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For an up to date version of this document refer to:

http://www.seeedstudio.com/wiki/beaglebone_green

BEAGLEBONE DESIGN

These design materials referred to in this document are ***NOT SUPPORTED*** and **DO NOT** constitute a reference design. Only “community” support is allowed via resources at BeagleBoard.org/discuss.

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This board was designed as an evaluation and development tool. It was not designed with any other application in mind. As such, the design materials that are provided which include schematic, BOM, and PCB files, may or may not be suitable for any other purposes. If used, the design material becomes your responsibility as to whether or not it meets your specific needs or your specific applications and may require changes to meet your requirements.

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1.0 Introduction

This document is the **System Reference Manual** for the BeagleBone Green and covers its use and design. The board will primarily be referred to in the remainder of this document simply as the board, although it may also be referred to as the BeagleBone Green as a reminder. There are also references to the original BeagleBone as well, and will be referenced as simply BeagleBone.

This design is subject to change without notice as we will work to keep improving the design as the product matures based on feedback and experience. Software updates will be frequent and will be independent of the hardware revisions and as such not result in a change in the revision number.

Make sure you check the support Wiki frequently for the most up to date information.

http://www.seeedstudio.com/wiki/beaglebone_green

2.0 Change History

This section describes the change history of this document and board. Document changes are not always a result of a board change. A board change will always result in a document change.

2.1 Document Change History

Table 1. Change History

REV	Description	Date	By
V1	Production release	June 3, 2015	QXN
V1a	Fixed the Features and Specification Table	Oct 9, 2015	QXN

3.0 Connecting Up Your BeagleBone Green

This section provides instructions on how to hook up your board. Two scenarios will be discussed:

- 1) Tethered to a PC and
- 2) As a standalone development platform in a desktop PC configuration.

3.1 What's In the Box

In the box you will find three main items as shown in **Figure 1**.

- BeagleBone Green
- Micro USB to USB Type A Cable
- Instruction card with link to the support WIKI address.

This is sufficient for the tethered scenario and creates an out of box experience where the board can be used immediately with no other equipment needed.



Figure 1. In The Box

3.2 Main Connection Scenarios

This section will describe how to connect the board for use. This section is basically a slightly more detailed description of the Quick Start Guide that came in the box. There is also a Quick Start Guide document on the board that should also be referred to. The intent here is that someone looking to purchase the board will be able to read this section and get a good idea as to what the initial set up will be like.

The board can be configured in several different ways, but we will discuss the most common scenarios as described in the Quick Start Guide card that comes in the box.

3.3 Tethered To A PC

In this configuration, the board is powered by the PC via the provided USB cable--no other cables are required. The board is accessed either as a USB storage drive or via the browser on the PC. You need to use either Firefox or Chrome on the PC, IE will not work properly. **Figure 2** shows this configuration.



Figure 2. Tethered Configuration

All the power for the board is provided by the PC via the USB cable. In some instances, the PC may not be able to supply sufficient power for the board. In that case, an external 5VDC power supply can be used to power the board through VDD_5V pin in P9 connector, but this should rarely be necessary.

3.3.1 Connect the Cable to the Board

1. Connect the small connector on the USB cable to the board as shown in **Figure 4**. The connector is on the bottom side of the board.



Figure 3. USB Connection to the Board

2. Connect the large connector of the USB cable to your PC or laptop USB port.
3. The board will power on and the power LED will be on as shown in **Figure 4** below.



Figure 4. Board Power LED

4. When the board starts to the booting process started by the process of applying power, the LEDs will come on in sequence as shown in **Figure 5** below. It will take a few seconds for the status LEDs to come on, so be patient. The LEDs will be flashing in an erratic manner as it begins to boot the Linux kernel.

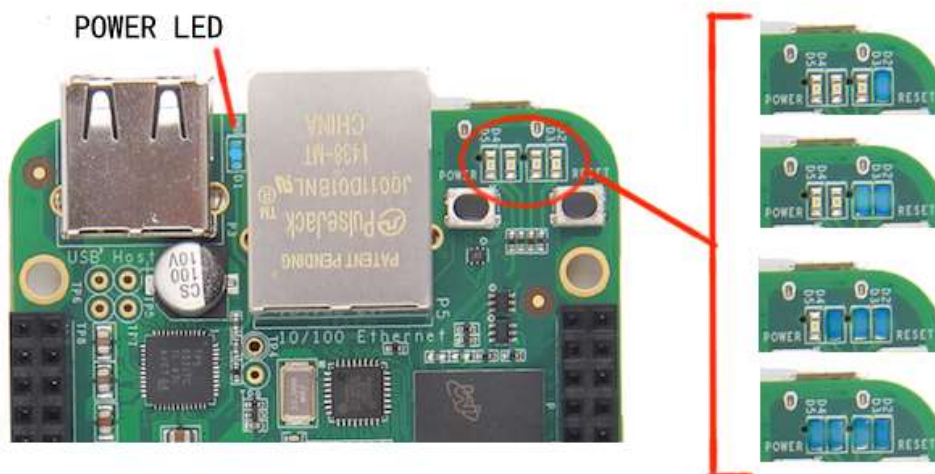


Figure 5. Board Boot Status

3.3.2 Accessing the Board as a Storage Drive

The board will appear around a USB Storage drive on your PC after the kernel has booted, which will take a round 10 seconds. The kernel on the board needs to boot before the port gets enumerated. Once the board appears as a storage drive, do the following:

- 1) Open the USB Drive folder.
- 2) Click on the file named **start.html**
- 3) The file will be opened by your browser on the PC and you should get a display showing the Quick Start Guide.
- 4) Your board is now operational! Follow the instructions on your PC screen.

4.0 BeagleBone Green Overview

BeagleBone Green (BBG) is based on the classical open-source hardware design of BeagleBone Black (BBB) and added two Grove connectors. It has removed the HDMI port on the BBB and also updated the 5V barrel to Micro USB host.

The main improvement about BeagleBone Green is that adding two Grove connector for supporting Grove system. For more information about Grove system please visit: http://www.seeedstudio.com/wiki/Grove_System

4.1 BeagleBone Black Compatibility

The board is intended to be compatible with the BeagleBone Black as much as possible. There are several areas where there are differences between the two designs. These differences are listed below, along with the reasons for the differences.

