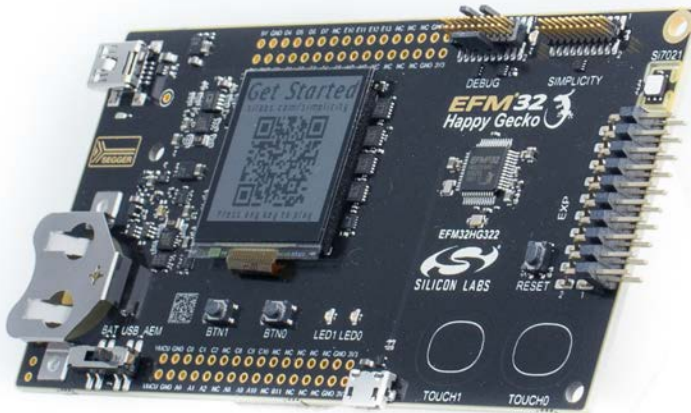


UG255: EFM32HG Gecko Starter Kit User's Guide



The SLSTK3400A Starter Kit is an excellent starting point to become familiar with the EFM32HG™ Gecko Microcontroller.

The Starter Kit contains sensors and peripherals demonstrating some of the Gecko's many capabilities. The kit provides all necessary tools for developing an EFM32HG Gecko application.



TARGET DEVICE

- EFM32HG Gecko Microcontroller (EFM32HG322F64-B-QFP48)
- CPU: 32-bit ARM® Cortex-M0+®
- Memory: 64 kB flash and 8 kB RAM

KIT FEATURES

- USB connectivity
- Advanced Energy Monitor
- SEGGER J-Link on-board debugger
- Debug Multiplexer supporting external hardware as well as on-board MCU
- User LEDs / Pushbuttons
- Silicon Labs' Si7021 Relative Humidity and Temperature Sensor
- Ultra low power 128x128 pixel Memory LCD
- Target device USB support
- Capacitive Touch Pads
- 20-pin 2.54 mm header for expansion boards
- Breakout pads for direct access to I/O pins
- Power sources include USB and CR2032 coin cell battery.

SOFTWARE SUPPORT

- Simplicity Studio™
- IAR Embedded Workbench

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1. Introduction

1.1 Description

The SLSTK3400A is an excellent starting point to become familiar with the EFM32HG Gecko Microcontrollers. The kit contains sensors and peripherals demonstrating some of the EFM32HG Gecko's many capabilities. The kit can also serve as a starting point for application development.

In addition to supporting application development on the starter kit itself, the board is also a fully featured debugger and energy monitoring tool that can be used with external applications.

1.2 Features

- EFM32HG Gecko Microcontroller
 - 64 kB Flash
 - 8 kB RAM
 - QFP48 package
- Advanced Energy Monitoring system for precise current and voltage tracking
- Integrated Segger J-Link USB debugger/emulator with the possibility to debug external Silicon Labs devices
- 20 pin expansion header
- Breakout pads for easy access to I/O pins
- Power sources include USB and CR2032 battery
- Silicon Labs' Si7021 Relative Humidity and Temperature Sensor.
- Ultra low power 128x128 pixel Memory-LCD.
- 2 push buttons and 2 LEDs connected to EFM32 for user interaction.
- 2 capacitive touch buttons for user interaction.
- USB Micro-B connector.
- Secondary AEM channel to accurately measure low power USB current.
- Crystals for LFXO and HFXO: 32.768 kHz and 24.000 MHz.

1.3 Getting Started

Detailed instructions for how to get started with your new SLSTK3400A can be found on the Silicon Labs Web pages:

<https://www.silabs.com/mcu/32-bit/efm32-happy-gecko>

2. Kit Block Diagram

An overview of the EFM32 Happy Gecko Starter Kit is shown in the figure below.

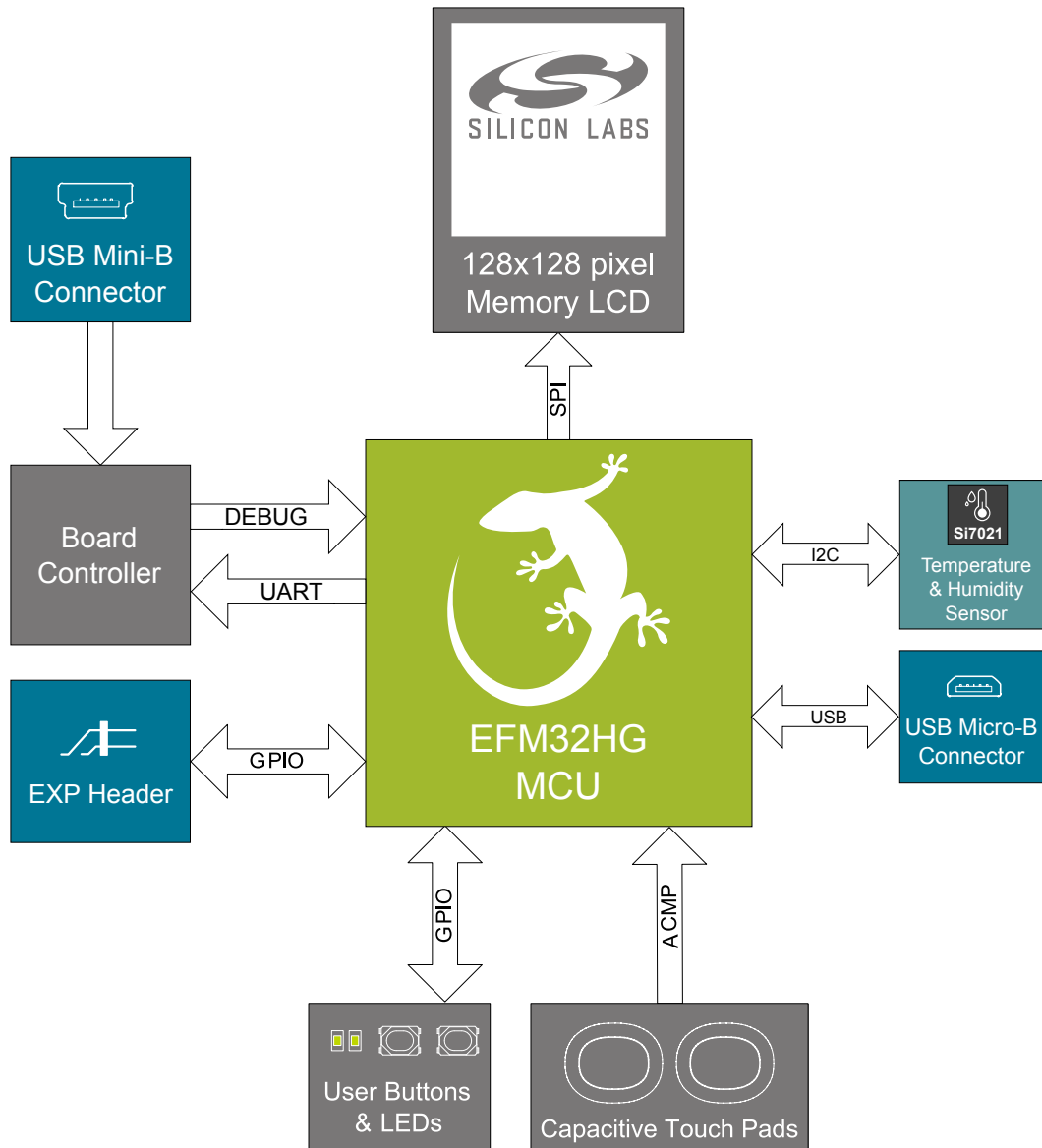


Figure 2.1. Kit Block Diagram

3. Kit Hardware Layout

The layout of the EFM32 Happy Gecko Starter Kit is shown below.

