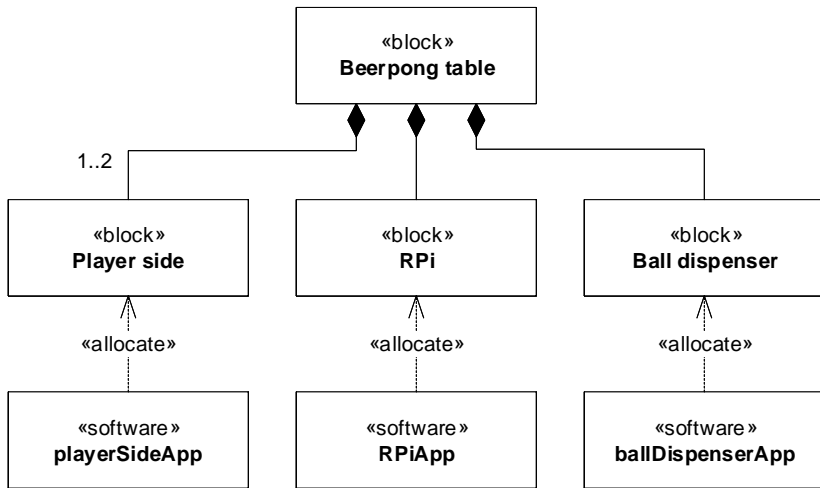
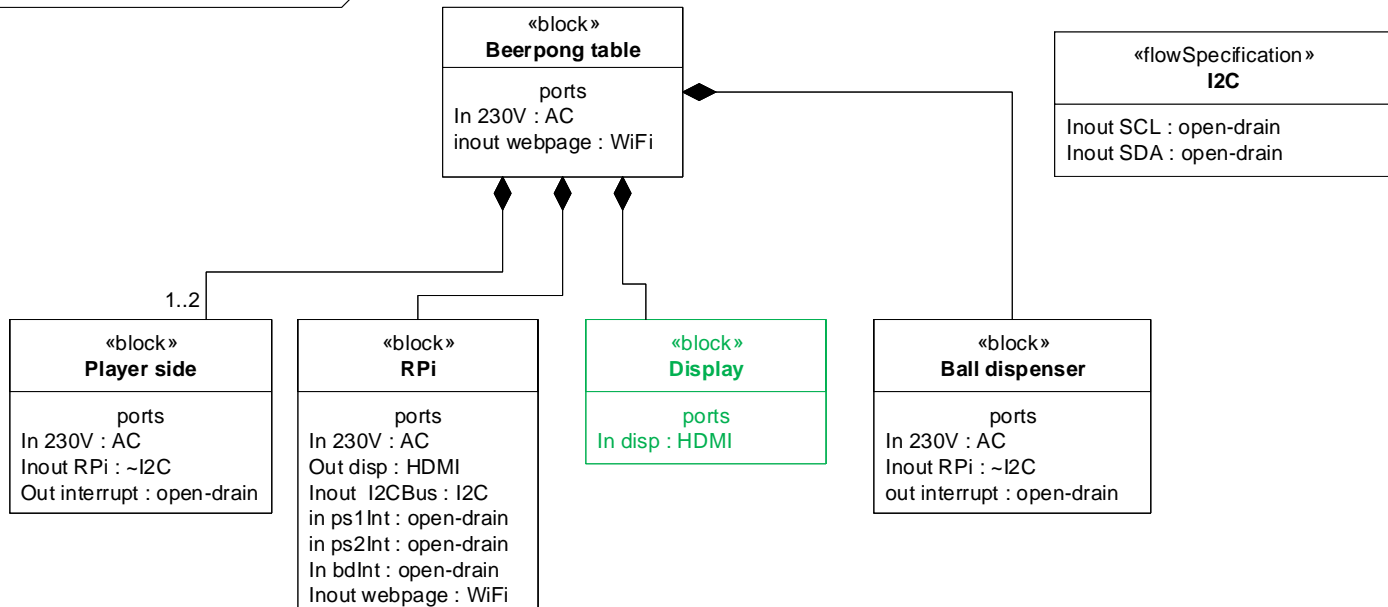


