

Last Update

15-Apr-2020

Port	Color Code
A	
B	
C	
D	
E	

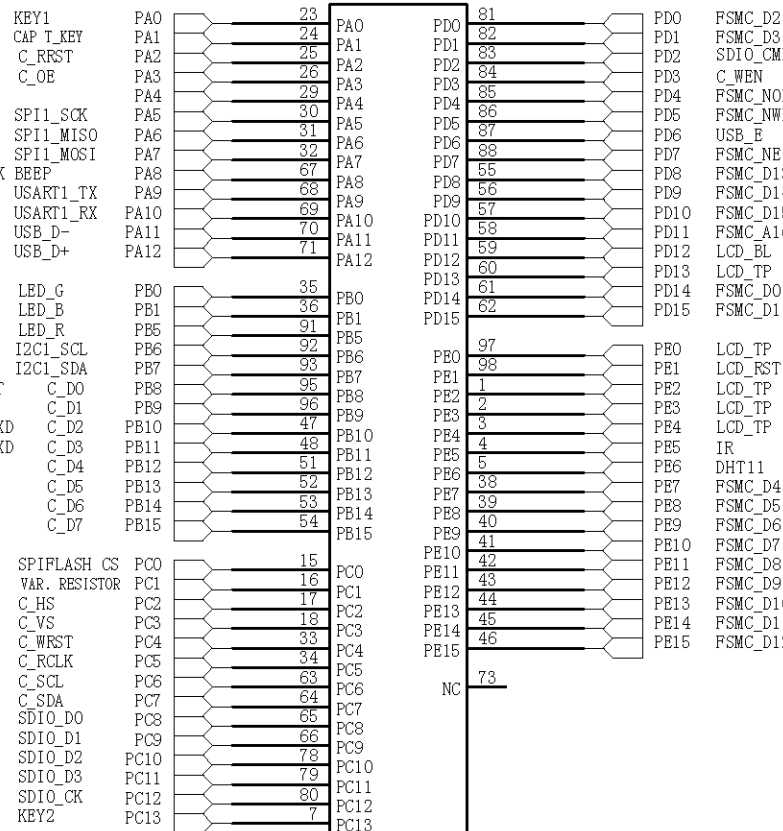
Function	Device	Port	Pin	Hardware Config
Button	KEY1	A	0	External Pulled Low
	KEY2	C	13	External Pulled Low
TFT	LCD Display	D	14	LCD data bus 0
		D	15	LCD data bus 1
		D	0	LCD data bus 2
		D	1	LCD data bus 3
		D	7	LCD data bus 4
		D	8	LCD data bus 5
		D	9	LCD data bus 6
		E	10	LCD data bus 7
		E	11	LCD data bus 8
		E	12	LCD data bus 9
		E	13	LCD data bus 10
		E	14	LCD data bus 11
		E	15	LCD data bus 12
		D	8	LCD data bus 13
		D	9	LCD data bus 14
		D	10	LCD data bus 15
		E	1	LCD Reset
		D	12	LCD Backlight
		D	7	LCD ~Select
		D	4	LCD ~Output Enable
		D	5	LCD ~Write Enable
		D	11	LCD CMD or Data
LCD Touch		E	0	LCD Touch CLK
		E	3	LCD Touch Dout
		E	2	LCD Touch Din
		D	13	LCD Touch Select
		E	4	LCD Touch IRQ

Function	Device	Port	Pin	Hardware Config
Color LED	LED R	B	5	active low
	LED G	B	0	active low
	LED B	B	1	active low
SDIO	SD D0	C	8	SD Card Data Bus 0
	SD D1	C	9	SD Card Data Bus 1
	SD D2	C	10	SD Card Data Bus 2
	SD D3	C	11	SD Card Data Bus 3
	SD CLK	C	12	SD Card Clock
	SD CMD	D	2	SD Card Command
USB	USB-	A	11	-
	USB+	A	12	-
UART	USART1_TX	A	9	-
	USART1_RX	A	10	-
Buzzer	Buzzer	A	8	-
IIC (EEPROM)	I2C1_SCL	B	6	Open Drain
	I2C1_SDA	B	7	Open Drain
8MB Flash	SPI Flash CS	C	0	Pull Up Resistor
	SPI Flash CLK	A	5	-
	SPI Flash MOSI	A	7	-
	SPI Flash MISO	A	6	-

