

Pin Definitions

Pinout Definitions for **Arduino IDE**

	1	2	3	4	5	6	
A	D3 SPI_MISO	AU_HPL	AU_VINO_N	D14	D9 UART1_RX	D8 UART1_TX	Xadow 1.54" Touchscreen ----- Touch Screen (2.8V) TFT Display (1.8V) Backlight (2.8V)
B	D1 PWM	AU_HPR	AU_VIN1_P	D13	D7 I2C_SDA	D6 I2C_SCL	
C	D2 SPI_SCLK	SPK_OUTP	AU_VIN1_N	D15	2V8	VBAT	
D	A2	SPK_OUTN	MICBIAS0	D12	D5	E_INT4 (1.8V)	Xadow Audio ----- Speaker & Microphone
E	A3	D4 SPI_MOSI	ACCDET	AU_VINO_P	GND	GND	External Devices ----- Headphone & Microphone
							Others ----- VBAT: 3.3V - 4.2V 2.8V Idle GPIOs (2.8V) GND

Pinout Definitions for **Eclipse IDE**

	1	2	3	4	5	6	
A	GPIO29 SPI_MISO	AU_HPL	AU_VINO_N	GPIO49	GPIO10 UART1_RX	GPIO11 UART1_TX	Xadow 1.54" Touchscreen ----- Touch Screen (2.8V) TFT Display (1.8V) Backlight (2.8V)
B	GPIO3 PWM	AU_HPR	AU_VIN1_P	GPIO48	GPIO44 I2C_SDA	GPIO43 I2C_SCL	
C	GPIO27 SPI_SCLK	SPK_OUTP	AU_VIN1_N	GPIO50	2V8	VBAT	
D	GPIO1 A1	SPK_OUTN	MICBIAS0	GPIO47	GPIO19	GPIO46 (1.8V)	Xadow Audio ----- Speaker & Microphone
E	GPIO2 A2	GPIO28 SPI_MOSI	ACCDET	AU_VINO_P	GND	GND	External Devices ----- Headphone & Microphone
							Others ----- VBAT: 3.3V - 4.2V 2.8V Idle GPIOs (2.8V) GND

- If your project is built with Arduino IDE, please refer to the "Pin Definitions for Arduino IDE".
- If your project is built with Eclipse IDE, please refer to the "Pin Definitions for Eclipse IDE".

Notice

- Some pinout might be occupied if the corresponding module is operative in the system. Please check the availability of the pinout of the Xadow GSM Breakout before using it.
- And also, do make sure you know exactly about the voltage level at each pinout (2.8V or 1.8V), irreversible damages might occur if you mismatch it with a system working at a higher voltage level.