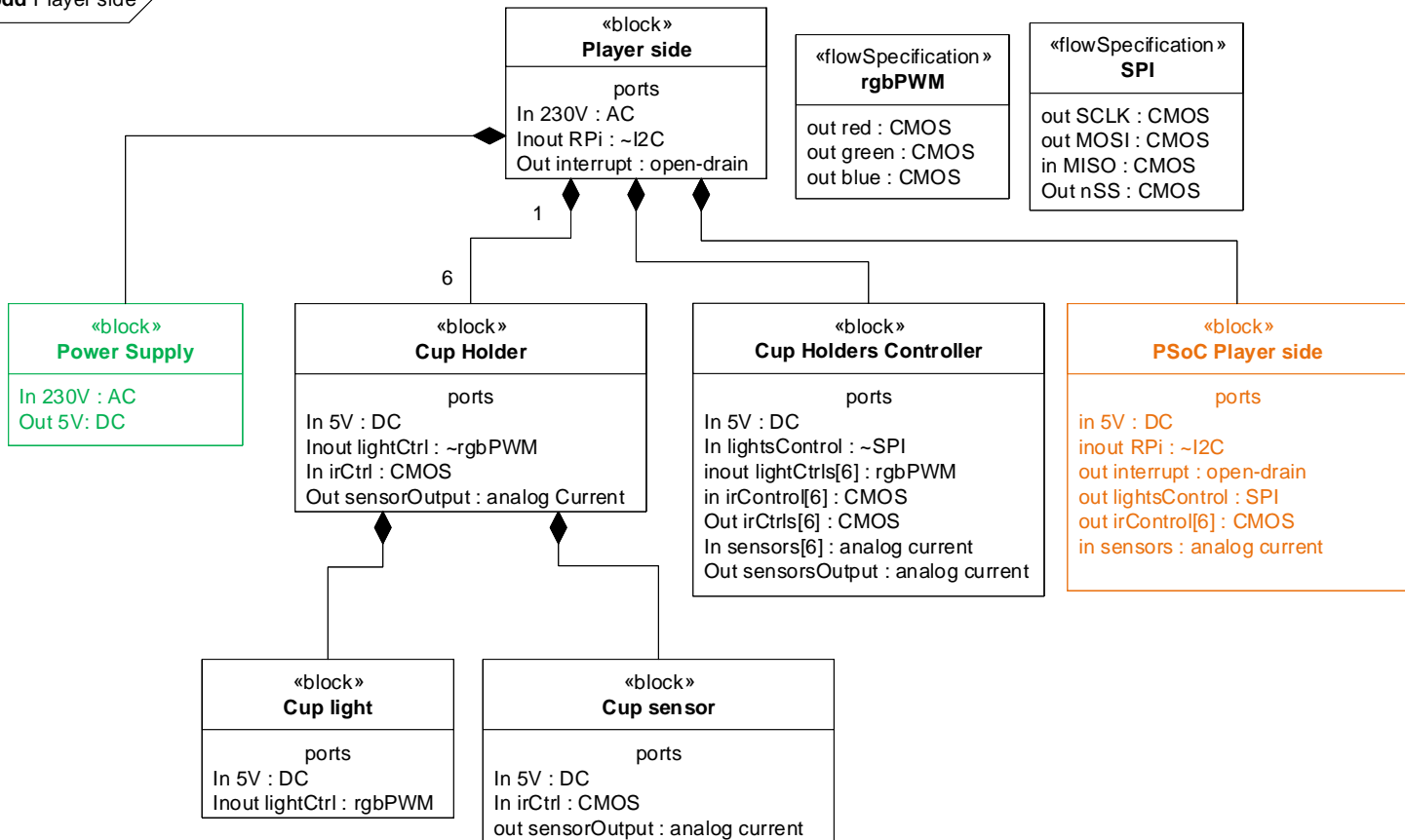
bdd Beerpong table [overall allocation]



