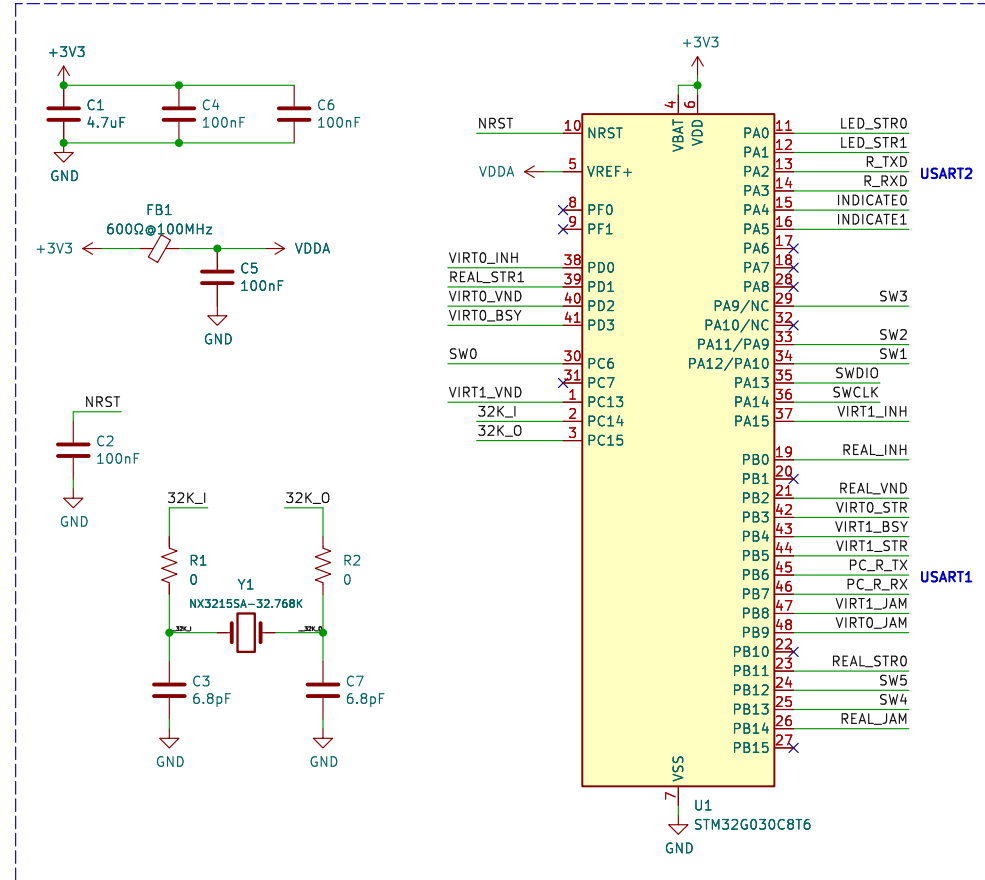
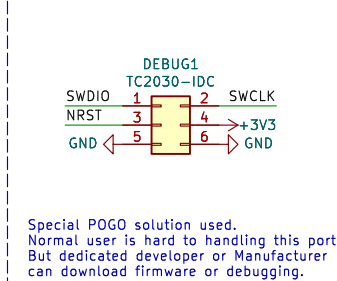


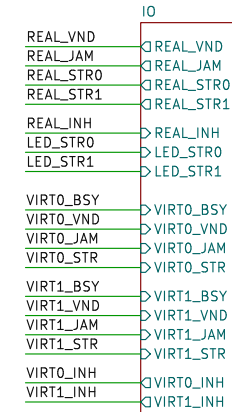
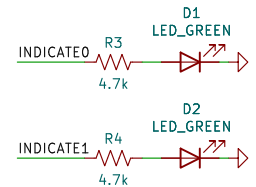
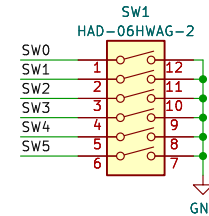
## MCU (STM32G030)



## STM32 DEBUG(POGO)



Special POGO solution used.  
Normal user is hard to handling this port.  
But dedicated developer or Manufacturer  
can download firmware or debugging.



