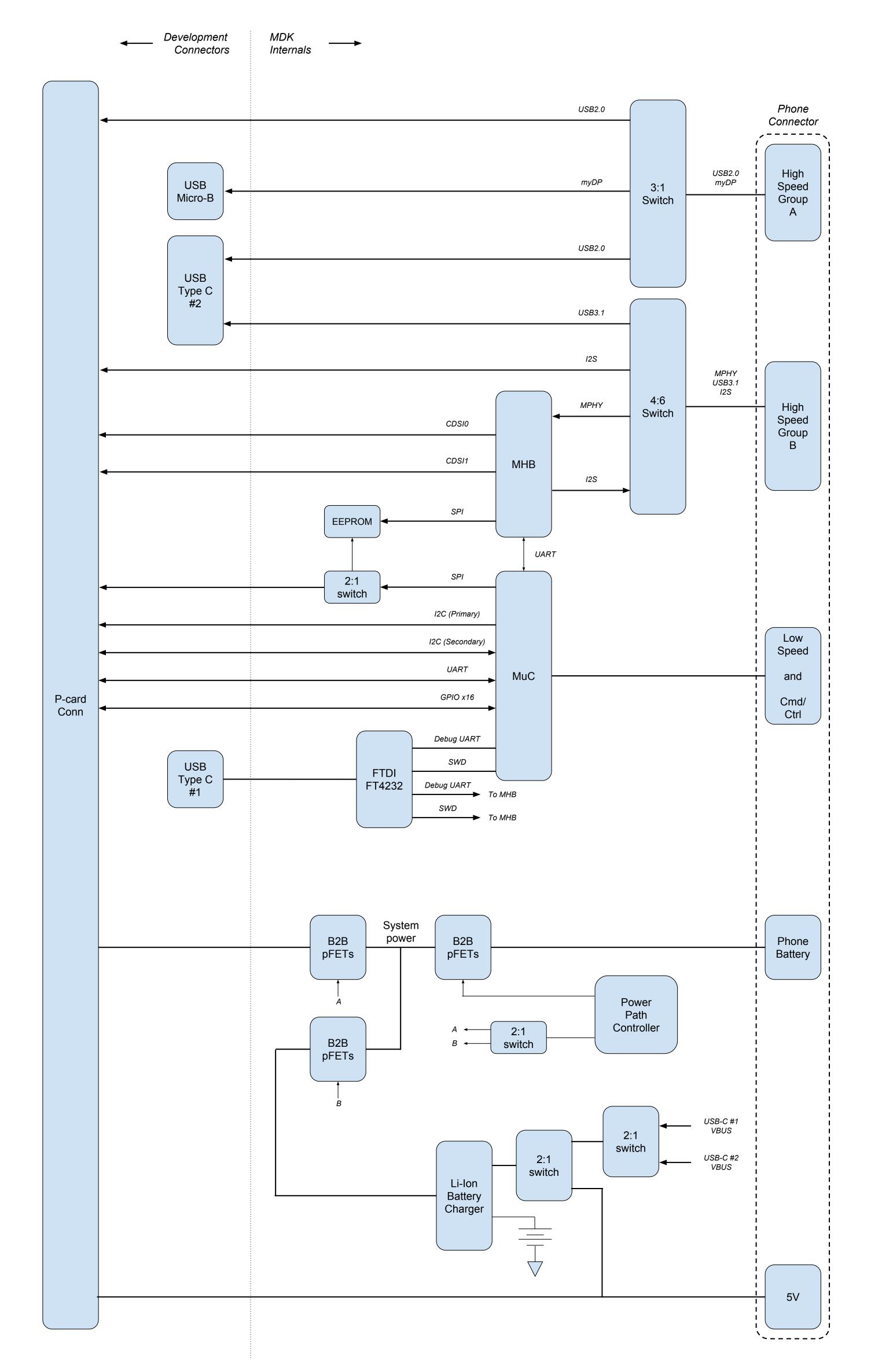
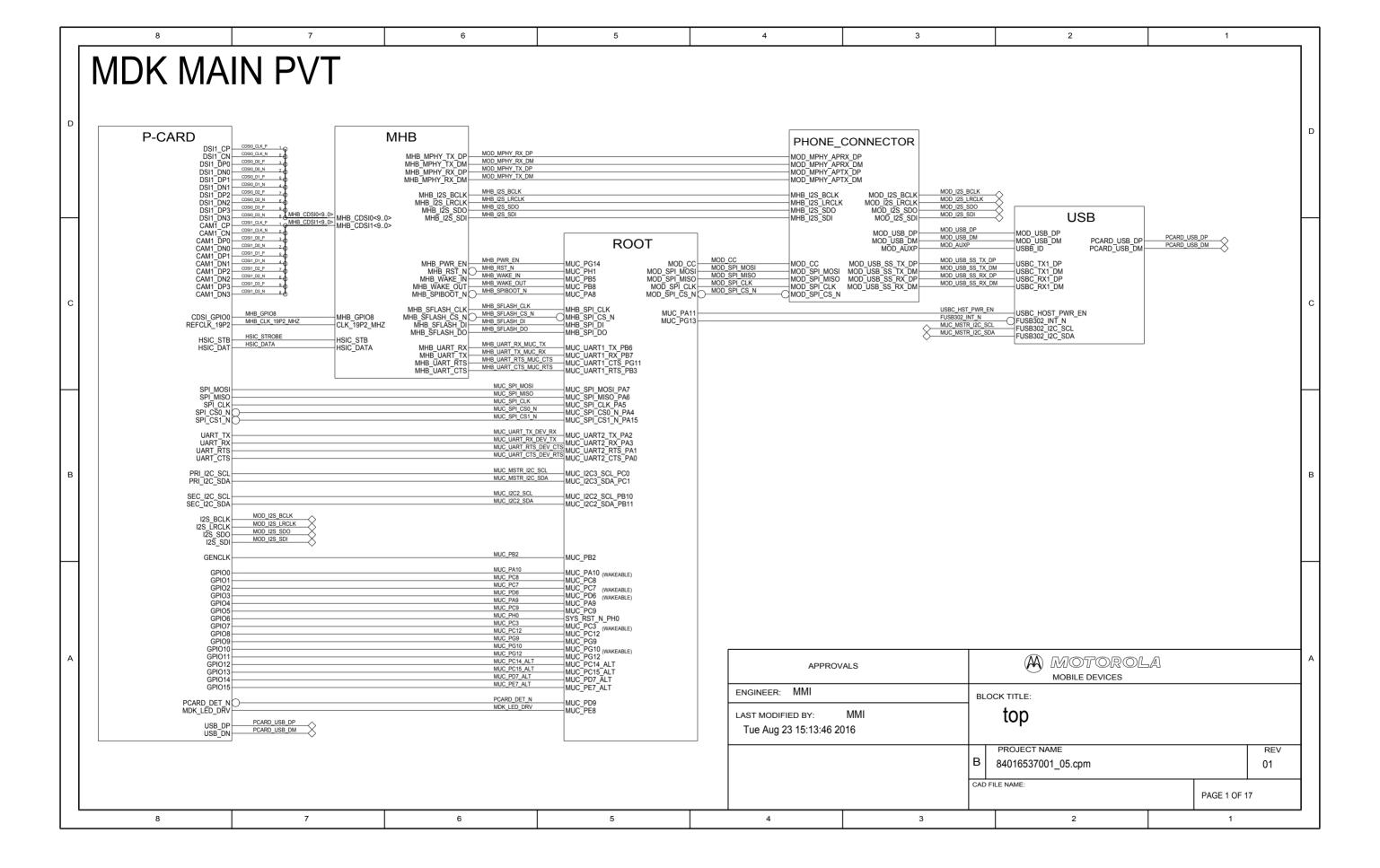
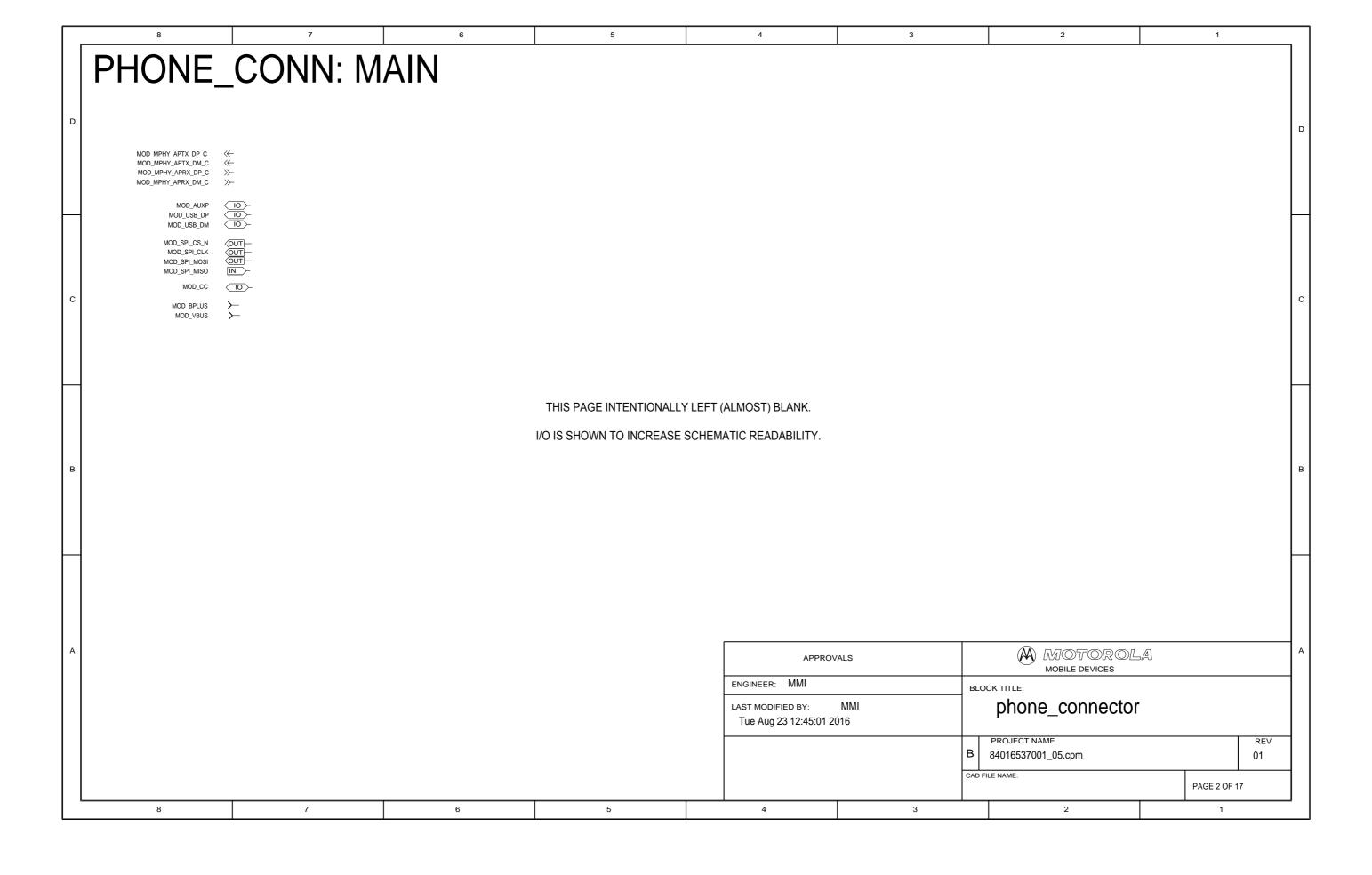
MOTO MODS DEVELOPMENT KIT SCHEMATIC
PARTIAL)

