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Preface to the First Edition

It's quite something to get the chance to release not only one, but two open hardware laptops into the world. After two roller coaster years of development, we've finally started shipping MNT Pocket Reforms (not yet two weeks before I'm writing this preface, on a Pocket Reform, of course). Pocket Reform is a reaction to years of scrolling on glass, longing for physical buttons to press, looking for escape hatches from the digital gated communities of corporations. It is about the desire to have a small, yet unconstrained computer. In the words of El-P: "Let's boil it down to the simplest." This computer is in your hands against all odds, again (swimming upstream, MNT Reform was already improbable). There are three groups who made this happen: on the one hand, my small but relentless team of people who always did their best, and did not give up until it was finished. On the other hand, you, the owners of and contributors to MNT (Pocket) Reforms, who we have to thank for your endless support. And on the third hand, Crowd Supply, for believing in us and trusting that we'll actually deliver.

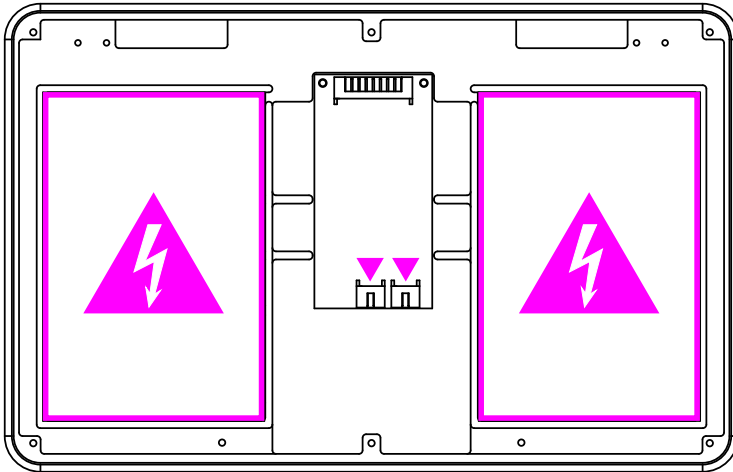
But enough of the sentimentalities—enjoy this computer, take it to places, take it apart, connect, customize, hack, and most importantly, have fun.

—Lucie L. Hartmann, Berlin, 2024-05-31

Chapter 1

Safety & Recycling

1.1 Hazards



Before you get started with your MNT Pocket Reform, please read these safety instructions carefully to prevent harm to yourself and your environment.

Electrical Shock and Fire Hazard: Please be extra careful while and after opening the case of the device. MNT Pocket Reform uses 2 Li-ion pouches. Do not touch anything connected to the batteries or the charger board with metal tools. Refer to the Hardware chapter for instructions on how to replace the batteries safely.

Pinch Point Hazard: The case closes with strong magnets and the top half has sharp edges. Hazard of fingers pinching! Keep out of reach of children!

Before servicing anything on the inside, make sure that the wall power is unplugged and remove the battery cells.

Damage to Hearing: The headphone output of MNT Pocket Reform can be forced to extreme volume which may damage your hearing if you are not careful. Please make sure to set the volume to 30% or less before connecting headphones to MNT Pocket Reform, and then adjust the volume to a comfortable level.

1.2 Recycling



Don't throw any MNT Pocket Reform parts in the trash! Batteries and electronics contain materials that are harmful to the environment if not properly disposed of.

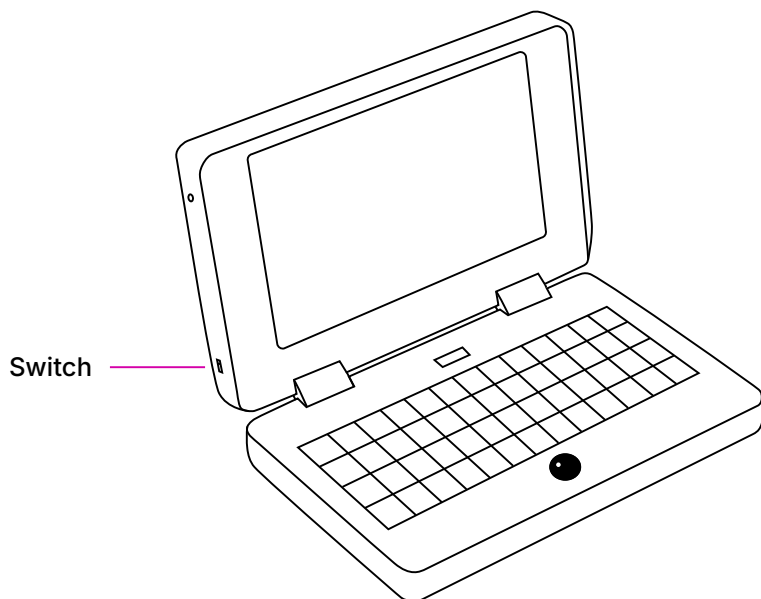
You can mail any of the parts back to MNT Research, and we will recycle them for you. Alternatively, you can recycle batteries at a local battery collection facility and dispose of electronics and cables at a local e-waste facility.

Chapter 2

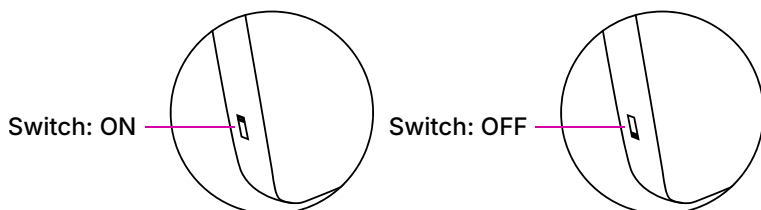
Quick Start

2.1 Step 1: Standby Power Switch

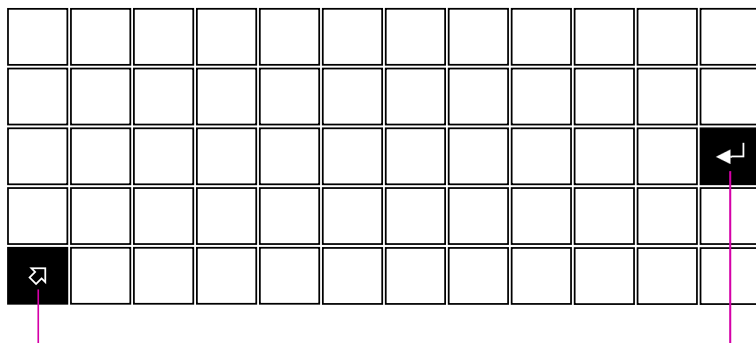
Pocket Reform ships with power turned off to conserve the batteries. There is a small Standby Power Switch located on the left hand side of the top half of Pocket Reform. Turn it on using a sharp object such as a SIM card ejector.



