

Connectors and Pin Assignment of the Radio

Transceiver Rear Side - Pin Function

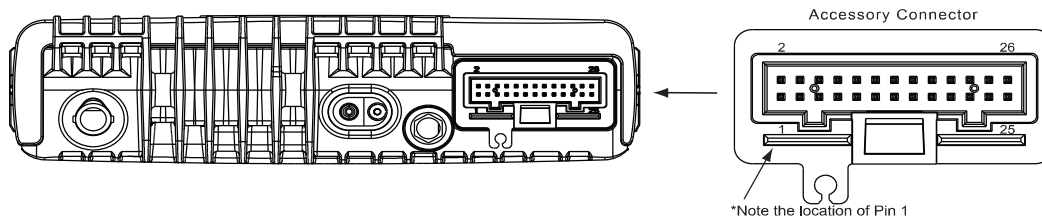


Figure 25 Location of Accessory Connector - Rear Side

This section gives a description of the Accessory Connector pin functions.

CAUTION

The accessory connections shown are not compatible to some other models of Motorola radios. Check the appropriate accessory or technical manual for further information.

Table 9 26-Pin Accessory Connector

Pin	Function	Description
1	UART1_TXD / USBx_D+	USB 1.1 – Default Host RS232 or UART2 – Alternative Setting
2	UART1_RXD / USBx_D-	
3	UART1_RTS / USBx_VBUS	
4	GND_USBx	
5	1-WIRE	1-Wire standard port (pulled via 2K2 to 5V inside U600)
6	KEYFAIL / FLASH	Key load (pulled via 10K to 5V) Flash input (>10V will trigger Flash mode)
7	SWB +	A+ voltage (limited to 14V) with 1A current limitation
8	GND_MAIN	Main and power ground
9	SPEAKER-	Loudspeaker (PA) output – (NOT TO BE GROUNDED!)
10	SPEAKER+	Loudspeaker (PA) output +
11	TX_AUDIO	TX audio output
12	GND_ANA	Main audio ground
13	MIC1 / EXT_MIC	Ext mic input / MIC1 for noise cancelling dual mic input

Table 9 26-Pin Accessory Connector

Pin	Function	Description
14	RX_AUDIO	RX audio output
15	MIC2	MIC2 for noise cancelling dual mic input
16	GND_MIC	Ground (for MIC)
17	EXTERNAL_PTT	PTT input (pulled via 4K7 to 5V)
18	UART2_DTR / USBy_ID	RS232 or UART1 / UART2 DTR / 2nd USB2.0 (OTG) ID
19	HOOK_PA_EN	HOOK_PA_EN input (or programmable 5V GPIO)
20	UART2_TXD / USBy_TX	RS232 or UART2 TXD / 2nd USB2.0 (OTG) D+
21	UART2_RTS / USBy_VBUS	RS232 or UART2 RTS / 2nd USB2.0 (OTG) VBUS – 100mA
22	UART2_RXD / USBy_RX	RS232 or UART2 RXD / 2nd USB2.0 (OTG) D-
23	EMERGENCY	Emergency Input (Pulled via 24K9 to A+) – Pull low to power on
24	UART_CTS	RS232 or UART1 / UART2 CTS input
25	IGNITION	Ignition input (through series 15K) – Pull > 5V to power on
26	EXTERNAL_ALARM	External Alarm input (Pulled via 4K7 to A+)

CAUTION

PIN 25: If the ignition line is not used, it needs to be grounded for example connected to pin 8. Interference can cause radio to hang.