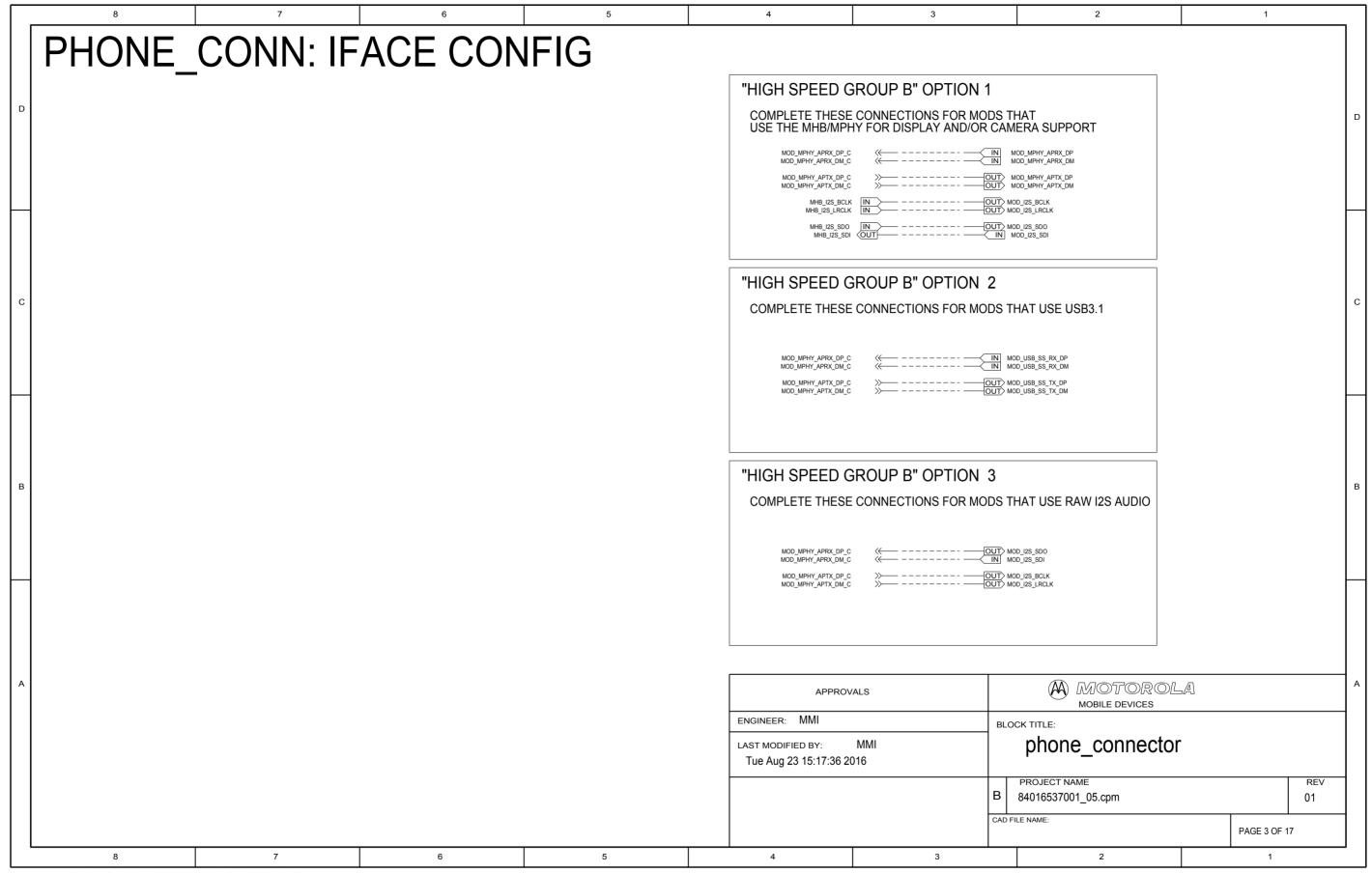
REVISION HISTORY

V1.0	INITIAL RELEASE
V1.1 part to \$	Change U1100 from STM32L476MEY6TR 512K Flash STM32L476MG 1M Flash part.





