Propeller Proto Board

Customer Revision Requests

Collected from http://forums.parallax.com/showthread.php?131077-Revision-Request-Propeller-protoboards-more-silkscreen-marking-on-bottom-of-board

Request	Comments
Add silkscreen on bottom of the board using the same dashed lines and legends that appear on the top for 3.3V, 5V and GND along with the Propeller I/O pin labels.	RobotWorkshop, David Saunders
Add two pads that go to ground and the other to the reset line to give the customer the ability to add a remote reset switch.	RobotWorkshop, David Saunders
Move the Propeller chip from the center of the proto area off to one side – the current location of the chip limits the usefulness of the prototytpe area.	Phil Pilgrim, Cluso99, Jason Drorie
Use a lower-profile electrolytic cap or one with axial leads. The one that's there is the tallest thing on the board and it's just asking to get bumped or broken off.	Phil Pilgrim
Make this board available in an open-source format so it is clear (on the documentation, on the PCB)	David Saunders
Add a VIN through hole, in case somebody doesn't want to use the barrel jack (maybe an area where you could add a 3-pin servo header connection or a place for a terminal block.	SRLM
Add power connections to the side of the board furthest away from the regulators.	SRLM
Add in a jumper to allow for separate input power supplies to the 5V and 3.3V regulators.	SRLM
On the USB version of the boad, break out the 5V power line so that it can be easily accessed (and four holes for a prop plug if you destroy the USB circuitry).	SRLM
Design the expensive NorComp VGA/dual PS2 connector out of the Prop Proto Board.	Ken Gracey
Use the same PCB for both versions by just omitting the USB/FTDI circuitry on certain builds.	Cluso99
Make the USB section with a 1x4 PropPlug header and the 1x4 PropPlug header to the Propeller immediately beside the first connector 0.1" apart. This means that you canseperate the PropPlug and Propeller, which is a great feature. Now, to join them just place 4 shunts to link these two headers.	Cluso99
Provide two links for 5V and GND so that the USB may supply the 5V, or the 5V regulator. This also permits an external 5V supply direct to the header.	Cluso99
Prefers to see two PS2/USB-A footprints (either a PS2 or USB-A connector can be fitted in each position). This	Cluso99

permits modern keyboards with USB connectors working in PS2 mode to be connected. I would like to see the pullup resistors able to be linked as pulldown so that we could try USB devices such as Bluetooth and the drivers done by scanlime.	
Would be nice if I could easily disable either (or both) the 5V and 3.3V regulators. Specifically, there are certain situations wehre I use USB power or a 5V out boost converter, and I disable the 5V regulator by undsoldering it. More flexibility with power would be nice.	SRLM
Add in dedicated through-holes to the board and notes to the documentation about adding capacitors to overclock the board.	SRLM
Leave the 3 pads (used to select Vin or 5V) which power the four 3-pin header locations as they are. If I want a jumper I can easily add a three-pin header connector. For something more permanent I can just solder a jumper wire. On a couple recent board I add an extra 5V regulator to back the center pin. I pick the ground near where the regulator is mounted. I've included a picture that shows this.	SRLM
It may be nice if the VGA connections could easily be disconnected, leaving the adapter in tact so that a custom VGA circuit could be used. I am looking at a Prop ProtoBoard and I am hesitant to try to modify it by hand, as I do not wish to sacrifice other connections by a slip.	David Saunders
Change the power LED to some other color – anything but green or yellow. Blue would be nice if it is not too bright. I often use a deep orange.	