ENCE461 Schematic Review

M.P. Hayes

Bring your schematics, printed on A3 paper

1 Common

- 1. Student names and group number in title block
- 2. Battery fusing (this is mandatory)
- 3. Can be powered from USB
- 4. Use serial wire debug interface for programming
- 5. 3.3 V MCU regulator can be back driven
- 6. Short circuit protection for MCU pio pins going to external headers
- 7. Battery voltage monitoring
- 8. Do the analogue inputs to the MCU exceed 3.3 V?
- 9. LEDs for debugging
- 10. Jumpers for mode configuration
- 11. Pullup resistors on TWI bus
- 12. Test points
- 13. Ground test points
- 14. Game board interface connects to USART (TXD0/PA6 or TXD1/PA22 to TXD, RXD0/PA5 or RXD1/PA21 to RXD)
- 15. USB has series termination resistors
- 16. VBUS detection through voltage divider to PIO pin
- 17. Power supply filtering for radio (recommend ferrite bead or resistor in series with power rail with parallel capacitor)
- 18. The radio needs to be connected to SPI pins (MISO/PA12, MOSI/PA13, SCK/PA14)
- 19. TWI uses TWCK0/PA4 and TWD0/PA3 or TWCK1/PB5 and TWD1/PB4.
- 20. SAM4S erase pin on testpoint

- 21. SAM4S has 12 MHz crystal
- 22. Reset button connected to NRST pin
- 23. Power on/off button connected to WKUPn pin
- 24. Avoid PB4–PB5 for general I/O (they default to JTAG pins on reset but can be reconfigured in software)
- 25. Have external pull-down resistors to ensure chips are disabled on power-up
- 26. Have a few spare PIO pins connected to pads for last minute mods.

2 Hat board

- 1. Battery can be charged from USB
- 2. Fall-back option if IMU does not work
- 3. Nav-switch or joystick for remote control
- 4. Drive circuit for piezo tweeter

3 Racer board

- 1. Fall-back option to drive motors via servo interface using PWM if H-bridge driver fails
- 2. MOSFET(s) for actuator (if use p-channel MOSFET need transistor to provide sufficient gate voltage to turn MOSFET off)
- 3. H-bridge driven by four PWM signals (do not use PWMLx)
- 4. H-bridge AISEN and BISEN pins connected to ground (unless using current control)