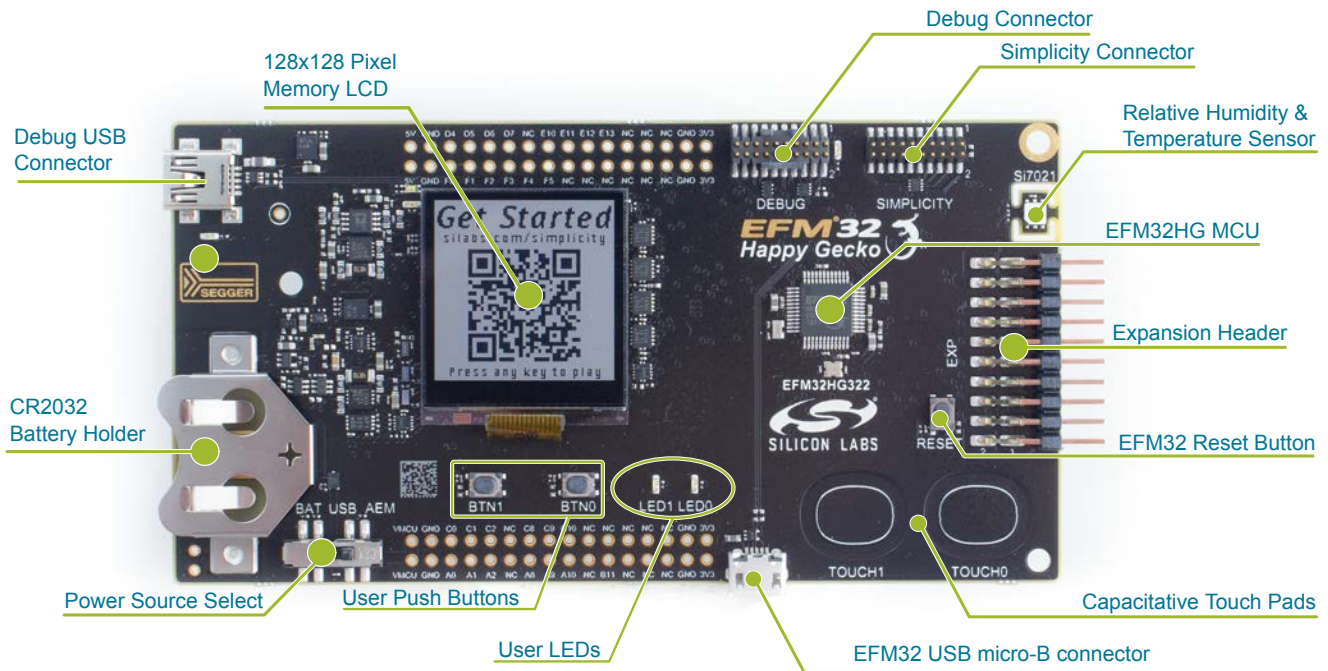


Figure 3.1. SLSTK3400A Hardware Layout

4. Connectors

4.1 Breakout Pads

Most of the EFM32HG's GPIO pins are available on two pin header rows at the top and bottom edges of the board. These have a standard 2.54 mm pitch, and pin headers can be soldered in if required. In addition to the I/O pins, connections to power rails and ground are also provided. Note that some of the pins are used for kit peripherals or features, and may not be available for a custom application without tradeoffs.

The figure below shows the pinout of the breakout pads, as well as the pinout of the EXP header on the right edge of the board. The EXP header is further explained in the next section. The breakout pad connections are also printed in silk screen next to each pin for easy reference.

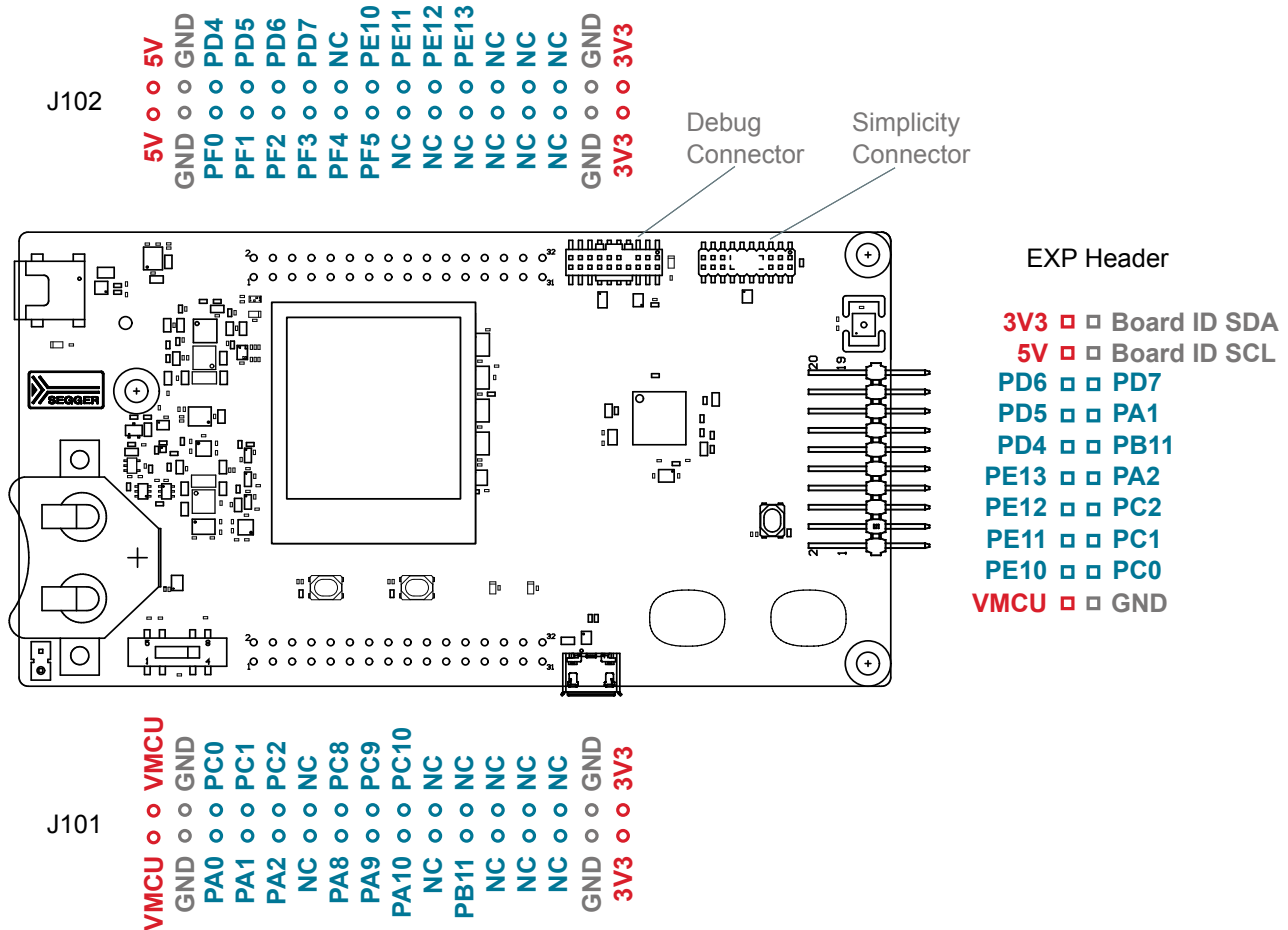


Figure 4.1. Breakout Pads and Expansion Header

The table below shows the connections of each pin of the breakout pads. It also shows which kit peripherals or features that are connected to the different pins.

