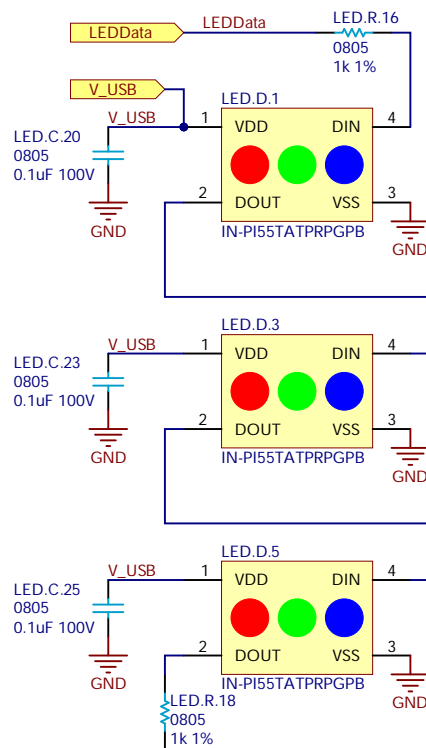


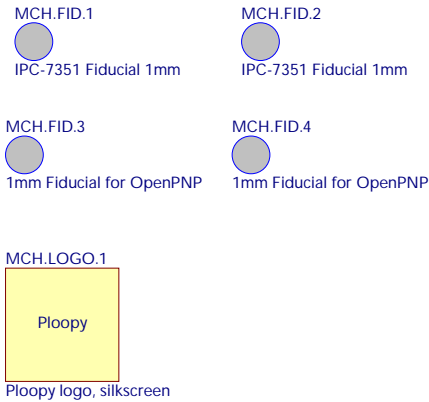
These two switches actuate the buttons for the ring and little fingers. They're located on the base board, unlike the switches for the rest of the controls.

1k resistors provide some ESD protection, limiting injection currents.

Since the pull-up resistors are about 40k on the GPIO, the caps on this circuit limit the rise time to about 1 millisecond, which should help with debouncing if populated.