Move the switch away from the hinges to turn the standby power on. Move the switch towards the hinges to turn it off.



2.2 Step 2: Turn On



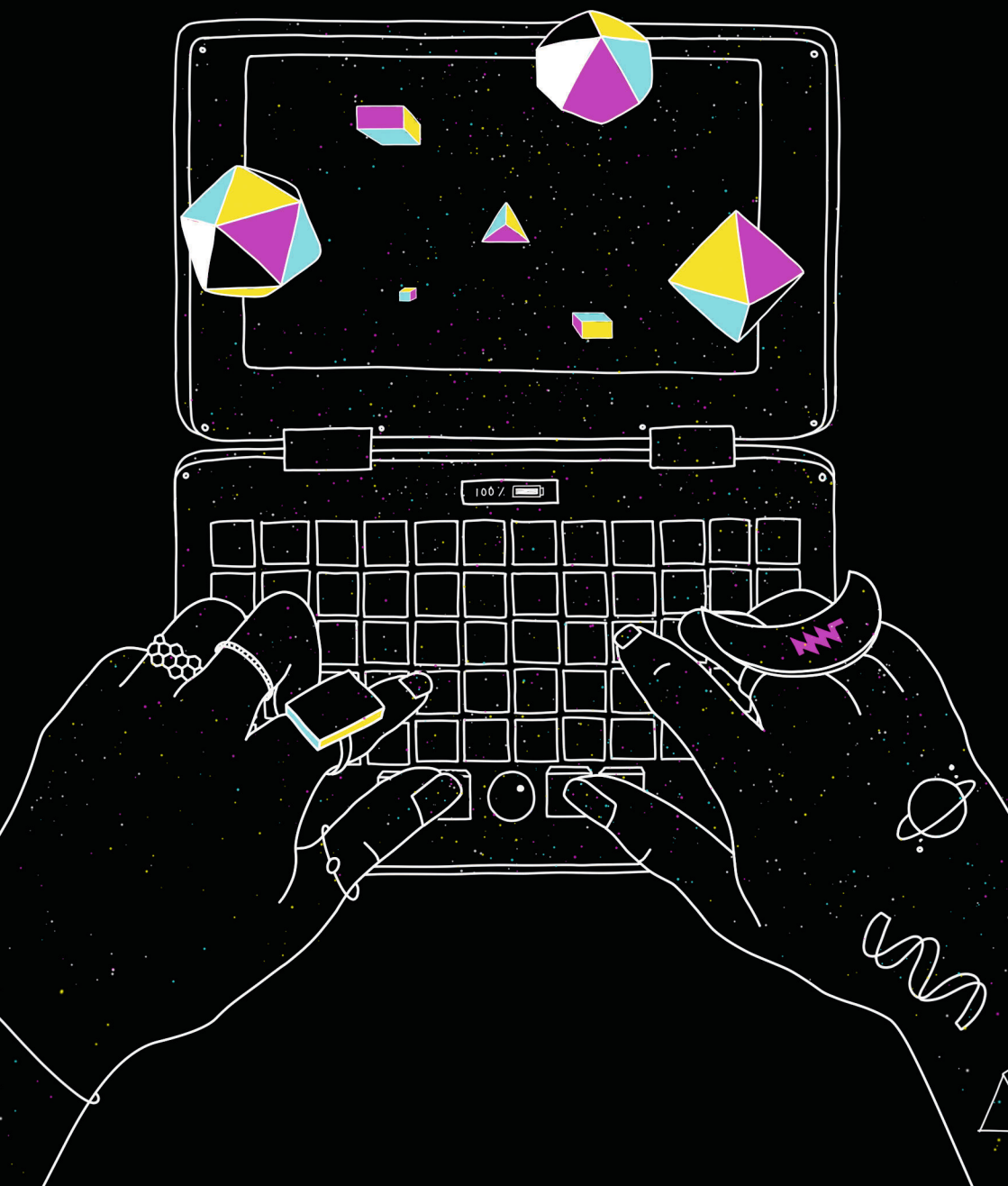
Hold HYPER  + ENTER  for more than 2 seconds.

To turn on Pocket Reform, hold *Hyper* + *Enter* for more than 2 seconds.

2.3 Step 3: Log In

After being powered on, the main processor will boot the operating system installed on the built-in eMMC flash. The operating system's kernel will show diagnostic information as it activates all the devices in the system until finally arriving at the login prompt. On first boot, the Setup Wizard will walk you through the configuration process. You'll select your keyboard layout and your time zone, choose a desktop environment, and finally, create a user account. Once everything is set up, you can start installing software and using MNT Pocket Reform. If you are new to the Debian GNU/Linux operating system or want to learn about specifics of the system software shipped with MNT Pocket Reform, please refer to the chapters "Linux Console Basics", "Graphical Desktops", and "Software".

The following chapter will introduce you to the input devices of MNT Pocket Reform.

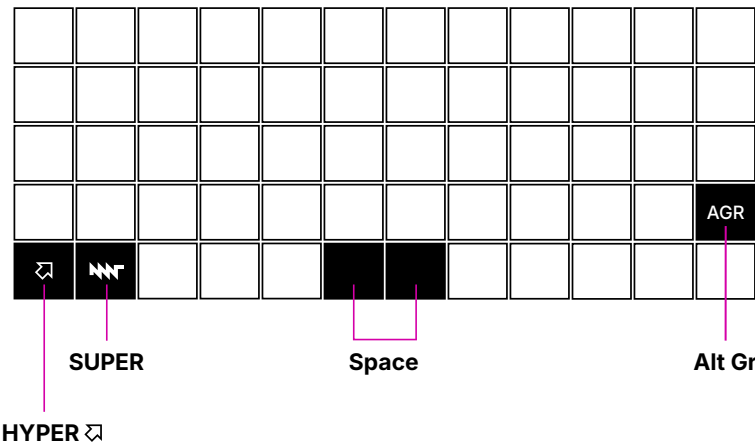


Chapter 3

Input Devices

MNT Pocket Reform comes with a keyboard and a trackball preinstalled.

3.1 Keyboard



Pocket Reform has a mechanical “ortholinear”¹ keyboard with 60 keys.

Because many advanced users remap the traditional Caps Lock key to a different function, we swapped Caps Lock for a CTRL key. This makes the use of CTRL key combinations more ergonomic.