Function	Device	Port	Pin	Hardware Config
Camera	Camera data bus 0	B	8	-
	Camera data bus 1	B	9	-
	Camera data bus 2	B	10	-
	Camera data bus 3	B	11	-
	Camera data bus 4	B	12	-
	Camera data bus 5	B	13	-
	Camera data bus 6	B	14	-
	Camera data bus 7	B	15	-
	Camera control SCL	C	6	Open Drain
	Camera control SDA	C	7	Open Drain
	Camera control HS	C	2	-
	Camera control VS	C	3	-
	Camera FIFO XCLK	A	8	-
	Camera FIFO RCLK	C	5	-
IR	IR Data	E	5	Pull Up Resistor
	DHT11 Data	E	6	Pull Up Resistor
DHT11	DHT11 Data	E	6	Pull Up Resistor

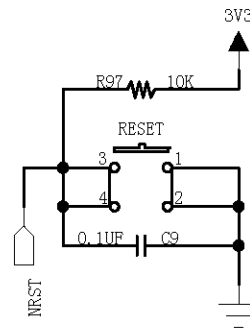
## MCU\_GPIO\_A

C\_: Stands For Camera

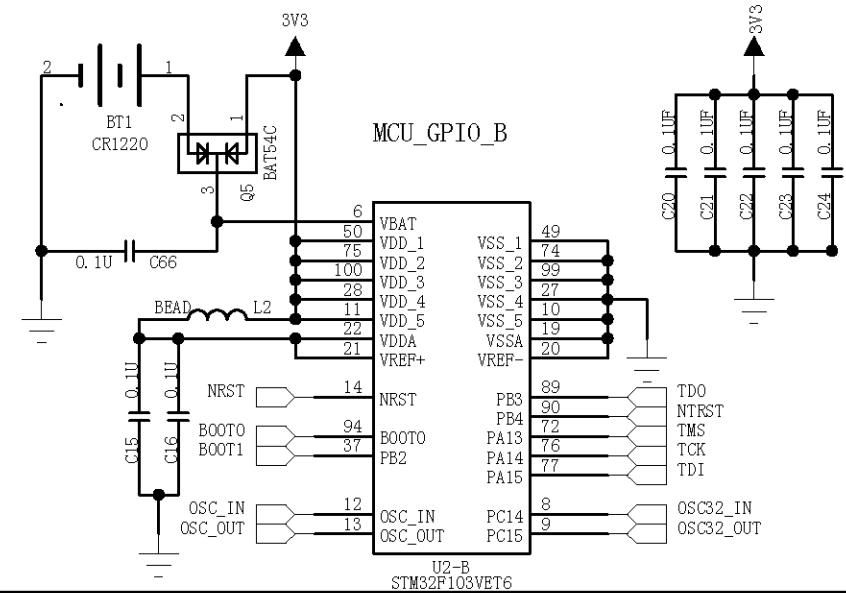


U2-A  
STM32F103VET6

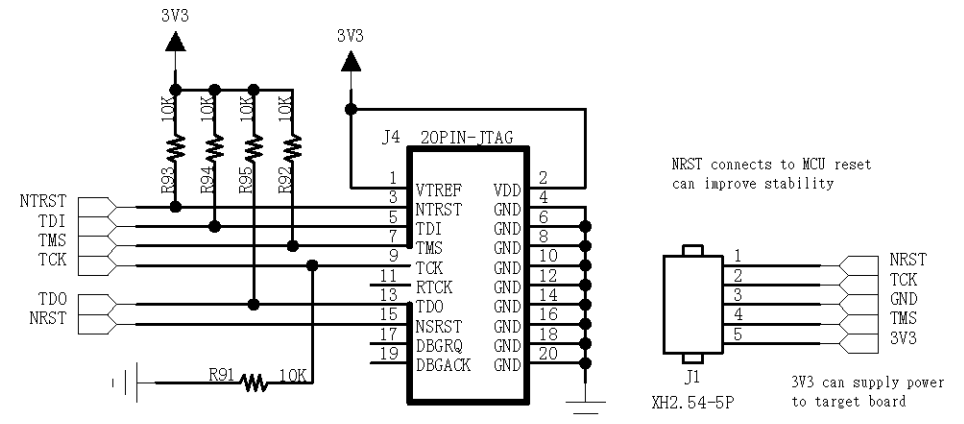
## RESET CIRCUIT



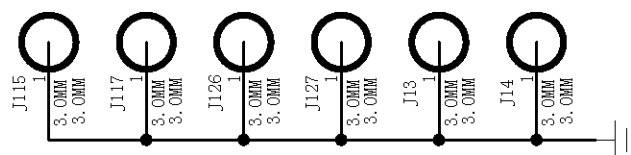
## MCU\_GPIO\_B



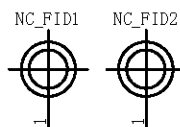
## JTAG



## 3M SCREW HOLE



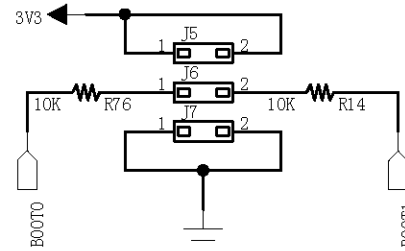
