Stepper Motor Driver Module Solution Kit Quick Start Guide

Overview

The LV8702VSLDGEVB is an **ON Semiconductor** motor driver module featuring the **LV8702V**. This module is capable of easily driving a **stepper motor**.

Motor driving is made easy with Arduino Micro¹⁾ compatibility. The LV8702VSLDGEVB comes with a Baseboard for facilitated plug-and-play connectivity with an Arduino Micro.

GUI and Open-source API Functions are available for custom, user-specific motor driving programs.

Features

- VCC_{max} = 36 V, IO_{max} = 2.5 A²)
 (between OUT A and B, between OUT C and D)
- 24 V Applications Recommended (VCC = 9~32 V Max)
- Rotation of the Motor is Controlled by a Single Pulse Signal, which is Advantageous for Smooth Driving (Micro-step) and Rotating at High Speed Rotation
- 4 Patterns can be Set for Full, Half (2 Patterns) and Quarter Step
- High-efficiency Drive that Adjusts the Current to the Optimum Current according to the Motor Load and Rotational Speed (in Half, Quarter Step Setting)
- The Reduction of Power Consumption, Heat Generation, Vibration and Noise is Achieved
- User-friendly GUI Allows Operation Check and Sample Program Generation

For further product information, please visit: http://www.onsemi.com/PowerSolutions/product.do?id=LV8702V



ON Semiconductor®

www.onsemi.com

EVAL BOARD USER'S MANUAL

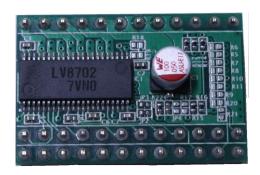


Figure 1. LV8702VSLDGEVB Board



Figure 2. ONBB4AMGEVB Board with Arduino Micro and LV8702VSLDGEVB Board

¹⁾ Arduino/Genuino are trademarks registered by Arduino AG.

²⁾ Stress exceeding this voltage or current may risk damage to the device. Functionality and reliability may be hindered if the device exceeds these values. The maximum current value, IOmax, does not guarantee the module can handle that much current. If the device overheats, thermal shutdown will occur.

WHAT YOU NEED

PC

Recommended OS: Windows 7/Windows 10, 64 bit

Connected to the Internet

(Only for "Including the TimerOne Libary" on Page 3)

Arduino IDE 1.8.4 ³⁾ Installed User with an Administrator rights

• Power Supply

AC Adapter Output voltage: 9~32 V

Output current: ~5 A
Connector specification
Polarization: Positive Center

Inner diameter = 2.1 mm, outer diameter = 5.5 mm Recommended: WSU120-1000 (Triad Magnetics) or stabilized DC power supply, dry cell battery, etc.

CONTENTS OF THE KIT

Hardware

• LV8702VSLDGEVB: Motor driver module

- ONBB4AMGEVB: Baseboard
- Arduino Micro
- USB Cable (Micro B-A)
- Flat-tip Screw Driver
- Stepper motor MDP-35A (Nidec Seimitsu, Step angle= 7.5 deg, 12 V/ 300 mA) 1 pc

Software

All of the following files are included in LV8702VSLDGEVK Software (English) that is available on the website of the following links.

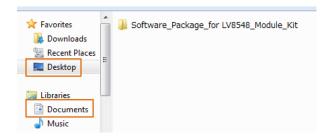
http://www.onsemi.com/PowerSolutions/evalBoard.do?id=LV8702VSLDGEVK



³⁾ Contents of kit may not be compatible with different versions. Please see the Appendix attached if specified version is not installed

Software Setup

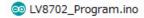
Please download LV8702VSLDGEVK_SOFTWARE.ZIP and expand software_Package_for_LV8702_Module_Kit to any directories (E.g. Libraries\Documents or Desktop).



API Library

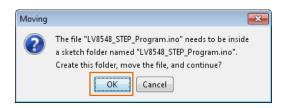
The following process should be operated with the Arduino Micro disconnected.

1. Double click on the Arduino sketch for GUI



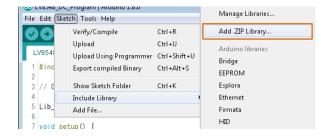
This will launch the Arduino IDE. (Check the Appendix, "Arduino IDE Installation", if the Arduino IDE is not installed)

The IDE will display the following message when the LV8702_Program.ino file is opened for the first time. Click "OK" to continue.



This message will be displayed if the .ino file is not inside of a folder with the same name. (E.g. Sketch12345.ino must be in the Sketch12345 folder).

