## Main Controller Board

		GND	HEADER	VDD	
Power System	BAT12_VOLTS	2.0		GND	
	BAT12_AMPS	2.1		1.7 <reserved indication=""></reserved>	
	BAT24_VOLTS	2.2	LED	1.6 LED	
	BAT24_AMPS	2.3		1.5 < Reserved Indication >	
LifeRay	LIFERAY_ENABLE	2.4		1.4 <reserved indication=""></reserved>	
Video Mux	VIDMUX_A	2.5		1.3 SERVO_4_TILT	Gimbal
	VIDMUX_B	2.6		1.2 SERVO_3_PAN	
	VIDMUX_C	2.7		1.1 SERVO_2_RIGHT	Drive ESCs
IMU	SCL	3.0		1.0 SERVO_1_LEFT	
	SDA	3.1		0.7 SW (BUTTON)	
	DEBUG	3.2	IC	0.6 SCLK	
	DEBUG	3.3		0.5 MISO	
	<reserved input=""></reserved>	3.4		0.4 MOSI	
	<reserved input=""></reserved>	3.5		0.3 WIZ_SS	WizNet
	<reserved input=""></reserved>	3.6		0.2 WIZ_RST	
	<reserved input=""></reserved>	3.7		0.1 WIZ_RDY	
	DEBUG	3.2		0.0 WIZ_INT	
	DEBUG	3.3		4.3 <reserved></reserved>	_
	DEBUG	RESET		4.2 GPS_ENABLE	
	DEBUG	GND		4.1 TX-OUT	GPS
	DEBUG	VDD	BUTTON	4.0 RX-IN	

v1.1

Legend
Not Assigned
System/No Use
Analog
PWM Outputs
I2C
SPI
Serial
Digital Outputs
Buttons/Switchs

## Sheet1

## **Arm Controller Board**

		GND	HEADER	VDD	
Arm Joints	POT_SHOULDER	2.0		GND	
	POT_ELBOW	2.1		1.7 < Reserved Indication >	
Soil Taster	SENS_HYGRO	2.2	LED	1.6 LED	
	SENS_PH	2.3		1.5 < Reserved Indication >	
	MOTOR_AUGER_A	2.4		1.4 <reserved indication=""></reserved>	
	MOTOR_AUGER_B	2.5		1.3 SERVO_4_GRIPPER	Gripper Servo
	<reserved output=""></reserved>	2.6		1.2 SERVO_3_ELBOW	Arm ESCs
	<reserved output=""></reserved>	2.7		1.1 SERVO_2_SHOULDER	
	<i2c reserved=""></i2c>	3.0		1.0 SERVO_1_TURRET	Monster Red Servo
	<i2c reserved=""></i2c>	3.1		0.7 SW (BUTTON)	
	DEBUG	3.2	IC	0.6 SCLK	
	DEBUG	3.3		0.5 MISO	
Arm Hardstop	STOP_SHDR_UP	3.4		0.4 MOSI	
switches	STOP_SHDR_DN	3.5		0.3 WIZ_SS	WizNet
	STOP_ELB_UP	3.6		0.2 WIZ_RST	
	STOP_ELB_DN	3.7		0.1 WIZ_RDY	
	DEBUG	3.2		0.0 WIZ_INT	
	DEBUG	3.3		4.3 <reserved></reserved>	
	DEBUG	RESET		4.2 BIDIR_SEL	
	DEBUG	GND		4.1 TX-OUT	Dynamixel Servos
	DEBUG	VDD	BUTTON	4.0 RX-IN	

Details

GPS\_ENABLE

Required to squelch GPS when system is programming via Serial

MOTOR\_AUGER\_x Stimulates H-Bridge motor driver to control drill/auger system (Can be ESC(s) instead)