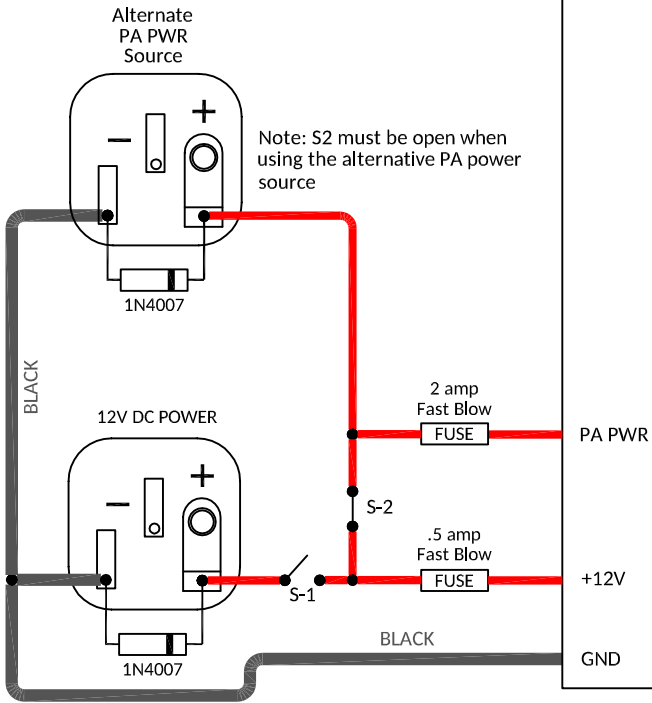
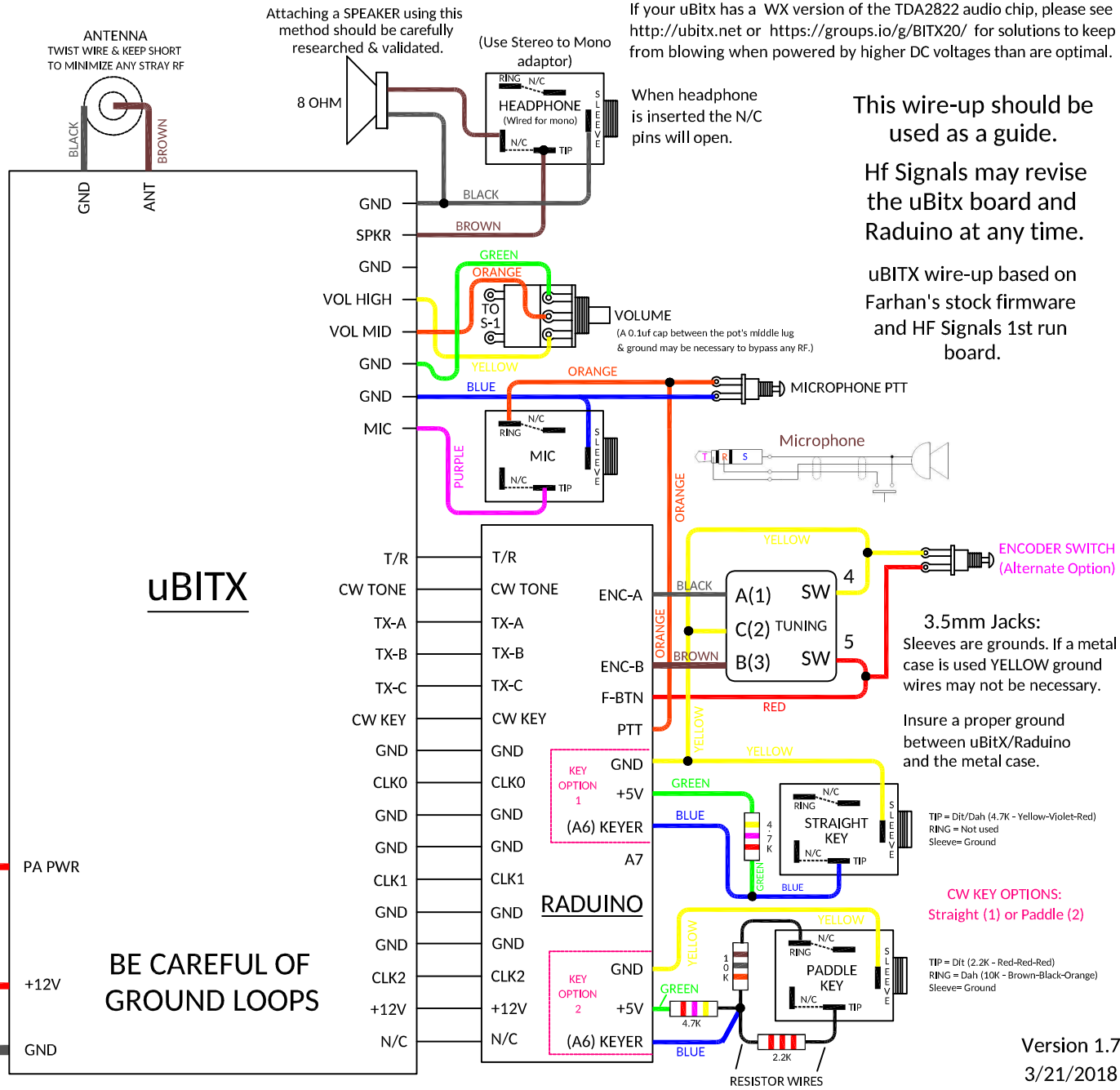


NOTES:

1. uBitx board should be grounded if using a metal case or a common ground for plastic case.
2. IRF510 tabs have DC voltage & SHOULD NOT be grounded to metal box (if used).
3. Rotary encoder, audio & keyer jack wires should be twisted & kept as short as possible. If using a metal case, jack GROUND wires can be omitted. The SLEEVE is grounded to the case.
4. The LCD display can be mounted away from Arduino using a male/female connecting cable, however keep wires as short as possible.
5. DC power wires should be twisted. The negative (BLACK) wire should be larger wire size.
6. It is better to wire up the uBitx "STOCK" as a starting point. Most modifications should only be performed once your uBitx is functioning.



Note: S2 must be open when using the alternative PA power source



uBITX

BE CAREFUL OF GROUND LOOPS

If your uBitx has a WX version of the TDA2822 audio chip, please see <http://ubitx.net> or <https://groups.io/g/BITX20/> for solutions to keep from blowing when powered by higher DC voltages than are optimal.

When headphone is inserted the N/C pins will open.

This wire-up should be used as a guide.

Hf Signals may revise the uBitx board and Raduino at any time.

uBITX wire-up based on Farhan's stock firmware and HF Signals 1st run board.

3.5mm Jacks: Sleeves are grounds. If a metal case is used YELLOW ground wires may not be necessary.

Insure a proper ground between uBitX/Raduino and the metal case.

TIP = Dit/Dah (4.7K - Yellow-Violet-Red)
RING = Not used
Sleeve= Ground

CW KEY OPTIONS:
Straight (1) or Paddle (2)

TIP = Dit (2.2K - Red-Red-Red)
RING = Dah (10K - Brown-Black-Orange)
Sleeve= Ground