Another handy key is the *AGR* key, short for “Alternate Graphic [Alt Gr]”. Holding this key and a key of your choice gives you the option to create international characters such as Umlauts and other special characters. If you are a non-English native speaker, we recommend the so-called “EurKEY”² keyboard layout. This layout is based on the QWERTY-US layout and can be activated in your keyboard settings. See the graphic below for characters that can be created on Pocket Reform holding the *AGR* key and the corresponding key:

ESC	1! ;	2 @ ¢	3 # ¢	4 \$ £	5 % €	6 ^ ˇ	7 & °	8 * „	9 (" ' "	0) " ' "	←
TAB	Q Ä	W Å	E Ě	R Ý	T Þ	Y Ÿ	U Ü	I Ĩ	O Ö	P Æ	; : ·
CTL	A Ä	S ß	D Ð	F È	G É	H Û	J Ú	K Ĳ	L Ø	' " ' "	↵
↶	Z À	X Á	C Ç	V Ì	B Í	N Ñ	M µ	, < ò	. > ó	▲	AGR
↷	⌘	ALT	\\ -	= + ×			- _ ˇ	/ ? ¿	◀	▼	▶

Lastly, MNT Pocket Reform features an additional modifier key, the *HYPER* key, in the lower left. *HYPER* provides an additional layer of key combinations. Here is the list of shortcuts you can use with *HYPER*:

Shortcut	Function
<i>HYPER</i> + <i>ENTER</i> (hold)	Turn on Pocket Reform
<i>HYPER</i> + <i>ENTER</i> (press)	Turn on OLED Menu

¹Ortholinear means that all keys are aligned in a perfect grid.
²Created by Steffen Brüntjen.

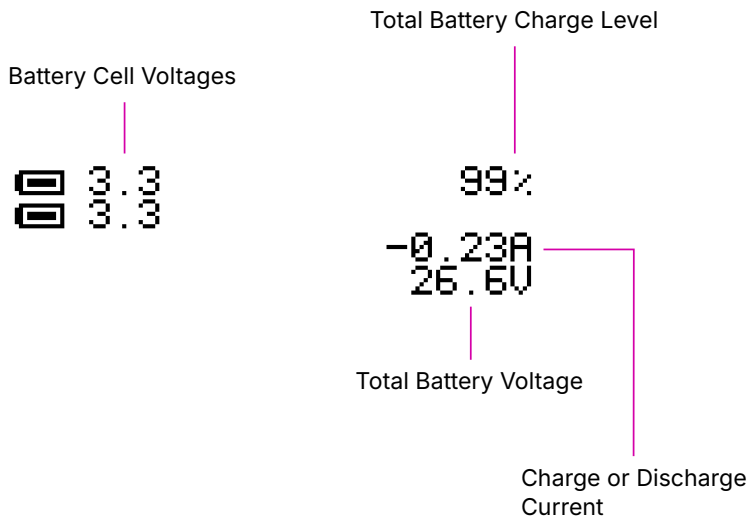
Shortcut	Function
<i>HYPER+1</i>	F1
<i>HYPER+2</i>	F2
<i>HYPER+3</i>	F3
<i>HYPER+4</i>	F4
<i>HYPER+5</i>	F5
<i>HYPER+6</i>	F6
<i>HYPER+7</i>	F7
<i>HYPER+8</i>	F8
<i>HYPER+9</i>	F9
<i>HYPER+10</i>	F10
<i>HYPER+Q</i>	F11
<i>HYPER+W</i>	F12
<i>HYPER+←</i>	Home
<i>HYPER+→</i>	End
<i>HYPER+↑</i>	Page Up
<i>HYPER+↓</i>	Page Down
<i>HYPER+O</i>	[
<i>HYPER+P</i>]
<i>HYPER+SHIFT+O</i>	{
<i>HYPER+SHIFT+P</i>	}
<i>HYPER+SHIFT+ESC</i>	~
<i>HYPER+ESC</i>	'

3.2 OLED Menu

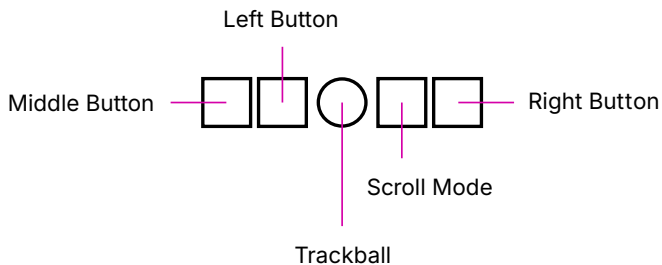
Selected Function	Shortcut Key
Exit Menu	ESC
Power On	1
Power Off	0
Reset	r

The keyboard has a built-in OLED display for interaction with the System Controller on the motherboard. You can highlight an option and scroll through the menu by using the \uparrow and \downarrow keys. To trigger the highlighted option, press *ENTER*. Alternatively, you can press the shortcut key that is displayed on the right hand side of each menu option. For example, to show the Battery Status, press *B* when the menu is active. To leave the menu, press *ESC*.

You can see detailed battery information including the estimated total charge percentage on the Battery Status screen reachable through the OLED menu. Each cell icon corresponds to one of the two battery cells. The upper icon represents the battery pack on the left side of the device, and the lower icon represents the battery pack on the right—assuming you look at MNT Pocket Reform when flipped on its back and the batteries closest to you.



3.3 Trackball



The trackball works like a mouse with four buttons: middle button, left click, scroll button, and right click. Roll the ball to move the cursor. Pressing the *Middle Button* and the *Scroll Mode* button simultaneously activates *Sticky Scroll Mode*, so

that you can scroll through a longer text without needing to hold down a button.



Chapter 4

Linux Console Basics

4.1 Console and Shell

MNT Pocket Reform ships with a lightly customized Debian GNU/Linux distribution on the integrated eMMC flash.

From here, you can reach a graphical desktop or the Linux console. If something goes wrong, you can always go back to the console and fix things—if you know a few basics of Linux administration. To reach the console from the login screen, you can use the key combination *ALT+F1*, or *ALT+F2* to go to the second console, etc.

After logging in on the console, you are in control of a shell. The default shell is called `bash`¹, but there are many other shells available. You can use the shell to type in commands for your computer to execute, but also to write programs (scripts) that combine commands to do more complex tasks. For example, this handbook is generated by a `bash` script combining a few text and graphics related tools.

This chapter will introduce you to the basics of exploring and administering your MNT Pocket Reform system using the

¹The “GNU Bourne-Again Shell”.

shell first and then a graphical desktop. You can also launch shells on the desktop to use tools that don't have a graphical user interface. Using these tools, you can troubleshoot some problems with the operating system by yourself.