- Removed the 5VDC Power Jack
 - Cost down
 - Rarely used
 - Normally you can power the board through the Micro USB port
- Removed HDMI framer IC and connector
 - Cost down
 - If you still need to display with HDMI interface, you can add a HDMI cape
- Replace Mini USB port with Micro USB
 - More commonly used
- Grove interface onboard
 - There are more than 100 Grove Sensors and Actuators can be easily used
 - Focus on the IoT applications

4.2 BeagleBone Green Features and Specification

Table 2. BeagleBone Green Features

	Feature
Processor	Sitara AM3358BZCZ100 1GHz, 2000 MIPS
Graphics Engine	SGX530 3D, 20M Polygons/S
SDRAM Memory	512MB DDR3L 800MHZ
Onboard Flash	4GB, 8bit Embedded MMC
Power Source	Micro USB Jack, 5VDC External Via Expansion Header
PCB	3.4" x 2.1" , 6 layers
Indicators	1-Power, 2-Ethernet, 4-User Controllable LEDs
HS USB 2.0 Client Port	Access to USB0, Client mode via Micro USB
HS USB 2.0 Host Port	Access to USB1, Type A Socket, 500mA LS/FS/HS
Serial Port	UART0 access via 6 pin 3.3V TTL Header. Header is populated
Ethernet	10/100, RJ45
SD/MMC Connector	microSD , 3.3V
Grove Connectors	1-Uart2, 1-I2C2
User Input	Reset Button Boot Button Power Button
Video Out	Not support
Audio Out	Not support
Expansion Connectors	Power 5V, 3.3V , VDD_ADC(1.8V) 3.3V I/O on all signals McASP0, SPI1, I2C, GPIO(69 max), LCD, GPMC, MMC1, MMC2, 7 AIN(1.8V MAX), 4 Timers, 4 Serial Ports, CAN0, EHRPWM(0,2), XDMA Interrupt, Power button, Expansion Board ID (Up to 4 can be stacked)
Weight	1.4 oz (39.68 grams)
Power	Refer to Section 6.1.7

4.3 Board Component Locations

This section describes the key components on the board. It provides information on their location and function. Familiarize yourself with the various components on the board.

4.3.1 Connectors, LEDs, and Switches

Figure 6 below shows the locations of the connectors, LEDs, and switches on the PCB layout of the board.

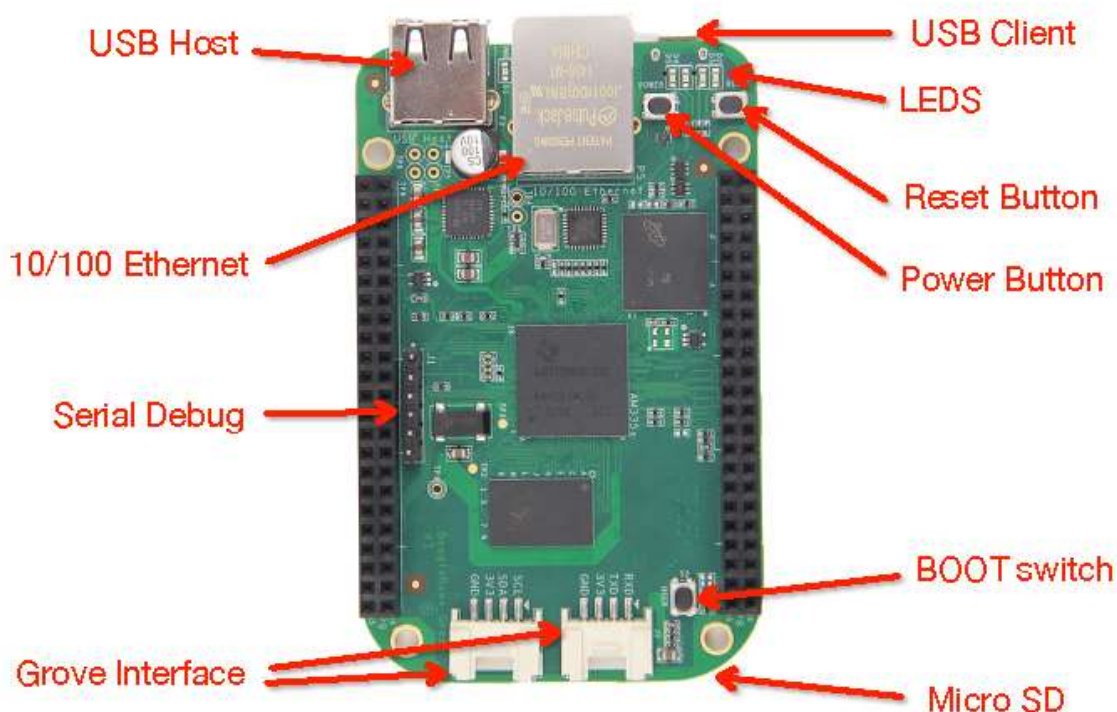


Figure 6. Connectors, LEDs and Switches

- **Power Button** alerts the processor to initiate the power down sequence and is used to power down the board.
- **10/100 Ethernet** is the connection to the LAN.
- **Serial Debug** is the serial debug port.
- **USB Client** is a Micro USB connection to a PC that can also power the board.
- **BOOT switch** can be used to force a boot from the micro SD card if the power is cycled on the board, removing power and reapplying the power to the board.
- There are four blue **LEDS** that can be used by the user.
- **Reset Button** allows the user to reset the processor.
- **Micro SD** slot is where a micro SD card can be installed.

- **Grove Interface** is where the Grove sensor is connected to.
- **USB Host** can be connected different USB interfaces such as Wi-Fi, BT, Keyboard, etc.

4.3.2 Key Components

Figure 7 below shows the locations of the key components on the PCB layout of the board.

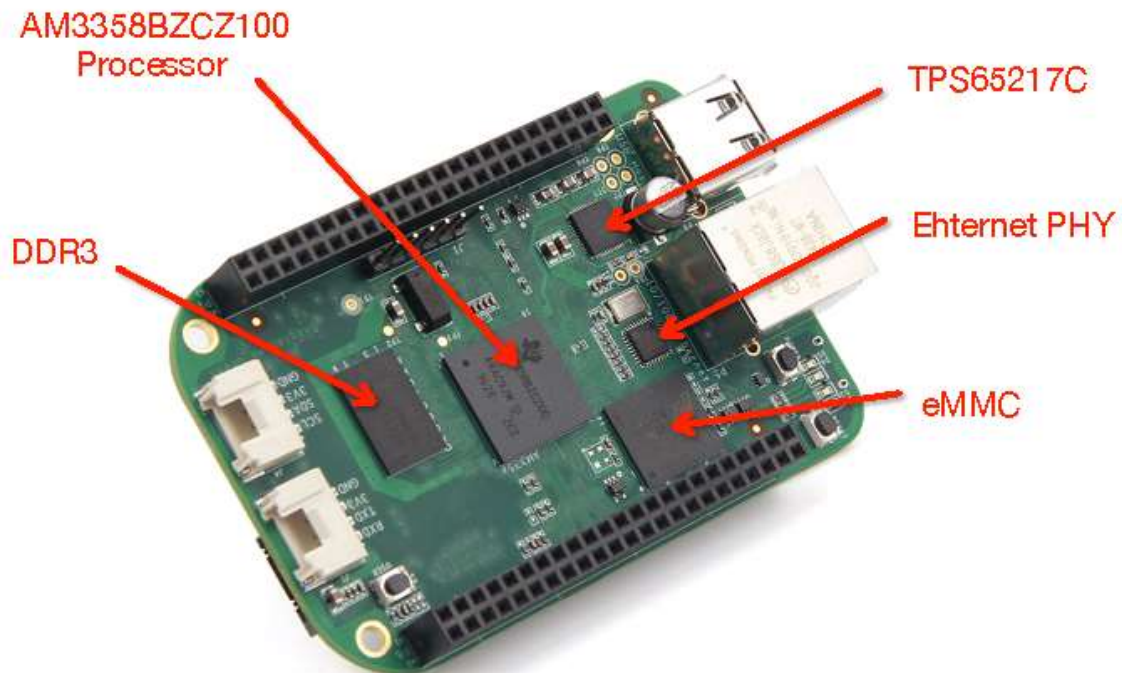


Figure 7. Key Components

- **Sitara AM3358BZCZ100** is the processor for the board.
- **Micron 512MB DDR3L** or **Kingston 512mB DDR3** is the Dual Data Rate RAM memory.
- **TPS65217C PMIC** provides the power rails to the various components on the board.
- **SMSC Ethernet PHY** is the physical interface to the network.
- **Micron eMMC** is an onboard MMC chip that holds up to 4GB of data.

