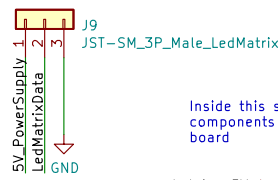
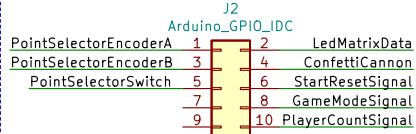
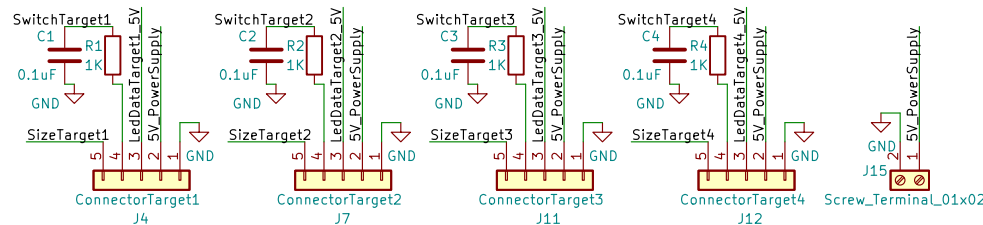


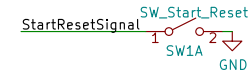
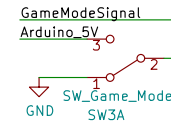
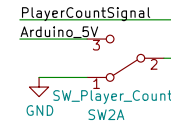
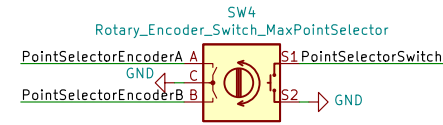
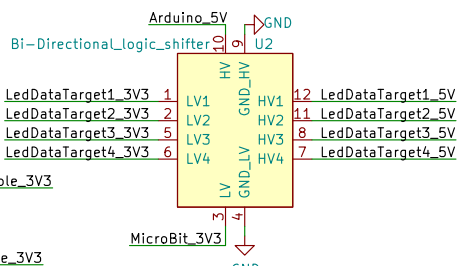
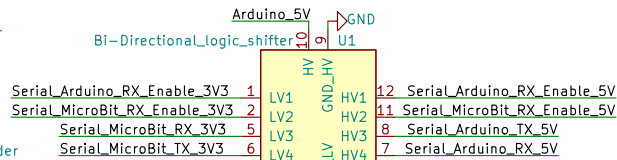
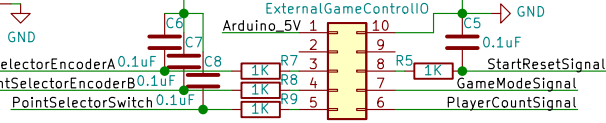
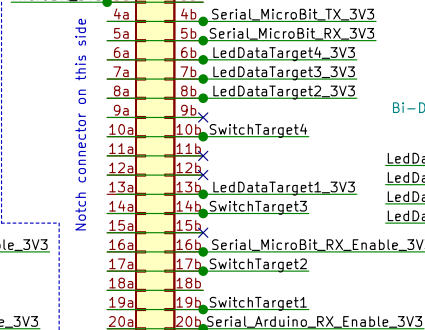
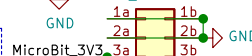
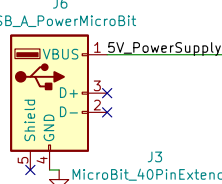
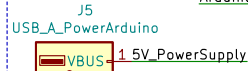
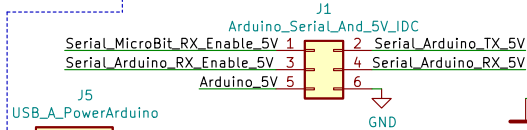
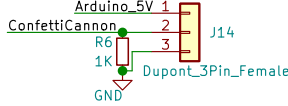
Arduino_P11 PointSelectorEncoderA
 Arduino_P10 PointSelectorEncoderB
 Arduino_P9 PointSelectorSwitch
 Arduino_P8 LedMatrixData
 Arduino_P7 ConfettiCannon
 Arduino_P6 StartResetSignal
 Arduino_P5 GameModeSignal
 Arduino_P4 PlayerCountSignal
 Arduino_P3 Serial_MicroBit_RX_Enable_5V
 Arduino_P2 Serial_Arduino_RX_Enable_5V
 Arduino_P1 Serial_Arduino_TX_5V
 Arduino_P0 Serial_Arduino_RX_5V

Notch of the IDC connectors (see list) on this side:
 - Arduino_GPIO
 - Arduino_SerialLand_5V
 - MicroBit_40PinExtender

MicroBit_P16 Serial_MicroBit_TX_3V3
 MicroBit_P15 Serial_MicroBit_RX_3V3
 MicroBit_P14 LedDataTarget4_3V3
 MicroBit_P13 LedDataTarget3_3V3
 MicroBit_P2 LedDataTarget2_3V3
 MicroBit_P12 ~~SwitchTarget4~~
 MicroBit_P11 ~~SwitchTarget4~~
 MicroBit_P10 ~~SwitchTarget4~~
 MicroBit_P9 ~~SwitchTarget4~~
 MicroBit_P8 LedDataTarget1_3V3
 MicroBit_P1 ~~SwitchTarget3~~
 MicroBit_P7 ~~SwitchTarget2~~
 MicroBit_P6 Serial_MicroBit_RX_Enable_3V3
 MicroBit_P5 ~~SwitchTarget2~~
 MicroBit_P4 ~~SwitchTarget1~~
 MicroBit_P0 ~~SwitchTarget1~~
 MicroBit_P3 Serial_Arduino_RX_Enable_3V3



Inside this space means the components are on the main board



The start/reset switch is connected to the Arduino pin which has an internal pull-up resistor with a value between 20K-50K ohm. (Some measured around 35K)

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Sheet: /
 File: RocketLaunchCircuit.sch

Title: RocketLaunch

Size: A4
 Date: 2020-04-07
 KiCad E.D.A. eeschema (5.1.6)-1

Rev:
 Id: 1/1