

Pictured below is the new 28QFN Programmer in approximately full size. The actual dimensions are 2.0 x 3.0 inches.

The major components are:

1. The metal box on the left side is the top of the USB-B jack for the USB cable from the PC for interfacing to the Silicon Labs IDE.
2. The large black object to the right of center is the top of the Plastronic ZIF 28-pin QFN socket. This opens from the right side, the MCU is inserted and the top closed to make good contact. There is an MCU orientation diagram on the board SW of the socket.
3. The slide switch below the socket is used to turn power On or Off when installing or removing MCUs.
4. The two black objects on the right edge are 2 x 7 connectors that bring all 28 pins from the MCU to the edge. Users may insert 0.025 pins into the connector or plug the 28QFN ProtoBoard™ into them.
5. The four ICs along the top edge are the analog multiplexers that direct the C2D, C2CLK, VCC and GND to the proper pins for each of the MCUs based on the setting of the select switch.
6. The round select switch below the USB-B jack is used to select the correct set of programming connections for each MCU. The legend shows the proper switch settings for each MCU.
7. The dip switch located on the right side between the two connectors is used to set special connections required by the F326, F411 and F413 MCUs.
8. The small IC to the left of the socket is the C8051F321 contains the USB Debug Adapter software used to convert the USB information into the programming signals.
9. Four pads in the upper left of the board are available for FlexAble Systems to reprogram the C8051F321 should the need ever arise.
10. Four pads toward the center at the top of the board make the programming signals and power rails selected by the rotary switch available.
11. Four LEDs provide status information:
  - Power from the USB/PC
  - Run and Stop programming
  - Power to socket
12. A sample C8051F321 is installed in the socket so that you can start programming and testing immediately – right out-of-the-box.

