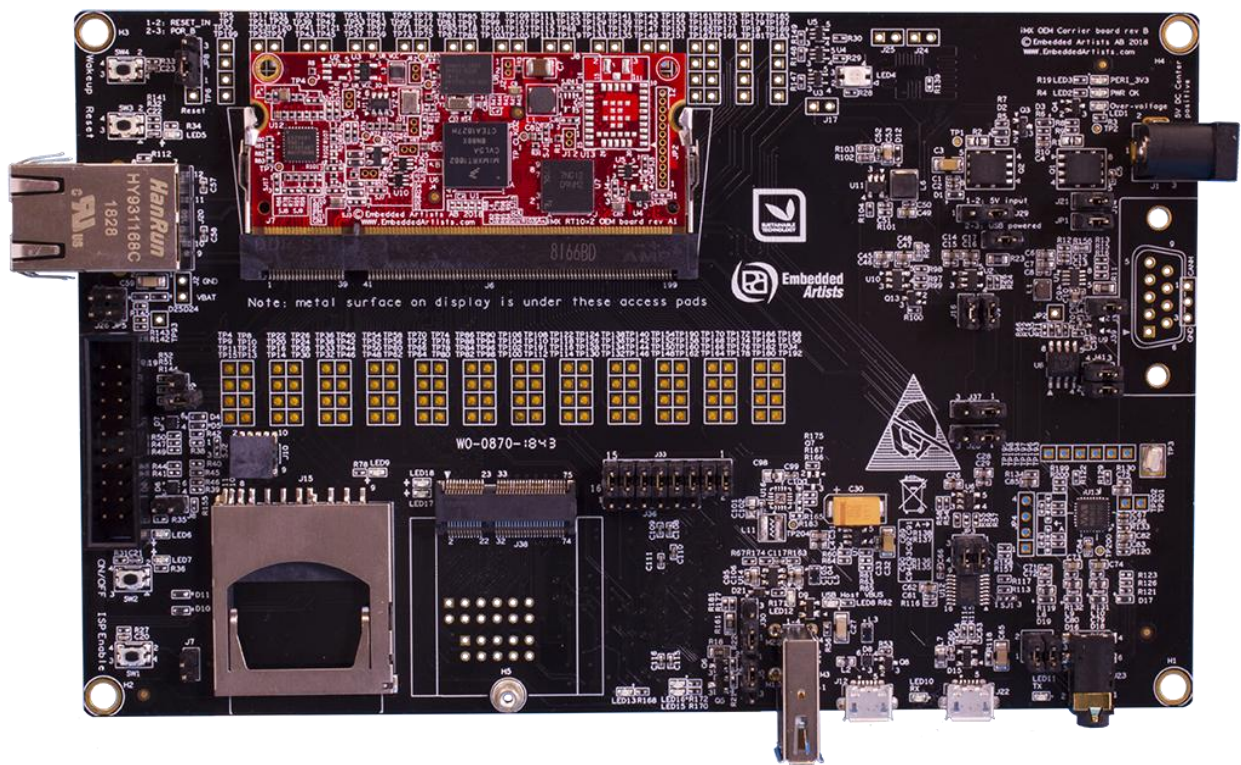


# iMX RT1062 Developer's Kit - User's Guide

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## iMX RT1062 Developer's Kit User's Guide



*Get Up-and-Running Quickly and  
Start Developing Your Application On Day 1!*

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# 1 Document Revision History

<i>Revision</i>	<i>Date</i>	<i>Description</i>
PB1	2019-02-07	First released version.
PB2	2019-12-02	Added information about Ethernet reset and interrupt signals connected to JTAG_TDI and JTAG_TDO, respectively.
PB3	2020-07-30	Added statement that SJ3 (on iMX OEM Carrier Board) shall always be in 1-2 position.

## 2 Getting Started

This chapter contains information about how to get acquainted with the *iMX RT1062 Developer's Kit*. **Please read this chapter first before you start using the board - it will be well spent time!**

First of all, thank you for buying Embedded Artists' *iMX RT1062 Developer's Kit* based on NXP's ARM Cortex-M7 i.MX RT1062 microcontroller. **You will get up-and-running quickly!**

- Section 2.1 contains a list of what is included in the *iMX RT1062 Developer's Kit*.
- Section 2.2 together with Figure 10 in chapter 4 gives an overview presentation of the hardware and the interfaces and connectors available.
- Section 2.3 describes how to connect the USB cable, install the UART-to-USB driver and powerup the board the first time.
- Section 2.4 presents an alternative powering solution via a 5V DC power jack.
- Section 2.5 - 2.9 describes important handling and care issues.
- Section 2.10 contains information about further reading.
- Chapter 3 describes the demo application that can also be used to verify correct operation of the hardware.
- Chapter 4 presents the hardware design of the *iMX OEM Carrier Board*, rev B1.
- Chapter 5 contains some troubleshooting information.

To get started with program development and program download/flashing, see document *iMX RT1062 Developer's Kit Program Development Guide*.

### 2.1 iMX RT1062 Developer's Kit Content

- One *iMX RT1062 COM* board mounted on one *iMX COM Carrier board*, rev B1, see Figure 1 below.
- One micro-B to A USB cable

For program development you will additionally need a debug probe, like ULINK, J-LINK or LPC-Link2, and a program development environment, like Keil uVision or MCUXpresso. For more information about program development, see document *iMX RT1062 Developer's Kit Program Development Guide*.

### 2.2 Hardware Overview

Figure 1 below illustrates the top side of the *iMX OEM Carrier board*. Some key components, relevant to get started, have been marked in the picture.



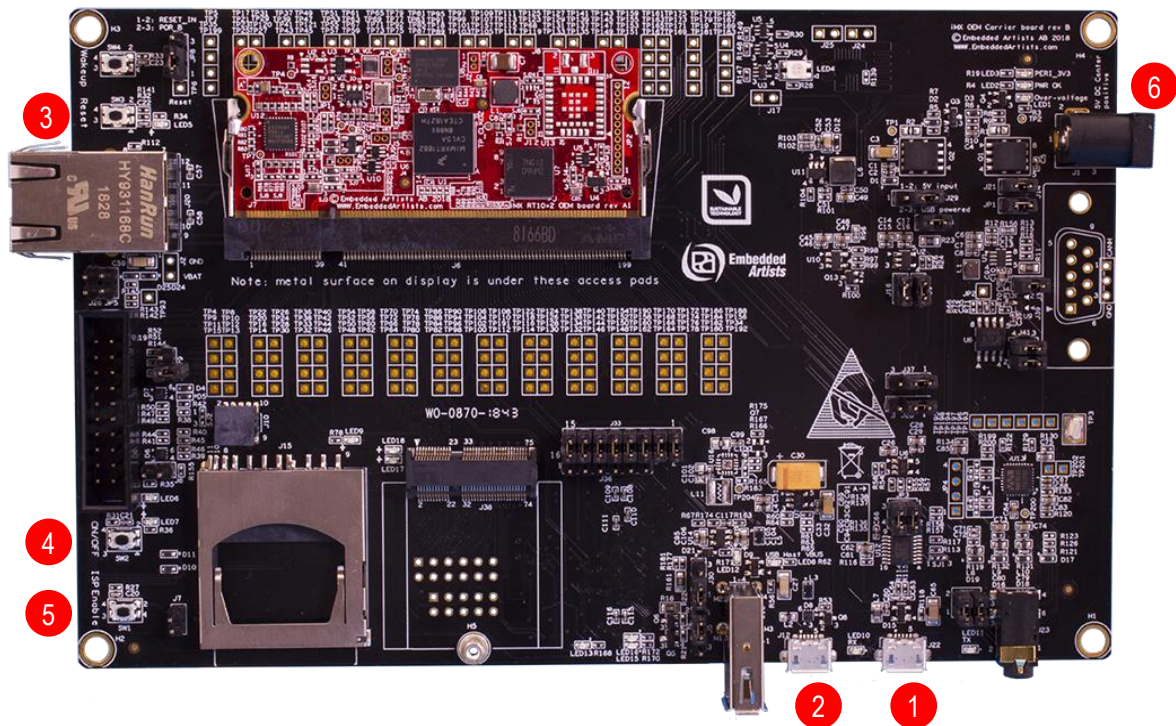


Figure 1 – iMX RT1062 Developer's Kit Top View

1. UART-to-USB bridge - this gives access to the console UART of the i.MX RT1062 MCU. The USB interface can also power the board.
2. USB OTG connector - this USB interface can, together with a PC application, be used to program the flash memory of the *iMX RT1062 OEM board*.
3. Reset push-button - a press will generate a power cycle (in default behavior).
4. ON/OFF push-button - a 5 second press will shut down the main 3.3V supply.
5. ISP Enable push-button - pressing this button while the board power up will place the i.MX RT1062 in ISP mode (typically used for programming the *iMX RT1062 OEM board* flash memory).
6. Alternative power supply input - this is an alternative power supply input, 5V/1A DC, via a 2.1mm power jack. The center position is the positive terminal.

Figure 10 in chapter 4 gives a slightly more detailed presentation of all interfaces and connectors on the board.

Figure 2 below illustrates the bottom side of the iMX OEM Carrier board. A 4.3 inch LCD with capacitive touch panel is mounted there. When developing graphical applications, this side is typically turned up.

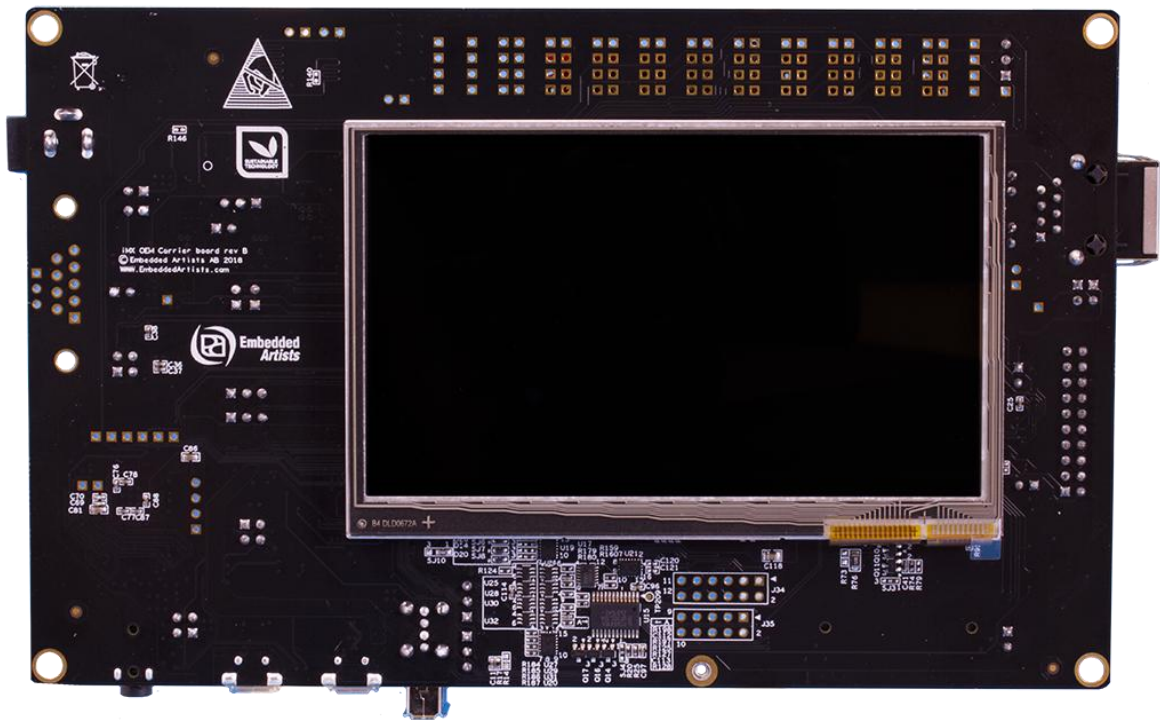


Figure 2 – iMX RT1062 Developer's Kit Bottom View

### 2.3 Connecting - Get Started

Begin by connecting the micro-B USB connector to position 1) in Figure 1 above. Connect the other end of the USB cable to the PC. The pre-loaded demo application will immediately start, showing some graphics on the LCD (on the bottom side). The demo application is described in more detail in section 3.

Meanwhile the PC will typically install drivers automatically for the UART-to-USB bridge that creates a Virtual COM port, if they are not already installed. If you have problems the drivers can be downloaded from the links below:

<http://www.ftdichip.com/Drivers/VCP.htm>

<http://www.ftdichip.com/Support/Documents/InstallGuides.htm>

When the driver has been installed, a new COM port will be listed under "Ports" in the Device Manager as shown in Figure 3. Please note that the actual port number will most likely be different on your computer.

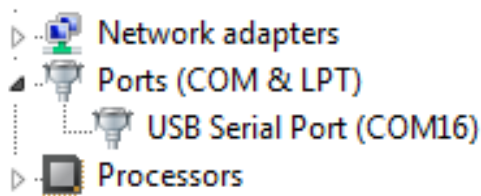


Figure 3 – Virtual COM port shown in device manager

The next step is to open a terminal application and attach it to the Virtual COM port that has just been created. The baud rate should be **115200**.

Some development environments/IDEs have a built-in terminal application that can be used. Sometimes it is better to have a terminal application with more features. For increased flexibility, we



recommend using any of the two alternative terminal applications presented in the following sub-sections.

### 2.3.1 Tera Term Terminal Emulation Application

We recommend that you use **Tera Term** which can be downloaded and installed from either of the links below.