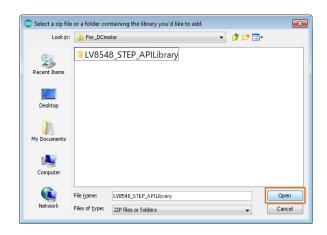
Include the API Library
 As shown below, navigate to "Sketch → Include Library → Add .Zip Library"



The following window will appear. Select the "LV8702_APILibrary" folder, and open this folder as shown below.

Click the folder only once and push "Open" button.

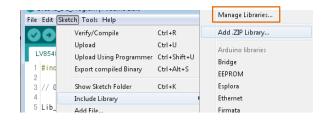
Do not double click the folder.



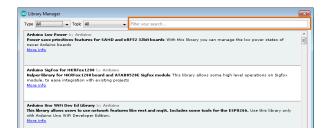
Unless updating the function library, including the API function library only needs to be done once.

Including the TimerOne Library

As shown below, navigate to "Sketch → Include Library → Manage Libraries"



Once the library manager starts up, please type "TimerOne" in the search bar at the top.



^{*}Some screen captures are taken from different motor driver modules

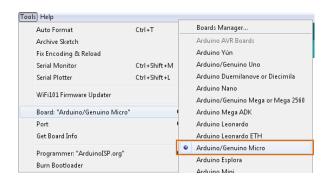
Select and install "TimerOne" in the search results



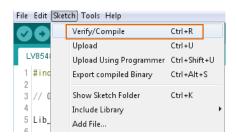
Compiling the Arduino Program

· Write to Arduino

 Select the Arduino board to upload to by navigating to "Tools → Board → Arduino/Genuino Micro".



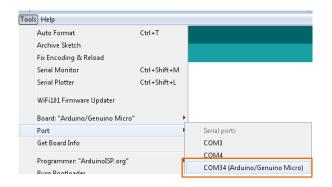
2. Write an Arduino sketch and navigate to "Sketch → Verify/Compile" when finished writing.



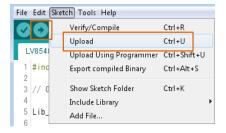
The IDE will display "Done compiling" after a successful compile has been verified.



3. Connect the PC to the Arduino Micro via USB and select the corresponding COM port as shown below.



Upload the sketch by clicking "Sketch → Upload" or by pressing the button.



In the process of uploading, the Arduino Micro bootloader will be installed.



The IDE will display "Done uploading" after a successful upload to the Arduino.



Sketches written to the Arduino will not be erased unless rewritten.

If the uploading of the program fails confirm the details in step 1 check board name and step 3 check serial port connection.

Rewrite the Arduino Program

In the case of 1. or 2. below, please rewrite the program to the Arduino

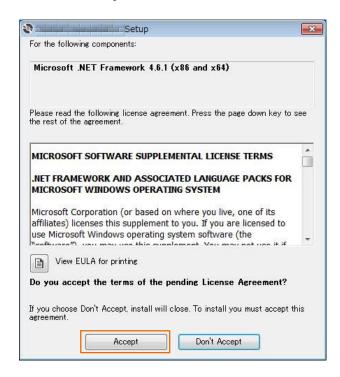
- 1. When updating the API Function library.
 - a) Delete the existing API function library by navigating to Documents\Arduino\libraries and deleting the LV8702_APILibrary folder.
 - b) Include the latest API function library. Please save the latest API function library in your preferred directory on your PC.
 (See Page 3, "Software Setup")
 Include the latest API function library.
 (See Page 3 "API Library")
 - c) Compile and write the program to the Arduino (See Page 4, "Compiling the Arduino program
 Write to Arduino")
- 2. When evaluating the LV8548 DC and other motor driver modules.
 - (Assuming other motor driver module libraries have already been included)
 - a) Compile and write the program to the Arduino (See Page 4, "Compiling the Arduino program
 Write to Arduino")

If you are testing the any other motor driver module library for the first time, please operate according to their corresponding manual.

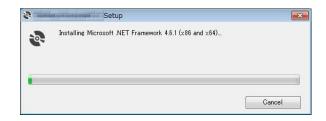
GUI Installation

- Double click on setup.exe in the ON_MD_Module_Kit_GUI folder and proceed with the installation as shown below.
 - *If a previous version of this GUI (ON_MD_Module_Kit_GUI) has already been installed and the most recent GUI will be installed, please overwrite and update the existing GUI. (No need for uninstallation)
- 2. The .NET Framework4.6.1 installation window will appear if the PC does not have the necessary

version. If .NET Framework4.6.1 is not installed, click Accept to install.



