Power Input External SRAM POS5 Control Power_Input.sch External_SRAM.sch POS5_Control.sch POS3P3 Power Supply POS5 Phase 1 External Flash 1 POS3P3_Power_Supply.sch External Flash 1.sch POS5 Phase 1.sch External Flash 2 POS5 Phase 2 Microcontroller Programming External_Flash_2.sch POS5_Phase_2.sch Microcontroller_Programming.sch External Flash 3 POS5 Phase 3 WiFi Module External_Flash_3.sch POS5_Phase_3.sch Wi_Fi_Module.sch POS5 Phase 4 External Flash 4 USB UART Isolation External_Flash_4.sch POS5_Phase_4.sch USB_UART_Isolation.sch External Flash 5 POS5P5 MNG USB UART Bridge External_Flash_5.sch POS5P5_MNG.sch USB_UART_Bridge.sch Panel Data Connectors External Flash 6 External_Flash_6.sch Panel_Data_Connectors.sch Panel Power Connectors External Flash 7 Panel_Power_Connectors.sch External_Flash_7.sch External Flash 8 Microcontroller Power External_Flash_8.sch Microcontroller_Power.sch Microcontroller A Status LEDs 1 Microcontroller_A.sch Status_LEDs_1.sch Microcontroller B Panel Data Level Shifters 1 Microcontroller_B.sch Panel_Data_Level_Shifters_1.sch Panel Data Level Shifters 2 Panel_Data_Level_Shifters_2.sch Panel Data Level Shifters 3 Panel_Data_Level_Shifters_3.sch Test Points Test_Points.sch To Do List:
* Mechanical sheet * Mechanical sheet
* Decide on input power supply (AC/DC)
* Add status LEDs, PGOOD stuff
* Add SV Monitoring
* Wi-Fi Module
* Evaluate Micro AVDD/AVSS filter
* Add graphical items to certain sheets (ESD warning, heat, etc)
* Add MU Logo to each sheet
* Add Titles to each sheet
* Add relevant design notes/routing notes to sheets
* Add relevant design notes/routing notes to sheets
* Add test points sheet
* Re-order sheets
* Re-order sheets
* Wire everything to Micro * Wire everything to Micro * Assign Refdes's * Draw custom footprints * Draw custom rootprints
* Assign footprints
* Run ERC, resolve errors
* Add firmware notes sheet
* Add COM port settings note to USB sheet
* Generate netlist
* Generate BOM Sheet: / File: LED_Display_Controller.sch Title: Size: A Date: Rev: KiCad E.D.A. kicad (5.0.0) ld: 1/32





























