<https://ttssh2.osdn.jp/index.html.en>

<http://sourceforge.jp/projects/ttssh2/releases/>

Launch *Tera Term*. The first time it launches, it will show you the following dialog. Select the serial option. Assuming the USB cable is connected to the *iMX OEM Carrier Board*, there should be a COM port automatically populated in the list.

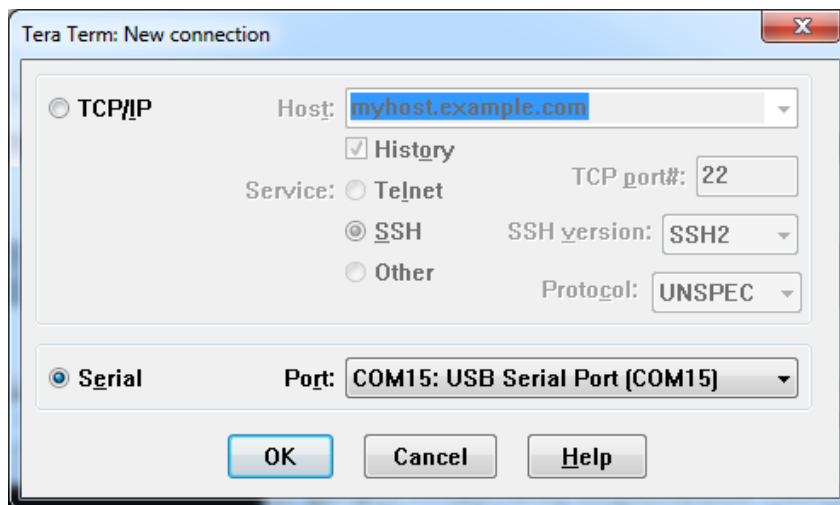


Figure 4 – Tera Term New Connection Window

Configure the serial port settings (using the COM port number identified earlier) to 115200 baud rate, 8 data bits, no parity and 1 stop bit. To do this, go to Setup → Serial Port and change the settings.

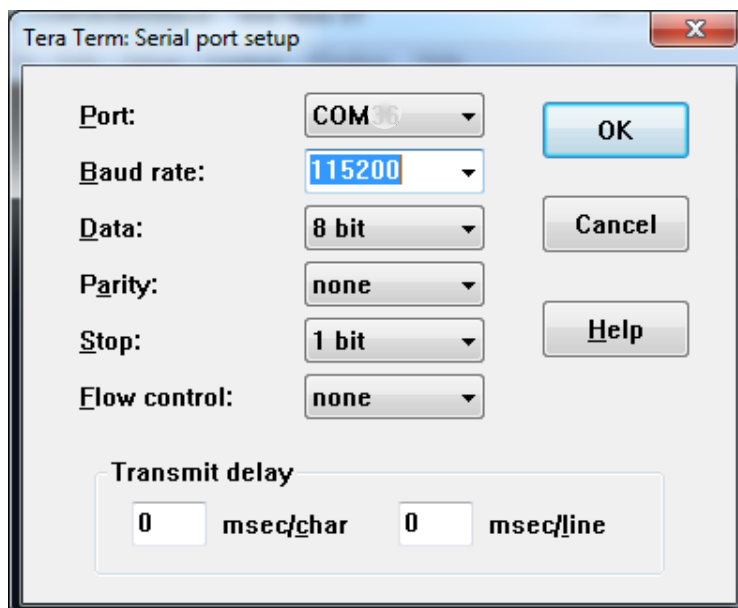


Figure 5 – Tera Term Serial Port Setup

Verify that the connection is open. If connected, *Tera Term* will show something like below in its title bar.

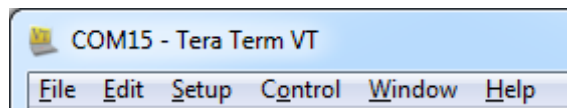


Figure 6 – Tera Term Menu

### 2.3.2 PuTTY terminal emulation application

Alternatively you can use **PuTTY**. It is another commonly used terminal emulation application. PuTTY can be downloaded and installed from the link below.

<http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>

Launch PuTTY by either double clicking on the \*.exe file you downloaded or from the Start menu, depending on the type of download you selected.

In the window that launches, select the Serial radio button and enter the COM port number that you determined earlier. Also enter the baud rate, in this case 115200.

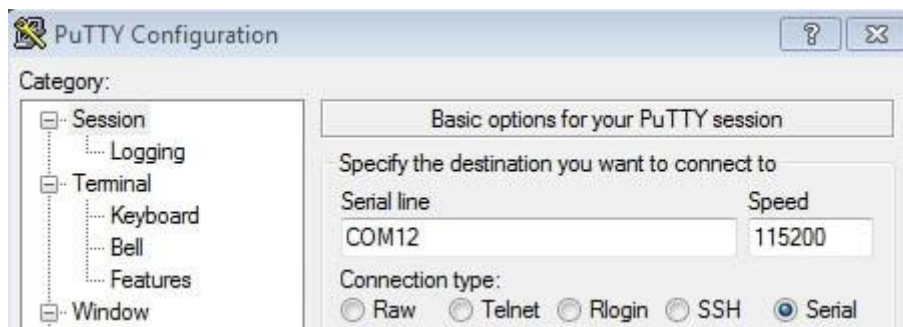


Figure 7 – PuTTY New Session Configuration

Click Open to open the serial connection. Assuming the FTDI cable is connected and you entered the correct COM port, the terminal window will open. If the configuration is not correct, PuTTY will alert you.

## 2.4 Alternative Powering

The board is normally powered from a PC/laptop via the included USB cable (micro-B to A cable) when connected to position 1) in Figure 1 above. This setup will work in most cases. However note that not all PC/laptops can provide the needed current. A powered USB hub can be used in this case or an external power supply.

A separate power supply is always needed in stand-alone situations or when running USB Host application that require powering external USB devices. If USB Host is not used (or used with very low external current consumption), a 5V DC/1 Amp power supply (5W) is all what is needed. If USB Host is used with high external current consumption a 5V DC/2-2.5 Amp power supply (10-12.5W) is needed. A 2.1mm standard power plug is used to interface the board. Center position is the positive terminal.

It is possible to have both the USB cable and external powering connected to the board at the same time but only one of them will be used at any time. Powering selector, J29, selects either +5V DC powering via J1 or USB powering via J22. See Figure 8 below where to locate J29.

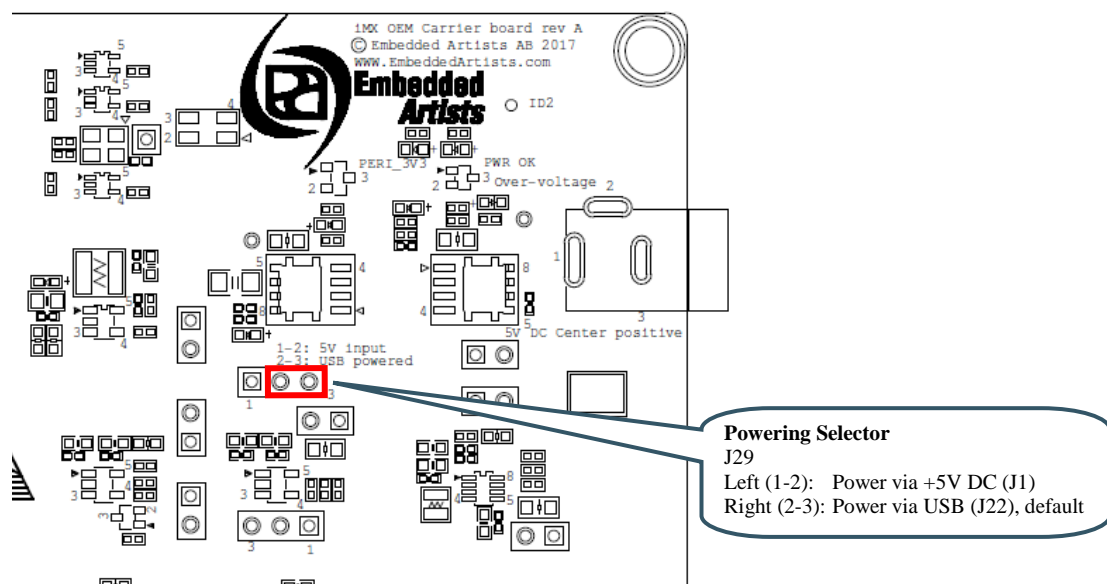


Figure 8 – Location of Powering Selector, J29

## 2.5 ESD Precaution

Please note that the *iMX RT1062 OEM Board* and *iMX OEM Carrier Board* come without any case/box and all components are exposed for finger touches – and therefore extra attention must be paid to ESD (electrostatic discharge) precaution.

***Make it a habit always to first touch the metal surface of one of the USB, SD or Ethernet connectors for a few seconds with both hands before touching any other parts of the boards.*** That way, you will have the same potential as the board and therefore minimize the risk for ESD.



Never touch directly on the *iMX RT1062 OEM Board* and in general as little as possible on the *iMX OEM Carrier Board*. The push-buttons on the *iMX OEM Carrier Board* have grounded shields to minimize the effect of ESD.

**Note that Embedded Artists does not replace boards that have been damaged by ESD.**

## 2.6 General Handling Care

Handle the *iMX RT1062 OEM Board* and *iMX OEM Carrier Board* with care. The boards are not mounted in a protective case/box and are not designed for rough physical handling. Connectors can wear out after excessive use. The *iMX OEM Carrier Board* is designed for prototyping use, and not for integration into an end-product.

For boards with LCD, do not exercise excessive pressure on the LCD glass area. That will damage the display. Also, do not apply pressure on the flex cables connecting the LCD/touch screen. These are relatively sensitive and can be damaged if too much pressure is applied to them.

**Note that Embedded Artists does not replace boards where the LCD has been improperly handled.**

## 2.7 Handling SO-DIMM Boards

See picture below for instructions about how to mount/remove the *OEM Board* in the SODIMM connector of the *iMX OEM Carrier Board*.

To install the *OEM Board*, align it to the socket (1). Push the board gently, and with even force between the board edges, fully into the socket (2). Then push the board down in a rotating move (3) until it snaps into place (4). The *OEM Board* shall lie flat and parallel to the base board.

To remove the *OEM Board*, spread the two arms of the SO-DIMM socket apart slightly. The board will pop up (5). Gently rise the board in a rotating move (6) and then extract the board from the socket (7). Apply even force between board edges when removing so that the board is removed parallel to the locking arms.

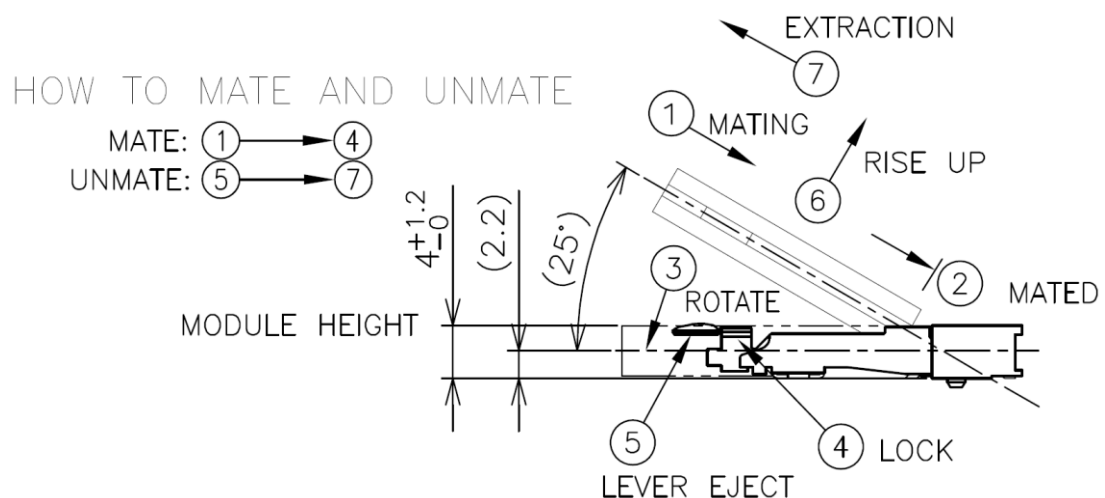


Figure 9 – Instructions how to Mount/Remove the an OEM Board

Do not forget to follow standard ESD precaution routines when mounting/removing the *OEM Board*. Most signals exposed on the 200 edge contact fingers on the SO-DIMM board are unprotected. Maintain the same electrical potential of the *OEM Board* (to be mounted) and the base board. Do not touch the *OEM Board* edge connectors. Handle the *OEM Board* only by the three other edges. Also, do not touch the components on the board.

## 2.8 OTP Fuse Programming

The i.MX RT1062 MCU has on-chip OTP fuses that can be programmed, see NXP documents *IMXRT1060CEC*, *i.MX RT1060 Crossover Processors for Consumer Products - Data Sheet* and *IMXRT1060RM*, *i.MX RT1060 Processor Reference Manual* for details. Once programmed, there is no possibility to reprogram them.

*iMX RT1062 OEM Boards* are delivered without any OTP fuse programming. It is completely up to the OEM board user to decide if OTP fuses shall be programmed and in that case, which ones.

**Note that Embedded Artists does not replace iMX RT1062 OEM Boards because of wrong OTP programming. It's the user's responsibility to be absolutely certain before OTP programming and not to program the fuses by accident.**

## 2.9 CE Assessment

The *iMX RT1062 Developers Kit* (consisting of the *iMX RT1062 OEM Board* and *iMX OEM Carrier Board*) is CE marked. See separate *CE Declaration of Conformity* document.