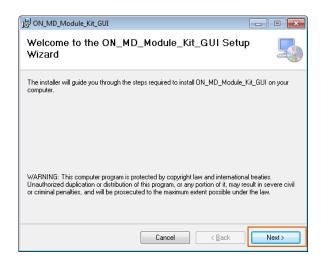
The following window shows the installation in progress. (This may take several minutes)



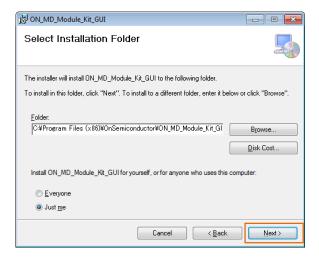
If the installation requires a reboot to complete, a message will appear on the screen. Please press "Yes" to reboot.

Once rebooted, run setup.exe installation file again.

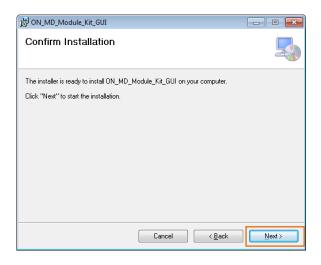
3. Install the GUI Press "Next"



4. Specify installation folder, or just click "next" to continue with the installation

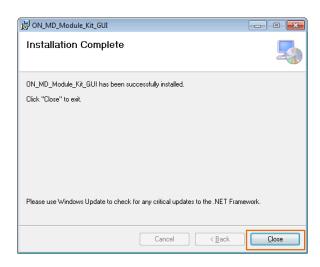


Please press "next".



User administrative rights may be required for installation. If an alert for user account control is displayed, please select "Yes."

The following screen will be displayed after a successful installation.

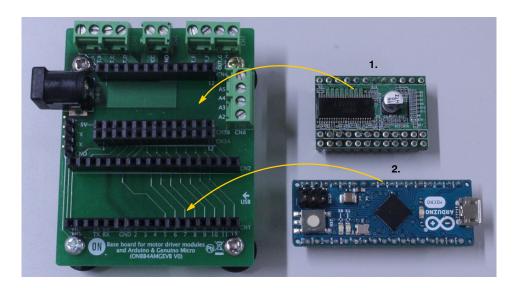


Make sure the GUI shortcut icon is created on the desktop as shown below and that the program has been added to the Windows start menu.



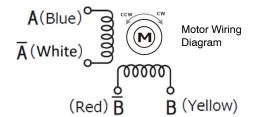
Hardware Setup

- Connect the LV8702VSLDGEVB (Motor Driver Module) to the ONBB4AMGEVB (Motor Driver Baseboard). Insert the module into the baseboard, while being careful not to bend the header pins
- 2. Connect the Arduino/Genuino Micro to the baseboard, as seen in the figure above. The USB connection port should be labeled on the baseboard "←USB" to dictate the orientation of the Arduino



3. Plug in the motor wires (Insulation between 5 mm – 10 mm) into the output terminals on the baseboard – OUT_A/B/C/D (CN5). Firmly fix the wires by screwing down the terminals with a flat-heat screwdriver. Refer to the table below for motor connectivity:

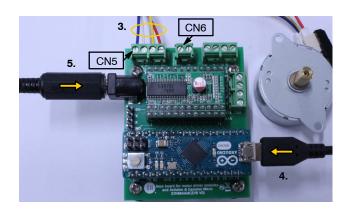
OUT_A	A (Blue)	
OUT_B	A (White)	
OUT_C	B (Yellow)	
OUT_D	B (Red)	



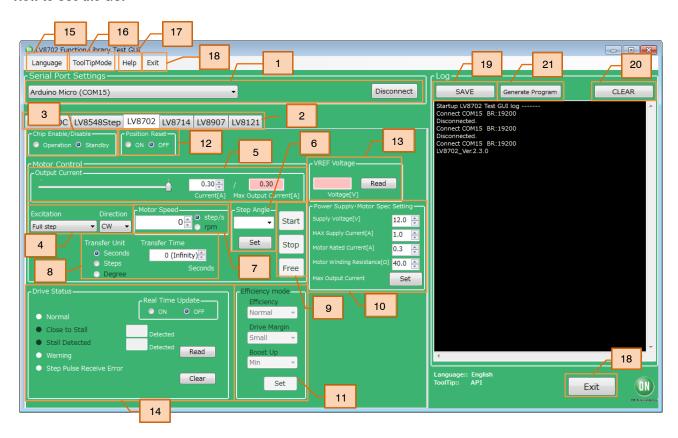
(Do not worry about incorrect wiring. Incorrect wiring will NOT cause any damage to hardware.)

