

MSP-EXP430G2 LaunchPad Experimenter Board

User's Guide



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Read This First

If You Need Assistance

If you have any feedback or questions, support for the MSP430™ devices and the MSP-EXP430G2 is provided by the Texas Instruments Product Information Center (PIC) and the TI E2E Forum (<https://community.ti.com/forums/12.aspx>). Contact information for the PIC can be found on the TI web site at <http://support.ti.com>. Additional device-specific information can be found on the MSP430 web site at <http://www.ti.com/msp430>.

Related Documentation from Texas Instruments

The primary sources of MSP430 information are the device-specific data sheets and user's guides available at the Texas Instruments MSP430 web site: <http://www.ti.com/msp430>.

MSP430 device user's guides, application reports, software examples and other MSP430 user's guides can be found at the Tech Docs section. The CCS user's guide includes detailed information on setting up a project and using Code Composer Studio for the MSP430 microcontroller ([SLAU157](#)).

Information specific to the MSP-EXP430G2 LaunchPad Experimenter Board, all the available IDEs, Software Libraries, and examples can be found at the Tools & Software section: <http://www.ti.com/tool/msp-exp430g2>.

FCC Warning

This equipment is intended for use in a laboratory test environment only. It generates, uses, and can radiate radio frequency energy and has not been tested for compliance with the limits of computing devices pursuant to subpart J of part 15 of FCC rules, which are designed to provide reasonable protection against radio frequency interference. Operation of this equipment in other environments may cause interference with radio communications, in which case, the user will be required to take whatever measures may be required to correct this interference his own expense.

MSP-EXP430G2 LaunchPad Experimenter Board

1 MSP-EXP430G2 LaunchPad Overview

1.1 Overview

The MSP-EXP430G2 low-cost experimenter board called LaunchPad is a complete development solution for the Texas Instruments MSP430G2xx Value Line series. The integrated USB-based emulator offers all the hardware and software necessary to develop applications for all MSP430G2xx series devices. The LaunchPad has an integrated DIP target socket that supports up to 20 pins, allowing MSP430™ Value Line devices to be dropped into the LaunchPad board. It also offers an on-board flash emulation tool allowing direct interface to a PC for easy programming, debugging, and evaluation. The LaunchPad experimenter board is capable of programming the eZ430-RF2500T target boards, the eZ430-Chronos watch module or the eZ430-F2012T/F2013T target boards. The USB interface provides a 9600-Baud UART serial connection from the MSP430G2xx device to the host PC or a connected target board.

The MSP-EXP430G2 can be used with IAR Embedded Workbench™ Integrated Development Environment (IDE) or Code Composer Studio™ (CCS) IDE to write, download, and debug applications. The debugger is unobtrusive, allowing the user to run an application at full speed with hardware breakpoints and single stepping available while consuming no extra hardware resources.

MSP-EXP430G2 LaunchPad features:

- USB debugging and programming interface featuring a driverless installation and application UART serial communication with up to 9600 Baud
- Supports all MSP430G2xx and MSP430F20xx devices in PDIP14 or PDIP20 packages
- Two general-purpose digital I/O pins connected to green and red LEDs for visual feedback
- Two push button for user feedback and device reset
- Easily accessible device pins for debugging purposes or as socket for adding customized extension boards
- High-quality 20-pin DIP socket for an easy plug-in or removal of the target device

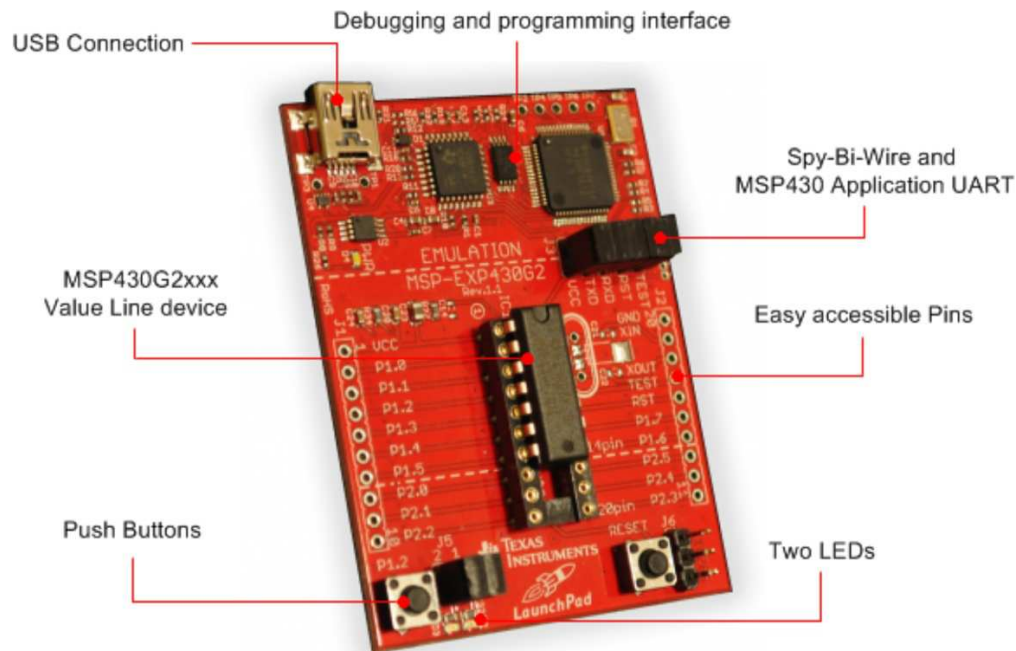


Figure 1. MSP-EXP430G2 LaunchPad Overview

For latest information on the MSP-EXP430G2 LaunchPad and all the necessary files, visit the MSP430 LaunchPad Wiki page [http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_\(MSP-EXP430G2\)](http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_(MSP-EXP430G2)). There you can find software examples, more details on the supported software, and where to order the MSP-EXP430G2 LaunchPad.

1.2 Kit Contents

The MSP-EXP430G2 experimenter kit includes the following hardware:

- LaunchPad emulator socket board (MSP-EXP430G2)
- Mini USB-B cable, 0.5 m
- Two MSP430 flash devices
 - MSP430G2553: Low-power 16-bit MSP430 microcontroller with an 8-channel 10-bit ADC, on-chip comparator, touch-sense enabled I/Os, universal serial communication interface, 16kB flash memory, and 512 bytes of RAM (preloaded with a sample program)
 - MSP430G2452: Low-power 16-bit MSP430 microcontroller with an 8-channel 10-bit ADC, on-chip comparator, touch-sense enabled I/Os, universal serial interface, 8kB flash memory, and 256 bytes of SRAM
- Two 10-pin PCB connectors female
- 32.768-kHz clock crystal from Micro Crystal (<http://www.microcrystal.com>)
- Quick start guide
- Two LaunchPad stickers

1.3 Revisions

The first production revision of the LaunchPad in 2010 was 1.3 and in 2012 the LaunchPad board revision changed again from 1.4 to 1.5 to align with the new release of value line device. The differences in the Schematic and the Kit Contents are:

- Layout and Schematic:
 - Voltage feedback in the emulator changed to increase startup stability (Rev 1.3 to Rev 1.4)
 - Rearranged jumper J3 to support a vertical jumpers position for the UART lines

- VCC on the connector J4 can now be disconnected from the emulator VCC by J3
- Pullup resistor R34 and capacitor C24 on P1.3 removed to reduce the current consumption
- Presoldered male headers J1 and J2

2 Installation

The MSP-EXP430G2 LaunchPad installation consists of three easy steps:

1. Download the required software.
2. Install the selected IDE.
3. Connect the LaunchPad to the PC.

Then the LaunchPad is ready to develop applications or to use the pre-programmed demo application.