The *iMX RT1062 Developers Kit* is a class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

EMC emission test has been performed on the *iMX RT1062 Developers Kit*. Standard interfaces like Ethernet, USB, serial have been in use. General expansion connectors where internal signals are made available (for example processor pins) have been left unconnected. Connecting other devices to the product via the general expansion connectors may alter EMC emission. It is the user's responsibility to make sure EMC emission limits are not exceeded when connecting other devices to the general expansion connectors of the *iMX RT1062 Developers Kit*.

Due to the nature of the *iMX RT1062 Developers Kit* – an evaluation board not for integration into an end-product – fast transient immunity tests and conducted radio-frequency immunity tests have not been executed. Externally connected cables are assumed to be less than 3 meters. The general expansion connectors where internal signals are made available do not have any other ESD protection than from the chip themselves. Observe ESD precaution.

Note that the *iMX RT1062 OEM board* is classified as a component and is hence not CE marked separately. It can perform different functions in different integrations and it does not have a direct function. It is therefore not in the scope of the CE Directive. An end product, where an *OEM Board* is integration into, is however very likely to need CE marking.

## 2.10 Further Information

The following NXP documents are important reference documents and should be consulted for functional details:

- IMXRT1060CEC, i.MX RT1060 Crossover Processors for Consumer Products - Data Sheet, latest revision
- IMXRT1060IEC, i.MX RT1060 Crossover Processors for Industrial Products - Data Sheet, latest revision
- IMXRT1060RM, i.MX RT1060 Processor Reference Manual, latest revision
- IMXRT1060CE, Chip Errata for the i.MX RT1060, latest revision  
**Note:** It is the user's responsibility to make sure all errata published by the manufacturer are taken note of. The manufacturer's advice should be followed.
- AN12245, Power consumption and measurement of i.MXRT1060, latest revision
- AN12253, i.MXRT1060 Product Lifetime Usage Estimates, latest revision

### 3 Demo Application

The *iMX RT1062 Developer's Kit* comes pre-loaded with a demo application. If the demo application is missing or over-written by another application, follow the guidelines for how to download a program in the document *iMX RT1062 Developer's Kit Program Development Guide*. A pre-compiled binary file is available on the support site. It can be downloaded with the Mfgtool application.

The demo application demonstrates some features of the *iMX RT1062 Developer's Kit* (note that early versions of the Demo application might not support all tests/demos - make sure the latest version is downloaded if the demo application shall be used to verify correct operation of the different interfaces):

- A picture is displayed on the LCD.
- The capacitive touch panel (on the LCD) writes small black dots (one pixel in size) whenever a touch event is detected. Detected coordinates are also printed in the console.
- An audible tone is sent to the headphone interface.
- It is possible to Ping the Ethernet interface. The IP address is hard coded to 192.168.6.231. Received ping requests from a pc are printed on the console. After 5 received pings it stops writing received pings.
- USB Host, via the USB Host connector J13. It is possible to insert a Mass-storage Device (MSC), i.e., USB memory stick, that is detected.
- USB Device, via the USB OTG connector J12. When connected to a Windows PC, the USB interface behaves like a mouse and move the cursor in a square patter.
- It is possible to insert a SD memory card that is detected.
- Presses on WAKE and ISP Enable push buttons are detected
- UART and USB-to-UART bridge; a message is printed on the UART. It will look something like this (date and version number will likely be different):

```
*****
*
* Demo Application for the iMX RT1062 Developer's Kit *
* (C) Embedded Artists AB 2018 *
*
*
*      Thank you for buying Embedded Artists' *
*      iMX RT1062 Developer's Kit *
*
*      ... and congratulations on your choice *
*      of microcontroller! *
*
*****
Version: <ver>, (build <date>)
```



## 4 iMX OEM Carrier Board Design

This chapter contains information about the peripherals and general design of the *iMX OEM Carrier Board* and how to set the different jumpers on the board. The schematic can be downloaded in pdf format from the support page, and is recommended to have printed out while reading this chapter.

Section naming begins with *SPx*, which is short for *Schematic Page x*.

The picture below gives an overview of the *iMX OEM Carrier Board* design.

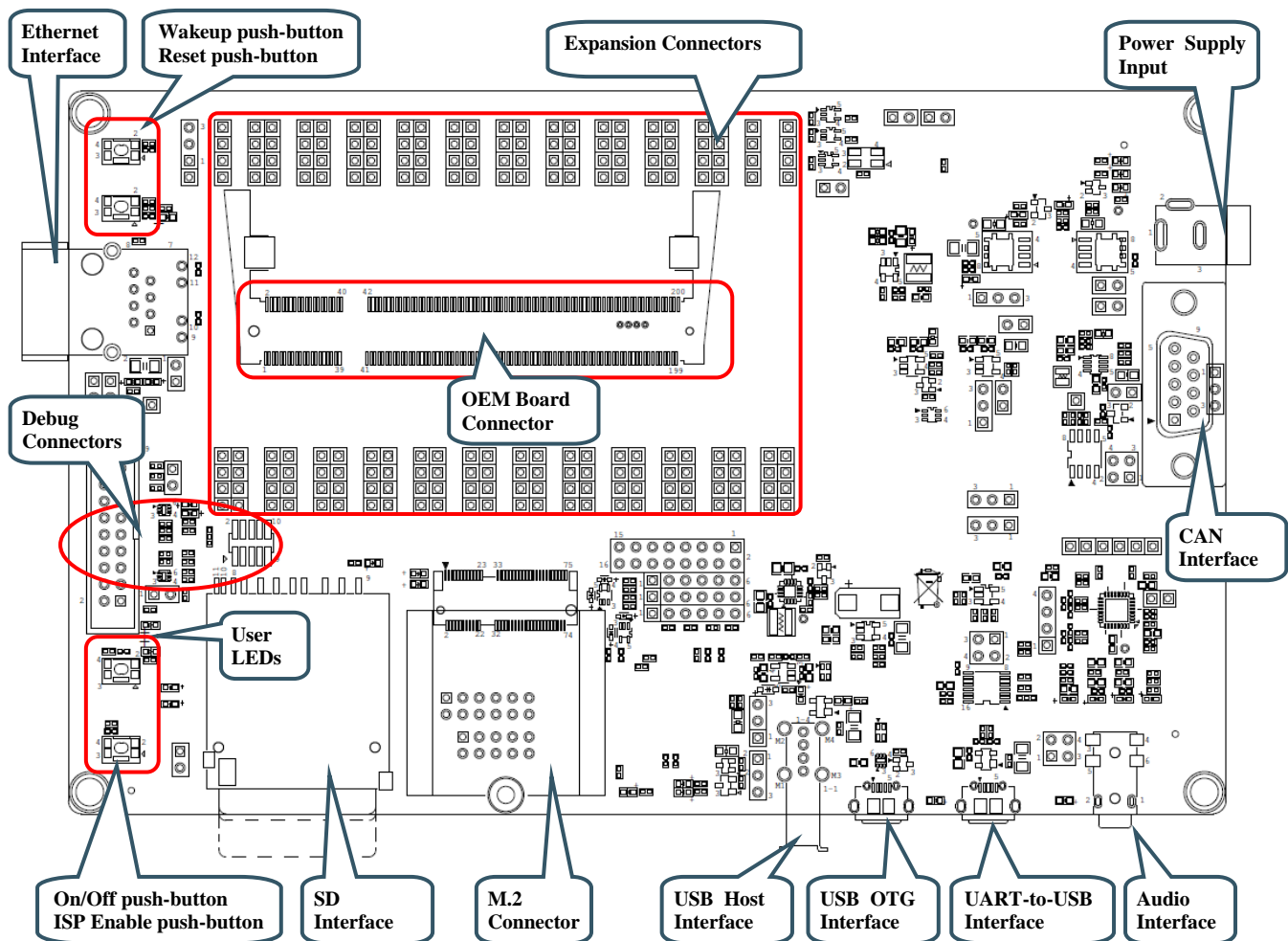


Figure 10 – iMX OEM Carrier Board, rev B1, Overview

### 4.1 Modifications to iMX OEM Carrier Board

The *iMX OEM Carrier Board* has been designed to be flexible. Most options can be controlled via jumpers but some options might need soldering.

**Note that modifications to the board are done at own risk and void all warranties.**

## 4.2 SP2a: Power Supplies

The power supply structure on the *iMX OEM Carrier board* is straight forward. There are two powering sources, selected via J29:

1. +5V DC via power jack (J1). 2.1mm inner diameter, 5.5mm outer diameter, center pin positive. This input has reverse polarity and over-voltage protection.
  - This powering source is always needed in stand-alone situations or when running USB Host application that require powering external USB devices. If USB Host is not used (or used with very low external current consumption), a 5V DC/1 Amp power supply (5W) is all what is needed. If USB Host is used with high external current consumption a 5V DC/2-2.5 Amp power supply (10-12.5W) is needed.
2. USB powering via the UART-to-USB Bridge connector (J22).
  - The board is normally powered from a PC/laptop via the included USB cable (micro-B to A cable) when connected to J22 (position 1) in Figure 1). This setup will work in most cases. However note that not all PC/laptops can provide the needed current. A powered USB hub or an external power supply can be used in this case.

It is possible to have both the USB cable and external powering connected to the board at the same time but only one of them will be used at any time. Powering selector, J29, selects either of the two powering sources. See Figure 12 below where to locate J29.

The picture below is principal schematic of the powering structure of the *iMX OEM Carrier board*.

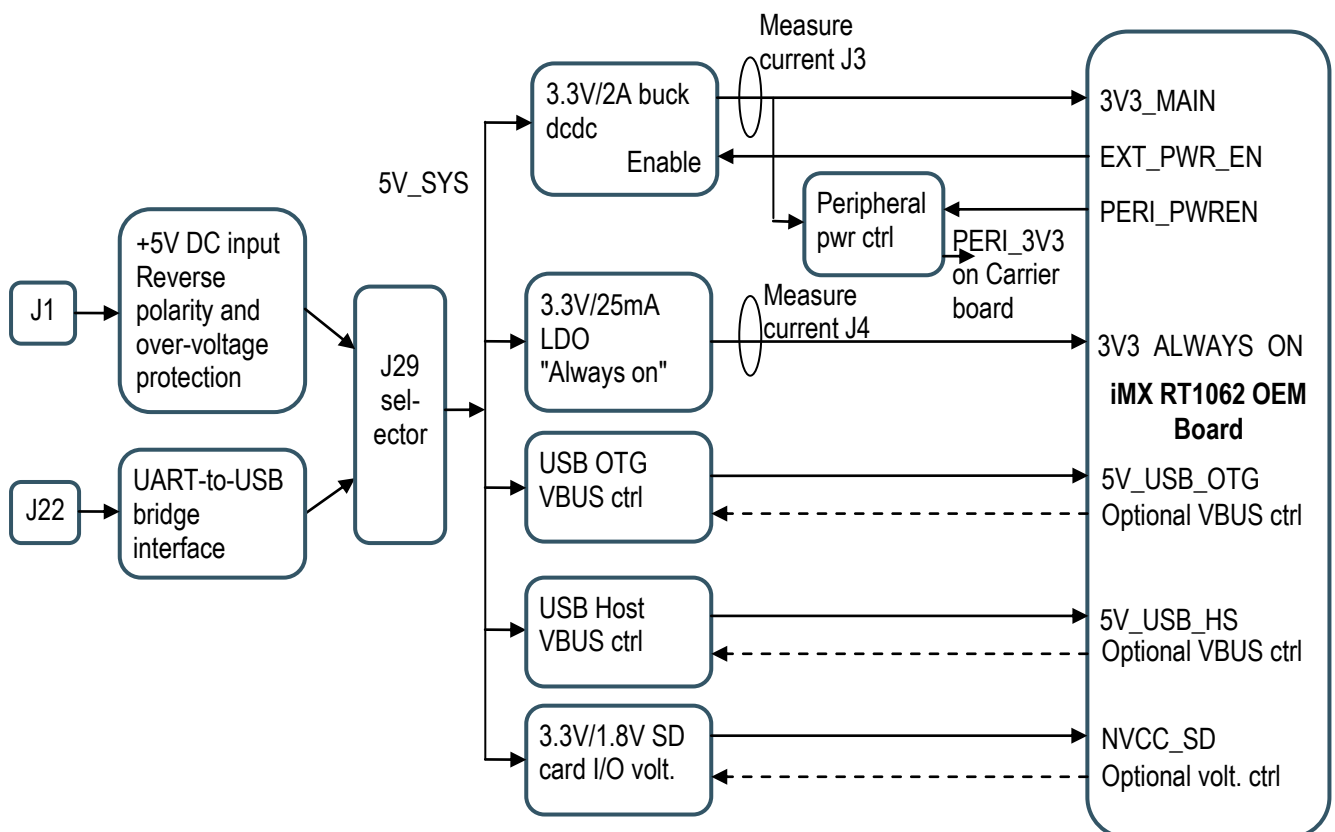


Figure 11 – Principal Powering Schematic

There are two voltage regulators:

- 3.3V/2A that is the main supply voltage for both the *iMX RT1062 OEM board* and the *iMX OEM Carrier board*.  
This is a buck dc/dc regulator to minimize power dissipation. The regulator can be switched on/off by control signal EXT\_PWR\_EN.
- 3.3V/25mA that is the secondary supply voltage that is "always on". It powers the VDD\_SNVS\_IN supply input on the i.MX RT1062. Current consumption is typically very low on this supply. This is a linear regulator.

The picture below illustrates the location of relevant jumpers and LEDs.