File: IO.kicad\_sch

Power

File: Power.kicad\_sch

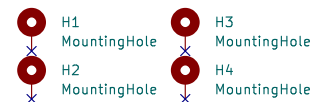
## CHANGE LOG

2023.06.12 (v0.1) : Initial release (but no PCB) 62.5mm x 62.5mm.  
2023.06.13 (v0.2) : Fault DIP-SW footprint fixed and 0Q on 3v3 removed. 62.5mm -> 63.0mm

LambdaEE\_Logo

Symbol\_Extended:LamudaEE-12.3x7.6mm

backside-100-ferris-ferris-back



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Sheet:  
File: BillMock-HW.kicad\_sch

**Title: Main Block**

Size: A4 Date: 2023-06-13

KiCad E.D.A. kicad 7.0.5-0



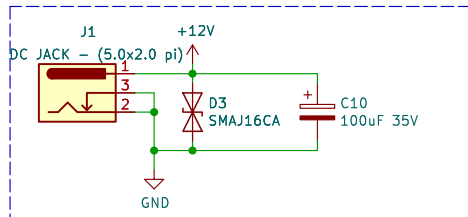
Lambda EE

Rev: 0.2

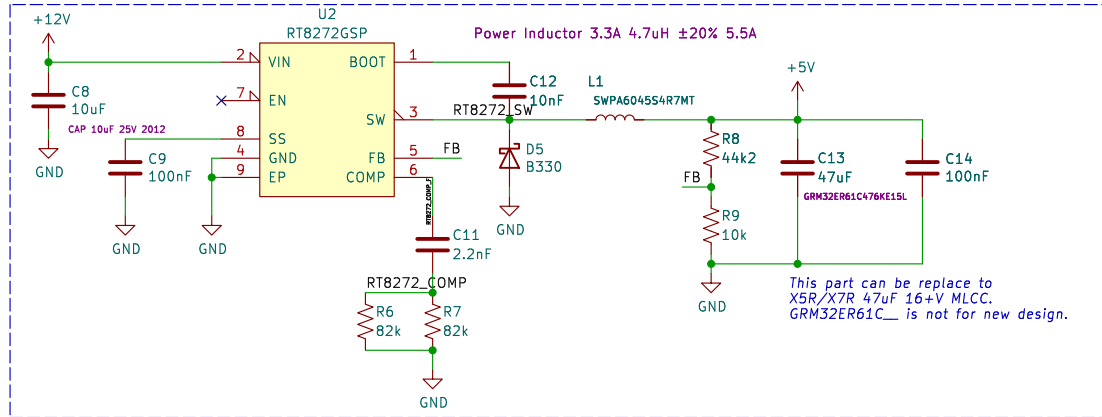
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# Power Domain

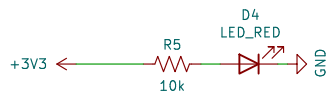
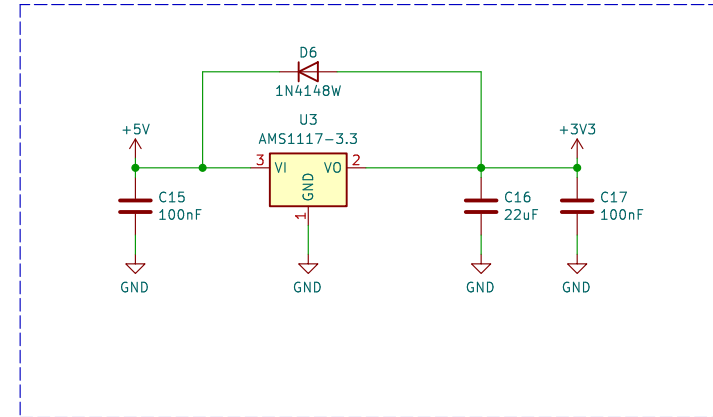
## 12V Input Jack