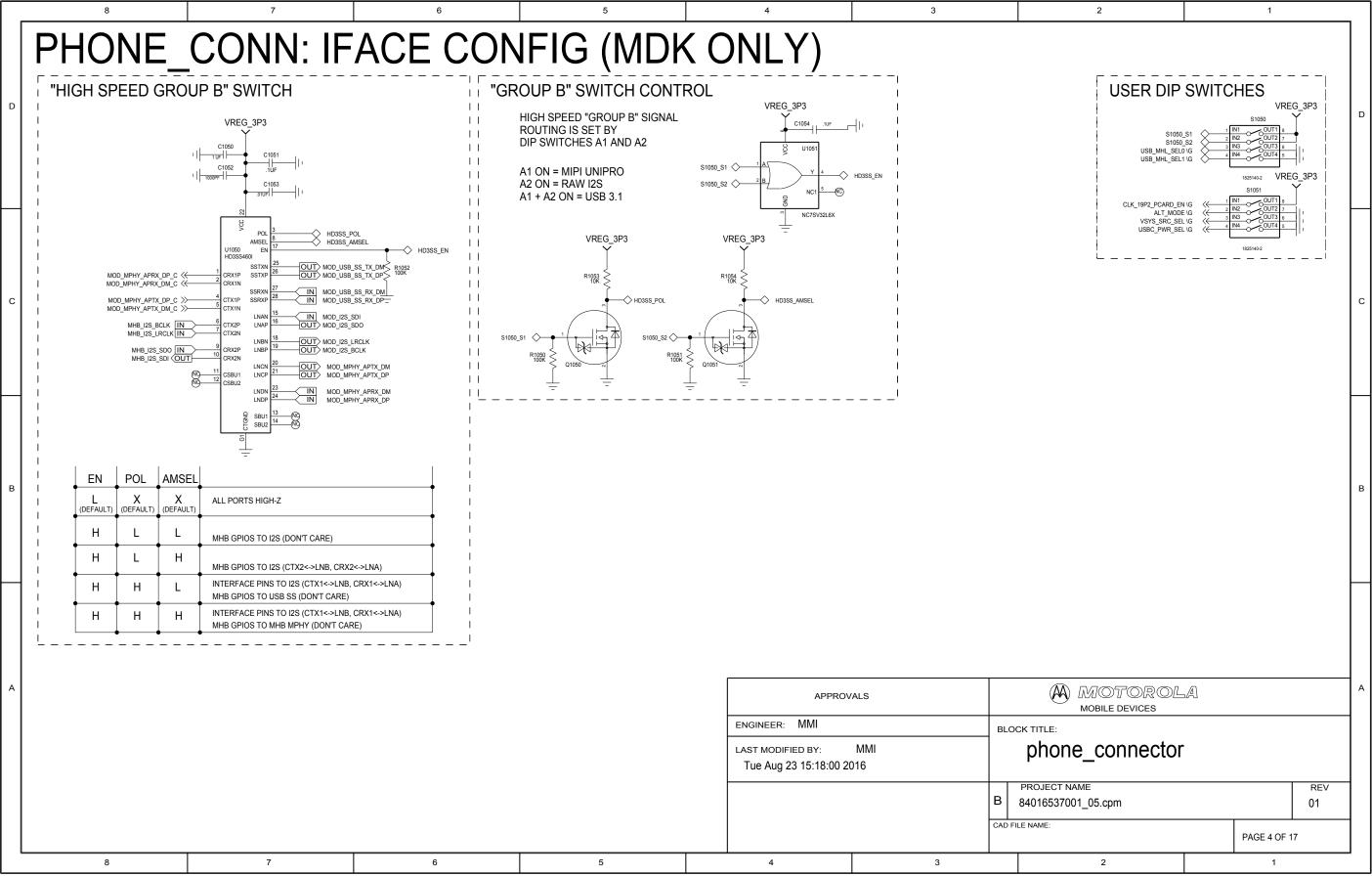




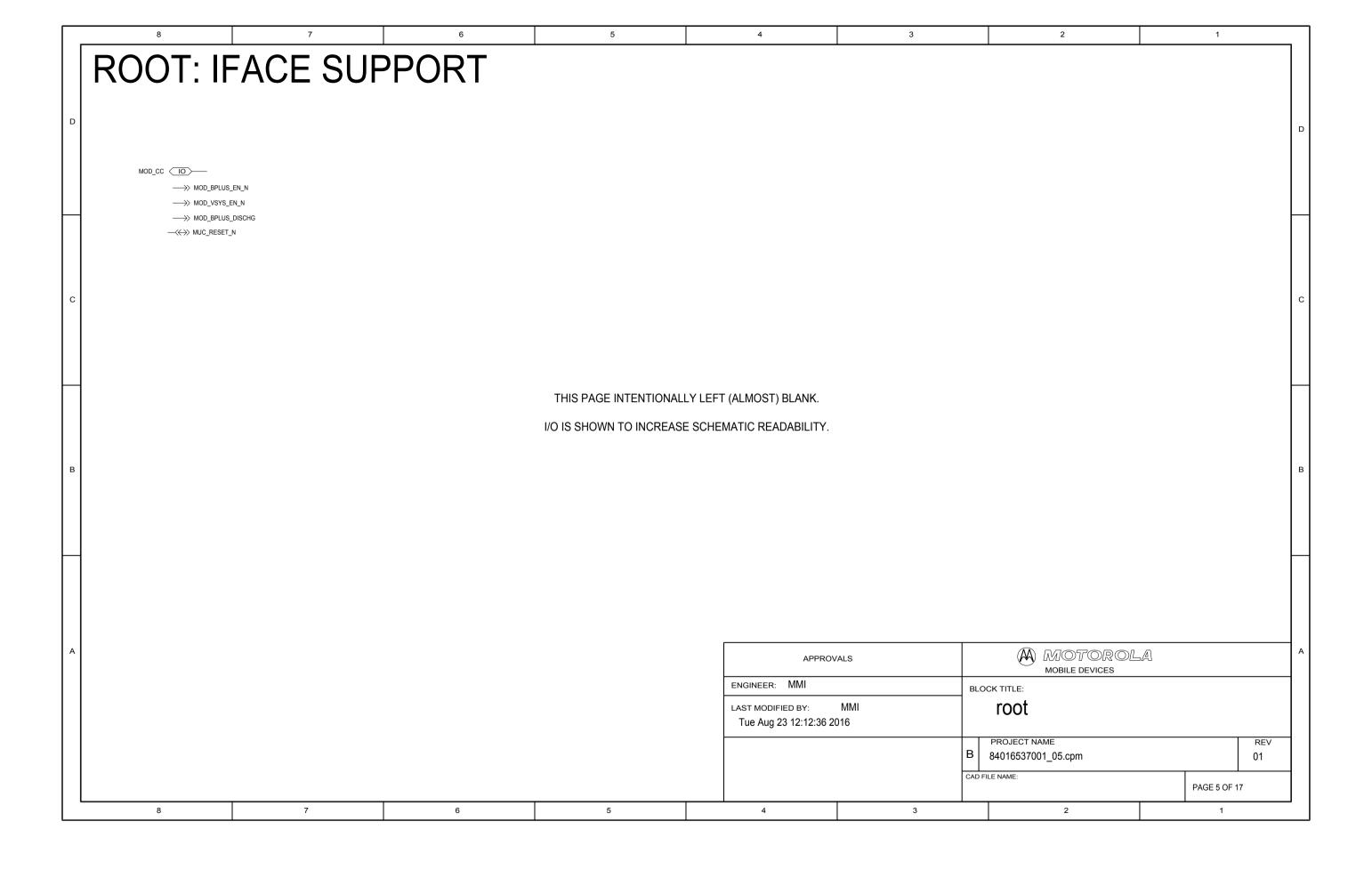
DEVELOPER NOTES (IFACE CONFIG):

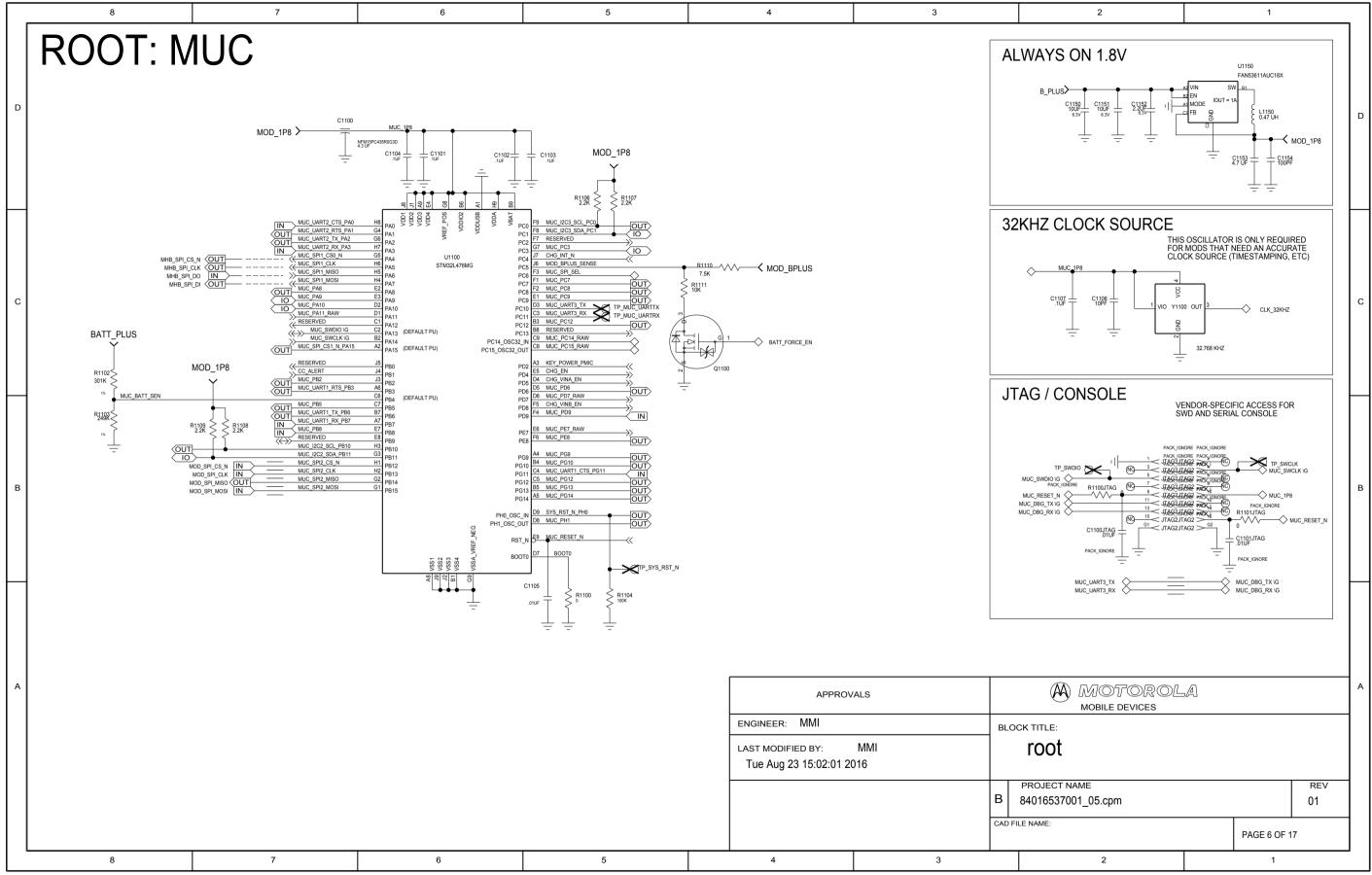
¹⁾ CHOOSE *ONLY ONE* OF THE OPTIONS ON THIS PAGE FOR YOUR MOD DESIGN

²⁾ FOR MODS THAT DO NOT REQUIRE ANY OF THE GROUP B INTERFACES, ALL CONNECTIONS CAN REMAIN OPEN.

