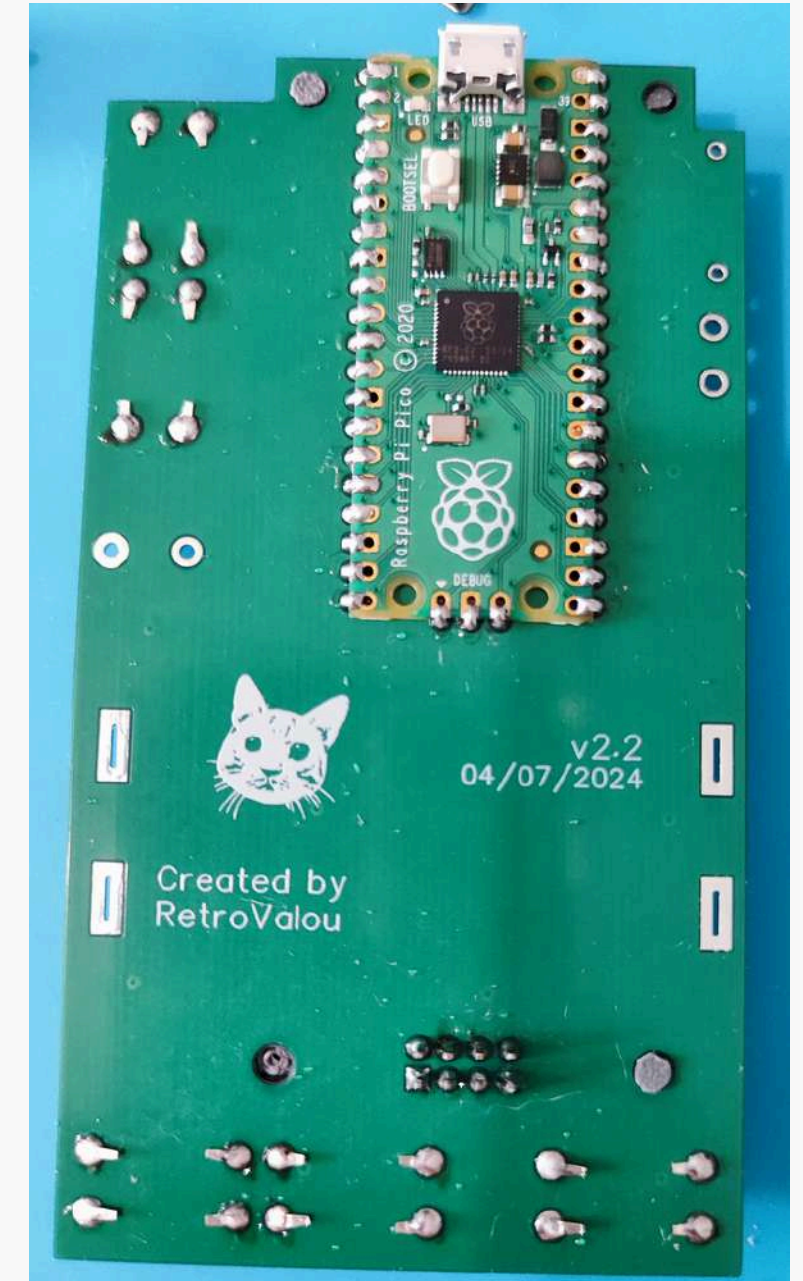


Side with the Cat!



Position the 5 buttons on the PCB  
like this. The direction of the  
buttons does not matter

To make soldering easier, I advise you to  
slightly bend the button pins.  
This allows the buttons to fit on the PCB  
without soldering!



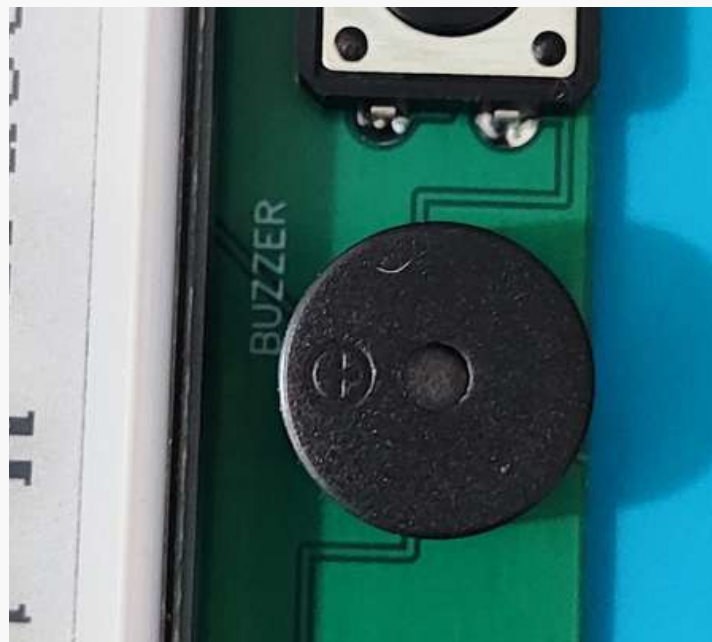
Solder the 5 buttons

# Buzzer soldering



Position the buzzer on the PCB like this.

Side without the Cat!

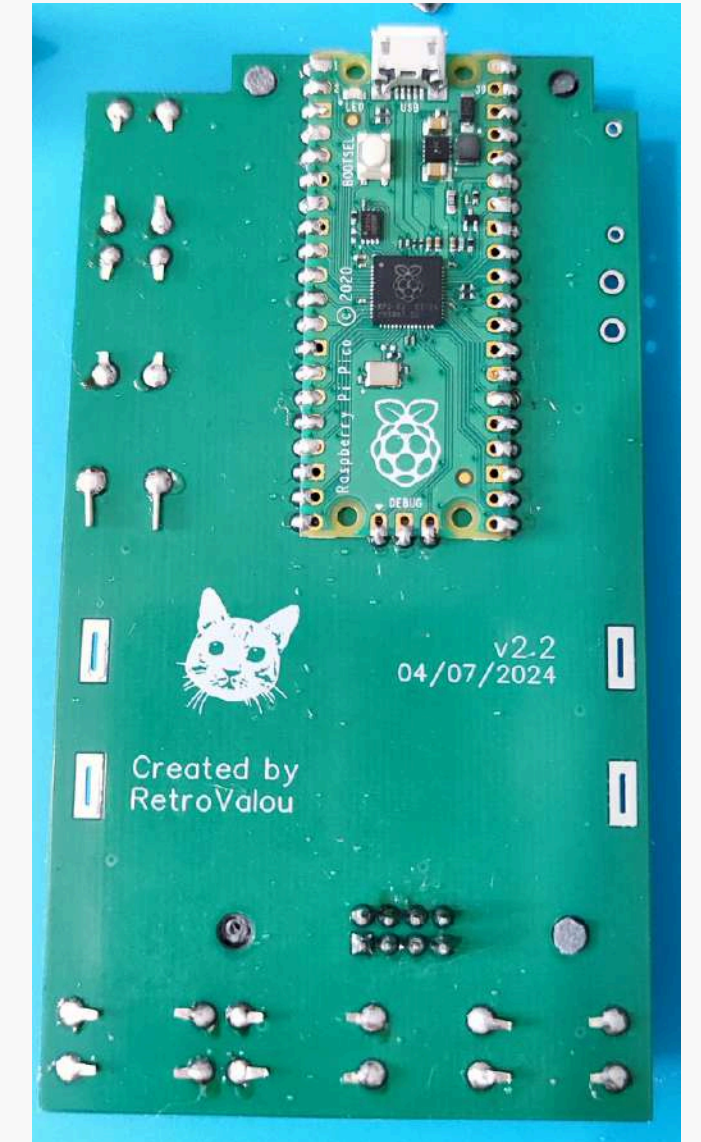


The (+) present on the buzzer must be on the screen side

Side with the Cat!

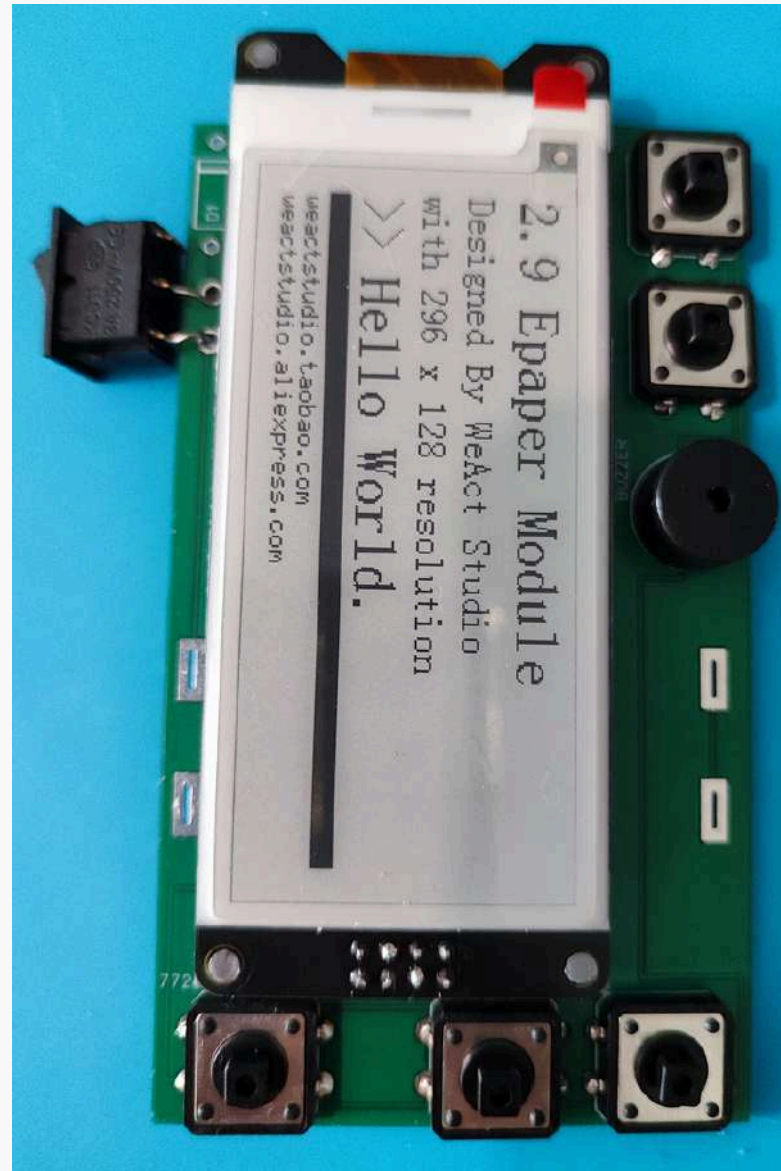


To make soldering easier, I advise you to slightly bend the buzzer pins.  
**WARNING ! They must be folded downwards otherwise they risk getting in the way during assembly.**



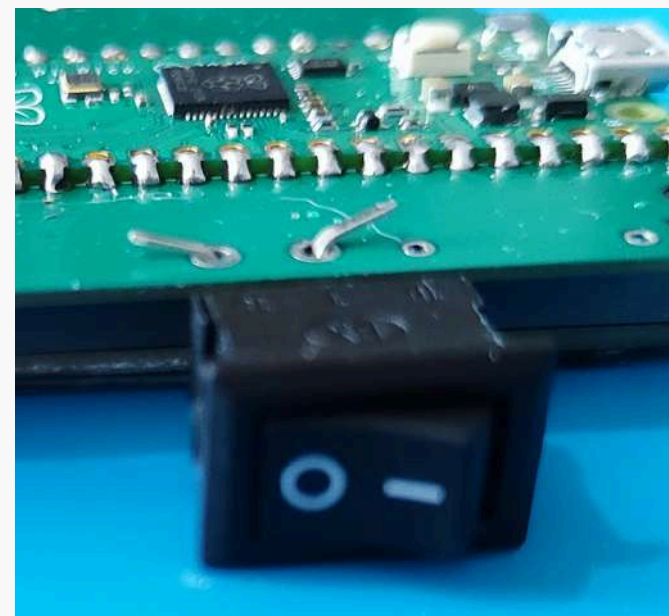
Solder the buzzer

# Soldering the Power button



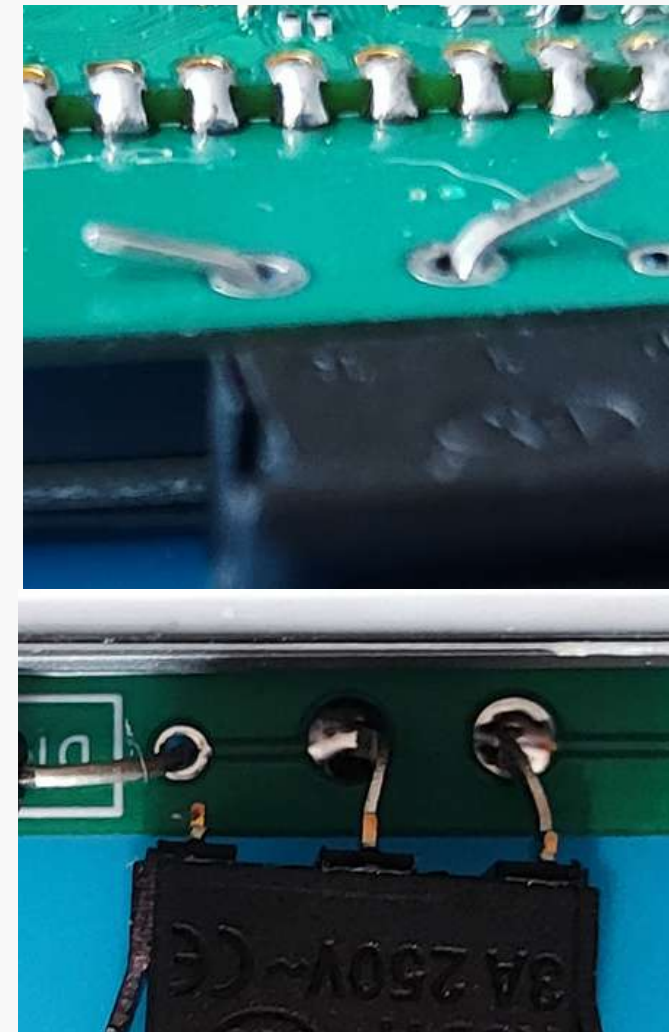
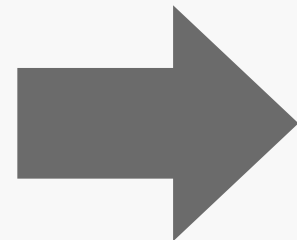
Position the Power Button like this

Side  
without  
the Cat!

