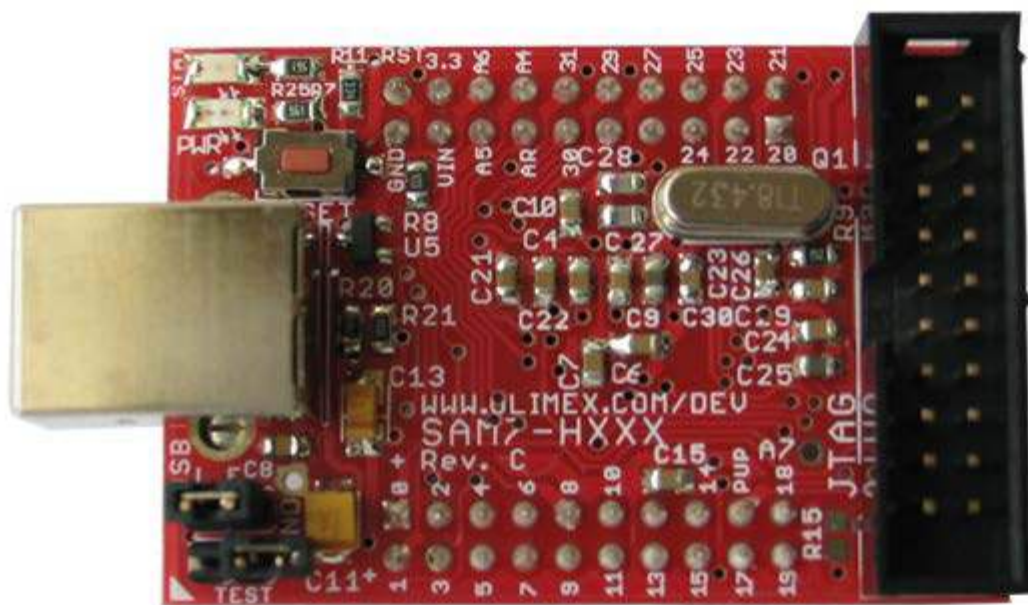
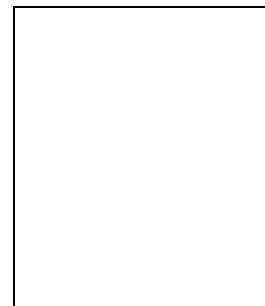
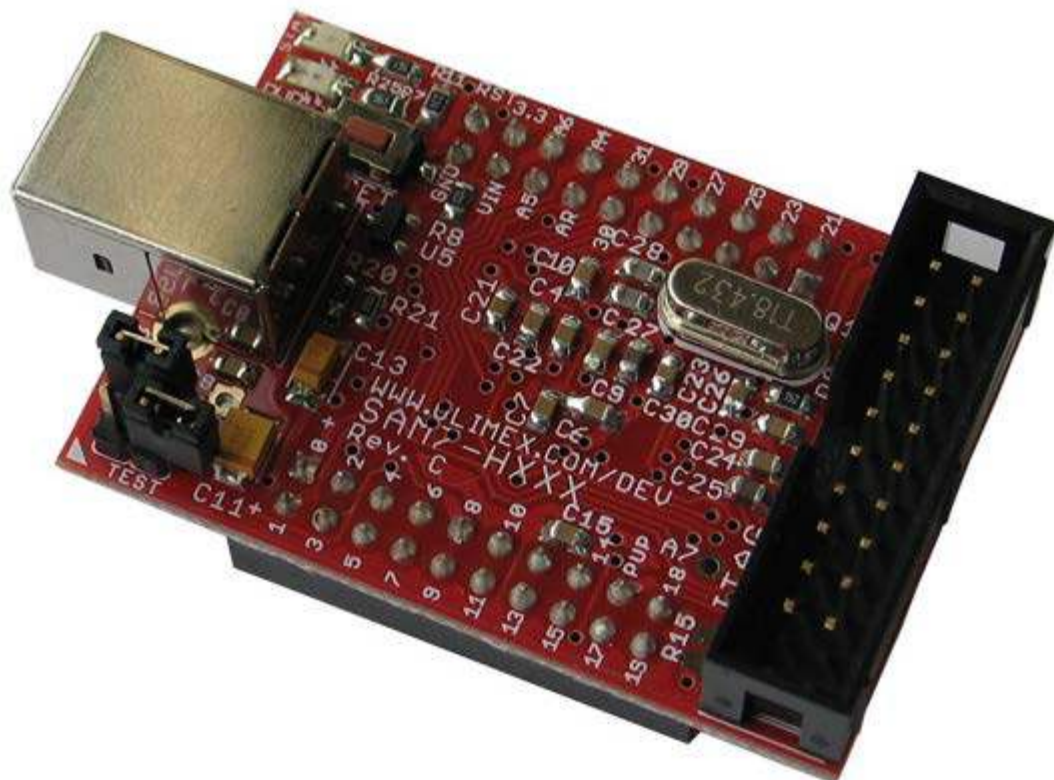
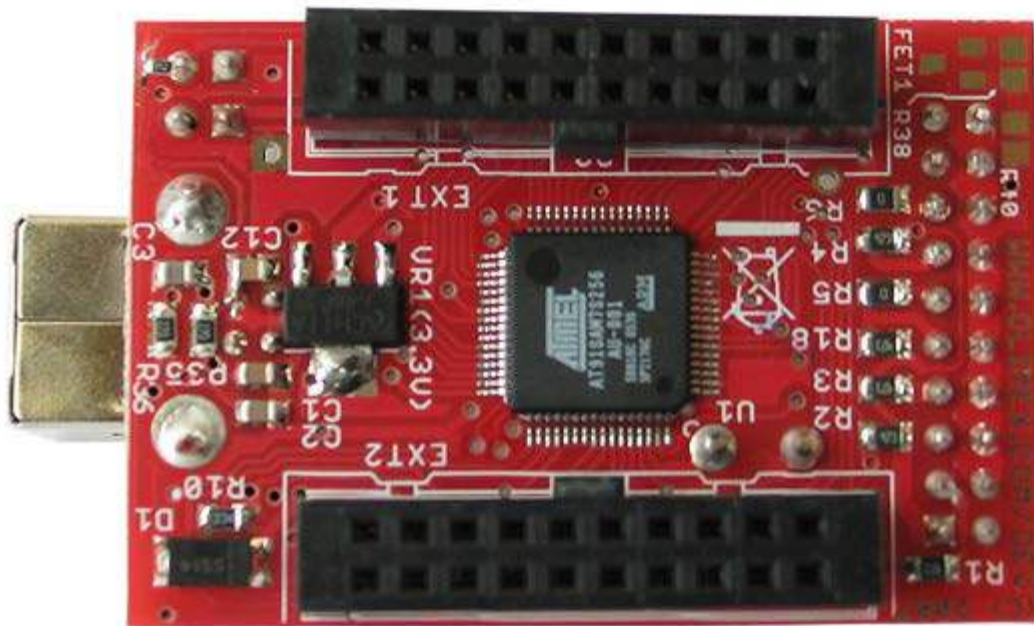