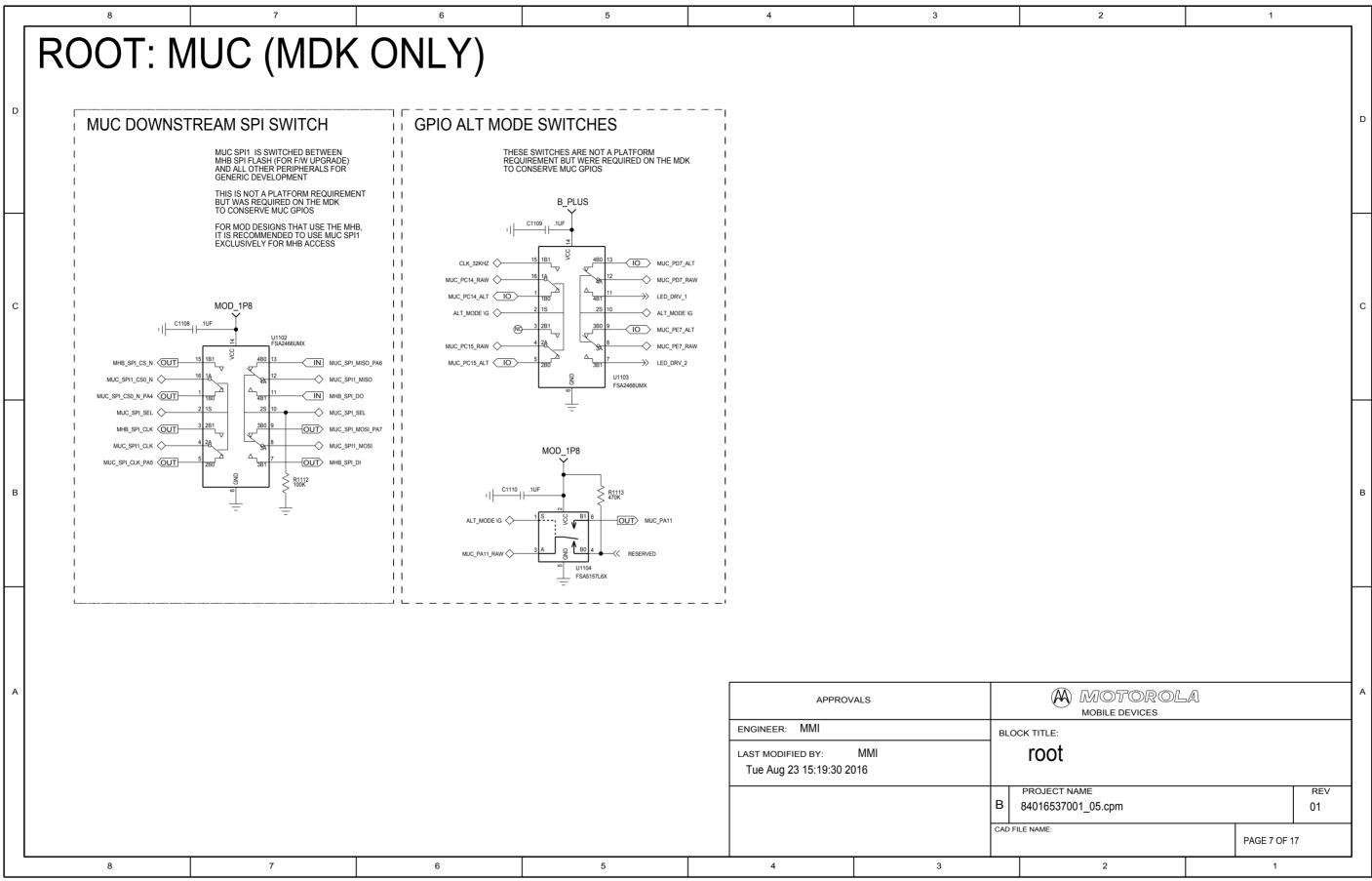


¹⁾ DELETE THIS PAGE ENTIRELY WHEN DESIGNING YOUR OWN MOD

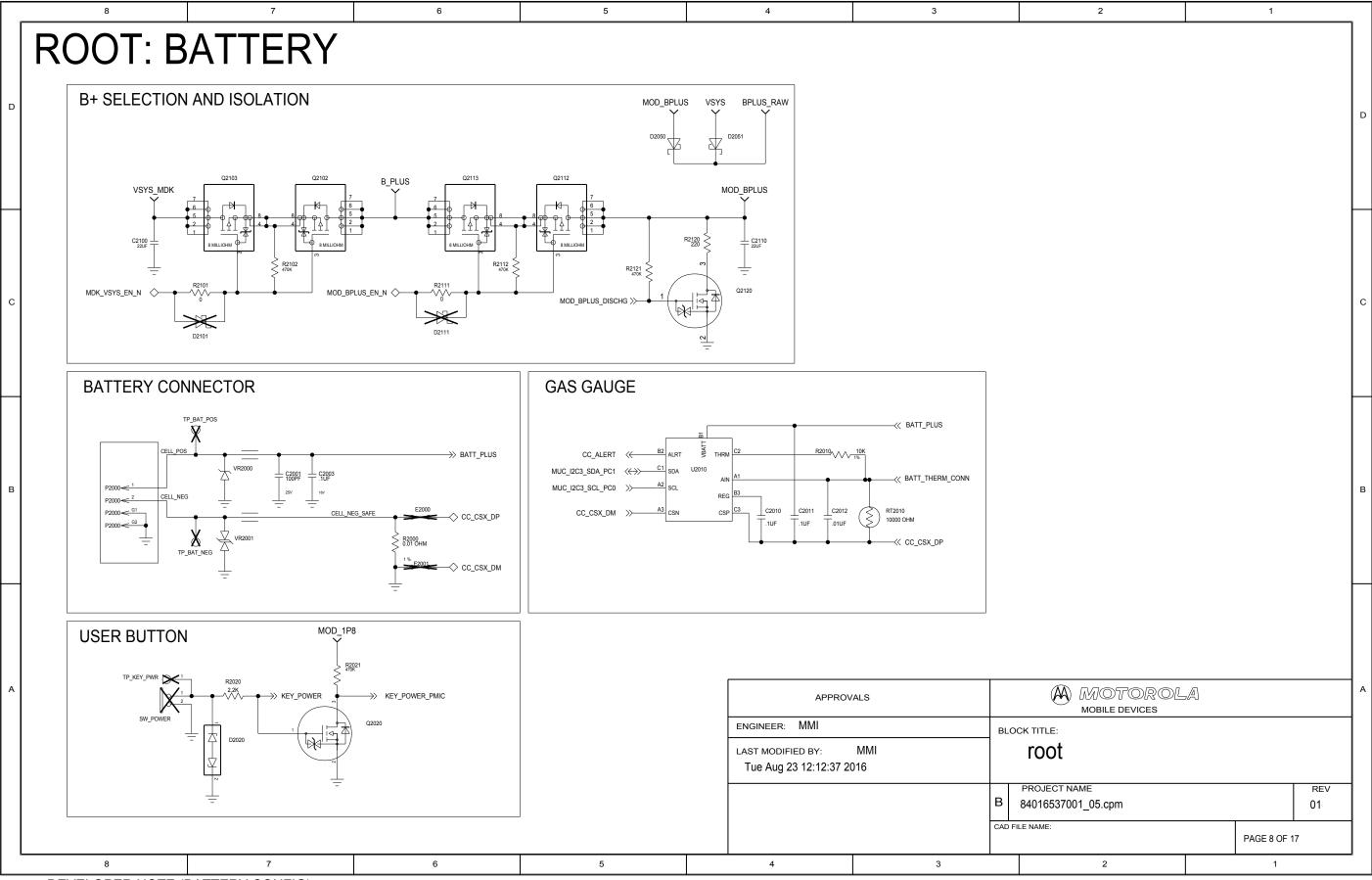




¹⁾ COMPLETE THE CONNECTIONS BETWEEN MUC_SPI1_x AND MHB_SPI_x FOR USE BY MHB AND/OR EXTERNAL PERIPERHALS



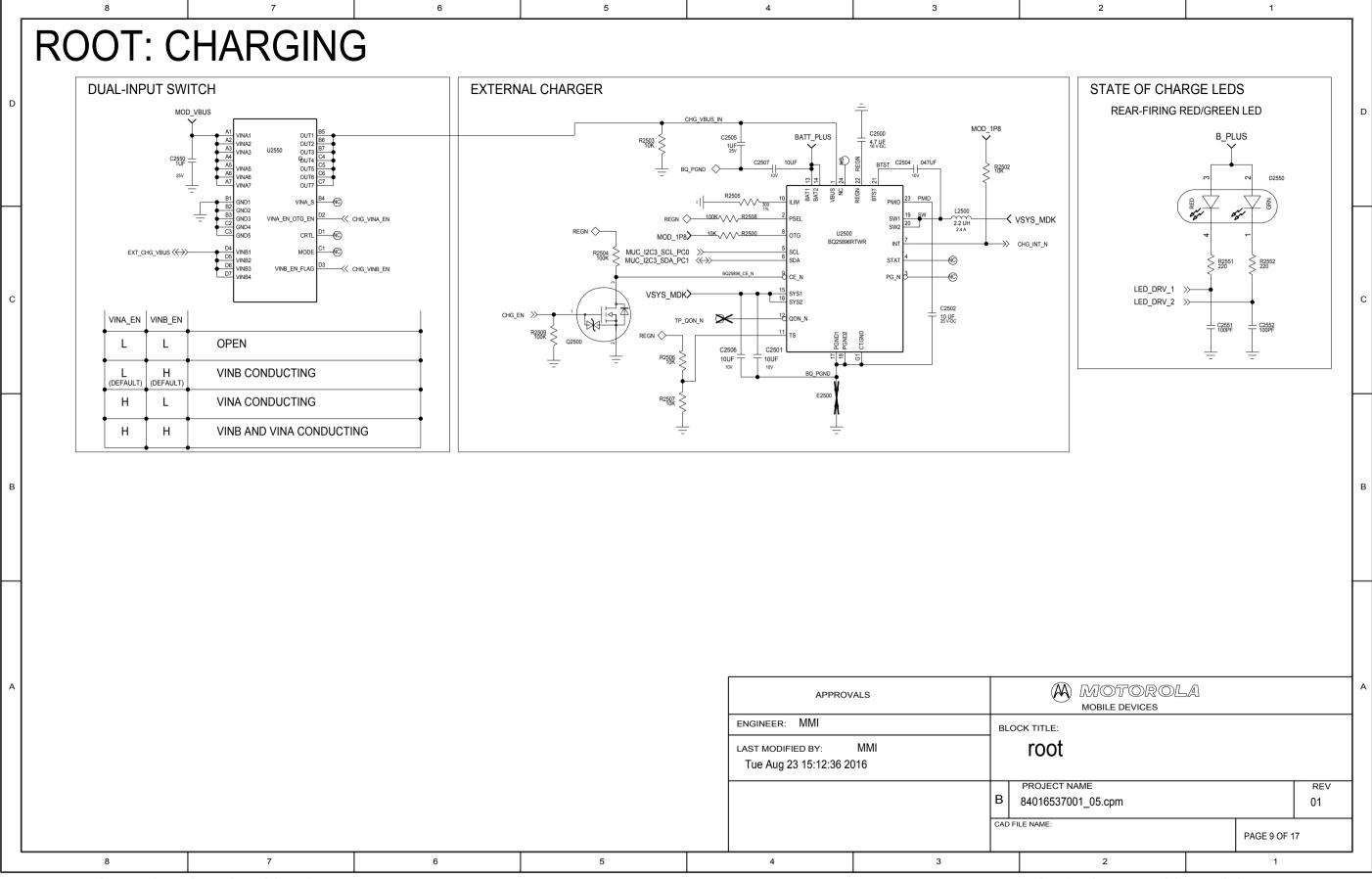
¹⁾ DELETE THIS PAGE ENTIRELY WHEN DESIGNING YOUR OWN MOD



