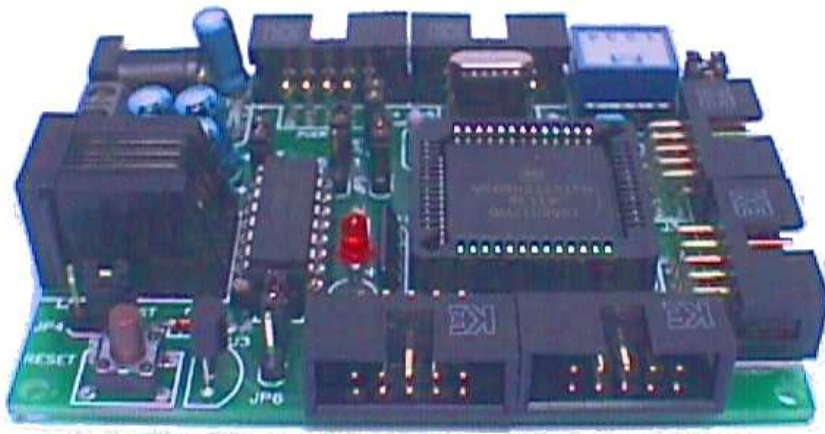


REFERENCIA RÁPIDA PARA LA TARJETA CT6811

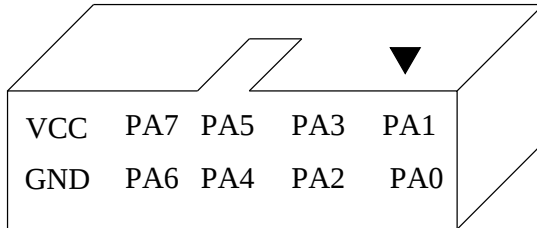


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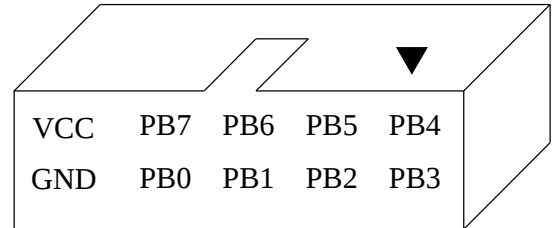
Juan González Gómez (juan@iearobotics.com)