4.2 Root User

The most powerful user in the system is `root`. When logged in as `root`, you can modify but also destroy any file in the system. To prevent others from logging in as `root`, you should protect the account with a password (the Setup Wizard asks you to do this). In the shell, you execute all commands by typing them in and pressing *ENTER*. To set your password, execute this command:

```
passwd
```

The `passwd` command will ask you for a new password two times, but will not display it while typing (so it cannot be gleaned by onlookers).

During normal Linux usage you will rarely want to be `root`—only when performing changes to the system configuration, which includes adding or removing users or software and controlling background services. Instead, you should create a less privileged user account for yourself.

4.3 Create a New User and Password

You have created a user in the Setup Wizard after powering on your MNT Pocket Reform for the first time. In order to add another user account to the system, log in as `root` and execute the `adduser` command:

```
adduser kim
```

This will create a new user named `kim`, and add a new home directory for `kim` at `/home/kim`. The `adduser` command will ask

you for a password and a few questions that you can skip by just pressing *ENTER*.

If you want to change the password for the user `kim` later, you can use the `passwd` command as before:

```
passwd kim
```

4.4 Logging In and Out

You can log out of the console or a terminal window by pressing *CTRL+D*. Alternatively, you can type `exit` in the terminal.

When logged out, you will see the login prompt. Type the username that you added in the previous step and press *ENTER*. Next, type your password (it is not displayed). Press *ENTER* to complete the login.

4.5 Sudo

To make bigger changes to the system you will often need to use a command that requires `root` (superuser) privileges. Logging out of your user account just to log back in as `root` is inconvenient. Instead, you can temporarily become `root` by either switching to it as `su` (switch user) or give your regular user account `sudo` privileges².

`Sudo` allows you to use a command as `root` by typing `sudo command`—but only if you are a member of the `sudo` group. To add your user to the `sudo` group, first log out and login as `root`. Then you can execute the following command:

```
usermod -a -G sudo kim
```

(Substitute your username for `kim` here).

²`sudo` means “switch user and do”.

The `-a` flag means “Append the user to the group”, while the `-G` option specifies the name of the group you want to add the user to: `sudo`.

Log out and login as your regular user again. From now on, you can execute commands which require root privileges using `sudo`. For example, to shut down your computer safely before turning it off, you can type:

```
sudo shutdown now
```

4.6 File System

Your system’s file storage is organized in a tree of directories. To move around in it, you use the `cd` command to change the current directory. The top of the hierarchy is called root (not to be confused with the superuser of the same name), but written as the symbol `/`. To go to the root directory, enter:

```
cd /
```

To see what’s here, use the `ls` (list) command:

```
ls
```

If you want to know more details, such as the modification times and permissions of files, use:

```
ls -l
```

You can also add the flag `-h` to get “human readable” file sizes instead of the raw number of bytes:

```
ls -lh
```

There are two virtual files in every directory, called `..` (two dots) and `.` (one dot). The single `.` means “here” (i.e. the current directory), and you can use it if you ever want to specify the current directory explicitly. For example, if you want to copy the file `/tmp/myfile` to the current directory, you can type:

```
cp /tmp/myfile .
```

To go to the parent directory (a top-level directory that contains subdirectories, the so-called “children”), use:

```
cd ..
```

Commands like `ls` have many options. To learn about them, you can read the built-in manual pages:

```
man ls
```

With `man` you can learn more about any command. You should make yourself familiar with the most important commands like `cp` (copy), `mv` (move), `rm` (remove), `mkdir` (make directory), `mount` and `ln` (link). Armed with this knowledge, you will be able to navigate any UNIX-like system, not only Linux.

4.6.1 Filesystem Hierarchy

When you issue `ls` at the root of the filesystem (`/`), you will see the following directories:

Directory	Purpose
<code>/</code>	Top (“root”) of the filesystem
<code>/bin</code>	Commands (“binaries”), such as <code>ls</code> , <code>cp</code>
<code>/sbin</code>	Commands usually only used by <code>root</code>
<code>/lib</code>	Libraries (common code shared between binaries)
<code>/usr</code>	Files managed only by the package manager
<code>/boot</code>	Boot loader related files (like Linux kernel ³)
<code>/etc</code>	System configuration files
<code>/home</code>	Home directories of user accounts
<code>/root</code>	Special home directory for <code>root</code>
<code>/mnt</code>	A place to mount other filesystems
<code>/media</code>	Another place to mount filesystems
<code>/proc</code>	Live information about processes
<code>/sys</code>	More live information from the kernel
<code>/dev</code>	Device files providing access to hardware
<code>/run</code>	Temporary files related to background services
<code>/tmp</code>	Temporary files—deleted on restarts

³The kernel is the privileged core of the operating system.

Directory	Purpose
<code>/srv</code>	Files used by servers such as web servers

A good way to explore files and directories that take up disk space is using the `ncdu` program. It calculates the size of each (sub)directory and allows you to browse your filesystem and even delete unwanted files (you should only do this in your home directory, though):

```
ncdu /
```

4.6.2 Home Directory

If your username is `kim`, your home directory is located at `/home/kim`. There's a shortcut for your home directory using the tilde symbol `~`. To go to your home directory, you can type:

```
cd ~
```

If you list the contents of your home directory, you will see a number of directories with self-explanatory names, such as `Pictures`, `Music`, `Documents` and `Downloads`. The last one is used by web browsers to store downloaded files, for example. Feel free to create your own subdirectories in your home directory as needed.

4.6.3 Dot Files

Your home directory also contains a number of hidden files and directories called "dot files". Their names start with a dot (`.`) and for tidiness, are usually hidden. To see them, use the `-a` flag with `ls`:

```
ls -a
```

Often times, dot files contain your personal configuration for certain programs. Many programs collect configuration files in the `~/.config` subdirectory.

4.6.4 Permissions

As you are the owner of your home directory, your user account is allowed to modify any files and subdirectories contained in it. But you cannot change system configuration files in `/etc` or delete a command in `/bin`, except if you're `root`. This is because of the ownership and permission settings on these files and directories.

If you list the contents of your home directory with `ls -l`, you will see your username twice in each row, after a cryptic-looking column of letters and dashes and a number:

```
drwxr-xr-x  4 kim kim 4096 Nov  2 20:52 Music
rw-r--r--   1 kim kim   8 Jan  9 20:03 notes.txt
```

The letters and dashes at the beginning describe the file mode bits of the file or directory. A "d" at the beginning signifies a directory. The following 9 letters are three triplets describing "user" (owner), "group", and "all" permissions, in that order. "r" means read, "w" write and "x" execute. An "x" on a file means that this is an "executable", a program that can be run, or in the case of a directory, that it can be entered.