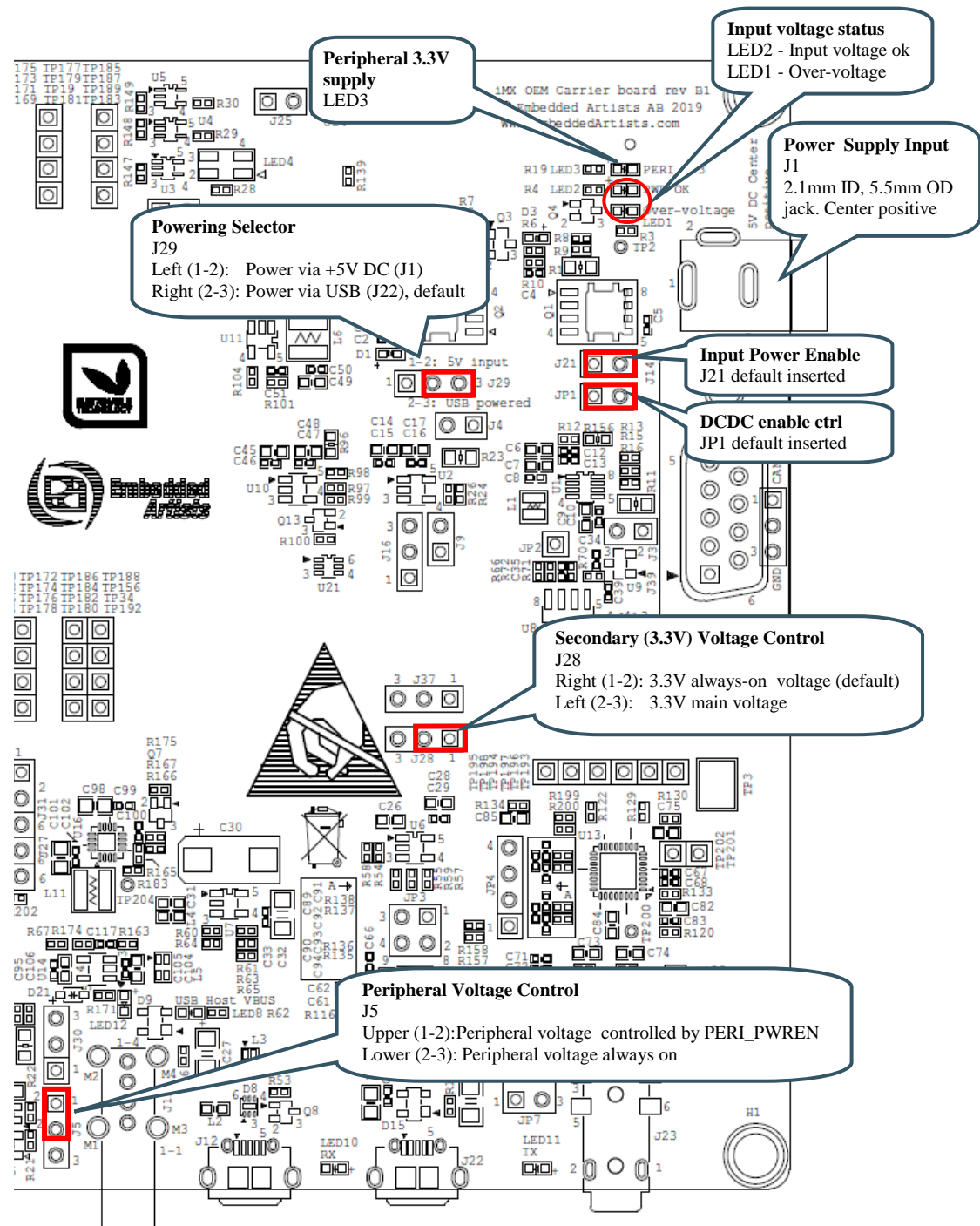


Figure 12 – Location of Power Supply Connectors and Jumpers

### 4.3 SP2b: Current Measurement

It is possible to measure both the main and secondary supply currents on the *iMX OEM Carrier board*.

- J3 allows measuring the main 3.3V supply by measuring the voltage drop over a 100 milliohm resistor.
- J4 allows measuring the secondary 3.3V supply by measuring the voltage drop over a 500 milliohm resistor.

200 milliampere over a 100/500 milliohm resistor will give a 20/100 mV drop. A current sense series resistor is a trade-off between keeping the sense voltage high enough (in all operating conditions) while keeping the voltage drop low (in the highest current consumption). Insert the short circuit jumpers in J3 and J4, respectively, to remove the effect of the current sense resistors voltage drop.

It is possible to replace the series resistors with more suitable values for your specific application. The arrows indicate the current flow direction.

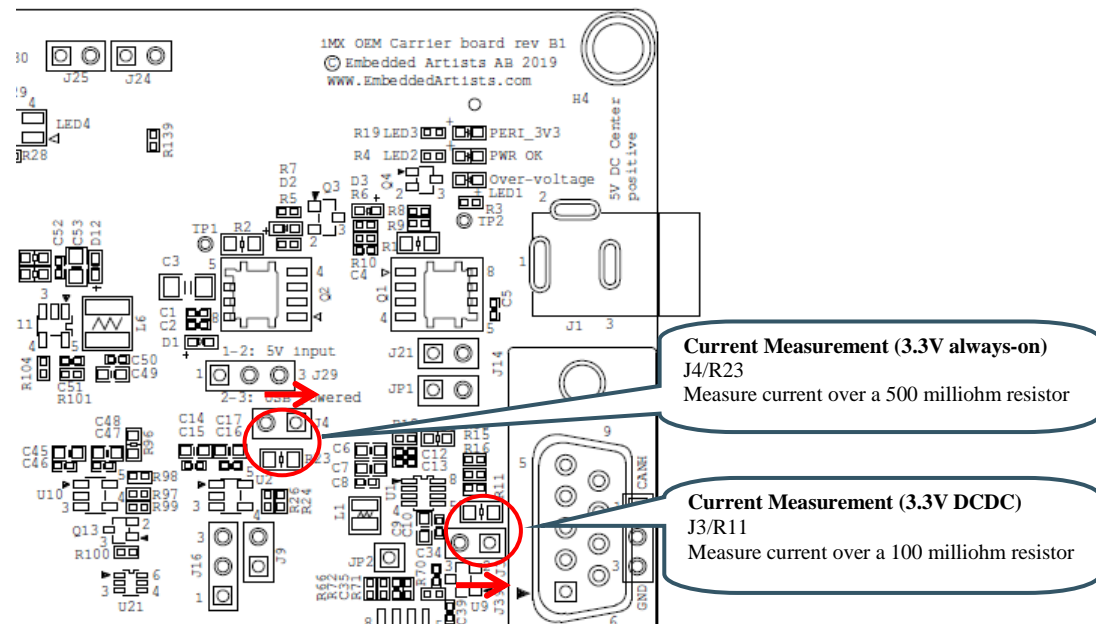


Figure 13 – Location of Current Measurement Connectors J3 and J4

Note that the main 3.3V supply powers both the *iMX RT1062 OEM board* and peripherals on the *iMX OEM Carrier board*, like LCD, SD interface, Audio codec, CAN interface, LEDs, etc. For better discrimination and resolution of current measurement, it is possible to measure currents on the *iMX RT1062 OEM board* also. The following detailed measurements of currents on the *iMX RT1062 OEM board* can be done:

- J1 allows measuring the 3.3V supply to DCDC\_IN by measuring the voltage drop over a 20 milliohm resistor.
- J2 allows measuring the VDD\_SOC\_IN core current by measuring the voltage drop over a 20 milliohm resistor.
- J3 allows measuring the 3.3V supply to VDD\_HIGH\_IN by measuring the voltage drop over a 20 milliohm resistor.
- J4 allows measuring the VBAT current to VDD\_SNVS\_IN by measuring the voltage drop over a 1 ohm resistor.
- J5 allows measuring the 3.3V supply to VDD\_ADC\_3P3 by measuring the voltage drop over a 20 milliohm resistor.

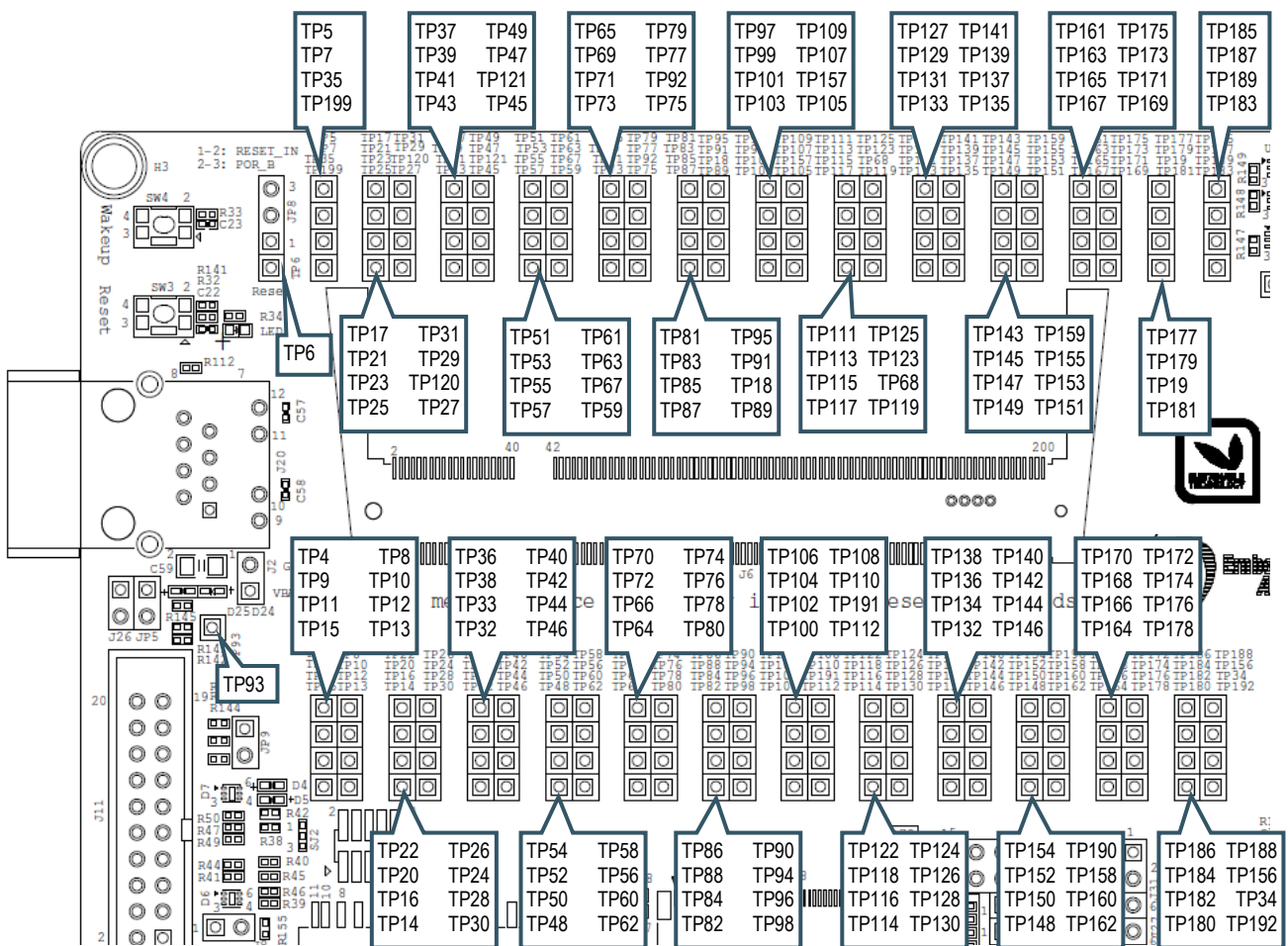


#### 4.5 SP3-SP4: OEM Board Connector (SODIMM) and Access Pads

The *iMX RT1062 OEM board* connector is a standard DDR2 SO-DIMM socket with 200 positions and 0.6mm pitch. It has 1.8V keying (which is what DDR2 stands for). The JEDEC standard defining the DDR2 SODIMM boards is called JEDEC MO-224.

All relevant OEM board signals are available to access via the pads that are located in a 100 mil grid pattern around the SODIMM connector, J1. The access pads are located close to the SO-DIMM connectors in order to minimize track lengths.

Note that some *iMX OEM Carrier board* circuits may need to be disconnected before used externally. Carefully investigate the need for this before using a signal for external expansion.





#### 4.6 SP5: Push-buttons and LEDs

There are four push-buttons, as presented in the picture below. The reset push-button, SW3, can be configured to control one of two different signals via JP8.

- Jumper in 1-2 position on JP8, controls signal RESET\_IN, which results in a complete power cycle of main 3.3V power supply. This is the default jumper position.
- Jumper in 2-3 position on JP8, controls signal POR\_B, which results in a so called warm reset of the i.MX RT1062 MCU.