Table 4.1. Bottom Row (J101) Pinout

Pin	EFM32H G I/O pin	Shared feature	Pin	EFM32H G I/O pin	Shared feature
1	VMCU	EFM32HG voltage domain (measured by AEM)	2	VMCU	EFM32HG voltage domain (measured by AEM)
3	GND	Ground	4	GND	Ground
5	PA0	VCOM_RX	6	PC0	EXP3

Pin	EFM32H G I/O pin	Shared feature	Pin	EFM32H G I/O pin	Shared feature
7	PA1	EXP13	8	PC1	EXP5
9	PA2	EXP9	10	PC2	EXP7
11	NC		12	NC	
13	PA8	DISP_ENABLE	14	PC8	SENSOR_ENABLE
15	PA9	VCOM_ENABLE	16	PC9	BUTTON0
17	PA10	DISP_CS	18	PC10	BUTTON1
19	NC		20	NC	
21	PB11	EXP11	22	NC	
23	NC		24	NC	
25	NC		26	NC	
27	NC		28	NC	
29	GND	Ground	30	GND	Ground
31	3V3	Board controller supply	32	3V3	Board controller supply

Table 4.2. Top Row (J102) Pinout

Pin	EFM32H G I/O pin	Shared feature	Pin	EFM32H G I/O pin	Shared feature
1	5V	Board USB voltage	2	5V	Board USB voltage
3	GND	Ground	4	GND	Ground
5	PF0	DEBUG_SWCLK	6	PD4	EXP12
7	PF1	DEBUG_SWDIO	8	PD5	EXP14
9	PF2	VCOM_TX	10	PD6	EXP16, SENSOR_I2C_SDA
11	PF3	DISP_COM	12	PD7	EXP15, SENSOR_I2C_SCL
13	PF4	LED0	14	NC	
15	PF5	LED1	16	PE10	EXP4, DISP_SI
17	NC		18	PE11	EXP6
19	NC		20	PE12	EXP8, DISP_SCLK
21	NC		22	PE13	EXP10
23	NC		24	NC	
25	NC		26	NC	
27	NC		28	NC	
29	GND	Ground	30	GND	Ground
31	3V3	Board controller supply	32	3V3	Board controller supply

4.2 Expansion Header

On the right hand side of the board an angled 20 pin expansion header is provided to allow connection of peripherals or plugin boards. The connector contains a number of I/O pins that can be used with most of the EFM32HG Gecko's features. Additionally, the VMCU, 3V3 and 5V power rails are also exported.

The connector follows a standard which ensures that commonly used peripherals such as an SPI, a UART and an I²C bus are available on fixed locations in the connector. The rest of the pins are used for general purpose I/O. This allows the definition of expansion boards that can plug into a number of different Silicon Labs starter kits.

The figure below shows the pin assignment of the expansion header for the EFM32 Happy Gecko Starter Kit. Because of limitations in the number of available GPIO pins, some of the expansion header pins are shared with kit features.

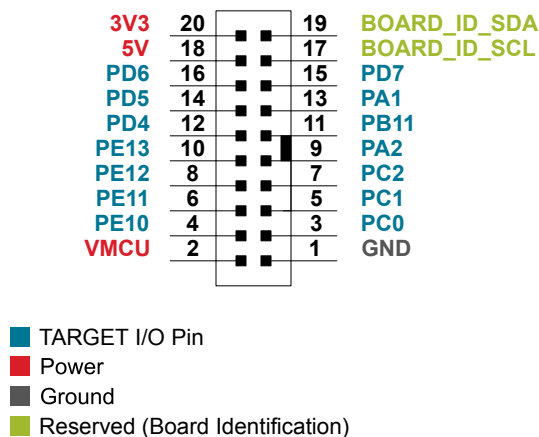


Figure 4.2. Expansion Header

Table 4.3. EXP Header Pinout

Pin	Connection	EXP Header function	Shared feature	Peripheral mapping
20	3V3	Board controller supply		
18	5V	Board controller USB voltage		
16	PD6	I2C_SDA	ADC0_CH6	I2C0_SDA
14	PD5	UART_RX	ADC0_CH5	LEUART0_RX
12	PD4	UART_TX	ADC0_CH4	LEUART0_TX
10	PE13	SPI_CS	ADC0_CH1	USART0_CS
8	PE12	SPI_SCLK	ADC0_CH0	USART0_CLK
6	PE11	SPI_MISO		USART0_RX
4	PE10	SPI_MOSI		USART0_TX
2	VMCU	EFM32HG voltage domain, included in AEM measurements.		
19	BOARD_ID_SDA	Connected to Board Controller for identification of add-on boards.		
17	BOARD_ID_SCL	Connected to Board Controller for identification of add-on boards.		
15	PD7	I2C_SCL	ADC0_CH7	I2C0_SCL
13	PA1	GPIO		
11	PB11	IDAC_OUT		IDAC0_OUT
9	PA2			

Pin	Connection	EXP Header function	Shared feature	Peripheral mapping
7	PC2		ACMP0_CH2	
5	PC1		ACMP0_CH1	
3	PC0		ACMP0_CH0	
1	GND	Ground		

4.3 Debug Connector (DBG)

The Debug Connector serves a dual purpose, depending on the "debug mode", which can be set up using Simplicity Studio. In the "Debug IN" mode this connector allows an external debug emulator to be used with the on-board EFM32HG. In the "Debug OUT" mode, this connector allows the kit to be used as a debugger towards an external target. In the "Debug MCU" (default) mode, this connector is isolated from the debug interface of both the Board Controller and the on-board target device.

Because this connector is automatically switched to support the different operating modes, it is only available when the Board Controller is powered (J-Link USB cable connected). If debug access to the target device is required when the Board Controller is unpowered, this should be done by connecting directly to the appropriate breakout pins.

The pinout of the connector follows that of the standard ARM Cortex Debug+ETM 19-pin connector. The pinout is described in detail below. Note that when using the on-board debugger to debug an MCU on an external board, JTAG and ETM functionality are only available if the target device supports it.

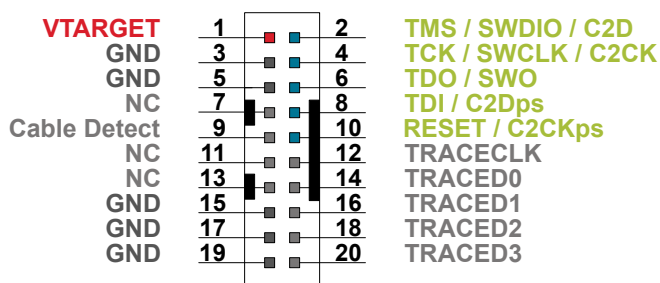


Figure 4.3. Debug Connector

Note that the pin-out matches the pin-out of an ARM Cortex Debug+ETM connector, but these are not fully compatible because pin 7 is physically removed from the Cortex Debug+ETM connector. Some cables have a small plug that prevent them from being used when this pin is present. If this is the case, remove the plug, or use a standard 2x10 1.27 mm straight cable instead.

Table 4.4. Debug Connector Pin Descriptions

Pin number(s)	Function	Note
1	VTARGET	Target reference voltage. Used for shifting logical signal levels between target and debugger.
2	TMS / SDWIO / C2D	JTAG test mode select, Serial Wire data or C2 data
4	TCK / SWCLK / C2CK	JTAG test clock, Serial Wire clock or C2 clock
6	TDO/SWO	JTAG test data out or Serial Wire Output
8	TDI / C2Dps	JTAG test data in, or C2D "pin sharing" function
10	RESET / C2CKps	Target device reset, or C2CK "pin sharing" function
12	TRACECLK	ETM Trace Clock
14	TRACED0	ETM Trace Data 0
16	TRACED1	ETM Trace Data 1
18	TRACED2	ETM Trace Data 2
20	TRACED3	ETM Trace Data 3
9	Cable detect	Connect to ground
11, 13	NC	Not connected
3, 5, 15, 17, 19	GND	

4.4 Simplicity Connector

The Simplicity Connector featured on the Starter Kit enables advanced debugging features such as the AEM and the Virtual COM port to be used towards an external target. The pinout is illustrated in the figure below.