- 4. Connect the Arduino to a PC using a USB cable
- Insert the AC Power adapter into the DC Jack on the baseboard. Be sure that a <u>Center positive type</u> adapter is being used with an <u>output voltage</u> 9~32 V

If using power supply cables, please connect the positive terminal to VCC and the negative terminal to GND in the CN6 connector. **The power supply terminals +/- at CN6 are polarity sensitive**. (VCC = +, GND = -)



How to Use the GUI



1. Double-click the GUI shortcut located on the desktop and connect the COM serial port



Available COM ports will appear in the drop-down box.

If the Arduino is connected correctly to the PC, an option for "Arduino Micro (COMx)" will be available (where x is the number associated with the port); select that COM port and click connect.

- 2. After connecting the Arduino, the GUI will automatically navigate to the LV8702 tab
- 3. Set the chip enable function As LV8702V to the chip enable function This function switches between Standby and Operating modes.

[Operation] ... Operating mode [Standby] ... Standby mode

4. Specify the desired motor excitation and direction of rotation

Excitation (Excitation Method)	One-step Rotation Angle		
Full step	1/1 Step angle		
Half step (Full-torque)	1/2 Step angle		
Half step (Smooth)	1/2 Step angle		
Quarter step	1/4 Step angle		

The following table compares LV8702 data sheet notation.

GUI Notation	Data Sheet Notation		
Full step	Full step		
Half step (Full-torque)	Half step full-torque		
Half step (Smooth)	Half step		
Quarter step	Quarter step		

Direction:

CW - Clockwise

CCW - Counter clockwise



NOTE: The direction of rotation may vary depending on how the motor wires are connected to the terminals.

5. Set the output motor current



The output current can be set within the limit value (Box on the right) according to 10 by operating the slider or the value of Box on the left.

The setting values are incremented by 0.01 A, but the accuracy is limited due to the specifications of the Arduino.

NOTE: The output current is set to 0.3 [A] for the reference motor and the recommended adapter at startup, and it is not necessary to set it again for use in the same environment.

6. Set the step angle for the motor



NOTE: The step angle will vary depending on the motor. If using the included reference motor, please set it to 7.5°.

The step angle setting enables the "rpm" setting under Motor Speed and "Degree" setting under Transfer Unit.





7. Set the motor speed in step/s or rpm



step/s (=pps): Frequency of the number of steps per second rpm: Rotational speed of the motor per minute

Stepper motors are not intended for sudden acceleration, and will vibrate if the control exceeds the maximum rotation speed. When using the included reference motor with the recommended AC adaptor, please set the rotation speed according to the table below.

Full step	1~560 step/s	2~700 rpm
Half step (Full-torque)	1~1120 step/s	1~700 rpm
Half step (Smooth)		
Quarter step	1~2240 step/s	

8. Set the units and value of the transfer condition for the control signal. After the specified transfer condition elapses, the motor will stop and hold its torque. Since current continues to flow to the motor, it is important to pay attention to heat generation. Please select the Free button to stop powering the motor.

For an unspecified rotation time, select 0 (Infinity)

Example 1: Rotating the motor for **10 seconds**Transfer Unit = Seconds
Transfer Time = 10 [seconds]



Example 2: Rotating the motor for **100 steps**Transfer Unit = *Steps*Transfer Step = *100 [steps]*



xample 3: Rotating the motor **180 degrees**Transfer Unit = *Degree*Transfer Angle = *180 [degree]*



9. When the Start button is pressed, the motor will rotate. If changes to the Output Current, Excitation or Motor Speed are made, the changes will take effect upon pressing the Start button.

To change the direction of rotation, it is recommended to stop the motor first with the Stop button, change the value, and then press the Start button to begin the motor rotation.

Pressing the Stop button causes the motor to stop, and hold the torque.

When the Free button is pressed, the motor will stop and <u>lose the torque</u>.

To maintain the position while the motor rotates, or to pause the motor and restart from the same position, select the Stop button.

At this time, because of the current still flowing to the motor, attention must again be paid to heat generation.

10. Set the specifications of the power supply and motor to be used.

Supply Voltage... Power supply voltage MAX Supply Current... Maximum power supply current

Motor Rated Current... Motor Rated Current Motor Winding Resistance... Motor coil resistance Max Output Current Set buttons ... Calculate the maximum output current from the above four setting values, and 5 limit the set range of the output motor current to enable safer motor driving.

11. Set the high-efficiency drive function.

(This function does not work in slow speed and fast speed range where the feedback signal can't be stably detected. This function cannot be selected when Full Step is set.)