The first occurrence of a username in each row is the owner of the file or directory. The first triplet of mode bits on `notes.txt` tells you that you, the owner, can read and write but not execute this file (after all, it is just a text file).

The second occurrence of `kim` names the group `kim`, not the user. When you create a new user, the system also creates a group with the same name and only you as a member. You could add other users to your group to share files with them, for example. The second triplet of mode bits, `r--`, tells you that members of this group can only read your file, not change it.

Lastly, the third mode triplet (`r--` in this example) says that any other user logged into your system can read this file.

To change the mode bits of a file, you can use `chmod`. For example, to give nobody but yourself (assuming you're the

owner) the permission to read and write the file `notes.txt`, execute:

```
chmod a=u,rw notes.txt
```

This invocation first sets an empty list of modes for all users (`a=`) and then read and write modes for the user/owner (`u=rw`) on the file.

To learn more about managing modes and ownership, be sure to read the `man` pages for `chmod`, `chown`, and `chgrp`.

4.6.5 Pipes

Linux features some advanced concepts that are central to the UNIX philosophy (Linux is a flavor of UNIX). One that you will often encounter is the pipe, symbolized by `|`. You can use pipes to feed the output of one program to the input of another program. For example, you can use the pager `less` to paginate a long stream of text, such as the output of `dmesg`. This tool prints all diagnostic messages of the operating system kernel, and using `less` lets you view it page-by-page instead of having to scroll back to the beginning:

```
dmesg | less
```

Or page through a long list of files:

```
ls -la ~/Downloads | less
```

You can also build more complex pipelines. The following command will output the last 5 lines containing the word “usb” in the kernel log:

```
dmesg | grep usb | tail -n 5
```

4.6.6 Links

If you list the contents of `/usr/lib` with `ls -l` you will see a number of files that point to another file with an arrow (`->`). This is because the file on the left hand side is a “symbolic link” to the “real” file on the right hand side. Symbolic links

and “hard links” can be created using the `ln` command as a means to point to a file using another name. This can be useful to create shortcuts. Refer to the manual page with `man ln` to learn about the details of links.

4.6.7 Finding Files

If you don’t remember where you put a file, or want to search a complex hierarchy of directories for something specific, you can use `find`:

```
find -name "notes"
```

This will display any file or subdirectory whose name starts with “notes” in the current directory. `man find` will reveal many more options for finding files.

The `rgrep` command will look for words in the content of a file:

```
rgrep --color spice
```

This will look for any occurrence of the word “spice” in files in the current directory and its subdirectories, and display each line in which the word was found, with the word itself highlighted.

4.6.8 Mount Points

The root directory `/` is actually a collection of filesystems “mounted” into one virtual filesystem. These can be located on different disks, media or even the network—or be purely virtual in the case of `/dev`, `/proc` or `/sys`.

For example, if you want to access files stored on a USB stick, you would first mount one of the filesystems contained on the USB stick into an empty directory called a mount point. This could be something like `/mnt` or `/media/usb-stick`. Usually, desktop environments can help you to automatically mount removable media, but it’s useful to know how to do the same process manually.

First, you need to find the block device of the media you want to mount. For this, you can use the command `lsblk`. An example (partial) `lsblk` output could be:

NAME	MAJ:MIN	RM	SIZE	RO	TYPE	MOUNTPOINT
sda	8:0	1	28.9G	0	disk	
sda1	8:1	1	28.9G	0	part	

Here, `sda1` is the block device of the first partition on the USB stick. If you are unsure which is the right device, you can issue `dmesg -w` and then plug in the USB stick. You'll see something like this appear in the kernel log:

```
[...] sd 0:0:0:0: [sda] Attached SCSI removable disk
```

Which tells you that `sda` (or in your case, something else) is the block device you're looking for.

To mount the partition on the USB stick at `/mnt`, do:

```
sudo mount /dev/sda1 /mnt
```

If successful, this will—in UNIX tradition—output nothing, and you can find your files by navigating to `/mnt` with the usual commands.

Before unplugging your USB stick, you should unmount it. This makes sure any pending changes are written to the device (note that the command is `umount`, not "unmount"):

```
sudo umount /mnt
```

4.7 Environment Variables

As the shell is not only a command interpreter but also a programming environment, it supports variables. These are placeholder names that contain a value that can be changed at any time. For example, you could make a universal greeting command like this:

```
echo Hello, $name.
```

The output of this command changes depending on the value of the variable `$name`. To change the variable:

```
name=World
```

If you now execute the same `echo` line as before, you'll see this output:

```
Hello, World.
```

Variables are often used to define an environment for other programs. This means that a program can change its behavior according to these variables. These so called environment variables are set before starting the program. To see all currently defined environment variables, you can use the `env` command. You will see a few specific ones among the output:

```
HOME=/home/kim  
PWD=/home  
SHELL=/bin/bash  
USER=kim
```

This means that another way to reach your home directory is `cd $HOME`, and another way to refer to your username is `$USER`. A critically important variable is `$PATH`, which is a list of directories (separated by `“:”`) that the shell searches when looking for a command that you want it to execute. For example, when you type `ls`, your shell will only find it if `/bin` is in your `$PATH`, because `ls` actually resides at `/usr/bin/ls`.

4.8 Working with Text Files

Most system configuration is done by editing text files.

The two most common text editors in Linux are `vim` and `emacs`, which both have a steep (but rewarding) learning curve. Thus, Pocket Reform system provides an editor more suited for beginners called `micro`.

You can create, view, and edit files using the `micro` text editor. To edit a file in the current directory named `file.txt`, use:

```
micro file.txt
```

While in `micro`, you can use `CTRL+S` to save, `CTRL+Q` to quit, and `CTRL+G` to display a help menu.

4.9 Scripts

By now you know most of the ingredients to be able to write shell scripts: programs interpreted by the shell. By writing shell scripts, you can create your own commands to extend the capabilities of your computer. Here is an example script that greets the user:

```
#!/bin/bash

day=$(date +%A)
echo Hello, $USER. Today is $day.
```

The first line of the script, called the “shebang” line is important to tell the operating system that this script is to be interpreted by the shell `/bin/sh`. Save the script to a file named `greet.sh`. Mark the file executable and execute it:

```
chmod a+x ./greet.sh
./greet.sh
```

You can learn more about programming the shell by reading its manual page `man sh`. The more advanced `bash` shell is documented in `man bash`.

