

GENERAL DESIGN NOTES

- 1. Unless Otherwise Specified:
 - All resistors are in ohms, 5%, 1/8 Watt All capacitors are in uF, 20%, 50V
 - All voltages are DC
 - All polarized capacitors are Tantalum
- 2. Interrupted lines coded with the same letter or letter combinations are electrically connected.
- 3. Device type number is for reference only. The number varies with the manufacturer.
- 4. Special signal usage:
 - _B Denotes Active-Low Signal
- <> or [] Denotes Vectored Signals
 5. Interpret diagram in accordance with American

National Standards Institute specifications, current

revision, with the exception of logic block symbology.

USAGE GUIDE

TO ENTER BATTERY-POWERED MODE

Set HOLD SWITCH (S1) = OFF

Set BOOT MODE SELECT DIPSWITCH (S36) = 0100 to selects boot from NAND.

Set USB5V SWITCH (S14) = OFF

Set DEBUG SWITCH (S22) = OFF

Set BATTERY SOURCE SWITCH (S22) according to power source. If an actual battery or external power supply is used, it should be connected at J21 or J13 and the BATTERY SOURCE SWITCH should be set to BATTERY. If the internal regulators are used, an AC Adapter should be connected to the J6 power jack and the BATTERY SOURCE SWITCH should be set to REGULATOR.

Then press POWER BUTTON (S2) to power on the player.

TO ENTER USB / 5V POWERED MODE

Set HOLD SWITCH (S1) = OFF

Set BOOT MODE SELECT DIPSWITCH (S36) = 0100 to selects boot from NAND.

Set DEBUG SWITCH (S22) = OFF

Set BATTERY SOURCE SWITCH (S22) according to power source. If an actual battery or external power supply is used, it should be connected at J21 or J13 and the BATTERY SOURCE SWITCH should be set to BATTERY. If no battery power supply is available or needed in USB mode the BATTERY SOURCE SWITCH should be set to BATTERY. If the internal regulators are used, an AC Adapter should be connected to J6 and the BATTERY SOURCE SWITCH should be set to REGULATOR. USB5V SWITCH (S14) = ON

Connect a USB cable to the J4 USB jack and the device should power on and enumerate.

TO ENTER RECOVERY MODE

METHOD 1:

With USB disconnected, set the BOOT MODE SELECT DIPSWITCH (S36) to 0000 (Boot from USB). Connect USB cable (or flip USB5V switch to ON). Once the EVK enumerates in Device Manager as Player Recovery Device, set the BOOT MODE SELECT DIPSWITCH (S36) back to 0100.

METHOD 2:

Ensure DEBUG SWITCH (S22) is set to OFF. With USB disconnected, press and hold the RECOVERY BUTTON (S25), and then connect USB cable (or flip USB5V switch to ON). Continue to hold the RECOVERY BUTTON for 5 seconds or until the Player Recovery Device appears in the Device Manager.

TO ENTER DEBUG MODE

Set HOLD SWITCH (S1) = OFF

Set BOOT MODE SELECT DIPSWITCH (S36) = 0100 to selects boot from NAND.

Set USB5V SWITCH (S14) depending on which mode you wish to debug.

Connect the Slingshot JTAG cable to the J2 JTAG Port.

Set BATTERY SOURCE SWITCH (S22) according to power source. If an actual battery or external power supply is used, it should be connected at J21 or J13 and the BATTERY SOURCE SWITCH should be set to BATTERY. If the internal regulators are used, an AC Adapter should be connected to J6 and the BATTERY SOURCE SWITCH should be set to REGULATOR.

Set DEBUG SWITCH (S22) = ON

AC ADAPTER SPECIFICATIONS

DC Voltage Output: 5VDC

Current Output: > 1A (depending on application)

Polarity:
Inner Diameter: 2.1mm
Outer Diameter: 5.5mm

SWITCH OPERATION

BATTERY SOURCE SWITCH (S12)

BATTERY

Allows the board to be powered from either the J21 header or the J13 connector. Note that J21 and J13 are wire in parallel, so power should only be applied to one of the two inputs at any time. Allowable input voltage ranges: 3.0V to 4.2V (nominal 3.7V)

REGULATOR:

Uses the onboard regulator as the power source for the DC-DC converters. The regulators are adjustable through external resistors or a potentiometer, but the default value is 4.20V

USB5V SWITCH (S14)

ON.