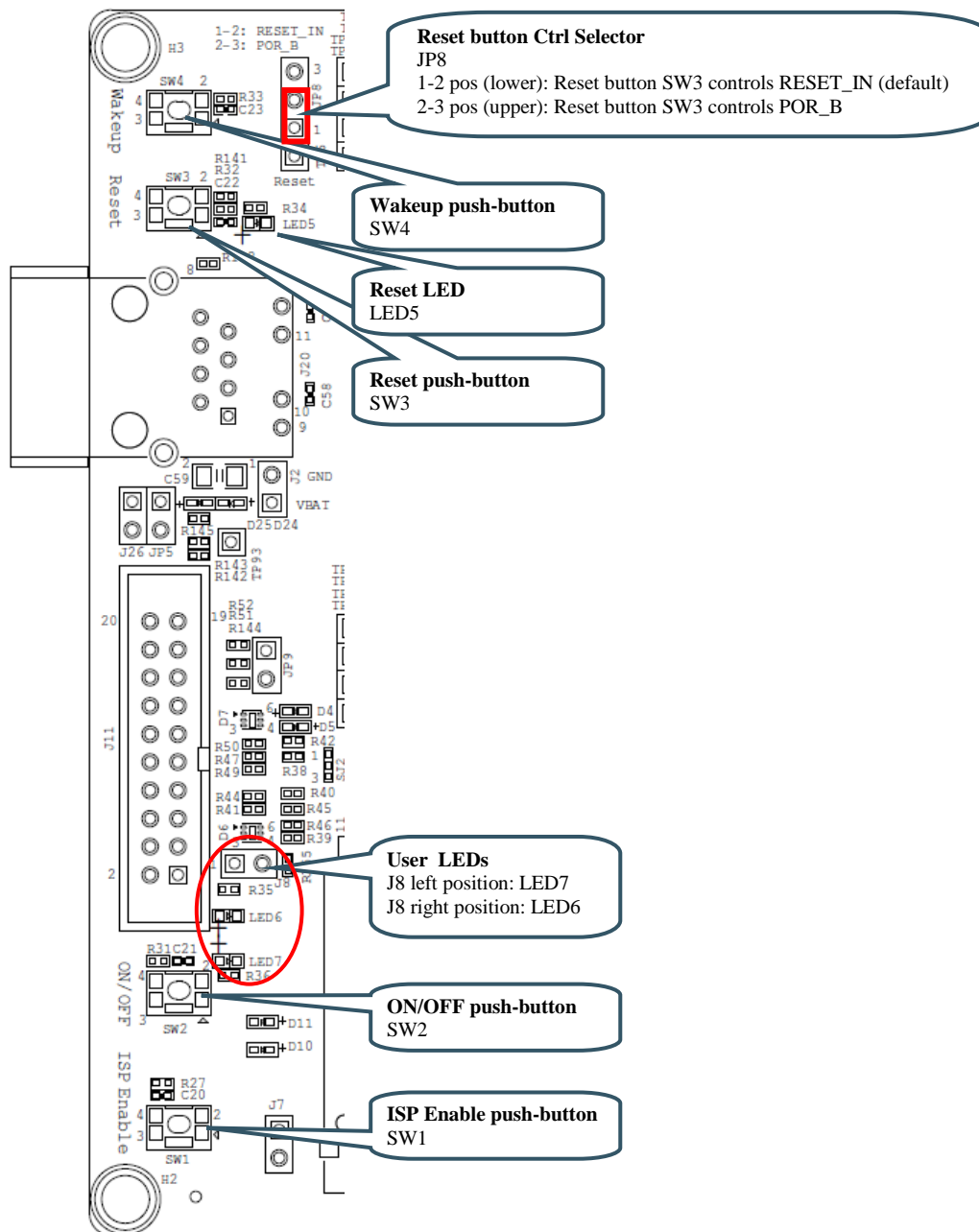


Figure 17 – Location of Push-buttons and User LEDs

There are two LEDs that are not connected by default to specific signals. Via jumpers to J8 any signal that is available on the access pads described in section 4.5 can be used to control the LEDs.

There is also jumper to allow a specific signal (GPIO\_B1\_13) to control the watchdog input signal, WDOG\_B. This jumper is inserted by default.

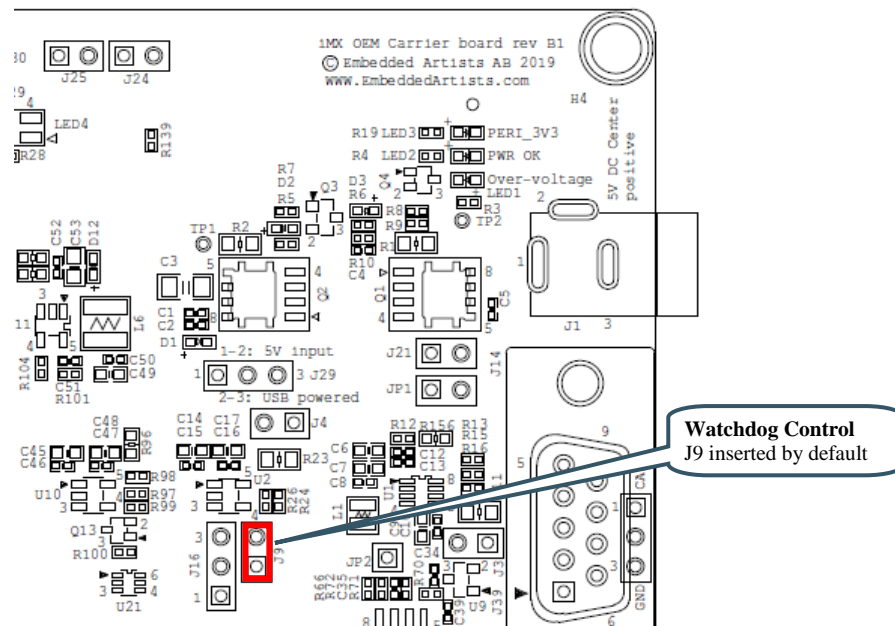


Figure 18 –Location of Watchdog Control Jumper, J9

## 4.7 SP6: Debug Interfaces

There are two debug interface connectors available:

- J10 – this is a Cortex Debug connector. It is a 2x5 pos, 50 mil pitch connector without a shroud. Be careful when inserting the debug probe cable. Position 1 is specifically marked on the PCB silkscreen. It is located in the lower right corner, see Figure 19 below. The connector supports both the SWD and JTAG interfaces.
- J11 – this is an ARM Debug connector. It is a 2x10 pos, 100 mil pitch connector with shroud.

Both connector are defined and supports both the SWD and JTAG type of debug interfaces.

Note that in order to enable the JTAG/SWD interface on the i.MX RT1062, JP5 shall **not** be shorted/inserted. This jumper is for future enhancement and other MCUs.

Some debug probes allow control of pin 7 on J10 (pin 11 on J11) to force the target processor (i.MX RT, in this case) into ISP mode. Short JP9 if the debug probe supports this feature.

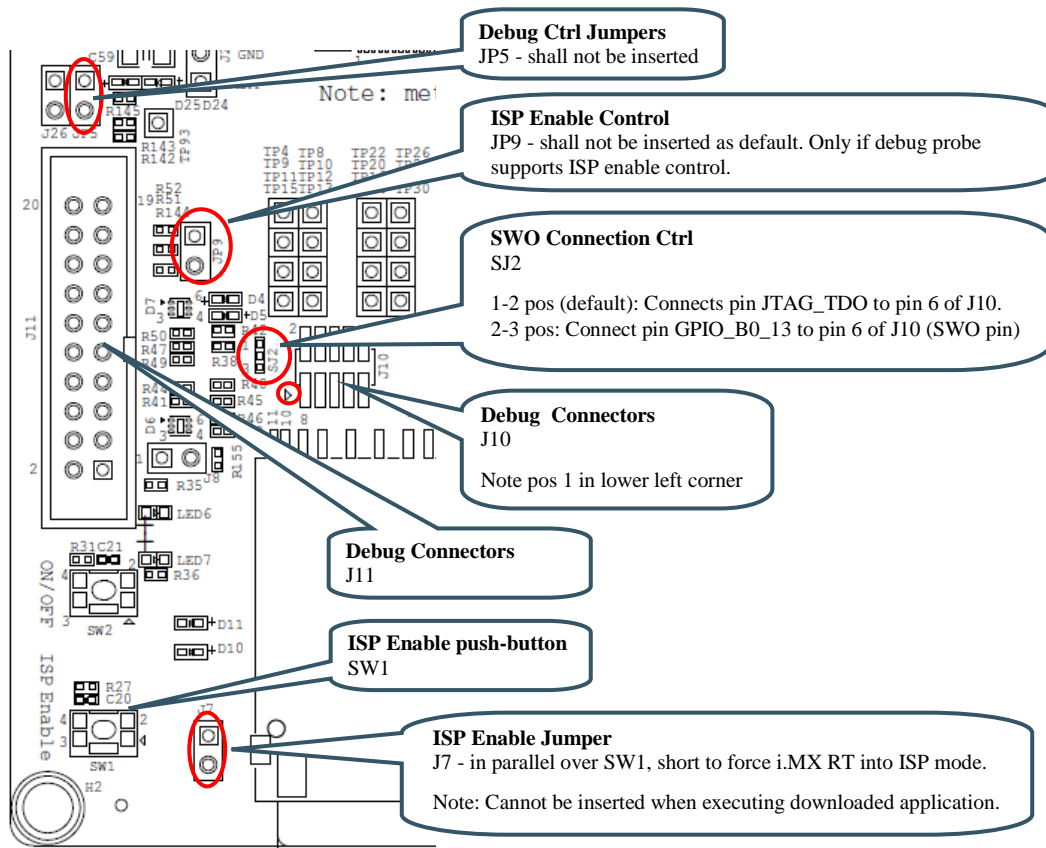


Figure 19 – Debug Interfaces and ISP Enable Control

Note that due to the powering sequencing requirements on i.MX RT family, the debug probe I/O voltage **MUST** follow the i.MX RT I/O voltage.

The debug adapter must not drive any output higher than the Vcc/Vref voltage (and if that voltage is zero, then the debug adapter must not drive any output signal). Vcc/Vref is pin 1 on both J10 and J11.

Make sure the debug probe does not have a fixed output voltage, but rather follow Vcc/Vref. If using LPC-Link2 as debug interface, make sure there is **NO** jumper inserted in JP2 (on the LPC-Link2).

### Note about SWO trace:

Note that the i.MX RT1062 MCU does not connect the SWO trace output signal on JTAG\_TDO, which would be the normal (since JTAG\_TDO connect to the Cortex debug connector where SWO is defined to be connected). Instead pin GPIO\_B0\_13-BOOT\_CFG2[1]-LCDIF\_D9 carries the SWO output as pin multiplexing alternative 2.

If you need to use SWO trace, the solution is to connect position 2-3 of SJ2. Alternatively connect TP15 (JTAG\_TDO) and TP83 (GPIO\_B0\_13-BOOT\_CFG2[1]-LCDIF\_D9) with a wire. See Figure 16 to locate these two access pads.

Also, the SWO pin must be initialized correctly in file: `pin_mux.c`

Add the define below and add the call to `IOMUXC_SetPinMux()` and `IOMUXC_SetPinConfig()` in function `BOARD_InitPins()`, as outlined below.

```
#define IOMUXC_GPIO_B0_13_SWO 0x401F8170U, 0x2U, 0, 0, 0x401F8360U

void BOARD_InitPins(void) {
    ...
    /* GPIO_B0_13 is configured as SWO (ALT2)
       Sw Input On Field: Input Path is determined by functionality */
    IOMUXC_SetPinMux(
        IOMUXC_GPIO_B0_13_SWO,
        0U);

    /* GPIO_B0_13 PAD functional properties :
       Slew Rate Field: Fast Slew Rate
       Drive Strength Field: R0/6
       Speed Field: max(200MHz)
       Open Drain Enable Field: Open Drain Disabled
       Pull / Keep Enable Field: Pull/Keeper Enabled
       Pull / Keep Select Field: Keeper
       Pull Up / Down Config. Field: 100K Ohm Pull Down
       Hyst. Enable Field: Hysteresis Disabled */
    IOMUXC_SetPinConfig(
        IOMUXC_GPIO_B0_13_SWO,
        0x10F1u);
    ...
}
```



#### 4.9 SP8: CAN

There is one CAN interface on the board. It is connected to FLEXCAN2 and CANFD of the i.MX RT1062 (these two peripherals share the same pins vis pin multiplexing - only one can be active at the same time). The interface has on-board ESD protection via U9. See picture below for locating relevant components.

