

classification	Function	Number of SCH	Arduino	STM32	51	PI	wiringPi	всм	Remarks
Car movement	Left motor advance	AIN2	8	PB9	P2.1	1020	28	20	
	Left motor back	AIN1	7	PB8	P2.2	IO21	29	21	
	Right motor advance	BIN2	2	PB4	P2.4	IO19	24	19	
	Right motor back	BIN1	4	PB5	P2.3	1026	25	26	
	Left motor PWM	PWMA	6	PB7	P2.0	1016	27	16	
	Right motor PWM	PWMB	5	PB6	P2.5	IO13	23	13	
Tracking	Left 1	IN2	A2	PC14	P1.1	103	9	3	Arduino
	Left 2	IN1	A1	PC13	P1.0	105	21	5	version
	Right 1	IN3	А3	PC15	P1.2	104	7	4	
	Right 2	IN4	A4	PB12	P1.3	1018	1	18	needs
Infrared avoid	Left	IN7	A3	PA6	P1.6	IO12	26	12	jumpers,
	Right	IN5	A1	PA4	P1.4	IO17	0	17	others don't
seek-light	Left	IN8	A4	PB3	P1.7	107	11	7	need
	Right	IN6	A2	PA5	P1.5	106	12	10	iumpers
Grayscale	Grayscale sensor	GS	A5	PA1	NO	NO	NO	NO	umbers
Button	button	K2	A0	PA0	P2.7	108	10	8	
Buzzer	buzzer	FM	A0	PA0	P2.7	108	10	8	
Fan	fan	MOTOR	A5	PA1	P0.0	102	8	2	
1011	Red	LED_R	11	PB1	P3.2/INT0	1022	3	22	
RGB-searchlight	Green	LED_K	10	PB0	P3.3/INT1	1027	2	27	
	Blue	LED_G	9	PA7	P3.4/T0	1027	5	24	
PTZ	PTZ	J1	3	PA11	P0.5	1024	4	23	
Ultrasonic	transmit	SCL C	13	PA11	P3.7/RD	ID SC	30	0	
		SDA C			P3.6/WR	ID_SC	31	1	
Infrared remote	receive IR	IRN	12	PA12	P3.6/WK		8	2	Nood iumnors
			A5	PA1		102			Need jumpers
Voltage detection	Voltage detection	POWERC	A0	PA0	NO	NO	NO 12	NO	
PS2	MOSI	MOS	A3	PB15	P0.2	1010	12	10	
	MISO	MIS	A2	PB14	P0.3	109	13	9	
	GND	GND	GND	GND	GND	GND	GND	GND	
	VCC	VCC	VCC	VCC	VCC	VCC	VCC	VCC	
	CS	CS	A4	PA8	P0.1	1025	6	25	
	SCK	SCK	A1	PB13	P0.4	IO11	14	11	
MPU6050	clock	SCL	SCL	PB10	P0.7	NO	NO	NO	
2000	data	SDA	SDA	PB11	P0.6	NO	NO	NO	
机械手	Servo1	J1	3	PA11	P0.5	1023	4	23	
	Servo2	J2	A1	PB13	P0.4	IO11	14	11	
	Servo3	J3	A2	PB14	P0.3	109	13	9	
	Servo4	J4	A3	PB15	P0.2	IO10	12	10	
	Servo5	J5	A4	PA8	P0.1	1025	6	25	
	Servo6	J6	A5	PA1	P0.0	102	8	2	
24L01	RST	RST	A5	PA1	P0.0	NO	NO	NO	
	SCK	SCK	A1	PB13	P0.4	NO	NO	NO	
	MISI	MISI	A2	PB14	P0.3	NO	NO	NO	
	MOSI	MOSI	A3	PB15	P0.2	NO	NO	NO	
	CS	CS	A4	PA8	P0.1	NO	NO	NO	
CCD	A0	A0	A1	PB13	NO	NO	NO	NO	
	CLK	CLK	A3	PB15	NO	NO	NO	NO	
	SI	SI	A2	PB14	NO	NO	NO	NO	