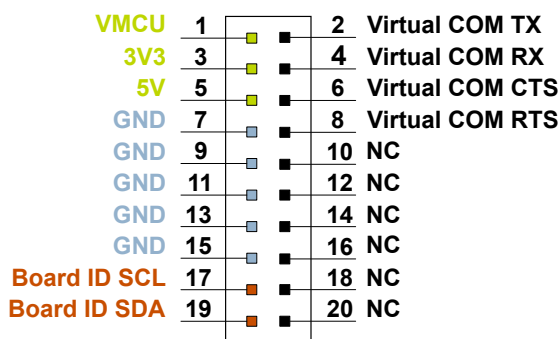


Figure 4.4. Simplicity Connector

The signal names in the figure and the pin description table are referenced from the board controller. This means that VCOM_TX should be connected to the RX pin on the external target, VCOM_RX to the target's TX pin, VCOM_CTS to the target's RTS pin and VCOM_RTS to the target's CTS pin.

Note: Current drawn from the VMCU voltage pin is included in the AEM measurements, while the 3V3 and 5V voltage pins are not. To monitor the current consumption of an external target with the AEM, put the on-board MCU in its lowest energy mode to minimize its impact on the measurements.

Table 4.5. Simplicity Connector Pin Descriptions

Pin number(s)	Function	Description
1	VMCU	3.3 V power rail, monitored by the AEM
3	3V3	3.3 V power rail
5	5V	5 V power rail
2	VCOM_TX	Virtual COM TX
4	VCOM_RX	Virtual COM RX
6	VCOM_CTS	Virtual COM CTS
8	VCOM_RTS	Virtual COM RTS
17	EXT_ID_SCL	Board ID SCL
19	EXT_ID_SDA	Board ID SDA
10, 12, 14, 16, 18, 20	NC	Not connected
7, 9, 11, 13, 15	GND	Ground

5. Power Supply and Reset

5.1 MCU Power Selection

The EFM32HG on the Starter Kit can be powered by one of these sources:

- The debug USB cable; or
- the EFM32HG's own USB regulator; or
- a 3 V coin cell battery.

The power source for the MCU is selected with the slide switch in the lower left corner of the Starter Kit. [Figure 5.1 Power Switch on page 13](#) shows how the different power sources can be selected with the slide switch.

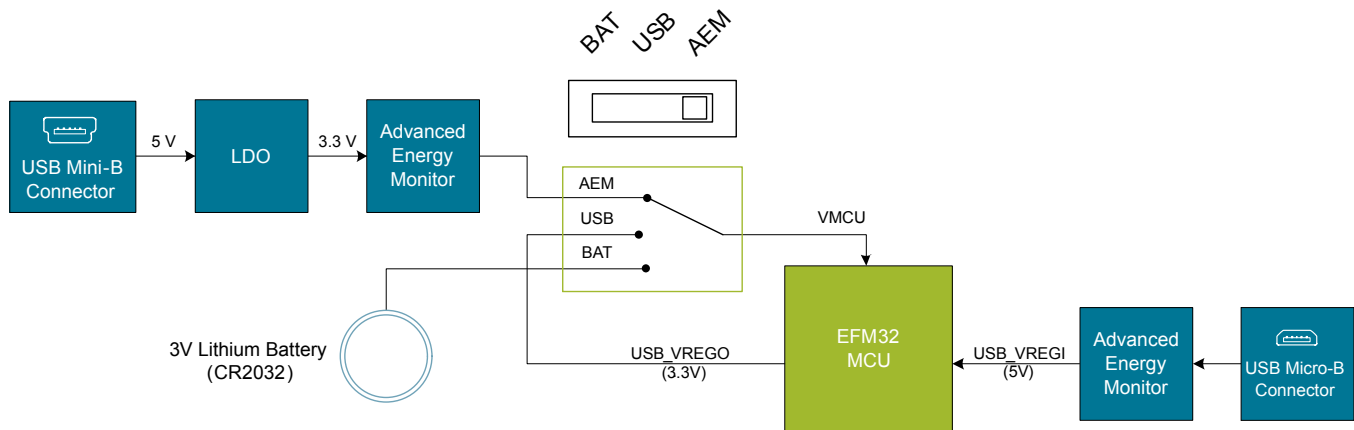


Figure 5.1. Power Switch

With the switch in the **AEM** position, a low noise 3.3 V LDO on the Starter Kit is used to power the EFM32HG. This LDO is again powered from the debug USB cable. The Advanced Energy Monitor is now connected in series, allowing accurate high-speed current measurements and energy debugging/profiling.

With the switch in the **USB** position, the integrated linear regulator in the EFM32HG Gecko MCU is used to power the rest of the chip as well as the USB PHY with the cable connected to the target USB connector. This allows a USB device application where the MCU acts as a bus-powered device. With the switch in this position, the secondary AEM channel is automatically selected to allow accurate measurements of the current consumption of the whole application running on USB power.

Finally, with the switch in the **BAT** position, a 20 mm coin cell battery in the CR2032 socket can be used to power the device. With the switch in this position, no current measurements are active. This is the recommended switch position when powering the MCU with an external power source.

Note: The Advanced Energy Monitor is automatically recalibrated when switching from **AEM** to **USB** or back, which causes the target EFM32HG to lose power for a few seconds.

5.2 Board Controller Power

The board controller is responsible for important features, such as the debugger and the AEM, and is powered exclusively through the USB port in the top left corner of the board. This part of the kit resides on a separate power domain, so a different power source can be selected for the target device while retaining debugging functionality. This power domain is also isolated to prevent current leakage from the target power domain when power to the Board Controller is removed.

The board controller power domain is not influenced by the position of the power switch.

The kit has been carefully designed to keep the board controller and the target power domains isolated from each other as one of them powers down. This ensures that the target EFM32HG device will continue to operate in the **USB** and **BAT** modes.

5.3 EFM32HG Reset

The EFM32HG MCU can be reset by a few different sources:

- A user pressing the RESET button
- The on-board debugger pulling the #RESET pin low
- An external debugger pulling the #RESET pin low

In addition to the reset sources mentioned above, a reset to the EFM32HG will also be issued during board controller boot-up. This means that removing power to the board controller (unplugging the J-Link USB cable) will not generate a reset, but plugging the cable back in will, as the board controller boots up.

6. Peripherals

The starter kit has a set of peripherals that showcase some of the features of the EFM32HG.

Note that most EFM32HG I/O routed to peripherals are also routed to the breakout pads or the EXP header, which must be taken into consideration when using these.

6.1 Push Buttons and LEDs

The kit has two user push buttons marked BTN0 and BTN1. They are connected directly to the EFM32HG and are debounced by RC filters with a time constant of 1 ms. The buttons are connected to pins PC9 and PC10.

The kit also features two yellow LEDs marked LED0 and LED1 that are controlled by GPIO pins on the EFM32HG. The LEDs are connected to pins and in an active-high configuration.

