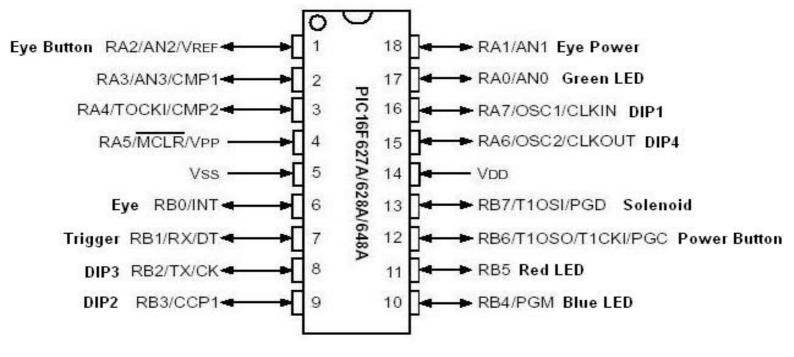
## DM4 Datasheet

#### Non-Low Battery Indicator Board Port Info



#### Port B

RB0: Eye Input, Active High (Interrupt)

RB1: Trigger, Active Low

RB2: DIP3, Active Low (Never High)

RB3: DIP2, Active Low (Never High)

RB4: Blue LED, Active High

RB5: Red LED, Active High

RB6: Power Button, Active Low (Never High, Interrupt)

RB7: Solenoid, Active High

#### Port A

RA0: Green LED, Active High

RA1: Eye Power, Active High

RA2: Eye Button, Active Low (Never High)

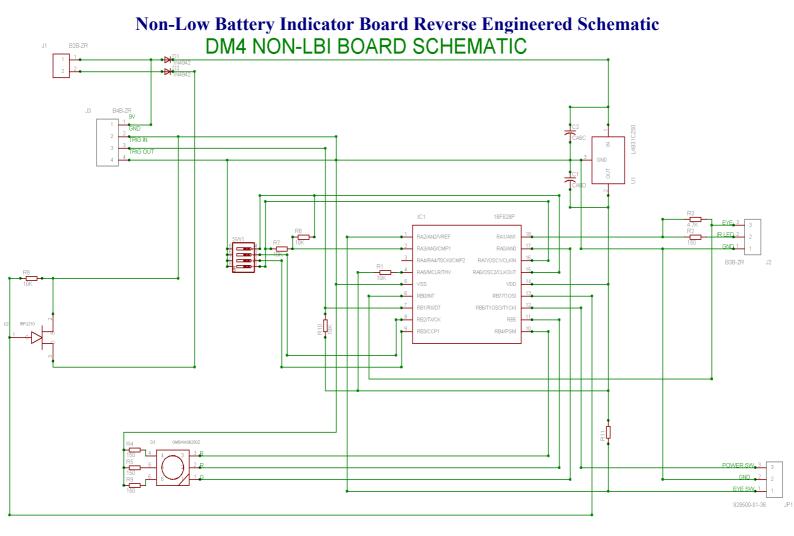
RA3: NONE

RA4: NONE

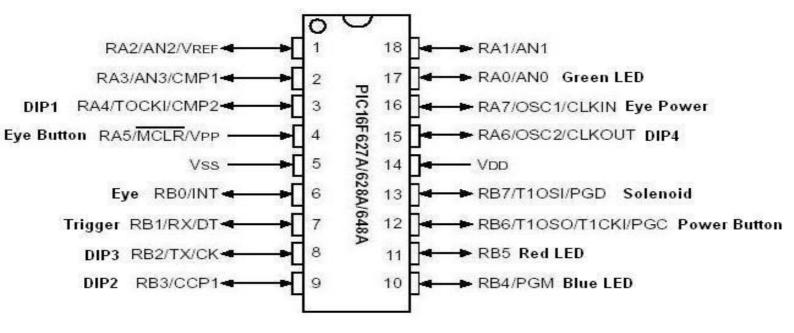
RA5: NONE

RA6: DIP4, Active Low (Never High)

RA7: DIP1, Active Low (Never High)



Low Battery Indicator Boards



#### Port B

RB0: Eye Input, Active High (Interrupt)

RB1: Trigger, Active High \*

RB2: DIP3, Active Low (Never High)

RB3: DIP2, Active Low (Never High)

RB4: Blue LED, Active High

RB5: Red LED, Active High

RB6: Power Button, Active Low (Never High, Interrupt)

RB7: Solenoid, Active High

#### Port A

RA0: Green LED, Active High

RA1: NONE \*

RA2: NONE \*

RA3: NONE

RA4: DIP1, Active Low (Never High) \*

RA5: Eye Button, Active High \*

RA6: DIP4, Active Low (Never High)

RA7: Eye Power, Active High \*

# LBI Battery Indicator Board Reverse Engineered Schematic

# LBI DM4/5/C BOARD SCHEMATIC B2B-ZR B4B-ZR . 9V - D RA1/AN1 RA3/AN3/CMP1 RAO/ANO RA4/RA4/T0CKI/CMP2 RA7/OSC1/CLKIN B3B-ZR RA5/MCLR/THV RA6/OSC2/CLKOUT VSS RB1/RX/DT RB6/T10S0/T1CKI RB2/TX/CK RB5 RB3/CCP1 RB4/PGM GND \_2 929500-01-36

#### -How The Board Is Turned Off-

When thye marker is turned off it is really just in a low battery usage mode (sleep) and is waiting for a power button press to wake it up. To turn off the marker you must put the MCU to sleep to consume less battery. If you want to be able to turn the gun back on you will have setup the RB6 interrupt so it will wake up when the power button is pressed.

### Author: David Lee Whiteside All rights reserved. © Hyperformance Paintball LLC