## MARK



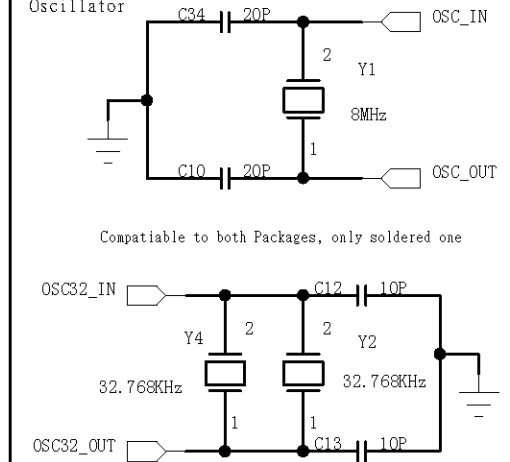
## BOOT SETTING

BOOT0	BOOT1	BOOT MODE
0	X	MAIN FLASH MEMORY
1	0	SYSTEM MEMORY/ISP
1	1	EMBEDDED SRAM

DEFAULT IS MAIN FLASH,  
BOOT 0 & 1 CONNECT TO GND

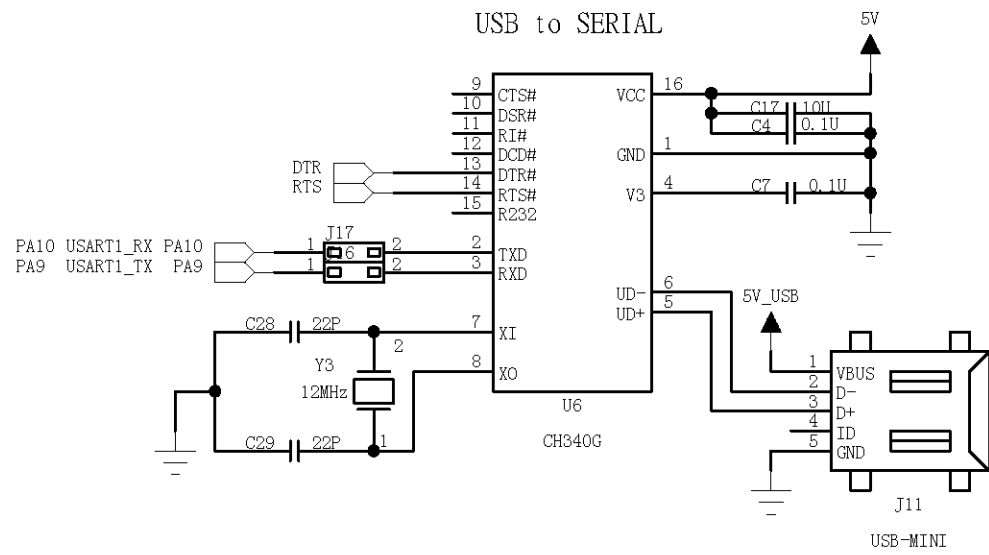


## Oscillator

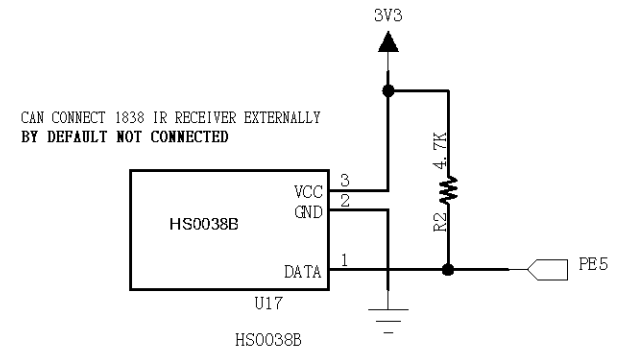




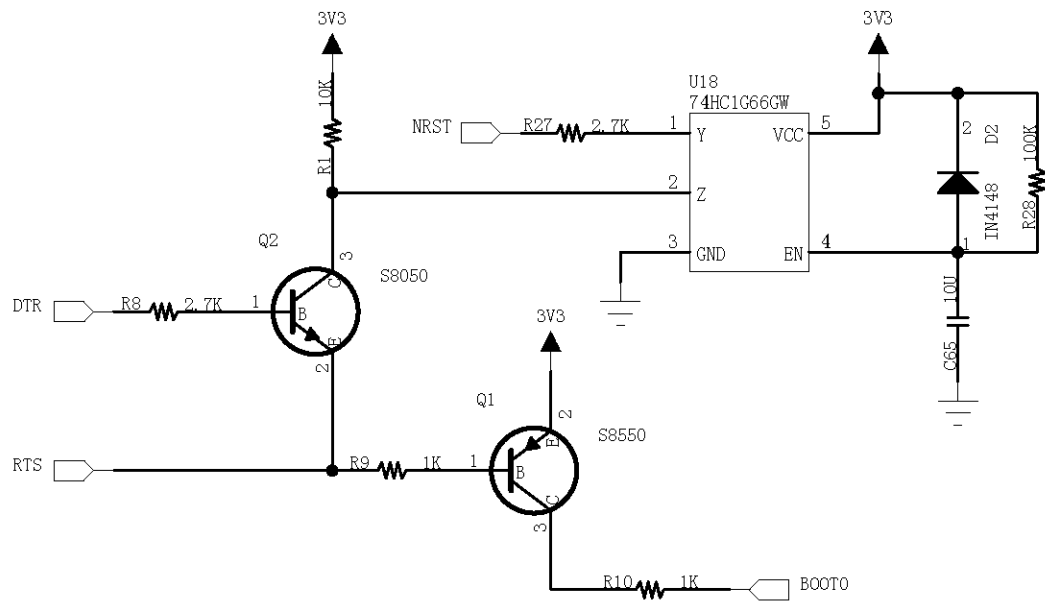
## USB to SERIAL



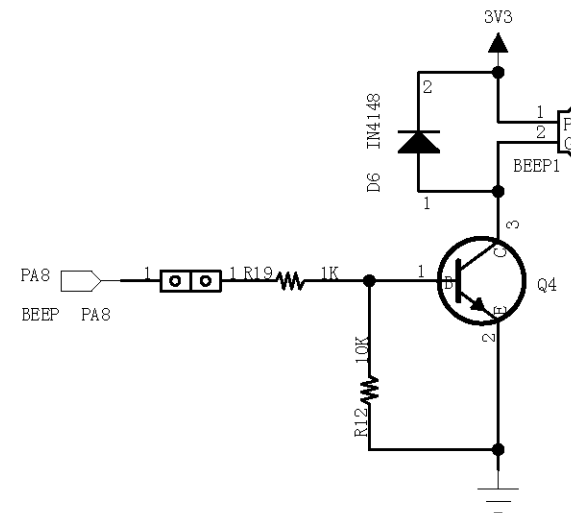
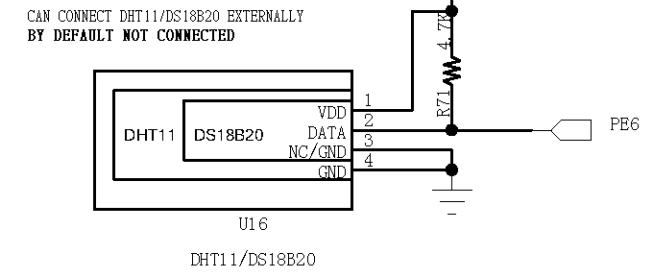
## IR CONNECTOR