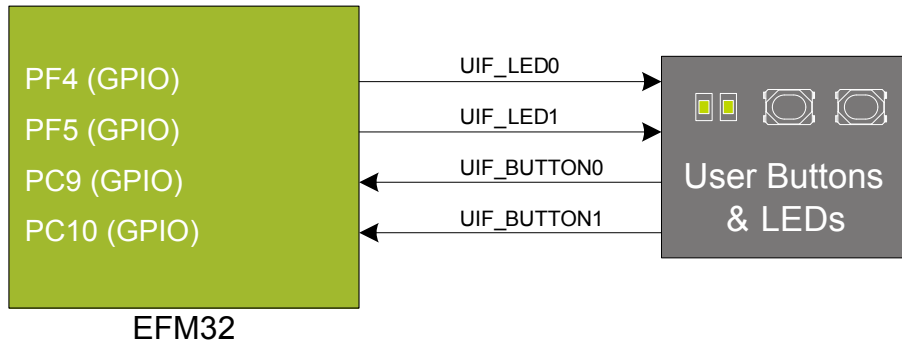


Figure 6.1. Buttons and LEDs

6.2 Memory LCD-TFT Display

A 1.28-inch SHARP Memory LCD-TFT is available on the kit to enable interactive applications to be developed. The display has a high resolution of 128 x 128 pixels and consumes very little power. It is a reflective monochrome display, so each pixel can only be light or dark, and no backlight is needed in normal daylight conditions. Data sent to the display is stored in the pixels on the glass, which means no continuous refreshing is required to maintain a static image.

The display interface consists of an SPI-compatible serial interface and some extra control signals. Pixels are not individually addressable, instead data is sent to the display one line (128 bits) at a time.

The Memory LCD-TFT display is shared with the kit's board controller, allowing the board controller application to display useful information when the user application is not using the display. The user application always controls ownership of the display with the DISP_ENABLE signal:

- DISP_ENABLE = LOW: The board controller has control of the display
- DISP_ENABLE = HIGH: The user application (EFM32HG) has control of the display

Power to the display is sourced from the target application power domain when the EFM32HG controls the display, and from the board controller's power domain when the DISP_ENABLE line is low. Data is clocked in on DISP_SI when DISP_CS is high, and the clock is sent on DISP_SCLK. The maximum supported clock speed is 1.1 MHz.

DISP_EXTCOMIN is the "COM Inversion" line. It must be pulsed periodically to prevent static build-up in the display itself. Refer to the LS013B7DH03 documentation for more information on driving the display.

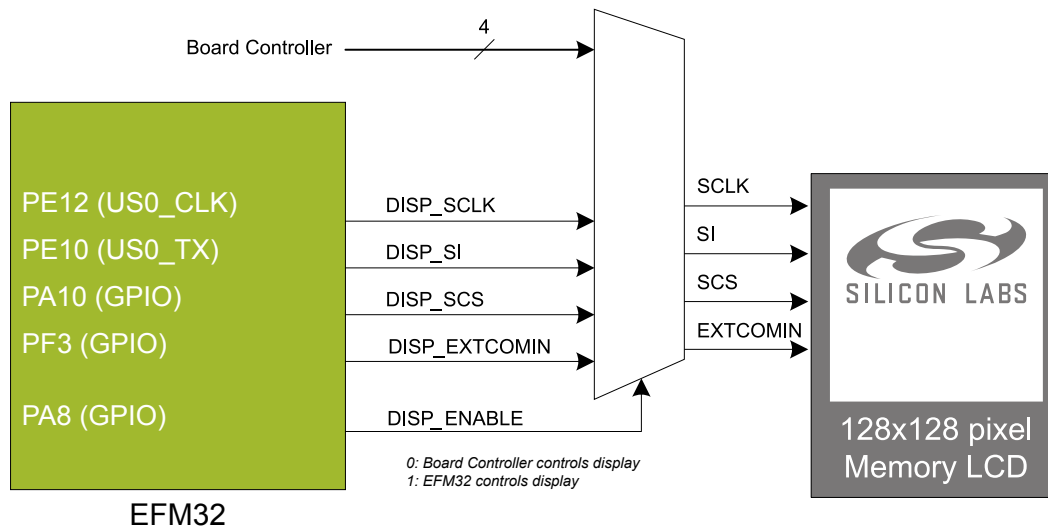


Figure 6.2. 128x128 Pixel Memory LCD

6.3 Capacitive Touch Pads

Two touch pads are available, TOUCH0 and TOUCH1, utilizing the capacitive touch capability of the EFM32HG. They are located on the lower right side of the board, beneath the EFM32HG. The pads are connected to PC3 and PC4.

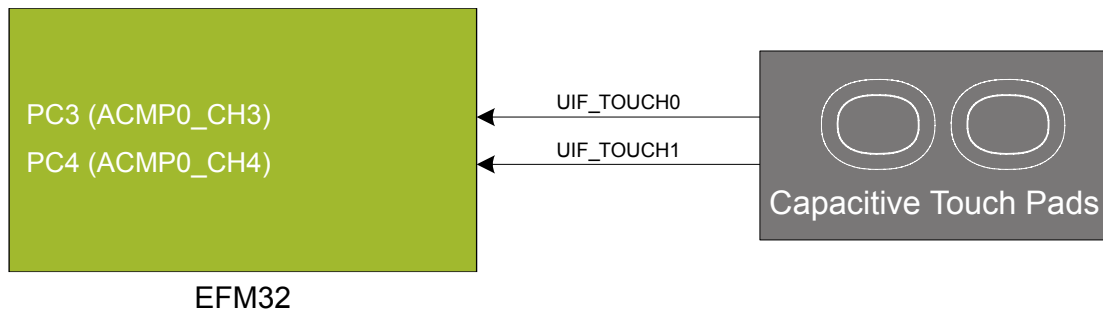


Figure 6.3. Touch Pads

The capacitive touch pads work by sensing changes in the capacitance of the pads when touched by a human finger. Sensing the changes in capacitance involves setting up the touch pad as part of an RC relaxation oscillator using the EFM32HG's analog comparator and then counting the number of oscillations during a fixed period of time.

6.4 Si7021 Relative Humidity and Temperature Sensor

The Si7021 I²C relative humidity and temperature sensor is a monolithic CMOS IC integrating humidity and temperature sensor elements, an analog-to-digital converter, signal processing, calibration data, and an I²C Interface. The patented use of industry-standard, low-K polymeric dielectrics for sensing humidity enables the construction of low-power, monolithic CMOS Sensor ICs with low drift and hysteresis, and excellent long term stability.

The humidity and temperature sensors are factory-calibrated and the calibration data is stored in the on-chip non-volatile memory. This ensures that the sensors are fully interchangeable, with no recalibration or software changes required.

The Si7021 is available in a 3x3 mm DFN package and is reflow solderable. It can be used as a hardware and software-compatible drop-in upgrade for existing RH/temperature sensors in 3x3 mm DFN-6 packages, featuring precision sensing over a wider range and lower power consumption. The optional factory-installed cover offers a low profile, convenient means of protecting the sensor during assembly (e.g., reflow soldering) and throughout the life of the product, excluding liquids (hydrophobic/oleophobic) and particulates.

The Si7021 offers an accurate, low-power, factory-calibrated digital solution ideal for measuring humidity, dew-point, and temperature in applications ranging from HVAC/R and asset tracking to industrial and consumer platforms.

The I²C bus used for the Si7021 is shared with the EXP header. The temperature sensor is normally isolated from the I²C line. To use the sensor, PC8 must be set high. When enabled, the sensor's current consumption is included in the AEM measurements.