DEVELOPER NOTE (BATTERY CONFIG):

1) MODS THAT DO NOT HAVE A BATTERY CAN REMOVE ALL COMPONENTS ON THIS PAGE AND CONNECT MOD_BPLUS DIRECTLY TO B_PLUS

- 1) REPLACE "VSYS_MDK" WITH "VSYS"
- 2) REPLACE "MDK_VSYS_EN_N" WITH "MOD_VSYS_EN_N"

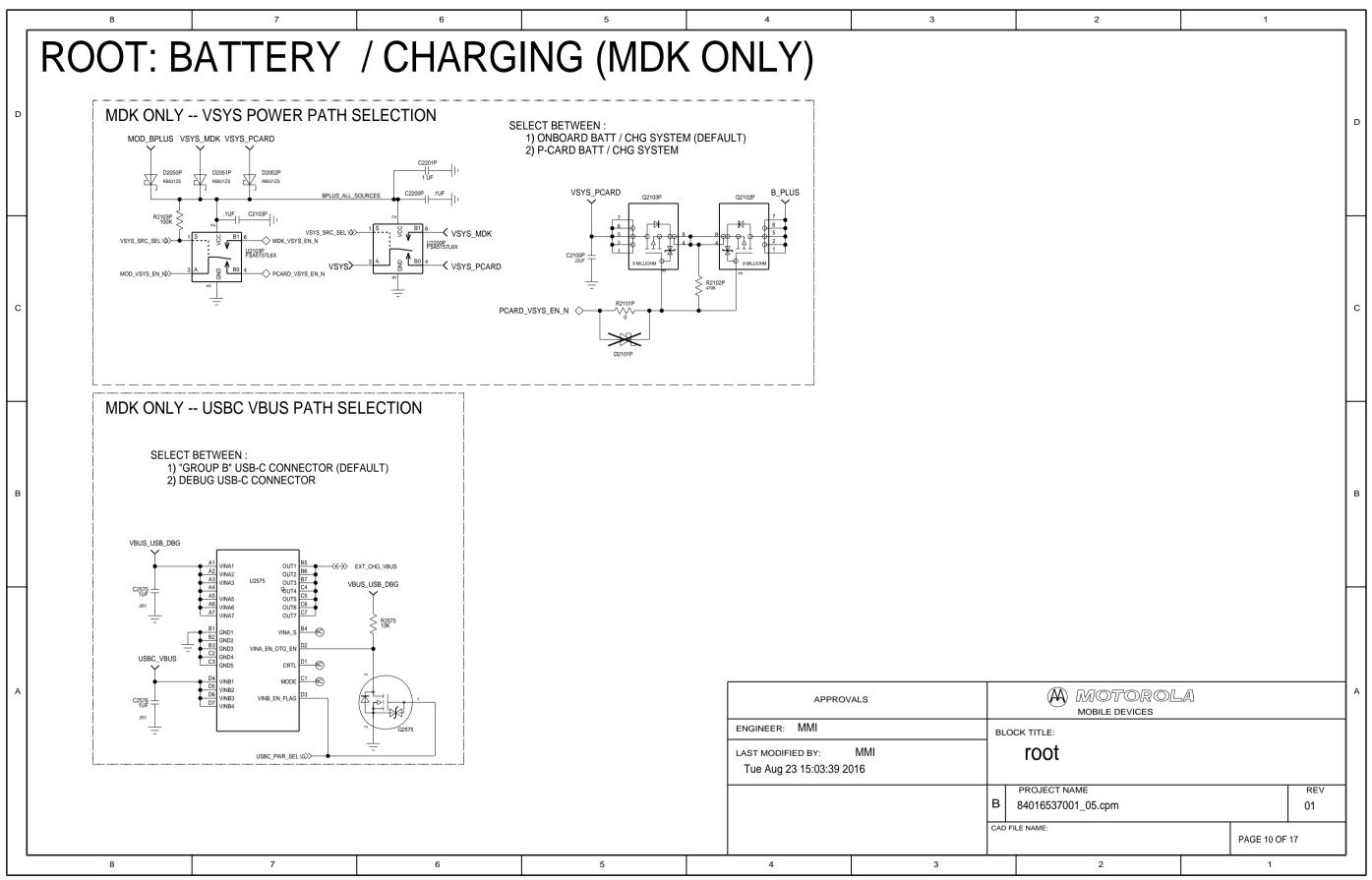


DEVELOPER NOTE (CHARGER CONFIG):