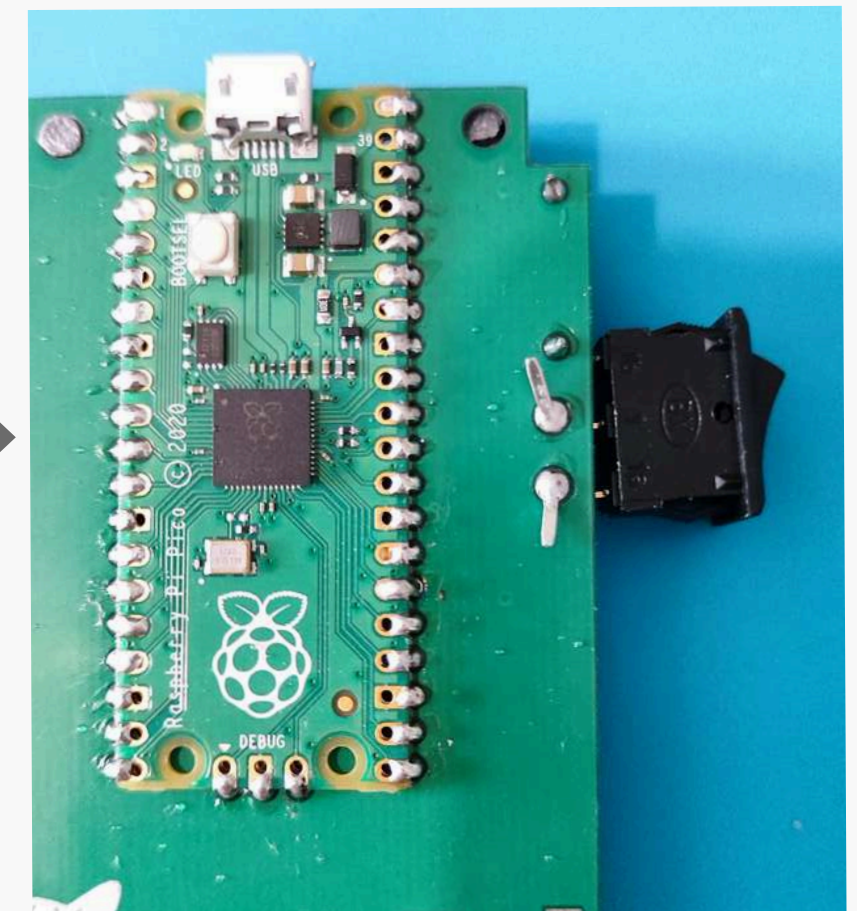
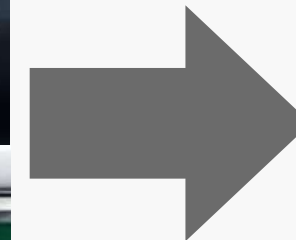


Make the button  
flush with the cat  
side PCB

Side with  
the Cat!



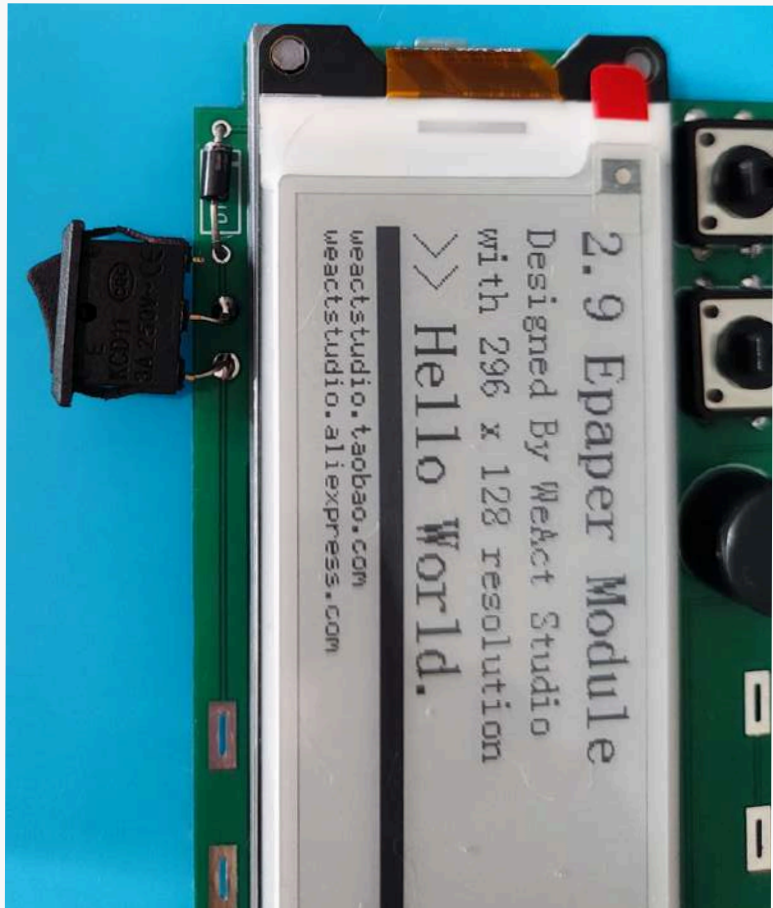
To make soldering easier, I  
advise you to slightly bend  
the pins of the power buttons  
on both sides of the PCB



Solder the Power button

# Diode soldering

Side without the Cat!

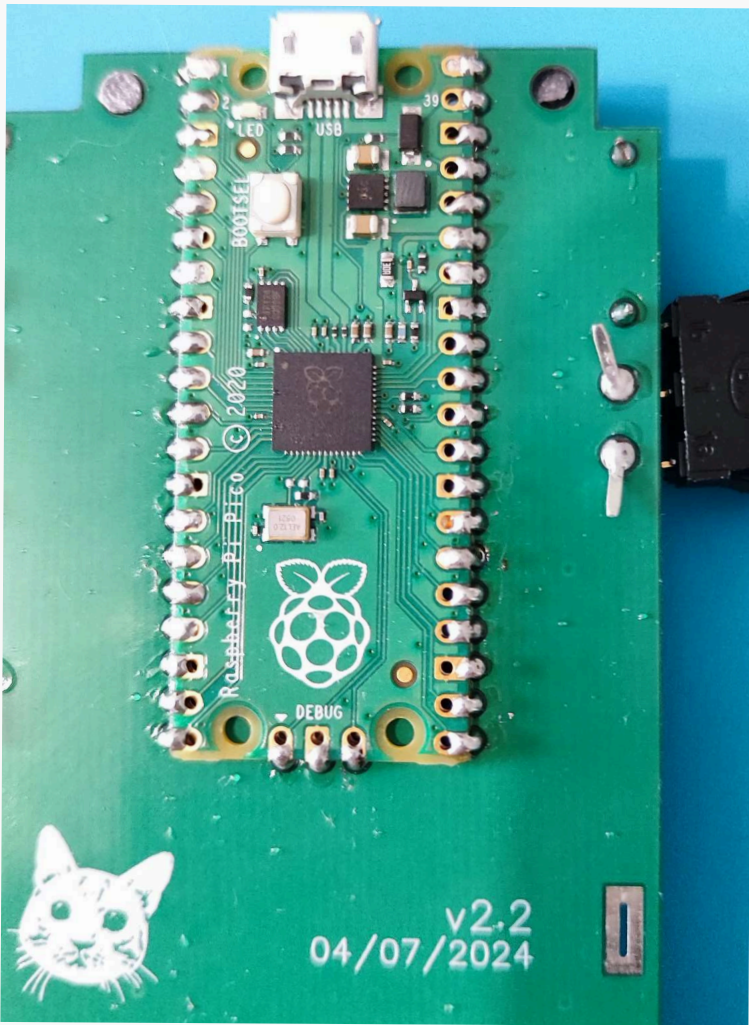


Position the diode like this

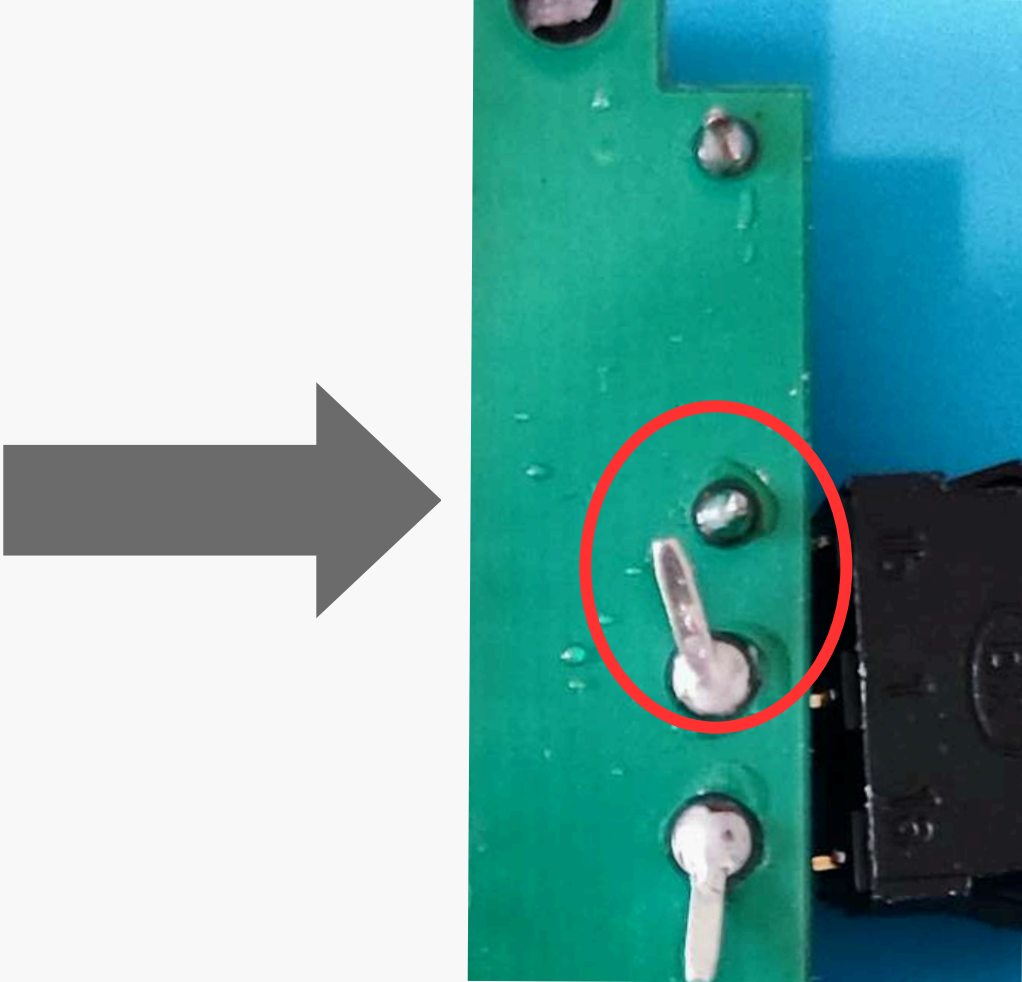


The gray line of the diode must be upwards (opposite the Power button)

Side with the Cat!