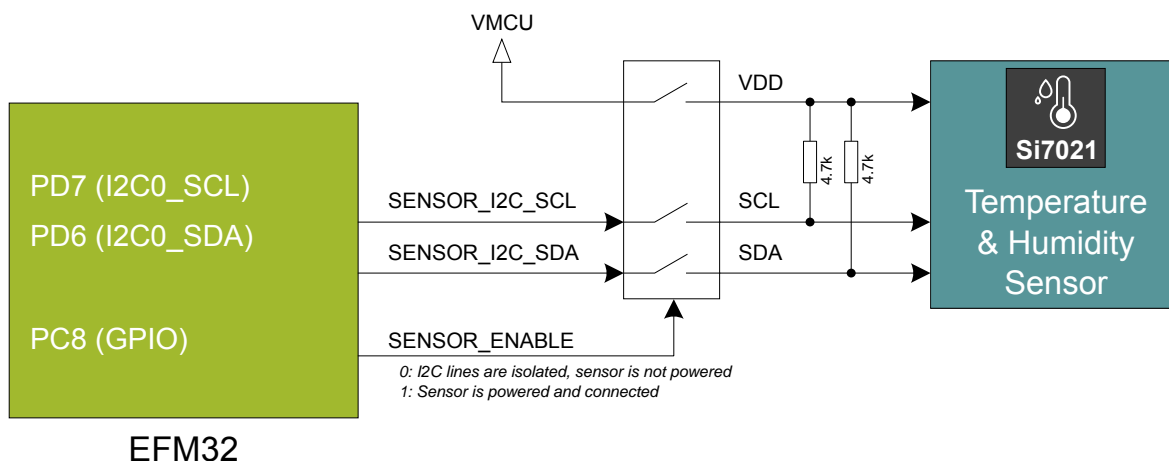


Figure 6.4. Si7021 Relative Humidity and Temperature Sensor

Refer to the Silicon Labs web pages for more information: <http://www.silabs.com/humidity-sensors>.

6.5 USB Micro-B Connector

The SLSTK3400A board is equipped with a USB Micro-B connector interfacing with the target EFM32 device. This allows the development and evaluation of applications using USB in device mode.

The secondary AEM channel (see chapter on Advanced Energy Monitoring) is placed between the USB connector and the EFM32 device, and allows monitoring of the current sourced from the USB cable. The AEM circuit includes an input filter and a sense resistor on the VBUS line, which could potentially influence USB compliance testing. If it is required, the AEM circuit can be bypassed by removing some components and shorting a footprint on the PCB. More details about this can be found in the schematic.

The EFM32 has an internal LDO regulator that powers the USB PHY inside the chip. 5 V from VBUS is applied to the USB_VREGI pin, and the output is decoupled on the USB_VREGO pin. When the power select switch is set to the *USB* position, USB_VREGO is connected to the VMCU net, which powers the chip and all peripherals in the target voltage domain. When the J-Link USB cable is inserted, users can monitor the current that supplies the USB PHY, the EFM32 device and all user peripherals on the board.

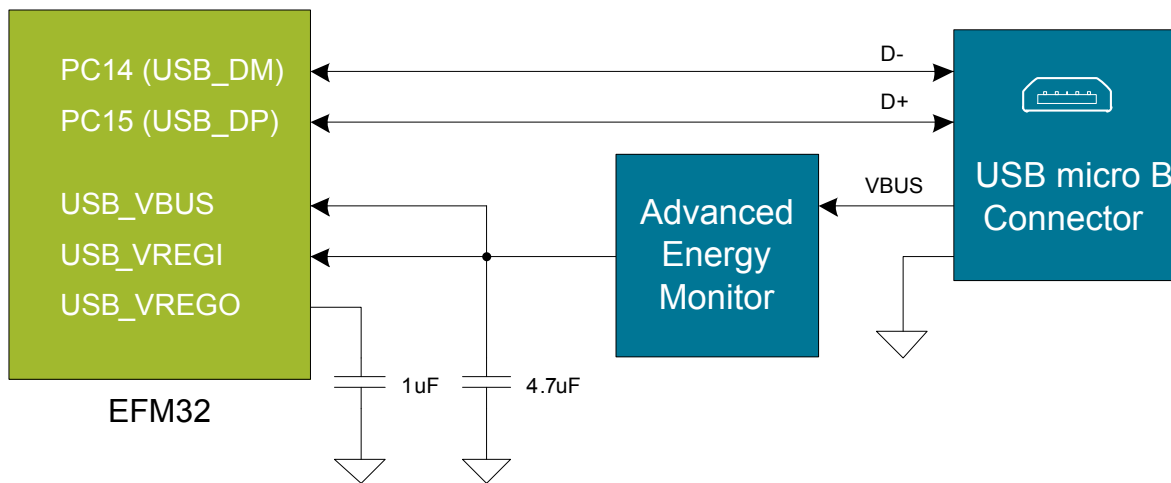


Figure 6.5. EFM32HG USB Connector

6.6 Virtual COM Port

An asynchronous serial connection to the board controller is provided for application data transfer between a host PC and the target EFM32HG, which eliminates the need for an external serial port adapter.

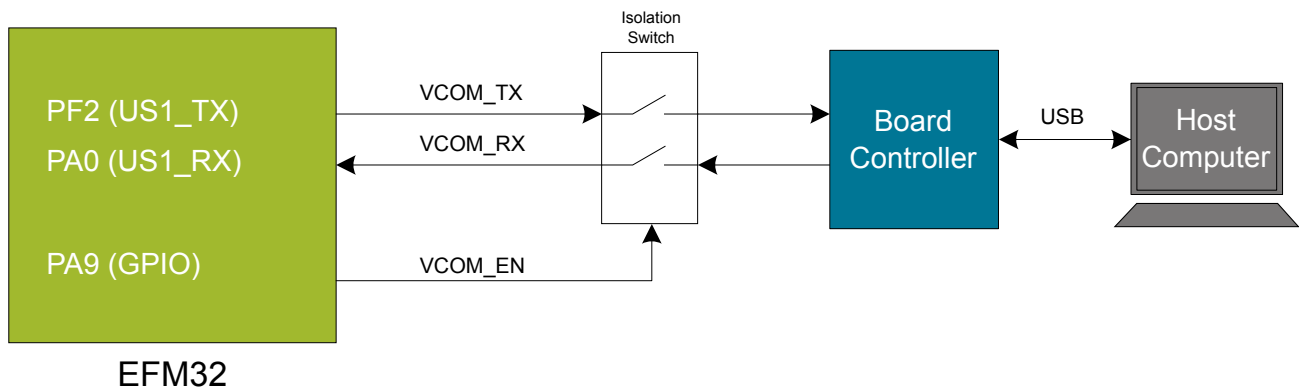


Figure 6.6. Virtual COM Port Interface

The Virtual COM port consists of a physical UART between the target device and the board controller, and a logical function in the board controller that makes the serial port available to the host PC over USB. The UART interface consists of two pins and an enable signal.

Table 6.1. Virtual COM Port Interface Pins

Signal	Description
VCOM_TX	Transmit data from the EFM32HG to the board controller
VCOM_RX	Receive data from the board controller to the EFM32HG
VCOM_ENABLE	Enables the VCOM interface, allowing data to pass through to the board controller.

Note: The VCOM port is only available when the board controller is powered, which requires the J-Link USB cable to be inserted.

7. Advanced Energy Monitor

7.1 Usage

The AEM (Advanced Energy Monitor) data is collected by the board controller and can be displayed by the Energy Profiler, available through Simplicity Studio. By using the Energy Profiler, current consumption and voltage can be measured and linked to the actual code running on the EFM32HG in realtime.

7.2 Theory of Operation

To accurately measure current ranging from 0.1 μA to 47 mA (114 dB dynamic range), a current sense amplifier is utilized together with a dual gain stage. The current sense amplifier measures the voltage drop over a small series resistor, and the gain stage further amplifies this voltage with two different gain settings to obtain two current ranges. The transition between these two ranges occurs around 250 μA . Digital filtering and averaging is done within the Board Controller before the samples are exported to the Energy Profiler application.