## ISP ONE KEY DOWNLOAD CIRCUIT



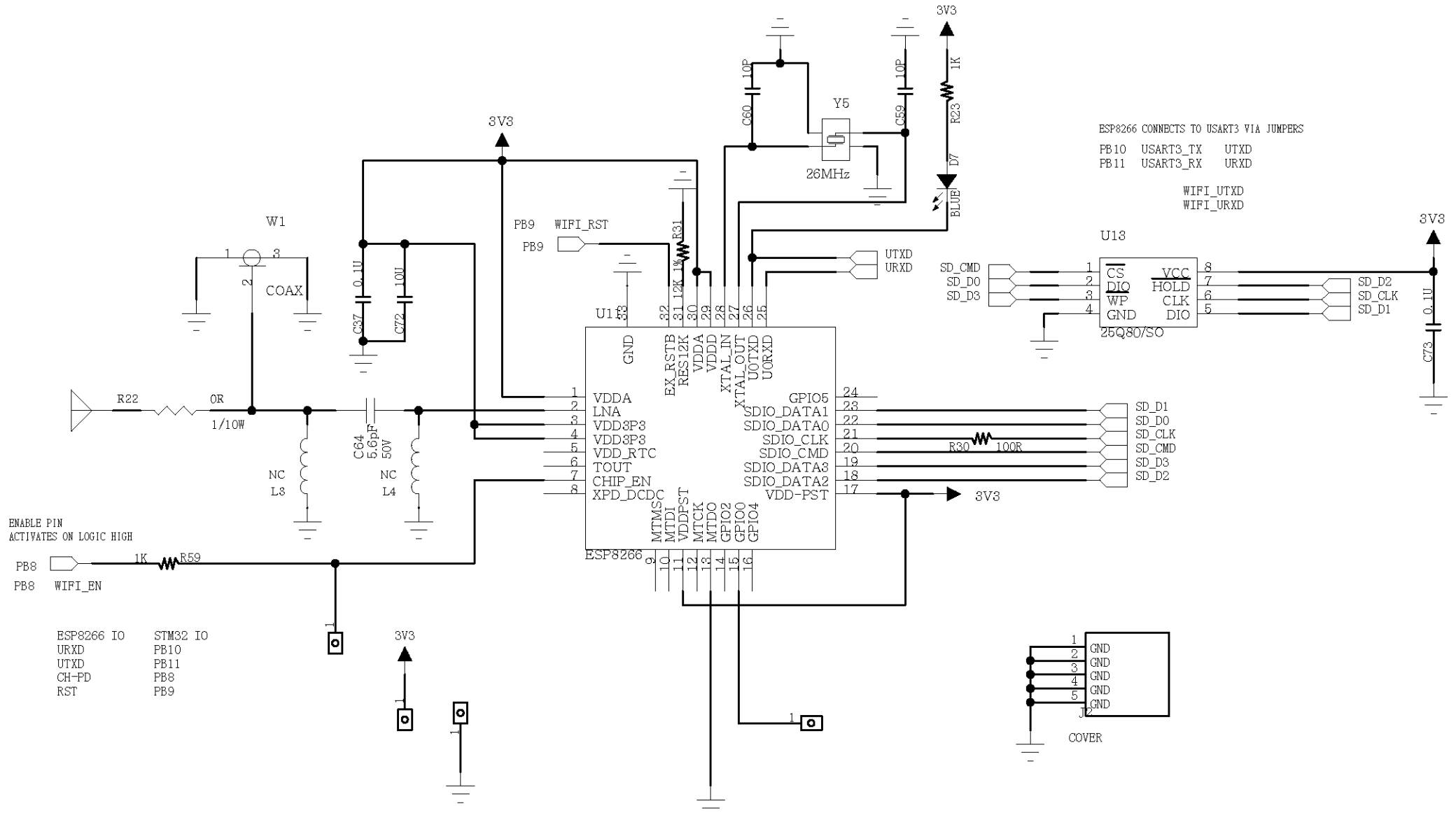
## DHT11/DS18B20 CONNECTOR



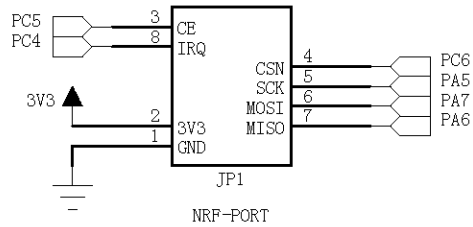
# WIFI ESP8266

## Note

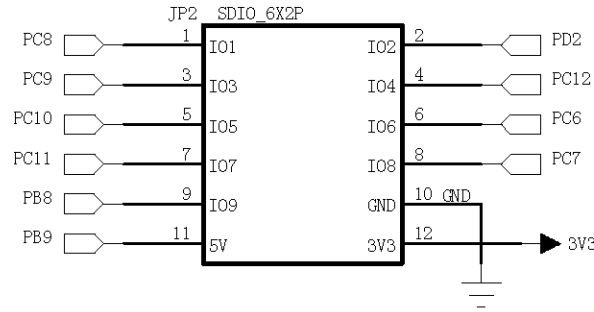
1. ESP8266 is designed for transferring small amount of data (e.g. less than 200 bytes)
2. The board is tested at a distance of 10-meter



