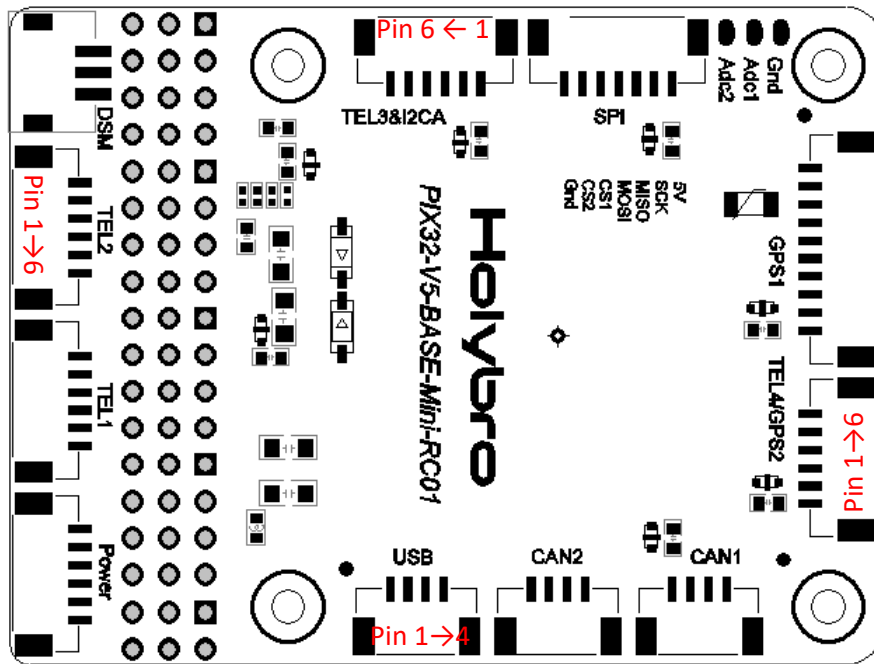


# Pix32 V5- Base Mini

## Pinouts



Power port

Pin	Signal	Volt
1(red)	VCC	+5V
2(black)	VCC	+5V
3(black)	CURRENT	+3.3V
4(black)	VOLTAGE	+3.3V
5(black)	GND	GND
6(black)	GND	GND

TELEM1, TELEM2 ports

Pin	Signal	Volt
1(red)	VCC	+5V
2(black)	TX(out)	+3.3V
3(black)	RX(in)	+3.3V
4(black)	CTS(in)	+3.3V
5(black)	RTS(out)	+3.3V
6(black)	GND	GND

## DSM port

Pin	Signal	Volt
1(yellow)	VDD_3V3_SPEKTRUM	+3.3V
2(black)	GND	GND
3(gray)	DSM/Spektrum in	+3.3V

## TELEM3,I2C A ports

Pin	Signal	Volt
1(red)	VCC	+5V
2(black)	TX(out)	+3.3V
3(black)	RX(in)	+3.3V
4(black)	SCL4	+3.3V
5(black)	SDA4	+3.3V
6(black)	GND	GND

## SPI port

Pin	Signal	Volt
1(red)	VCC	+5V
2 (black)	SPI5_SCK	+3.3V
3(black)	SPI5_MISO	+3.3V
4(black)	SPI5_MOSI	+3.3V
5(black)	SPI5_CS1	+3.3V
6(black)	SPI5_CS2	+3.3V
7(black)	GND	GND

## USB port

Pin	Signal	Volt
1(red)	VBUS	+5V
2(black)	DM	+3.3V
3(black)	DP	+3.3V
4(black)	GND	GND

## GPS1 port

Pin	Signal	Volt
1(red)	VCC	+5V
2 black)	TX(out)	+3.3V
3(black)	RX(in)	+3.3V
4(black)	SCL1	+3.3V
5(black)	SDA1	+3.3V
6(black)	SAFETY_SWITCH	+3.3V
7(black)	SAFETY_SWITCH_LED	+3.3V
8(black)	VDD_3V3	+3.3V
9(black)	BUZZER-	0~5V
10(black)	GND	GND

## CAN1, CAN2 ports

Pin	Signal	Volt
1(red)	VCC	+5V
2(black)	CANH	+3.3V
3(black)	CANL	+3.3V
4(black)	GND	GND