Connects USB5V to the VDD5V pin on the i.MX233. If a USB cable is attached, this should allow the device to

OFF:

Disconnects USB5V from the EVK. Can be used to force a USB disconnect and re-enumeration without unplugging the USB cable.

DEBUG SWITCH (S22)

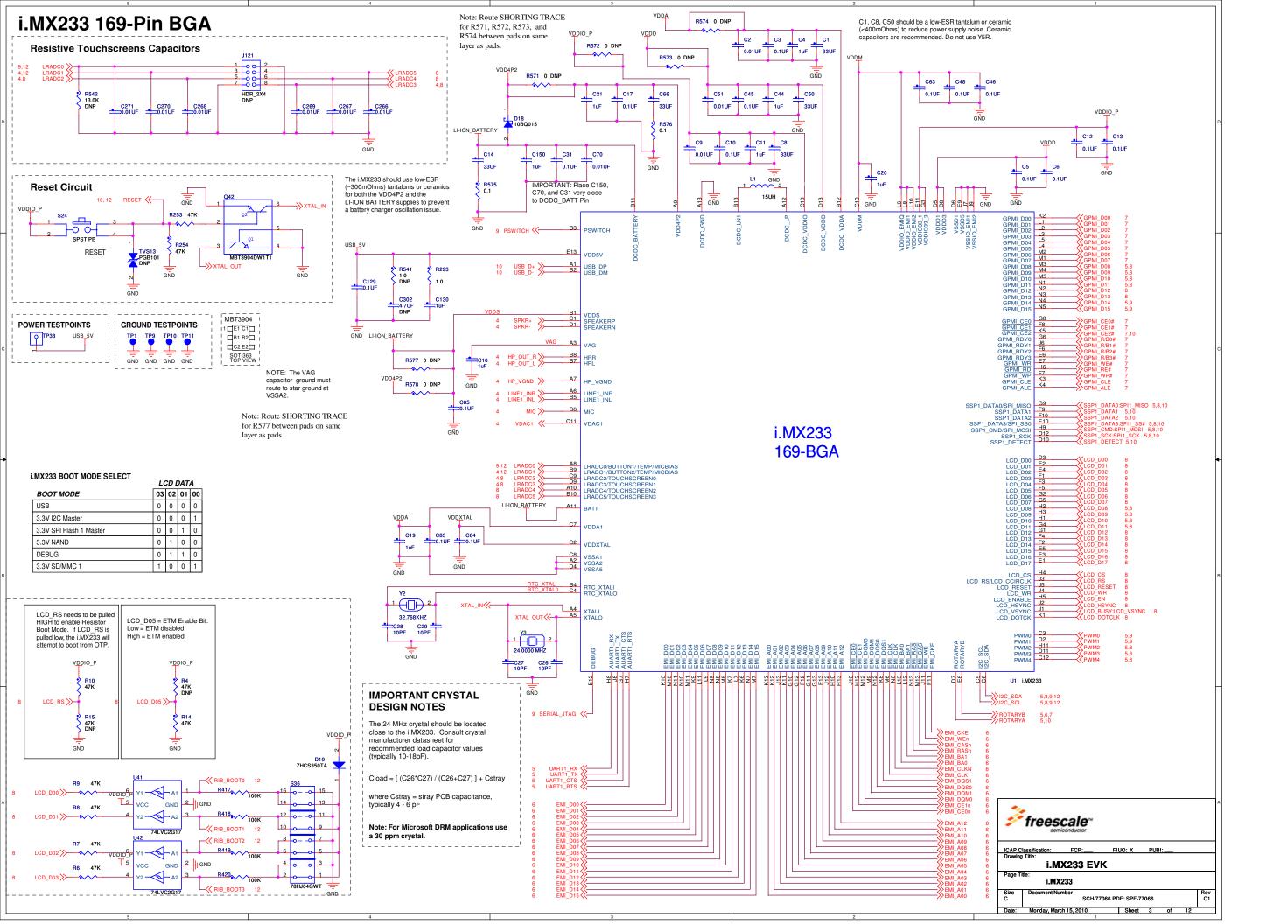
ON:

