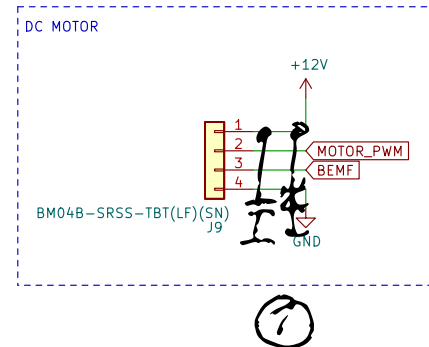
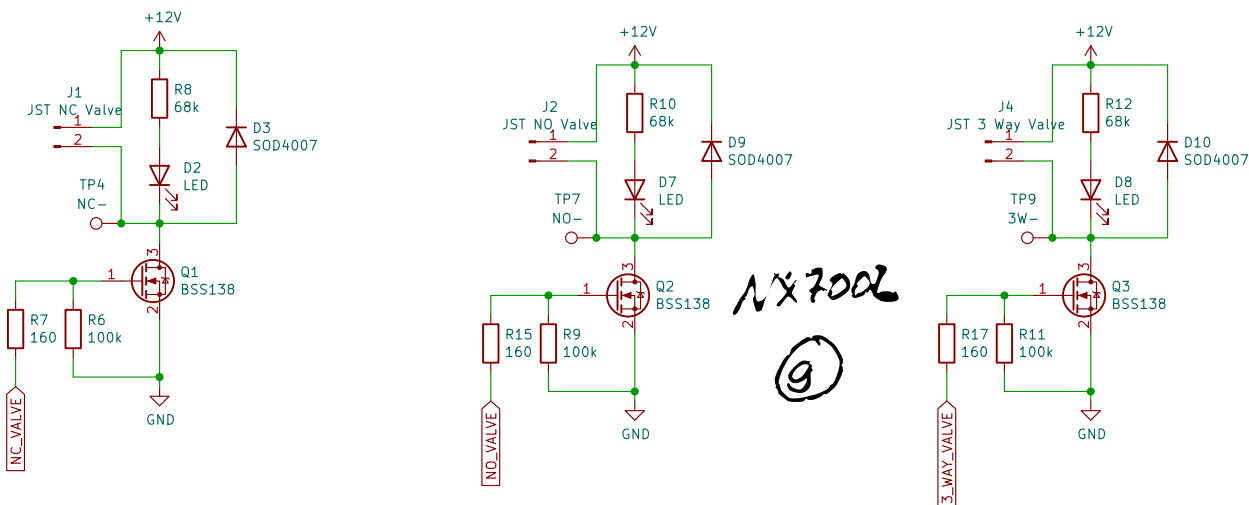
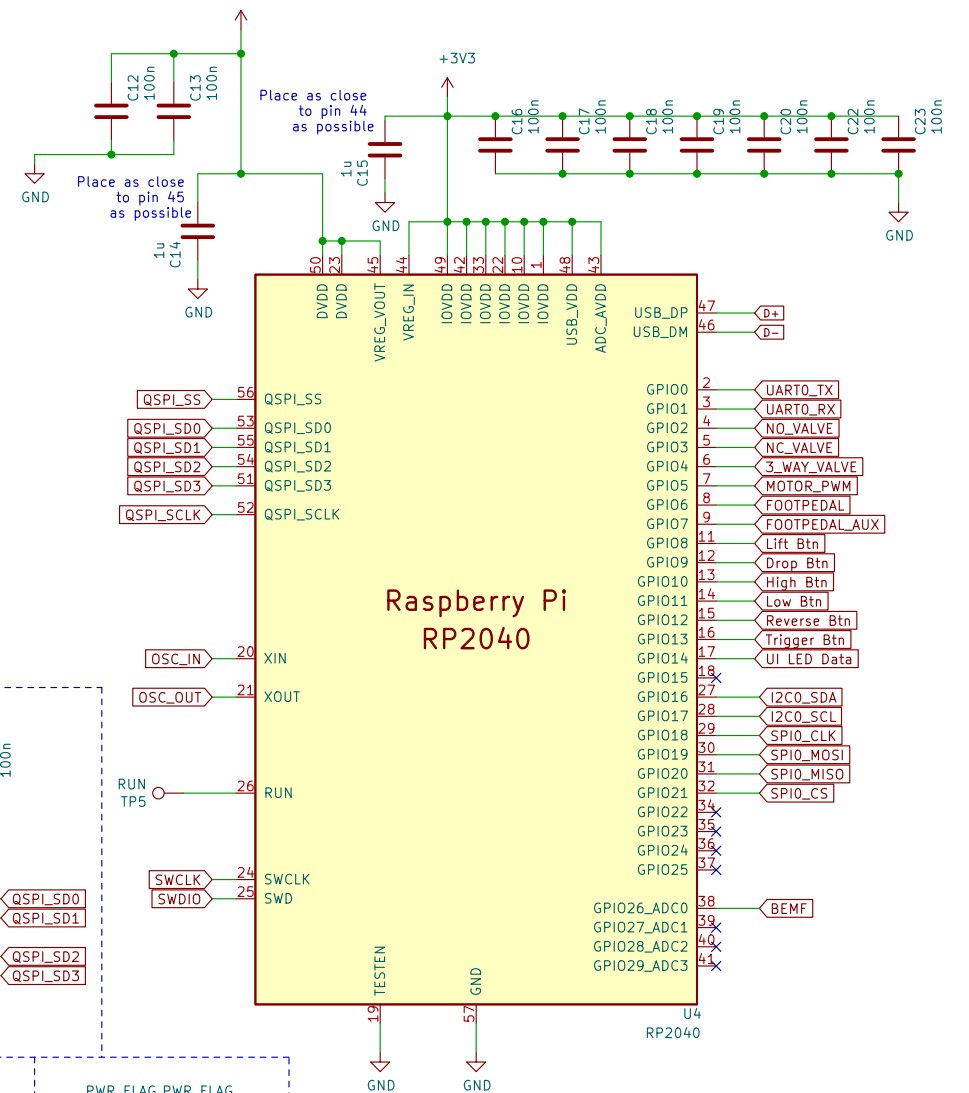