4.10 What Is My Computer Doing?

You can check your RAM usage, CPU usage, and processes currently running by using `htop`:

```
htop
```

Hit `F1` to display the built-in help screen.

You will see that there are a few processes running that you didn’t start yourself. These are background processes, also

called services, daemons, or units. They are controlled by `systemd`, the so-called “init system”. It is the first program started by the Linux kernel, and it spawns all other programs including services. You can learn more about `systemd` by reading the manual page:

```
man systemd
```

The most important commands to manage `systemd` are `systemctl` and `journalctl`. Their manual pages are worth a look, too. To see the list of known units and their status, you can use:

```
systemctl
```

To inspect a unit in more detail, you can pass its name to `systemctl`. For example:

```
systemctl status ssh
```

Instead of `status`, you can use verbs like `start`, `stop` or `restart` to control units.

The Linux kernel itself outputs a lot of diagnostic information at boot and when hardware changes (e.g. new devices are plugged in). To see the kernel log, you can (as superuser) use:

```
sudo dmesg -H
```

4.11 Inspect Hardware

The following commands are useful to inspect devices connected internally or externally:

Command	Description
<code>lsblk</code>	List block devices (storage).
<code>lsusb</code>	List USB devices.
<code>lspci</code>	List devices connected to PCIe ports.
<code>lscpu</code>	Get information about the processors.
<code>free -h</code>	Get information about system memory.

4.12 Clock

To see the current date and time, you can use the `date` command. The date and time are set by the `ntp` ("Network Time Protocol") service by synchronizing to time servers on the internet.

The motherboard of MNT Pocket Reform has a battery-backed real-time clock chip (PCF8523T, U5). This chip saves the date and time even if your system is shut down or loses power. You can interact (as `root`) with the clock using the `hwclock` tool. Review `man hwclock` for the details.

4.13 Network

MNT Pocket Reform has a built-in Gigabit Ethernet (1 GbE) port for networking. Additionally, you can install a Wi-Fi card in the mPCIe slot (depending on your Processor Module), or the module itself comes with a Wi-Fi chip.

Usually, you want to use a convenient management tool like `network-manager` (preinstalled) and the tool `nmtui` to manage your network connections.

To see and change details of your network connections, you can use the `ip` tool:

Command	Meaning
<code>ip addr</code>	Show the status of the network interfaces ⁴ .
<code>ip route</code>	Show the network routing table.

You can trigger an automatic configuration of an interface via DHCP by executing `dhclient eth0`, and you can change the DNS servers by editing the file `/etc/resolv.conf`.

To connect to a remote computer via a secure shell connection, try `ssh` followed by the IP address of the computer

⁴`eth0` is the built-in Ethernet; `wlp1s0` is a Wi-Fi interface.

you want to connect to. If you want to login to MNT Pocket Reform over the network, you can enable the secure shell daemon service as follows:

```
sudo systemctl enable sshd
```

You can then login to MNT Pocket Reform from another computer on your local network by executing:

```
ssh kim@192.168.1.242
```

Replace the username `kim` with your own username and the IP address `192.168.1.242` with your own IP address. You can find your IP address by looking for the `inet` entries in the output of the `ip addr` command.

Before using SSH functionality, you should generate a public/private key pair by executing `ssh-keygen`.

4.14 Bluetooth

Some Processor Modules, such as the RCM4 with A311D, feature integrated Bluetooth. This technology lets you connect to wireless devices that are close to your MNT Pocket Reform (usually a few meters), such as headsets, speakers or mobile phones. If you ever need to troubleshoot Bluetooth, you can try restarting its service using `systemctl restart bluetooth` or interact with `blueman` on the command line using `bluetoothctl`.

4.15 Dual Display

MNT Pocket Reform has an HDMI connector that has different functions depending on the installed Processor Module:

Module	Dual Display
i.MX8MPlus	Yes
RCM4 with A311D	No

Module	Dual Display
RK3588	Yes

Modules that support dual display activate a second display automatically when connected.

4.16 Shutdown

To turn off MNT Pocket Reform, you should shut down the system cleanly by executing:

```
systemctl poweroff
```

or

```
sudo shutdown -h now
```

On the graphical desktop, you can click the `reform-tray` icon and select `shutdown`.

In the Debian system shipped with MNT Pocket Reform, the shutdown process will ask the System Controller to turn off the power. The OLED display will then show an animation of a disappearing MNT Research logo. In case you have to turn off the power manually (for example if the system is unresponsive or you are using an alternative OS), press *Hyper* and *Enter* to open the OLED menu, then press 0 (zero) to power down.

4.17 Installing and Removing Software

The Debian GNU/Linux distribution has access to a large number of software packages. No matter which desktop you use, these are centrally managed by `apt`, the package manager. Generally, on a Linux system you rarely download executables from the internet and launch them. Instead, you can cleanly install and remove software packages by using

the package manager. `apt` also has the ability to search for keywords (or regular expression patterns):

```
apt search browser
```

This will list all packages in the `apt` cache that contain the keyword "browser". To refresh `apt`'s list of packages available in the online Debian *repository* (the library of packages), use the following command:

```
sudo apt update
```

If you have found a package you would like to install:

```
sudo apt install firefox
```

To remove (uninstall) the package from your system:

```
sudo apt remove firefox
```

To explore all of `apt`'s functionality, read the man pages for `apt` and `apt-cache`. If you are more comfortable with a graphical user interface for managing `apt` packages, you can use the command `reformat-synaptic`.



Chapter 5

Graphical Desktops

5.1 Sway and GNOME

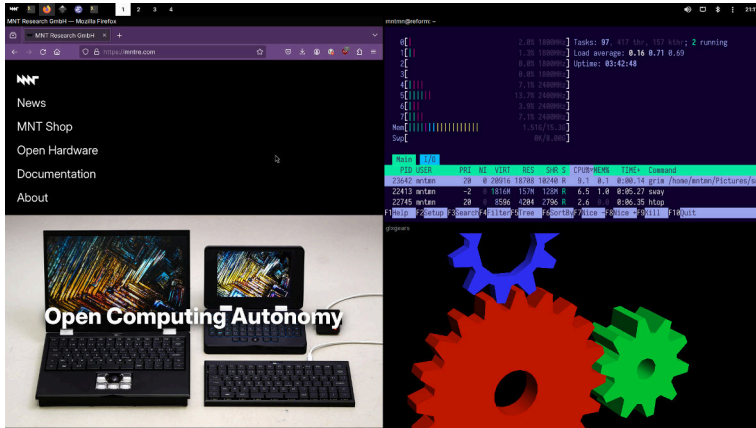
MNT Pocket Reform ships with two graphical environments called “desktops”. The Debian distribution, which the system on the eMMC is based on, has a number of additional desktops in its package manager (see section “Alternative Desktops” at the end of this chapter).