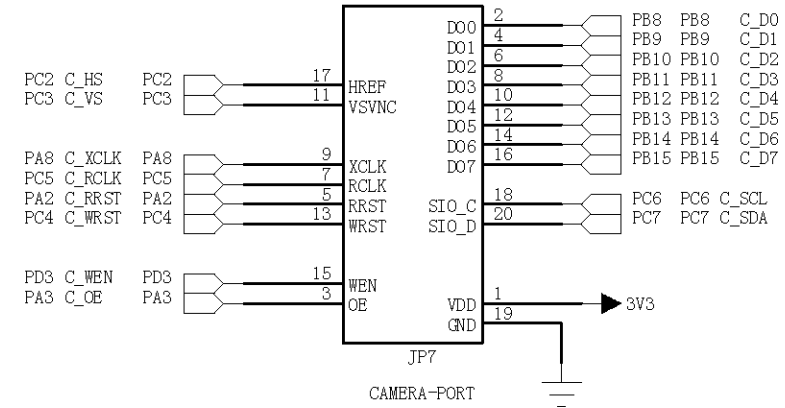
## NRF24L01



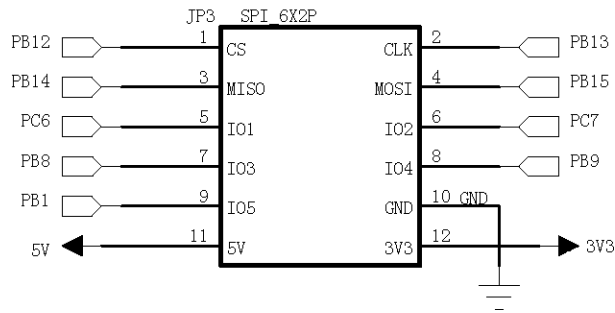
## SDIO



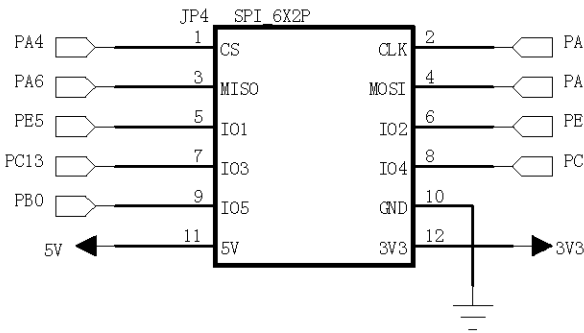
## CAMERA



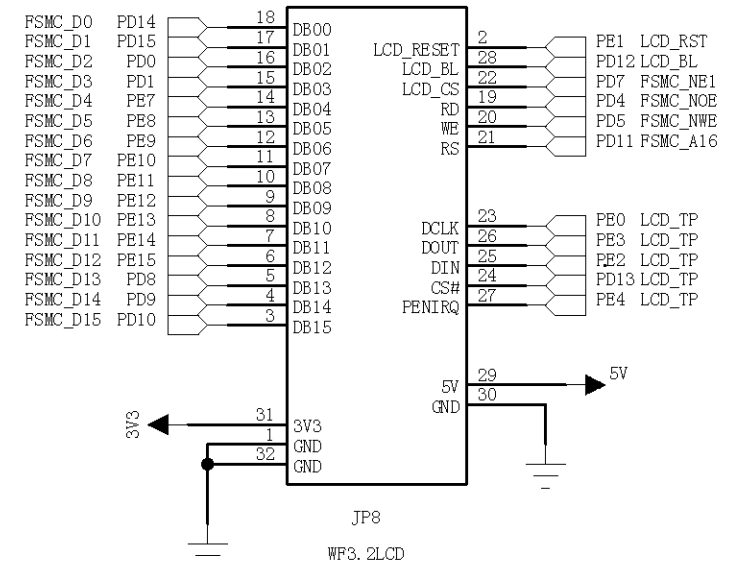
## SPI2/I2S



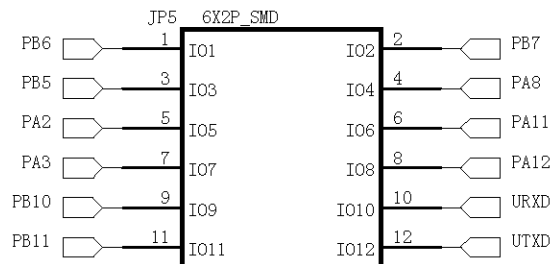
## SPI1



## LCD CONNECTOR

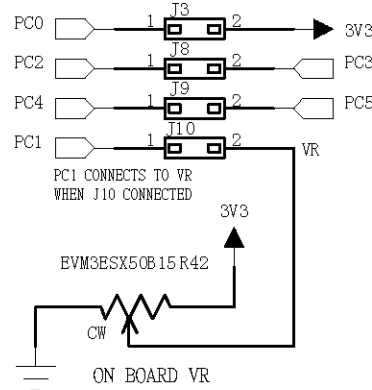


