

<https://github.com/xtremespb/frank>

Mikhail Matveev

Sheet: /RP1/

File: rp2040.kicad_sch

Title: FRANK M1

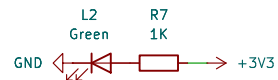
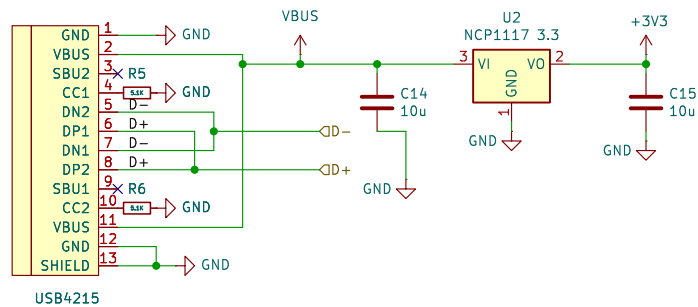
Size: A4

Date: 2025-02-04

KiCad E.D.A. 8.0.7

Rev: 1.00

Id: 2/14



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Mikhail Matveev

Sheet: /Power/

File: power.kicad_sch

Title: FRANK M1

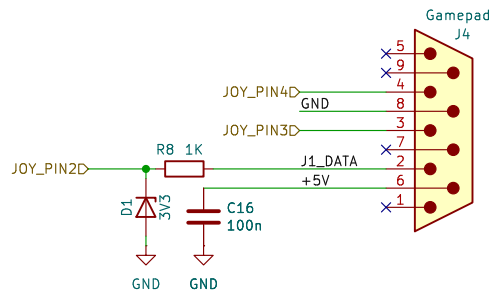
Size: A4

Date: 2025-02-04

Rev: 1.00

KiCad E.D.A. 8.0.7

Id: 3/14



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Mikhail Matveev

Sheet: /Gamepad 2/

File: gamepad.kicad_sch