1. **Sway** emphasizes the concept of “tiling”. This means that normally, windows don’t overlap, but instead the screen space is automatically divided to make space for new windows. This desktop consumes minimal system resources, but relies heavily on keyboard shortcuts, which makes it harder to learn.
2. **GNOME** features classic overlapping windows, a point-and-click driven interface, and a modern look. In GNOME, you can drag windows to the corners or edges of the screen and they will be snapped. They also have minimize, maximize, and close buttons.

You initially choose between Sway and GNOME in the MNT Pocket Reform Setup Wizard. This choice will be reflected

as the default on the login screen, but you can change it by clicking the settings icon after selecting your username (without entering your password) on the GDM login screen.

5.2 The Sway Desktop



Sway is optimized for use with keyboard shortcuts, most of which are combinations of *SUPER*¹ and other keys. These are the most important shortcuts:

Key Combinations	Function
<i>SUPER</i> +D	Open the launcher to start applications
<i>SUPER</i> +ENTER	Open a terminal
<i>SUPER</i> +ESC	Close active window
<i>SUPER</i> +1...	Go to workspace 1–9
<i>SUPER</i> +SHIFT+1...	Move active window to workspace 1–9
<i>SUPER</i> +SHIFT+S	Take screenshot (in ~/Pictures)
<i>SUPER</i> +SHIFT+X	Take screenshot of an area

¹*SUPER* is the key with the MNT Research logo next to the *HYPER* key.

Key Combinations	Function
<i>HYPER+SUPER+1</i>	Decrease display brightness
<i>HYPER+SUPER+2</i>	Increase display brightness
<i>HYPER+Trackball</i>	Change keyboard backlight (roll horizontally: hue; roll vertically: brightness)

5.2.1 Tiling

You can start a new terminal window by using the shortcut *SUPER+ENTER*. When you press *SUPER+ENTER* multiple times to open several terminals, you'll notice that your currently open windows will be resized to accommodate for the new window. You can switch between these windows by holding the *SUPER* key and pressing the cursor (arrow) keys in the desired direction.

If you keep adding windows, they will continuously shrink horizontally, but if you would rather have a window split vertically, you can. Use these shortcuts for deciding:

Shortcut	Function
<i>SUPER+H</i>	Split window horizontally
<i>SUPER+V</i>	Split window vertically

Note that the window is not split instantaneously. You're just telling Sway "The next time I create a window, put it below/beside my current window."

You may also use *SUPER+W* to tell Sway to use tabs. You can switch your tab using the same shortcuts for switching between windows. You can end this function by pressing *SUPER+E*. You can use *SUPER+ESC* to close the currently selected window.

5.2.2 Launching Applications

Pocket Reform's Sway desktop includes the `wofi` launcher, a popup menu for launching an application by typing a part of its name. Press `SUPER+D` to open the menu. Over time, `wofi` will remember the applications you regularly launch and will sort them by frequency of use.

5.2.3 Top Bar

Sway on Pocket Reform comes with an information bar at the top of the screen, which is provided by the `waybar` package. The bar is divided into the following sections:

Section	Action on click
MNT Research logo	Open the launcher
Icons of running applications	Switch to application
Workspace numbers	Switch to workspace
Tray icons	Settings for network, volume, etc.
Clock	Toggle date/clock

You can completely customize the top bar by editing the config file `~/.config/waybar/config` and the CSS-based styling file `~/.config/waybar/style.css`.

`man waybar` explains the available configuration options.

5.2.4 Workspaces

If you have a lot of windows open, they might not all fit on the screen at once. For this purpose, multiple set of windows can be arranged in workspaces.

You can change your active workspace with the number keys, for example:

Shortcut	Function
<i>SUPER+2</i>	Go to workspace 2
<i>SUPER+1</i>	Go back to workspace 1
<i>SUPER+SHIFT+5</i>	Move active window to workspace 5

You can open different spaces for different programs. For example, you might want to put your code-editing programs in workspace 1, a web browser in workspace 2, and some instant messaging programs in workspace 3.

5.2.5 Display Brightness

With Sway, you can set the display's brightness using the `brightnessctl` command or, more conveniently, use one of these keyboard shortcuts:

Shortcut	Function
<i>HYPER+SUPER+1</i>	Decrease display brightness
<i>HYPER+SUPER+2</i>	Increase display brightness

5.2.6 Sway Config File

You can tailor Sway's behavior and keyboard shortcuts by editing the file `~/.config/sway/config` or one of the included files in the `~/.config/sway/config.d` directory.

All configuration options are documented in the manual page that you can access by typing `man 5 sway` in a terminal. More information is also available in the Sway Wiki: <https://github.com/swaywm/sway/wiki>

Some of the most important configuration options are explained in the following sections.

5.2.7 Network, Wi-Fi, and Bluetooth

You can connect to Wi-Fi networks and configure Ethernet as well as VPN connections by clicking the respective buttons in the tray area of the top bar.

On Sway, you'll see a Bluetooth icon in the tray area of the top bar. This icon is powered by the `blueman` package behind the scenes and clicking on it with the left mouse button will open the *Bluetooth Devices* window, where you can search for nearby devices to connect to. Right clicking on a Bluetooth device will give you the options to connect, pair, or get more information. You can also right-click on the Bluetooth icon in the top bar itself to open a context menu with more options, like toggling the Bluetooth visibility of your MNT Pocket Reform, sending files or reestablishing recent connections.

Note that any Bluetooth audio devices, when connected, will appear in *Volume Control* (started by launching it from the speaker icon in the top bar or manually from the launcher). Here you can choose them as the default output or input device and adjust the volume.

5.2.8 Sound

There are multiple ways to change the audio volume:

- Scroll (with the Trackball's Wheel Mode) up and down while the mouse cursor is hovering over the speaker icon.
- Click on the speaker icon in the top bar and select *Volume Control*. In the *Output Devices* tab, you can control the volume with the slider in the *Built-in Audio Speaker* (or *Built-in Audio Headphones*) section.

To change between the built-in Speaker output and headphones, you can use *Volume Control* as well. Go to the *Configuration* tab and select the *Profile* under *Built-in Audio*, either *MNT Reform Hi-Fi Audio (Speaker)* or *MNT Reform Hi-Fi Audio (Headphones)*. The exact names of the profiles

can differ depending on your Processor Module.