2.1 Download the Required Software

Different development software tools are available for the MSP-EXP430G2 LaunchPad development board. IAR Embedded Workbench™ KickStart IDE and Code Composer Studio™ (CCS) IDE are both available in a free limited version. IAR Embedded Workbench allows 4kB of C-code compilation. CCS is limited to a code size of 16kB. The software is available at <http://www.ti.com/msp430> or the LaunchPad Wiki page [http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_\(MSP-EXP430G2\)](http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_(MSP-EXP430G2)). There are many other compilers and integrated development environments (IDEs) available to use with the MSP-EXP430 LaunchPad including Rowley Crossworks and MSPGCC. However, example projects have been created using IAR Embedded Workbench KickStart and Code Composer Studio (CCS). For more information on the supported software and the latest code examples, visit the LaunchPad Wiki page.

2.2 Install the Software

Download one of the integrated development environments (IDEs). IAR KickStart and CCS offer the required driver support to work with the MSP-EXP430 LaunchPad onboard emulation. Once installed, the IDE should find the MSP-EXP430G2 LaunchPad as USB:HID debugging interface. Now all is set for developing MSP430G2xx based application on the LaunchPad.

2.3 Install the Hardware

Connect the MSP-EXP430G2 LaunchPad socket board with the enclosed USB cable to a PC. The driver installation starts automatically. If prompted for software, allow Windows to install the software automatically. This is possible only if either IAR KickStart or Code Composer Studio is already installed (see [Section 2.2](#)).

3 Getting Started With MSP-EXP430G2 LaunchPad

3.1 Getting Started

The first time the MSP-EXP430G2 LaunchPad Experimenter Board is used, a demo application automatically starts as soon as the board is powered from the USB host. To start the demo, connect the MSP-EXP430G2 LaunchPad with the included mini USB cable to a free USB port. The demo application starts with an LED toggle to show the device is active. More information about the demo application can be found in [Section 3.2](#).

3.2 Demo Application, Internal Temperature Measurement

The LaunchPad includes a pre-programmed MSP430G2553 device already installed in the target socket. When LaunchPad is connected via USB, the demo starts with an LED toggle sequence. The onboard emulation generates the supply voltage and all the signals necessary to start.

Press button P1.3 to switch the application to a temperature measurement mode. A reference temperature is taken at the beginning of this mode, and the LEDs of the LaunchPad signal a rise or fall in temperature by varying the brightness of the on-board red or green LED, respectively. The reference temperature can also be recalibrated with another button press on P1.3. The collected temperature data is also communicated via back-channel UART through the USB emulation circuitry back to the PC. The transmitted values representing the temperature measured with the MSP430G2553 internal temperature sensor in Fahrenheit and can be displayed with any terminal application or the Temperature Sensor GUI available on the MSP430 LaunchPad wiki page [http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_\(MSP-EXP430G2\)](http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_(MSP-EXP430G2)). The serial communication port on the PC must be configured with 2400 bps, one stop bit, and no flow control to display the values correctly.

The demo application uses the on-chip peripherals of the MSP430G2553 device such as the 10-bit ADC, which samples the internal temperature sensor, and 16-bit timers, which drive the PWM to vary brightness of the LEDs and enable software UART for communication with the PC. The MSP430G2553 offers a USCI interface that is capable of communicating through UART at up to 2 MBaud, but to be aligned with all the other MSP430G2xx devices, the demo uses the Timer UART implementation, which can be used on all the other devices. This way the demo can be used with any other MSP430G2xx device with an integrated ADC, without any change in the program. The source code for this pre-loaded demo application is available for download in the Projects section of the MSP430 LaunchPad wiki page. Further information on the Temperature Sensor application and other examples and applications can be found on the MSP430 LaunchPad wiki page as well.

The provided applications can be a great starting point for various custom applications and give a good overview of the manifold possibilities of the MSP430G2xx Value Line devices. Also available are the executable and source files for a GUI, which displays the data that is being communicated back to the PC from the LaunchPad.

4 Develop an Application With the MSP-EXP430G2 LaunchPad

4.1 Developing an Application

The integrated development environments (IDEs) shown in [Section 2](#) offer support for the whole MSP430G2xx Value Line. The MSP-EXP430G2 LaunchPad needs only a connection to the USB of the Host PC—there is no external hardware required. The power supply and the Spy-Bi-Wire JTAG signals TEST and RST must be connected with jumper J3 to allow the onboard emulation connection to the device, as shown in [Section 5](#). Now the preferred device can be plugged into the DIP target socket of the LaunchPad (see [Figure 2](#)). Both PDIP14 and PDIP20 devices of the MSP430G2xx Value Line and the MSP430F20xx family can be inserted into the DIP socket aligned to pin 1. A complete list of supported devices can be found in [Section 4.7](#).

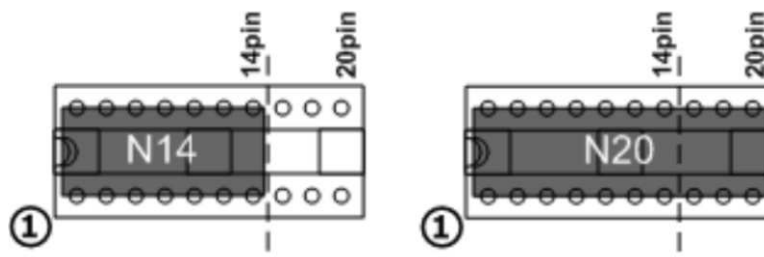


Figure 2. Insert Device Into Target Socket

The following example for Code Composer Studio v4 shows how to download and debug the demo application described in [Section 3.2](#).

4.2 Program and Debug the Temperature Measurement Demo Application

The source code of the demo application can be downloaded from the MSP430 LaunchPad wiki page. Download the project folder and unpack it to a location of your choice. For this demo, Code Composer Studio v4 or newer must be installed.

The demo application can be loaded to the CCS workspace by clicking File→Import. Select the location of the extracted project files and import Existing projects into Workspace. Now the MSP-EXP430G2-Launchpad project appears inside the CCS workspace. The project must be marked as the active project to start programming and debugging the device.

Connect the LaunchPad with an inserted MSP430G2553 device to the host PC and click the Debug button on the CCS Toolbar. The MSP-EXP430G2 LaunchPad is initialized and the download of the compiled demo application starts. The CCS view switches to a debugging interface once the download is completed and the application is ready to start. [Figure 3](#) shows Code Composer Studio v4 with the MSP-EXP430G2 LaunchPad demo application in debug view.