The high-efficiency drive function automatically optimizes the motor current according to the motor load and rotational speed. By turning on this function, power consumption, heat, vibration, and noise can be reduced. The high-efficiency drive function consists of the following three parameters.

Efficiency... ON/OFF of high-efficiency drive function

When the high-efficiency drive function is turned

on, the motor current is automatically adjusted within the range of the limit set in 5.

Drive Margin... Margin adjuster Function Adjust the margin from the minimum current that can rotate the motor.

When the margins are set to Small, the current consumption is the smallest, but the number of boost-ups may be increased for small load-changes.

For this reason, set the margin to be larger for applications with excessive load variation.

Drive Margin	Current Consumption	Robustness
Small	Low	Weak
Middle	‡	‡
Large	Normal	Strong

Boost Up... boost-up adjuster function

This process increases the motor current rapidly and temporarily in order to maintain the motor rotation in response to load variation.

Increasing the boost increases the rush load resistance, but increasing the boost increases the rotational stability.

The worsened of rotational stability can be suppressed by increasing the Drive Margin.

Boost Up	Robustness	Rotational Stability
Min	Weak	Stable
Low	†	†
High	. ↓	. ↓
Max	Strong	Unstable

12. Set the reset function.

The reset function resets the excitation position and locks the motor.

[ON] ... Reset ON [OFF] ... Reset OFF

Neither is turned off the power.

- 13. Voltage reading function
- 14. Status check function
- 15. GUI Language Settings
- 16. GUI Tool Tip Display
- 17. Help function

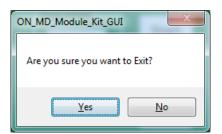
(See Appendix for more information)

18. Closing the GUI

When finished, exit the GUI by pressing the "Exit" button at the bottom right of the screen or by clicking "Exit" item at the top menu bar.



The following popup message will be displayed when exiting the GUI.



Select "Yes" to quit the GUI.

Select "No" to cancel the exit and return to the main screen.

If the GUI is closed while the motor is still running, the motor will be stopped and the window will close.

For more details on the following features, refer to the next section on <u>How to use the GUI Log</u>:

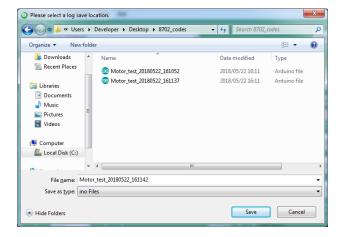
- 19. Saving the GUI Log
- 20. Clear the GUI Log
- 21. Program Generation

How to Use the GUI Log

The log screen in the GUI shows the serial data sent to Arduino to control its API functions.



19. Saving the GUI Log
By pressing the "SAVE" button, the content
displayed on the work log can be saved as a .txt
file or a .csv file.



20. Clear GUI Log By pressing the "CLEAR" by

By pressing the "CLEAR" button, the content displayed on the work log will be erased.

21. Program Generation

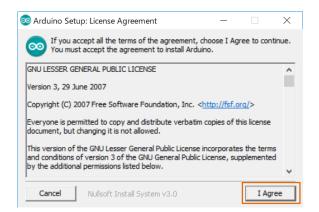
Pressing the "Generate Program" will output the executed API functions on the work log into a .ino program file that can be uploaded directly with Arduino. By writing the output of the .ino file to Arduino, motor control can be executed automatically through standalone operation according to the procedure generated through the GUI Log.

For more details regarding the Arduino program generation function, refer to the attached Appendix under 21 Arduino Program Automatic Generation.

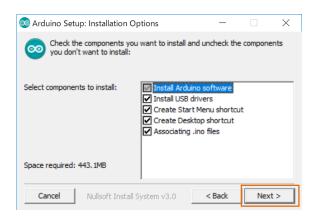
APPENDIX

Arduino IDE Installation

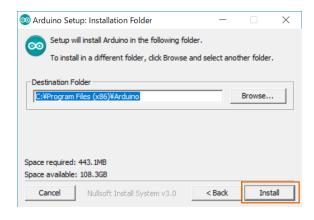
- Run arduino-1.8.4-windows.exe installer that are included in.ZIP files downloaded from our web site
 - (To avoid software from not operating properly, please use this version and refrain from updating)
- Read through and agree to the terms and conditions during the setup by clicking the "I Agree" button.



3. Leave the following default components to install as is and press "Next".



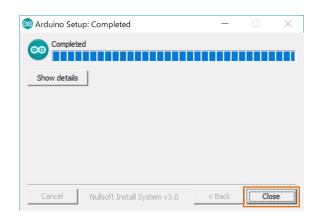
4. Set the install directory and press "Install".