5.2 Processor

Sitara AM3358BZCZ100

5.3 Memory

Described in the following sections are the three memory devices found on the board.

5.3.1 512MB DDR3L

A single 256Mb x16 DDR3L 4Gb (512MB) memory device is used. The memory used is is one of two devices:

- MT41K256M16HA-125 from Micron
- D2516EC4BXGGB from Kingston

It will operate at a clock frequency of 400MHz yielding an effective rate of 800MHZ on the DDR3L bus allowing for 1.6GB/S of DDR3L memory bandwidth.

5.3.2 4KB EEPROM

A single 4KB EEPROM is provided on I2C0 that holds the board information. This information includes board name, serial number, and revision information. This is the not the same as the one used on the original BeagleBone. The device was changed for cost reduction reasons. It has a test point to allow the device to be programmed and otherwise to provide write protection when not grounded.

5.3.3 4GB Embedded MMC

A single 4GB embedded MMC (eMMC) device is on the board. The device connects to the MMC1 port of the processor, allowing for 8bit wide access. Default boot mode for the board will be MMC1 with an option to change it to MMC0, the SD card slot, for booting from the SD card as a result of removing and reapplying the power to the board. Simply pressing the reset button will not change the boot mode. MMC0 cannot be used in 8Bit mode because the lower data pins are located on the pins used by the Ethernet port. This does not interfere with SD card operation but it does make it unsuitable for use as an eMMC port if the 8 bit feature is needed.

5.3.4 MicroSD Connector

The board is equipped with a single micro SD connector to act as the secondary boot source for the board and, if selected as such, can be the primary boot source. The connector will support larger capacity micro SD cards. The micro SD card is not provided

with the board. Booting from MMC0 will be used to flash the eMMC in the production environment or can be used by the user to update the SW as needed.

5.3.5 Boot Modes

As mentioned earlier, there are four boot modes:

- **eMMC Boot...**This is the default boot mode and will allow for the fastest boot time and will enable the board to boot out of the box using the pre-flashed OS image without having to purchase an microSD card or an microSD card writer.
- **SD Boot...**This mode will boot from the microSD slot. This mode can be used to override what is on the eMMC device and can be used to program the eMMC when used in the manufacturing process or for field updates.
- **Serial Boot...**This mode will use the serial port to allow downloading of the software direct. A separate USB to serial cable is required to use this port.
- **USB Boot...**This mode supports booting over the USB port.

*Software to support USB and serial boot modes is not provided by beagleboard.org.
Please contact TI for support of this feature.*

A switch is provided to allow switching between the modes.

- Holding the boot switch down during a removal and reapplication of power without a microSD card inserted will force the boot source to be the USB port and if nothing is detected on the USB client port, it will go to the serial port for download.
- Without holding the switch, the board will boot try to boot from the eMMC. If it is empty, then it will try booting from the microSD slot, followed by the serial port, and then the USB port.
- If you hold the boot switch down during the removal and reapplication of power to the board, and you have a microSD card inserted with a bootable image, the board will boot from the microSD card.

NOTE: Pressing the RESET button on the board will NOT result in a change of the boot mode. You MUST remove power and reapply power to change the boot mode. The boot pins are sampled during power on reset from the PMIC to the processor. The reset button on the board is a warm reset only and will not force a boot mode change.

5.4 Power Management

The **TPS65217C** power management device is used along with a separate LDO to provide power to the system. The **TPS65217C** version provides for the proper voltages required for the DDR3L. This is the same device as used on the original BeagleBone with the exception of the power rail configuration settings which will be changed in the internal EEPROM to the **TPS65217C** to support the new voltages.

DDR3L requires 1.5V instead of 1.8V on the DDR2 as is the case on the original BeagleBone. The 1.8V regulator setting has been changed to 1.5V for the DDR3L. The LDO3 3.3V rail has been changed to 1.8V to support those rails on the processor. LDO4 is still 3.3V for the 3.3V rails on the processor. An external **LDO3LV70233** provides the 3.3V rail for the rest of the board.

5.5 PC USB Interface

The board has a Micro USB connector that connects the USB0 port to the processor. This is the most commonly used connector.

5.6 Serial Debug Port

Serial debug is provided via UART0 on the processor via a single 1x6 pin header. In order to use the interface a USB to TTL adapter will be required. The header is compatible with the one provided by FTDI and can be purchased for about \$12 to \$20 from various sources. Signals supported are TX and RX. None of the handshake signals are supported.

5.7 USB1 Host Port

On the board is a single USB Type A female connector with full LS/FS/HS Host support that connects to USB1 on the processor. The port can provide power on/off control and up to 500mA of current at 5V. Under USB power, the board will not be able to supply the full 500mA, but should be sufficient to supply enough current for a lower power USB device supplying power between 50 to 100mA.

You can use a wireless keyboard/mouse configuration or you can add a HUB for standard keyboard and mouse interfacing.

5.8 Power Sources

The board can be powered from three different sources:

- USB port on a PC
- A power supply with a USB connector.
- Expansion connectors

The USB cable is shipped with each board. This port is limited to 500mA by the Power Management IC. It is possible to change the settings in the TPS65217C to increase this current, but only after the initial boot. And, at that point the PC most likely will complain, but you can also use a dual connector USB cable to the PC to get to 1A.

The power supply is not provided with the board but can be easily obtained from

numerous sources. A 1A supply is sufficient to power the board, but if there is a cape plugged into the board or you have a power hungry device or hub plugged into the host port, then more current may be needed from the P9 Expansion connector VDD_5V pin.

Power routed to the board via the expansion header could be provided from power derived on a cape.

5.9 Reset Button

When pressed and released, causes a reset of the board. The reset button used on the BeagleBone Black is a little larger than the one used on the original BeagleBone. It has also been moved out to the edge of the board so that it is more accessible.

5.10 Power Button

A power button is provided near the reset button close to the Ethernet connector. This button takes advantage of the input to the PMIC for power down features. While a lot of capes have a button, it was decided to add this feature to the board to ensure everyone had access to some new features. These features include:

- Interrupt is sent to the processor to facilitate an orderly shutdown to save files and to un-mount drives.
- Provides ability to let processor put board into a sleep mode to save power.
- Can alert processor to wake up from sleep mode and restore state before sleep was entered.

If you hold the button down longer than 8 seconds, the board will power off if you release the button when the power LED turns off. If you continue to hold it, the board will power back up completing a power cycle.

We recommend that you use this method to power down the board. It will also help prevent contamination of the SD card or the eMMC.

If you do not remove the power jack, you can press the button again and the board will power up.

5.11 Indicators

There are a total of five blue LEDs on the board.