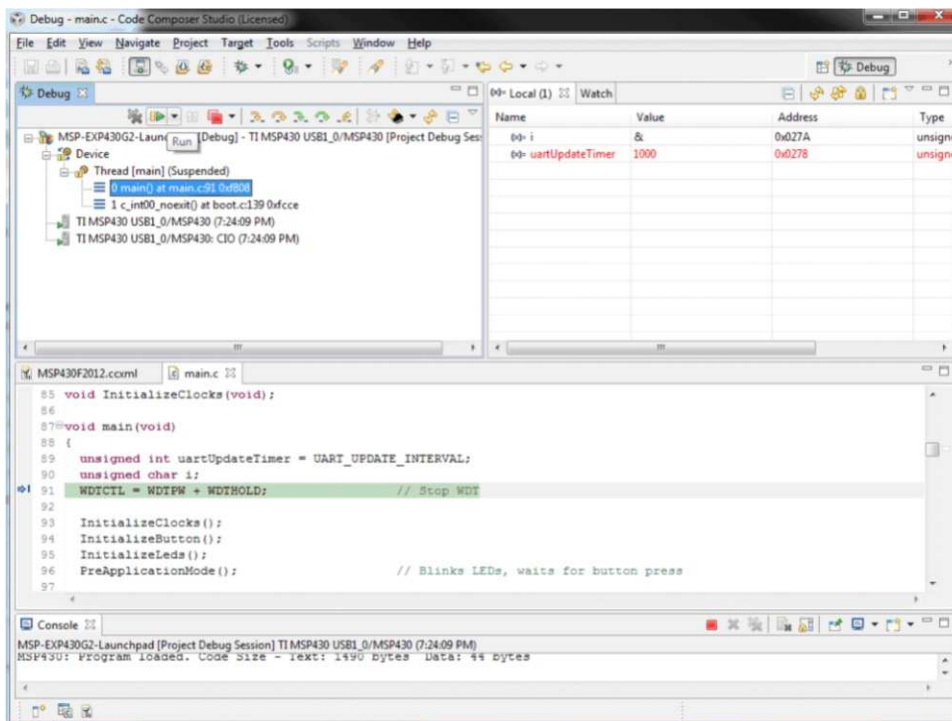


Figure 3. Code Composer Studio™ v4 in Debugging Mode

4.3 Disconnect Emulator From Target With Jumper J3

The connection between the MSP-EXP430G2 emulator and the attached target device can be opened with the jumper array J3. This can be useful to access an attached eZ430 target board by disconnecting the Spi-Bi-Wire JTAG lines RST and TEST or if the JTAG lines are used for other application purposes. The jumper array can also be used to measure the power consumption of the LaunchPad application. For this intention, all connections except VCC must be opened, and a multi meter can be used on the VCC Jumper to measure the current of the MSP-EXP430G2 target device and its peripherals. The jumper J5 VCC also must be opened if the LaunchPad board is powered with an external power supply over J6 [Table 1](#) or the eZ430 interface J4.

NOTE: The assignment of jumper J3 has been changed in MSP-EXP430G2 revision 1.5, see the comments in [Table 1](#) to find the assignment for a specific board revision.

Table 1. Jumper Connection J3 Between Emulator and Target

Jumper	Signal	Description
1	VCC	Target socket power supply voltage (power consumption test jumper) (located on 5 before Rev. 1.5)
2	TEST	Test mode for JTAG pins or Spy-Bi-Wire test clock input during programming and test (located on 1 before Rev. 1.5)

Table 1. Jumper Connection J3 Between Emulator and Target (continued)

Jumper	Signal	Description
3	RST	Reset or Spy-Bi-Wire test data input/output during programming and test (located on 2 before Rev. 1.5)
4	RXD	UART receive data input (direction can be selected by jumper orientation) (located on 3 before Rev. 1.5)
5	TXD	UART transmit data output (direction can be selected by jumper orientation) (located on 4 before Rev. 1.5)

Jumpers 4 and 5 connect the UART interface of the emulator to the target device pins P1.1 and P1.2. The direction of the UART signal lines can be selected by the orientation of the attached jumpers. In horizontal orientation, the jumpers connect TXD to P1.1 and RXD to P1.2, as they are used for the software UART communication on the demo application (see [Section 3.2](#)). In vertical orientation, the jumpers connect the TXD signal to P1.2 and the RXD signal to P1.1, as required for the MSP430G2553 USCI.

4.4 Program Connected eZ430 Target Boards

The MSP-EXP430G2 LaunchPad can program the eZ430-RF2500T target boards, the eZ430-Chronos watch module, or the eZ430-F2012T/F2013T. To connect one of the ez430 targets, connector J4 must be populated with a 0.050-in (1.27-mm) pitch male header, as shown in [Figure 4](#).

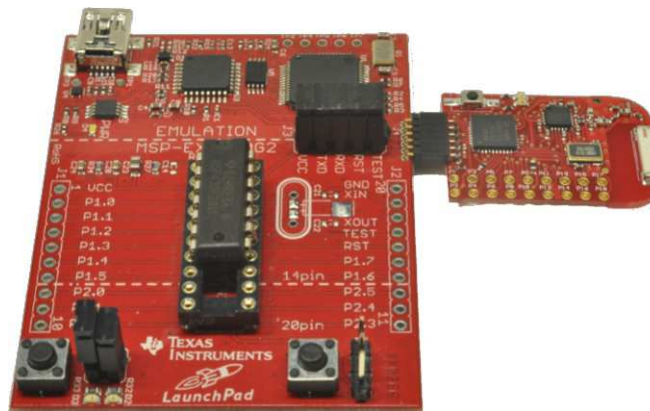


Figure 4. MSP-EXP430G2 LaunchPad With Attached eZ430-RF2500 Target Board

To program the attached target without interfering with the LaunchPad socket board, jumper connections TEST and RST of J3 must be open. The interface to the eZ430 target board is always connected to the MSP-EXP430G2 emulator, so the programming and debugging of a connected LaunchPad target device is possible only if the eZ430 target is not connected on the same time. The application UART, on the other hand, is connected directly to the LaunchPad target device, and jumper J3 can be closed to monitor the transmission from the LaunchPad target to the attached eZ430. This way both possible connections, from the device to the PC and from the device to the eZ430, can be established without changing the direction of the UART pins.

The VCC connection to the eZ430 interface is directly connected to the LaunchPad target VCC and can be separated with jumper J3, if the LaunchPad itself should be powered via a connected battery on J4. To supply the eZ430 interface with the onboard emulator the jumper J3 VCC needs to be closed.

[Table 2](#) shows the pinout of the eZ430 debugging interface J4, the first pin is the left pin located on the emulator part of the LaunchPad.

Table 2. eZ430 Debugging Interface

Pin	Signal	Description
1	TXD	UART transmit data output (UART communication from PC or MSP430G2xx to eZ430 target board)
2	VCC	Power supply voltage (J3 VCC needs to be closed to supply via onboard emulator)
3	TEST / SBWTCK	Test mode for JTAG pins and Spy-Bi-Wire test clock input during programming and test
4	RST / SBWTDIO	Reset, Spy-Bi-Wire test data input/output during programming and test

Table 2. eZ430 Debugging Interface (continued)

Pin	Signal	Description
5	GND	Power supply ground
6	RXD	UART receive data input (UART communication from eZ430 target board to PC or MSP430G2xx)

4.5 Connecting a Crystal Oscillator

The MSP-EXP430G2 LaunchPad offers a footprint for a variety of crystal oscillators. The XIN and XOUT signals of the LFXT1 oscillator can support low-frequency oscillators like a watch crystals of 32768 Hz or a standard crystal with a range defined in the associated data sheet. The signal lines XIN and XOUT can also be used as multipurpose I/Os or as a digital frequency input. More information on the possibilities of the low-frequency oscillator and the possible crystal selection can be found in the *MSP430x2xx Family User's Guide* ([SLAU144](#)) or the device-specific data sheet.

The oscillator signals are connected to J2 to use the signals on an attached application board. In case of signal distortion of the oscillator signals that leads to a fault indication at the basic clock module, resistors R29 and R28 can be used to disconnect the pin header J2 from the oscillating lines.