- 5. If prompted, please install the Arduino USB Drivers
 - ✓ Arduino USB Driver
 - Genuino USB Driver
 - ✓ libusb–win32
 - ✓ Adafruit Industries LLC Port (COM and LPT)
 - Linino Port (COM and LPT)



6. Below shows a completed installation for the Arduino IDE. Feel free to click "Close".



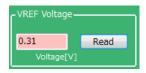
Supplemental GUI Content

The following step numbers correspond to the step numbers in the <u>"How to use the GUI"</u> section in the Quick Start Guide.

13. Voltage Reading Function

READ to display the voltages in the pink column. VREF ... Output Motor Current Reference Voltage Displays the reference voltage for <u>5 Output motor current setting</u>

VREF = (Output Motor current) \times 5 \times 0.22 Ω



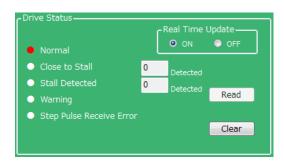
14. Status Check Function

The red lamps and counters indicate the status detected by the LV8702 from the outputs of each terminal (DST1, DST2, MONI) of the LV8702. When the Real Time Update is turned on, the outputs from the terminals are periodically Read and displayed.

Close to Stall and Stall Detected are enabled when the high-efficiency drive function is set to Efficiency = High, and the number of times of occurrence is displayed in boxes.

This count is reset by pressing Clear. (Maximum count = 255)

When the Real Time Update is turned off, the status when the Read button is pressed is displayed.



Normal:

Normal conditions (DST1:H, DST2:H)

Close to Stall:

Electrical detection of danger of stall (DST1:H, DST2:L)

Stall Detected:

Electrical detection of stall state (DST1:L, DST2:H)

Warning:

Detects the state of short-circuit between the OUT terminal and the power supply and GND of the OUT terminal and the IC overheat state (DST1: L, DST2: L).

Step Pulse Receive Error:

Detects (MONI) positional deviation of the motor caused by noise-jumping into the STEP input terminal of the LV8702.

About Warning:

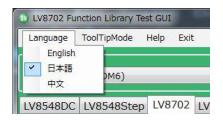
When the overheat protection function is activated, all OUTs turn OFF and the motor stops.

When the temperature drops, the Warning state is released and the motor drive is restarted.

When the short-circuit protection function of the OUT terminal is activated, all OUTs are turned OFF and the motor stops.

This condition can be reset by switching Chip Enable/ Disable from Operation to Standby to Operation.

15. GUI Language Settings



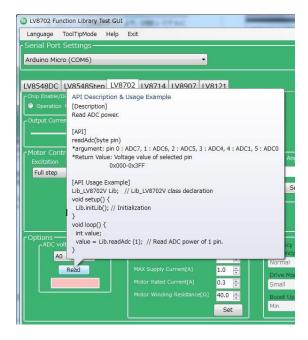
Languages can be changed from the menu on the top left of the window.

Motor driver tab languages are not changed. (Please see tool tip for translations)

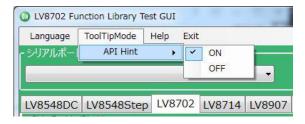


16. GUI Tool Tip Display

The GUI sends serial data to execute API functions in the Arduino through USB. With the API Hints turned on, hover over different buttons and settings to display descriptions and functions associated with that item.



The API hints can be turned off by navigating through the ToolTipMode menu at the top of the window

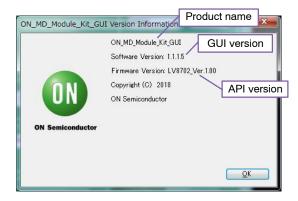


17. Help Function

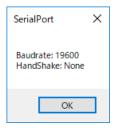
From the help menu, it is possible to view GUI and API version information, as well as serial communication details.



Selecting About will display the following window.



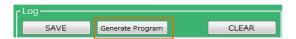
Selecting SerialPort will display the overview of serial communication.



21. Arduino Program Automatic Generation
When using the GUI, automatically generated
Arduino code will be output to the log window.
It is possible to export the code to an Arduino
sketch (.ino) file that can be used with the Arduino
IDE.

Once the automatically generated code is imported into the Arduino IDE, it is possible to mimic the procedures from the GUI.

1) Generating and writing Arduino code Pressing Generate Program will open a save file dialog.



Please select the desired directory for the file to be saved (e.g. Desktop or Documents) and click Save. When using the GUI, LV8702_Program.ino is the name of the program, so a different name will need to be used to save the exported file.



