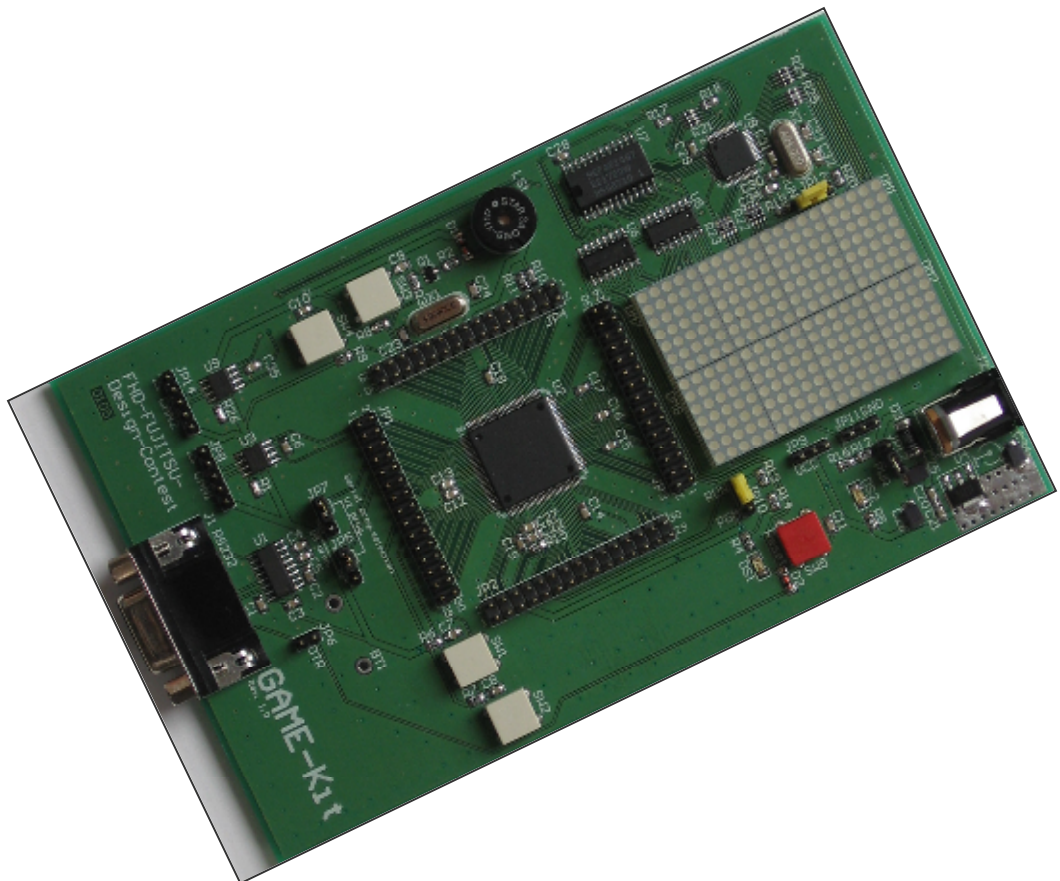


MB 90395 / MB90385 EVALUATION BOARD GAME-KIT

USER GUIDE



Revision History

| Date | Issue |
|-------------|--|
| 16.01.2005 | 1.3B A. Danz, M. Reinschmidt (schematic) |
| 16.01.2005 | 1.0 board layout |

This document contains 3 pages.

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1 Programming

1.1 Programming MB 90385

For programming the MCU MB90385 you must set the jumpers JP5 and JP7 for the serial port (figure 2.2) to the right position.

Set the jumper JP13 into the program mode (figure 2.2)

Press the reset button to set the MCU to the program mode.

With the flash program tool you can write a new code to the display processor.

1.2 Programming MB 90395

For programming the MCU MB90395 you have to set the jumpers JP5 and JP7 for the serial port (figure..) to the left position.

Set the jumper JP10 into the program mode (figure 2.2)

Press the reset button to set the MCU to the program mode.

With the flash program tool you can write a new code to the display processor.

1.3 Start the system

To run the game on the GAME-Kit you have to set the jumper JP10 and JP13 to the run mode and then press the reset button.

The board should show you any welcome pictures on the DOT matrix display. If you press any key (white buttons) the game should start.