PUERTOS DE EXPANSIÓN

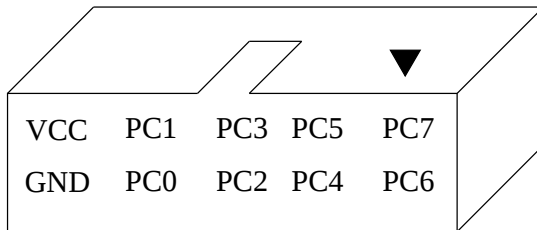
PUERTO A



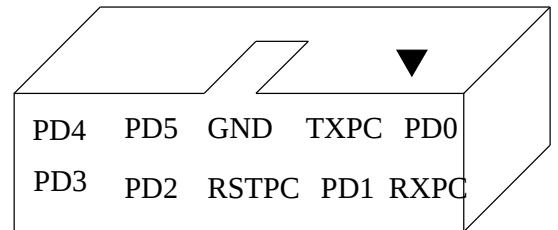
PUERTO B



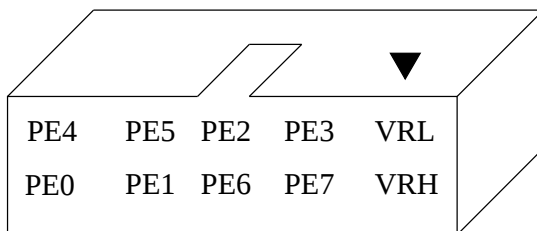
PUERTO C



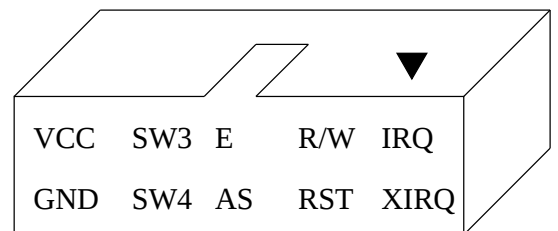
PUERTO D



PUERTO E



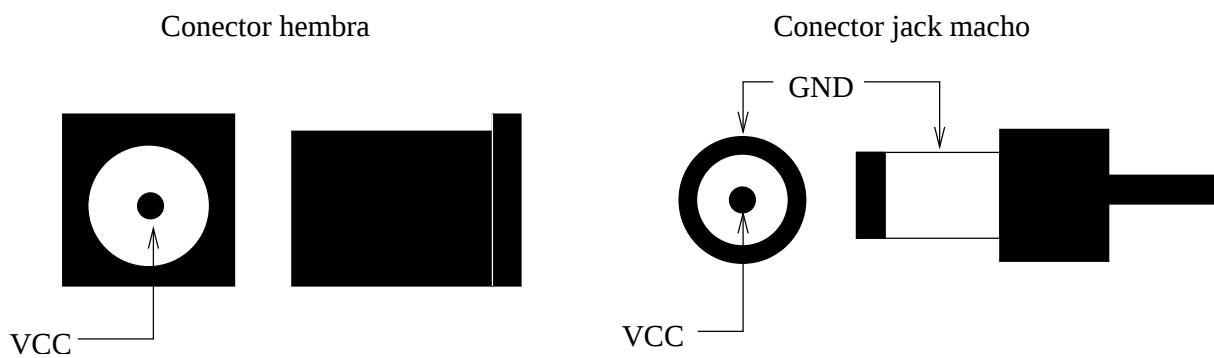
CONTROL



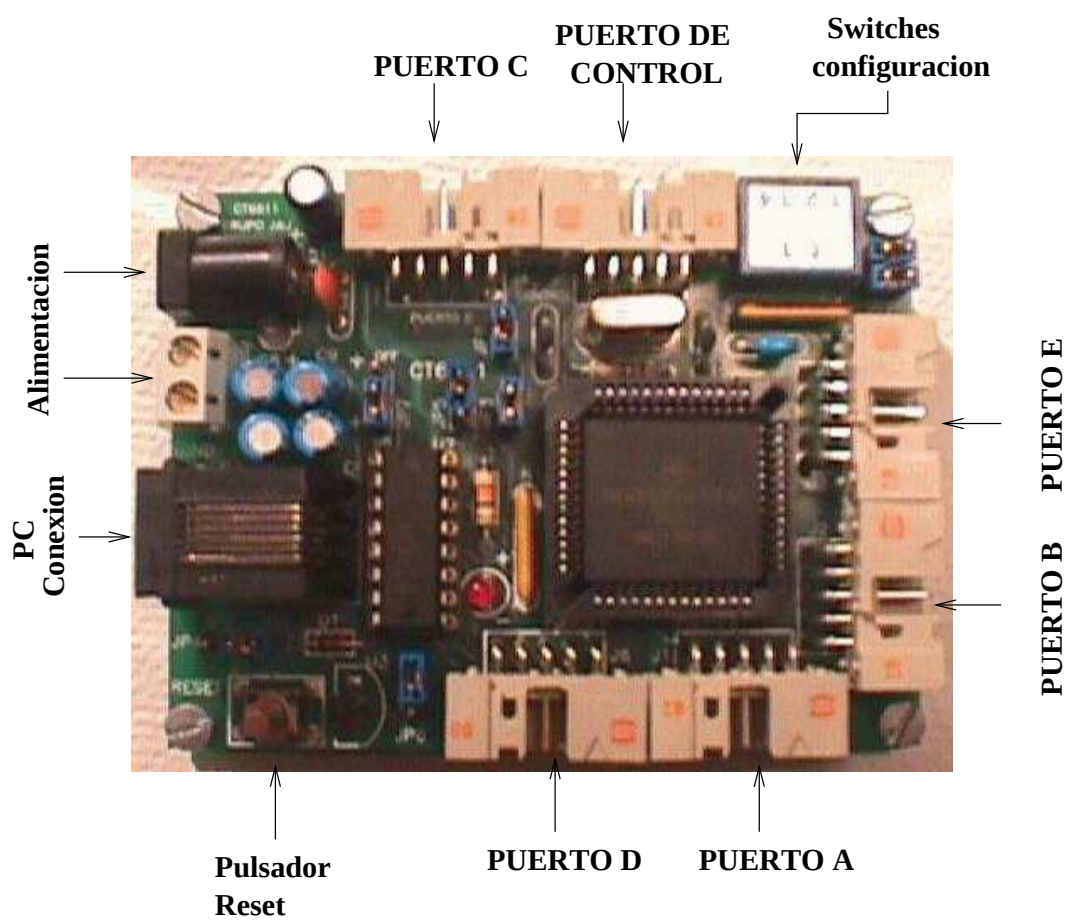
Funciones de los pines del 68HC11

PUERTO A	PUERTO B	PUERTO C	PUERTO D
PA0/IC3 PA1/IC2 PA2/IC1 PA3/OC5/OC1 PA4/OC4/OC1 PA5/OC3/OC1 PA6/OC2/OC1 PA7/PAI/OC1	PB0/A8 PB1/A9 PB2/A10 PB3/A11 PB4/A12 PB5/A13 PB6/A14 PB7/A15	PC0/AD0 PC1/AD1 PC2/AD2 PC3/AD3 PC4/AD4 PC5/AD5 PC6/AD6 PC7/AD7	PD0/RX PD1/TX PD2/MISO PD3/MOSI PD4/SCK PD5/SS

Alimentación



Situación de los puertos



Colocación de los jumpers para modo entrenador

Para hacer una prueba rápida, coloque los jumpers de la siguiente manera:

- **JP1:** ON
- **JP2:** ON
- **JP3:** ON
- **JP4:** Jumper triple, entre el pin del centro y RST
- **JP5:** OFF
- **JP6:** OFF
- **JP7:** Jumper triple, entre el pin central y ON
- **JP8:** ON