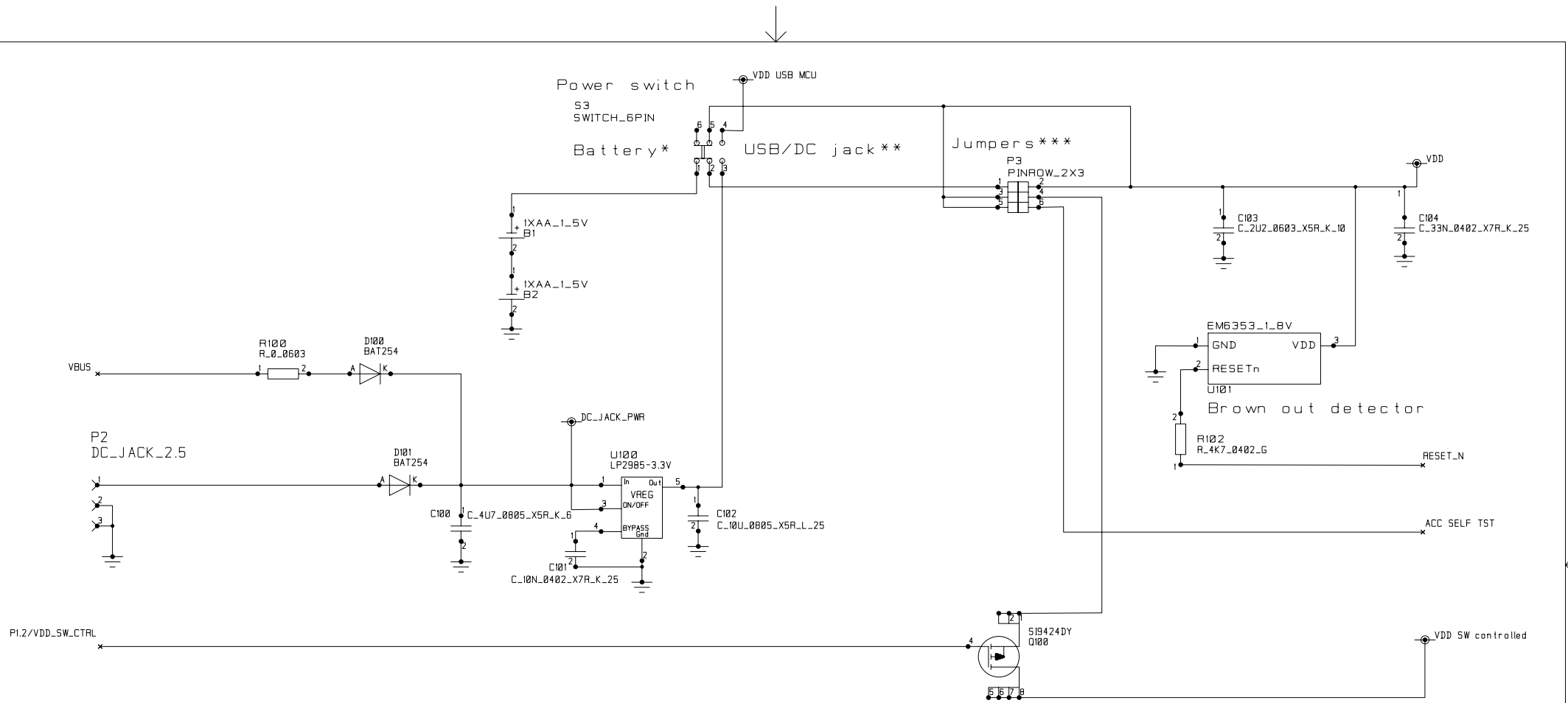


CONTRACT NO. 02562		COMPANY NAME CHIPCON AS			
APPROVALS	DATE	DWG CC2430DB Top level			
DRAWN GJO		SIZE A4	FSCM NO.	DWG NO.	REV. 1.4
CHECKED		SCALE			SHEET 1(6)
ISSUED					