## 12V to 5V : Switching Regulator



## 5V to 3V3 : Linear Regulator



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Sheet: Power

File: Power.kicad\_sch

**Title: Power domain**

Size: A4 Date: 2023-06-13

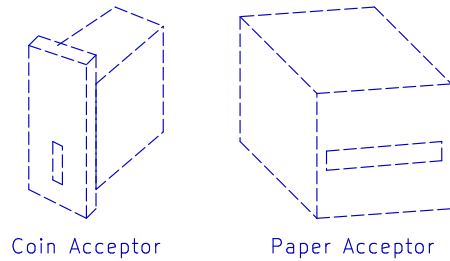
KiCad E.D.A. kicad 7.0.5-0

**Rev: 0.2**

Id: 2/5



Transducer ...  
Sensor ...  
Switch ...



Coin Acceptor

Paper Acceptor



VendSide

Vending Machine (Coin and bill-paper acceptor) side  
Or some start button led and switch.  
There're some 12v pull-up input lines with CD4050,  
open-drain and push-pull output lines.

REAL\_VND  $\rightarrow$  REAL\_VND  
REAL\_JAM  $\rightarrow$  REAL\_JAM  
REAL\_STRO  $\rightarrow$  REAL\_STRO  
REAL\_STR1  $\rightarrow$  REAL\_STR1  
REAL\_INH  $\rightarrow$  REAL\_INH  
LED\_STRO  $\rightarrow$  LED\_STRO  
LED\_STR1  $\rightarrow$  LED\_STR1

In \* 4 , Out \* 3

File: VendSide.kicad\_sch

HostSide

GAME PCB or I/O Board Side  
Emulate the vending device such as paper and coin acceptor.  
Or emulate start button signal by some mode.  
There're some 12v pull-up input lines with CD4050,  
open-drain and push-pull output lines.

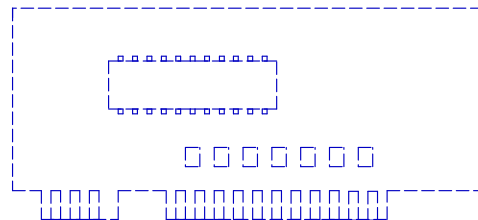
VIRT0\_BSY  $\rightarrow$  VIRT0\_BSY  
VIRT0\_VND  $\rightarrow$  VIRT0\_VND  
VIRT0\_JAM  $\rightarrow$  VIRT0\_JAM  
VIRT0\_STR  $\rightarrow$  VIRT0\_STR  
VIRT1\_BSY  $\rightarrow$  VIRT1\_BSY  
VIRT1\_VND  $\rightarrow$  VIRT1\_VND  
VIRT1\_JAM  $\rightarrow$  VIRT1\_JAM  
VIRT1\_STR  $\rightarrow$  VIRT1\_STR  
VIRT0\_INH  $\rightarrow$  VIRT0\_INH  
VIRT1\_INH  $\rightarrow$  VIRT1\_INH

In \* 8 , Out \* 2

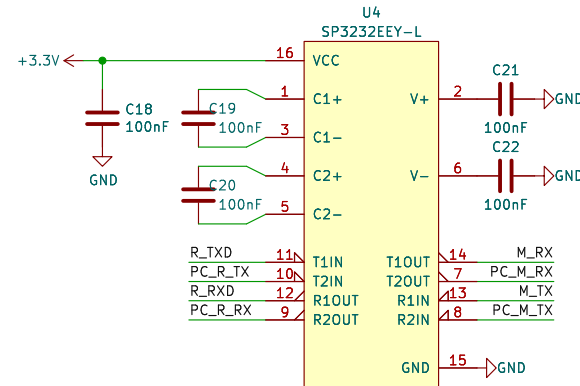
File: HostSide.kicad\_sch



PCB ...  
IO Board ...

