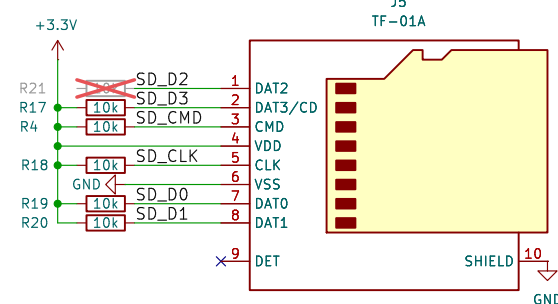
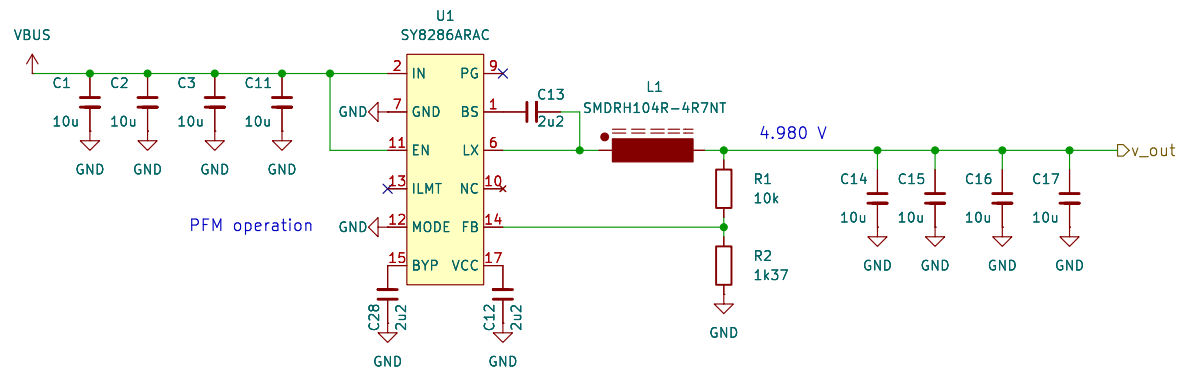


Before SD\_D2 pullup is populated,  
3.3 V flash efuse must be burned





Sheet: /Stepdown\_a/  
File: stepdown.kicad\_sch

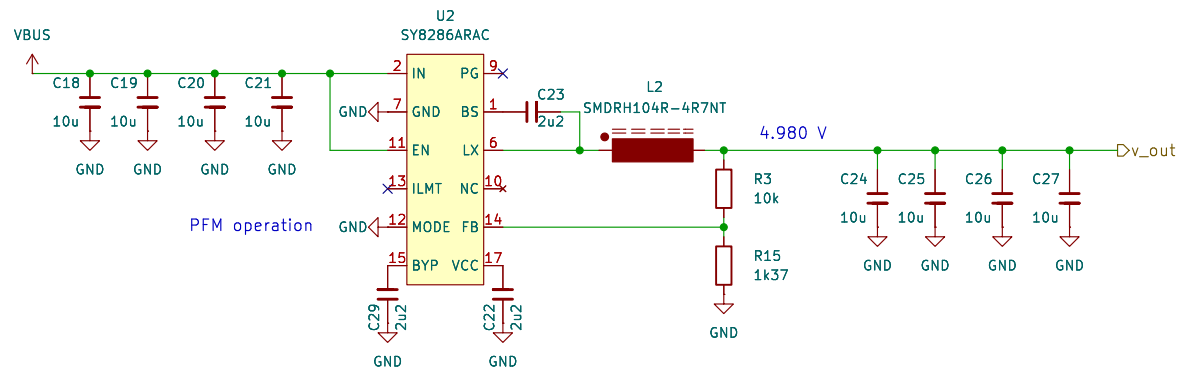
**Title: ESP Pinball RGB Animation clock (espirgani)**

Size: A4 Date: 2025-01-15

KiCad E.D.A. 8.0.7

Rev: 3

Id: 2/3



Sheet: /Stepdown\_b/  
File: stepdown.kicad\_sch

**Title: ESP Pinball RGB Animation clock (espirgani)**

Size: A4 Date: 2025-01-15

KiCad E.D.A. 8.0.7

Rev: 3

Id: 3/3