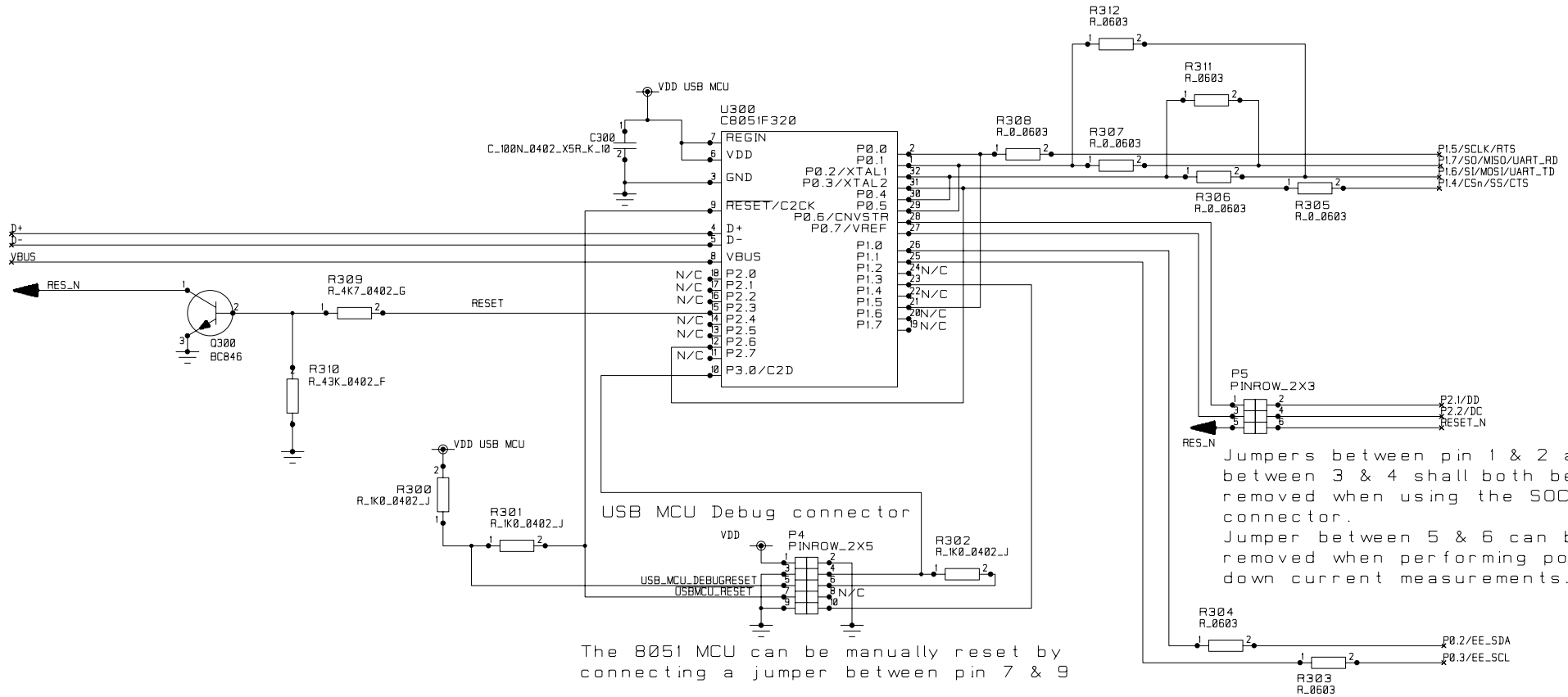
*When the switch is in the battery position, the board runs directly from two AA cells (2 x 1.5 V = 3 V, maximum allowed is 3.6 V). In this position, the USB controller is disabled.

**When the switch is in the USB/DC jack position, the board runs from the 3.3 V on board regulator. (Apply between 4.5 and 10 volts) Current is drawn from input with highest voltage of DC jack or USB connector. In this position, the USB controller is enabled.

***Jumper between pin 1 and 2 can be replaced by a connection to ammeter for current measurements. Jumper 3 -> 4 can be removed for disconnecting SW control powered devices. Place jumper 5 -> 6 for Accelerometer self test.

CONTRACT NO. 02562		COMPANY NAME CHIPCON AS			
APPROVALS	DATE	DWG Power supply			
DRAWN GJO		SIZE A4	FSCM NO.	DWG NO.	REV. 1.4
CHECKED		SCALE			SHEET 2 (6)
ISSUED					