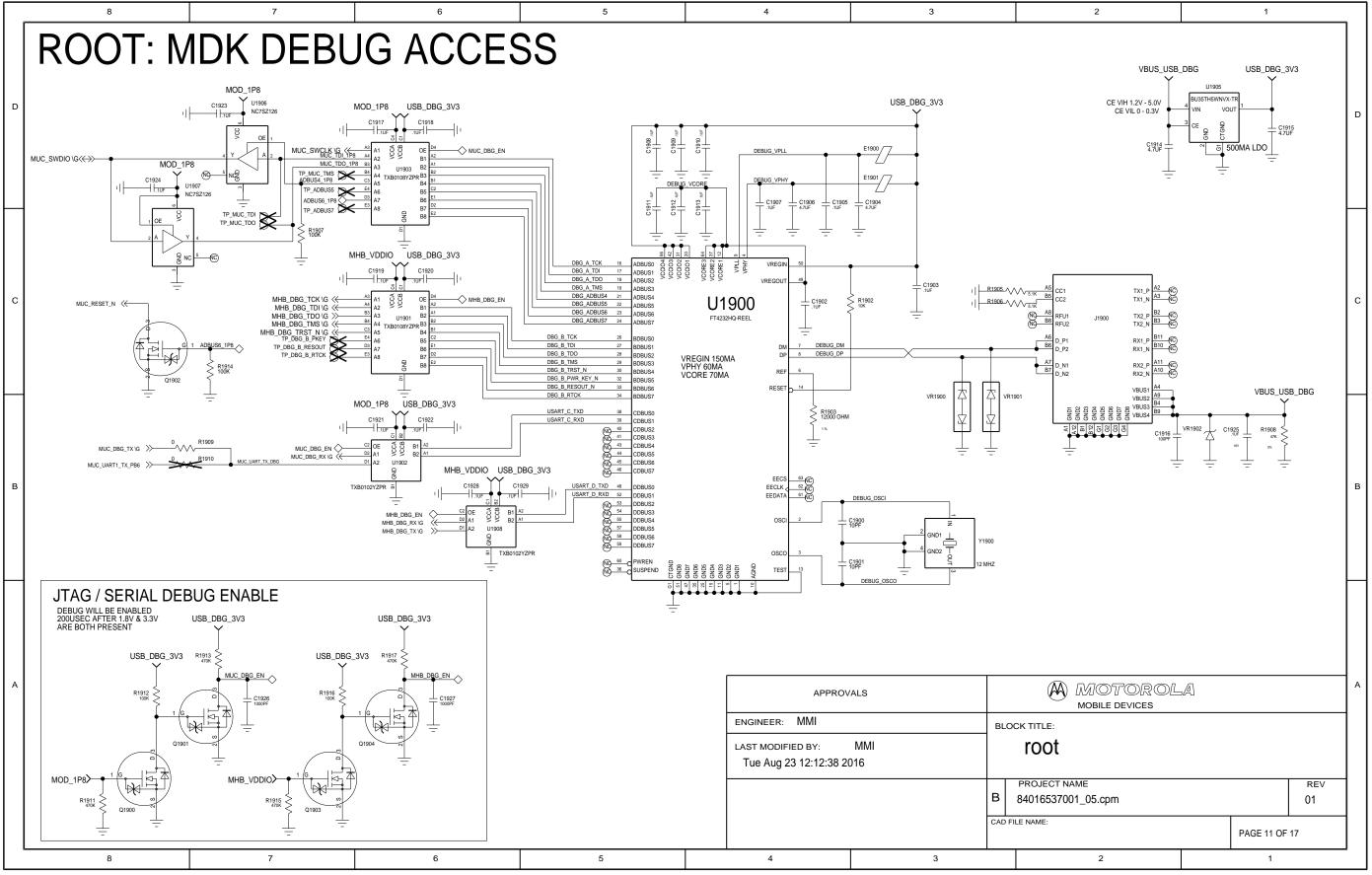
- 1) MODS THAT DO NOT HAVE A BATTERY CAN REMOVE ALL COMPONENTS ON THIS PAGE
- 2) MODS THAT DO NOT HAVE AN EXTERNAL CHARGING PORT CAN REMOVE U2550 AND CONNECT MOD_VBUS DIRECTLY TO CHG_VBUS_IN
- 3) MODS THAT DO HAVE AN EXTERNAL CHARGING PORT, CONNECT EXT_CHG_VBUS TO THE CHARGING PORT POWER INPUT (E.G. USBC_VBUS)

DEVELOPER NOTE (MDK CONVERSION):

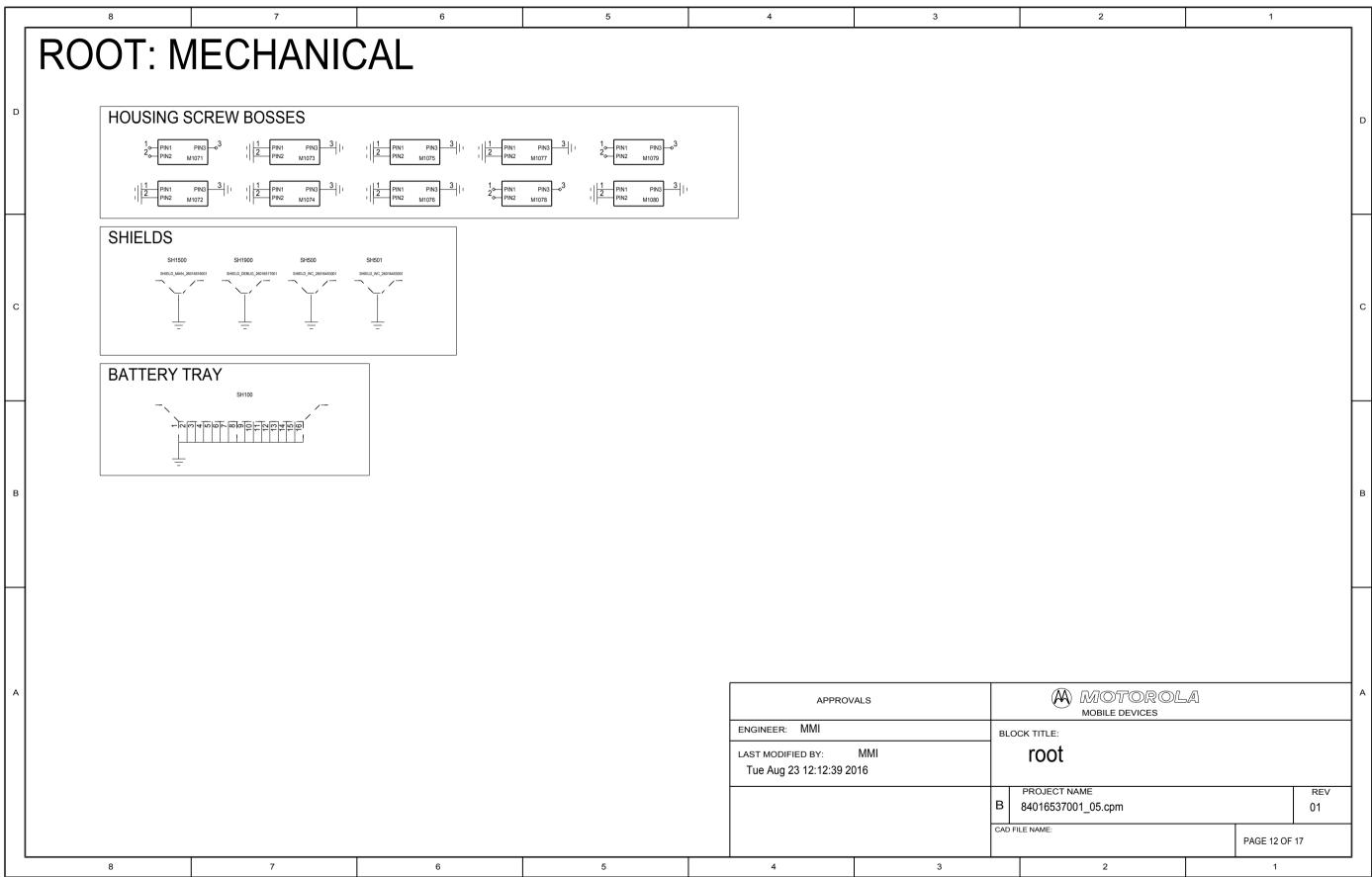
1) REPLACE "VSYS_MDK" WITH "VSYS"



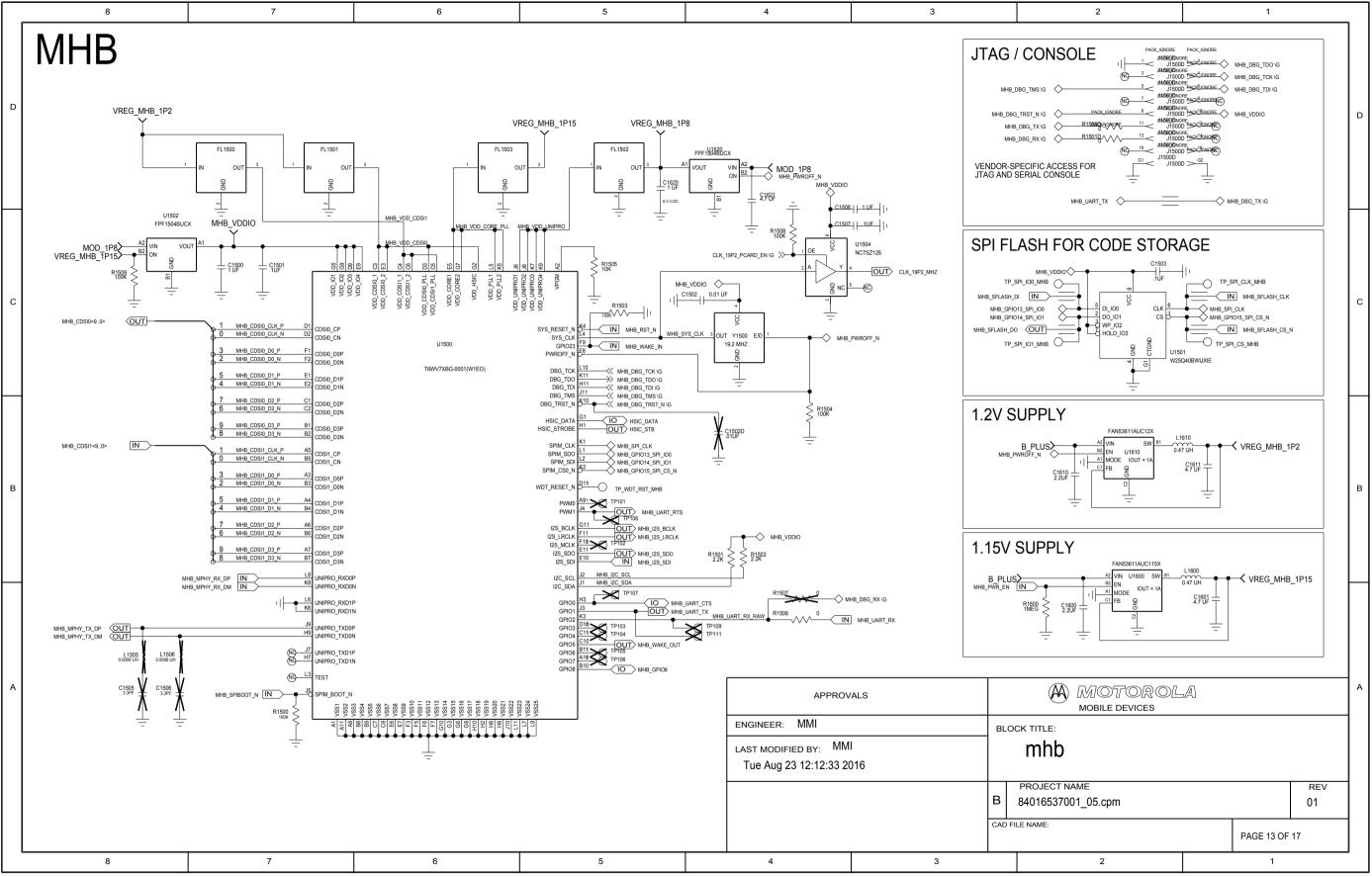
¹⁾ DELETE THIS PAGE ENTIRELY WHEN DESIGNING YOUR OWN MOD