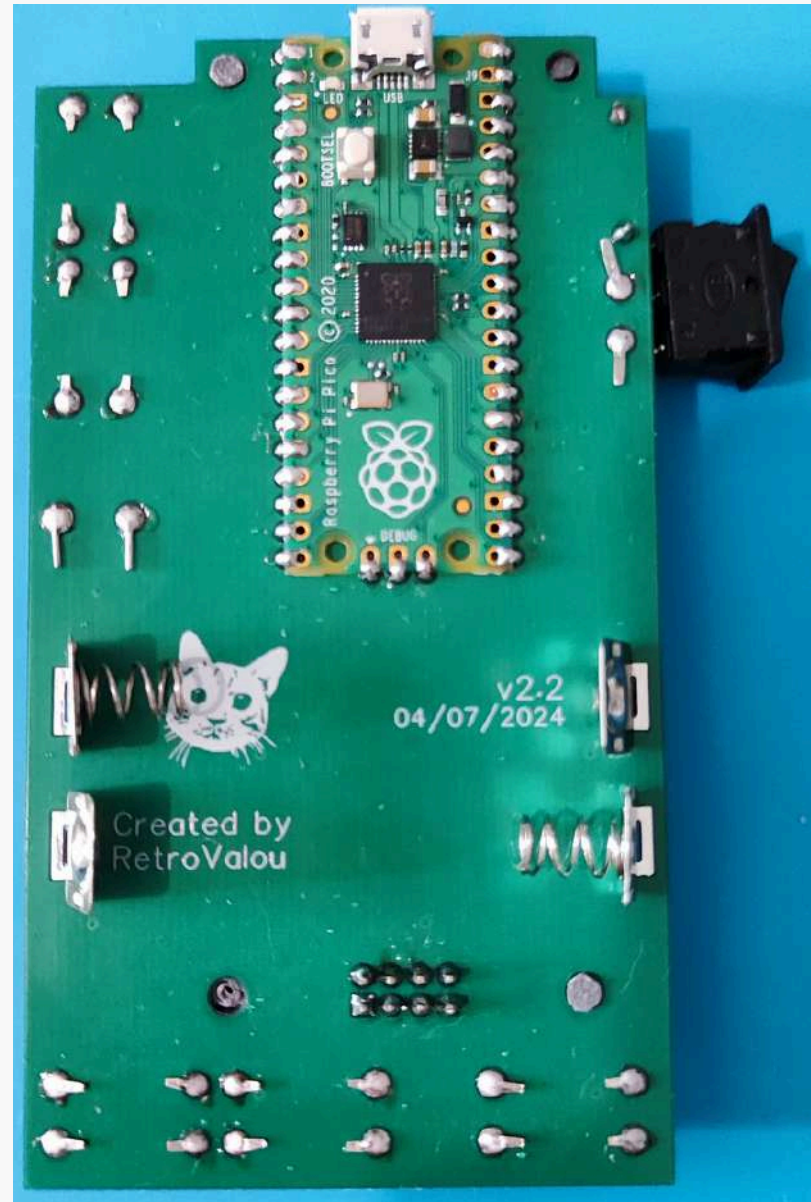


Solder the diode and cut the pins to shorten them

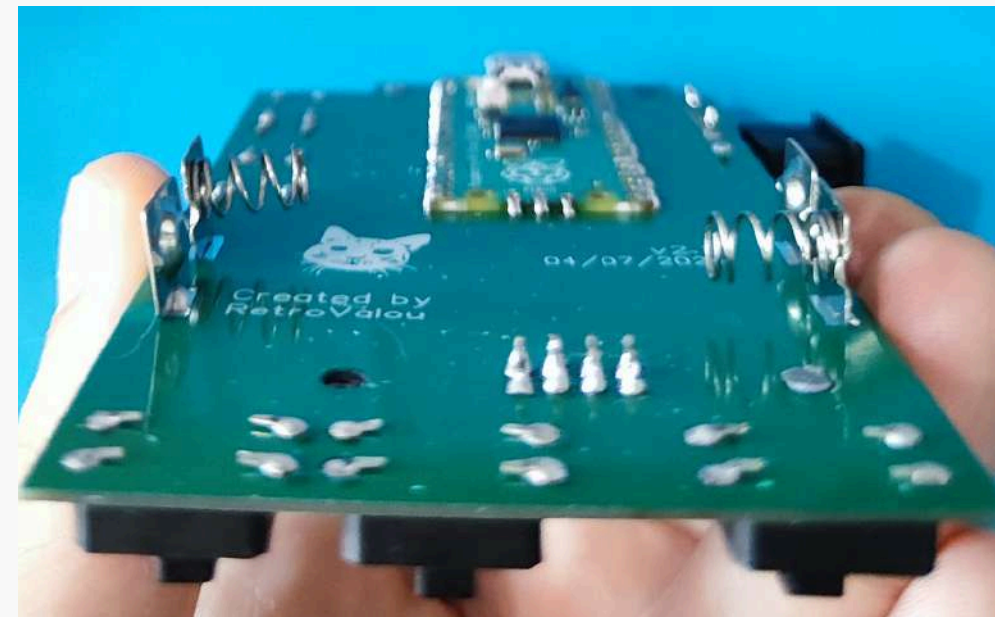


Normally, there is no risk if the pin of the diode and the power button are in contact here (the pins are already connected by the PCB!)

# Soldering contacts for batteries



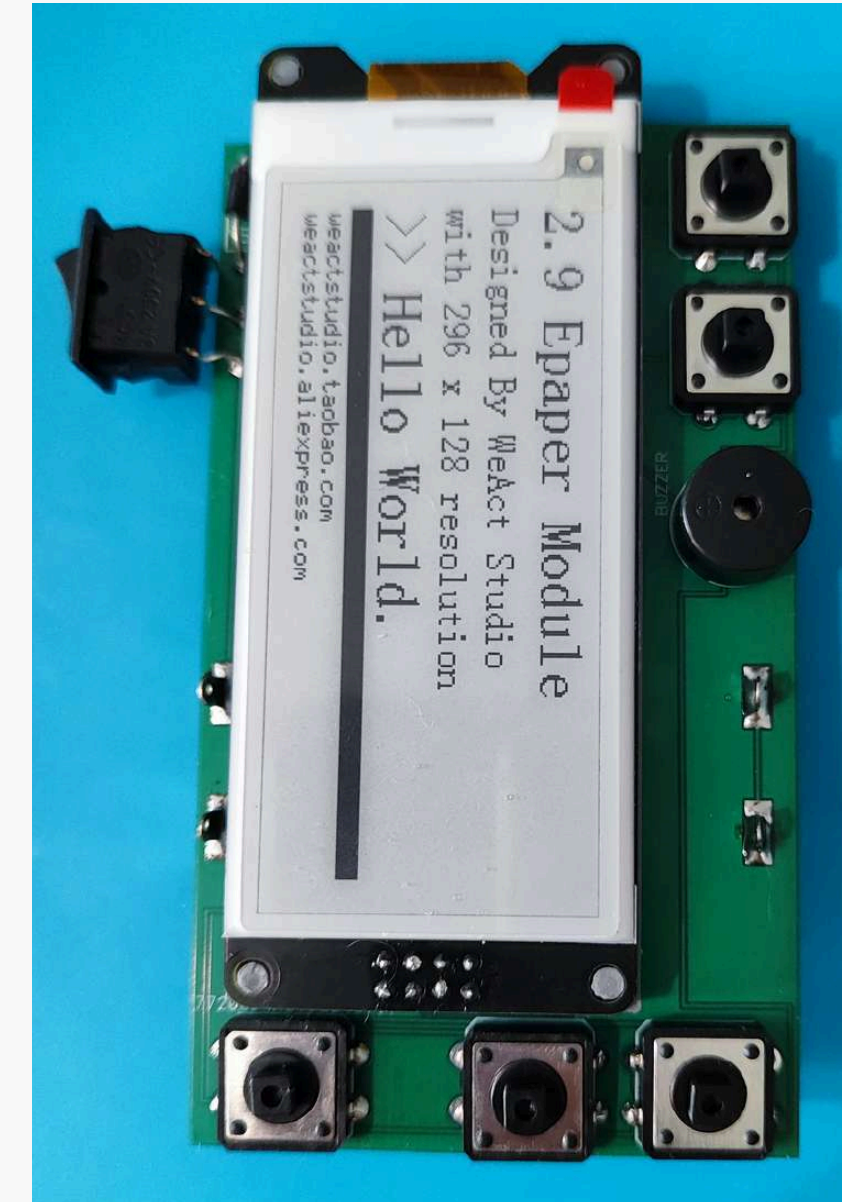
Side  
with the  
Cat!



The contacts must be as straight  
as possible

the battery contacts should be  
positioned like this

**WARNING ! Respect the spring  
and non-spring contacts**



Side  
without  
the Cat!

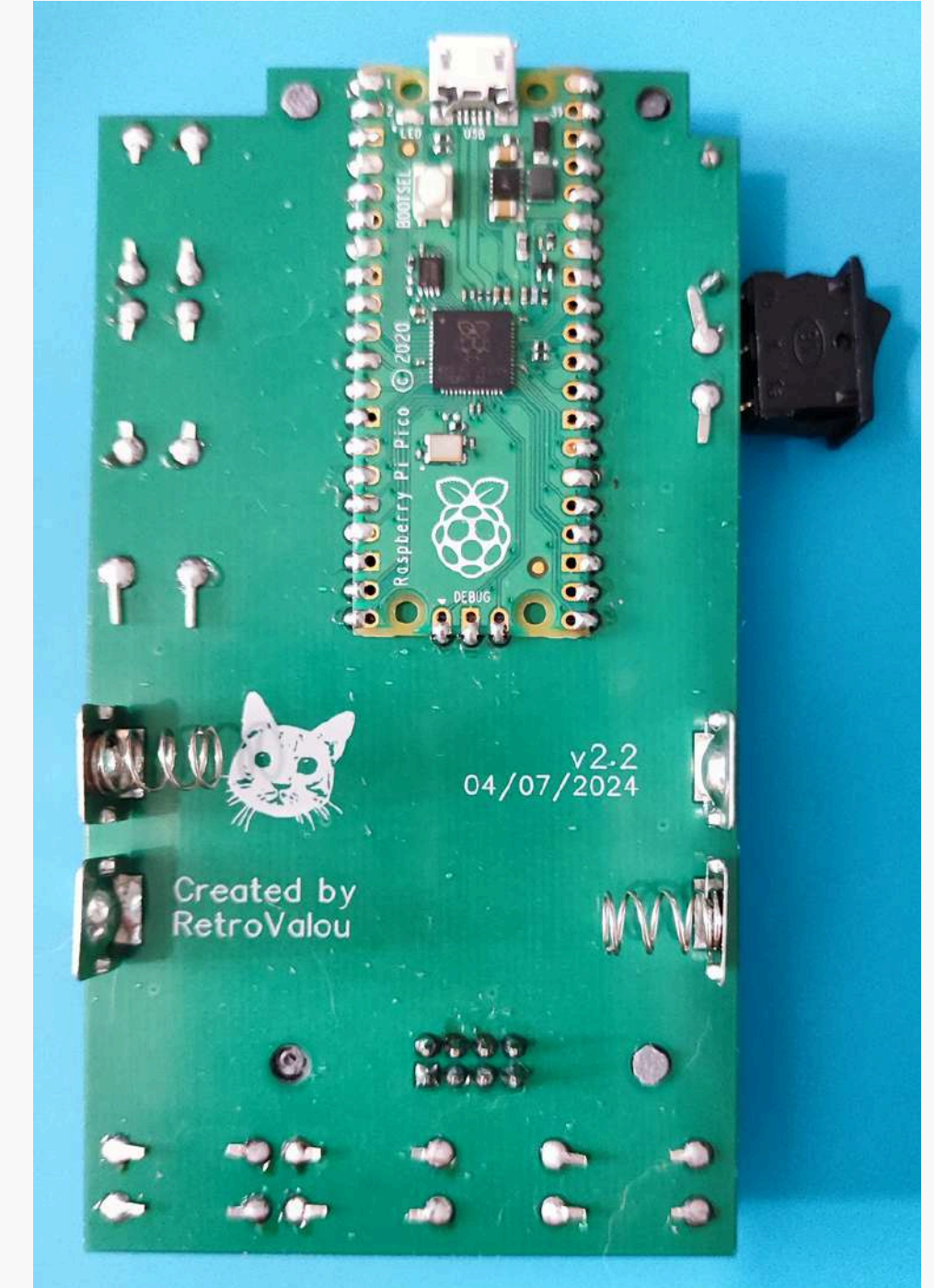
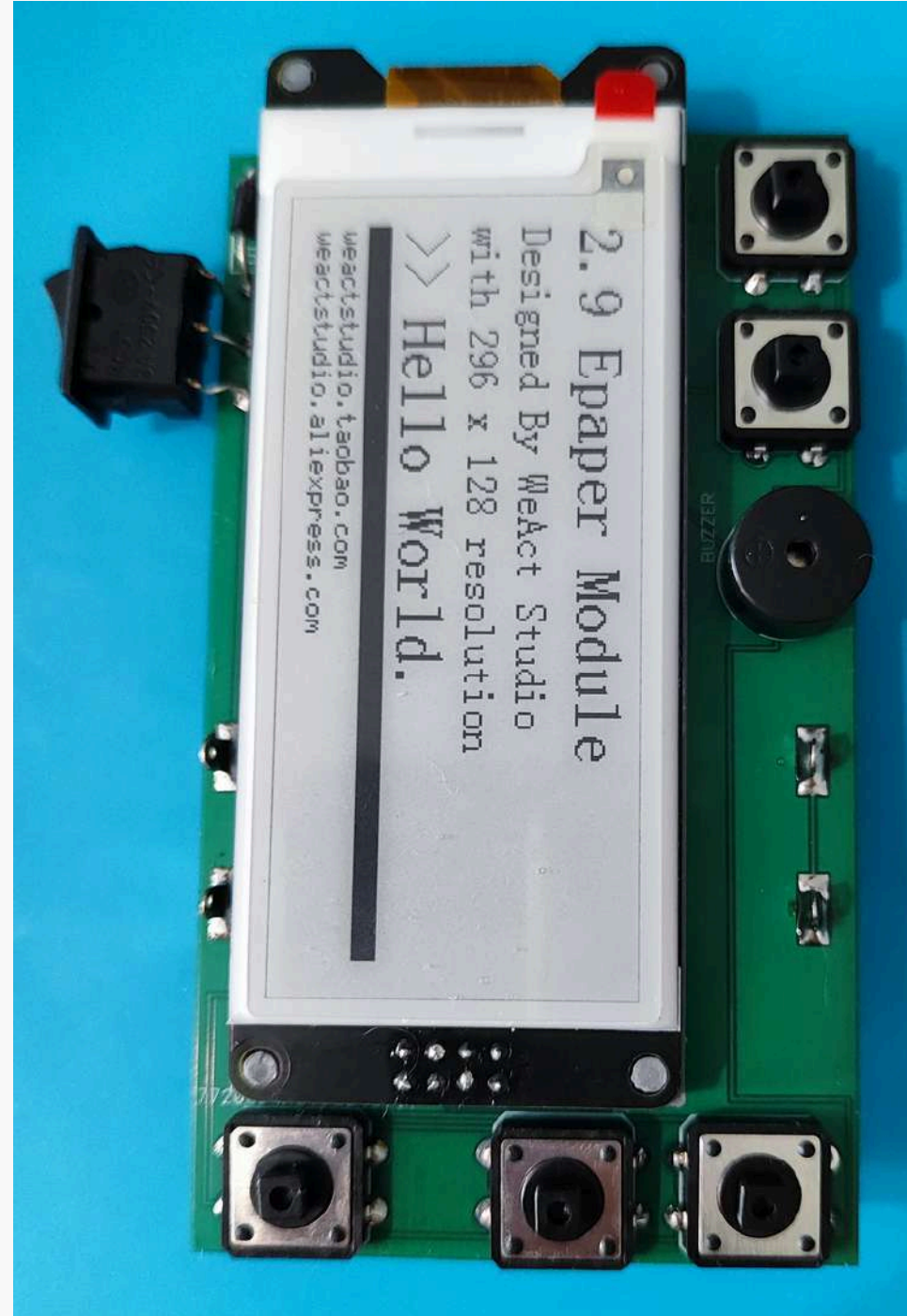
Solder the contacts on the catless side.

