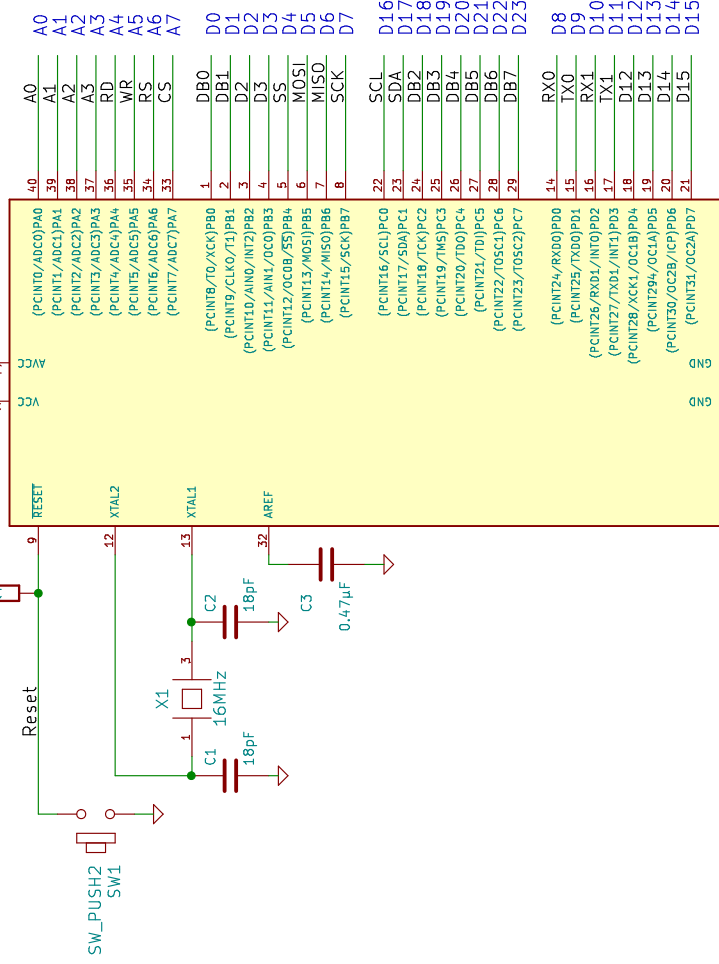
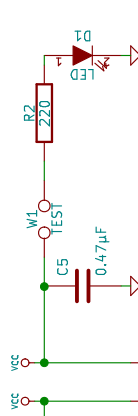
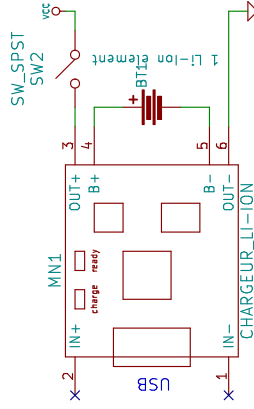


## Generic mobile platform

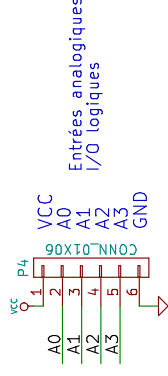
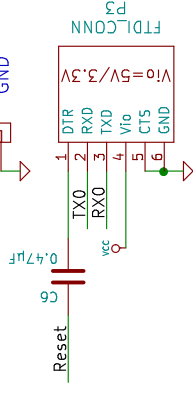
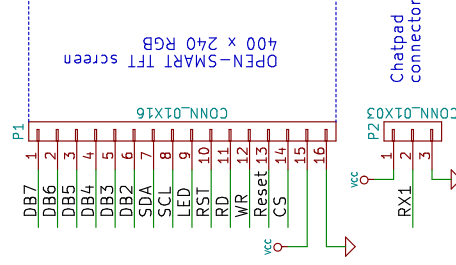
Arduino mobile platform based on an ATmega 1284P. The platform uses an Open Smart TFT screen and an Xbox 360 chatpad as human machine interface. Some dedicated connectors give access to:

- SPI bus
  - I<sup>2</sup>C bus
  - analog inputs
  - logic I/O
- On each of the c  
There is an FTDI

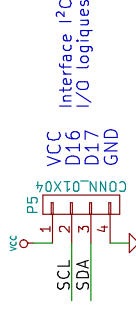
On each of the connectors there is GND and VCC pins. There is an FTDI compatible connector in order to program the MCU.



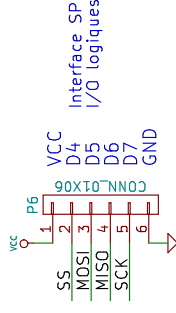
NOTE: currently, in the driver, the 2 LSB of the display are connected to SDA and SCL. It makes sense as the data bus only use one port but applications may need to have access to I<sup>2</sup>C so later these 2 bits will be connected to DB1 and DB0



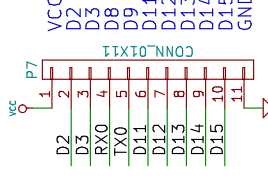
Entrées analogiques  
I/O logiques



Interface I<sup>2</sup>C  
I/O logiques



Interface SP  
I/O logiques



Interfaces série  
I/O logiques  
D11 = TX1