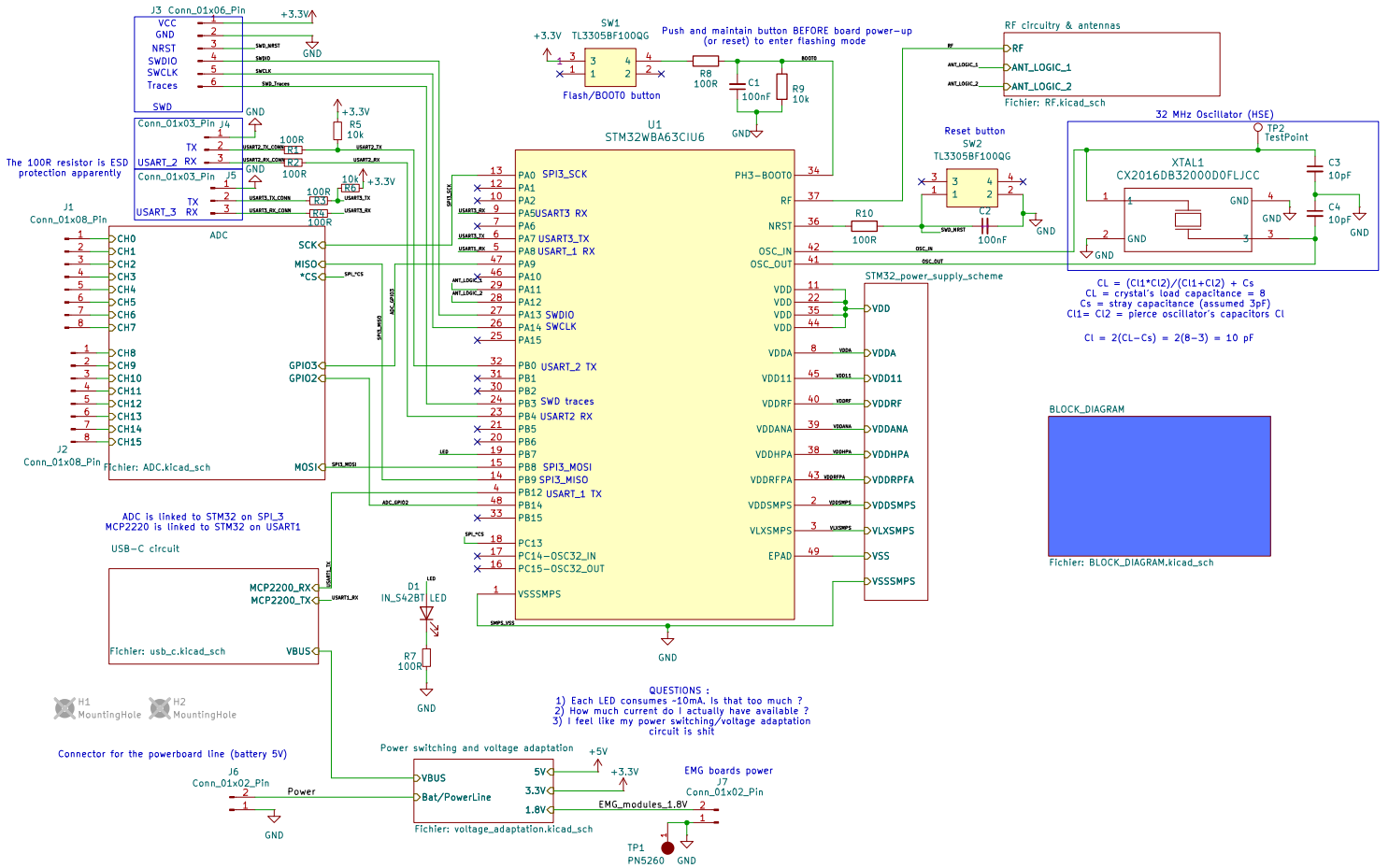
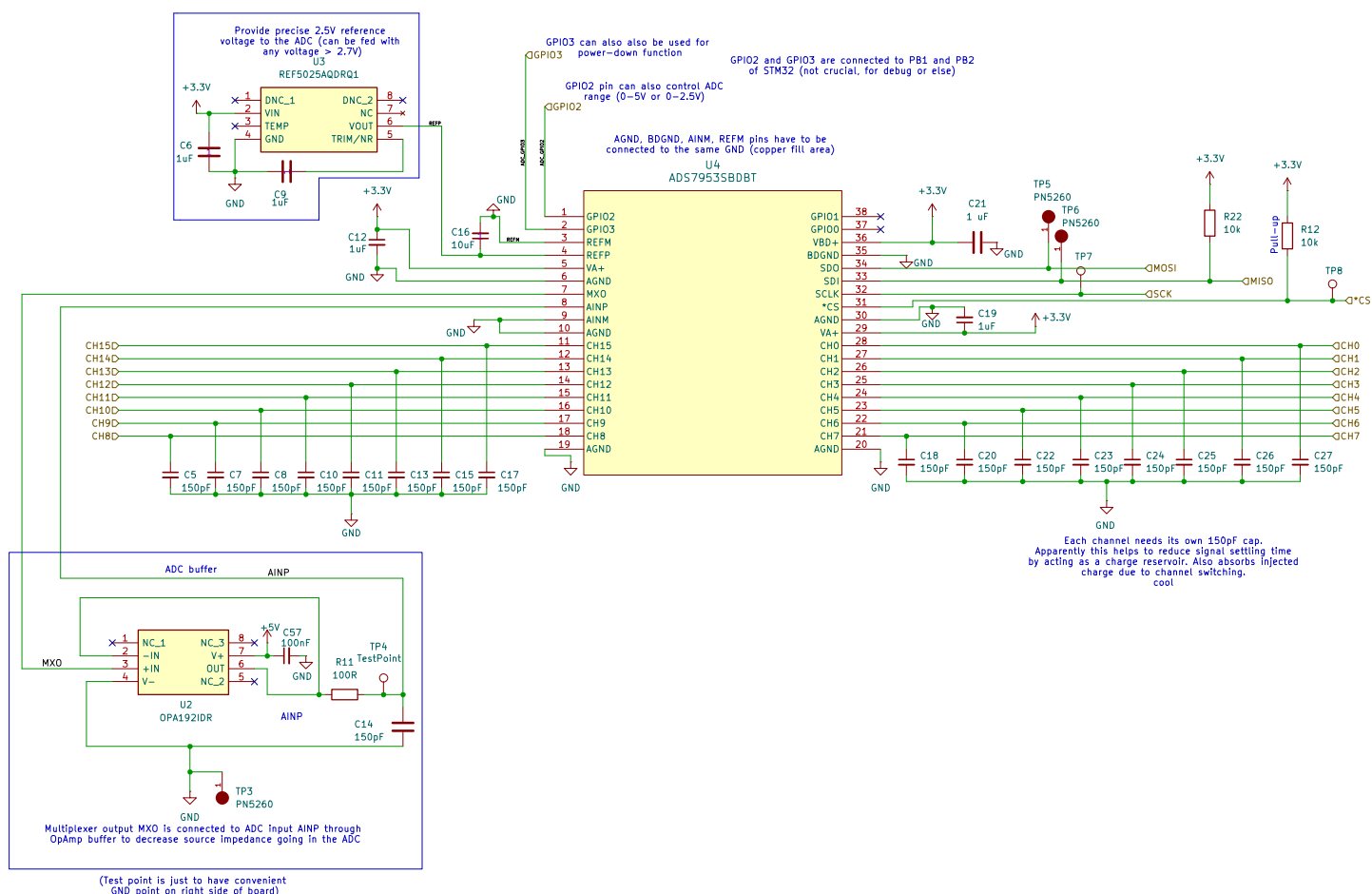