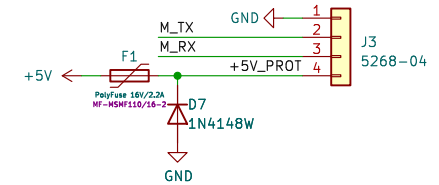


Game IO Board



B3B Port is not used normal

PC\_M\_RX  $\rightarrow$  1  
PC\_M\_TX  $\rightarrow$  2  
GND  $\rightarrow$  3  
J2 B3B-PH-K-S



5264-4AW C146138  
A2506WR-04P C382524  
A2505WR-4P C225440  
HC-5264-4AW C2845827

R\_RXD  $\rightarrow$  R\_RXD  
R\_TXD  $\rightarrow$  R\_TXD  
PC\_R\_RX  $\rightarrow$  PC\_R\_RXD  
PC\_R\_TX  $\rightarrow$  PC\_R\_TXD

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Sheet: IO  
File: IO.kicad\_sch

Title: IO

Size: A4 Date: 2023-06-13

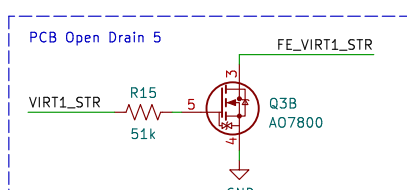
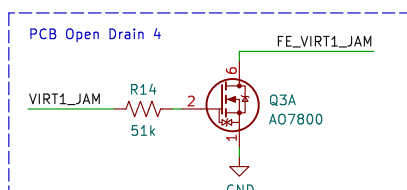
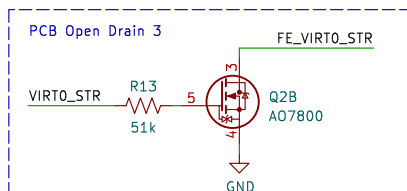
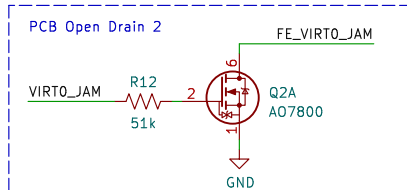
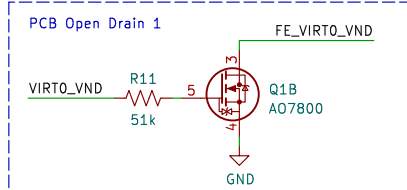
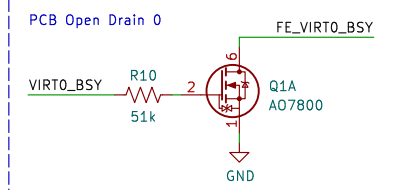
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Rev: 0.2

Id: 3/5



## PCB Side Open Drain Output

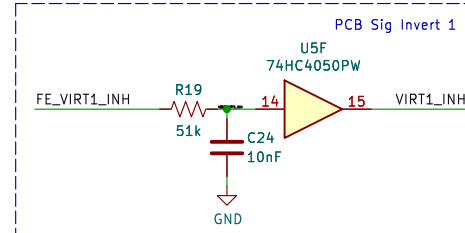
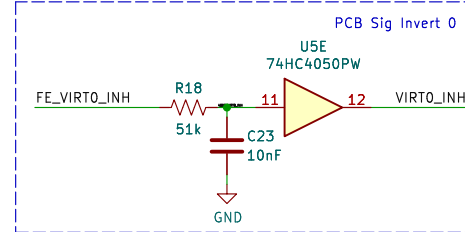


## CHANGE LOG

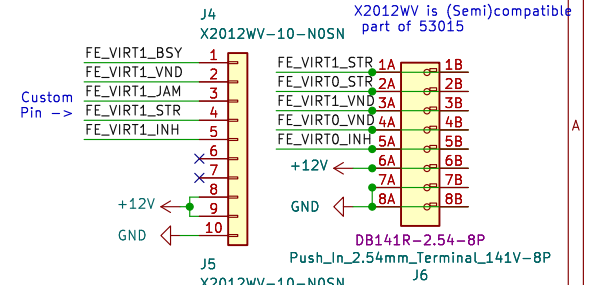
Formal arcade system use Game PCB have pull up line on input, and this domain make drop to 0V very safely, even each pin's voltage level is different.