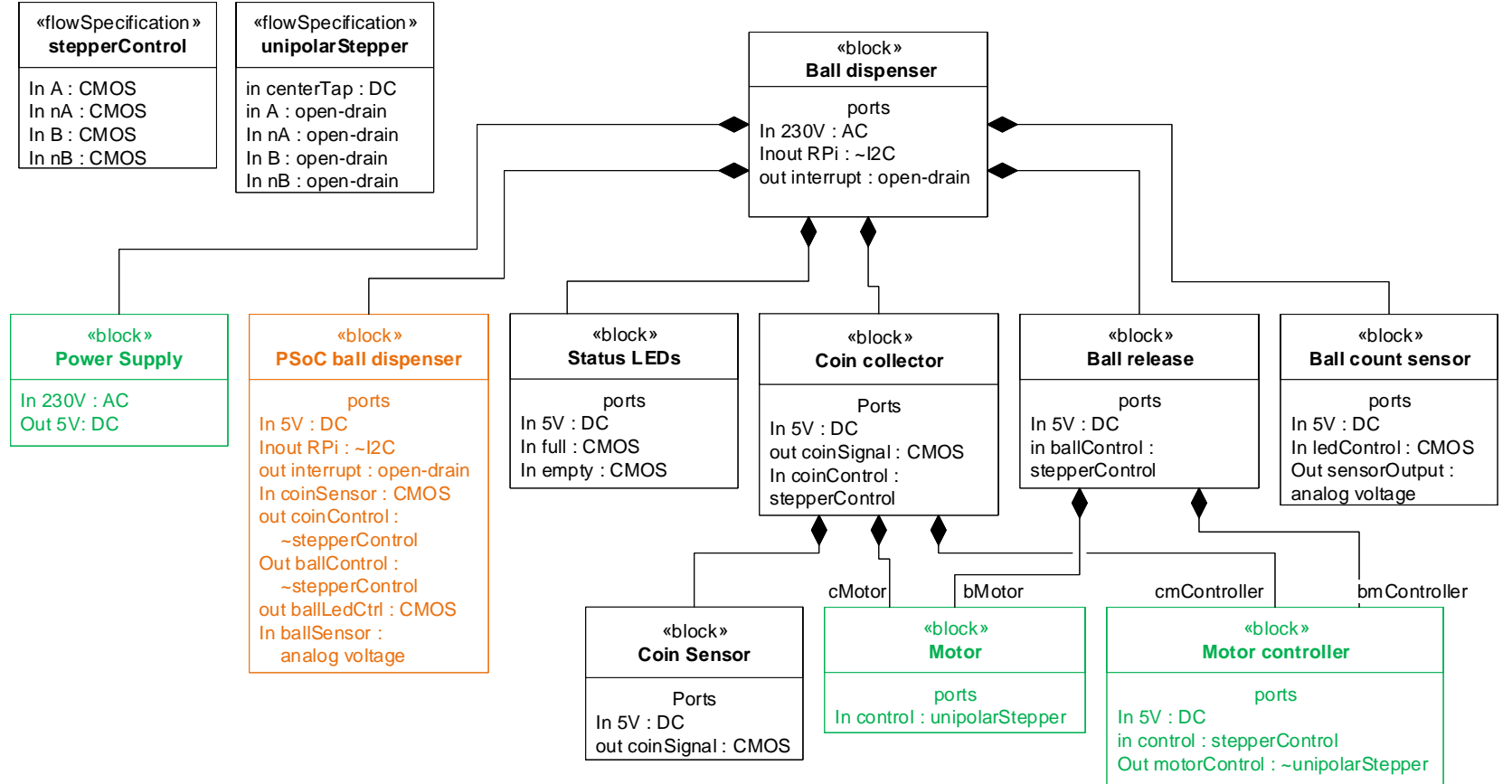
bdd Beerpong table [electrical blocks]