4.6 Connecting a Satellite Board

The LaunchPad is the perfect experimenter board to start hardware development with the MSP430G2xx Value Line. Connectors J1 and J2 and the power supply at J6 are aligned in a 0.1-in (2.54-mm) grid to allow an easy and inexpensive development of a breadboard extension module. These satellite boards can access all the signals of the LaunchPad target device. So the satellites can hold their own device and use the LaunchPad as a pure programming interface, or they can work with the device that is plugged into the LaunchPad socket. The alignment of the connectors and the pinout can be found in [Section 5](#). The MSP-EXP430G2 LaunchPad kit includes two female 10-pin PCB connectors to get started with the first extension board right away.

4.7 Supported Devices

Texas Instruments offers several MSP430 devices in a PDIP package that is compatible with LaunchPad. [Table 3](#) shows the supported devices.

Table 3. Supported Devices

Part Number	Family	Description
MSP430F2001	F2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 128B RAM, Comparator
MSP430F2002	F2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 128B RAM, 10-Bit SAR A/D, USI for SPI/I2C
MSP430F2003	F2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 128B RAM, 16-Bit Sigma-Delta A/D, USI for SPI/I2C
MSP430F2011	F2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 128B RAM, Comparator
MSP430F2012	F2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 128B RAM, 10-Bit SAR A/D, USI for SPI/I2C
MSP430F2013	F2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 128B RAM, 16-Bit Sigma-Delta A/D, USI for SPI/I2C
MSP430G2001	G2xx	16-bit Ultra-Low-Power Microcontroller, 512B Flash, 128B RAM
MSP430G2101	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 128B RAM
MSP430G2111	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 128B RAM, Comparator
MSP430G2121	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 128B RAM, USI for SPI/I2C
MSP430G2131	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 128B RAM, 10-Bit SAR A/D, USI for SPI/I2C
MSP430G2201	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 128B RAM
MSP430G2211	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 128B RAM, Comparator
MSP430G2221	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 128B RAM, USI for SPI/I2C
MSP430G2231	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 128B RAM, 10-Bit SAR A/D, USI for SPI/I2C
MSP430G2102	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 256B RAM, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2202	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins

Table 3. Supported Devices (continued)

Part Number	Family	Description
MSP430G2302	G2xx	16-bit Ultra-Low-Power Microcontroller, 4kB Flash, 256B RAM, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2402	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 256B RAM, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2112	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 256B RAM, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2212	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2312	G2xx	16-bit Ultra-Low-Power Microcontroller, 4kB Flash, 256B RAM, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2412	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 256B RAM, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2132	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 256B RAM, 10-Bit SAR A/D, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2232	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, 10-Bit SAR A/D, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2332	G2xx	16-bit Ultra-Low-Power Microcontroller, 4kB Flash, 256B RAM, 10-Bit SAR A/D, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2432	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 256B RAM, 10-Bit SAR A/D, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2152	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 256B RAM, 10-Bit SAR A/D, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2252	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, 10-Bit SAR A/D, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2352	G2xx	16-bit Ultra-Low-Power Microcontroller, 4kB Flash, 256B RAM, 10-Bit SAR A/D, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2452	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 256B RAM, 10-Bit SAR A/D, Comparator, USI for SPI/I2C, 16 Touch-Sense Enabled I/O Pins
MSP430G2153	G2xx	16-bit Ultra-Low-Power Microcontroller, 1kB Flash, 256B RAM, 10-Bit SAR A/D, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2203	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2313	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2333	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, 10-Bit SAR A/D, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2353	G2xx	16-bit Ultra-Low-Power Microcontroller, 2kB Flash, 256B RAM, 10-Bit SAR A/D, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2403	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 512B RAM, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2413	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 512B RAM, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2433	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 512B RAM, 10-Bit SAR A/D, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2453	G2xx	16-bit Ultra-Low-Power Microcontroller, 8kB Flash, 512B RAM, 10-Bit SAR A/D, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2513	G2xx	16-bit Ultra-Low-Power Microcontroller, 16kB Flash, 512B RAM, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2533	G2xx	16-bit Ultra-Low-Power Microcontroller, 16kB Flash, 512B RAM, 10-Bit SAR A/D, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins
MSP430G2553	G2xx	16-bit Ultra-Low-Power Microcontroller, 16kB Flash, 512B RAM, 10-Bit SAR A/D, Comparator, USCI for I2C/SPI/UART, 24 Touch-Sense Enabled I/O Pins

5 MSP-EXP430G2 Hardware

5.1 Device Pinout

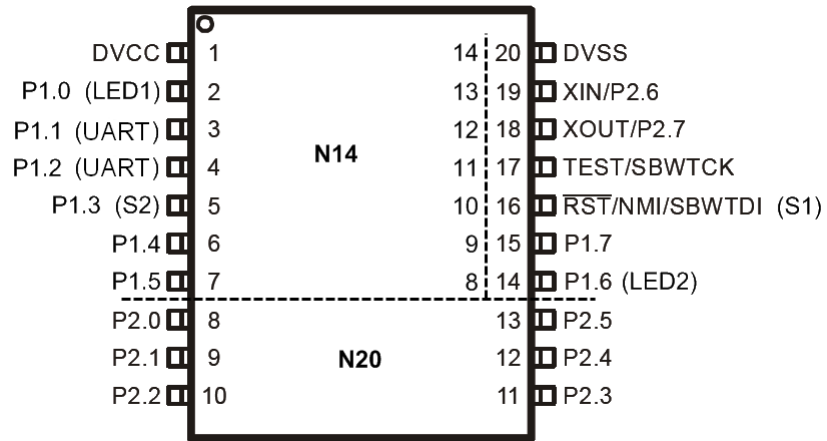
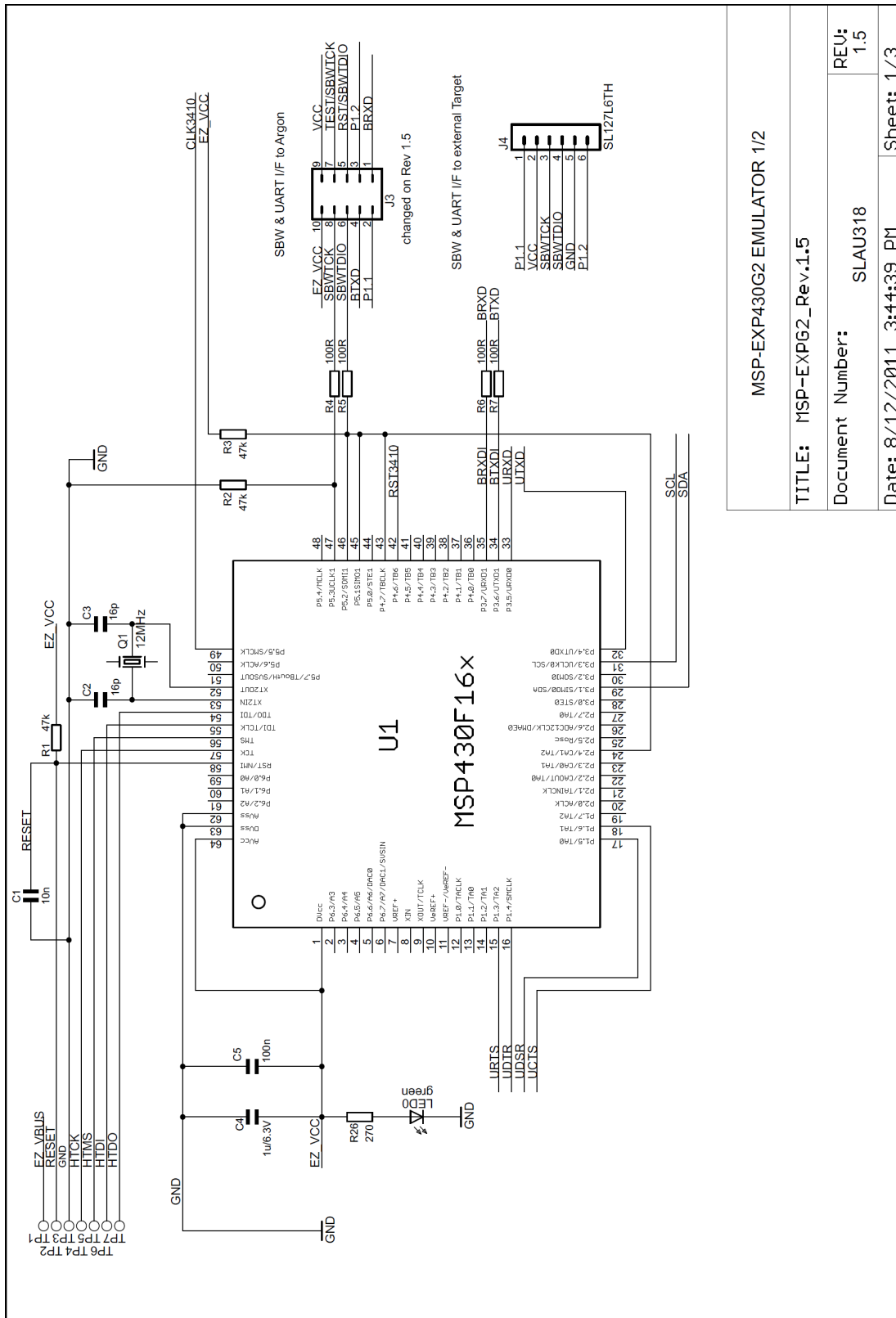