This part is the hardest. Unfortunately I don't have  
much advice to give =(

You can lightly solder on the other side if that  
makes it easier for you to solder on the screen side

# Finish!

**Bravo !  
you have finished  
soldering the David &  
John console PCB!**



# — Loading the software

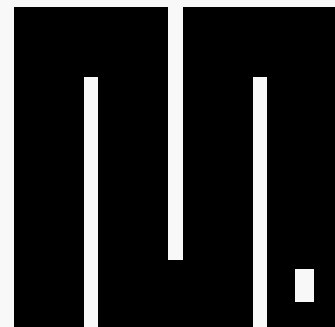
/04

# Prerequisites



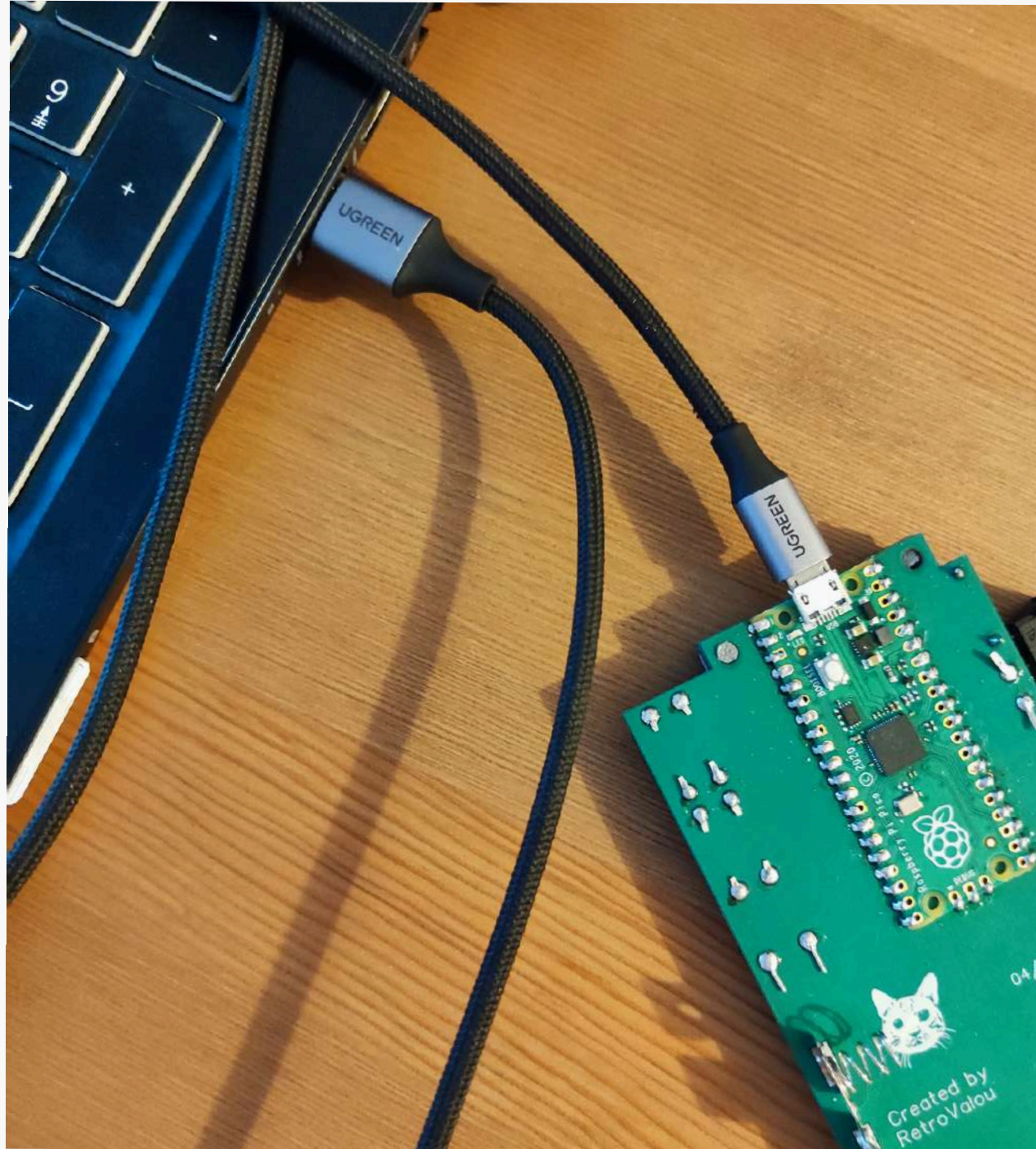
Micro USB cable to connect to the Raspberry PI Pico

Software allowing you to read a Raspberry PI Pico under Micro-Python Software I use: Thonny (does not require installation)



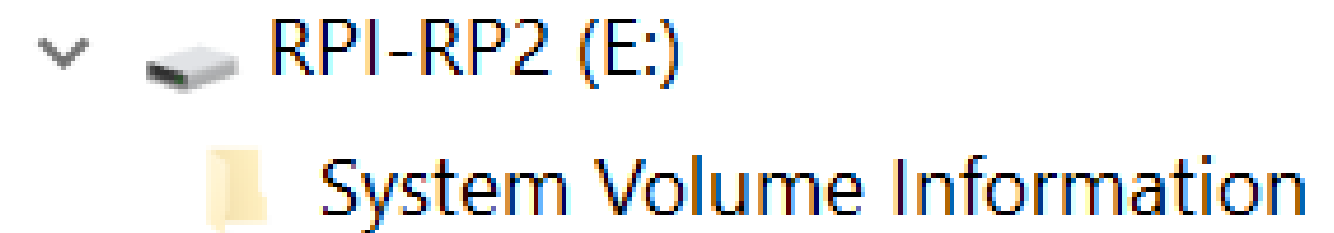
Micro Python Software for Raspberry PI Pico Available in the given files or on the official Micro Python website

# Loading Micro Python



The tutorial is carried out under Windows with Tonny

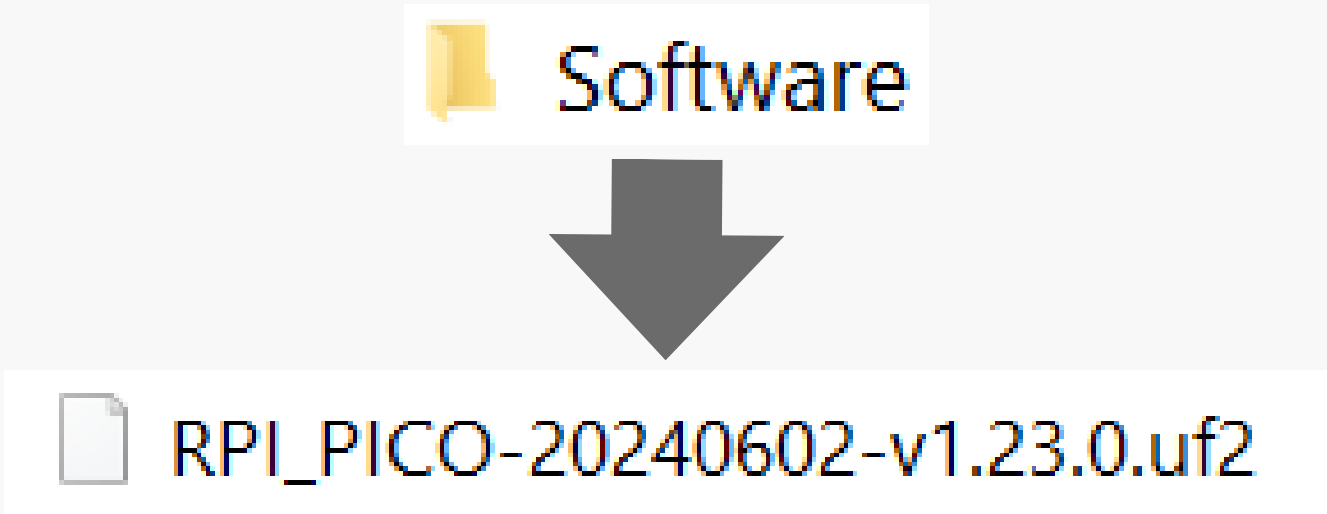
Connect the console to your computer using the MicroUSB cable on the Raspberry PI Pico port



The Raspberry PI should appear as a new drive

# Loading Micro Python

In the Software folder attached to this tutorial or on the Micro Python official website, you will find the following file



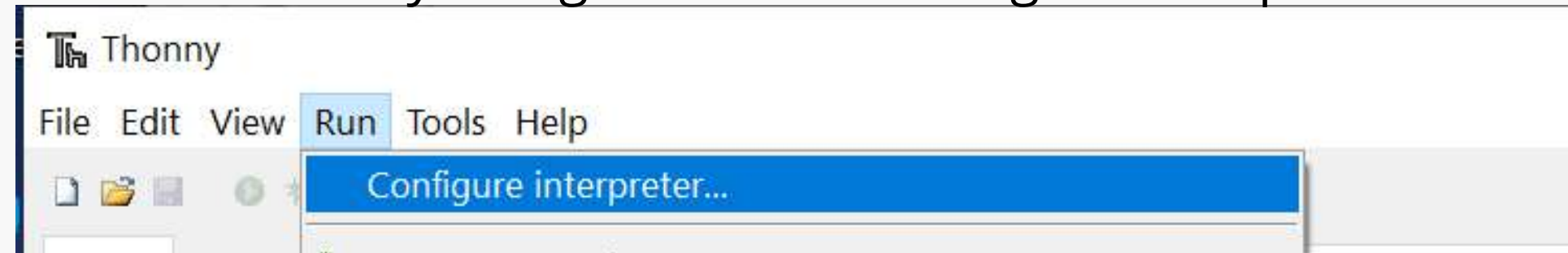
Copy it to the Root of the Raspberry PI Pico

RPI-RP2 (E:)					Rechercher dans : RPI-R... 🔍	
Nom		Modifié le	Type	Taille		
System Volume Information		01/08/2024 08:40	Dossier de fichiers			
INDEX.HTM		05/09/2008 16:20	Firefox HTML Docu...	1 Ko		
INFO_UF2.TXT		05/09/2008 16:20	Document texte	1 Ko		
RPI_PICO-20240602-v1.23.0.uf2		03/07/2024 18:13	Fichier UF2	645 Ko		