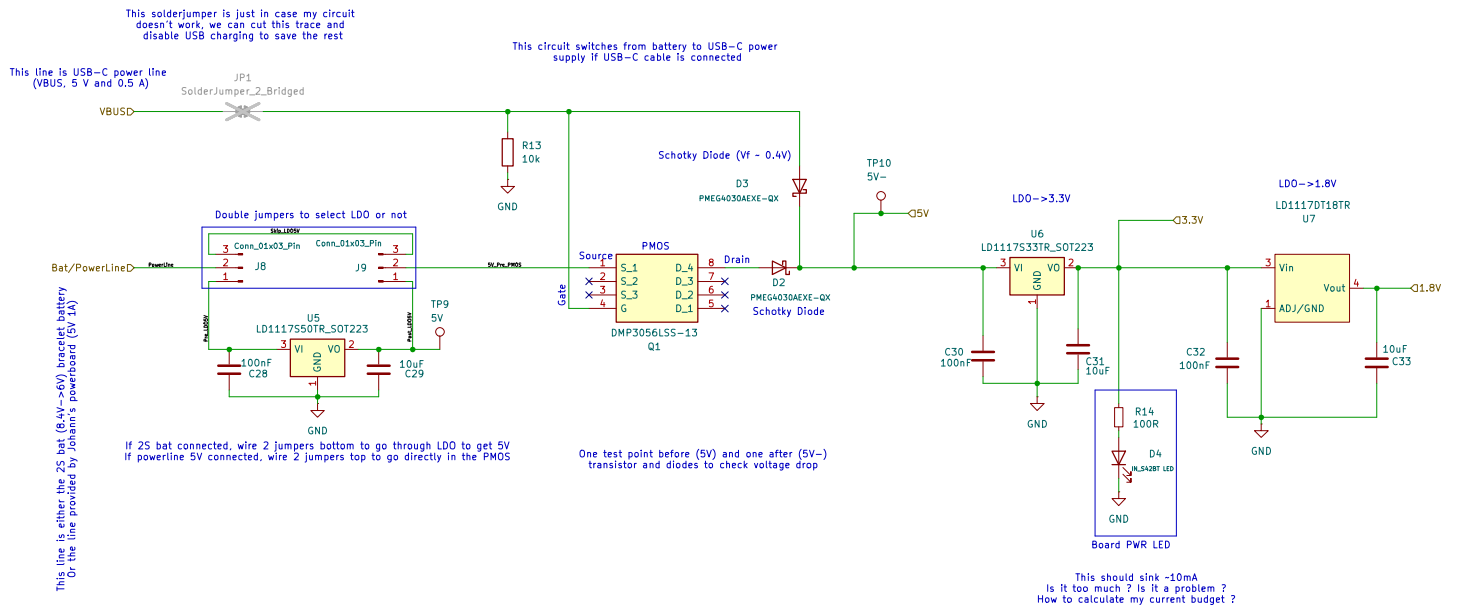
SWD/JTAG is for debug and flashing
(apparently UART can also be used for flashing ?)