¹⁾ DELETE THIS PAGE ENTIRELY WHEN DESIGNING YOUR OWN MOD



¹⁾ REPLACE MECHANICAL PARTS ON THIS PAGE WITH MECHANICAL PARTS SPECIFIC TO YOUR MOD

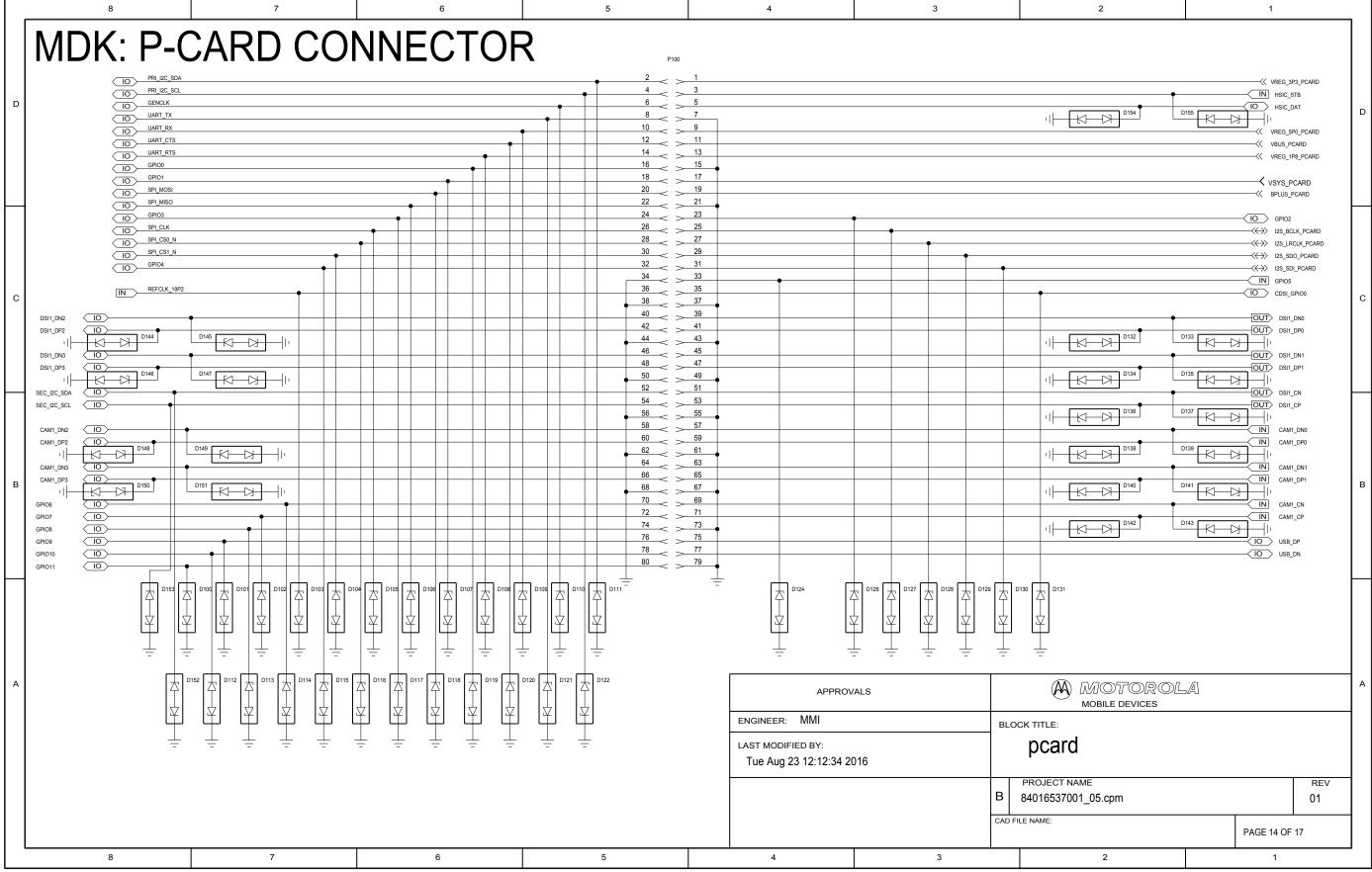


DEVELOPER NOTE (IFACE CONFIG):

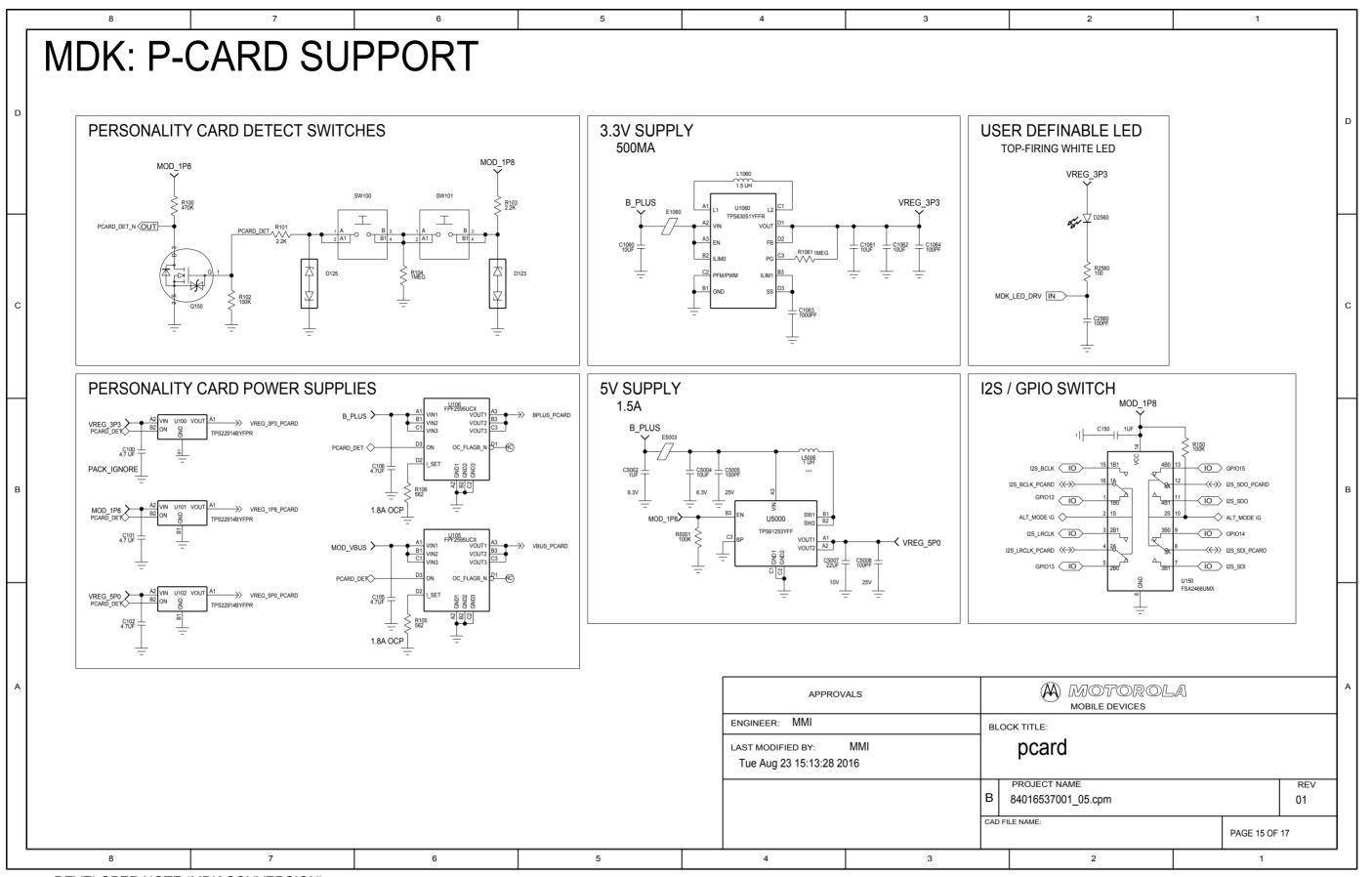
1) MODS THAT DO NOT NEED THE MHB CAN REMOVE ALL COMPONENTS ON THIS PAGE

