

HIGH=3.3V= good
LOW=0V=fault

Reset_In and Driver_Reset_In connect to buttons that switch to ground when pressed, and are open-circuit when not pressed.

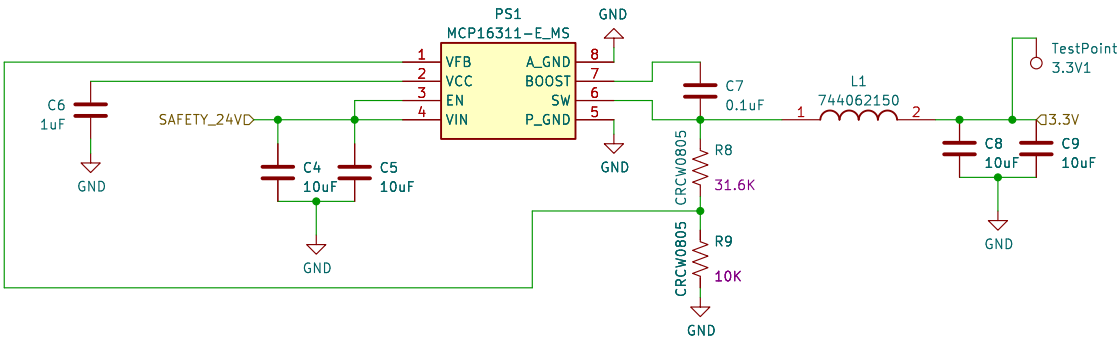
This is setup a bit weird for a flip-flop.
On power-on, Q is low, rest of system is off
If any Fix_Input_X is low, then Q is forced low as well
due to R (Reset) being held high. Nothing can change this.

When ALL Fix_Input_X's are high, D becomes high, and R becomes low. This allows the flip-flop to change the state of Q to that of D (high). This state change will occur when the ResetIn line is pulsed low (button pushed), causing a single clock cycle to happen.

