

Microcontroller

Pins in **BOLD** are interrupt-capable and will not collide with one another

Interrupt Allocation

INT00 - PB0 - BTN_EN1
INT01 - PB0 - BTN_EN1
INT02 - PB0 - BTN_EN2
INT03 -
INT04 - PC0 - KILL
INT05 -
INT06 - PB0 - Y_MAX
INT07 - PB0 - Y_MIN
INT08 - PB0 - Z_MAX
INT09 - PB0 - Z_MIN
INT10 - PB0 - Z_MAX
INT11 -
INT12 - PB1 - X_MIN
INT13 - PB1 - X_MAX
INT14 -
INT15 - PB1 - Y_MIN

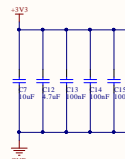
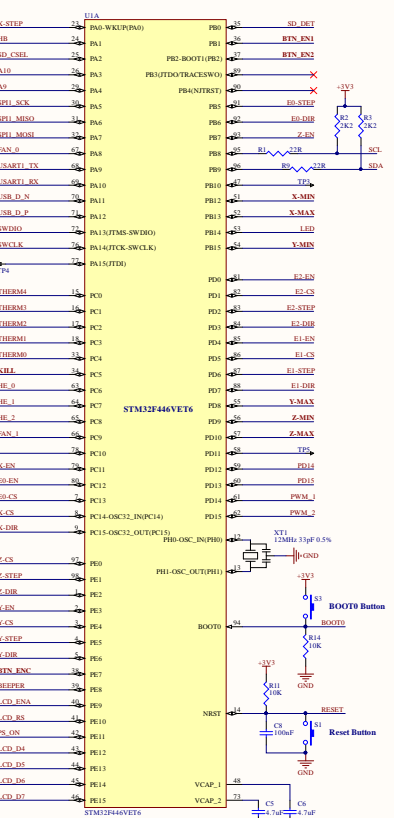
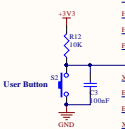
ADC Allocation

THERM0 - ADC12_IN14
THERM1 - ADC12_IN13
THERM2 - ADC12_IN12
THERM3 - ADC12_IN11
THERM4 - ADC12_IN10
A0 - ADC12_IN4
A10 - ADC12_IN3

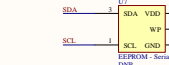
Reserved Pin

The following pins initiate alternate functions with pull-up/pull-down on reset, and should be avoided in GPIO if possible:

Pin - Reset Behaviour
PA15 - pull-up
PA14 - pull-down
PA13 - pull-up
PB4 - pull-up
PB3 - floating



EEPROM

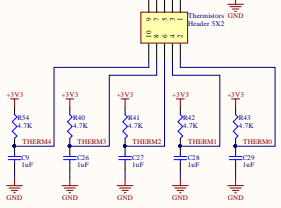


Aus3D

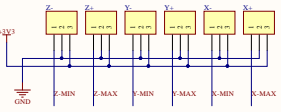
GPLv3
aus3d.com.au/rumba32
github.com/Aus3D/RUMBA32

Original RUMBA design by RepRapDiscount.com
Updated to RUMBA32 by Chris Barr for Aus3D
See the GitHub page for changelist
Date: 26/12/2018 REV: 1.0D

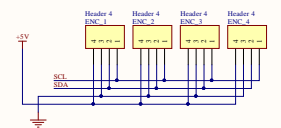
Thermistors



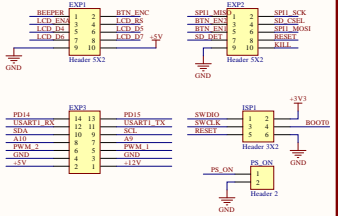
Endstops



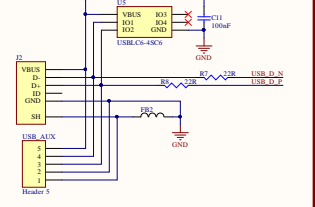
I2C



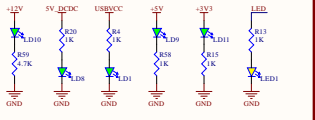
Auxiliary IO



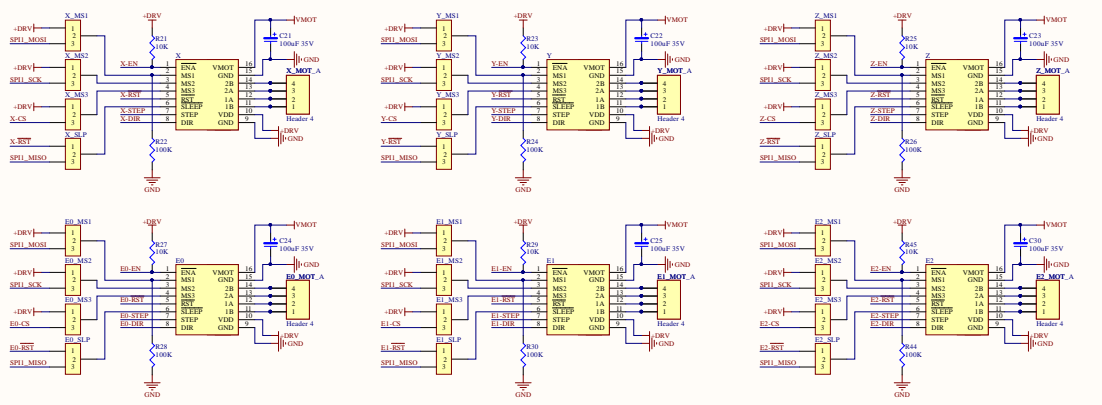
USB



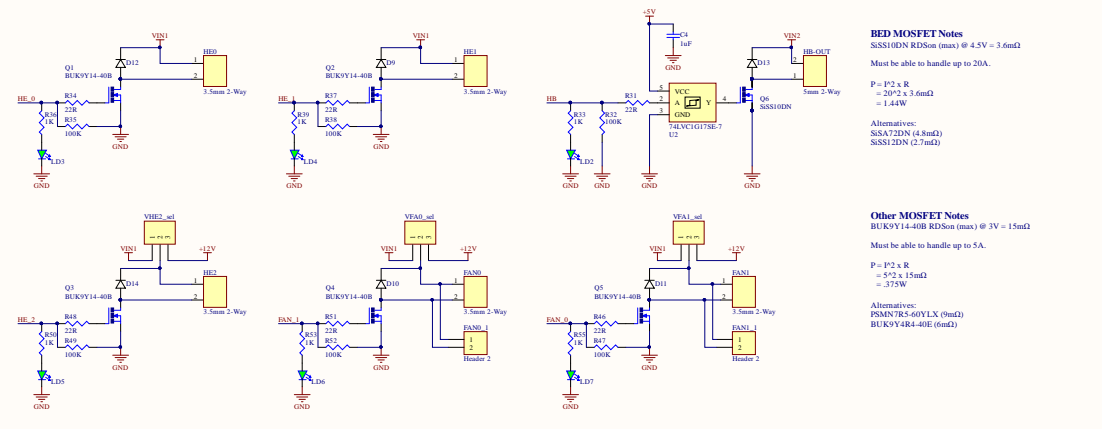
LEDs



Stepper Drivers



MOSFET Outputs



Power