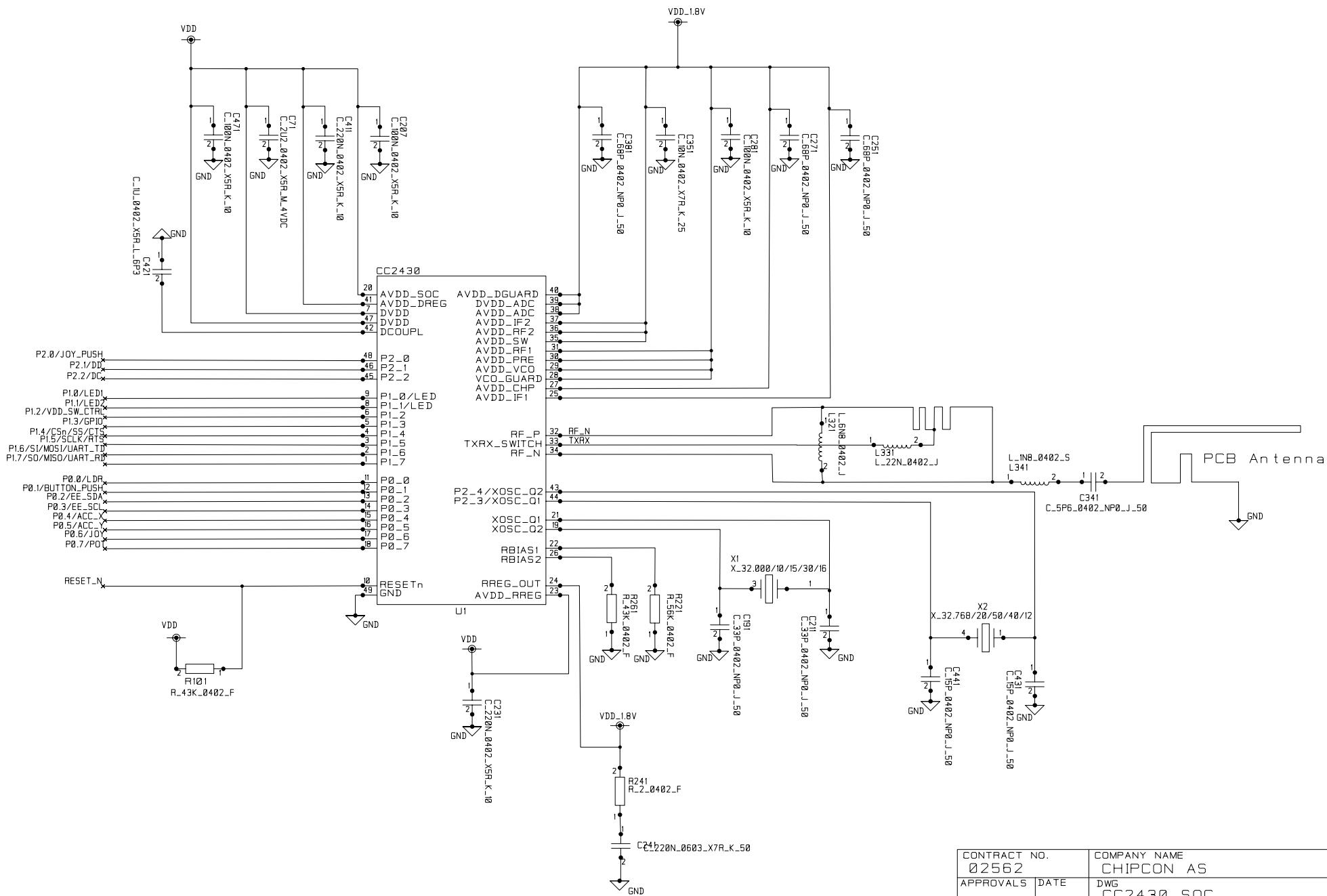
Resistors R311 and R312 shall only be used with an unreleased version of the CC2430



Jumpers between pin 1 & 2 and between 3 & 4 shall both be removed when using the SOC debug connector. Jumper between 5 & 6 can be removed when performing power down current measurements.