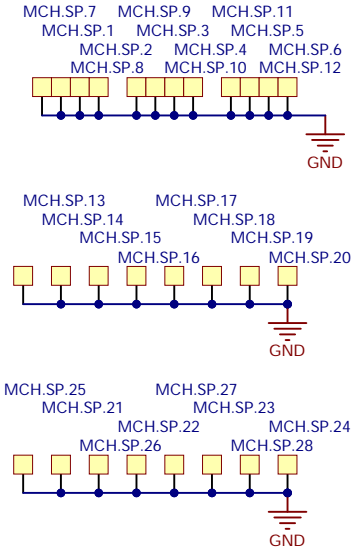


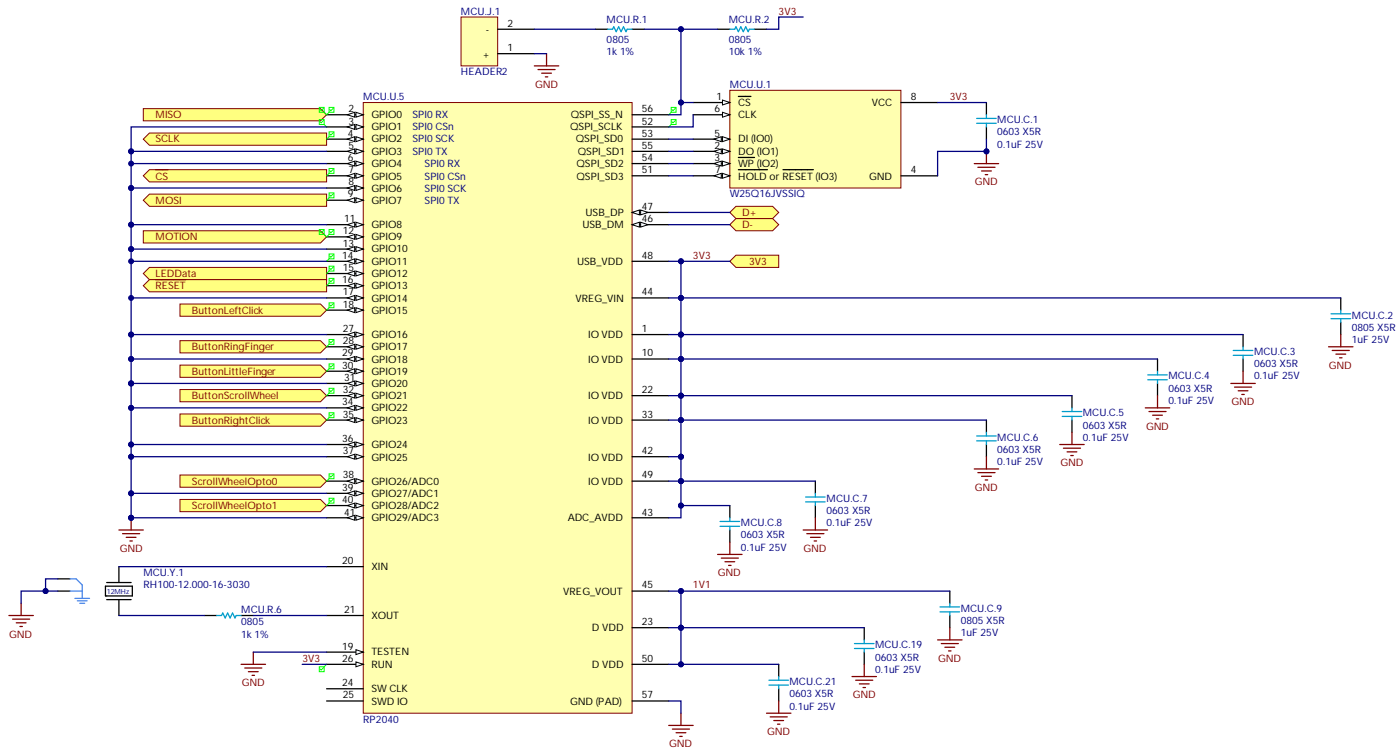
Pick and Place Fiducials

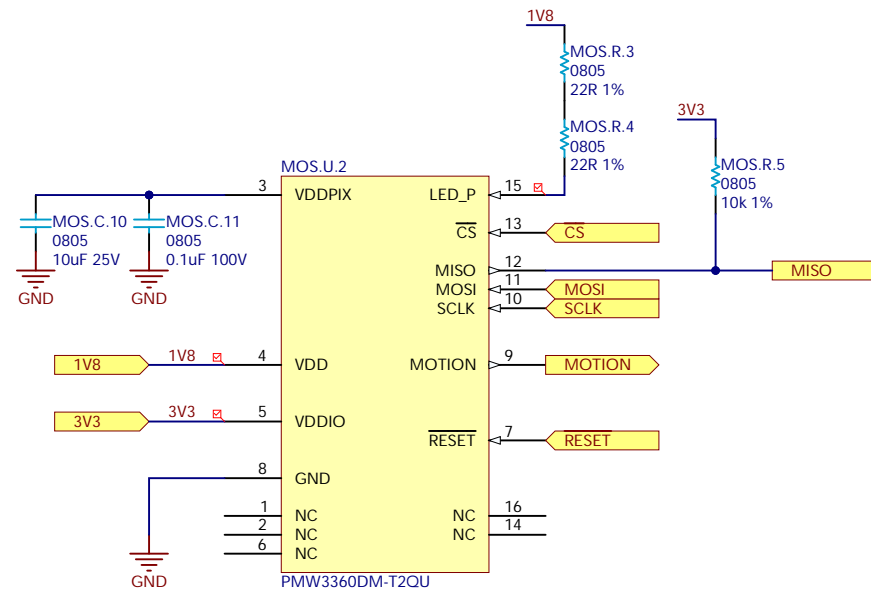


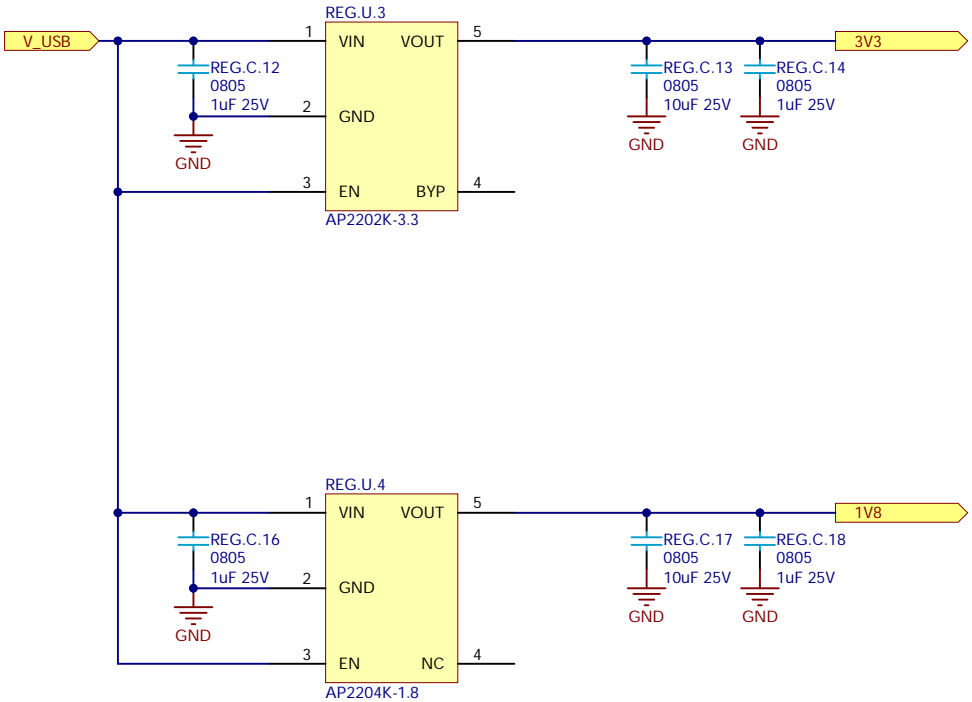
Spark Gaps -- Case

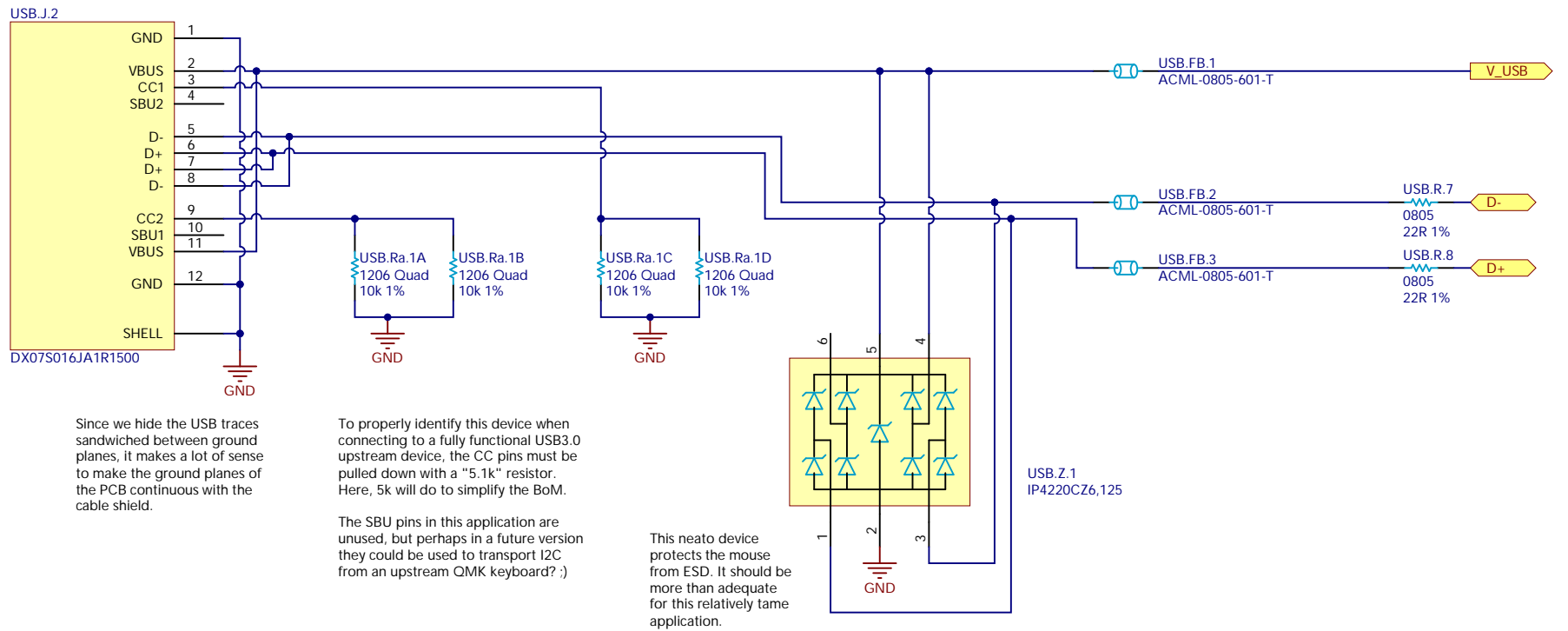
Since the case has gaps in it, we expect ESD to worm its way in via creepage and perhaps other ways. To protect the board from this eventuality, we place spark gaps along the edges.













The two PCBs have castellated connections, which are represented here. These carry a shared ground and all the signals from the various UI bits and pieces that are hosted on the vertical board.