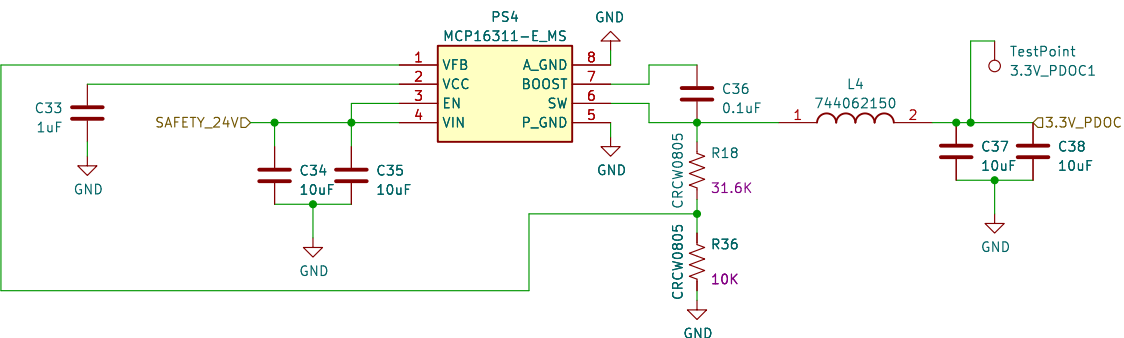
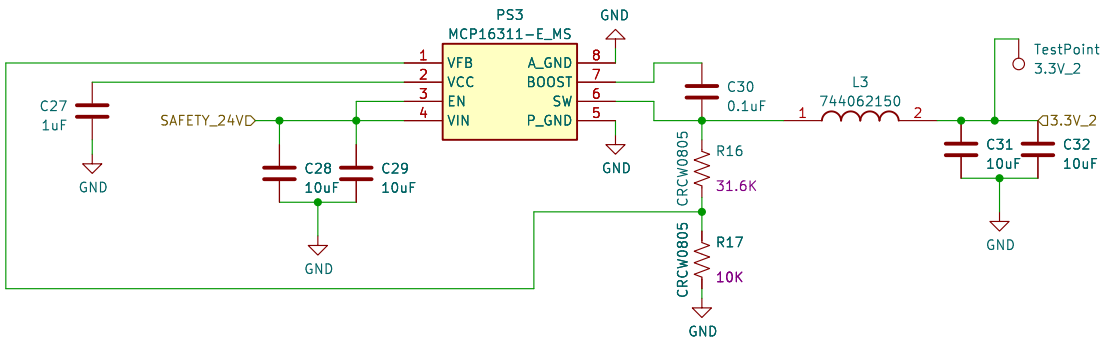
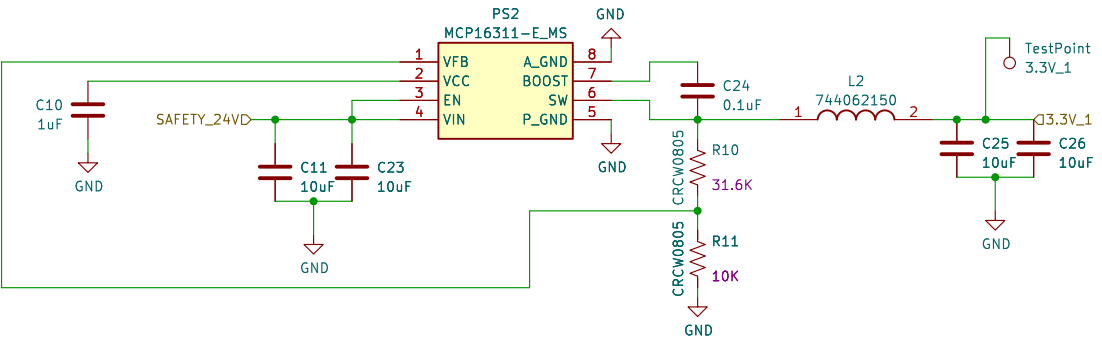
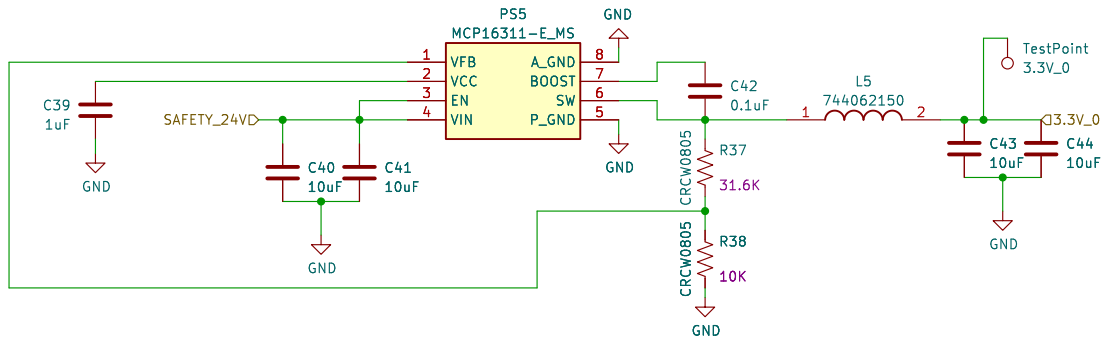
Subsequent button pushes will do nothing, as D and Q will already be the same state.