ULN2003AIDR has some issue COM line is shared, so we didn't used for separate voltage level. Q4:7 was changed to PMV100ENEA from IRFL014PBF. Because IRFL014PBF was obsoleted JLCPCB type. JLCPCB Assembly service don't have stock or option for PMV100. DMN100 and PESD\_ is alternation for this assembly system.  
2020-07-20 : DMN100 or PMV100 NMOS reduce to dual channel NMOS. Recommend is DMN3190LDW and Alternative is DMN2004DWK  
Requirements : high desity, high current , Volt accept. Gate.D-S Protection.  
2023-05-18 :  
Dual-N : AO7800, Used for open-drain output  
Dual-P : DMP2004VK, Used for inverse voltage input protect.  
N+P CH : DMG1016V, N/P role both

## PCB Side extSignal Invert Input



Emulated player 1/2 side common signal  
(Paper Acceptor, start button etc)



VIRT0\_BSY -> VIRT0\_BSY  
VIRT0\_VND -> VIRT0\_VND  
VIRT0\_JAM -> VIRT0\_JAM  
VIRT0\_STR -> VIRT0\_STR  
VIRT1\_BSY -> VIRT1\_BSY  
VIRT1\_VND -> VIRT1\_VND  
VIRT1\_JAM -> VIRT1\_JAM  
VIRT1\_STR -> VIRT1\_STR

VIRT0\_INH -> VIRT0\_INH  
VIRT1\_INH -> VIRT1\_INH

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Sheet: HostSide

File: HostSide.kicad\_sch

**Title: Host Side**

Size: A4 Date: 2023-06-13

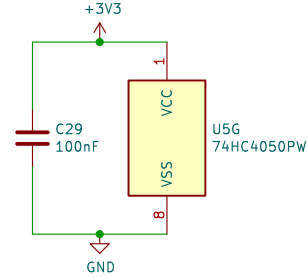
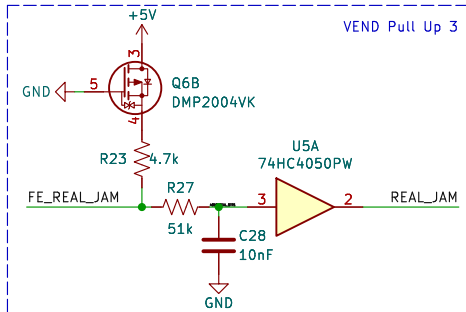
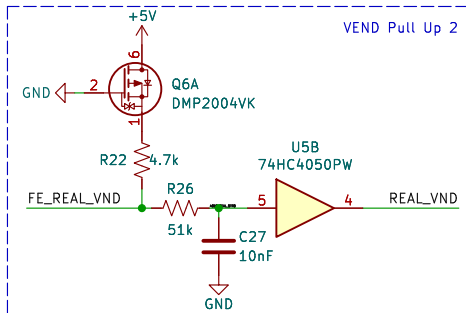
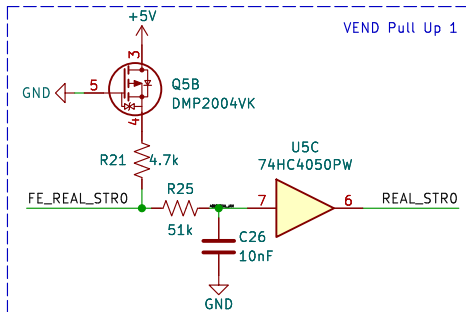
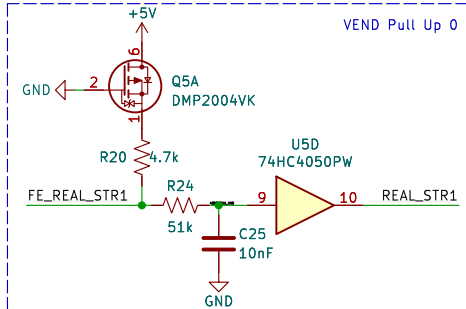
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Rev: 0.2