During kit startup, an automatic calibration of the AEM is performed, which compensates for the offset error in the sense amplifiers.

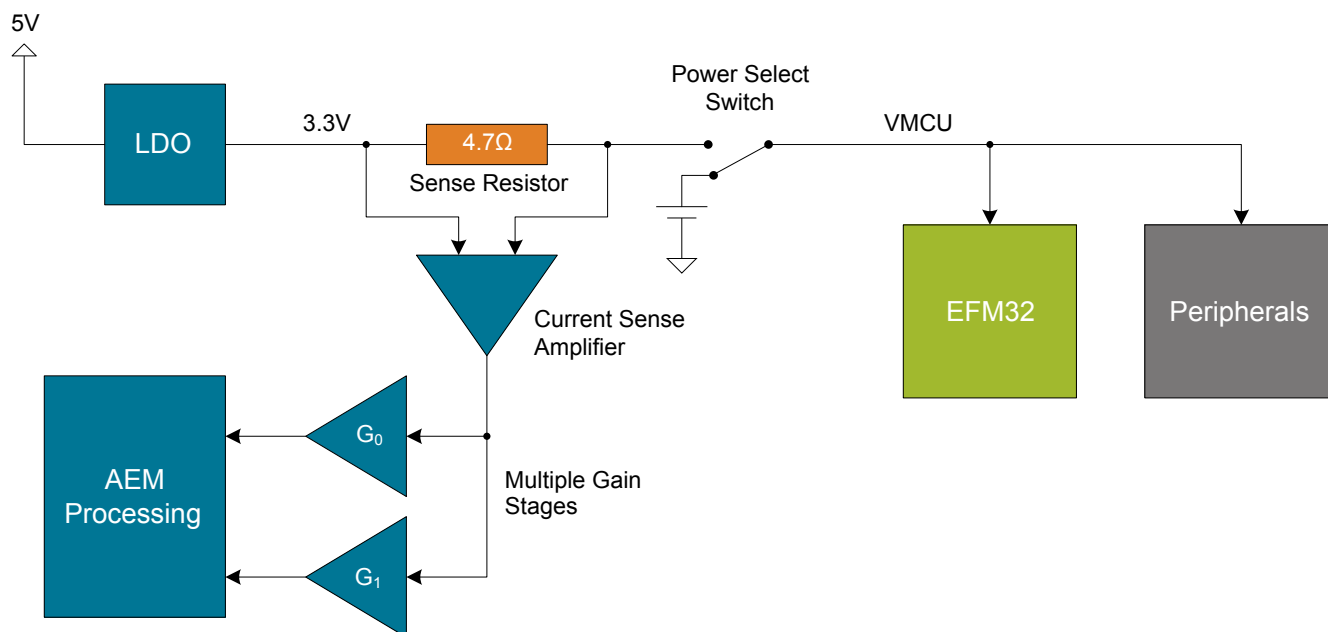


Figure 7.1. Advanced Energy Monitor

7.3 Secondary AEM Channel

The EFM32 Happy Gecko Starter Kit contains a secondary AEM channel in addition to the default one. This secondary channel has a sense resistor on the USB VBUS line connected to the EFM32HG's USB regulator input, and allows energy monitoring of a bus powered USB application, showcasing the EFM32HG Gecko's low energy USB peripheral.

To use the secondary AEM channel, set the power switch to the "USB" position so that the EFM32HG is configured as a bus powered device with the internal USB LDO regulator powering the device's VDD rail. The board controller monitors the switch position, and performs an automatic switch-over and calibration when the USB position is selected and a valid voltage is present on the VBUS rail. Both the current and the voltage measurement will now show the VBUS supply instead of the normal 3.3 V supply.

Note that the recalibration that occurs when switching between the "USB" and "AEM" modes on the power switch causes the target EFM32HG to lose power for a few seconds.

7.4 Accuracy and Performance

The Advanced Energy Monitor is capable of measuring currents in the range of 0.1 μA to 47 mA. For currents above 250 μA , the AEM is accurate within 0.1 mA. When measuring currents below 250 μA , the accuracy increases to 1 μA . Although the absolute accuracy is 1 μA in the sub 250 μA range, the AEM is able to detect changes in the current consumption as small as 100 nA. The AEM produces 6250 current samples per second.

8. On-Board Debugger

The SLSTK3400A contains an integrated debugger, which can be used to download code and debug the EFM32HG. In addition to programming the EFM32HG on the kit, the debugger can also be used to program and debug external Silicon Labs EFM32, EFM8, EZR32 and EFR32 devices.

The debugger supports three different debug interfaces used with Silicon Labs devices:

- Serial Wire Debug, which is used with all EFM32, EFR32 and EZR32 devices
- JTAG, which can be used with EFR32 and some EFM32 devices
- C2 Debug, which is used with EFM8 devices

To ensure that debugging works correctly, ensure that the appropriate debug interface that works with your device is selected. The debug connector on the board supports all three of these modes.

8.1 Debug Modes

Programming external devices is done by connecting to a target board through the provided debug connector and by setting the debug mode to **[Out]**. The same connector can also be used to connect an external debugger to the EFM32HG MCU on the kit by setting debug mode to **[In]**.

Selecting the active debug mode is done in Simplicity Studio.

Debug MCU: In this mode, the on-board debugger is connected to the EFM32HG on the kit.

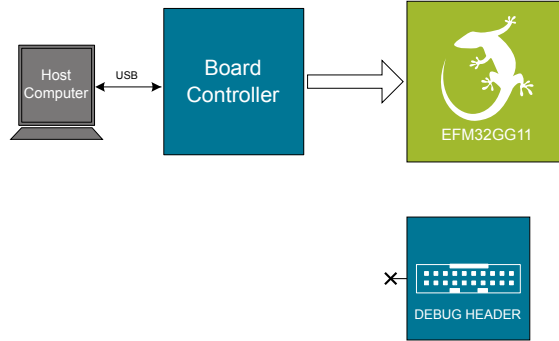


Figure 8.1. Debug MCU

Debug OUT: In this mode, the on-board debugger can be used to debug a supported Silicon Labs device mounted on a custom board.

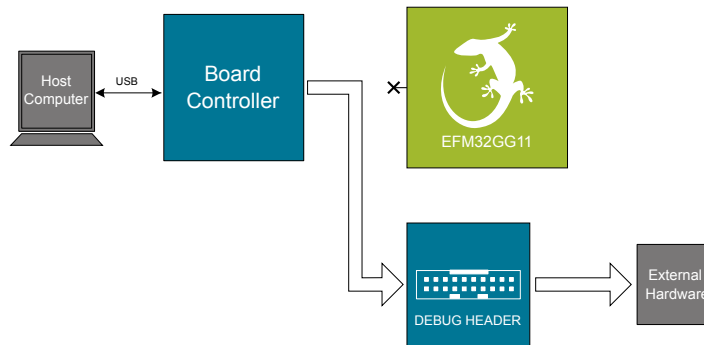


Figure 8.2. Debug OUT

Debug IN: In this mode, the on-board debugger is disconnected, and an external debugger can be connected to debug the EFM32HG on the kit.

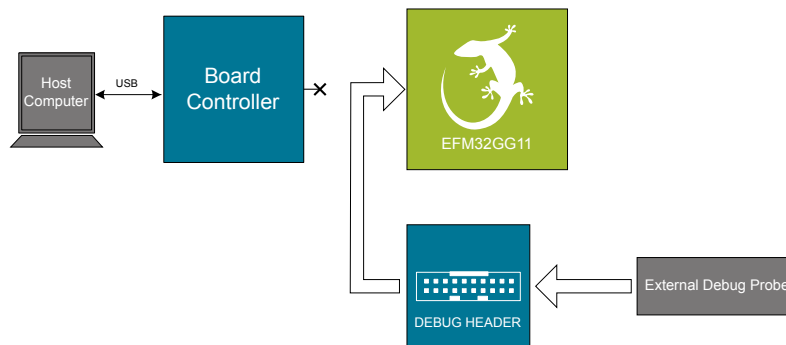


Figure 8.3. Debug IN

Note: For "Debug IN" to work, the kit board controller must be powered through the Debug USB connector.

