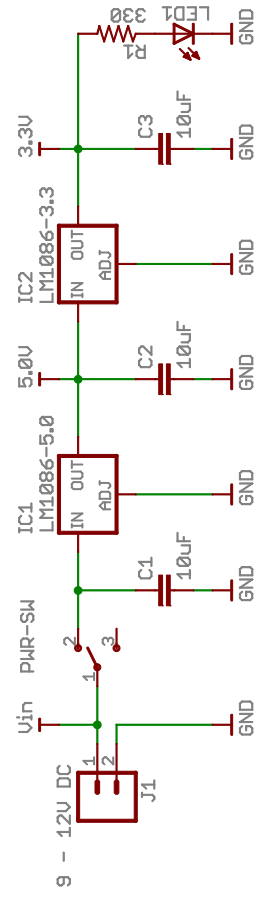
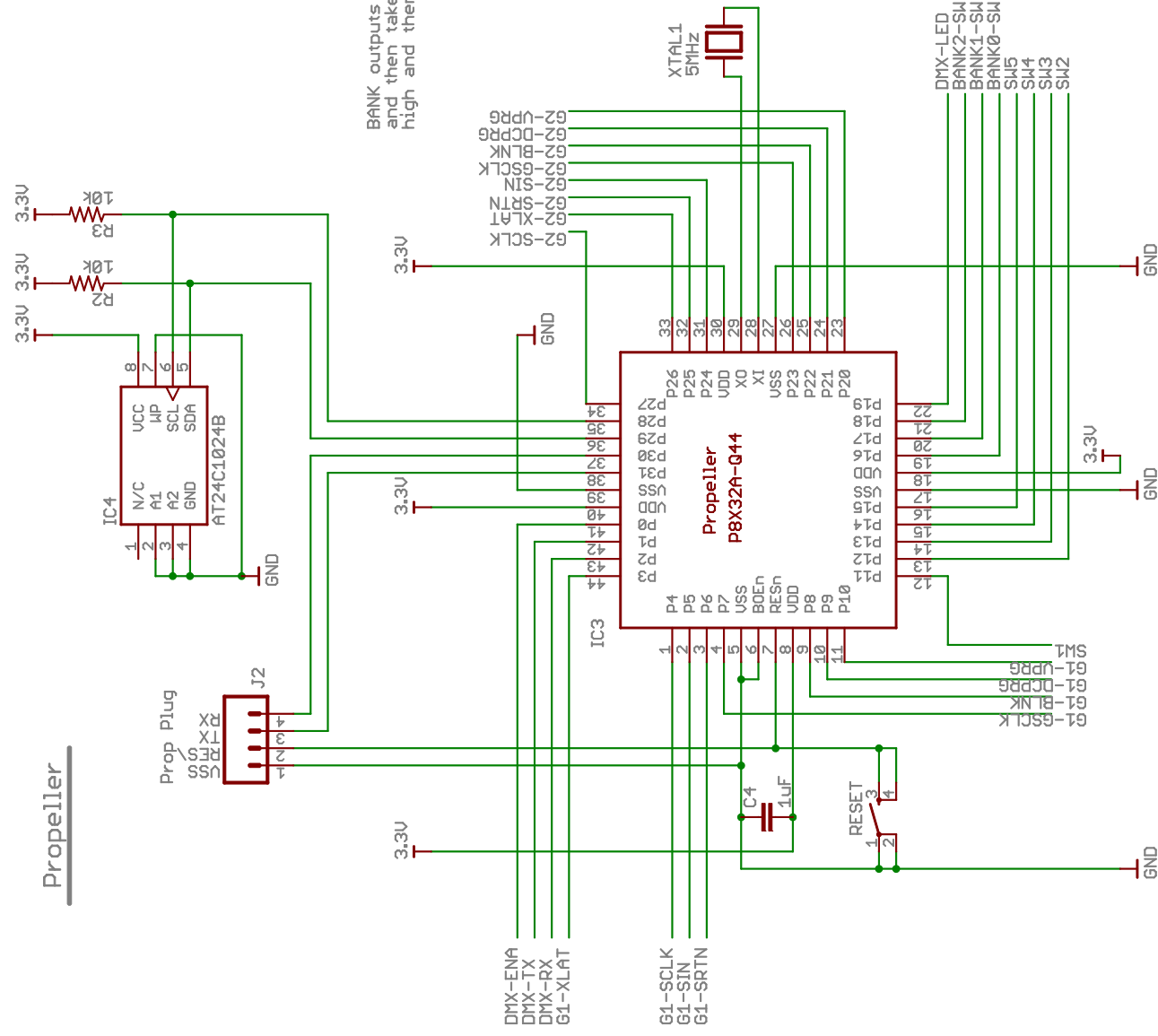