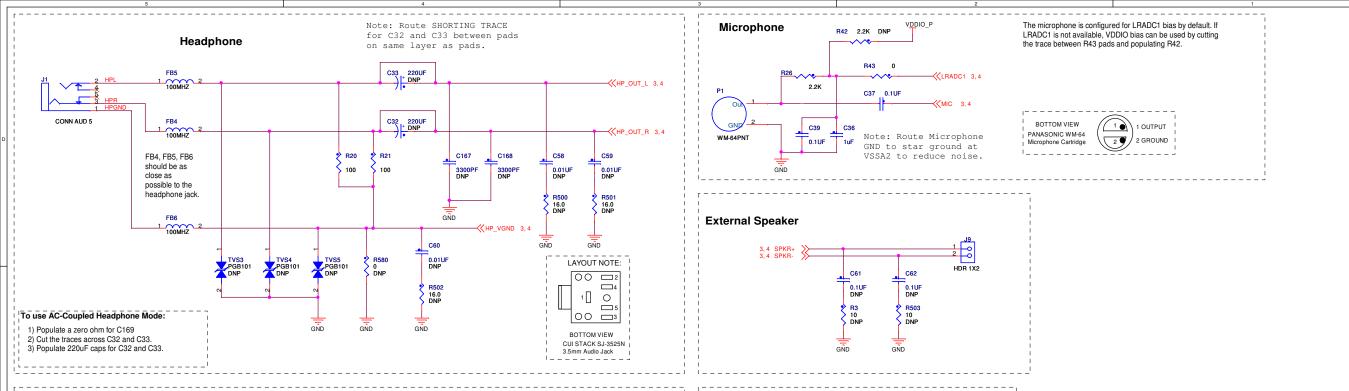
Allows use of the Serial JTAG port for development

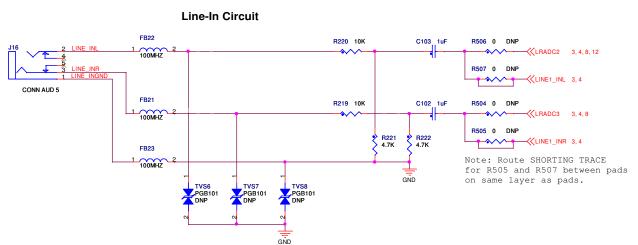
OFF:

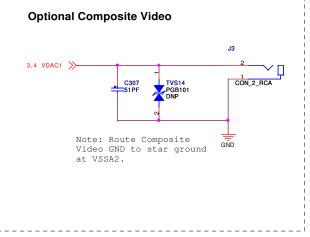
Normal (non-debug) operation.

