

Sheet: Controller	
>CTRL_3_3V	Y0B<
	Y1B<
>CTRL_SDA	Y2B <
>CTRL_SCL	Y3B<
	Y0A<
> ऽऽ	Y1A<
>MOSI	Y2A<
>MISO	Y3A <i>⊂</i>
>SCK	X0 <
	X1 <
	X2 <
	X3 <
	X4 <i><</i>
	X5 <
	X6 <
	X7 <

File: Controller.sch



Sheet: LED_Display
File: LED_Display.sch

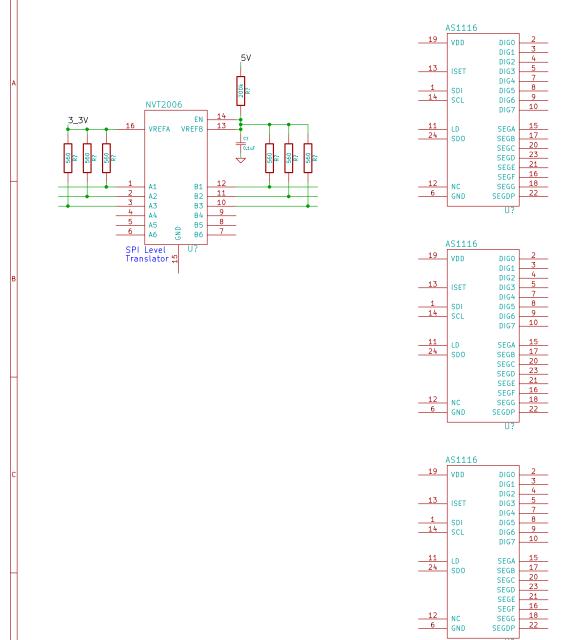
Sheet: RF



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File: Pong.0	.sch	
Sheet: /		
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Size: B	Date: 9 sep 2013	Rev: 0.2
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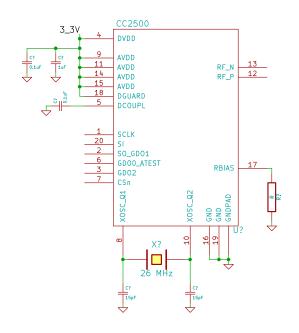
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	Projects and	Stuff LLC			
	File: LED_Dis	olay.sch			
	Sheet: /LED_	Display/			
l	Title: Pong.0				
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 Rev: 0.2

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 eeschema (2013-07-07 BZR 4022)-stable
 Id: 2/6



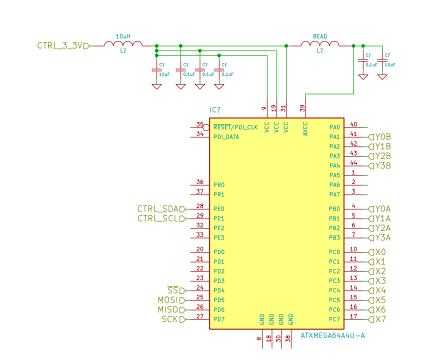


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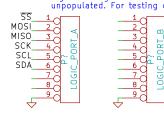
Projects and	I Stuff LLC	
File: RF.sch		
Sheet: /RF/	,	
Title: Pong.)	
Size: B	Date: 9 sep 2013	Rev: 0.2
KiCad F D A	eeschema (2013-07-07 BZR 4022)-stable	Id: 3/6







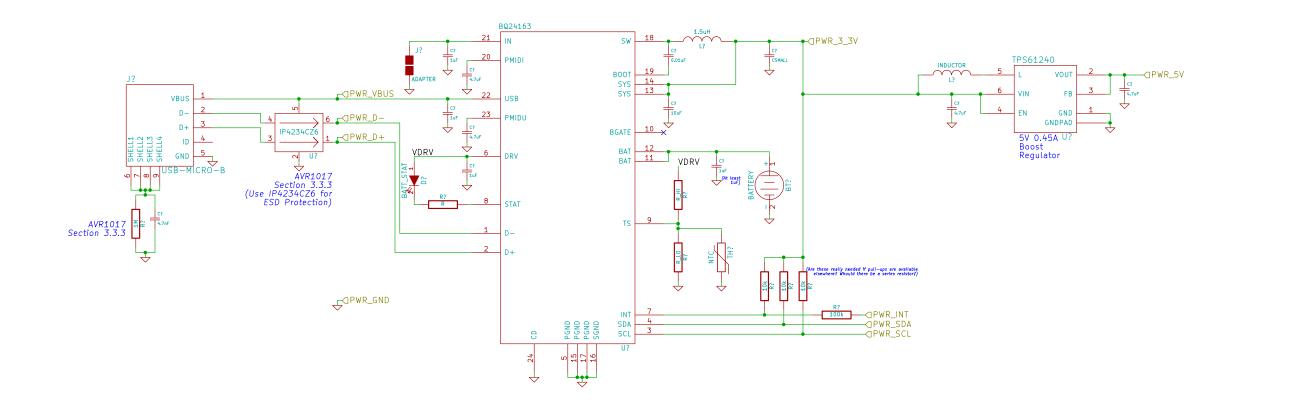
0.100" Headers for viewing important logic and signal functions. (Normally unpopulated. For testing only)





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File: Contro	oller.sch	
Sheet: /Co	ntroller/	
Title: Pong	0	
Size: B	Date: 9 sep 2013	Rev: 0.2
KiCad F D	N eeschema (2013-07-07 B7P 4022)-stable	Id: 5/6





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Projects and Stuff LLC			
File: PowerM	anagement.sch		
Sheet: /PowerManagement/			
Title: Pong.0			
Size: B	Date: 9 sep 2013	Rev: 0.2	
KiCad F D A	eeschema (2013-07-07 BZR 4022)-stable	Id: 6/6	