## I2C1/2-USART2/3



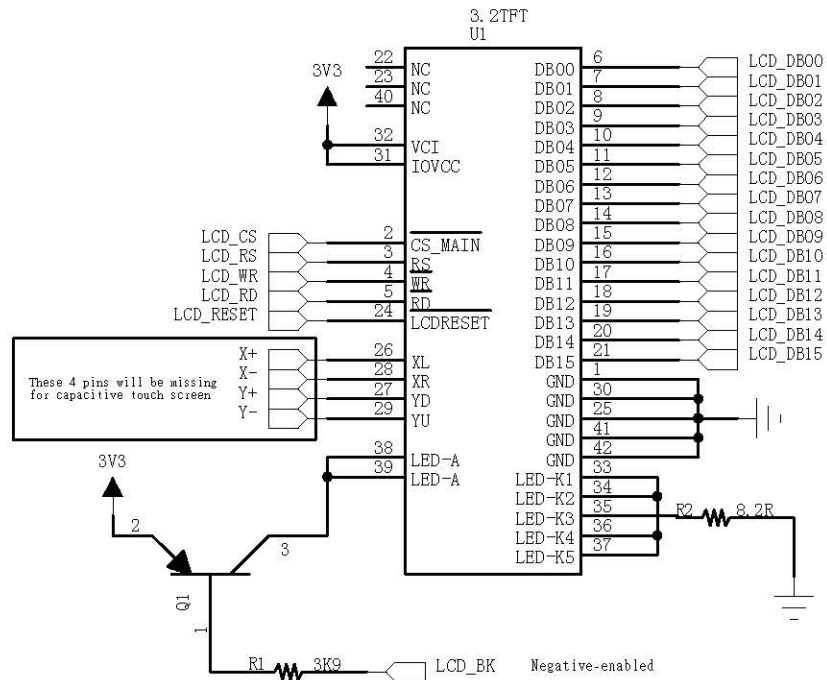
URXD UTXD for ESP8266  
 PB10: USART3\_TXD  
 PB11: USART3\_RXD  
 BY DEFAULT 9 10 11 12 CONNECTED BY JUMPERS

## ADC

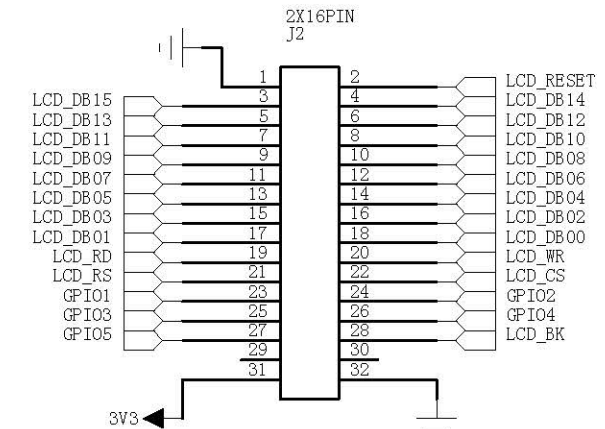


PC1 CONNECTS TO VR  
 WHEN J10 CONNECTED  
 EVM3BSX50B15R42  