Title: FRANK M1

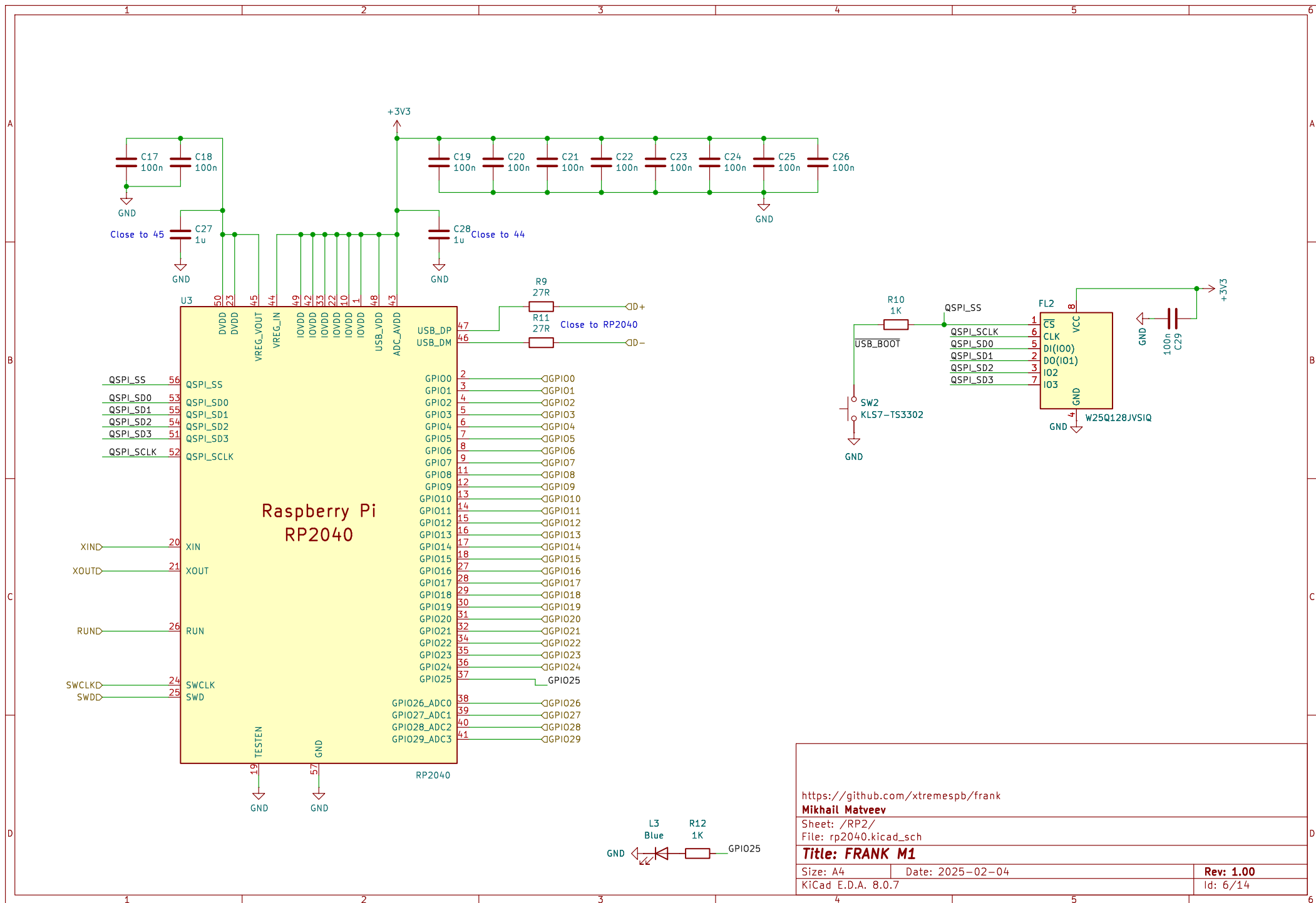
Size: A4

Date: 2025-02-04

Rev: 1.00

KiCad E.D.A. 8.0.7

Id: 4/14



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Mikhail Matveev

Sheet: /RP2/

File: rp2040.kicad_sch

Title: FRANK M1

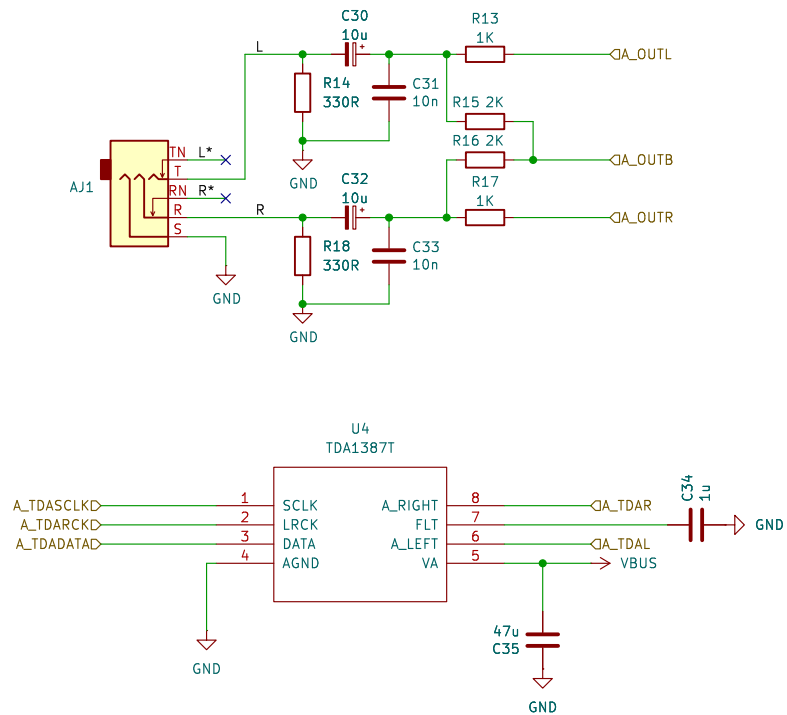
Size: A4

Date: 2025-02-04

KiCad E.D.A. 8.0.7

Rev: 1.00

Id: 6/14



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Mikhail Matveev

Sheet: /Audio Out/

File: audio_out_m1.kicad_sch

Title: FRANK M1

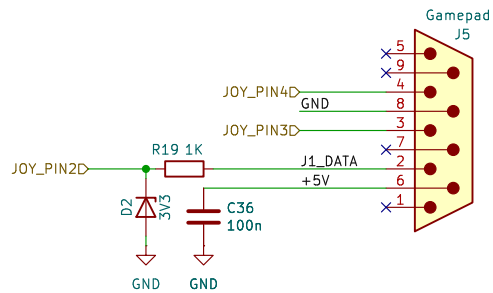
Size: A4

Date: 2025-02-04

Rev: 1.00

KiCad E.D.A. 8.0.7