SAM7-H256 HEADER DEVELOPMENT BOARD FOR AT91SAM7S256 ARM7TDMI-S MICROCONTROLLER





FEATURES:

- MCU: **AT91SAM7S256** 16/32 bit ARM7TDMI™ with 256K Bytes Program Flash, 64K Bytes RAM, USB 2.0, RTT, 10 bit ADC 384 ksps, 2x UARTs, TWI (I2C), SPI, 3x 32bit TIMERS, 4x PWM, SSC, WDT, PDC (DMA) for all peripherals, up to 60MHz operation
- perfect solution for building custom USB peripherals
- standard JTAG connector with ARM 2x10 pin layout for programming/debugging with ARM-JTAG
- USB connector
- RESET circuit
- RESET button
- status LED
- TST jumper, for SAM-BA downloading
- on board voltage regulator 3.3V with up to 800mA current
- single power supply: through USB or from extension header pin
- power supply LED
- power supply filtering capacitor
- 18.432 Mhz crystal on socket
- extension headers for all uC ports + RST and power supply
- PCB: FR-4, 1.5 mm (0,062"), soldermask, silkscreen component print
- Dimensions: 50 x 34 mm (2 x 1.3")
- Distance between the headers: 25.4 mm (1")

DOCUMENTS:

- [SAM7-H256 extension headers pin assignments](#)
- [SAM7-H256 dimensions](#)
- [SAM7-H256.pdf](#)
- [How to program SAM7-H256](#)
- [Using Open Source Tools for AT91SAM7 Cross Development - Revision B](#) guide by Jim Lynch

HARDWARE:

- [SAM7-H256 Schematic](#) old schematic for archive purposes

- [SAM7-H256 schematic REV.C](#) current schematic

SOFTWARE:

- [Blinking LED project](#) for REW-ARM 4.41 and binary code for SAM-BA load
- [Sample mouse driver with AT91SAM7P256 project](#)
- [UART routines project](#)
- [SD/MMC read/write routines project](#)
- [button read, temperature measurement project](#)
- [BLINK_LED](#) project for GCC+OpenOCD+Eclipse
- [BLINK_LED](#) for EW-ARM and [Binary code](#) for SAM-BA load
- [OpenOCD + Eclipse set of projects 1.00](#) include flash write make file for SAM7-H256. The complete list of projects included is [here](#).

ORDERING CODES:

SAM7-H256 - assembled and tested board, includes AT91SAM7S256 microcontroller