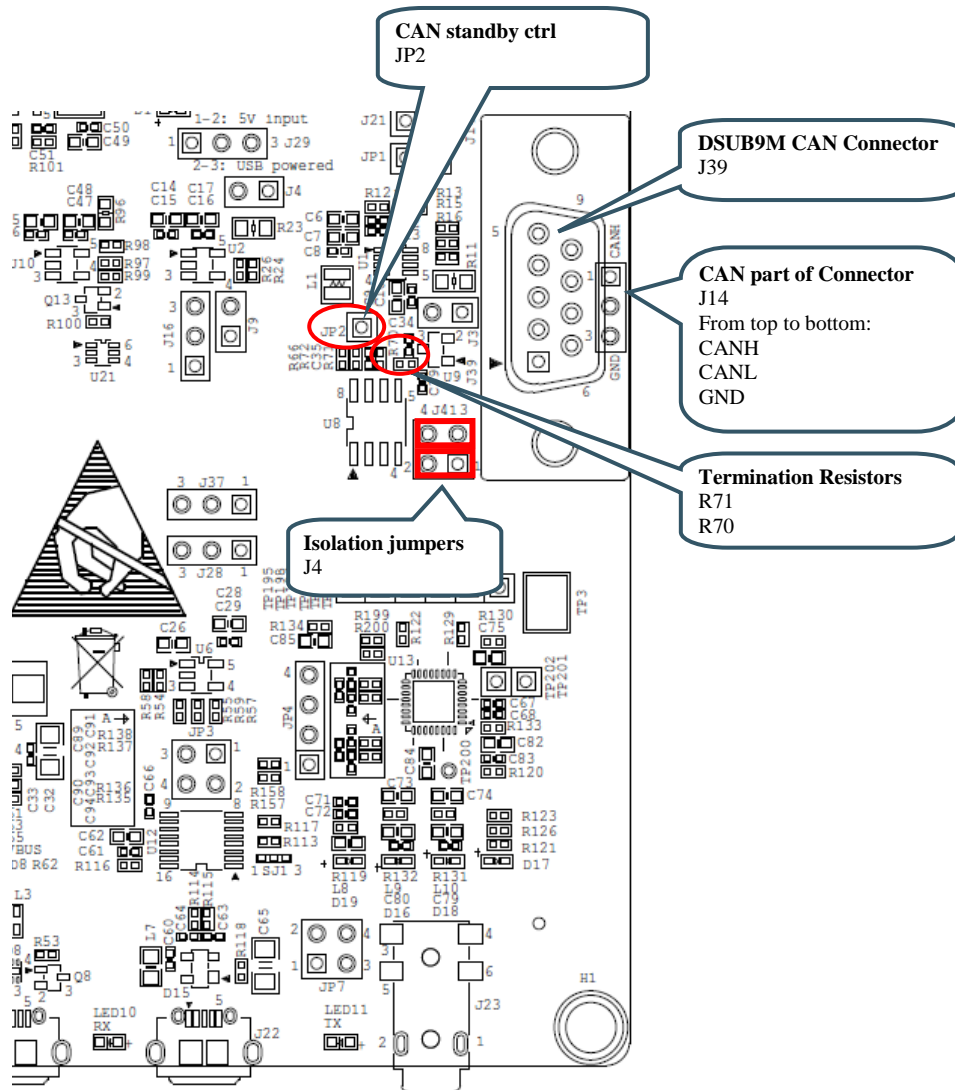


Figure 21 – CAN Interface



#### 4.10 SP9: SDIO Bus and SD Memory Card Interface

There is a SD memory card interface with SD card connector J15. The associated power switch is controlled by GPIO\_AD\_B0\_05. This signal is active high (high = power to SD card). SJ3 should always be in 1-2 position (because in 2-3 position, boot control is affected). Additionally, signal POR\_B will power cycle the SD memory card. There is visual indication via LED9 that the memory card is powered.

Note that the SD memory card connector, J15, and the M.2 connector; J38, both are connected to the SDIO bus. **Only one interface at a time can be used.**

It is possible to disconnect the SD memory card connector, J15, from the SDIO bus by removing isolation resistors R86-R91. This is typically not needed except when running the M.2 interface at very high SDIO bus frequencies. R86-R91 are found on the bottom side under the LCD. Due to their location they are not easy to remove.

The SDIO bus interface I/O voltage can be either 3.3V or 1.8V. Jumper J16 controls this:

- J16, pos 1-2 shorted (**default**)  
SDIO bus interface I/O voltage is controlled by GPIO\_B1\_14 (high = 1.8V and low = 3.3V), but is forced to 1.8V if an M.2 Module is inserted in J38.
- J16, pos 2-3 shorted  
SDIO bus interface I/O voltage is forced to 1.8V.
- J16, open  
SDIO bus interface I/O voltage is forced to 3.3V.

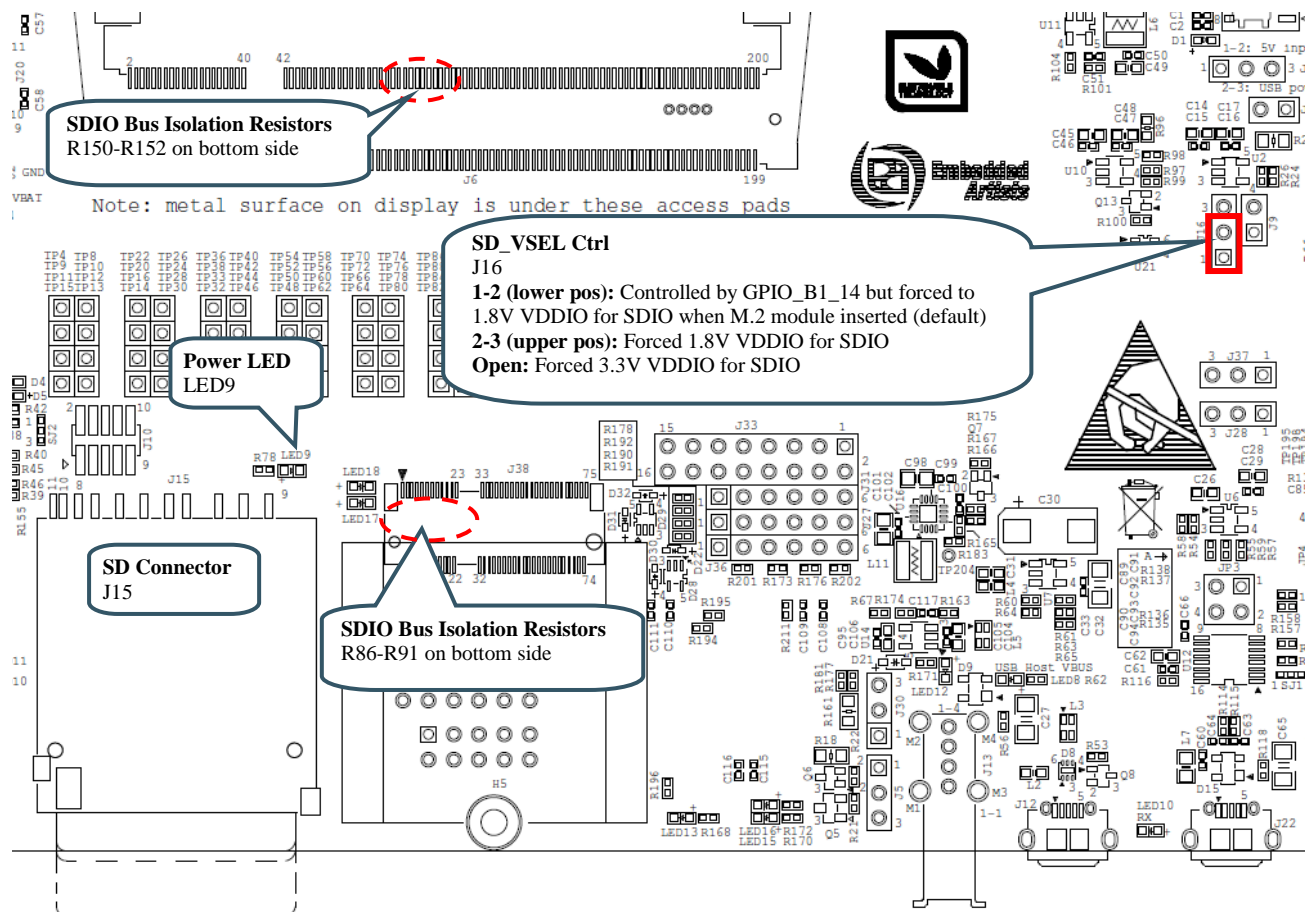


Figure 22 – SD Memory Card Interface

Due to signal integrity of the high-speed signals, three signals are not available per default at the TPx access pads described in section 4.5 . The stubs to the access pads are removed from the tracks by not having R150, R151 and R152 not mounted. The affected signals are:

GPIO\_SD\_B0\_01 - mount R150 to access the signal via TP69  
 GPIO\_SD\_B0\_03 - mount R151 to access the signal via TP73  
 GPIO\_SD\_B0\_05 - mount R152 to access the signal via TP75

R150-R152 can be found on the bottom side, just under the middle of the SODIMM connector and under the LCD. R150-R152 are 0 ohm 0402 resistors.

#### 4.11 SP10: LCD Interface

There is a 4.3 inch LCD with capacitive touch panel and 480x272 pixel resolution that is mounted on the bottom side. The 40 position FPC connector (J18) to the LCD has a relatively common pinning that will match many other LCDs. Since all relevant signals of the parallel RGB interface are available on the connector it can be used as a general display expansion connector - with the help of a small custom adapter board (to the display in mind).

The parallel RGB interface of the i.MX RT1062 is configured to 16-bit color depth (5 bits for red, 6 bits for green and 5 bits for blue).

Communication with the capacitive touch panel controller is done via I2C and two GPIOs, one for reset and one for interrupt.

There is a backlight current generator that is set to 40mA. It can optionally be controlled with a PWM signal to dim the backlight.

#### 4.12 SP11: Ethernet Interface

The board has an Ethernet interface, J20, which is a RJ45 connector with integrated magnetics. See picture below for where to find the location of J20.

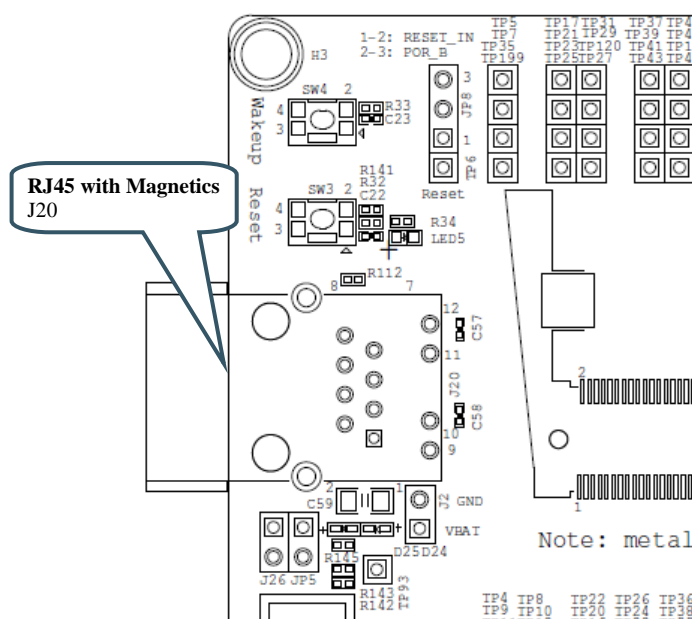


Figure 23 – Location of Ethernet Interface, J20

### 4.13 SP12: UART-to-USB Bridge

The UART-to-USB bridge chip (FT230XS-R from FTDI) on the *iMX OEM Carrier Board* connects to UART channel #1 on the i.MX RT1062. It exists to simplify connection to a PC because serial ports are not so common any more, especially not on laptops. The USB port also offers the possibility to power the board.

It is possible to disconnect the UART-to-USB bridge chip from UART channel #1 via JP3, for example if the UART needs to be connected to another device.

There are two LEDs, transmit from the board (LED11) and receive to the board (LED10), that signal communication activity.

See picture below for locating relevant components.

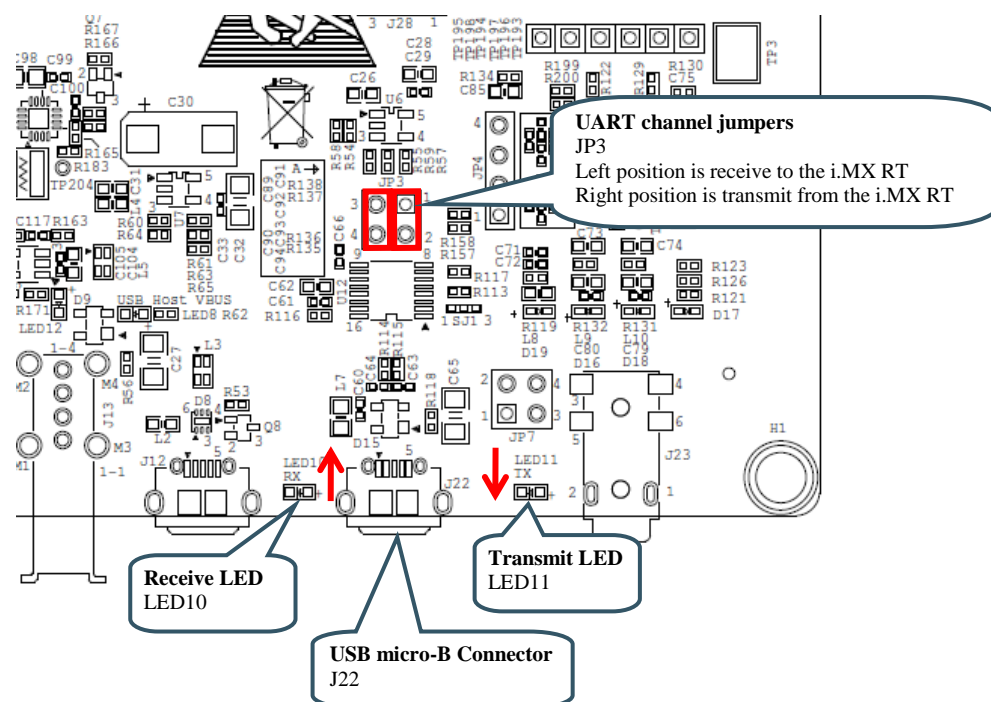


Figure 24 – UART-to-USB Bridge

#### 4.14 SP13: Audio Codec

The board contains an audio codec based on WM8960. The codec is controlled via I2C and audio data is transferred over the SAI bus with the I2S format.

The audio codec provides a mono microphone input, a stereo headphone output and an optional speaker output (via JP4).

The audio interface is via a 3.5 mm audio jack (J23) with four conductors (TRRS) supporting stereo sound and a microphone input. There are two types of signal allocation on the 3.5mm headphone connector. Location of ground and the microphone input signal differs. JP7 makes it possible to msockest

See picture below for locating relevant components.