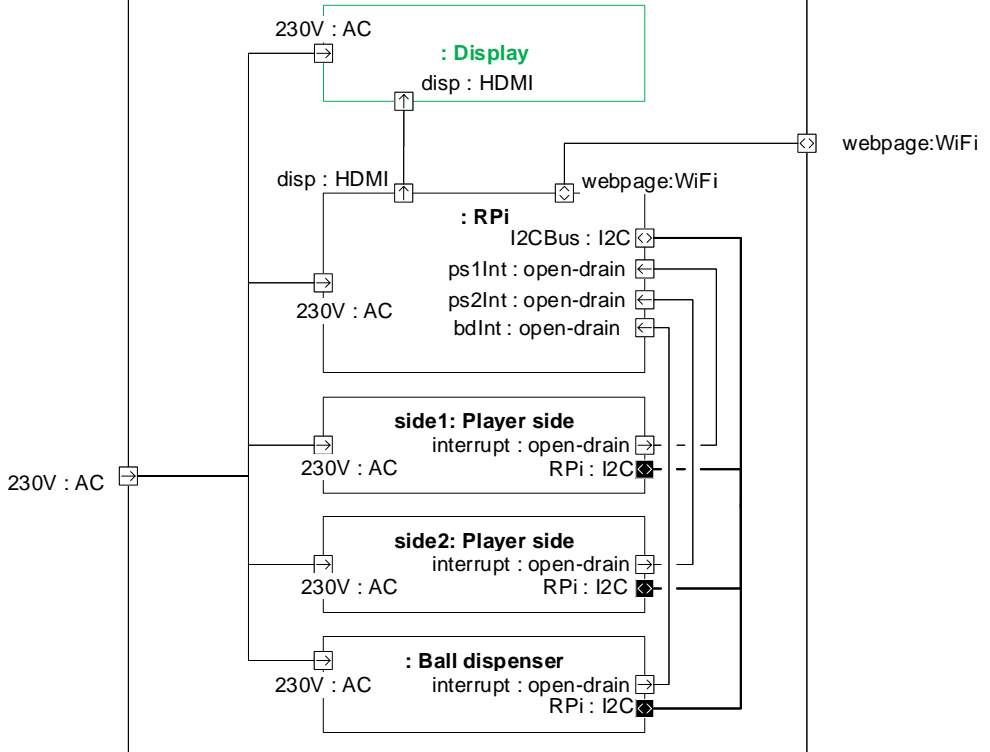
bdd Player side

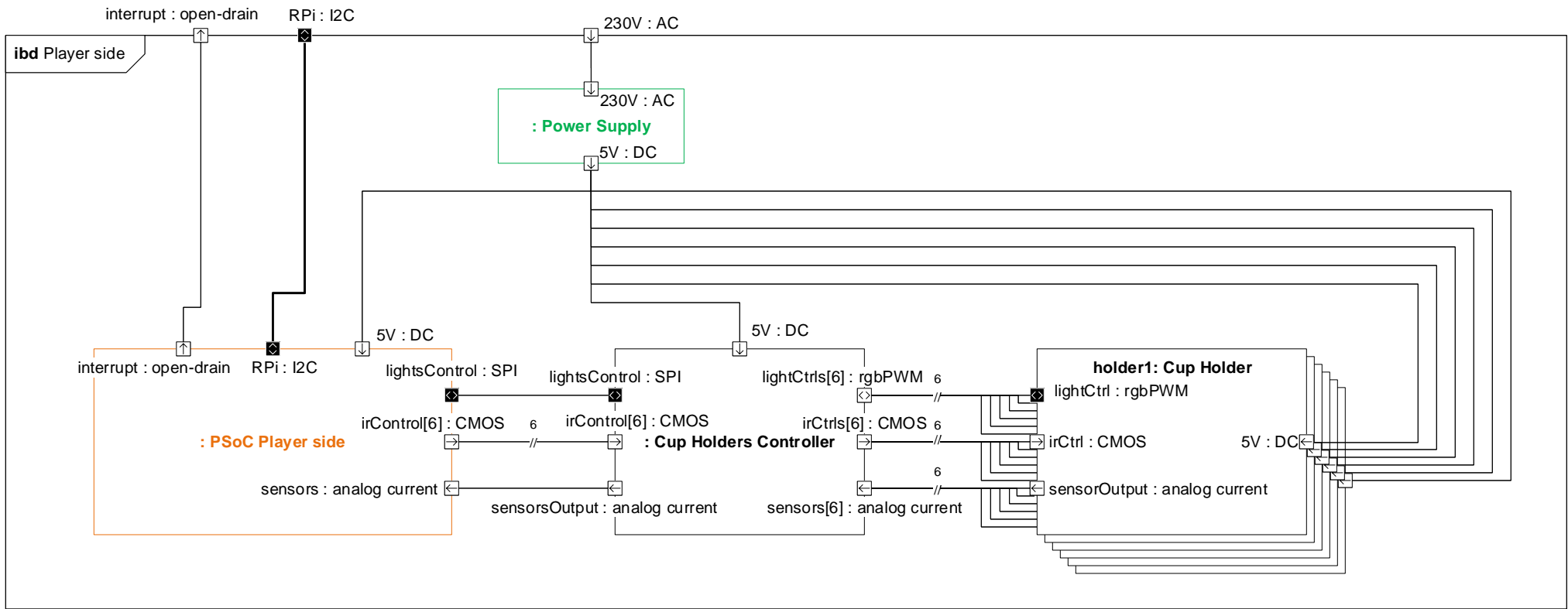


bdd Ball dispenser



ibd Beerpong table





230V : AC

ibd Ball dispenser

230V : AC

: Power Supply

5V : DC

5V : DC

: Ball release

ballControl : stepperControl

interrupt : open-drain

RPi : I2C

5V : DC

coinControl : stepperControl

: Coin collector

coinSignal : CMOS

5V : DC

empty : CMOS

: Status LEDs

full : CMOS