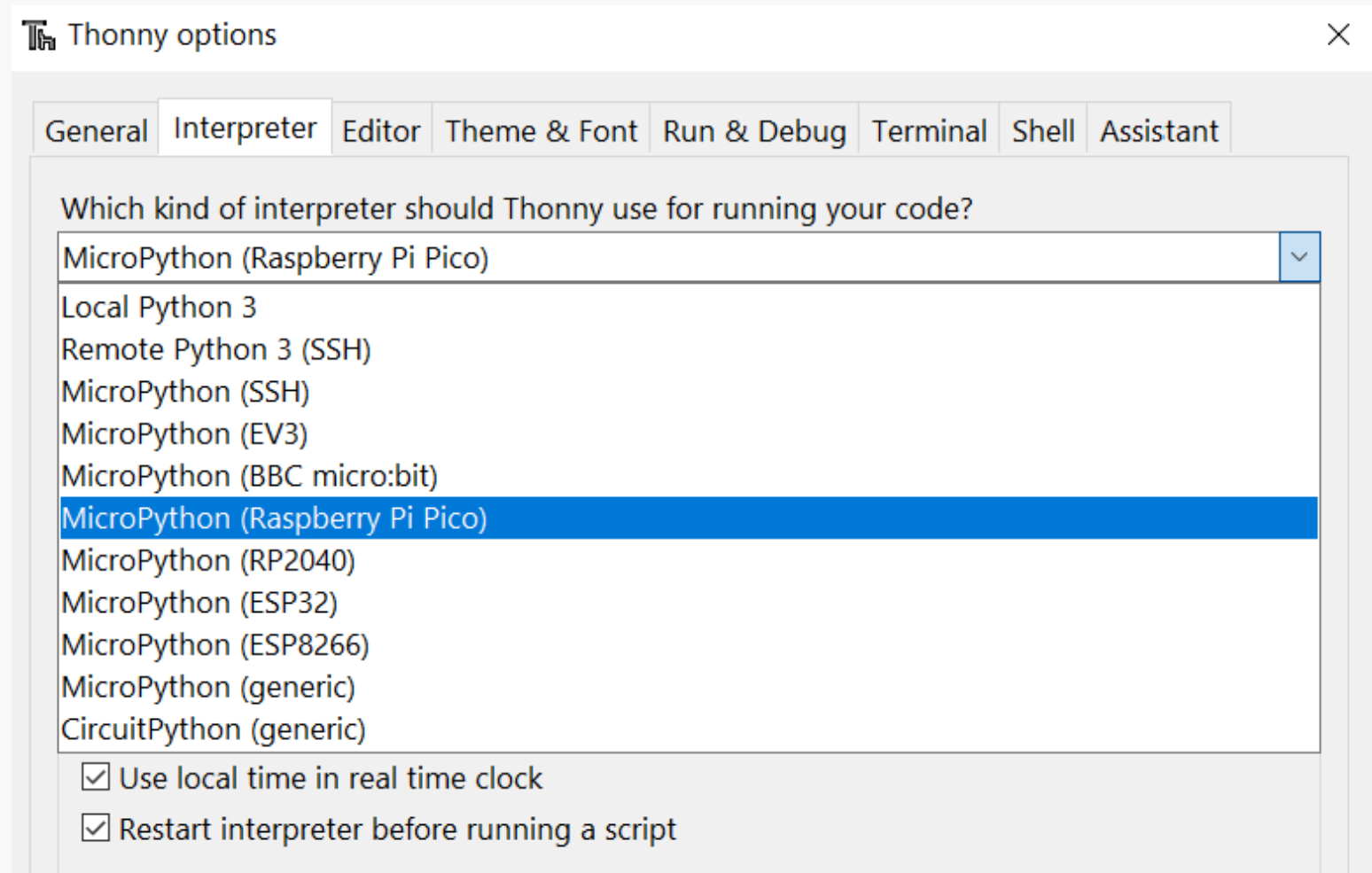
The reader should screw up and disappear from readers

# Loading the Software

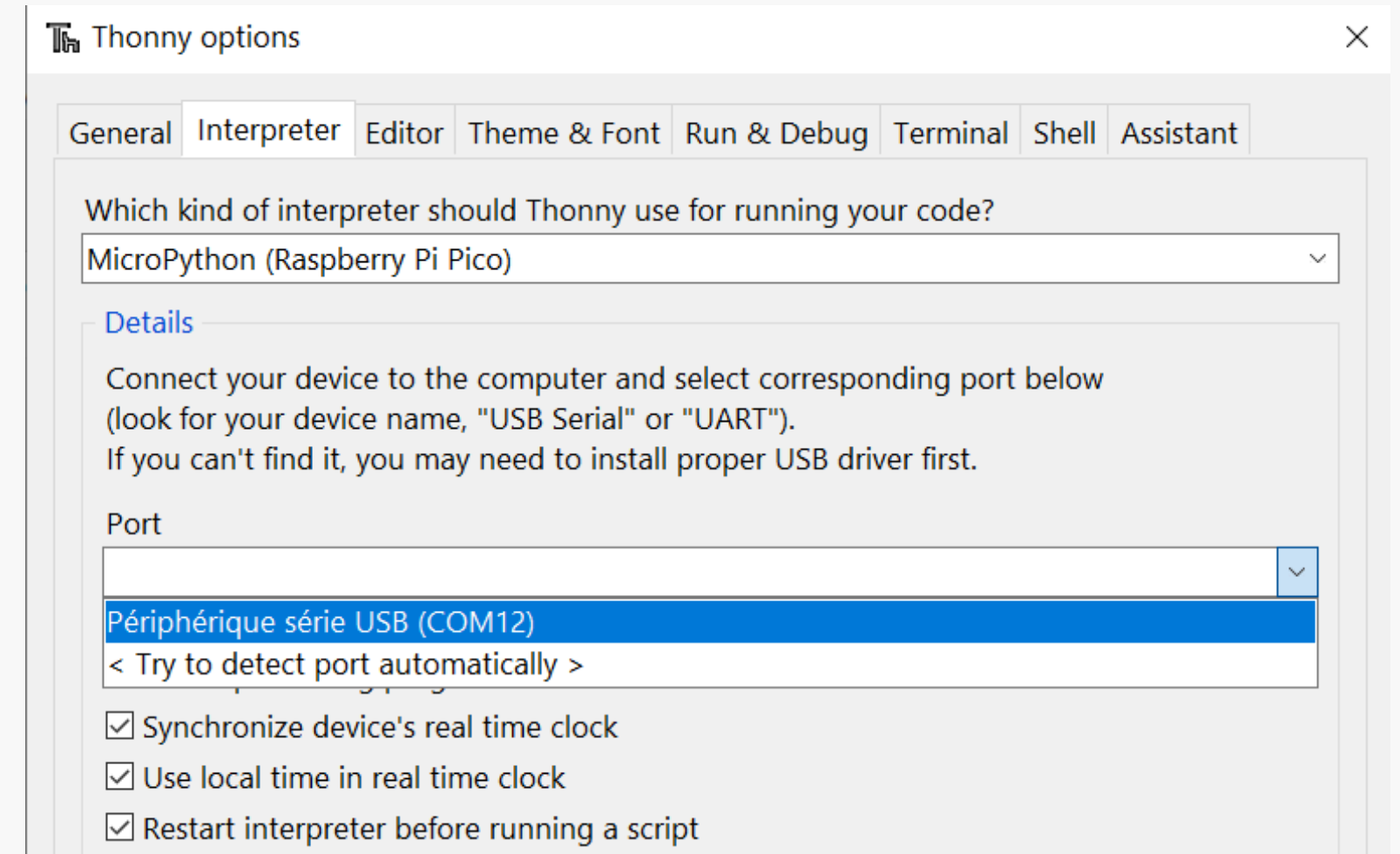
Launch Tonny and go to Run -> Configure interpreter



A window appears

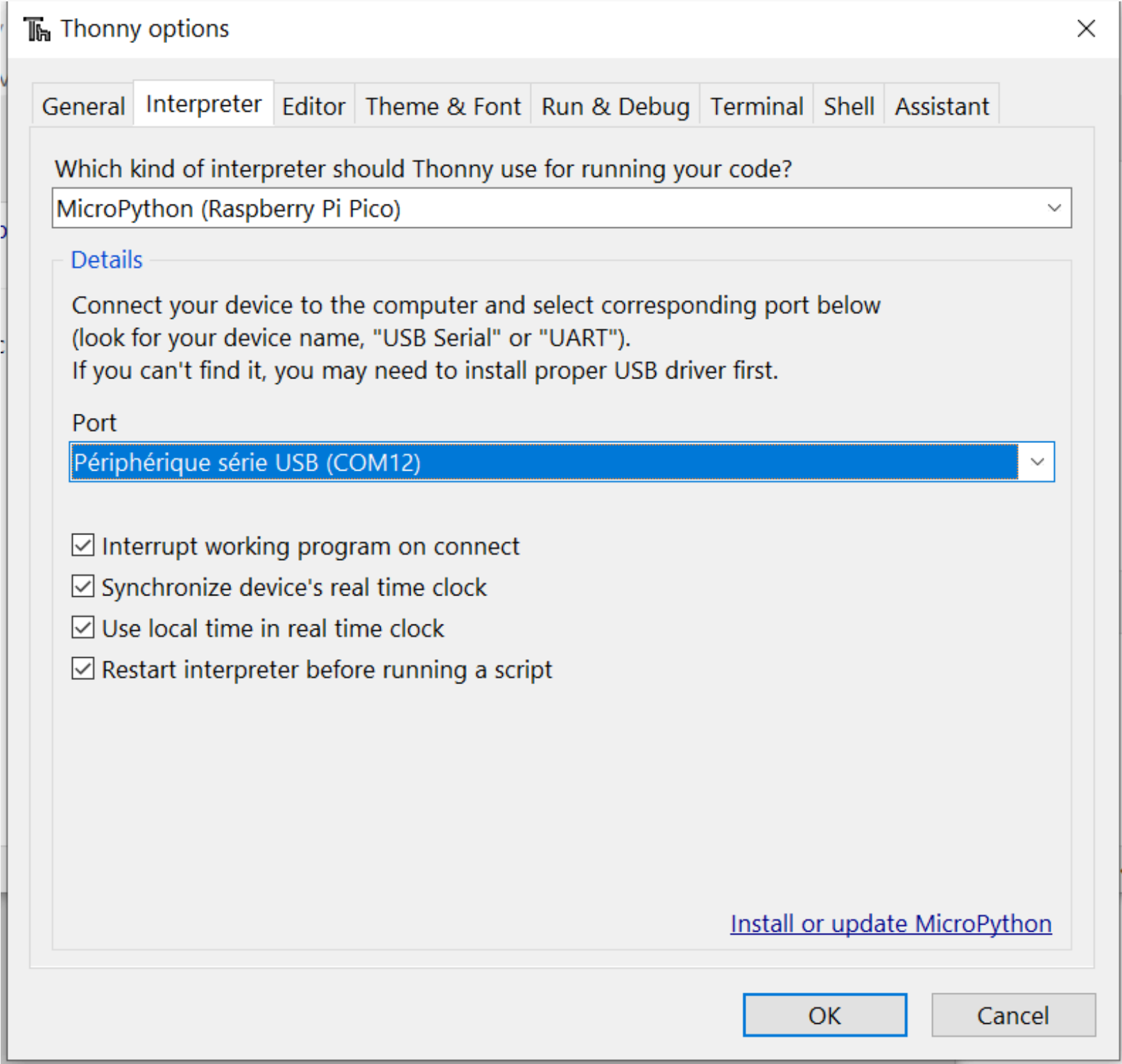


select in the first box MicroPython (Rasberry PI Pico)