### Voltage Regulation

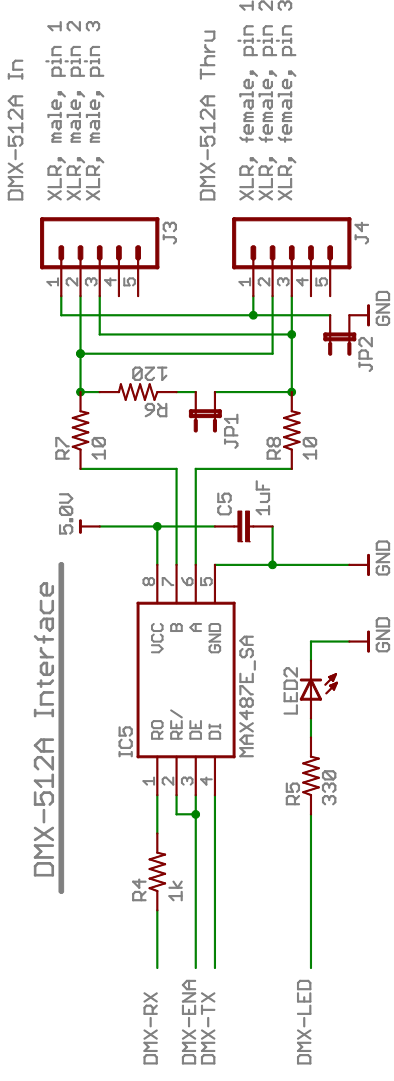


### Propeller

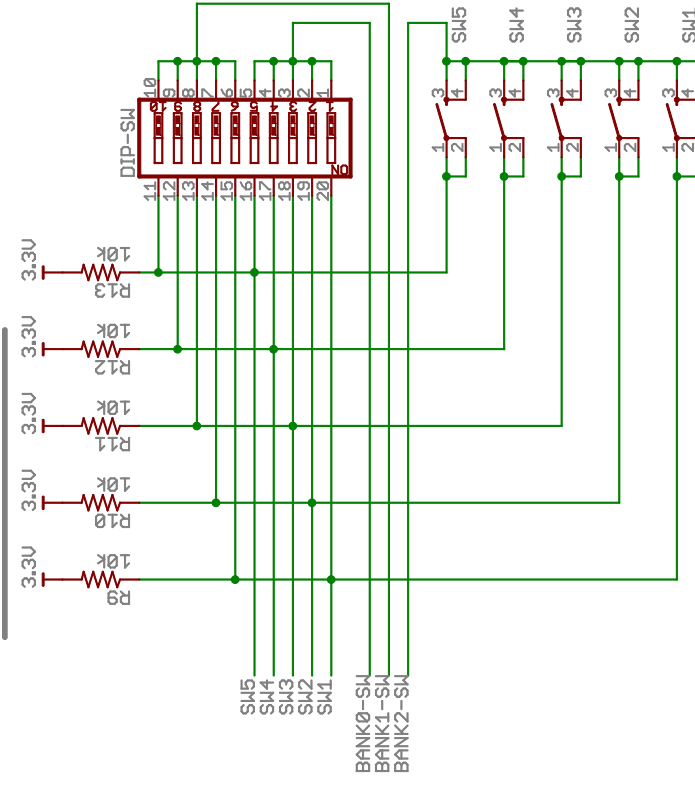


6. J5 & J6 is used to connect to the LED Painter or as GPIO
5. C4 & C5 should be placed as close as possible to the respective IC
4. On DIP-SW, 10 is used to set application options
3. On DIP-SW, 1-9 are used to set a 9-bit DMX-512A address
2. JP2 is used to ground the DMX shield when this design is used as a transmitter
1. JP1 is used to terminate a DMX-512A signal

### DMX-512A Interface

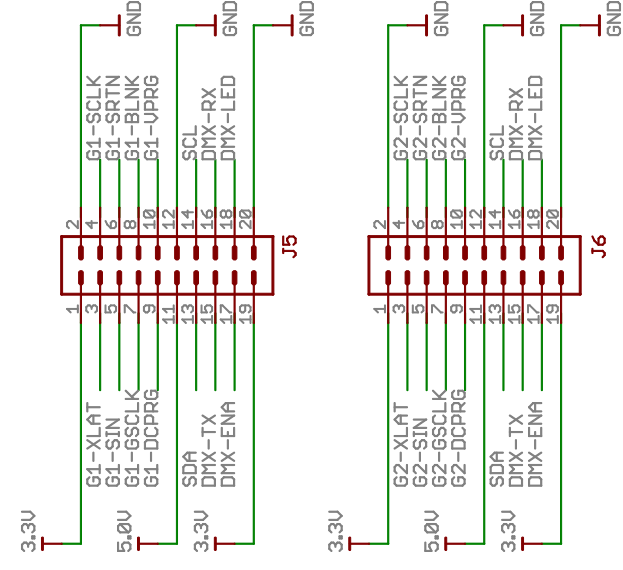


### Switch Interface



BANK outputs to be set to inputs and then take turns going to output high and then reading the SWx inputs.

### LED Painter/GPIO Interface



**WARNING!**  
Connection to LED Painter only uses 2x05 header. Be sure to populate and attach the device properly justified when using the LED Painter. Other I/O added to the header for future purpose expansion and general

**Brillidea**

Prop Blade

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