Id: 4/5



## Vend Side Pull Up Input



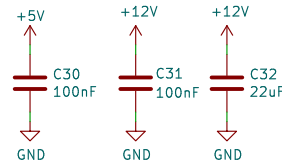
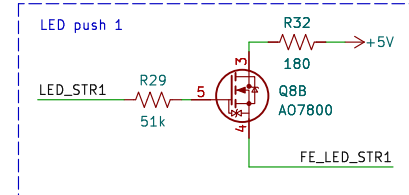
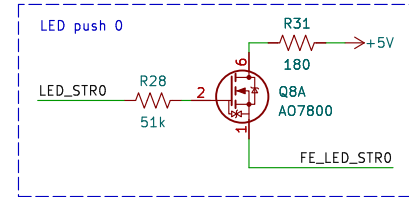
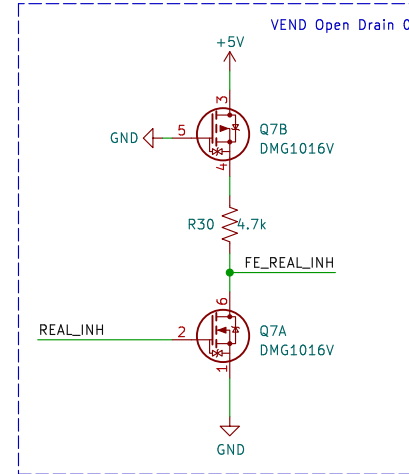
## CHANGE LOG

2020-07-16 : LTV217 Optocoupler is removed.  
Replaced to high voltage input hex inverter.  
Ti CD4049UBDR recommend 1uA input.  
Ti require too few input current. So this design use  
"ONsemi MC14049UBDR2G", "Nxp HEF4049BT"

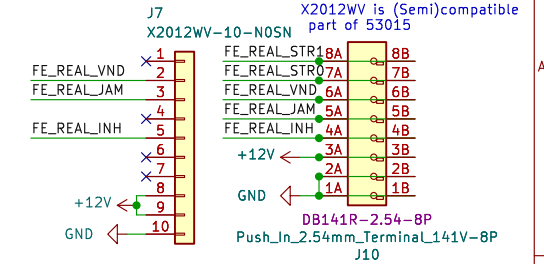
2020-07-20 : DMN100 or PMV100 NMOS reduce  
to dual channel NMOS. DMN3190LDW or DMN2004DWK  
Recommend is DMN3190LDW. Alternative is DMN2004DWK  
Requirements : high desity, high current and voltage accept.  
Gate,D-S Protection.

2023-05-18 :  
Dual-N : AO7800, Used for open-drain output  
Dual-P : DMP2004VK, Used for inverse voltage input protect.  
N+P CH : DMG1016V, N/P role both

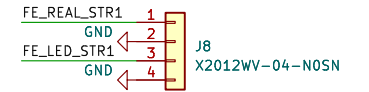
## Vend Side Push Pull Active Low



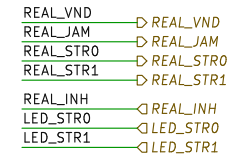
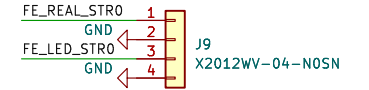
Player 1/2 side common signal  
(Paper Acceptor, start button etc)



Player 2 side purchase/start button and led



Player 1 side purchase/start button and led



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Sheet: VendSide

File: VendSide.kicad\_sch

Title: Vend Side

Size: A4 Date: 2023-06-13

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Rev: 0.2

Id: 5/5