Double click the newly saved Arduino program to open the Arduino IDE.



The GUI and Arduino IDE cannot be connected to a PC at the same time. To upload the Arduino program, please exit or select Disconnect in the GUI, and proceed working in the Arduino IDE. Follow the instructions in the Quick Start Guide in P3 "Compiling the Arduino Program – Write to Arduino".

2) <u>Using the generated Arduino program</u>
After each API operation in the generated program, a delay(0) is inserted. By changing the value of the argument (0)* to the delay function, the user is able to freely adjust the rotation time, as well as the interval time between each API call execution. This can be used to achieve the desired stand–alone operation.

*Parameter units are msec (1000th of a second). For a delay of 1 second, use delay(1000).

[Example of changing the interval time]

```
#include <LV8702 Lib.h>
#include <TimerOne.h>
Lib LV8702V Lib;
void setup()
{
  Serial.begin(19200);
  Lib. initLib();
  Timer1.initialize(50):
  Timer1.attachInterrupt(interrupt):
  delay(5000); \longrightarrow NOTE
  Lib.setChipEnable(1);
  delay(0)://Omsec
  Lib.setStepAngle(7.5);
  delay(0)://Omsec
  Lib.motorRotationDeg(10, 720, 0, 0);
  de lay(5000);//0msec
  Lib.motorRotationStop();
  delay(0);//Omsec
  Lib.motorRotationFree();
  delay(0);//Omsec
}
```

"motorRotationDeg(10, 720.0, 0, 0)"
will start the motor with Full step, CW, 10 Step/s, and an angle of 720 deg
"delay(5000)"
will drive the motor for 5000[msec]
(5s)
"motorRotationStop()"
will stop the motor

After the time specified in the delay command has elapsed, the next command will be executed. If the delay setting is 0 or too short, some motor operations will complete so quickly, that it will be imperceptible.

NOTE: The delay setting at the beginning of the setup method will execute in the case of a new USB connection, Arduino reset, or upon uploading a sketch to the Arduino. In this case, the Arduino will delay for 5 seconds while writing the initial settings.

BOARD SCHEMATIC (1/2)

