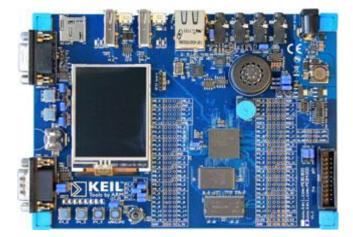
MCB1800 Evaluation Board and Starter Kit



The Keil MCB1800 Evaluation Boards enable you to create and test working programs based on the NXP LPC1850 family of ARM Cortex[™]-M3 processor-based devices.

The MCB1800 Evaluation Board is available in two different configurations:

- The MCB1850 Evaluation Board is populated with an NXP <u>LPC1850</u> device
- The MCB1857 Evaluation Board is populated with a NXP LPC1857 device

Features

- 180MHz ARM Cortex-M3 processor-based MCU in LBGA256
- On-Chip SRAM: 136KB (LPC1857), 200KB (LPC1850)
- On-Chip Flash: 1MB dual bank (LPC1857), no on-chip Flash (LPC1850)
- On-Board Memory: 16MB NOR Flash, 4MB Quad-SPI Flash, 16 MB SDRAM, & 16KB EEPROM (I2C)
- Color QVGA TFT LCD with touchscreen
- 10/100 Ethernet Port
- High-speed USB 2.0 Host/Device/OTG interface (USB host + Micro USB Device/OTG connectors)
- Full-speed USB 2.0 Host/Device interface (USB host + micro USB Device connectors)
- CAN interfaces
- Serial/UART Port
- MicroSD Card Interface
- 4 user push-buttons + reset
- Digital Temperature Sensor (I2C)
- Analog Voltage Control for ACD Input
- Audio CODEC with Line-In/Out and Microphone/headphone connector + Speaker
- Debug Interface <u>Connectors</u>
- 20-pin JTAG (0.1 inch)
 - 10-pin Cortex debug (0.05 inch)
 - 20-pin Cortex debug + ETM Trace (0.05 inch) RoHS No.

Development Software

The MCB1800 Evaluation Board and Starter Kit includes the <u>MDK-ARM Lite Edition</u> Tools. These tools help you get started writing programs and testing the microcontroller and its capabilities. Sample applications that run on the MCB1800 evaluation board, and a Quickstart guide are included.

Ordering Information

The MCB1800 is available as a stand alone evaluation board or as a **<u>starter kit</u>** which includes the <u>ULINK-ME</u> debug adapter.

- MCB1850: MCB1850 evaluation board
- MCB1850UME: MCB1850 starter kit (includes ULINK-ME)
- MCB1857: MCB1857 evaluation board available Q3,12
- MCB1857UME: MCB1857 starter kit (includes ULINK-ME) available Q3,12