

NOTE: Hallowing as from display side (not connector side)

github.com/Mark-MD047/Skull-Project

Sheet: /Optional 2nd Eye/

File: untitled.kicad_sch

Title: Skull-Project 1.0

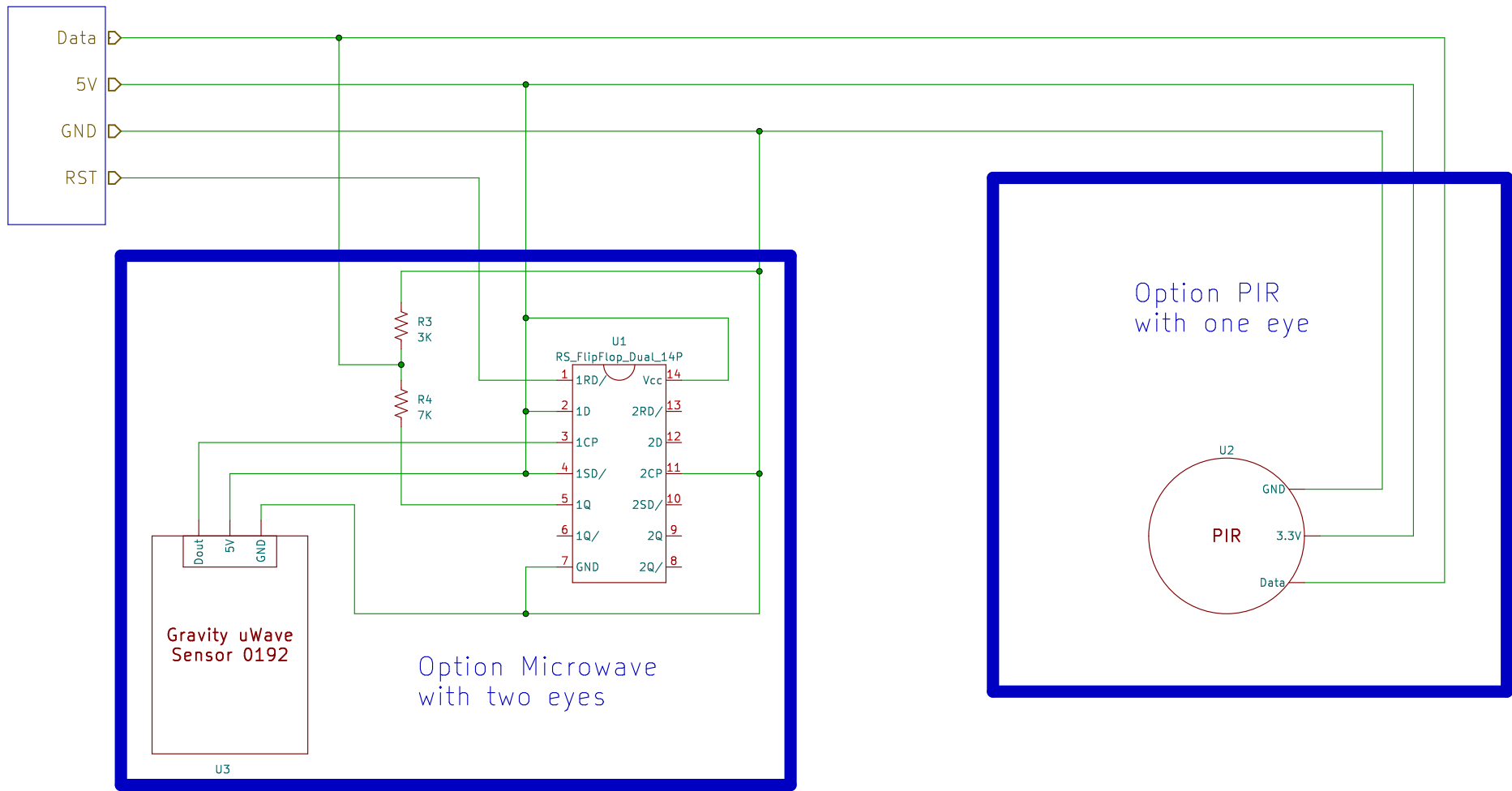
Size: A4

Date: 2024-09-15

Rev: 1.0

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Id: 2/3



Input				Output			
#SD/	#RD/	#CP	#D	#Q	#Q/	#Q(n+1)	#Q/(n+1)
L	H	X	X	H	L	-	-
H	L	X	X	L	H	-	-
L	L	X	X	H	H	-	-
H	H	^	L	-	-	L	H
H	H	^	H	-	-	H	L

H = HIGH, L = LOW, X = Don't care
^ = LOW-to-HIGH clock transition
Q(n+1) = state after the next LOW-to-HIGH CP transition

github.com/Mark-MD047/Skull-Project

Sheet: /Peson Sensor/
File: PersonSensor.kicad_sch

Title: Skull-Project 1.0

Size: A4 Date: 2024-09-15

KiCad E.D.A. kicad 7.0.2

Rev: 1.0

Id: 3/3