UNUSED LOGIC

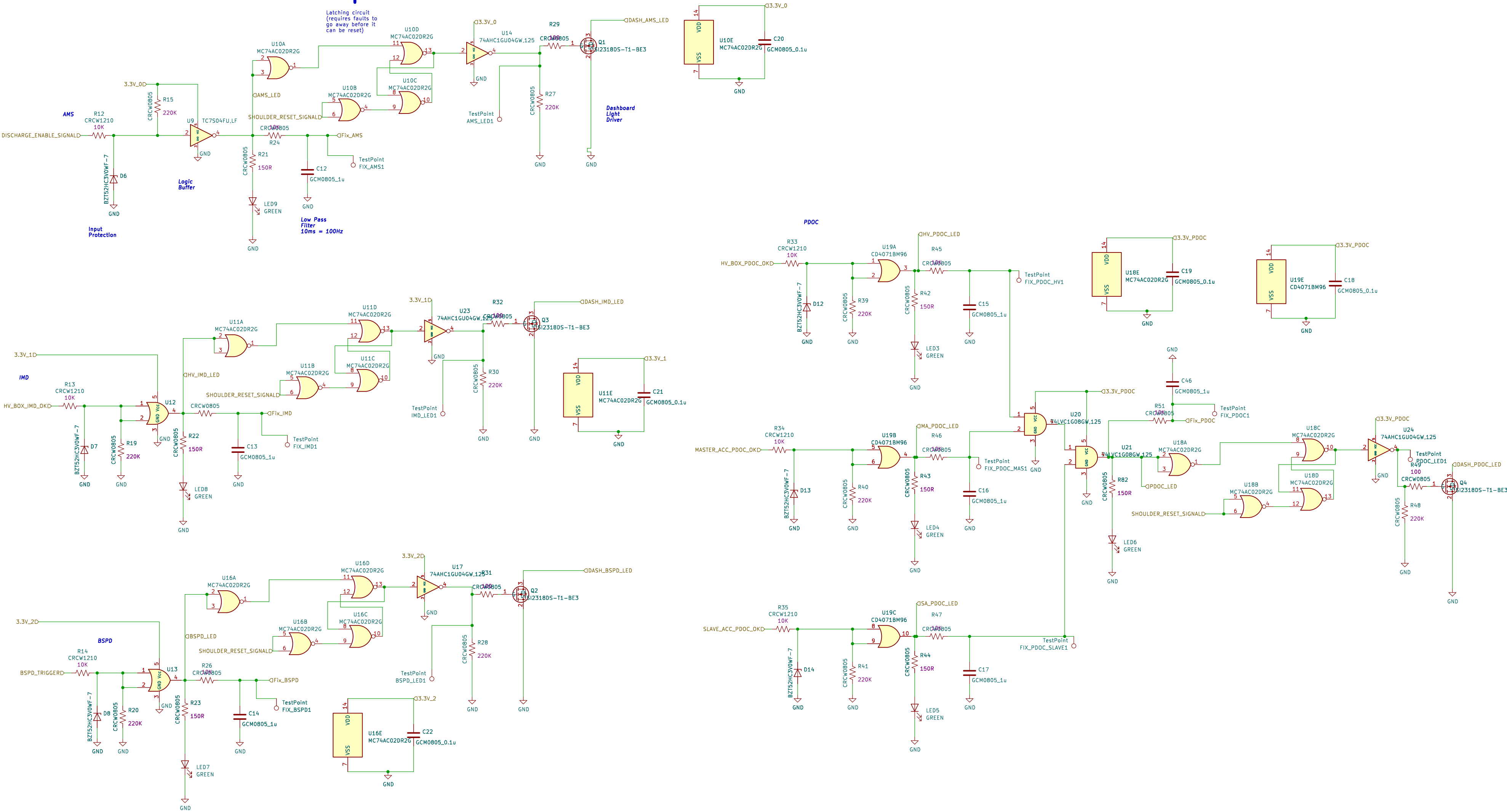
3.3V 1.1 REGULATOR
30V MAXIMUM INPUT



Rules demand that all non driver resetable inputs must be separet circuits, this could be interpreted as every circuit being powered by a different supply causing to this mess being made, each non--resetable is powered by a different IC, I did not want to do this but whatever gets us to comp



Non-Driver Resetable Inputs



INPUT REQUIREMENTS

Input High: 4.6-60V
Input Low: 0.0-0.8V
25uA @ 4.6V
1mA @ 15V
55mA @ 60V
10ms minimum

-1uA @ 0.0V
-6uA @ 0.8V
10ms minimum

UNUSED LOGIC