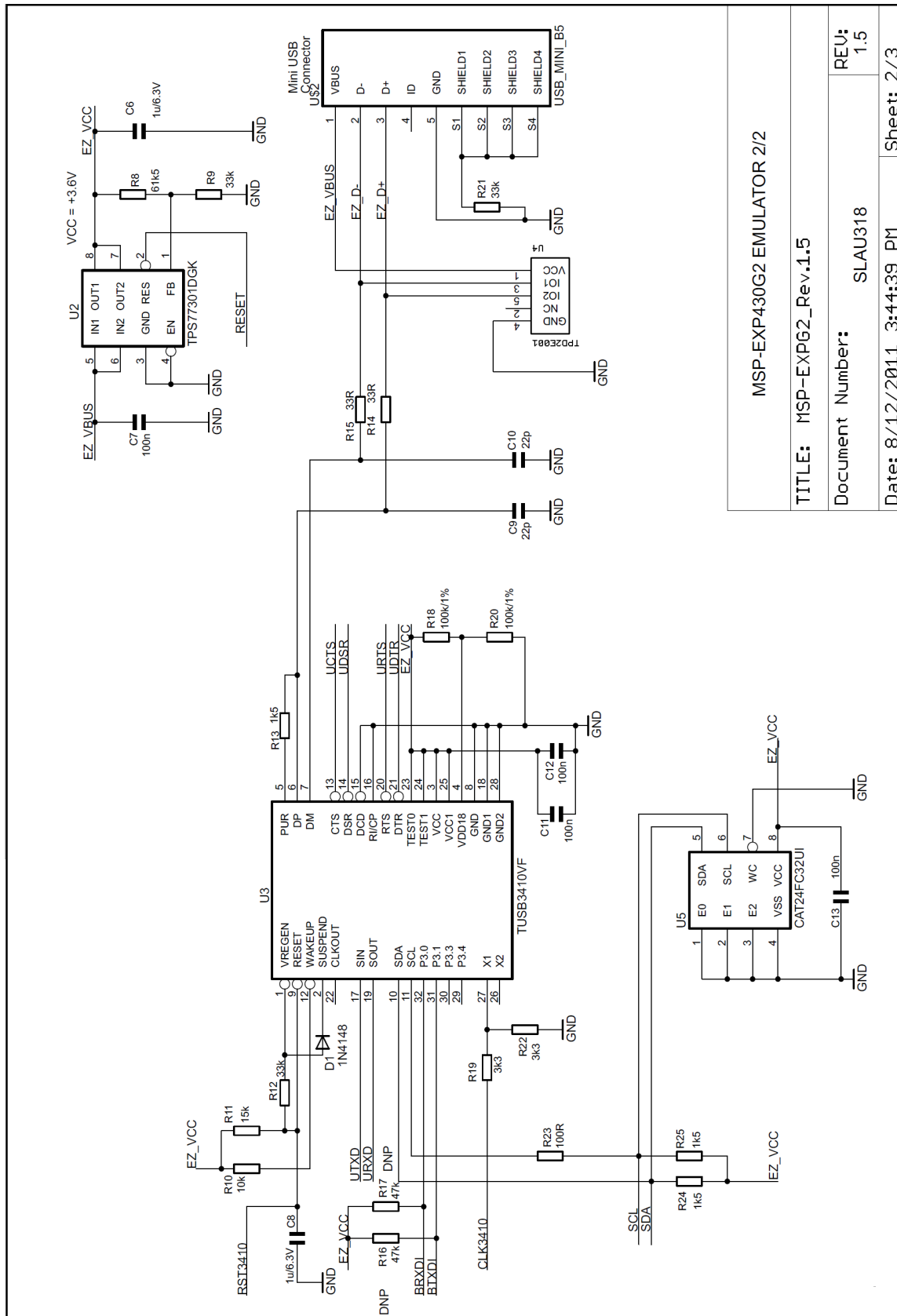
Figure 5. Device Pinout

5.2 Schematics Emulator



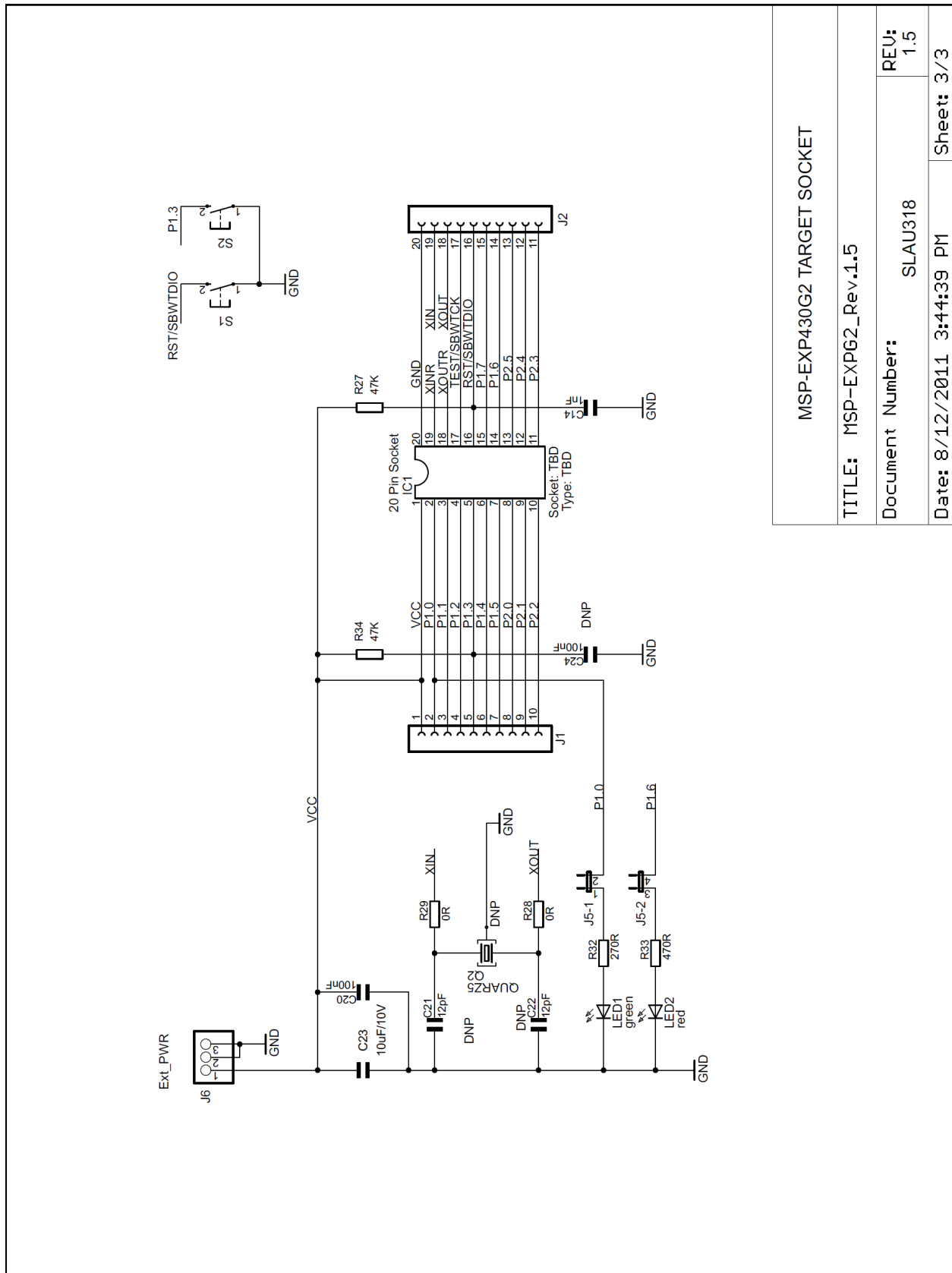
MSP-EXP430G2 EMULATOR 1/2		
TITLE:	MSP-EXP2_Rev.1.5	REU: 1.5
Document Number:	SLAU318	
Date:	8/12/2011 3:44:39 PM	Sheet: 1/3

Figure 6. Schematics, Emulator (1 of 3)



MSP-EXP430G2 EMULATOR 2/2	
TITLE: MSP-EXP62_Rev.1.5	
Document Number:	SLAU318
Date: 8/12/2011 3:44:39 PM	Sheet: 2/3
REU:	1.5

Figure 7. Schematics, Emulator (2 of 3)



MSP-EXP430G2 TARGET SOCKET		
TITLE: MSP-EXP430G2_Rev.1.5		
Document Number:	SLAU318	REU: 1.5
Date: 8/12/2011 3:44:39 PM		Sheet: 3/3

Figure 8. Schematics, Target Socket (3 of 3)