8.2 Debugging During Battery Operation

When the EFM32HG is battery-powered and the J-Link USB is still connected, the on-board debug functionality is available. If the USB power is disconnected, the Debug IN mode will stop working.

If debug access is required when the target is running off another energy source, such as a battery, and the board controller is powered down, make direct connections to the GPIO used for debugging. This can be done by connecting to the appropriate pins of the breakout pads. Some Silicon Labs kits provide a dedicated pin header for this purpose.

9. Kit Configuration and Upgrades

The kit configuration dialog in Simplicity Studio allows you to change the J-Link adapter debug mode, upgrade its firmware, and change other configuration settings. To download Simplicity Studio, go to <http://www.silabs.com/simplicity>.

In the main window of the Simplicity Studio's Launcher perspective, the debug mode and firmware version of the selected J-Link adapter are shown. Click the **[Change]** link next to any of them to open the kit configuration dialog.

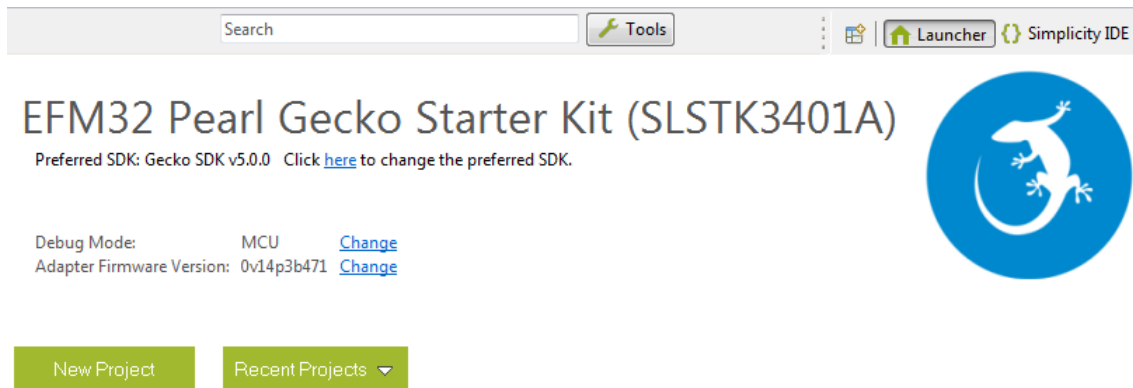


Figure 9.1. Simplicity Studio Kit Information

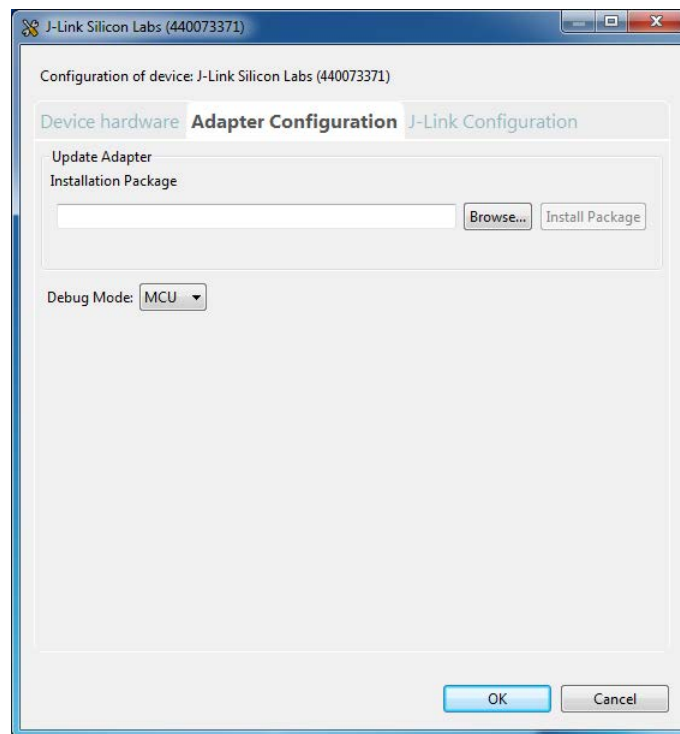


Figure 9.2. Kit Configuration Dialog

9.1 Firmware Upgrades

Upgrading the kit firmware is done through Simplicity Studio. Simplicity Studio will automatically check for new updates on startup.

You can also use the kit configuration dialog for manual upgrades. Click the **[Browse]** button in the **[Update Adapter]** section to select the correct file ending in `.emz`. Then, click the **[Install Package]** button.

10. Schematics, Assembly Drawings, and BOM

Schematics, assembly drawings, and bill of materials (BOM) are available through [Simplicity Studio](#) when the kit documentation package has been installed. They are also available from the Silicon Labs website and kit page.

11. Kit Revision History and Errata

11.1 Revision History

The kit revision can be found printed on the box label of the kit, as outlined in the figure below.

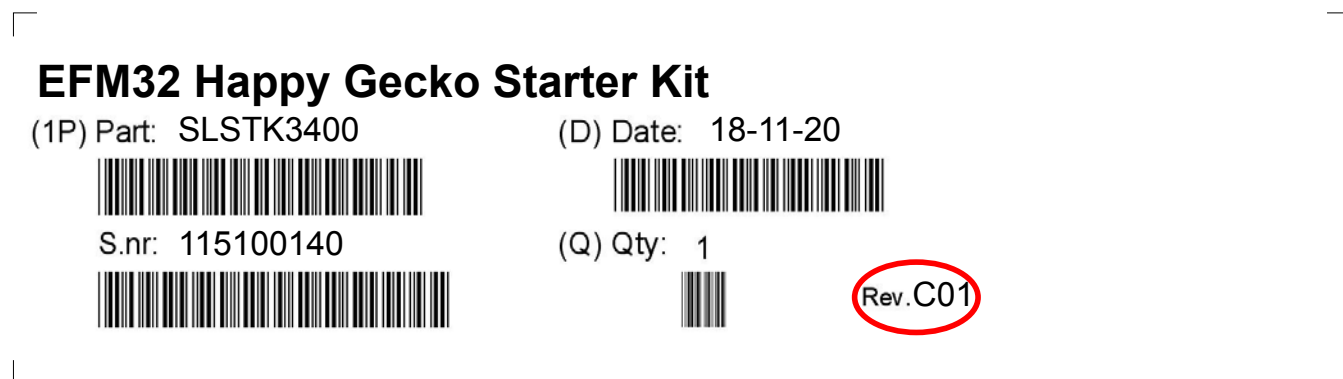


Figure 11.1. Revision Information

Table 11.1. Kit Revision History

Kit Revision	Released	Description
C01	2019-11-18	Upgraded board controller section.
B00	2016-09-28	Coin-cell battery no longer included with kit due to shipping restrictions.
A04	2015-11-20	Updated board revision to B01 - Added input filter for secondary AEM channel.
A03	2015-04-30	Updated board revision to B01 - Added input filter for secondary AEM channel.
A02	2015-03-20	Updated board revision to B00 - Pinout changes related to internal operation of the Board Controller
A01	2015-02-02	Initial Kit Revision.

11.2 Errata

There are no known errata at present.

12. Document Revision History

1.02

2020-03-27

Updated document to current template.

1.01

2016-11-21

Updated document title.

1.00

2015-04-30

Initial document version.

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