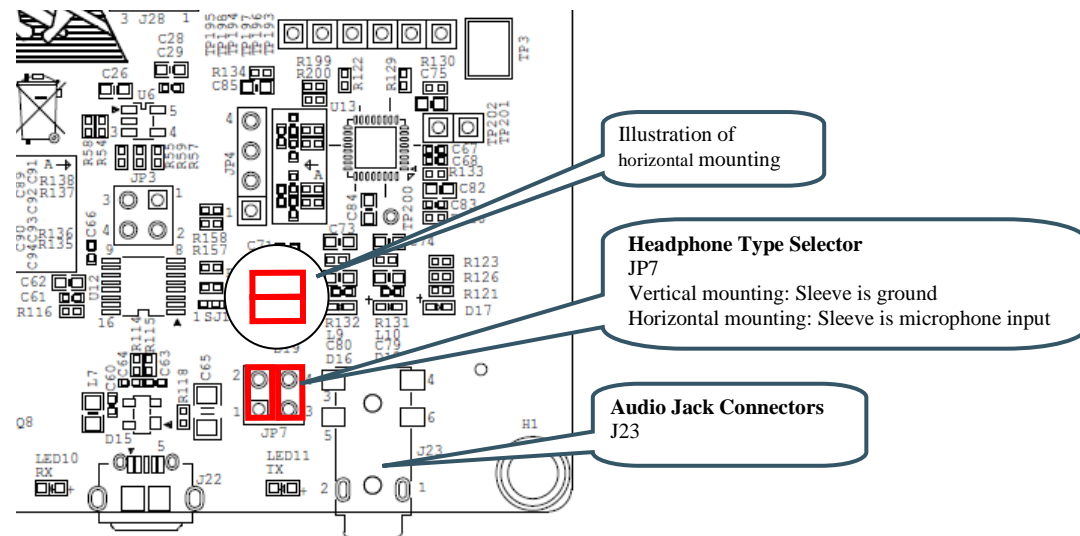


Figure 25 – I2S Audio Codec Interface

#### 4.15 SP14-SP17: M.2 Power Supply and Control

The M.2 interface is implemented over several schematic pages. The picture below illustrates the main components, connectors and jumper settings for the interface.

There are several different M.2 standards defined and this design implements the "Key E" version, which have SDIO, UART and audio (PCM) interfaces along with some control signals. This version of the M.2 standard is typically used for WiFi/Bluetooth modules.

The M.2 defined signals will not be explained in detail. Consult for M.2 specification for additional information. The control signal connections used in this M.2 interface has been defined together with Murata and Cypress.

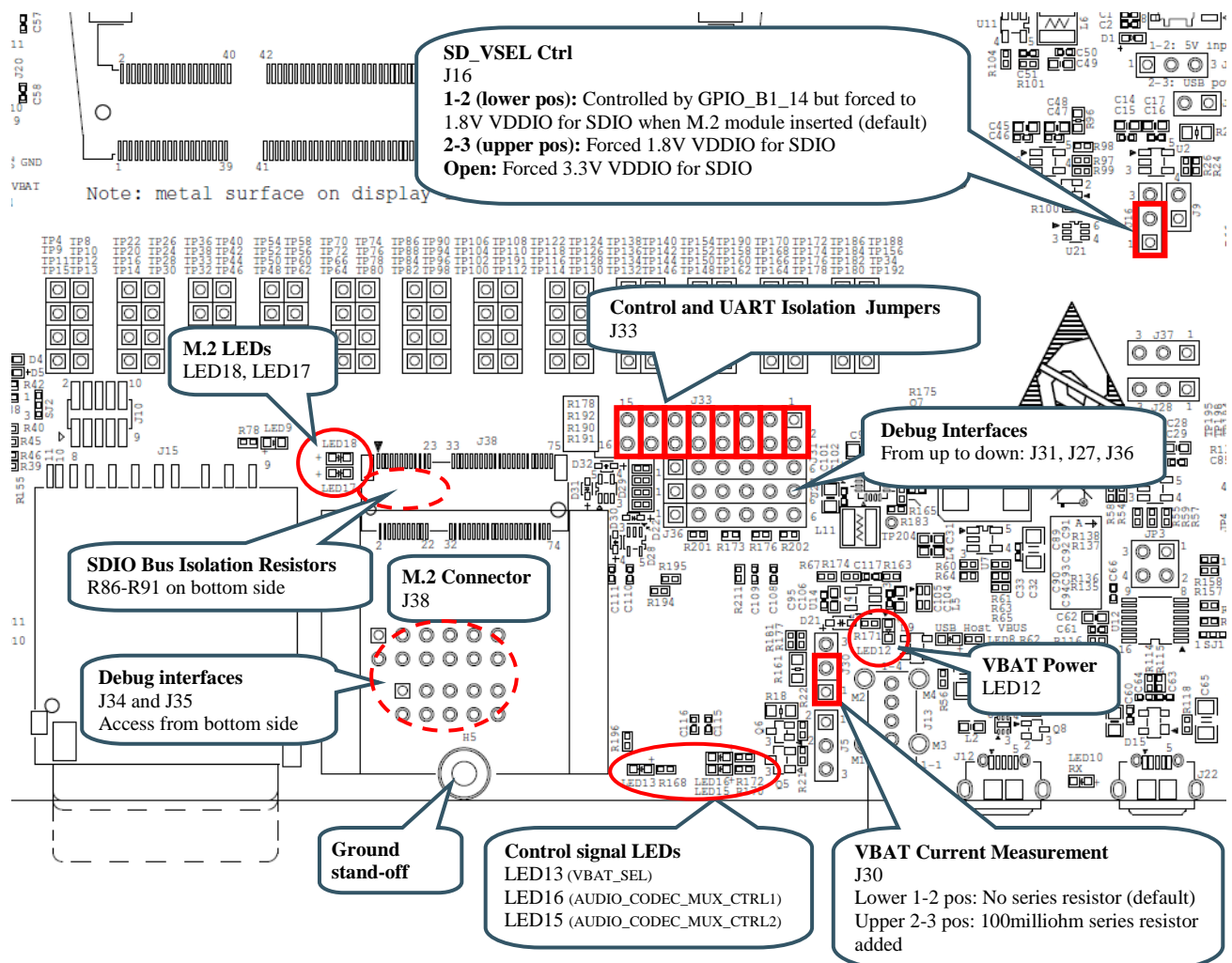


Figure 26 – M.2 Interface

According to the M.2 specification, the SDIO bus interface I/O voltage shall be 1.8V. Jumper J16 shall be in 1-2 position. In this position, the SDIO voltage is forced to 1.8V whenever an M.2 module is inserted in the M.2 connector (J38). A ground pin is used to detect this.

Note that the SD memory card connector, J15, and the M.2 connector, J38, both are connected to the SDIO bus. **Only one interface at a time can be used.**

It is possible to disconnect the SD memory card connector, J15, from the SDIO bus by removing isolation resistors R86-R91. This is typically not needed except when running the M.2 interface at very high SDIO bus frequencies. R86-R91 are found on the bottom side under the LCD. Due to their location they are not easy to remove.

#### 4.15.1 SP14: M.2 Power Supply and Control

The M.2 connector is powered with the peripheral 3.3V supply (PERI\_3V3) as default. There is an option to have a more advanced powering scheme (can be controlled in runtime to be either 3.6V or 3.3V). This option is not mounted as default.

It is possible to measure the 3.3V supply current to the M.2 connector via a 100 milliohm series resistor and J30. The green LED12 lights when the power supply to the M.2 connector is present.

A 1.8V supply voltage is also generated since the M.2 standard dictates that some signals have 1.8V logic levels.

A 32.768kHz clock signal with 3.3V logic level is generated, also according to the M.2 standard.

There is also an I2C-GPIO expander to generate a number of control signals. The status of three of these control signals are also shown via LED13, LED15 and LED16.

#### 4.15.2 SP15: Level Translation for BT UART and Control Signals

This schematic page contains voltage level translators for control signals and the UART to and from the M.2 module. The i.MX RT OEM board operates with 3.3V logic level on these signals and the M.2 interface specify these signals to have 1.8V logic level. Hence the need for voltage translators.

It is possible to remove all connections of the control and UART signals to/from the M.2 connector by removing the default bridge jumpers in J33.

It is possible to connect an FTDI cable (part number: TTL-232R-3V3) to pin header J36 in order to access the UART channel. This can be used when debugging the UART communication with the M.2 module.

#### 4.15.3 SP16: Level Translation and Audio Signal Multiplexing

This schematic page also contains voltage level translators, now for the audio interface signals. There is also a multiplexor for the audio interface signals, controlled by two control signals. The table below lists the possible settings.

<b>AUDIO_CODEC_MUX_CTRL1</b>	<b>AUDIO_CODEC_MUX_CTRL2</b>	<b>Usage</b>
Low	Low	Note a valid setting. Shall not be used.
Low	High	M.2 audio interface connected to i.MX RT OEM board signals.
High	Low	M.2 audio interface connected to audio codec.
High	High	i.MX RT OEM board signals connected to audio codec.



The M.2 audio interface typically comes from a Bluetooth interface. With the help of the multiplexors, the audio data can be directed to the i.MX RT or the audio codec.

#### 4.15.4 SP17: M.2 (NGFF) E-key Connector

This page contains the actual M.2 connector, J38. There are also four debug interface connectors. These are normally not used, but can be when debugging difficult problems. Note that the debug interfaces are specific for each M.2 module.

### 4.16 Default Jumpers Positions

Figure 27 illustrates the default jumper positions as mounted when the board is delivered from Embedded Artists. Default jumpers are marked with red color.

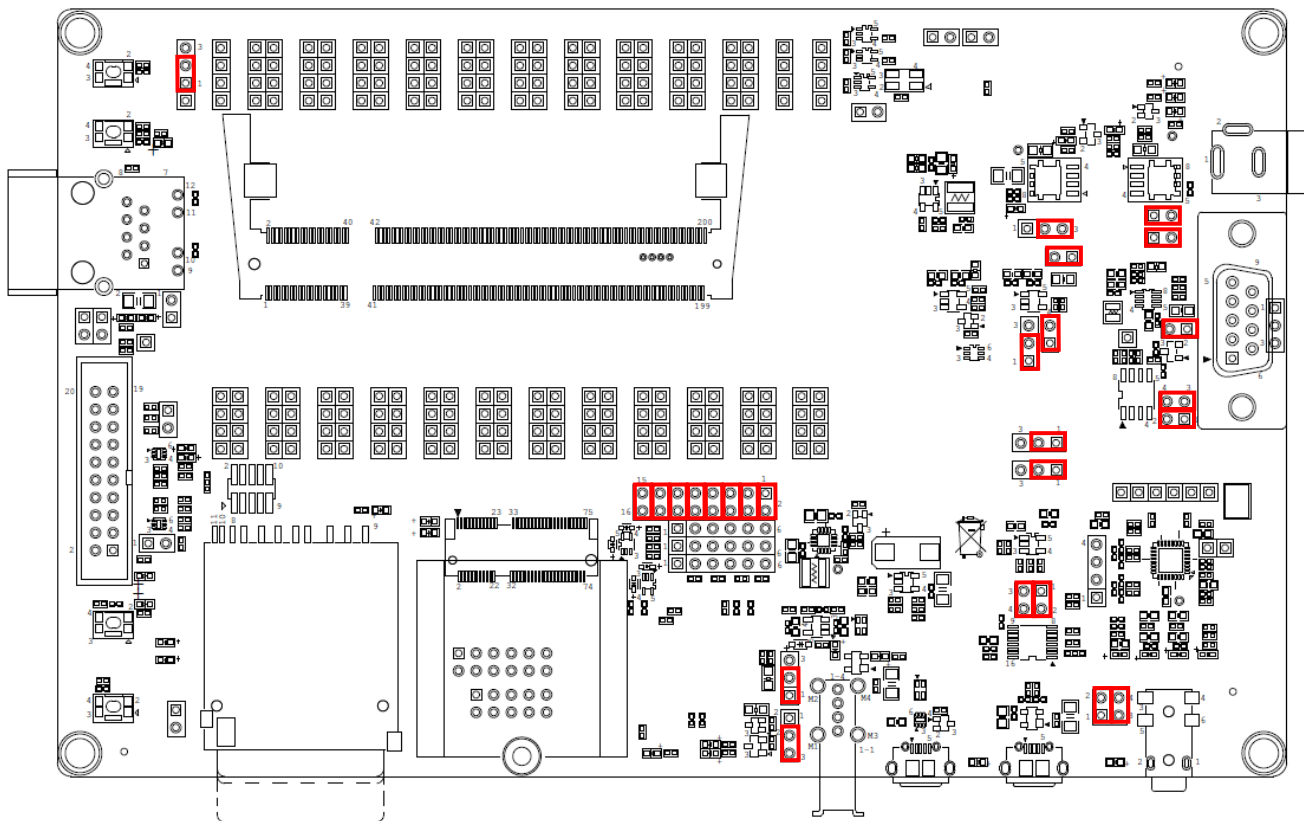


Figure 27 – iMX OEM Base Board Default Jumper Positions

#### 4.17 Usage of CPU Pins

Almost all pins of the i.MX RT1062 MCU are directly available on the SODIMM expansion connector. In a few cases are pins used for dedicated functionality like the Ethernet interface, EcoXiP interface and on-board SDRAM. These pins are not available on the SODIMM expansion connector. The table below lists all pins and their possible restrictions.

Before using a signal, make sure usage does not collide with functions on the *iMX OEM Carrier Board*.