- One blue power LED indicates that power is applied and the power management IC is up. If this LED flashes when applying power, it means that an excess current flow was detected and the PMIC has shut down.

- Four blue LEDs that can be controlled via the SW by setting GPIO pins.

In addition, there are two LEDs on the RJ45 to provide Ethernet status indication. One is yellow (100M Link up if on) and the other is green (Indicating traffic when flashing).

5.12 CTI JTAG Header

A place for an optional 20 pin CTI JTAG header is provided on the board to facilitate the SW development and debugging of the board by using various JTAG emulators. This header is not supplied standard on the board. To use this, a connector will need to be soldered onto the board.

If you need the JTAG connector you can solder it on yourself. No other components are needed. The connector is made by Samtec and the part number is FTR-110-03-G-D-06. You can purchase it from <http://www.digikey.com/>.

5.13 Grove Interfaces

There are two Grove connectors on the board:

- **I2C...**The J4 connector is I2C interface. It accesses to the processor's I2C2 interface and also connect with the P9 expansion header's I2C2 pins. The Grove I2C connector is for the connection of Grove sensors with I2C interface.
- **Uart...**The J5 connector is UART interface. It accesses to the processor's UART2 interface and also connect with the P9 expansion header's UART2 pins. The Grove UART connector is for the connection of Grove sensors with UART interface.

Because of I2C and UART Interface can be setup to GPIO , the Groves with Digital interface are supported for both Connectors.

If you want to connect more Grove modules , see **Grove Cape for BeagleBone Series** innovated by Seeedstudio:

<http://www.seeedstudio.com/depot/Grove-Cape-for-BeagleBone-Series-p-1718.html>

For more information about Grove system, please visit:

http://www.seeedstudio.com/wiki/Grove_System

5.14 Cape Board Support

The BeagleBone Green has the ability to accept up to four expansion boards or capes that can be stacked onto the expansion headers. The word cape comes from the shape of the board as it is fitted around the Ethernet connector on the main board. This notch acts as a key to ensure proper orientation of the cape.

The majority of capes designed for the original BeagleBone or BeagleBone Black will work on the BeagleBone Green. The two main expansion headers will be populated on the board. There are a few exceptions where certain capabilities may not be present or are limited to the BeagleBone Green. These include:

- GPMC bus may NOT be available due to the use of those signals by the eMMC. If the eMMC is used for booting only and the file system is on the microSD card, then these signals could be used.
- Another option is to use the microSD or serial boot modes and not use the eMMC.
- The power expansion header is not on the BeagleBone Green so those functions are not supported.

5.15 Expansion Board External Power

A cape can have a jack or terminals to bring in whatever voltages may be needed by that board. Care should be taken not to let this voltage be fed back into any of the expansion header pins.

It is possible to provide 5V to the main board from an expansion board. By supplying a 5V signal into the VDD_5V rail, the main board can be supplied. This voltage must not exceed 5V. You should not supply any voltage into any other pin of the expansion connectors. Based on the board design, this rail is limited to 1A per pin to the BeagleBone Green.

There are several precautions that need to be taken when working with the expansion headers to prevent damage to the board.

- 1) Do not apply any voltages to any I/O pins when the board is not powered on.*
- 2) Do not drive any external signals into the I/O pins until after the VDD_3V3B rail is up.*
- 3) Do not apply any voltages that are generated from external sources.*
- 4) If voltages are generated from the VDD_5V signal, those supplies must not become active until after the VDD_3V3B rail is up.*
- 5) If you are applying signals from other boards into the expansion headers, make sure you power the board up after you power up the BeagleBone Green or make the connections after power is applied on both boards.*

Powering the processor via its I/O pins can cause damage to the processor.

6.0 BeagleBone Green Mechanical

6.1 Dimensions and Weight

Size:	3.5" x 2.15" (86.36mm x 53.34mm)
Max height:	.187" (4.76mm)
PCB Layers:	6 .062"
PCB thickness:	Yes
RoHS Compliant:	1.4 oz