IO & CLK are important. Trace is for additional
debug capability or can be GPIO if needed

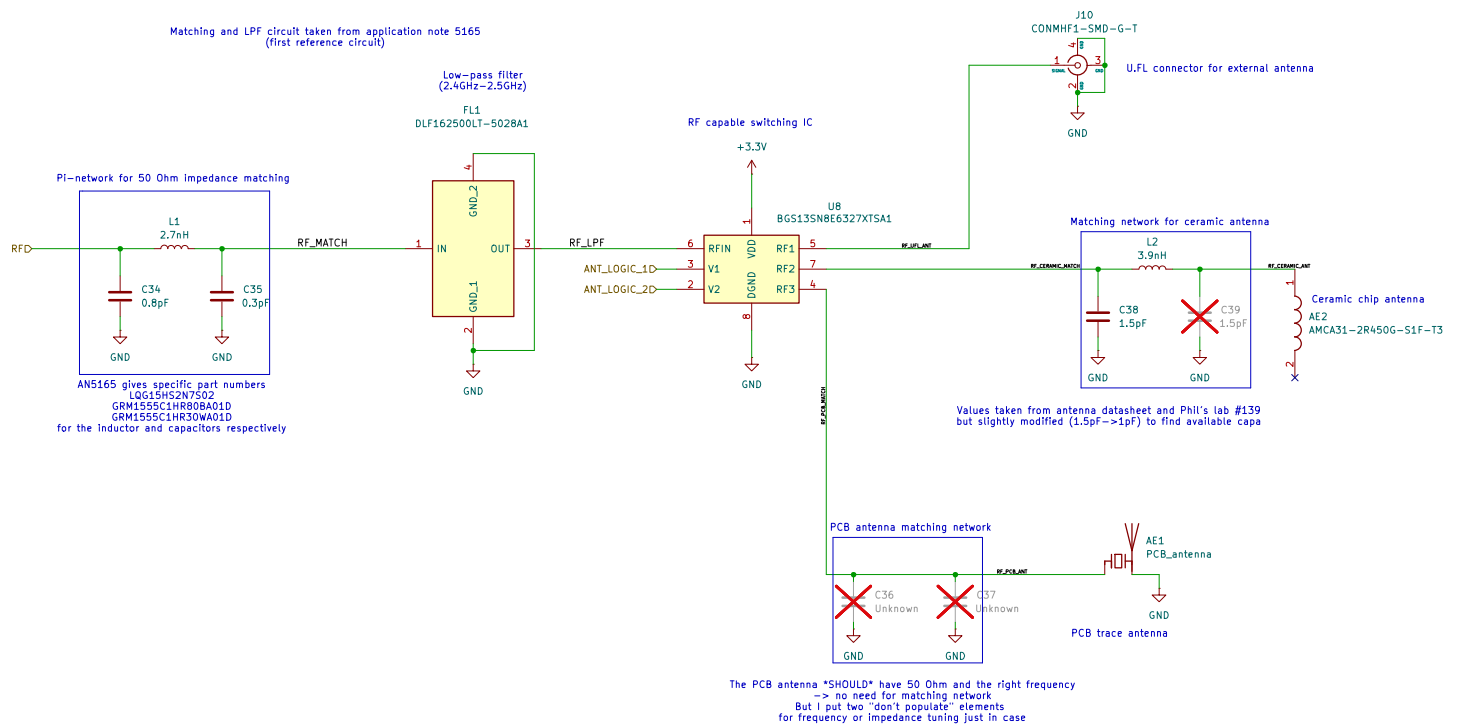
R12 and C3 in combo with the pulldown resistor
form a low-pass filter for button debouncing

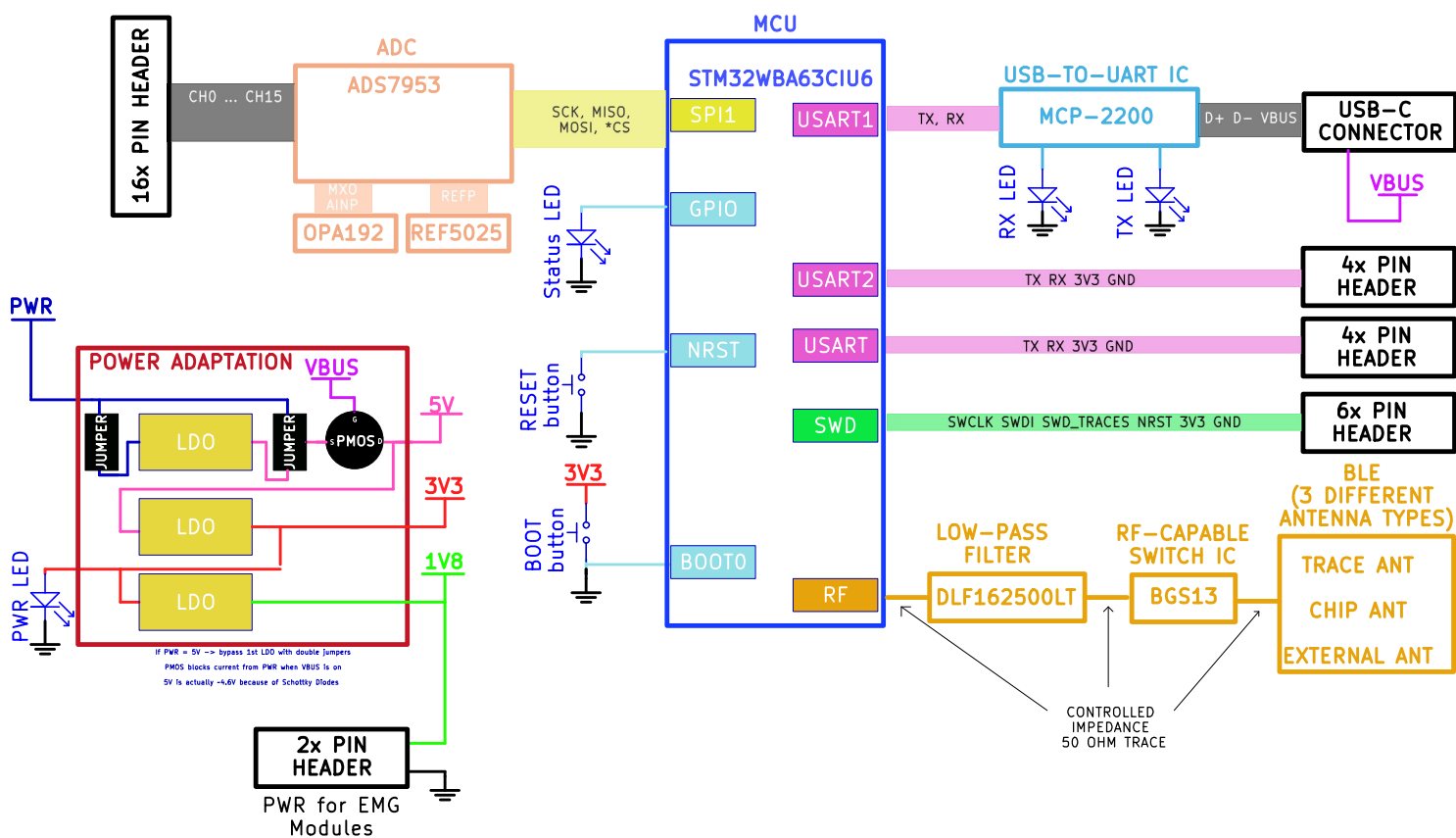


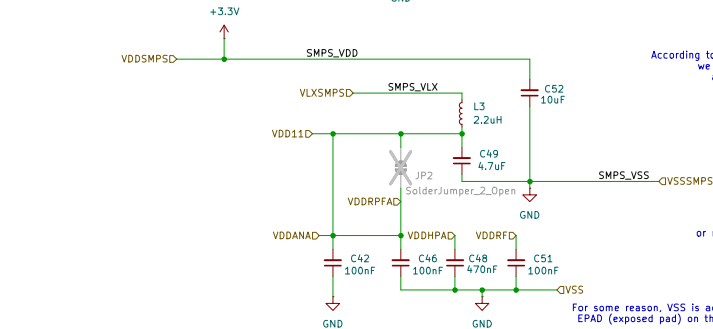


Next person who works on this, please use an IC as power-switcher instead of my shitty circuit.
It will even deal with recharging your battery for you









Also I used p.29 to determine the acceptable voltage of VDD (3.3V) and other details

The open solderjumper between VDD11 and VDDRFPA is because I don't know if they should be connected or not. p98 of datasheet shows them connected, but on nucleo board mb2130 (which uses STM32WBA65 not 63) they aren't. So I put an open jumper on the layer4 of the PCB just in case

For some reason, VSS is actually named EPAD (exposed pad) on the chip pinout