Id: 7/14



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Mikhail Matveev

Sheet: /Gamepad 1/

File: gamepad.kicad_sch

Title: FRANK M1

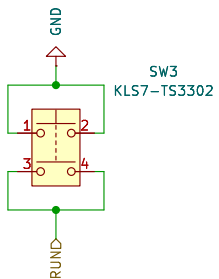
Size: A4

Date: 2025-02-04

Rev: 1.00

KiCad E.D.A. 8.0.7

Id: 8/14



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Mikhail Matveev

Sheet: /Reset/

File: reset.kicad_sch

Title: FRANK M1

Size: A4

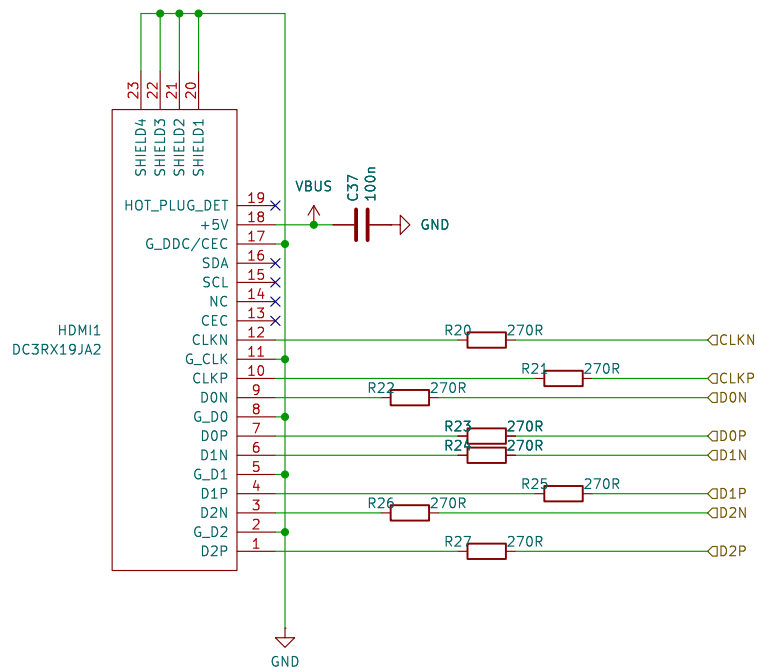
Date: 2025-02-04

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HDMI video output requires the resistors to be close to the HDMI socket in order to work properly.