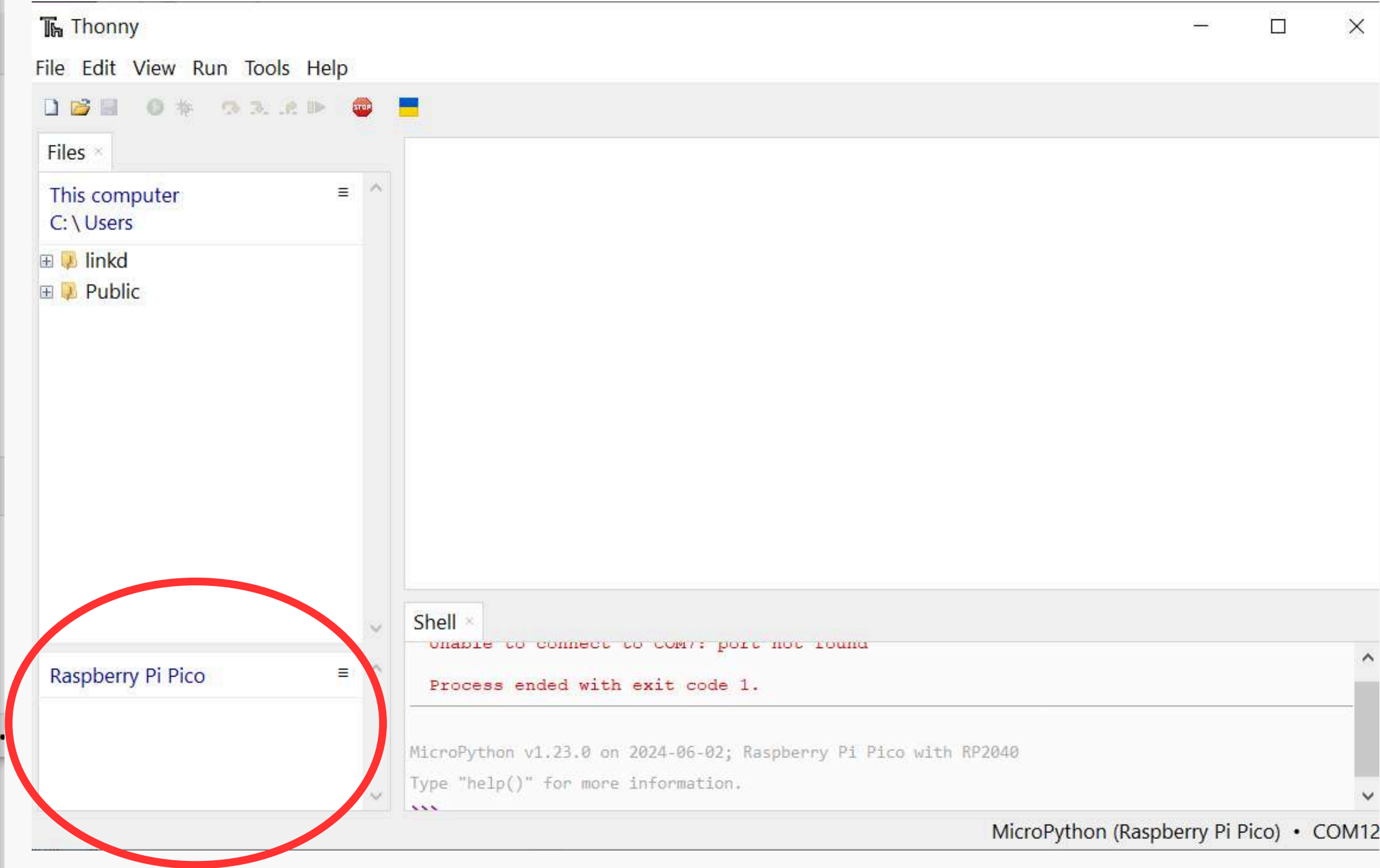


select in the second box your USB device corresponding to the Rasberry PI

# Loading the Software



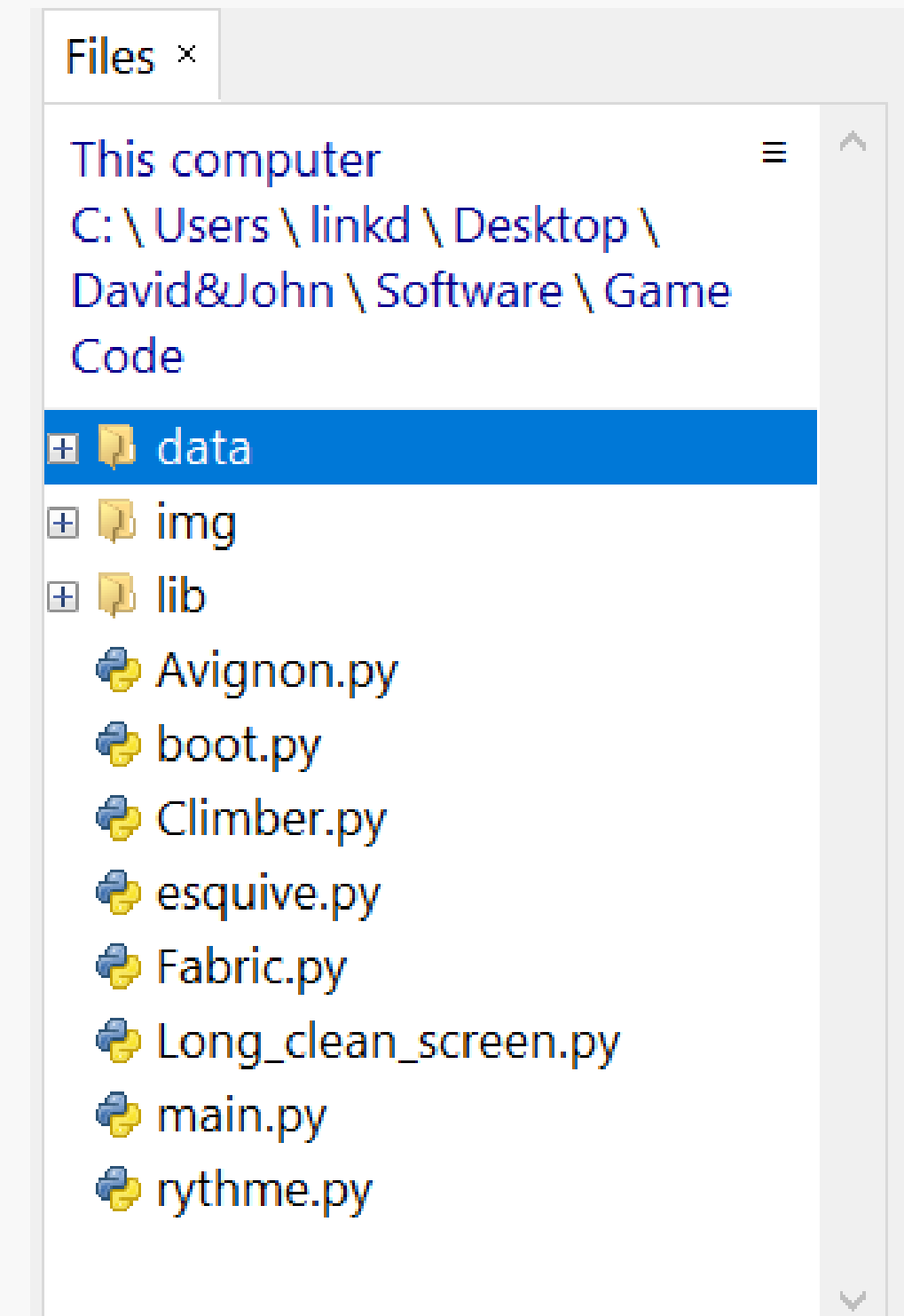
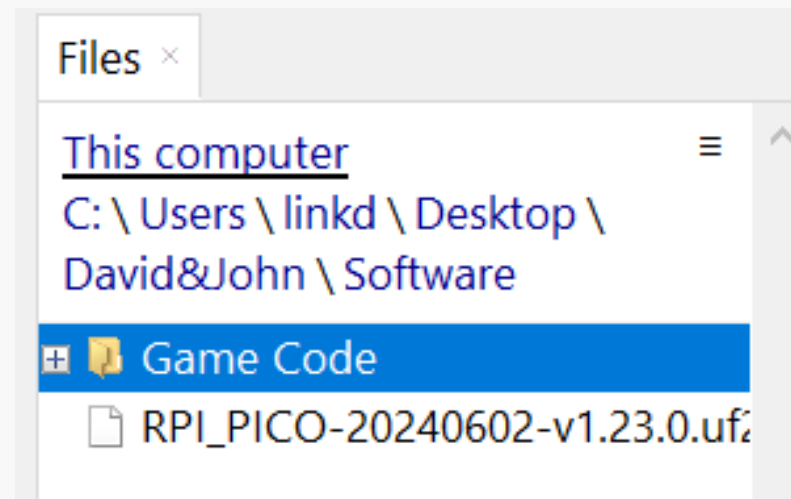
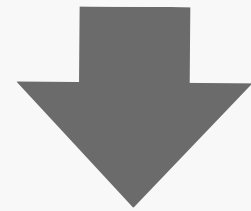
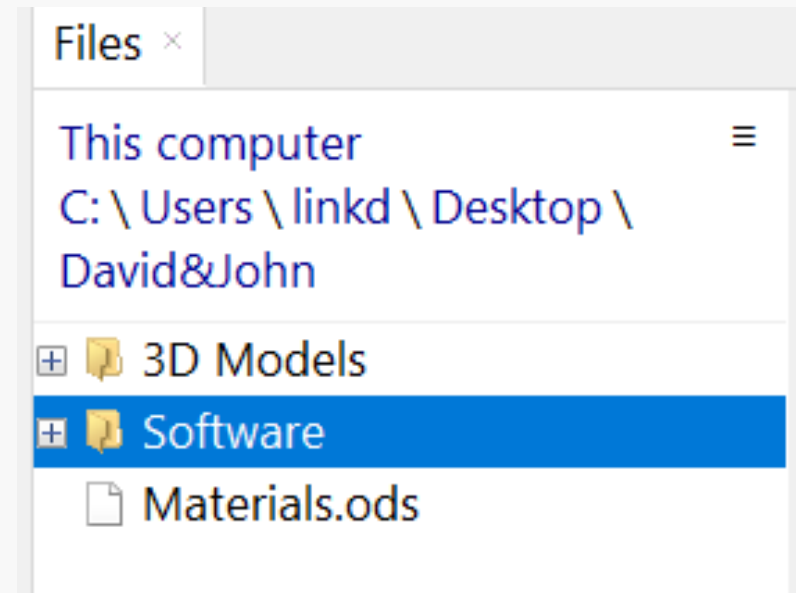
Click OK



