Duino.app problem:

An Arduino MEGA microcontroller using the Silicon Labs CP2102 USB to Serial chip exhibits some type of initialization problem when switching from the compile & upload activity to the activity where the serial monitor is receiving messages. However, the serial monitor does appear to be able to send keyboard characters to the microcontroller without any issues.

I have not experienced this issue with Duino.app and Arduino boards that use the ATMEGA 16U2 USB to Serial converter. I also don't experience this issue when using a CP2102 equipped microcontroller board with the official Arduino IDE.

Operating system:

Windows 10 and Windows 7

Browser:

Microsoft Edge and Vivaldi

Arduino board:

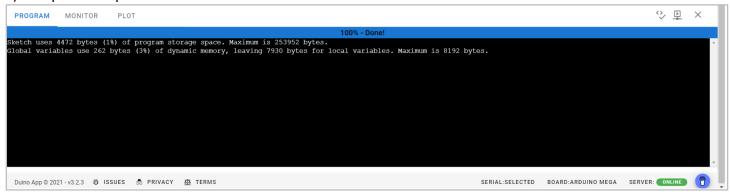
Keyestudio KS0498 Mega (CP2102 chip)

Workaround:

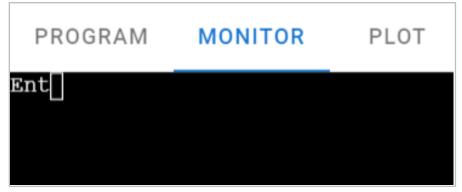
I discovered that by switching the serial monitor baud rate to a different value, and then returning the baud rate to the desired value, will somehow reinitialize the serial monitor and allow it to function properly. However, when another compile & upload is initiated the serial monitor will once again go on the fritz and require the workaround be performed again.

Screenshots follow...

1) Compile and upload successful.



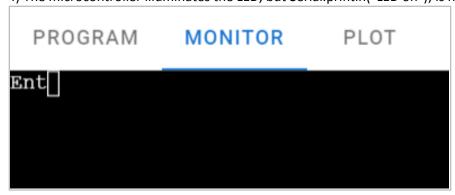
2) Only a portion of the message sent was displayed by the serial monitor, Serial.println("Enter command on or off...");



3) Send the command "on" to the microcontroller to illuminate the on-board LED.



4) The microcontroller illuminates the LED, but Serial.println("LED on"); is not received by the serial monitor.



5) The workaround, change the baud rate to some other value.



6) Changing the baud rate resets the microcontroller, but the message is gibberish due to the incorrect baud rate. Also, since the text appears without a newline character, the "Clear Monitor" button won't clear this line from the display, which is a known issue with Duino.app.



7) Change the baud rate back to the correct value of 9600.



8) The complete message is now received by the serial monitor, but starting at the previous cursor position. Newline control character was received so "Clear Monitor" button can now be used to erase the serial monitor.



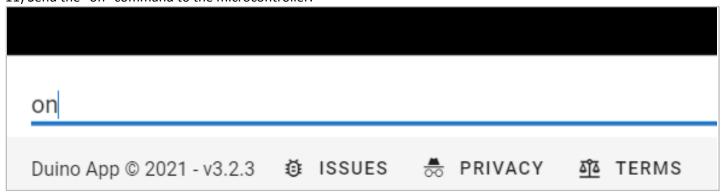
9) With baud rate set to 9600 and the serial monitor erased, the microcontroller hardware reset button can now be activated.



10) The complete message is received by the serial monitor.



11) Send the "on" command to the microcontroller.



12) The LED illuminates and the serial monitor receives the corresponding message. The serial monitor is back to normal until another compile and upload is initiated, which will once again mess-up the ability of the serial monitor to receive messages requiring the use of the workaround.

