



LED strands are three pins:
- +5V (to LEDs)
- GND (unused)
- Return (to MOSFET_N)

Hall effect strands are three pins:
- +3.3V
- GND
- Sensor output

3 LED strands
4 Hall effect strands
= 7 strands = 21 pin connector required

Max LED stand mA with 33ohm resistor = 50mA
With 16ohm resistor = 100mA
Native LED strand runs at 220mA
Our mosierts can handle up to 400mA continuous.

All odd-numbered pins are ground.
Start counting from PIN 1.

- 2 - VIN
- 4 - Lights 1 control
- 6 - +5V
- 8 - Lights 2 control
- 10 - +5V
- 12 - Lights 3 control
- 14 - +5V
- 16 - Sensor 1
- 18 - +3.3V
- 20 - Sensor 2
- 22 - +3.3V
- 24 - Sensor 3
- 26 - +3.3V

NB: LED strands go from +5V to control. They do *not* use GND pins.

Total power budget:
800mA @ 5V when running off 3.6V LiPos
1250mA @ 5V running off a 5V source.
1600mA @ 5V running off a 6V source.

3.3V power budget: 100mA from Teensy LC.
Hall effect sensors require 10mA each, and *must* run on 3.3V
Accel requires 0.6mA, and can run on either 5 or 3.3V.
Microphone can run on either, unknown power consumption.

Hall effect controls have 33k internal pull-up resistors to prevent line floating.

On Gen 3 boards, pins 20-23 are connected to dip switches, floating off, GND on.

- PIN 20 - DIP 4
- PIN 21 - DIP 3
- PIN 22 - DIP 2
- PIN 23 - DIP 1

DIPless boards:
- Big Board: PIN 0 is shorted to GND
- Little Board: PIN 1 is shorted to GND

Switch ideas:
- Performer / Dancer
- Photography mode (sensors up/down/rotate)
- Sonar select
- ??

Sheet: /
File: clockwork-bfly.sch

Title: Clockwork Butterfly Masters Board - V3

Size: A4 Date:

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