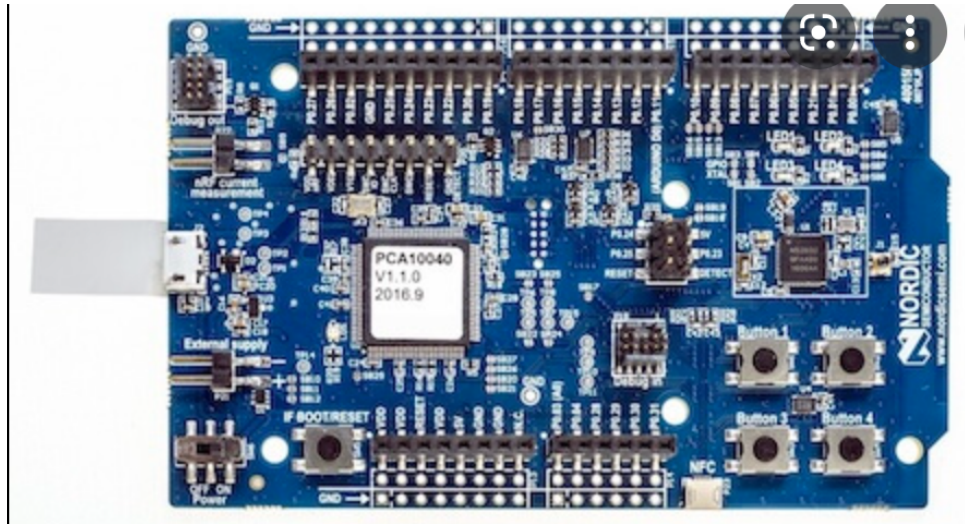


# Govelo Bike-Hardware Verification code first stage

1. Pin definition for nRF52832 (Initial Version) if change will a notice future. (please base on the nRF52 DK)



a. Pin Definition

	Parts	SW Suggestion (Pin)	MEMO	Verify pin function
<b>MCU</b>	nRF52832 DK Board			
<b>Bluetooth</b>	nRF52832			
	RESET	P0.21		
<b>NFC</b>	nRF52832	P0.09 and P0.10		
<b>Slow CLK</b>	XTL 32.768k	P0.00 P0.01		
<b>Peripheral</b>	<b>MPU6050</b>	P0.26 (SDA) P0.27(SCL) P0.30(/INT)	INT can not connection if not interrupt function	
	(Temperature)	P0.03		
	(Humidity)	P0.04		
	DET -V	P0.02		
	Magnetic sensor	P0.13,P0.14		
	Buzzer	P0.18		
	LED	P0.17		

<b>Moto</b>	STSPIN820 (Moto Driver)	P0.11~P0.16 ; P20,P0.22~P0.25 ; P P0.28~P0.31	<pre> #define STBY 31  #define DIR1 11 #define STICK1 12 #define MODE1_1 13 #define MODE1_2 14 #define MODE1_3 15 #define STATUS1 16  #define DIR2 20 #define STICK2 22 #define MODE2_1 23 #define MODE2_2 24 #define MODE2_3 25 #define STATUS2 26 </pre>	
<b>UART</b>		P0.05~p0.08 (DEBUG TX P0.06)		
<b>Power Control</b>	POWER ON/OFF 12V and 3V	P0.19,P0.20		

## 2. Flow of the Testing (for Custom PCB 12/3 V and Debug and I2C)

The Stage flow purpose , help the HW to check the Power pin , Debug pin and I2C pin to verify and build the Custom PCB Hardware Development Environment. also confirm the ICE and Hardware jump wire environment and tool for next stage,

- 2.1 initial all pin definition (UART for P0.06 , I2C for P0.26 ,P0.27 and Power Control for P0.19 and P0.20)
- 2.2 Printf ("Testing Custom PCB");
- 2.3 initial I2C and Write/Read MPU6050 Chip ID.
- 2.4 Printf ("MPU6050 CHIP ID is 0x%x" ,ChipID);
- 2.5 Set the P0.19 is high and P0.20 is low and sleep 5 sec.
- 2.6 Printf ("Set the POWER Control PIN High and Low");
- 2.7 Set the P0.19 is low and P0.20 is high and sleep 5 sec.
- 2.8 Printf ("Set the POWER Control PIN Low and High");
- 2.9 Set the P0.19 is high and P0.20 is high and sleep 5 sec.
- 2.10 Printf ("Set the POWER Control PIN High and High");
- 2.11 Pending the code ( While(1){;})