 ON BOARD VR

## 3.2 inch TFT

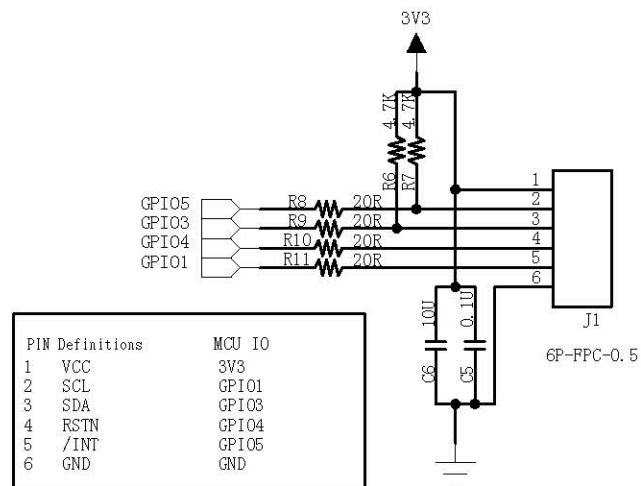


## 2X16PIN Connector



## 3.2 inch Capacitive Touch Screen

No need to solder this part if resistive touch screen is used



## Resistive Touch Screen Controller

No need to solder this part if capacitive touch screen is used