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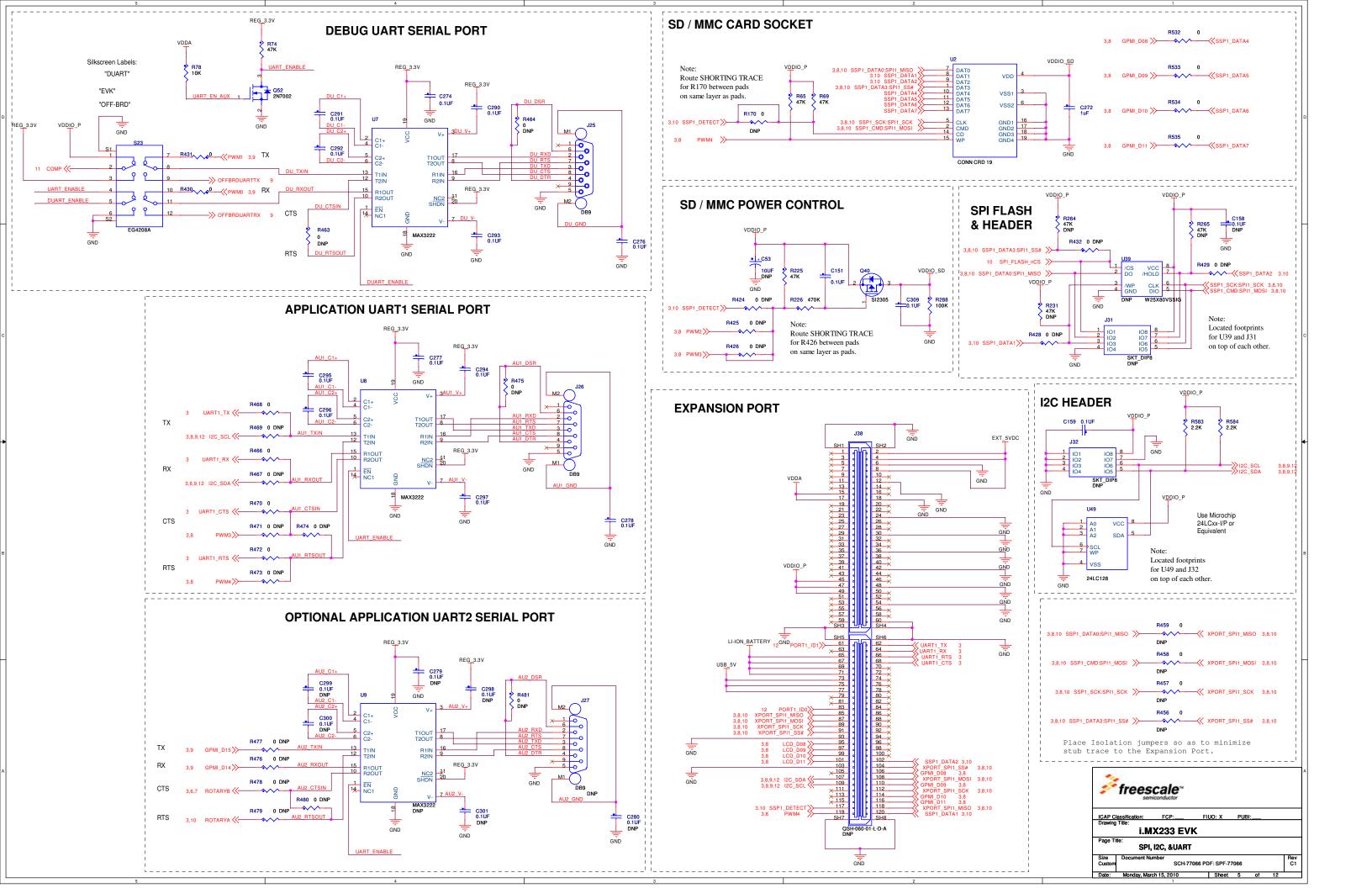