5.3 PCB Layout

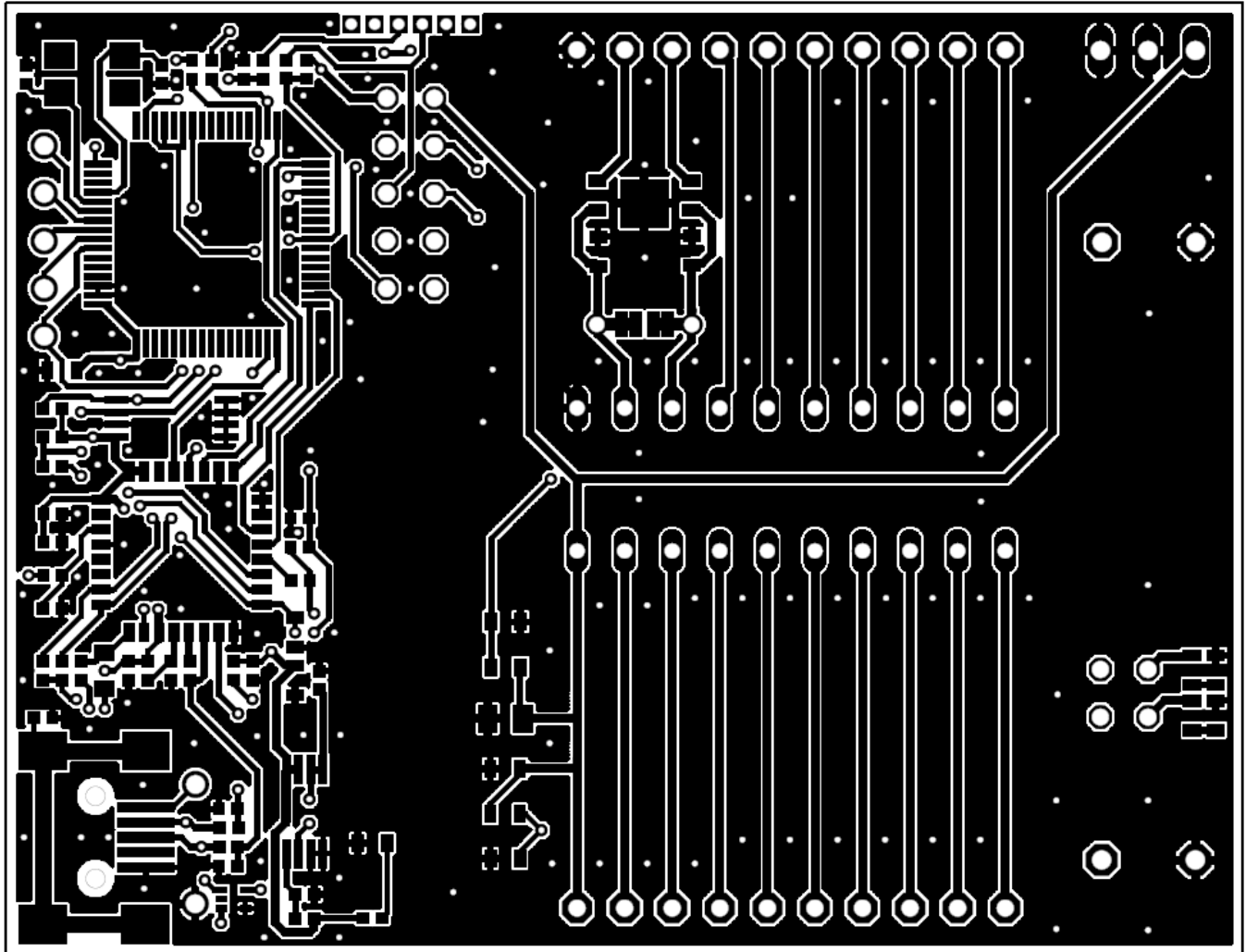


Figure 9. Layout, LaunchPad Top Layer

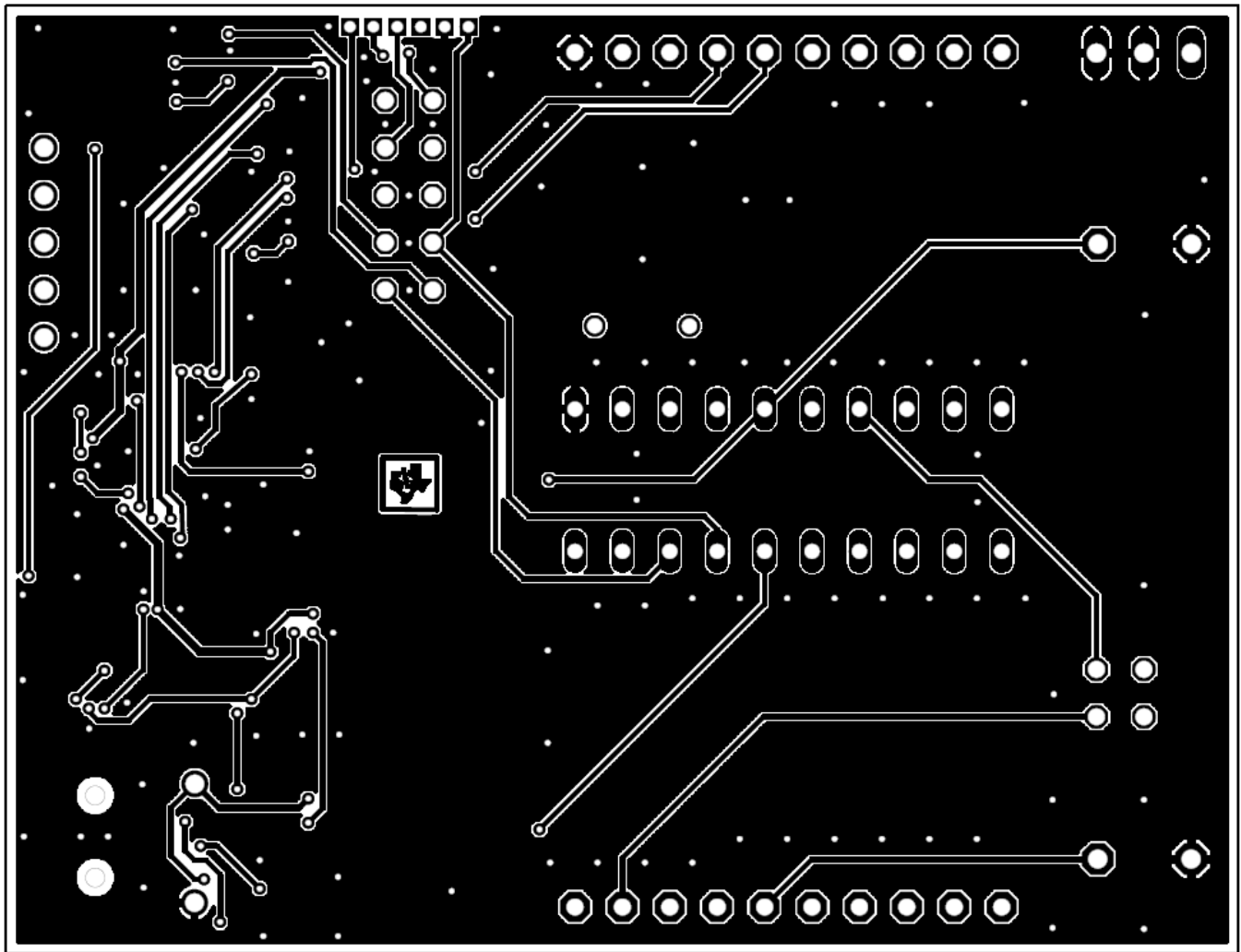


Figure 10. Layout, LaunchPad Bottom Layer

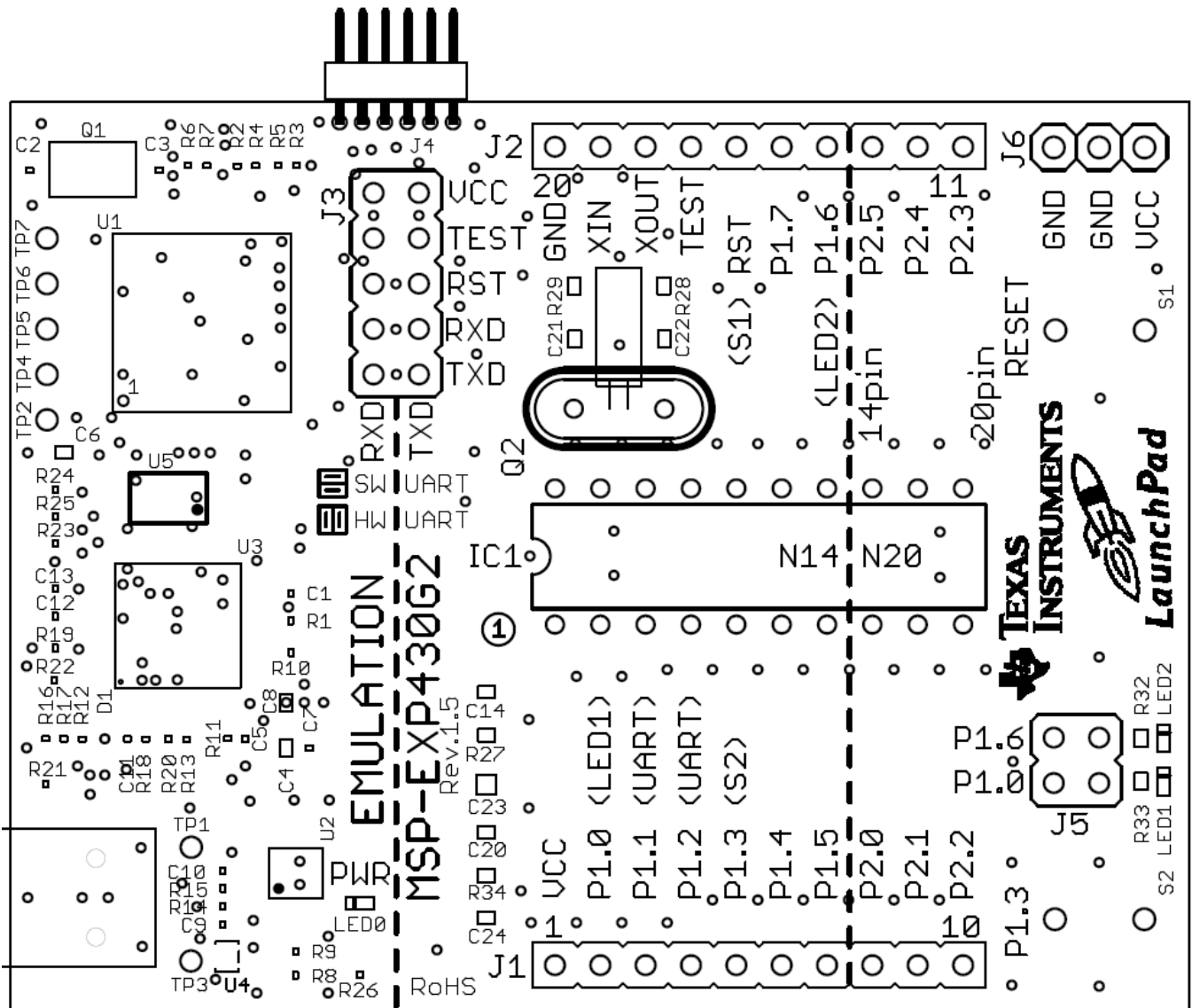


Figure 11. Layout, LaunchPad Silkscreen

5.4 Bill of Materials (BOM)

Table 4. Bill of Materials

Pos.	Ref Name	Number per Board	Description
1	C2, C3	2	16 pF 0402 (33 pF on Rev 1.3)
2	C9, C10	2	22 pF 0402
3	C1	1	10 nF 0402
4	C5, C7, C11, C12, C13	5	100 nF 0402
5	C4, C6, C8	3	1 μ F/6.3 V 0604
6	D1	1	1N4148 MicroMELF
7	EZ_USB	1	Mini USB connector
8	Q1	1	SMD Oscillator 12 MHz
9	R1, R2, R3, R16, R17	3	47k 0402 (R16, R17 is not populated)
10	R8	1	61k5 0402 (6k8 in Rev 1.3 and prior)
11	R19, R22	2	3k3 0402
12	R9	1	30k 0402 (3k3 in Rev 1.3 and prior)
13	R12 R21	2	33k 0402
14	R4, R5, R6, R7, R23	5	100R 0402
15	R14, R15	2	33R 0402
16	R18, R20	2	100k 0402
17	R13, R24, R25	3	1k5 0402
18	R10	1	10k 0402
19	R11	1	15k 0402
20	U1	1	MSP430F1612IPMR
21	U4	1	TPD2E001DRLR
22	U3	1	TUSB3410VF
23	U2	1	TPS77301DGKR
24	U5	1	I2C EEPROM 128k (AT24C128-10TU-2.7)
25	TP1, TP2, TP3, TP4, TP5, TP6, TP7		
26	C14	1	1 nF, SMD0603
27	C21, C22		12.5 pF, SMD0603 (not populated)
28	C23	1	10 μ F/10 V, SMD 0805
29	C20, C24	1	100 nF, SMD0603 (C24 is not populated)
30	LED0, LED1	2	green DIODE0603
31	LED2	1	red DIODE0603
32	R34, R27	1	47k SMD0603 (R34 is not populated)
33	R32, R26	2	270R SMD0603
34	R33	1	470R SMD0603
35	R28, R29	2	0R SMD0603
36	IC1	1	DIP20 Socket
37	Q2		Clock Crystal 32 kHz (Micro Crystal MS3V-T1R 32.768 kHz CL: 12.5 pF +/-20ppm included)
38	J1, J2,	2	10-pin header, TH, 2.54 mm Male (Female header included)
39	J3	1	2X05 Pin Header Male
40	J4		6 Pin Header Male 1.28 mm
41	J5	1	2X02 Pin Header Male
42	J6	2	3-pin header, male, TH
43	S1, S2	2	Push Button

6 Suggested Reading

The primary sources of MSP430™ information are the device-specific data sheets and the family user's guides. The most up-to-date versions of those documents can be found at the Texas Instruments MSP430 page or the MSP430 LaunchPad wiki.

<http://www.ti.com/msp430>, [http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_\(MSP-EXP430G2\)](http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_(MSP-EXP430G2))

To get an inside view of the supporting IDEs like CCS and IAR, download the latest version from the web pages above and read the included user's guides and documentation inside the installation folder. Documents describing the IAR tools (Workbench/C-SPY, the assembler, the C compiler, the linker, and the library) are located in common\doc and 430\doc. All necessary CCS documents can be found in the msp430\doc folder in the CCS installation path. The FET user's guide also includes detailed information on how to set up a project for the MSP430 using IAR or CCS, and it is included in most of the IDE releases and on the TI MSP430 side.