Solenoid & Motor Driver

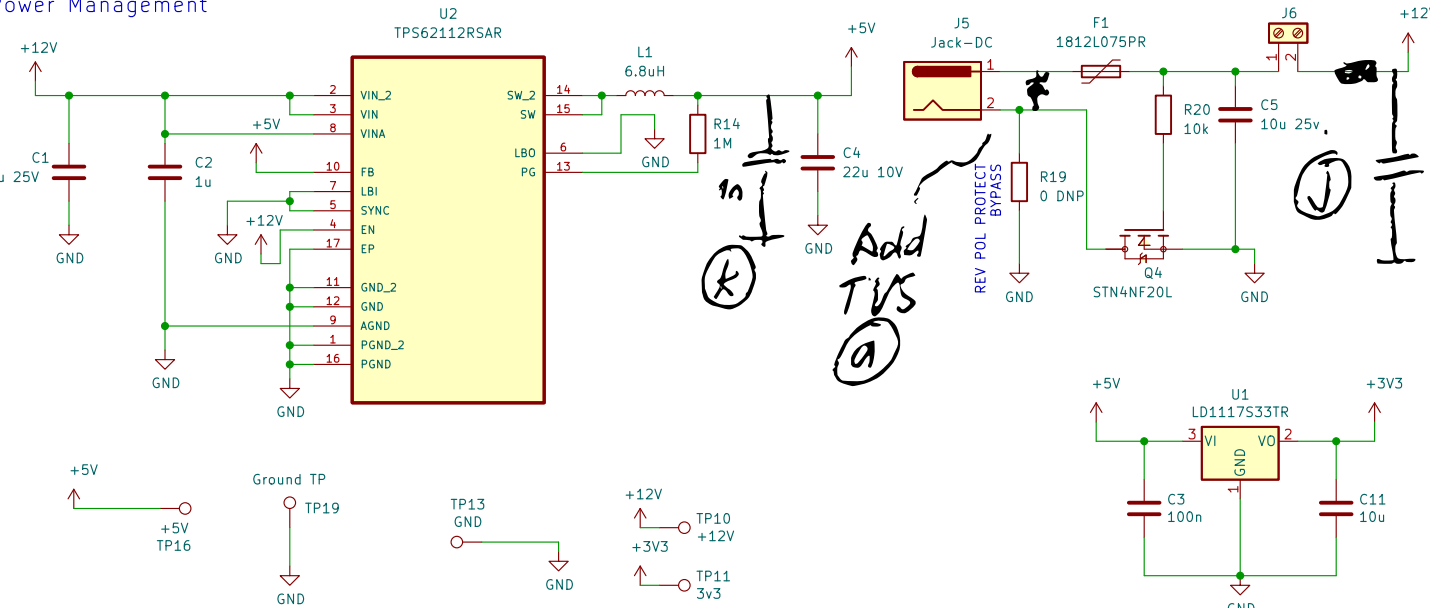
H1 MountingHole H2 MountingHole H3 MountingHole H4 MountingHole H5 MountingHole