coinSensor : CMOS

emptyLed : CMOS

fullLed : CMOS

: PSoC Ball dispenser

ballSensor : analog voltage

RPi : I2C

interrupt : open-drain

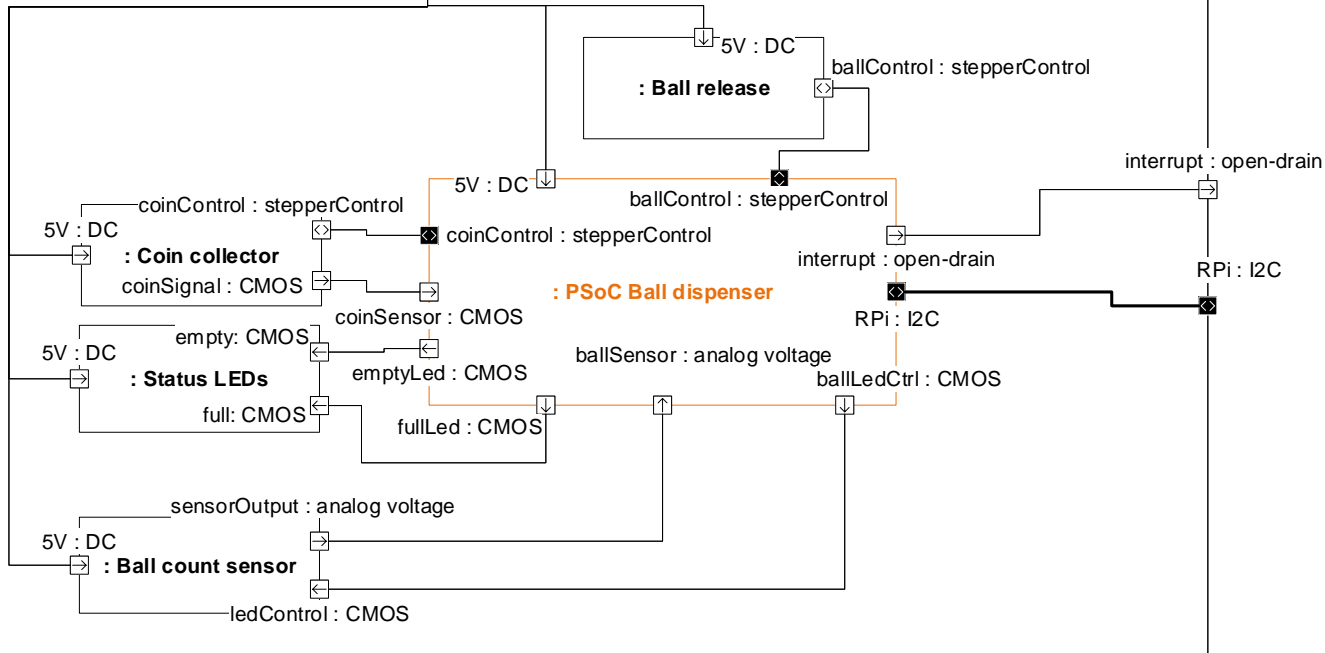
ballLedCtrl : CMOS

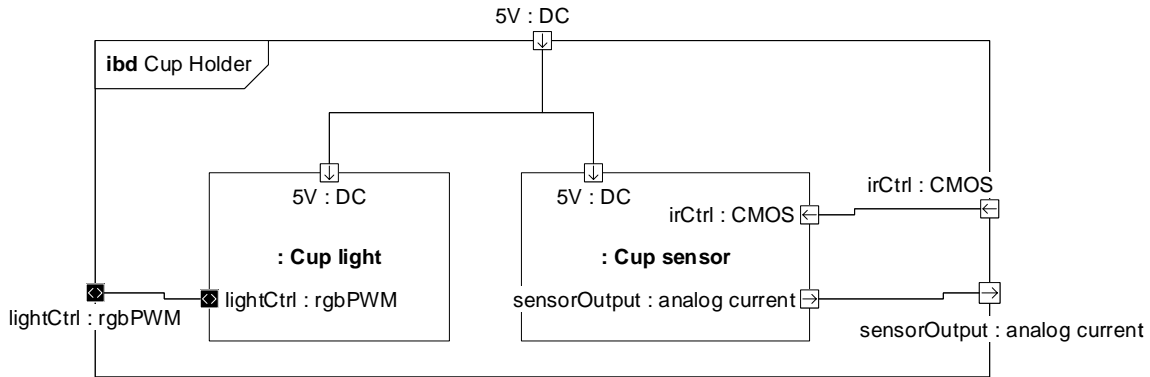
5V : DC

sensorOutput : analog voltage

: Ball count sensor

ledControl : CMOS





bdd RPi

«block»
RPi

ports
In 230V : AC
Out disp : HDMI
Inout I2C Bus : I2C
in ps1Int : open-drain
in ps2Int : open-drain
In bdInt : open-drain
Inout webpage : WiFi

«block»
Rpi Power Supply

In 230V : AC
Out 5V: Micro USB B

«block»
RPi Zero W

ports
In 5V : Micro USB B
Out 3.3V : DC
Out disp : HDMI
Inout I2C Bus : I2C
in ps1Int : open-drain
in ps2Int : open-drain
In bdInt : open-drain
Inout webpage : WiFi

«block»
Pull up resistors

in 3.3V : DC
inout ps1Int : open-drain
inout ps2Int : open-drain
inout bdInt : open-drain