6.2 Board Dimensions

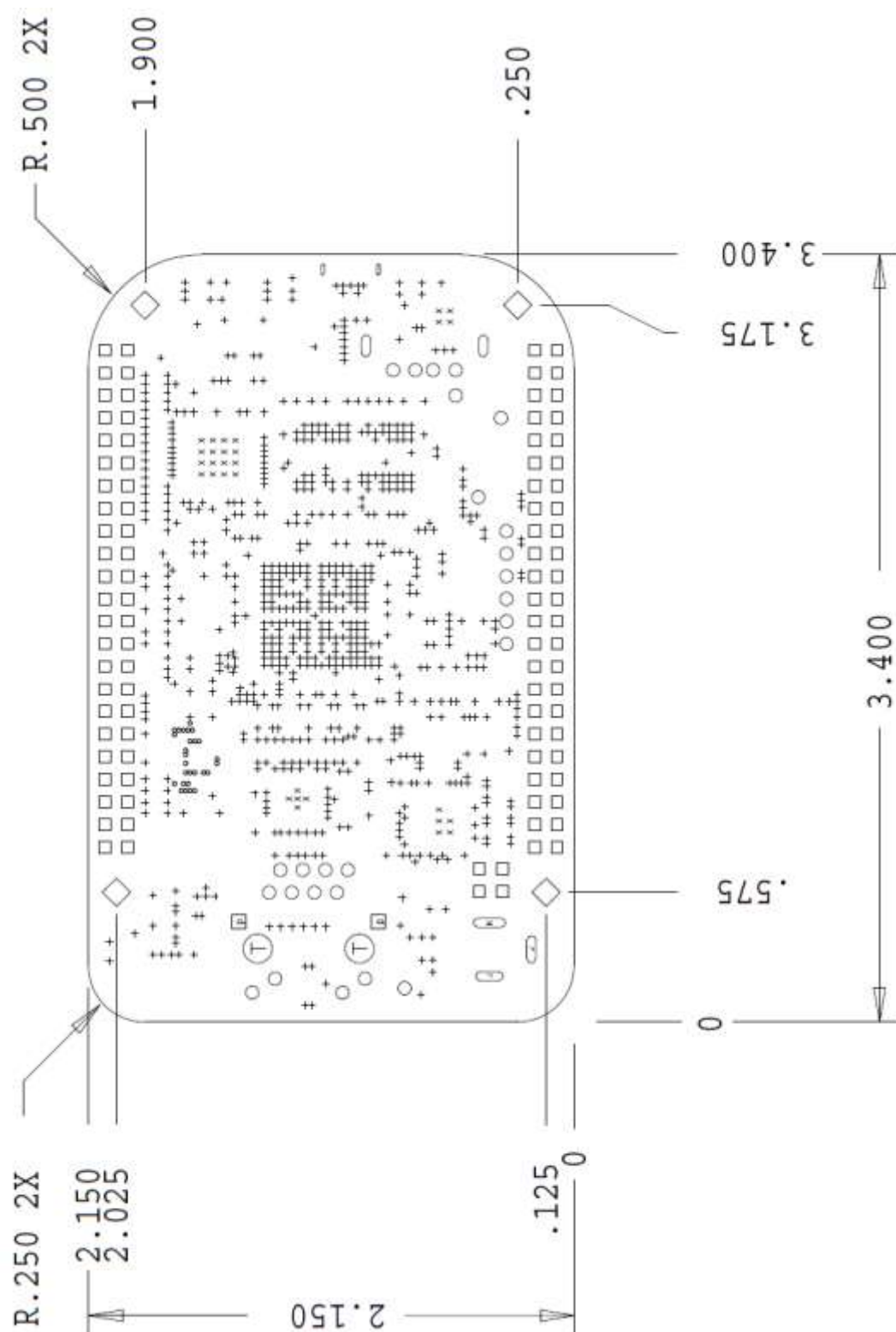


Figure 9. Board Dimensions

7.0 Pictures



Figure 10. Top Side

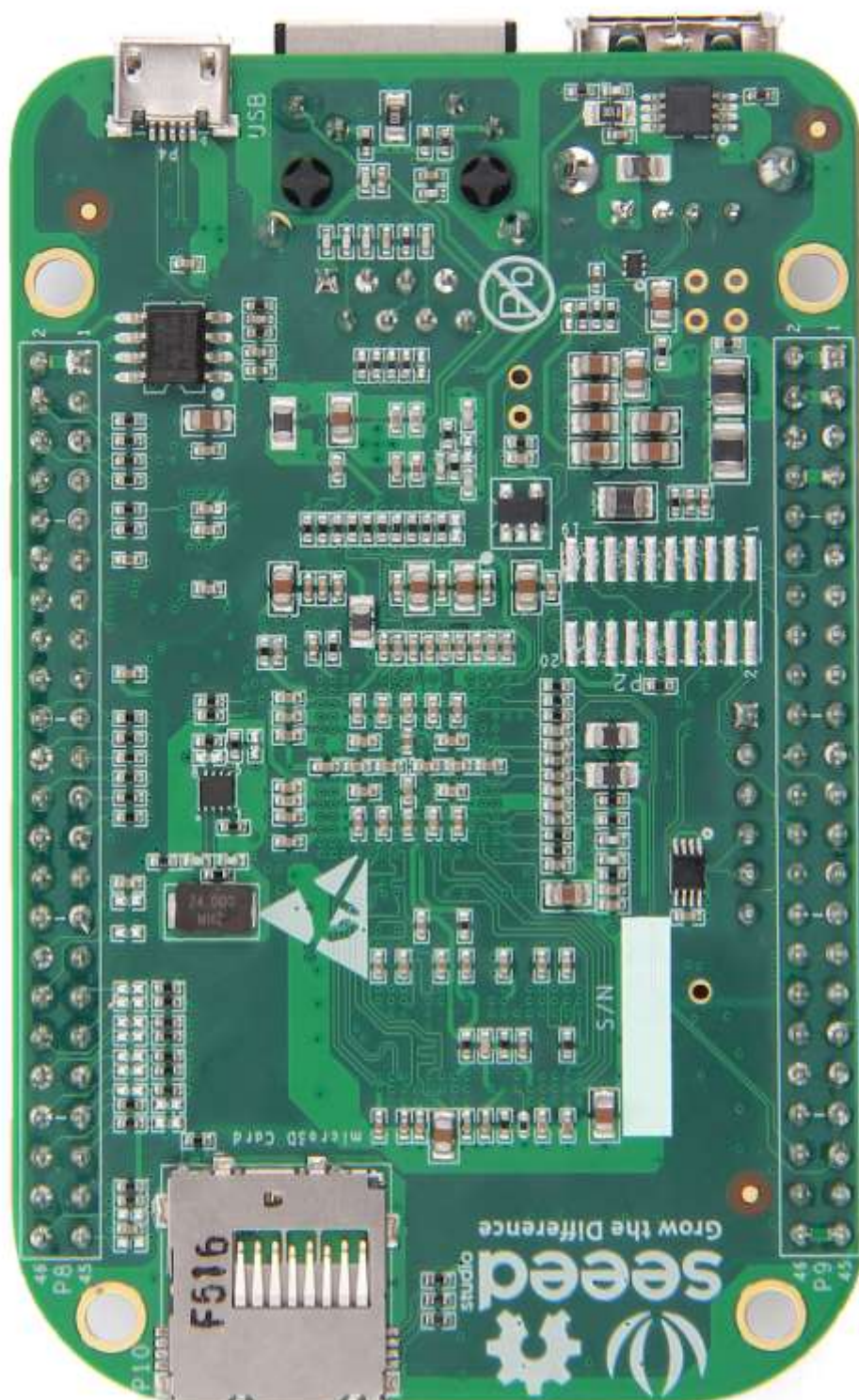


Figure 11. Bottom Side

8.0 Support Information

All support for this design is through the BeagleBoard.org community at:

beagleboard@googlegroups.com

or

<http://beagleboard.org/discuss>.

8.1 Hardware Design

Design documentation can be found on the eMMC of the board under the documents/hardware directory when connected using the USB cable. Provided there is:

- Schematic in PDF
- Schematic in OrCAD (Cadence Design Entry CIS 16.3)
- PCB Gerber
- PCB Layout File (Allegro)
- Bill of Material
- System Reference Manual (This document).

This directory is not always kept up to date in every SW release due to the frequency of changes of the SW. The best solution is to download the files from the Circuitco WIKI at

http://www.seeedstudio.com/wiki/beaglebone_green

8.2 Software Updates

It is a good idea to always use the latest software. Instructions for how to update your software to the latest version can be found at:

http://www.seeedstudio.com/wiki/beaglebone_green

9.0 Document revision



Beaglebone green User Manual

Release date: 2015/9/22

Version: 1.0

Wiki: http://www.seeedstudio.com/wiki/Beaglebone_green

Bazaar: http://www.seeedstudio.com/depot/BeagleBone-Green-p-2504.html?cPath=122_113

Document Revision History

Revision	Date	Author	Description
1.0	Sep 22, 2015	Loovee	Create file

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Disclaimer

For physical injuries and possessions loss caused by those reasons which are not related to product quality, such as operating without following manual guide, natural disasters or force majeure, we take no responsibility for that.

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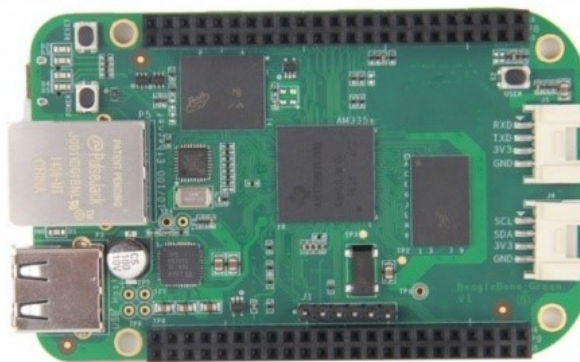
The design of this product (including software) and its accessories is under tutelage of laws. Any action to violate relevant right of our product will be penalized through law. Please consciously observe relevant local laws in the use of this product.

1. Introduction

BeagleBone Green (BBG) is based on the classical open-source hardware design of BeagleBone Black (BBB) and added two Grove connectors.

It has removed the HDMI port on the BBB and also updated the 5V barrel to Micro USB host. It is a low-cost, community-supported development platform for developers and hobbyists.

Boot Linux in under 10 seconds and get started on development in less than 5 minutes with just a single USB cable.