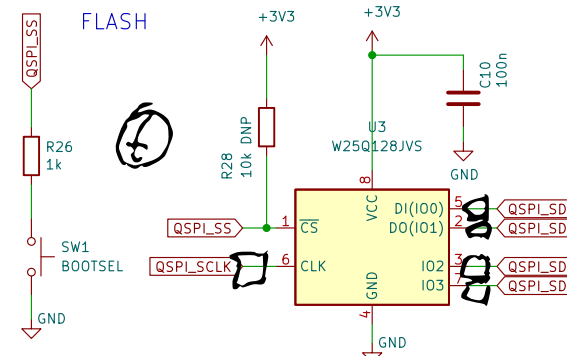
RP2040



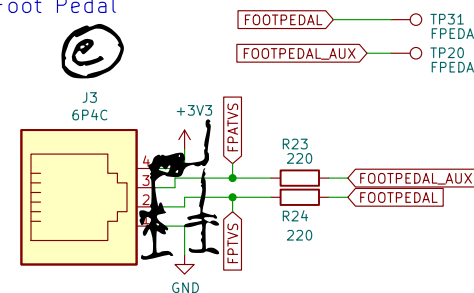
Power Management



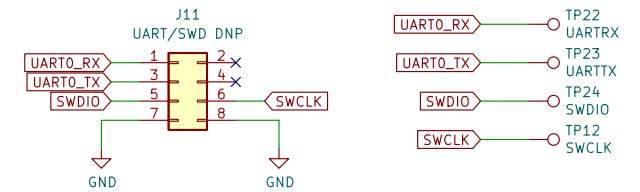
FLASH



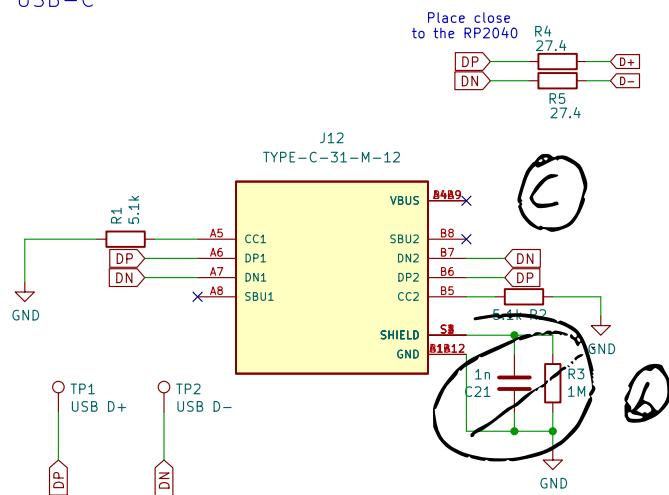
Foot Pedal



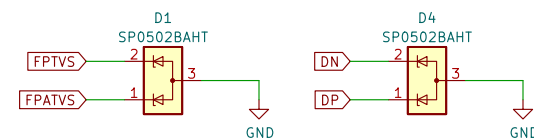
UART / SWD



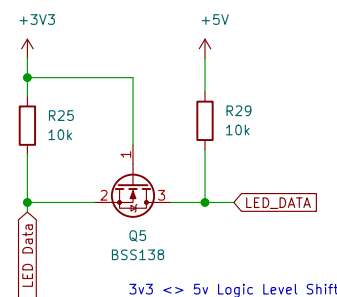
USB-C



ESD Protection



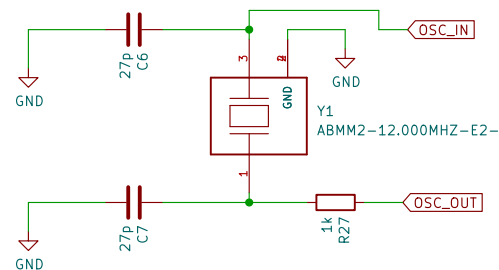
UI Board Level Shifting



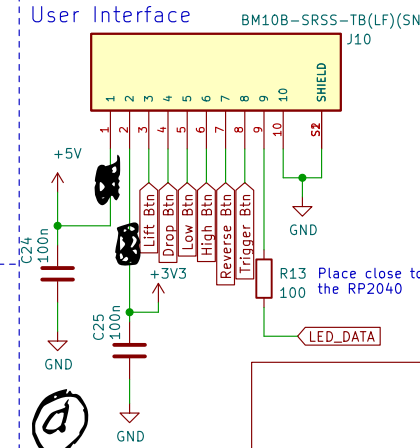
Expansion Port Test Pins



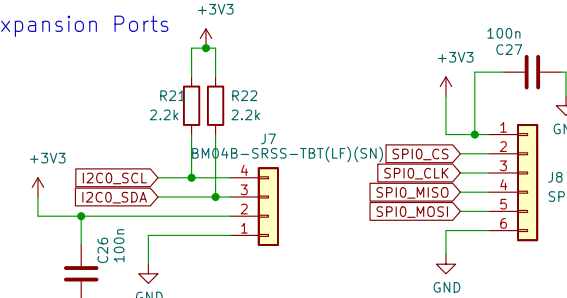
Clock



User Interface



Expansion Ports



If you are making a Device that needs power, it's called an Upstream Facing Port (UFP). Configuring a UFP is quite simple. Just use a 5.1k resistor to pull down CC1 and CC2 to GND. That will make the Host see this as a device. This board will let me test if this is sufficient to supply power. <https://flashgamer.com/blog/comments/implementing-usb-type-c-and-usb-3-1>

Sheet: /
File: pixel-pump-mainboard.kicad_sch

Title: Pixel Pump Mainboard

Size: A3 Date: 2020-12-18

KiCad E.D.A. kicad (6.0.0-rc1-63-g802cfc1a7d)

Rev: 2

Id: 1/1