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Sheet: /HDMI/

File: hdmi.kicad_sch

Title: FRANK M1

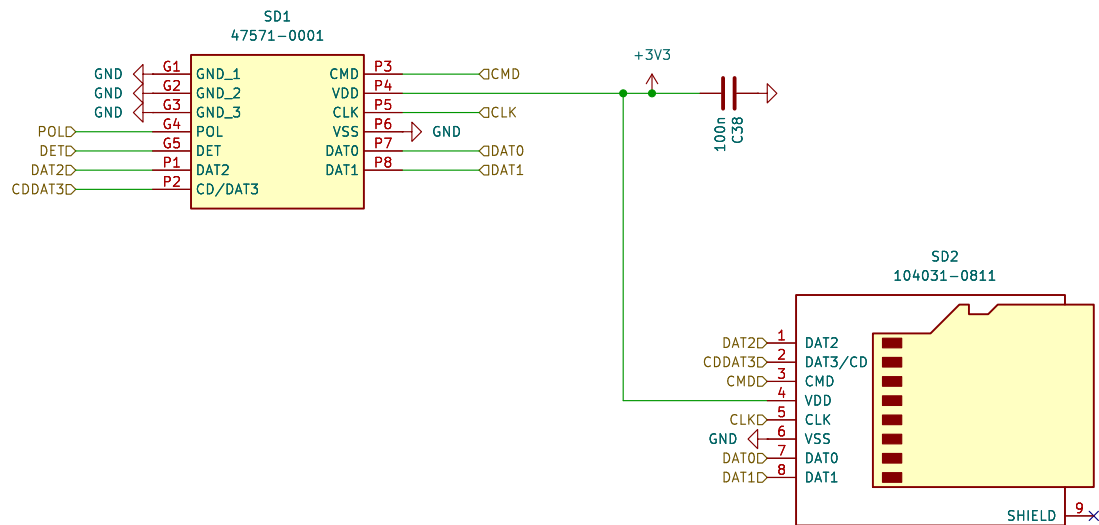
Size: A4

Date: 2025-02-04

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Mikhail Matveev

Sheet: /Micro SD/

File: sd.kicad_sch

Title: FRANK M1

Size: A4

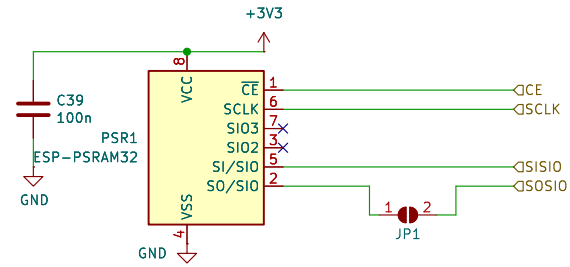
Date: 2025-02-04

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As PSRAM is optional, you need to solder JP1
if you are going to use it.



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Sheet: /PSRAM/

File: psram.kicad_sch

Title: FRANK M1

Size: A4

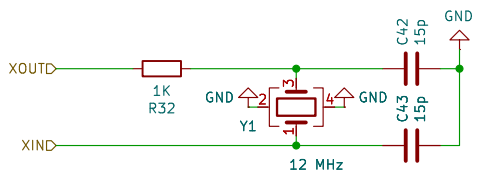
Date: 2025-02-04

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Mikhail Matveev

Sheet: /Crystal 12 MHz/

File: crystal_12mhz.kicad_sch

Title: FRANK M1

Size: A4

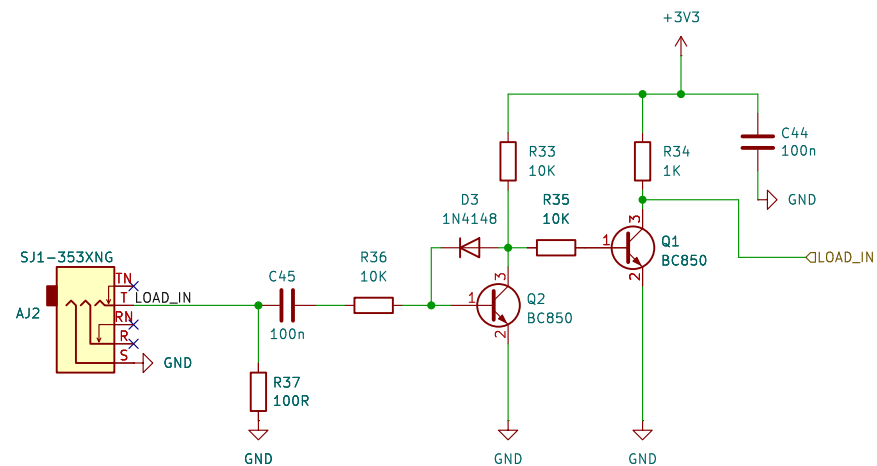
Date: 2025-02-04

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Id: 14/14

This schematics is used to load data from external audio source, e.g. tape.



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Mikhail Matveev

Sheet: /Tape/

File: tape.kicad_sch

Title: FRANK M1

Size: A4

Date: 2025-02-04

Rev: 1.00

KiCad E.D.A. 8.0.7

Id: 14/14