2. Technical Details

Processor

- AM335x 1GHz ARM® Cortex-A8
- 512MB DDR3 RAM
- 4GB eMMC on-board flash storage
- 3D graphics accelerator
- NEON floating-point

Software Compatibility

- Debian
- Android
- Ubuntu
- Cloud9 IDE on Node
- Support much more

Connectivity

- USB client for power & communications
- USB host
- Ethernet
- 2x Grove
- 2x 46 pin headers

3.2 Headers

The expansion headers provide extensive I/O capabilities.

3.2.1 Cape Expansion Headers

Each digital I/O pin has 8 different modes that can be selected, including GPIO.

P9				P8			
DGND	1	2	DGND	DGND	1	2	DGND
VDD_3V3	3	4	VDD_3V3	MMC1_DAT6	3	4	MMC1_DAT7
VDD_5V	5	6	VDD_5V	MMC1_DAT2	5	6	MMC1_DAT3
SYS_5V	7	8	SYS_5V	GPIO_66	7	8	GPIO_67
PWR_BTN	9	10	SYS_RESETN	GPIO_69	9	10	GPIO_68
UART4_RXD	11	12	GPIO_60	GPIO_45	11	12	GPIO_44
UART4_TXD	13	14	EHRPWM1A	EHRPWM2B	13	14	GPIO_26
GPIO_48	15	16	EHRPWM1B	GPIO_47	15	16	GPIO_46
SPI0_CS0	17	18	SPI0_D1	GPIO_27	17	18	GPIO_65
I2C2_SCL	19	20	I2C2_SDA	EHRPWM2A	19	20	MMC1_CMD
SPI0_D0	21	22	SPI0_SCLK	MMC1_CLK	21	22	MMC1_DAT5
GPIO_49	23	24	UART1_TXD	MMC1_DAT4	23	24	MMC1_DAT1
GPIO_117	25	26	UART1_RXD	MMC1_DAT0	25	26	GPIO_61
GPIO_115	27	28	SPI1_CS0	LCD_VSYNC	27	28	LCD_PCLK
SPI1_D0	29	30	GPIO_122	LCD_HSYNC	29	30	LCD_AC_BIAS
SPI1_SCLK	31	32	VDD_ADC	LCD_DATA14	31	32	LCD_DATA15
AIN4	33	34	GNDA_ADC	LCD_DATA13	33	34	LCD_DATA11
AIN6	35	36	AIN5	LCD_DATA12	35	36	LCD_DATA10
AIN2	37	38	AIN3	LCD_DATA8	37	38	LCD_DATA9
AIN0	39	40	AIN1	LCD_DATA6	39	40	LCD_DATA7
GPIO_20	41	42	ECAPPWM0	LCD_DATA4	41	42	LCD_DATA5
DGND	43	44	DGND	LCD_DATA2	43	44	LCD_DATA3
DGND	45	46	DGND	LCD_DATA0	45	46	LCD_DATA1

LEGEND	
POWER/GROUND/RESET	
AVAILABLE DIGITAL	
AVAILABLE PWM	
SHARED I2C BUS	
RECONFIGURABLE DIGITAL	
ANALOG INPUTS (1.8V)	

3.2.2 65 Possible Digital I/Os

In GPIO mode, each digital I/O can produce interrupts.

P9				P8			
DGND	1	2	DGND	DGND	1	2	DGND
VDD_3V3	3	4	VDD_3V3	GPIO_38	3	4	GPIO_39
VDD_5V	5	6	VDD_5V	GPIO_34	5	6	GPIO_35
SYS_5V	7	8	SYS_5V	GPIO_66	7	8	GPIO_67
PWR_BTN	9	10	SYS_RESETN	GPIO_69	9	10	GPIO_68
GPIO_30	11	12	GPIO_60	GPIO_45	11	12	GPIO_44
GPIO_31	13	14	GPIO_50	GPIO_23	13	14	GPIO_26
GPIO_48	15	16	GPIO_51	GPIO_47	15	16	GPIO_46
GPIO_5	17	18	GPIO_4	GPIO_27	17	18	GPIO_65
GPIO_8	19	20	GPIO_80A	GPIO_22	19	20	GPIO_63
GPIO_3	21	22	GPIO_2	GPIO_62	21	22	GPIO_37
GPIO_49	23	24	GPIO_15	GPIO_36	23	24	GPIO_33
GPIO_117	25	26	GPIO_14	GPIO_32	25	26	GPIO_61
GPIO_115	27	28	GPIO_123	GPIO_86	27	28	GPIO_88
GPIO_121	29	30	GPIO_122	GPIO_87	29	30	GPIO_89
GPIO_120	31	32	VDD_ADC	GPIO_10	31	32	GPIO_11
AIN4	33	34	GNDA_ADC	GPIO_9	33	34	GPIO_81
AIN6	35	36	AIN5	GPIO_8	35	36	GPIO_80
AIN2	37	38	AIN3	GPIO_78	37	38	GPIO_79
AIN0	39	40	AIN1	GPIO_76	39	40	GPIO_77
GPIO_20	41	42	GPIO_7	GPIO_74	41	42	GPIO_75
DGND	43	44	DGND	GPIO_72	43	44	GPIO_73
DGND	45	46	DGND	GPIO_70	45	46	GPIO_71

3.2.3 PWMs and Timers

Up to 8 digital I/O pins can be configured with pulse-width modulators (PWM) to produce signals to control motors or create pseudo analog voltage levels, without taking up any extra CPU cycles.

P9				P8			
DGND	1	2	DGND	DGND	1	2	DGND
VDD_3V3	3	4	VDD_3V3	GPIO_38	3	4	GPIO_39
VDD_5V	5	6	VDD_5V	GPIO_34	5	6	GPIO_35
SYS_5V	7	8	SYS_5V	TIMER4	7	8	TIMER7
PWR_BUT	9	10	SYS_RESETN	TIMER5	9	10	TIMER6
GPIO_30	11	12	GPIO_60	GPIO_45	11	12	GPIO_44
GPIO_31	13	14	EHRPWM1A	EHRPWM2B	13	14	GPIO_26
GPIO_48	15	16	EHRPWM1B	GPIO_47	15	16	GPIO_46
GPIO_5	17	18	GPIO_4	GPIO_27	17	18	GPIO_65
I2C_SCL	19	20	I2C_SDA	EHRPWM2A	19	20	GPIO_63
EHRPWMOB	21	22	EHRPWM0A	GPIO_62	21	22	GPIO_37
GPIO_49	23	24	GPIO_15	GPIO_36	23	24	GPIO_33
GPIO_117	25	26	GPIO_14	GPIO_32	25	26	GPIO_61
GPIO_115	27	28	ECAPPWM2	GPIO_86	27	28	GPIO_88
EHRPWMOB	29	30	GPIO_122	GPIO_87	29	30	GPIO_89
EHRPWM0A	31	32	VDD_ADC	GPIO_10	31	32	GPIO_11
AIN4	33	34	GNDA_ADC	GPIO_9	33	34	EHRPWM1B
AIN6	35	36	AIN5	GPIO_8	35	36	EHRPWM1A
AIN2	37	38	AIN3	GPIO_78	37	38	GPIO_79
AIN0	39	40	AIN1	GPIO_76	39	40	GPIO_77
GPIO_20	41	42	ECAPPWM0	GPIO_74	41	42	GPIO_75
DGND	43	44	DGND	GPIO_72	43	44	GPIO_73
DGND	45	46	DGND	EHRPWM2A	45	46	EHRPWM2B

3.2.4 Analog Inputs

Make sure you don't input more than 1.8V to the analog input pins. This is a single 12-bit analog-to-digital converter with 8 channels, 7 of which are made available on the headers.