7 Frequently Asked Questions (FAQ)

1. Can other programming tools like the MSP-FET430UIF interface the MSP-EXP430G2 LaunchPad socket device?

The LaunchPad experimenter board works with any programming tool that supports the 2-wire Spy-Bi-Wire interface. Both the MSP430 USB FET (MSP-FET430UIF) and the Gang Programmer (MSP-GANG430) support these devices, but the connection must be made directly to the dedicated Spy-Bi-Wire ports. See *MSP-FET430 Flash Emulation Tool User's Guide* ([SLAU138](#)) for details on using MSP430 USB FET and the Gang Programmer for a 2-wire Spy-Bi-Wire interface. Do not try to connect the standard JTAG connector to the MSP-EXP430G2 pinheads, as this could result in damage to the attached hardware.

2. Does the MSP-EXP430G2 support fuse blow?

The MSP-EXP430G2 LaunchPad experimenter board onboard debugging interface lacks the JTAG security fuse-blow capability. To ensure firmware security on devices going to production, the USB Flash Emulation Tool or the Gang Production Programmer, which support the fuse-blow feature, are recommended.

3. What versions of IAR Embedded Workbench and Code Composer Studio are supported?

The MSP-EXP430 LaunchPad hardware is supported by IAR Embedded Workbench KickStart Version 6.00 or higher and Code Composer Studio v4 or higher. To download the software and for more information on the supported software visit the LaunchPad Wiki page.

[http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_\(MSP-EXP430G2\)](http://processors.wiki.ti.com/index.php/MSP430_LaunchPad_(MSP-EXP430G2))

4. What are the part numbers for the connectors between the LaunchPad emulator board and the other eZ430 target boards?

Header: MALE CONN HEADER .050" 6POS PCB R/A (for example, Digi-Key: S9016E-06-ND)

Socket: FEMALE CONN HEADER .050" 6POS PCB R/A (for example, Digi-Key: S9010E-06-ND)

5. I am not able to select the MSP430 Application UART and cannot receive data.

Ensure that the Application UART driver is correctly installed. This is done by installing either IAR Embedded Workbench or Code Composer Studio v4.

To determine if the driver is correctly installed:

- a. Plug in the MSP-EXP430G2 LaunchPad with the included Mini USB cable.
- b. Right click My Computer and select Properties.
- c. Select the Hardware tab and click on Device Manager.
- d. Under Ports (COM & LPT) should be an entry for "MSP430 Application UART (COM xx)".

If the entry is there, but no characters are received, reconnect the LaunchPad to the PC and restart the application to reload the drivers. If the Application UART is not listed, install the driver by following the instructions in [Section 2.2](#).