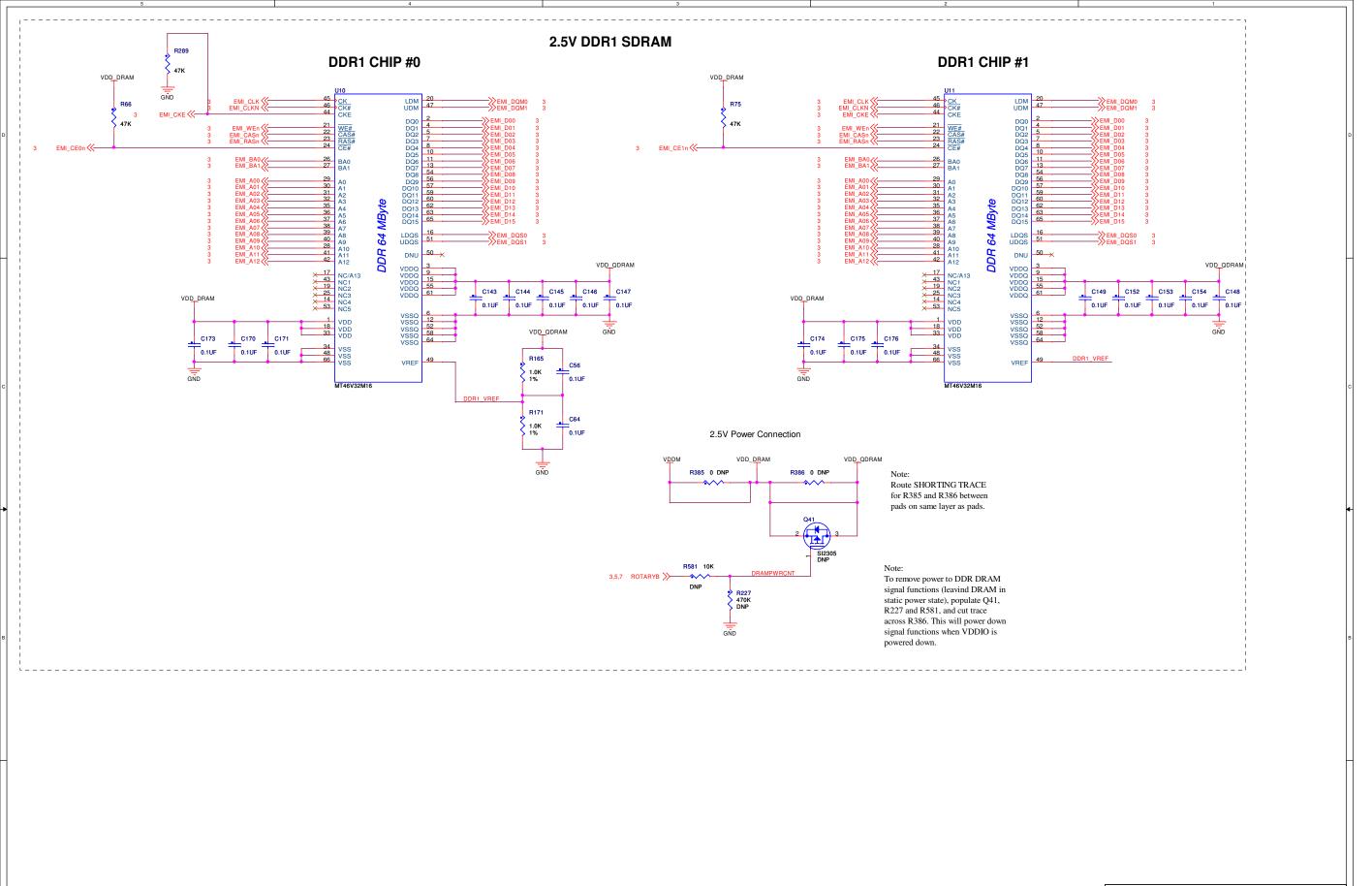




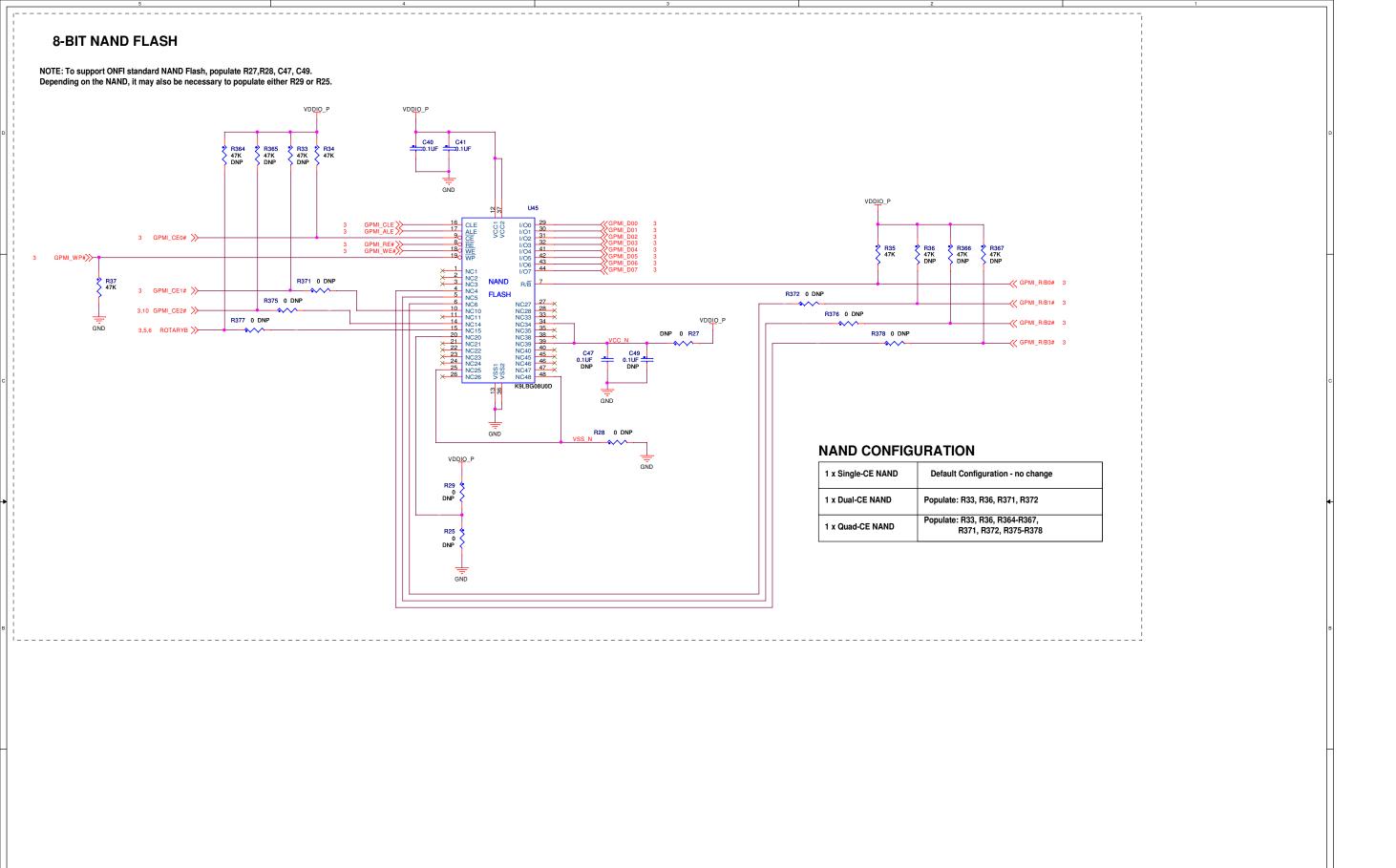


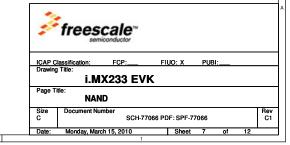
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LI-ION_BATTERY2GNDPORT5_ID1 > 61 63 65 65 3 LCD_RESET >>-LCD_CS0 >>

LCD Connector

LCD Expansion **Header Connections** 3,5 GPMI_D08 >> - < < LCD_D18 3,5 GPMI_D11 >> - < < LCD_D21 R441 0 3,4 LRADC2 > TOUCHSCREEN_X+ 3 LCD_CS > CD_CS0 R454 0 DNP R455 0 DNP R460 0 LCD_D10 >> 3 \\ ____14 \\ LCDX_D10 LCD_D12 >> 5 \\ LCDX_D12 LCD_D13 >> 6 \\ ____11 \\ \(LCDX_D13 LCD_D14 >> - 7 - 10 << LCDX_D14 LCD_D15 >> 8 9 (LCDX_D15 3,5,9,12 I2C_SDA <<-->> LCD_I2C_SDA R527 0 DNP