<b><i>iMX OEM Carrier Board signal name</i></b>	<b><i>iMX RT1062 OEM Board signal name</i></b>	<b><i>Usage</i></b>
JTAG_DBGGEN-JTAG_MOD	GPIO_AD_B0_08	Signal is pulled low on the iMX OEM Carrier Board.
JTAG_TCK	GPIO_AD_B0_07	Connects to Arm/Cortex debug connectors.
JTAG_TRST	GPIO_AD_B0_11	Connects to Arm/Cortex debug connectors.  Also function as interrupt signal from capacitive touch panel controller.
JTAG_TMS	GPIO_AD_B0_06	Connects to Arm/Cortex debug connectors.
JTAG_TDI	GPIO_AD_B0_09	Connects to Arm/Cortex debug connectors.  Used as reset signal for Ethernet-PHY on the <i>iMX RT10x2 OEM board</i> .  Signal also connected to LED6 on the <i>iMX OEM Carrier Board</i> .
JTAG_TDO	GPIO_AD_B0_10	Connects to Arm/Cortex debug connectors.  Uses as interrupt signal for Ethernet-PHY on the <i>iMX RT10x2 OEM board</i> .
GPIO0-LCDIF_PWREN	GPIO_AD_B0_04	No special usage on <i>iMX OEM Carrier Board</i>
GPIO2-LCDIF_CLK	GPIO_B0_00	Parallel RGB LCD interface - LPC Pixel Clock
GPIO3-LCDIF_VSYNC	GPIO_B0_03	Parallel RGB LCD interface - LPC VSYNC
GPIO4-LCDIF_ENABLE	GPIO_B0_01	Parallel RGB LCD interface - LPC Data Enable
GPIO5-LCDIF_HSYNC	GPIO_B0_02	Parallel RGB LCD interface - LPC HSYNC
GPIO6-LCDIF_D12	GPIO_B1_00	Parallel RGB LCD interface - Red4 bit
GPIO7-LCDIF_D13	GPIO_B1_01	Parallel RGB LCD interface - Red5 bit
GPIO8-LCDIF_D14	GPIO_B1_02	Parallel RGB LCD interface - Red6 bit
GPIO9-LCDIF_D15	GPIO_B1_03	Parallel RGB LCD interface - Red7 bit
USBA-DP/DM	OTG1-DP/DM	Connects to a USB OTG interface
USBB-DP/DM	OTG2-DP/DM	Connects to a USB Host interface
GPIO_B0_15-BOOT_CFG2[3]-LCDIF_D11	GPIO_B0_15	Parallel RGB LCD interface - Red3 bit
GPIO_B0_04-BOOT_CFG1[0]-LCDIF_D0	GPIO_B0_04	Parallel RGB LCD interface - Blue3 bit
GPIO_AD_B0_15-FLEXCAN2_RX	GPIO_AD_B0_15	Connects to RD on CAN transceiver

GPIO_AD_B0_14-FLEXCAN2_TX	GPIO_AD_B0_14	Connects to TD on CAN transceiver
GPIO_AD_B0_12-LPUART1_TX	GPIO_AD_B0_12	Connects to UART-to-USB bridge (U1_TXD).
GPIO_AD_B0_13-LPUART1_RX	GPIO_AD_B0_13	Connects to UART-to-USB bridge (U1_RXD).
GPIO_AD_B1_10-SAI1_RX_SYNC	GPIO_AD_B1_10	Connects to M.2 interface as WL_DEV_WAKE. Can be disconnected via J33, 5-6 position.
GPIO_AD_B1_11-SAI1_RX_BCLK	GPIO_AD_B1_11	Connects to M.2 interface as M-2_ALERT. Can be disconnected via J33, 7-8 position.
GPIO_AD_B0_02-USB_OTG1_PWR	GPIO_AD_B0_02	Connects to reset input to capacitive touch panel controller.  Can optionally control USB OTG VBUS power switch.
GPIO_AD_B0_03-USB_OTG1_OC	GPIO_AD_B0_03	Connects to USB OTG interface - Over-current flag
GPIO_AD_B0_01-USB_OTG1_ID	GPIO_AD_B0_01	Connects to USB OTG interface - ID pin
GPIO_AD_B0_00-USB_HOST_OC	GPIO_AD_B0_00	Connects to USB Host interface - Over-current flag
GPIO_AD_B1_08-AUD_INT	GPIO_AD_B1_08	Connects to audio codec interrupt.
GPIO_B1_12-SD_CD	GPIO_B1_12	Connects to SD interface card detect.
GPIO_AD_B1_01-I2C1_SDA	GPIO_AD_B1_01	I2C-SDA, connects to audio codec, gpio-expander and capacitive touch panel controller.
GPIO_AD_B1_00-I2C1_SCL	GPIO_AD_B1_00	I2C-SCL, connects to audio codec, gpio-expander and capacitive touch panel controller.
GPIO_SD_B0_01-SD1_CLK	GPIO_SD_B0_01	Connects to M.2 and SD interface - CLK
GPIO_SD_B0_00-SD1_CMD	GPIO_SD_B0_00	Connects to M.2 and SD interface - CMD
GPIO_AD_B0_05-BOOT_MODE1-FLASH_RST	GPIO_AD_B0_05	Connects to M.2 and SD interface - power control
GPIO_SD_B0_02-SD1_D0	GPIO_SD_B0_02	Connects to M.2 and SD interface - Data0
GPIO_SD_B0_03-SD1_D1	GPIO_SD_B0_03	Connects to M.2 and SD interface - Data1
GPIO_SD_B0_04-SD1_D2	GPIO_SD_B0_04	Connects to M.2 and SD interface - Data2
GPIO_SD_B0_05-SD1_D3	GPIO_SD_B0_05	Connects to M.2 and SD interface - Data3
GPIO_B1_15-LCD_BL_CTL-USB_HOST_PWR	GPIO_B1_15	Controls LCD backlight voltage generator.  Can optionally connect to control USB Host VBUS power switch.
GPIO_B1_14-SD_VSEL	GPIO_B1_14	Can optionally (via J16) control 3.3V/1.8V IO supply voltage for the SD interface on the i.MX RT.
GPIO_B0_09-BOOT_CFG1[5]-LCDIF_D5	GPIO_B0_09	Parallel RGB LCD interface - Green2 bit

GPIO_B0_10-BOOT_CFG1[6]-LCDIF_D6	GPIO_B0_10	Parallel RGB LCD interface - Green3 bit
GPIO_B0_11-BOOT_CFG1[7]-LCDIF_D7	GPIO_B0_11	Parallel RGB LCD interface - Green4 bit
GPIO_B0_12-BOOT_CFG2[0]-LCDIF_D8	GPIO_B0_12	Parallel RGB LCD interface - Green5 bit
GPIO_B0_13-BOOT_CFG2[1]-LCDIF_D9	GPIO_B0_13	Parallel RGB LCD interface - Green6 bit
GPIO_B0_14-BOOT_CFG2[2]-LCDIF_D10	GPIO_B0_14	Parallel RGB LCD interface - Green7 bit
GPIO_B0_05-BOOT_CFG1[1]-LCDIF_D1	GPIO_B0_05	Parallel RGB LCD interface - Blue4 bit
GPIO_B0_06-BOOT_CFG1[2]-LCDIF_D2	GPIO_B0_06	Parallel RGB LCD interface - Blue5 bit
GPIO_B0_07-BOOT_CFG1[3]-LCDIF_D3	GPIO_B0_07	Parallel RGB LCD interface - Blue6 bit
GPIO_B0_08-BOOT_CFG1[4]-LCDIF_D4	GPIO_B0_08	Parallel RGB LCD interface - Blue7 bit
GPIO_AD_B1_14-SAI1_TX_BCLK	GPIO_AD_B1_14	Connects to audio codec: TX_BCLK
GPIO_AD_B1_13-SAI1_TXD	GPIO_AD_B1_13	Connects to audio codec: TX_DATA
GPIO_AD_B1_15-SAI1_TX_SYNC	GPIO_AD_B1_15	Connects to audio codec: TX_SYNC
GPIO_SD_B1_04-FLEXSPI_CLK_B	GPIO_SD_B1_04	No special usage on <i>iMX OEM Carrier Board</i> .
GPIO_AD_B1_12-SAI1_RXD	GPIO_AD_B1_12	Connects to audio codec: RX_DATA
POR_B	POR_B	No special usage on <i>iMX OEM Carrier Board</i> . Can optionally be controlled by SW3 if JP8 is in 2-3 pos.
ONOFF	ONOFF	Connects to push-button SW2
OTG1_CHD	OTG1_CHD	No special usage on <i>iMX OEM Carrier Board</i> .
WAKEUP	WAKEUP	Connects to push-button SW4
GPIO_AD_B1_09-SAI1_MCLK	GPIO_AD_B1_09	Connects to audio codec: MCLK
PMIC_ON_REQ	PMIC_ON_REQ + Reset generator	No special usage on <i>iMX OEM Carrier Board</i> .
EXT_PWR_EN	PMIC_REQ_ON	Enables the main 3.3V power supply.
PERI_PWREN	PMIC_STBY_REQ	Enables the 3.3V peripheral voltage supply.
GPIO_B1_13-WDOG_B	GPIO_B1_13	Is connected to WDOG_B input via J9.
GPIO_AD_B1_02	GPIO_AD_B1_02	Connects to M.2 interface as BT_HOST_WAKE. Can be disconnected via J33, 3-4 position.
GPIO_AD_B1_03	GPIO_AD_B1_03	Connects to M.2 interface as WL_HOST_WAKE. Can be disconnected via J33, 1-2 position.

GPIO_AD_B1_04	GPIO_AD_B1_04	Connects to M.2 interface as UART3_CTS. Can be disconnected via J33, 9-10 position.
GPIO_AD_B1_05	GPIO_AD_B1_05	Connects to M.2 interface as UART3_RTS. Can be disconnected via J33, 11-12 position.
GPIO_AD_B1_06	GPIO_AD_B1_06	Connects to M.2 interface as UART3_TX. Can be disconnected via J33, 13-14 position.
GPIO_AD_B1_07	GPIO_AD_B1_07	Connects to M.2 interface as UART3_RX. Can be disconnected via J33, 15-16 position.
CCM_CLK1_P/_N	CCM_CLK1_P/_N	No special usage on <i>iMX OEM Carrier Board</i> .

#### 4.18 Things to Note

This section lists things to note when using the *iMX RT1062 Developer's Kit*.

##### 4.18.1 Three signals in the SDIO interface not available at TPx access pads

Due to signal integrity of the high-speed signals, three signals are not available per default at the TPx access pads described in section 4.5. The stubs to the access pads are removed from the tracks by not having R150, R151 and R152 not mounted. The affected signals are:

GPIO\_SD\_B0\_01 - mount R150 to access the signal via TP69  
 GPIO\_SD\_B0\_03 - mount R151 to access the signal via TP73  
 GPIO\_SD\_B0\_05 - mount R152 to access the signal via TP75

R150-R152 can be found on the bottom side, just under the middle of the SODIMM connector and under the LCD. R150-R152 are 0 ohm 0402 resistors.

##### 4.18.2 SDIO interface connected to both SD memory card and M.2 connector

Note that the SD memory card connector, J15, and the M.2 connector, J38, both are connected to the SDIO bus. **Only one interface at a time can be used.**

It is possible to disconnect the SD memory card connector, J15, from the SDIO bus by removing isolation resistors R86-R91. This is typically not needed except when running the M.2 interface at very high SDIO bus frequencies. R86-R91 are found on the bottom side under the LCD. Due to their location they are not easy to remove.

##### 4.18.3 Do not use DQS pin (SEMC\_DQS)

On iMX RT OEM board versions without SDRAM, the signals SEMC\_DQS is available on SODIMM pad 131 (TP122). Do not use this pin and leave unconnected.

Using this pin, for example as a GPIO, will limit the maximum OctalSPI clock frequency to half of currently set frequency (66MHz vs 131MHz).

## 5 Troubleshooting

This chapter contains information about how to troubleshoot boards that does not seem to operate properly. It is strongly advised to read through the list of tests and actions that can be done before contacting Embedded Artists. The different tests can help determine if there is a problem with the board, or not. For return policy, please read Embedded Artists' General Terms and Conditions document (can be found at <http://www.embeddedartists.com/shop/>).

### 5.1 No SWD/JTAG Connection

Note that JP5 shall not be shorted/inserted. Verify correct orientation when using the Cortex Debug connector (2x5 pos, 50 mil pitch connector).

### 5.2 Powering

The first step is to make sure that powering works properly.

1. Make sure all jumpers are in default position, see section 4.16 for details.
2. Power the board via the micro-AB USB connector, J22, also known as position 1) in Figure 1.
3. Verify that you can measure 5V  $\pm$  0.3V on the jumper in J29 and that LED2 is on.
4. Verify that you have 3.2V - 3.4V on any of the pins of J4. This is the always-on voltage supply. Verify that the voltage measured over J4 is less than 25 mV.
5. Verify that you have 3.3V  $\pm$  0.15V on any of the pins of J3. This is the main voltage supply. Also verify that LED3 is on.  
Verify that the voltage measured over J3 is less than 50 mV.
6. Press the reset push-button, SW3. Verify that LED3 is off while pressing SW3.
7. Press the ON/OFF push-button, SW2, for 5 seconds. Verify that LED3 is turned off after the 5 seconds. Press the button again for a short while and LED3 will turn on again.

### 5.3 Contact with OEM Board MCU

The second step is to make sure it is possible to download an application to the i.MX RT1062 MCU on the *OEM Board* is working. Follow the instructions found in the *iMX RT1062 Developer's Kit Program Development Guide* to download the demo application. This can be used without a debug probe. Alternatively download any of the sample applications via any of the supported IDEs.

This test verifies that the i.MX RT1062 is operating properly.

### 5.4 Using the Demo Application to Verify Correct Operation

The third step is to run the just downloaded demo application. There are many tests that can be performed, one after one, to verify correct operation of individual parts of the *iMX RT1062 OEM Board* as well as the *iMX OEM Carrier Board*. While doing these tests, be sure to not have any interfering circuits connected to the access pads.



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