6. The device is not answering to any communication, JTAG or UART.

If you are experiencing difficulties in communicating to the attached MSP430 target device, even though all the communication drivers for the MSP-EXP430G2 are loaded correctly, the emulator is probably set to a wrong communication state. This can be fixed by reconnecting the LaunchPad

Experimenter Board and restarting the communicating application. Also make sure that all the jumpers on J3 are connected properly between the emulator and the target device. On revision 1.5 and newer, the orientation of the UART jumpers must align with the software implementation on the target device.

7. I soldered the 32-kHz crystal to the board and the oscillation is not starting.

The MSP430 driving capabilities for the low-frequency crystal is limited, because it is designed for low-power applications. To ensure proper operation, the load on these pins must be as small as possible, the matching capacitors (12.5 pF for 32.768 kHz) for the crystal must be soldered to the board, and the resistors R28 and R29 must be removed. Trying to measure the frequency of the oscillation with an oscilloscope typically disturbs the oscillation.

8. The power consumption of the board is much higher than specified in the device data sheet, or I am not measuring a current at all.

The MSP430 device inside of the LaunchPad socket can be powered with an external power supply at header J6 or J4. To measure the power consumption in this mode, the VCC jumper, usually used to measure the power consumption, must be removed, and the current must be measured directly at the power supply. If the jumper J3 is not removed, the emulator circuitry of the LaunchPad is powered as well. Measuring the current consumption during a debug session is not possible, because the cross current through the JTAG connection influences the measurement. The most accurate results are achieved with all jumpers on J3 removed. If the measurement is still not matching the data sheet parameters, make sure that the code is aligned with all the power saving recommendations on the web site [MSP430™ - The World's Lowest Power MCU](#).

LaunchPad revisions 1.3 and 1.4 come with R34 populated. The 47-kΩ resistor is used as a pullup for the button S2. If the port P1.3 is driven to ground, as suggested to keep the power consumption down, the pullup resistor generates an additional current of approximately 77 μA. To reduce the power consumption, the port should stay in input mode or the resistor should be removed if button S2 is not used. The internal pullup of the MSP430G2xx can be used instead.

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