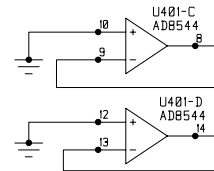
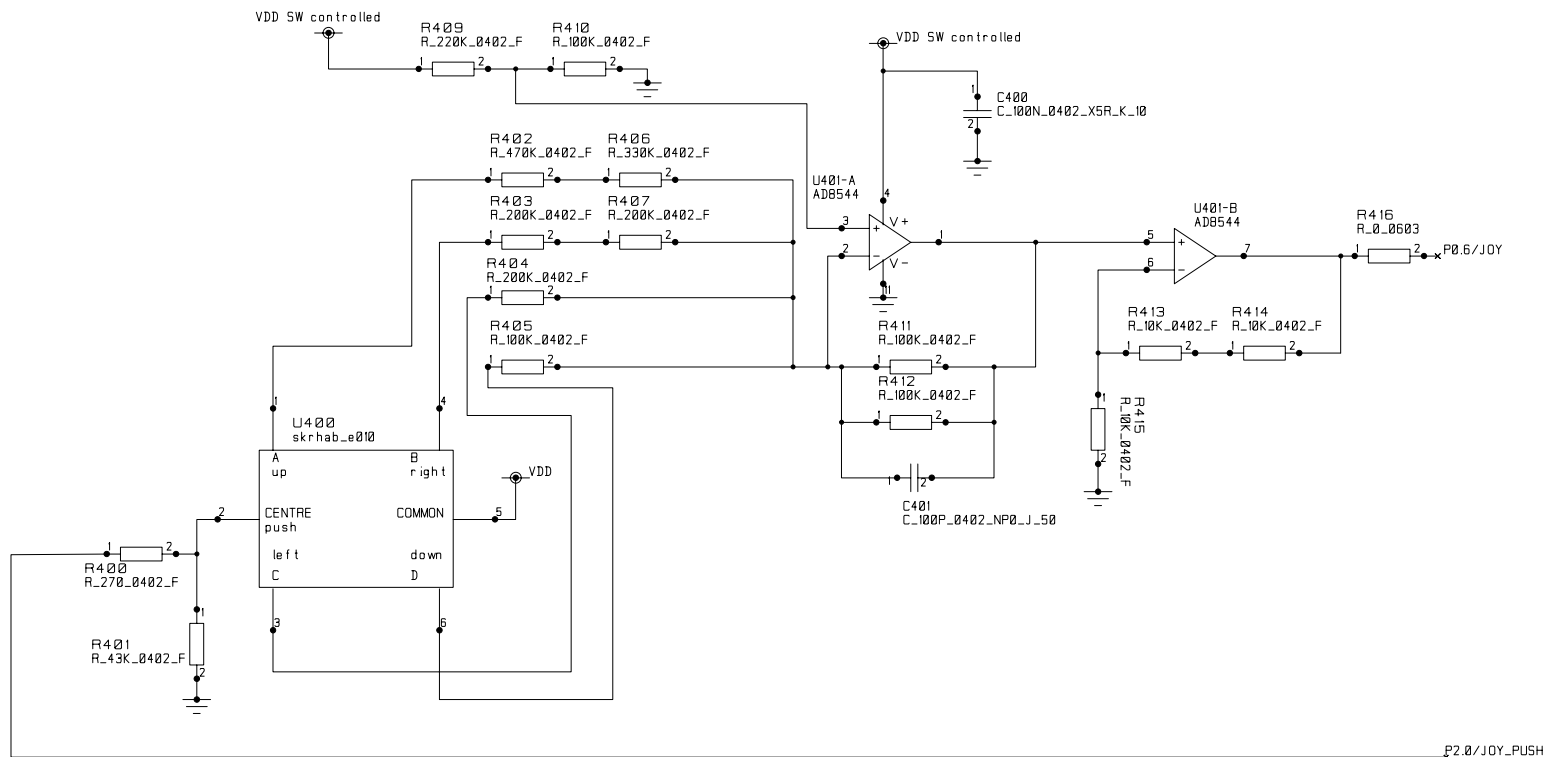
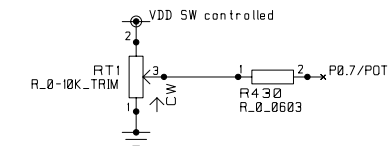
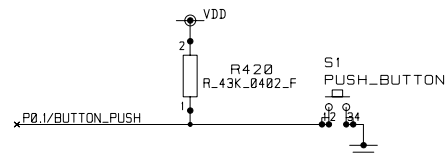
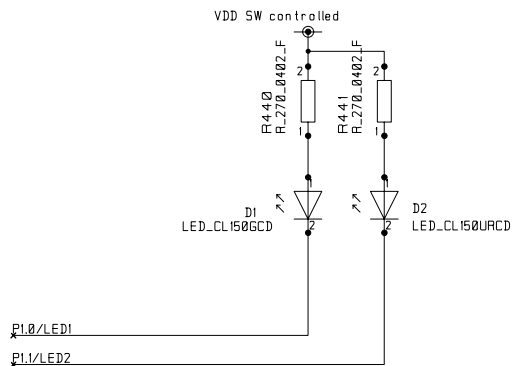
The 8051 MCU can be manually reset by connecting a jumper between pin 7 & 9

CONTRACT NO. 02562		COMPANY NAME CHIPCON AS			
APPROVALS	DATE	DWG USB MCU			
DRAWN GJO		SIZE A4	FSCM NO.	DWG NO.	REV. 1.4
CHECKED		SCALE			SHEET 3 (6)
ISSUED					



CONTRACT NO. 02562		COMPANY NAME CHIPCON AS			
APPROVALS	DATE	DWG CC2430 SOC			
DRAWN GJO		SIZE A4	FSCM NO.	DWG NO.	REV. 1.4
CHECKED		SCALE			SHEET 4 (6)
ISSUED					

Joystick coded as analog signal



CONTRACT NO. 02562		COMPANY NAME CHIPCON AS			
APPROVALS	DATE	DWG User interface			
DRAWN GJO		SIZE A4	FSCM NO.	DWG NO.	REV. 1.4
CHECKED		SCALE			SHEET 6 (6)
ISSUED					