P9				P8			
DGND	1	2	DGND	DGND	1	2	DGND
VDD_3V3	3	4	VDD_3V3	GPIO_38	3	4	GPIO_39
VDD_5V	5	6	VDD_5V	GPIO_34	5	6	GPIO_35
SYS_5V	7	8	SYS_5V	GPIO_66	7	8	GPIO_67
PWR_BTN	9	10	SYS_RESETN	GPIO_69	9	10	GPIO_68
GPIO_30	11	12	GPIO_60	GPIO_45	11	12	GPIO_44
GPIO_31	13	14	GPIO_50	GPIO_23	13	14	GPIO_26
GPIO_48	15	16	GPIO_51	GPIO_47	15	16	GPIO_46
GPIO_5	17	18	GPIO_4	GPIO_27	17	18	GPIO_65
I2C_SCL	19	20	I2C_SDA	GPIO_22	19	20	GPIO_63
GPIO_3	21	22	GPIO_2	GPIO_62	21	22	GPIO_37
GPIO_49	23	24	GPIO_15	GPIO_36	23	24	GPIO_33
GPIO_117	25	26	GPIO_14	GPIO_32	25	26	GPIO_61
GPIO_115	27	28	GPIO_123	GPIO_86	27	28	GPIO_88
GPIO_121	29	30	GPIO_122	GPIO_87	29	30	GPIO_89
GPIO_120	31	32	VDD_ADC	GPIO_10	31	32	GPIO_11
AIN4	33	34	GNDA_ADC	GPIO_9	33	34	GPIO_81
AIN6	35	36	AIN5	GPIO_8	35	36	GPIO_80
AIN2	37	38	AIN3	GPIO_78	37	38	GPIO_79
AIN0	39	40	AIN1	GPIO_76	39	40	GPIO_77
GPIO_20	41	42	GPIO_7	GPIO_74	41	42	GPIO_75
DGND	43	44	DGND	GPIO_72	43	44	GPIO_73
DGND	45	46	DGND	GPIO_70	45	46	GPIO_71

3.2.5 UART

There is a dedicated header for getting to the UART0 pins and connecting a debug cable. Five additional serial ports are brought to the expansion headers, but one of them only has a single direction brought to the headers.

P9				P8			
DGND	1	2	DGND	DGND	1	2	DGND
VDD_3V3	3	4	VDD_3V3	GPIO_38	3	4	GPIO_39
VDD_5V	5	6	VDD_5V	GPIO_34	5	6	GPIO_35
SYS_5V	7	8	SYS_5V	GPIO_66	7	8	GPIO_67
PWR_BTN	9	10	SYS_RESETN	GPIO_69	9	10	GPIO_68
UART4_RXD	11	12	GPIO_60	GPIO_45	11	12	GPIO_44
UART4_TXD	13	14	GPIO_50	GPIO_23	13	14	GPIO_26
GPIO_48	15	16	GPIO_51	GPIO_47	15	16	GPIO_46
GPIO_5	17	18	GPIO_4	GPIO_27	17	18	GPIO_65
UART1_RTSN	19	20	UART1_CTSN	GPIO_22	19	20	GPIO_63
UART2_TXD	21	22	UART2_RXD	GPIO_62	21	22	GPIO_37
GPIO_49	23	24	UART1_TXD	GPIO_36	23	24	GPIO_33
GPIO_117	25	26	UART1_RXD	GPIO_32	25	26	GPIO_61
GPIO_115	27	28	GPIO_123	GPIO_86	27	28	GPIO_88
GPIO_121	29	30	GPIO_122	GPIO_87	29	30	GPIO_89
GPIO_120	31	32	VDD_ADC	UART5_CTSN+	31	32	UART5_RTSN
AIN4	33	34	GNDA_ADC	UART4_RTSN	33	34	UART3_RTSN
AIN6	35	36	AIN5	UART4_CTSN	35	36	UART3_CTSN
AIN2	37	38	AIN3	UART5_TXD+	37	38	UART5_RXD+
AIN0	39	40	AIN1	GPIO_76	39	40	GPIO_77
GPIO_20	41	42	UART3_TXD	GPIO_74	41	42	GPIO_75
DGND	43	44	DGND	GPIO_72	43	44	GPIO_73
DGND	45	46	DGND	GPIO_70	45	46	GPIO_71

3.2.6 I2C

The first I2C bus is utilized for reading EEPROMS on cape add-on boards and can't be used for other digital I/O operations without interfering with that function, but you can still use it to add other I2C devices at available addresses. The second I2C bus is available for you to configure and use.

P9				P8			
DGND	1	2	DGND	DGND	1	2	DGND
VDD_3V3	3	4	VDD_3V3	GPIO_38	3	4	GPIO_39
VDD_5V	5	6	VDD_5V	GPIO_34	5	6	GPIO_35
SYS_5V	7	8	SYS_5V	GPIO_66	7	8	GPIO_67
PWR_BTN	9	10	SYS_RESETN	GPIO_69	9	10	GPIO_68
GPIO_30	11	12	GPIO_60	GPIO_45	11	12	GPIO_44
GPIO_31	13	14	GPIO_50	GPIO_23	13	14	GPIO_26
GPIO_48	15	16	GPIO_51	GPIO_47	15	16	GPIO_46
I2C1_SCL	17	18	I2C1_SDA	GPIO_27	17	18	GPIO_65
I2C2_SCL	19	20	I2C2_SDA	GPIO_22	19	20	GPIO_63
I2C2_SCL	21	22	I2C2_SDA	GPIO_62	21	22	GPIO_37
GPIO_49	23	24	I2C1_SCL	GPIO_36	23	24	GPIO_33
GPIO_117	25	26	I2C1_SDA	GPIO_32	25	26	GPIO_61
GPIO_115	27	28	GPIO_123	GPIO_86	27	28	GPIO_88
GPIO_121	29	30	GPIO_122	GPIO_87	29	30	GPIO_89
GPIO_120	31	32	VDD_ADC	GPIO_10	31	32	GPIO_11
AIN4	33	34	GNDA_ADC	GPIO_9	33	34	GPIO_81
AIN6	35	36	AIN5	GPIO_8	35	36	GPIO_80
AIN2	37	38	AIN3	GPIO_78	37	38	GPIO_79
AIN0	39	40	AIN1	GPIO_76	39	40	GPIO_77
GPIO_20	41	42	GPIO_7	GPIO_74	41	42	GPIO_75
DGND	43	44	DGND	GPIO_72	43	44	GPIO_73
DGND	45	46	DGND	GPIO_70	45	46	GPIO_71

3.2.7 SPI

For shifting out data fast, you might consider using one of the SPI ports.