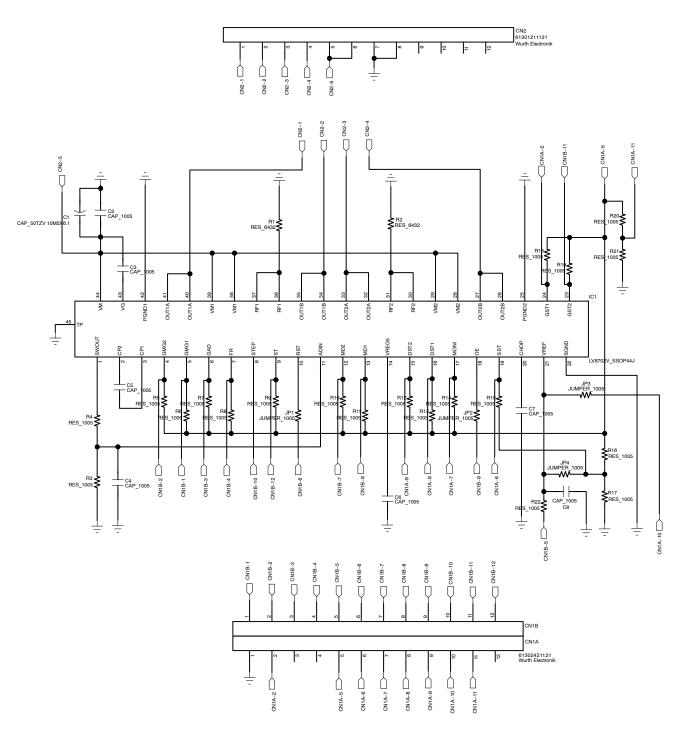


Figure 3. LV8702VSLDGEVB Schematic

Table 1. LV8702VSLDGEVB BILL OF MATERIALS

Designator	Qty.	Description	Value	Tolerance	Footprint	Company	Part Number
IC1	1	Motor Driver	-	-	SSOP44J	ON semiconductor	LV8702V
R1-2	2	Thick Film Resistor	0.22 Ω,1 W	±5%	6432(2512Inch)	KOA	SR73W3AT**R22J
R3	1	Thick Film Resistor	15 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**153J
R4	1	Thick Film Resistor	100 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**104J
R5-11, R18-19	9	Thick Film Resistor	47 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**473J
R12-14, R16	4	Thick Film Resistor	47 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**473J
R15	11	Thick Film Resistor	12 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**123J
R17	1	Thick Film Resistor	15 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**153J
R20	1	Thick Film Resistor	100 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**104J
R21	1	Thick Film Resistor	TBD, 0.1 W	±5%	1005(0402Inch)		TBD
R22	1	Thick Film Resistor	27 kΩ, 0.1 W	±5%	1005(0402Inch)	KOA	RK73B1ET**273J
JP1-3	3	Jumper	0 Ω, 1 W	±20%	1005(0402Inch)	KOA	RK73Z1ET**
JP4	1	Jumper	0 Ω, 1 W	±20%	1005(0402Inch)	KOA	RK73Z1ET**
C1	1	VCC Bypass Capacitor	10 μF, 50 V	±20%	5 x 5.5	Wurth Electronik	865080642006
C2, C3, C5, C6, C8	5	Ceramic multilayer Capacitor	0.1 μF, 100 V	±10%	1005(0402Inch)	Murata Manufacturing	GRM155R62A104KE14D
C4	1	Ceramic multilayer Capacitor	1000 pF, 50 V	±5%	1005(0402Inch)	Murata Manufacturing	GRM1555C1H102JA01J
C7	1	Ceramic multilayer Capacitor	150 pF, 50 V	±10%	1005(0402Inch)	Murata Manufacturing	GRM1555C1H151JA01J
CN1A, 1B	1	Pin header to baseboard	12 pins x 2	-	30.48 x 5.08	Wurth Electronik	61302421121
CN2	1	Pin header to baseboard	12 pins	-	30.48 x 2.54	Wurth Electronik	61301211121
PCB	1	PCB	-		30.48 x 20.32		

NOTE: Parts highlighted in yellow are not mounted at the time of product shipment.

BOARD SCHEMATIC (2/2)

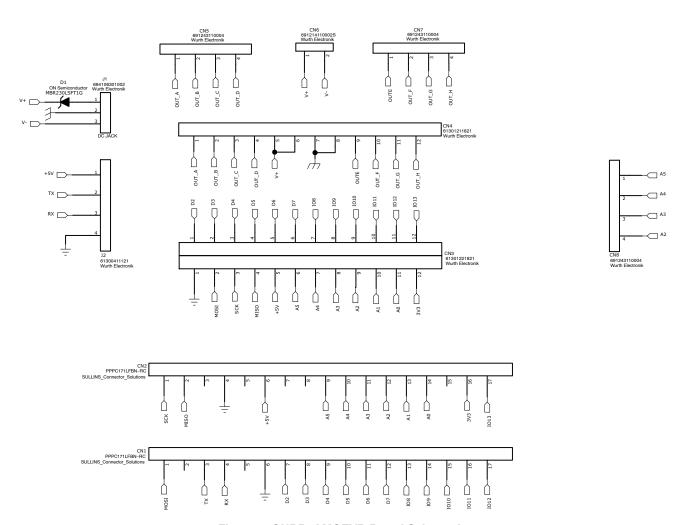


Figure 4. ONBB4AMGEVB Board Schematic

Table 2. BASEBOARD BILL OF MATERIALS

Designator	Qty.	Description	Value	Tolerance	Footprint	Company	Part Number
D1	1	Diode	-	-	SOD123	ON Semiconductor	MBR230LSFT1G
CN1,2	2	Arduino Micro connector	-	-	Ø1.02 x17 -2.54 pitch	Hirosugi-Keiki	FSS-41085-17
CN3	1	Module connector	-	-	Ø1.02 x12 x2lines -2.54 pitch	Wurth Electronik	61302421821
CN4	1	Module connector	-	-	Ø1.02 x12 -2.54 pitch	Wurth Electronik	61301211821
CN5,7,8	3	Motor connectors	-	-	Ø1.1 x4 -3.5 pitch	Wurth Electronik	691243110004
CN6	1	Power connectors	-	-	Ø1.1 x2 -3.5 pitch	Wurth Electronik	691214110002S
J1	1	DC barrel jack	-	-	9.0 x 14.5	Wurth Electronik	694106301002
J2	1	UART pin headers	-	-	Ø1.1 x4 -2.54 pitch	Wurth Electronik	61300411121
C1	1	Electrolytic capacitor	100 μF, 50 V	±10%	-	Wurth Electronik	860020674015
PCB	1	PCB	-	-	80 x 60		

NOTE: When using a custom-made baseboard, be sure to mount an electrolytic capacitor equivalent to C1 between VCC and GND.

Neglecting to install this capacitor may lead to damage and malfunction of any connected driver modules.