The Raspberry PI Pico should appear

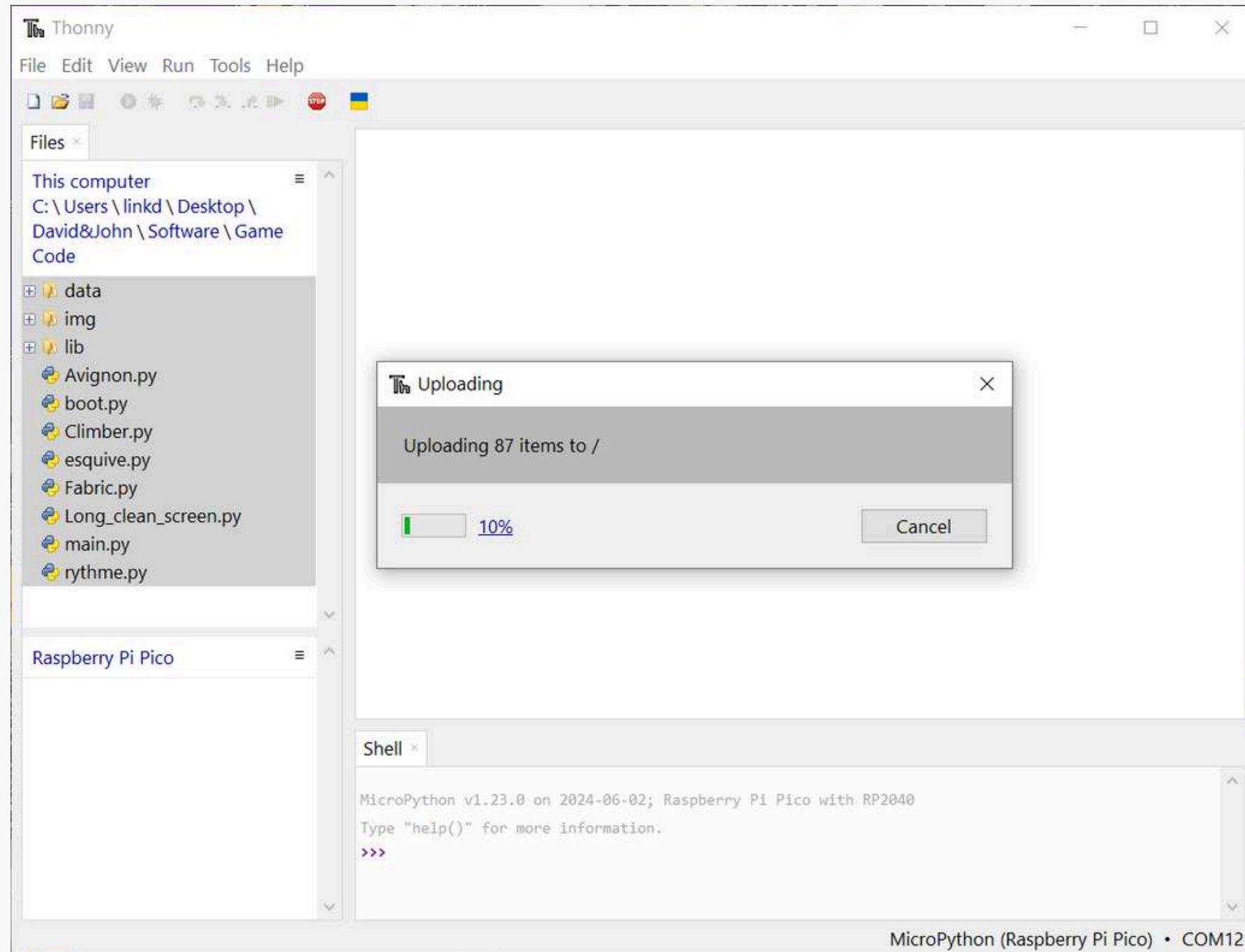
# Loading the Software

In the File window go to Software -> Game Code

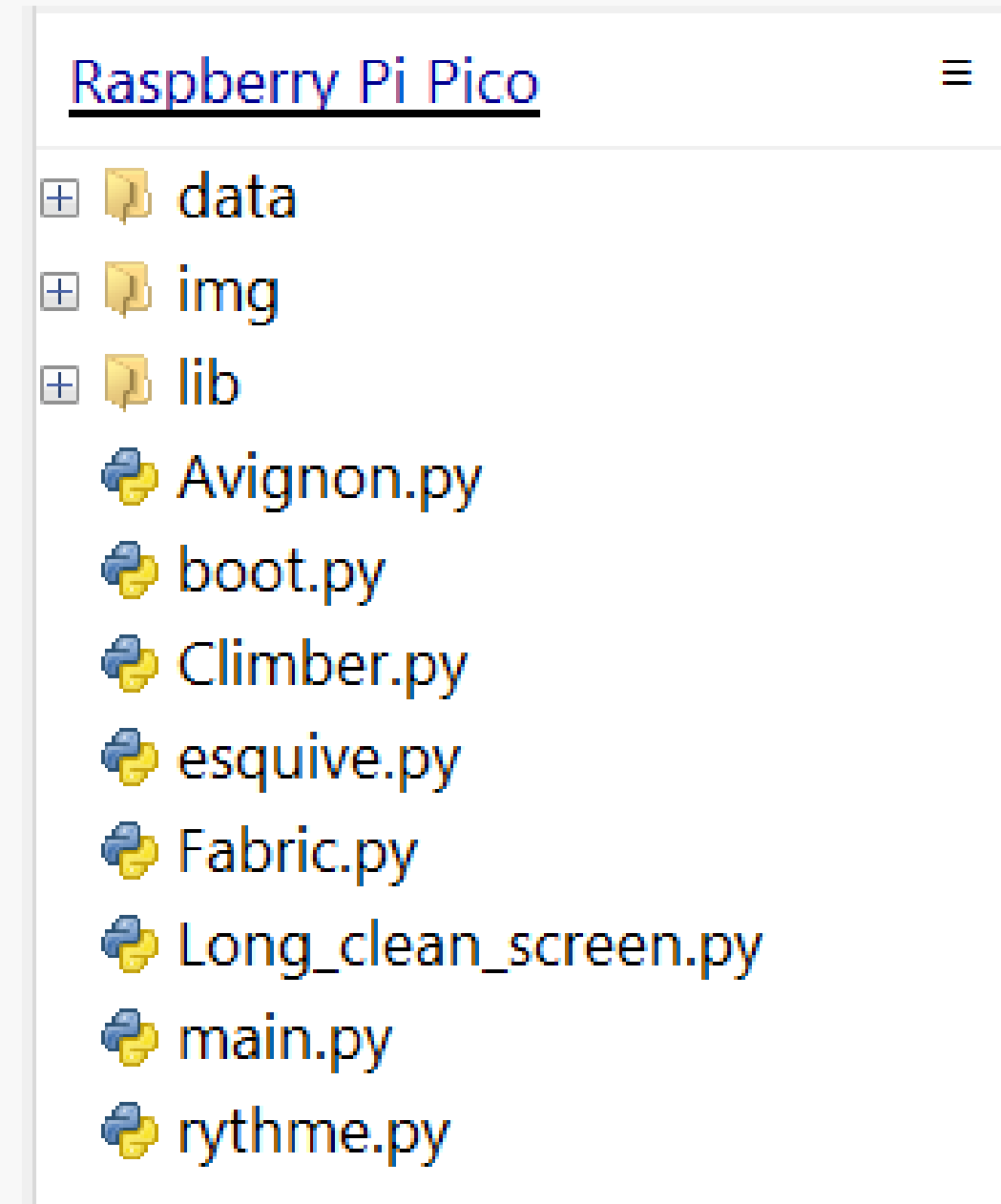


# Loading the Software

Select all files, right click and select “Update to /”



The files are completely copied to the Raspberry PI PICO!



# Loading the Software



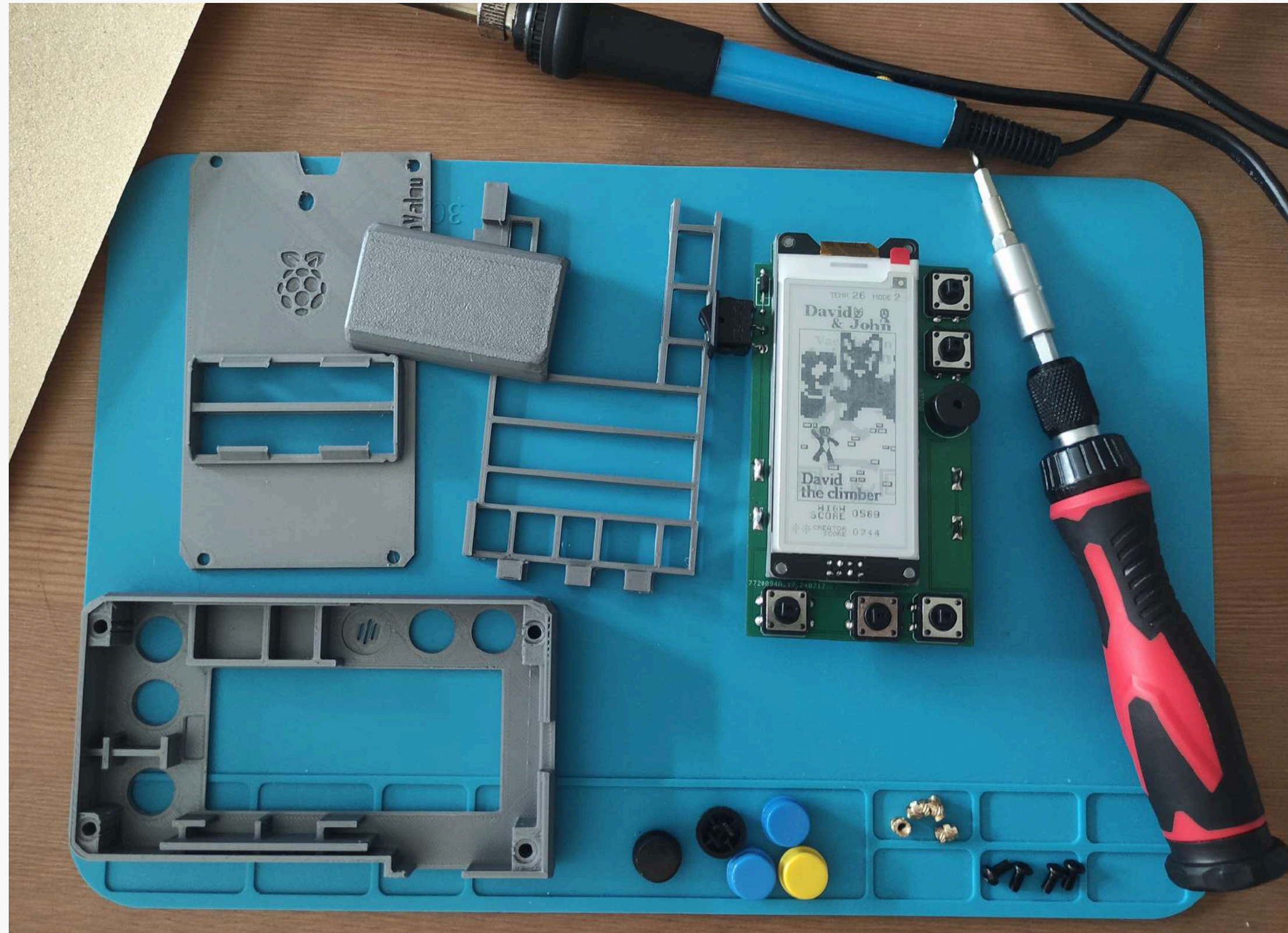
Exit Tonny, unplug and plug back in the Raspberry Pi Pico.  
The console should start!

**WARNING ! Test if all the components work correctly  
(the sound, the 5 buttons, the batteries) and repair /  
resolder / change the components if one of them is  
defective  
(for example, in this tutorial the buzzer was defective!)**

# — Case assembly

**/05**

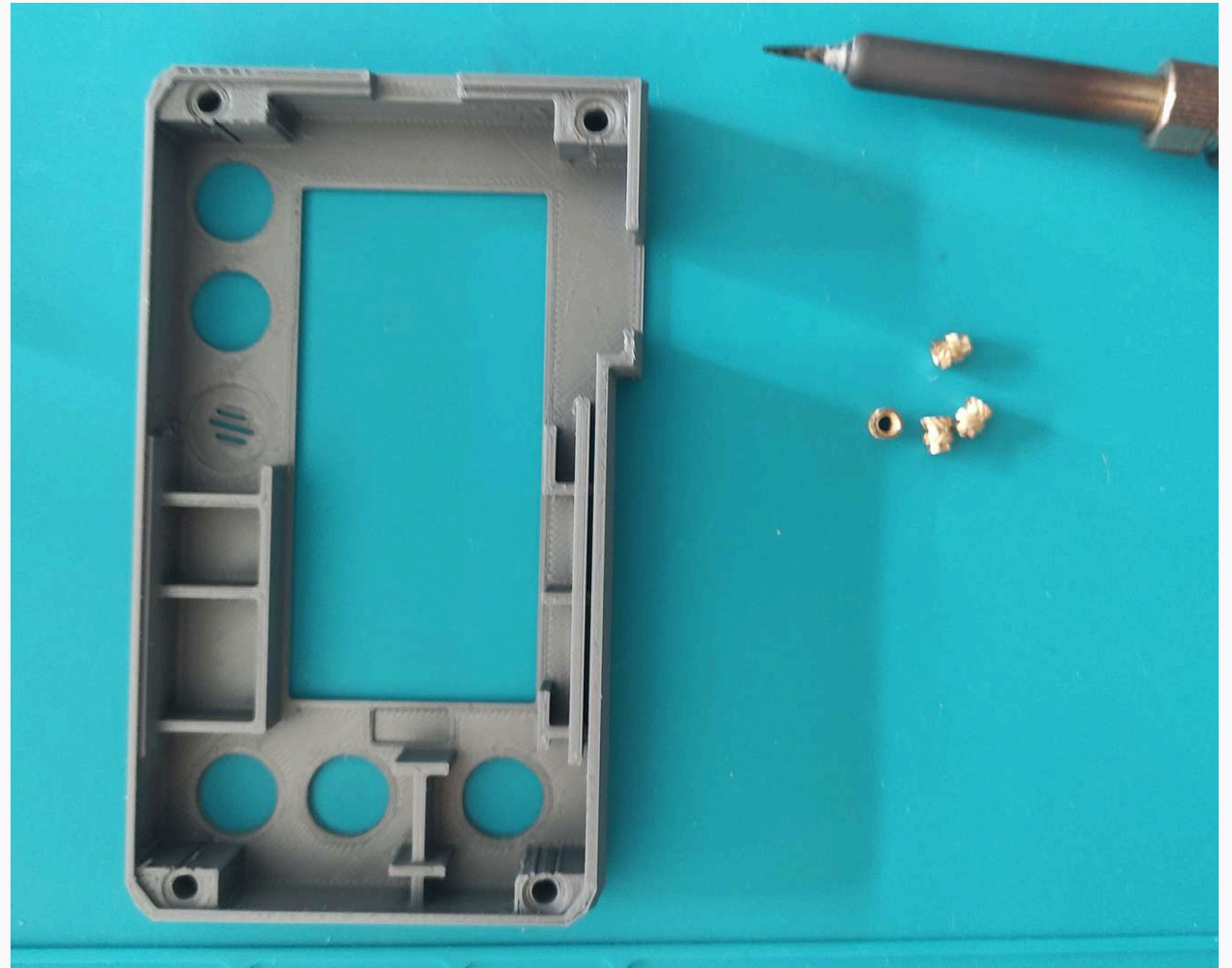
# Materials



# Preparing the front case



I advise you to lightly sand the button holes so that they can fit perfectly.



First, we will place the inserts in the 4 holes of the front case

# Preparing the front case



Place the insert like this on the tip of the hot soldering iron



Push it into one of the holes in the front case.  
Do this until the edge is at the edge of the plastic (To prevent the insert from falling during the operation, hold the shell on its side)