To navigate the blocks to right or left side of the playground press the buttons SW1 and SW2. To turn the blocks press SW3 and to increase the falling down press SW4.

If you want to show the battery status press SW1 and SW2 at the same time.

1.4 Usage power supply

To use the developer board you can use batteries or power supply. The best voltage for the power plug is 6V DC.

2 Appendix

2.1 Rules

Programming: JP10 for (U2) MB 90395

JP13 for (U8) MB 90385

UART JP7 and JP5 right U8 MB 90385

JP7 and JP5 left U2 MB 90395

2.2 Figures

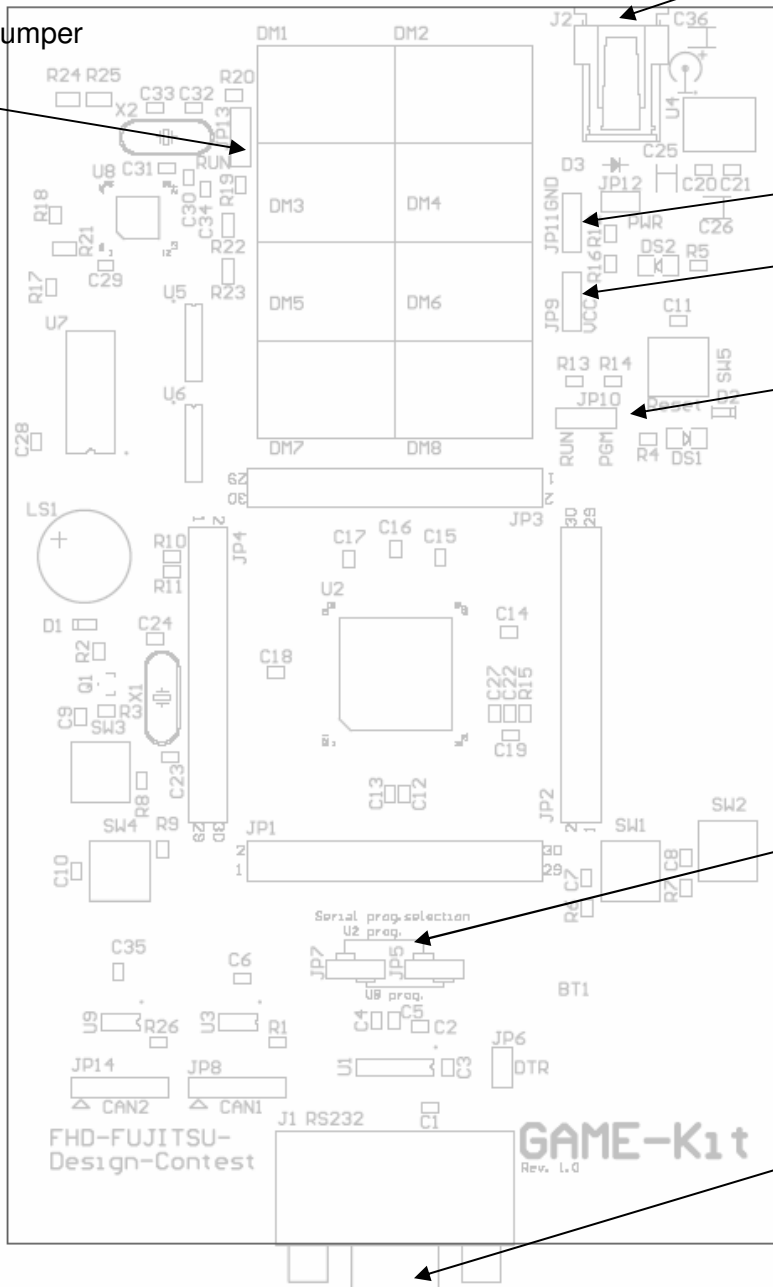
Run/program jumper
MB90385

Power Plug

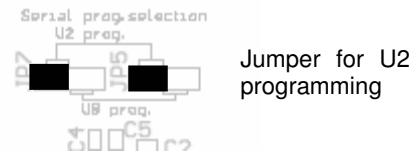
GND pinheader

Vcc pinheader

Run/program jumper
MB90395



JP7 / JP5 for serial connection
(data and programming)



RS232 SUB-D connector