

Falafular Spaeterneisa BOM

Panelcomponenboard 1.1

**Rear side**

resistors:  
 7 x pd \*           0805 size  
 1 x rX \*\*          0805 size  
 1 x rY \*\*\*        0805 size

capacitors:  
 4 x 10n\*\*\*\*      0805 size

semiconductors:  
 2 x bc847         SOT-23  
 11 x L4148       mini MELF

miscellaneous:  
 1 x 7 pin single row header, female  
 4 x 2 pin single row header, female

**Front side**

resistors:  
 5 x rL \*\*\*\*\*   0805 size

capacitors:  
 1 x 10n \*\*\*\*      0805 size

semiconductors:  
 4 x bc847         SOT-23  
 5 x LED           3mm THT

miscellaneous:  
 5 x tact switch 13mm high  
 7x kobiconn 16pj138 or Thonkiconn

\* pd = pulldown resistor, anything from 10k to 100k will do

\*\* rX = output impedance, 1K k is good for me

\*\*\* rY = pulldown/ output voltage divider 100k, lower if the output voltage is too hot

\*\*\*\* switch debouncing, anything between 10n and 100n will do

\*\*\*\*\* rL = LED current limiting resistor, choose a nice value, don't burn your eyes

In earlier versions of this board you may find a 100n mark at the top without a component footprint, ignore this

Also in V1.0 there is an unmarked resistor at the top, this is a pulldown resistor

Falafular Patternizer Brainboard 1.0

**Chippy side**

resistors:  
12 x pd \*      0805 size

capacitors:  
1 x bp \*\*      0805 size

ics:  
1 x lm358  
1 x cd4052bm  
1 x cd4089b  
1 x cd4012bm  
2 x hef4013bt  
1 x lm324

buy Philips or NXP, tru2 x 2 pin single row header male \*\*\*

Mic.:  
4 x 2 pin single row header male  
1 x 7 pin single row header male

**Headery side**

resistors:  
1 x 15k      1206 size (can be 10k also, 0805 fits too)  
5 x pd \*      0805 size  
1 x 10 ohm      through hole, can also be a ferrite bead

capacitors:  
6 x bp      0805 size  
1 x 10uF      electrolytic, 25V or more

Misc.:  
10 pin "eurorack power" header \*\*\*

\* pd = pulldown resistor, anything from 10k to 100k will do  
\*\* bp = bypass capacitor, anything between 10n and 100n will do  
\*\*\* when building the single channel version, this is required. See build documents

***Ignore the "In" and "Out" connection headers, they were a bad idea...***