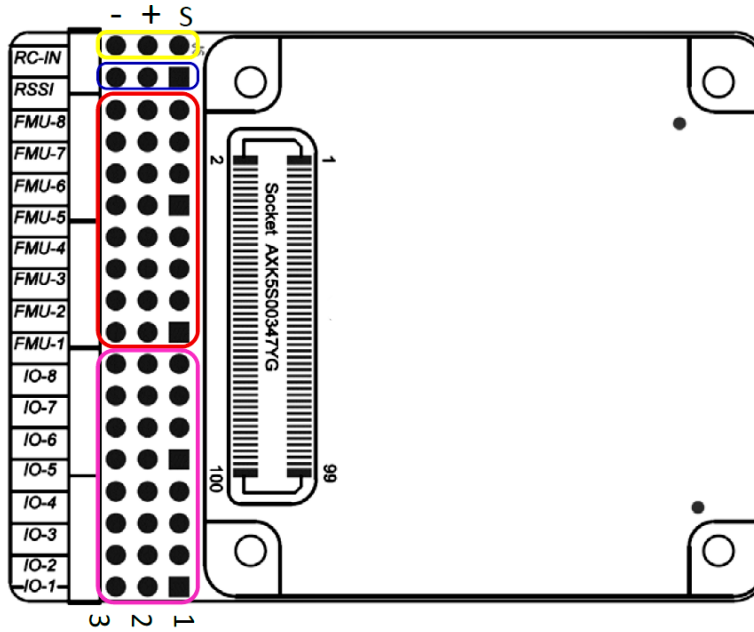
## ADC Pad

Pad	Signal	Volt
Adc1	ADC1_IN	+3.3V
Adc2	ADC2_IN	+6.6V
Gnd	GND	GND

## TELEM4/GPS2 and I2C B ports

Pin	Signal	Volt
1(red)	VCC	+5V
2(black)	TX(out)	+3.3V
3(black)	RX(in)	+3.3V
4(black)	SCL2	+3.3V
5(black)	SDA2	+3.3V
6(black)	GND	GND

\*A spare port for connecting sensors supporting serial communication or I2C e.g. a second GPS module can be connected here.



\*FMU1~8 FMU PWM OUT 1~8

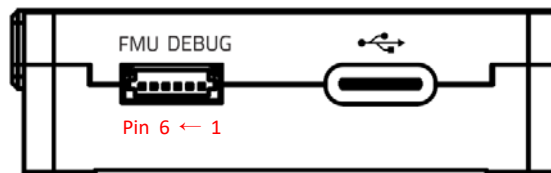
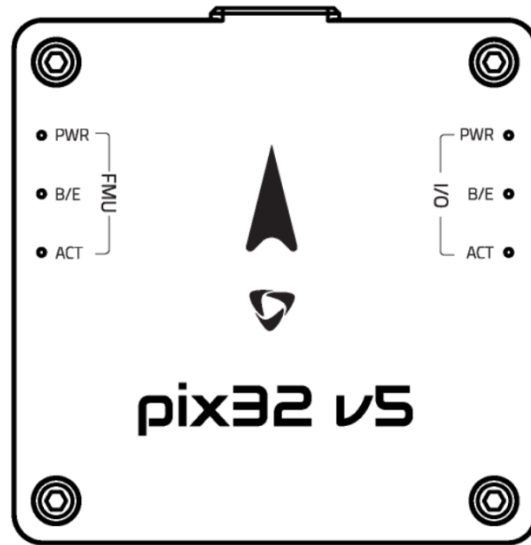
\*IO1~8 IO PWM OUT 1~8

### RC-IN port

Pin	Signal	Volt
1	SBUS/PPM in	+3.3V
2	VDD_5V_RC	+5V
3	GND	GND

### RSSI port

Pin	Signal	Volt
1	SBUS_OUT/RSSI_IN	+3.3V
2	VDD_SERVO	
3	GND	GND



## FMU DEBUG port

Pin	Signal	Volt
1(red)	VT	+3.3V
2(black)	TX	+3.3V
3(black)	RX	+3.3V
4(black)	SWDIO	+3.3V
5(black)	SWCLK	+3.3V
6(black)	GND	GND