DEVELOPER NOTE (MDK CONVERSION):

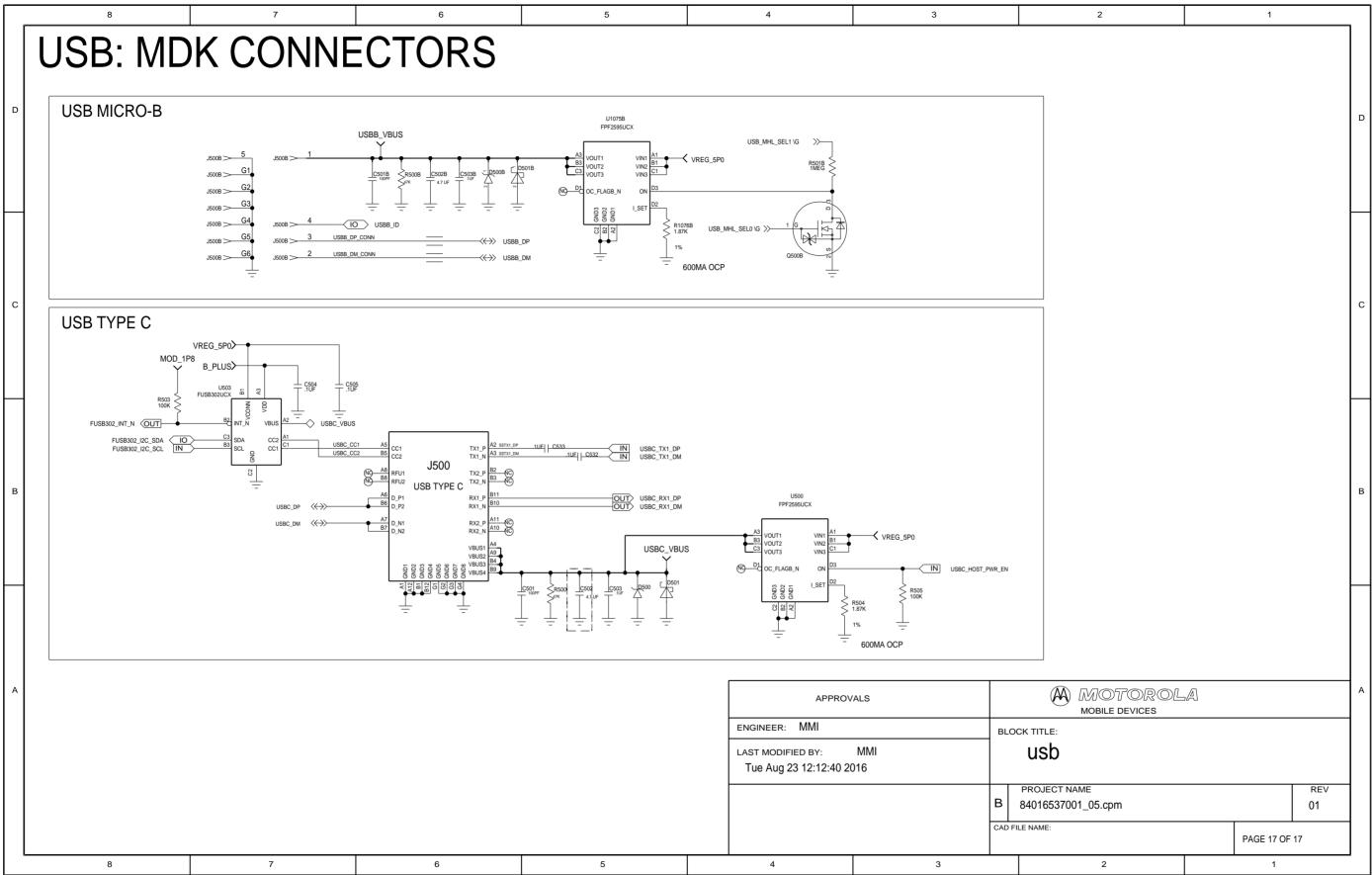
1) DELETE U1504, R1508, C1507, C1508



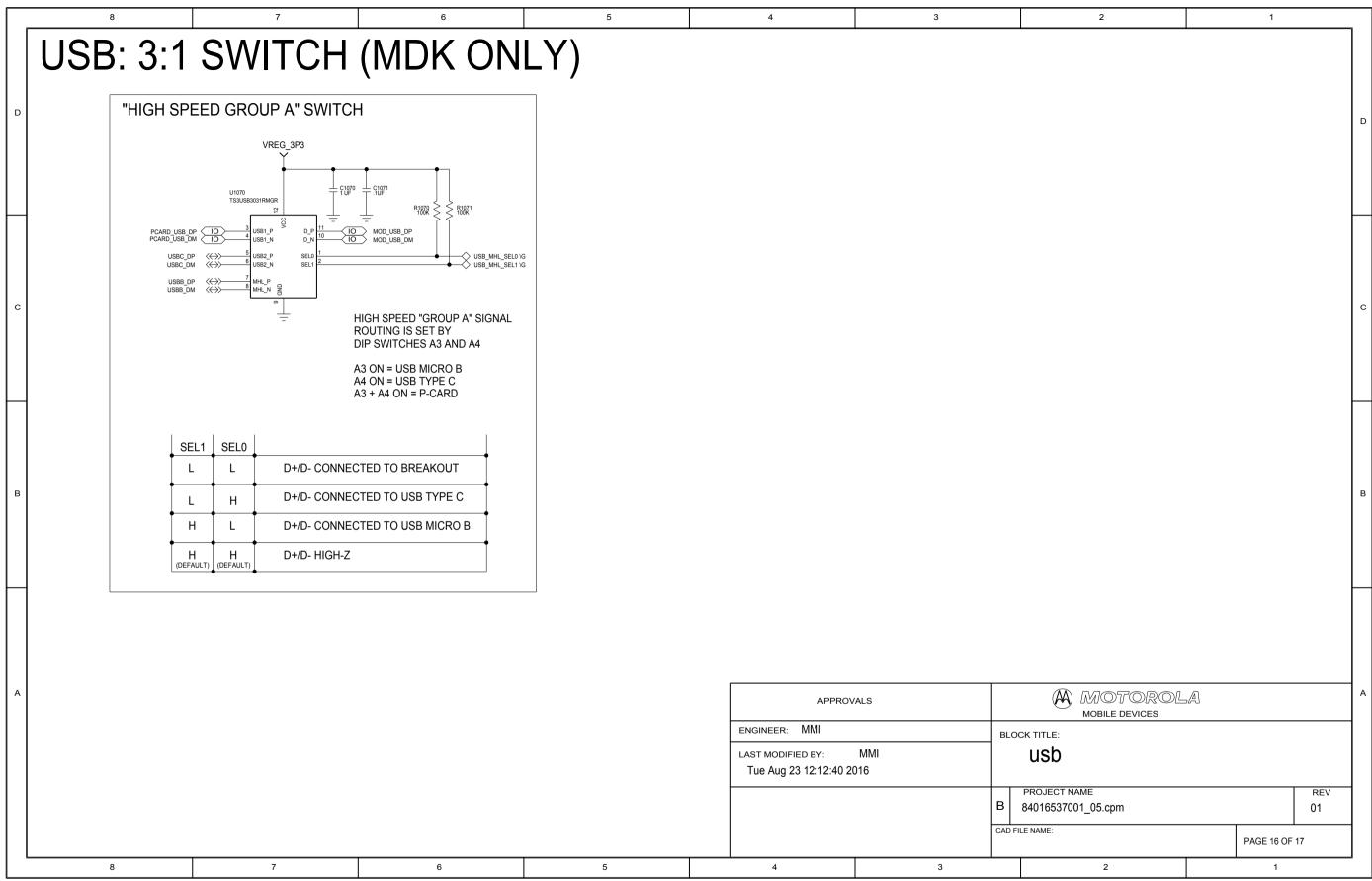
¹⁾ REPLACE THIS PAGE WITH PARTS SPECIFIC TO YOUR MOD



1) REPLACE THIS PAGE WITH PARTS SPECIFIC TO YOUR MOD



¹⁾ REPLACE THIS PAGE WITH PARTS SPECIFIC TO YOUR MOD



¹⁾ DELETE THIS PAGE ENTIRELY WHEN DESIGNING YOUR OWN MOD