# Preparing the front case

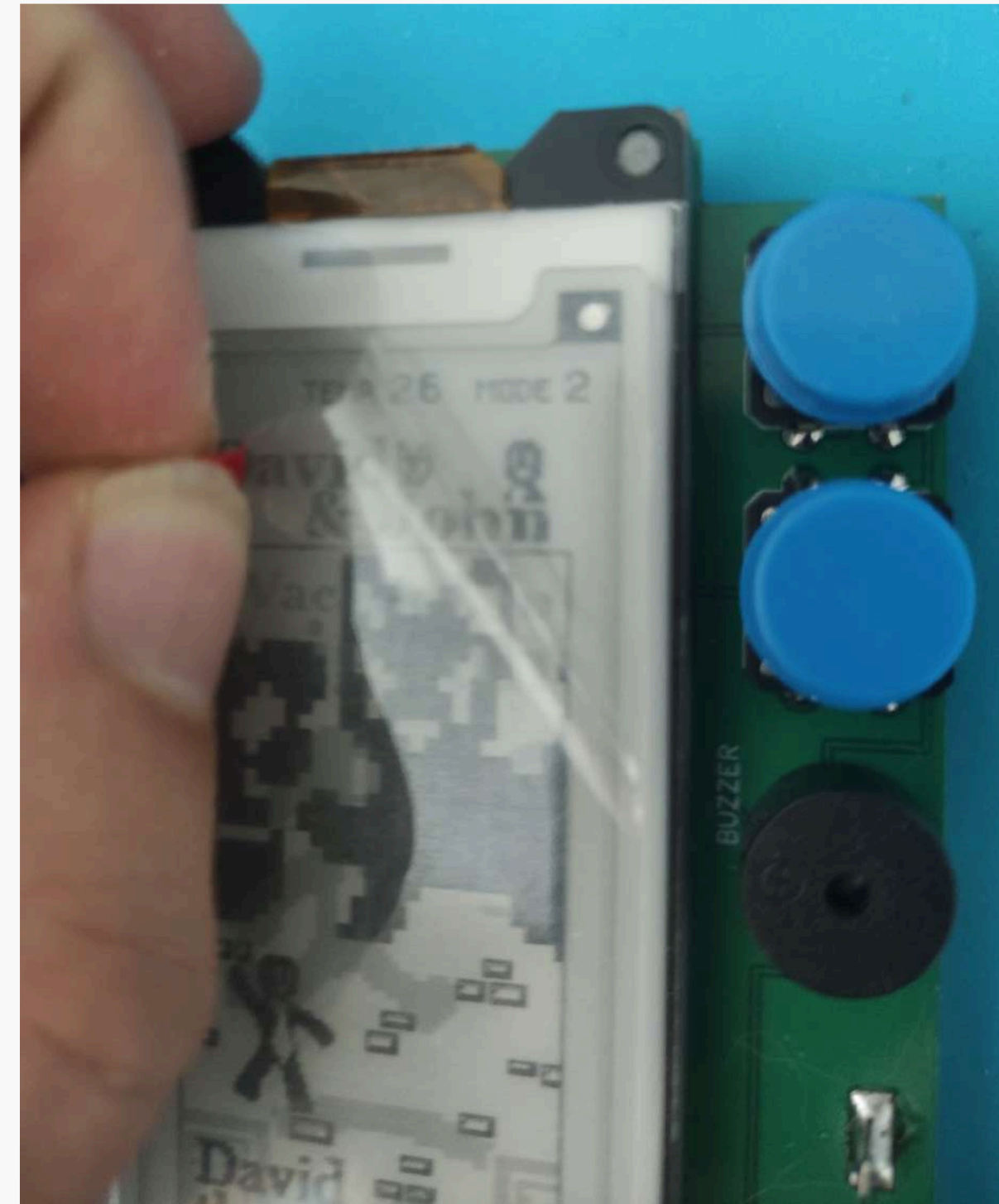


Repeat the action for the  
other holes

# Inserting the PCB into the case

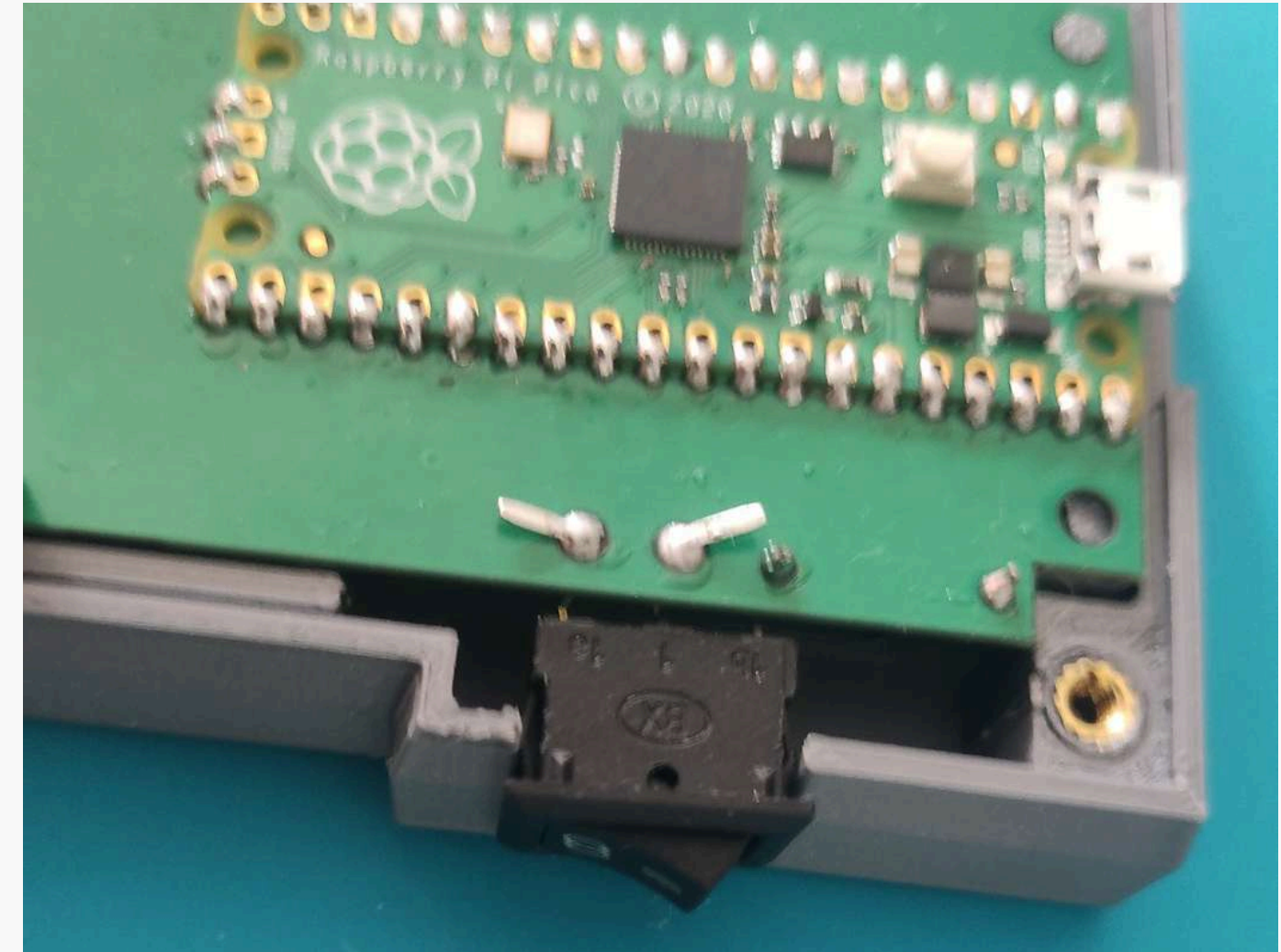
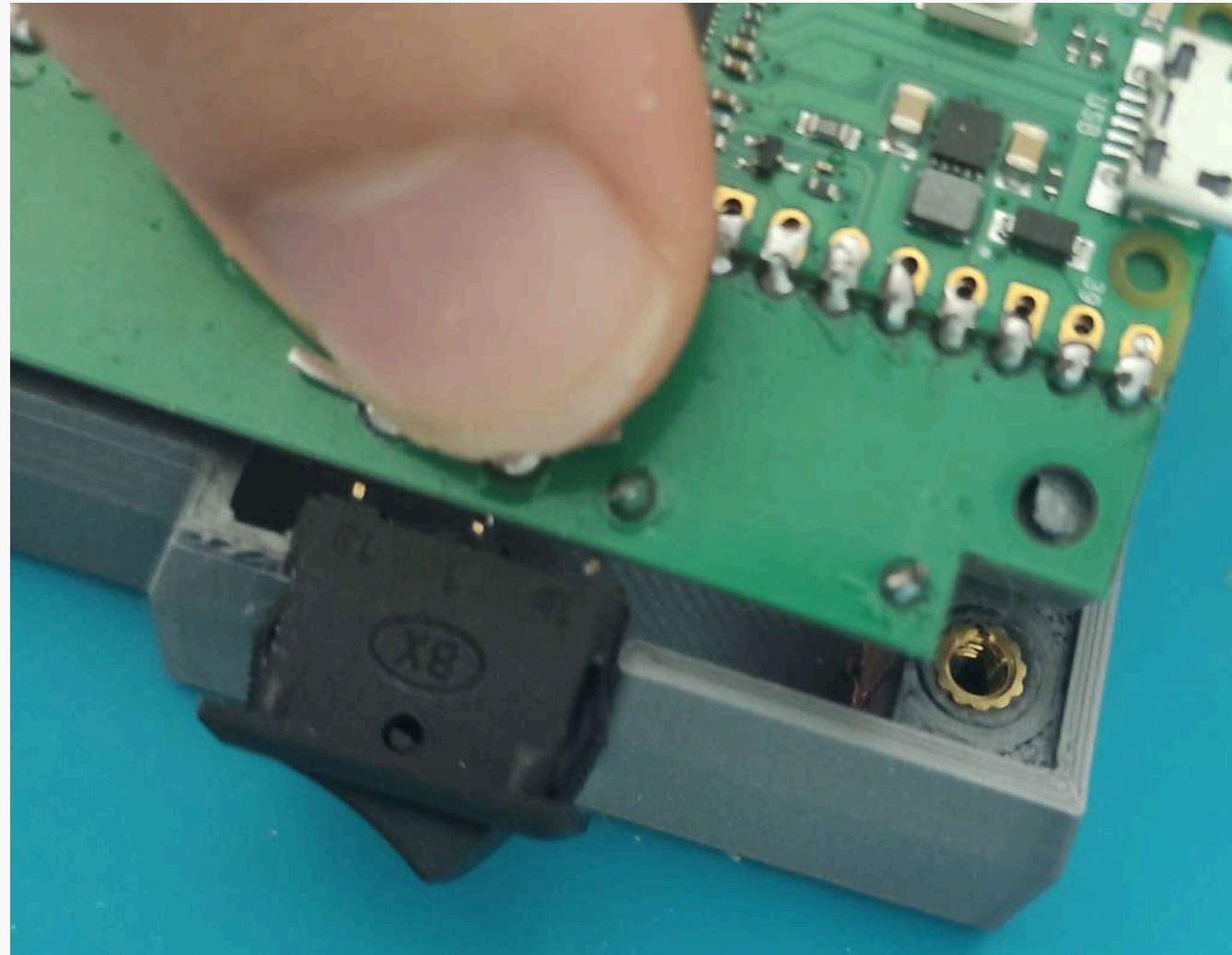


Place the button caps



Remove the film from the screen

# Inserting the PCB into the case



To insert the PCB, start by inserting the power button from the outside of the case

# Inserting the PCB into the case



Insert the rest of the card until it is completely seated in the front case

# Inserting the PCB into the case



Insert the rest of the card until it is completely seated in the front cover



Check that the buttons click correctly.  
If not, remove the PCB and sand button's holes

# Assembly of the rest of the case



Insert the PCB holder

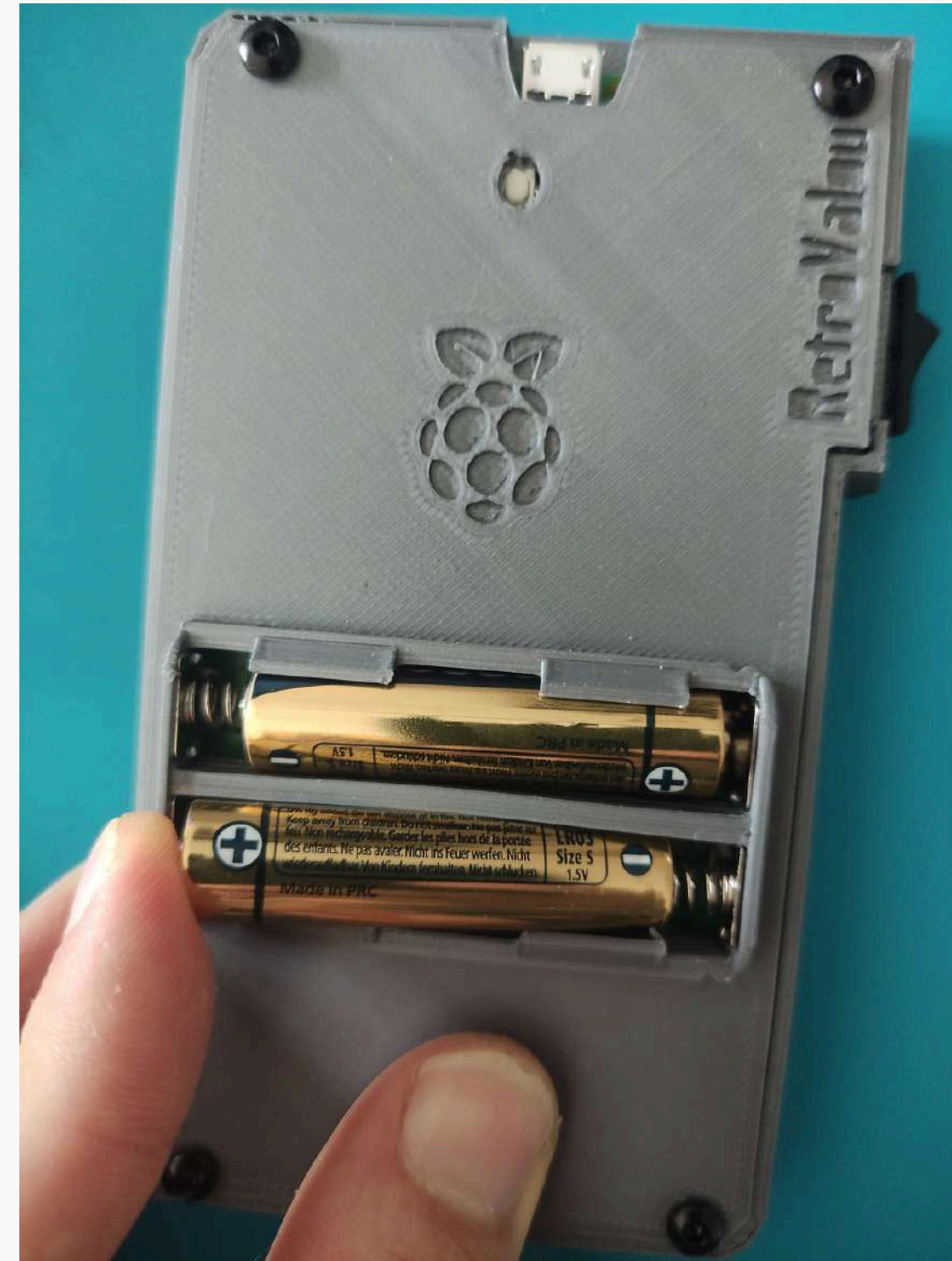


Then fit the rear case

# Assembly of the rest of the case



Screw in the remaining 3 screws



Insert the batteries

# Assembly of the rest of the case



Slide the battery cover into place

# END



The console is completely finished!

—  
**THANK YOU !**  
**and good**  
**game!**

**/06**