P9				P8			
DGND	1	2	DGND	DGND	1	2	DGND
VDD_3V3	3	4	VDD_3V3	GPIO_38	3	4	GPIO_39
VDD_5V	5	6	VDD_5V	GPIO_34	5	6	GPIO_35
SYS_5V	7	8	SYS_5V	GPIO_66	7	8	GPIO_67
PWR_BTN	9	10	SYS_RESETN	GPIO_69	9	10	GPIO_68
GPIO_30	11	12	GPIO_60	GPIO_45	11	12	GPIO_44
GPIO_31	13	14	GPIO_50	GPIO_23	13	14	GPIO_26
GPIO_48	15	16	GPIO_51	GPIO_47	15	16	GPIO_46
SPIO_CS0	17	18	SPIO_D1	GPIO_27	17	18	GPIO_65
SPI1_CS1	19	20	SPI1_CS0	GPIO_22	19	20	GPIO_63
SPIO_D0	21	22	SPIO_SCLK	GPIO_62	21	22	GPIO_37
GPIO_49	23	24	GPIO_15	GPIO_36	23	24	GPIO_33
GPIO_117	25	26	GPIO_14	GPIO_32	25	26	GPIO_61
GPIO_115	27	28	SPI1_CS0	GPIO_86	27	28	GPIO_88
SPI1_D0	29	30	SPI1_D1	GPIO_87	29	30	GPIO_89
SPI1_SCLK	31	32	VDD_ADC	GPIO_10	31	32	GPIO_11
AIN4	33	34	GNDA_ADC	GPIO_9	33	34	GPIO_81
AIN6	35	36	AIN5	GPIO_8	35	36	GPIO_80
AIN2	37	38	AIN3	GPIO_78	37	38	GPIO_79
AIN0	39	40	AIN1	GPIO_76	39	40	GPIO_77
GPIO_20	41	42	SPI1_CS1	GPIO_74	41	42	GPIO_75
DGND	43	44	DGND	GPIO_72	43	44	GPIO_73
DGND	45	46	DGND	GPIO_70	45	46	GPIO_71

4. Software

4.1 Software Support

Android? Ubuntu? Gentoo? Whatever your software preference, get started on development with your Beagle and the software resources by

click <http://beagleboard.org/Support/Software+Support>.

4.2 Getting Started

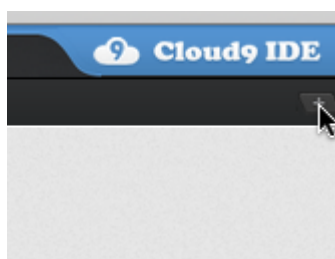
Beaglebone Green is a tiny computer with all the capability of today's desktop machines, without the bulk, expense, or noise. Read the step-by-step getting started tutorial by

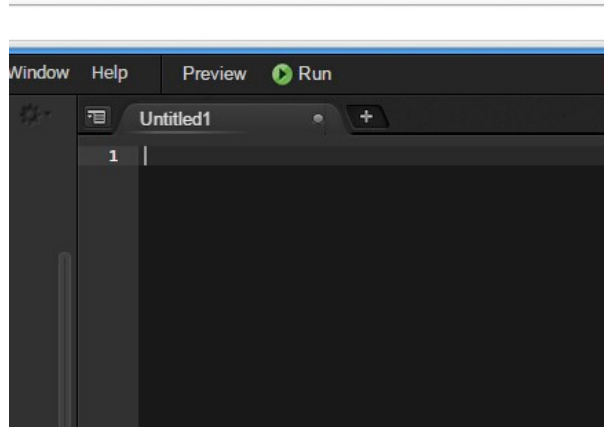
click <http://beagleboard.org/getting-started> to begin developing with your BeagleBone in minutes.

4.3 Cloud9 IDE

To begin editing programs that live on your board, you can use the Cloud9 IDE. As a simple exercise to become familiar with Cloud9 IDE, creating a simple application to blink one of the 4 user programmable LEDs on the BeagleBone is a good start.

- **Step1:** Close any open file tabs.
- **Step2:** Click the "+" in the top-right to create a new file.





- **Step3:** Copy and paste the following code into the new tab

```
import Adafruit_BBIO.GPIO as GPIO
import time
GPIO.setup("P9_14", GPIO.OUT)
while True:
    GPIO.output("P9_14", GPIO.HIGH)
    time.sleep(0.5)
    GPIO.output("P9_14", GPIO.LOW)
    time.sleep(0.5)
```

- **Step4:** Save the file by clicking the disk icon and giving the file a name with the .py extension.
- **Step5:** Run the code

Select the arrow to the right of "**run**" (or "**debug**") in the toolbar to pull down the list of files to run and select your new file.

- **Step6:** Observe the BeagleBone P9_14 led blinking steadily about once a second.
- **Step7:** Stop the code by clicking "stop" in the toolbar.

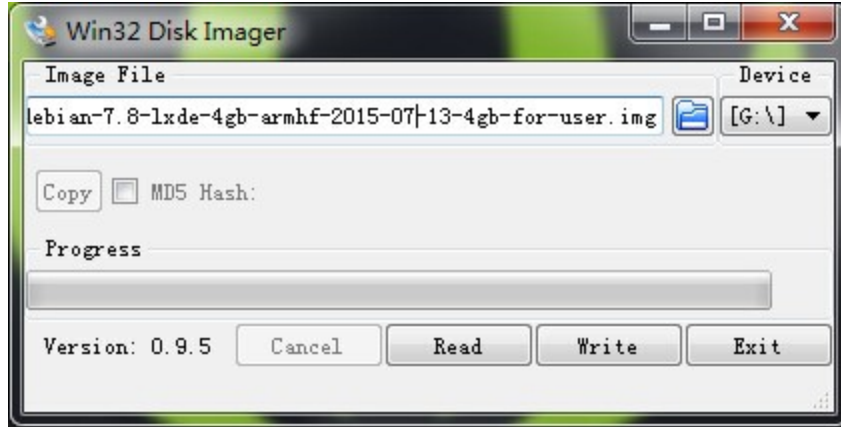
4.4 Update image

There are multiple ways to run initial software on your board, but it is likely that the simplest way to get an update is to create an exact replica of a bootable microSD card and boot off of it.

The BeagleBone Green can be initialized by a program booted off of a microSD card. If you want to update to the latest software image for your board, this is a way to do that.

4.4.1 Step1: Download the latest microSD card image

Download the image from



4.4.7 Step7: Eject the SD card

Eject the newly programmed SD card.

4.4.8 Step8: Boot your board off of the SD card

Insert SD card into your (powered-down) board, hold down the USER/BOOT button (if using Black) and apply power, either by the USB cable or 5V adapter.

If using an original white BeagleBone, you are done.

If using BeagleBone Green and the image is meant to program your on-board eMMC, you'll need to wait while the programming occurs.

When the flashing is complete, all 4 USRx LEDs will be lit solid.

Note: This can take up to 45 minutes. Power-down your board, remove the SD card and apply power again to be complete.

5. Resources

- [BEAGLEBONE_GREEN SRM\(pdf\)](#)
- [BEAGLEBONE_GREEN Schematic\(pdf\)](#)
- [BEAGLEBONE_GREEN Schematic\(OrCAD\)](#)
- [BEAGLEBONE_GREEN BOM\(xls\)](#)