5.2.9 Keyboard Layout

The keyboard layout is normally configured by the MNT Pocket Reform Setup Wizard. Should you want to configure it manually, you can edit the `~/.config/sway/config.d/input` file. For example, the following snippet will change the layout to the EU layout for any connected keyboard:

```
input * {  
    xkb_layout eu  
    xkb_options lv3:ralt_switch  
}
```

5.2.10 Trackball/Trackpad Speed

A common thing that people want to tune to their particular taste is the speed of the trackball (or trackpad) on MNT Pocket Reform. For Sway, you could add an `input` section (or extend the existing one) to the `~/.config/sway/config.d/input` file as such:

```
input * {  
    accel_profile adaptive  
    pointer_accel 1.0  
}
```

Where `pointer_accel` can be a number between -1.0 and 1.0.

You can find out about all of the details of Sway's input configuration by opening its manual page using `man sway-input`.

5.2.11 External Displays

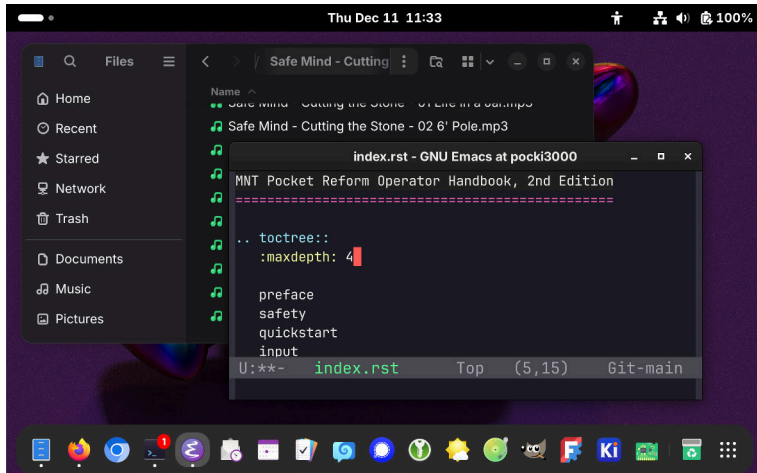
Some Processor Modules allow you to connect an external display on the HDMI port, but not all of them can drive both the internal and the external display at the same time. If your module supports dual display, plugging in an external monitor

should just work. If you want to configure the placement and resolution of this monitor, take a look at `man sway-output` and create an output `HDMI-A-1` section in your Sway config file. Other helpful tools that you can install for these purposes are `kanshi` and `wlr-randr`.

You can also use `swaymsg` to control your displays on the fly or when pressing certain key combinations. The following example script will switch from internal to external display and force a standard 1080p mode:

```
#!/bin/sh
swaymsg output eDP-1 disable
swaymsg output HDMI-A-1 enable
swaymsg output HDMI-A-1 modeline 148.50 1920 2448 2492\
                                2640 1080 1084 1089\
                                1125 +hsync +vsync
```

5.3 The GNOME Desktop



GNOME on MNT Pocket Reform supports a number of customized keyboard shortcuts to speed up working with the desktop:

Shortcut	Function
<i>SUPER</i>	Open <i>Activities</i> overview and launch applications
<i>SUPER</i> +← or →	Tile window to left or right
<i>SUPER</i> +↑ or ↓	(Un)maximize window
<i>SUPER</i> +TAB	Cycle through running applications
<i>ALT</i> +TAB	Cycle through windows of the focused application
<i>SUPER</i> +ENTER	Open a terminal
<i>SUPER</i> +ESC	Close the focused window
<i>SUPER</i> +SHIFT+S	Take screenshot (in ~/Pictures)
<i>SUPER</i> +SHIFT+X	Take screenshot of an area
<i>SUPER</i> +SHIFT+R	Make a screen recording of an area
<i>HYPER</i> + <i>SUPER</i> +1	Decrease display brightness
<i>HYPER</i> + <i>SUPER</i> +2	Increase display brightness
<i>HYPER</i> +Trackball	Change keyboard backlight (roll horizontally: hue; roll vertically: brightness)

To speed up your window juggling, you can move windows not only by dragging their titlebar, but also by holding *SUPER* and dragging (with the left trackball button) anywhere in a window. To resize the window from any point, you can hold *SUPER* and drag on the window with the right trackball button.

5.3.1 Launching Applications

With GNOME, you can start an application using the dock (the row of icons on the bottom of the screen, also called *Dash*) or the *Activities overview* (opened by pressing the *SUPER* key). You can find an application by typing a part of its name in the overview. You can pin a frequently used application in the

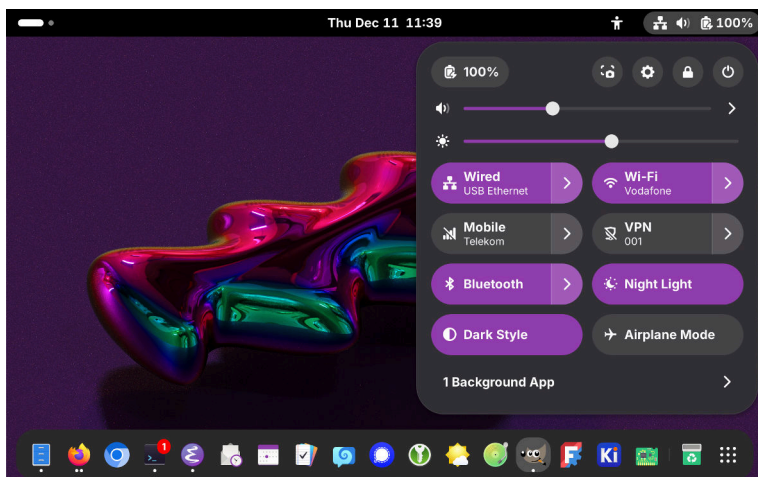
dock by right clicking its icon and choosing “Pin to Dock”.

5.3.2 Top Bar

The top bar in GNOME has 3 major sections:

- Left side: Workspaces indicator. If you have multiple workspaces configured, it highlights which one is currently active. Clicking on the indicator brings up the *Activities* overview.
- Middle: Date and time. Clicking on them opens a dropdown with a list of notifications and the calendar. You can set up the calendar using the *Evolution* application (an email client with built-in calendaring and task management) or the more minimalistic *Calendar* application.
- Right side: Accessibility menu, and a combined indicator for network, volume and battery status. Clicking this indicator brings up the *System Menu*.

5.3.3 System Menu: Volume, Brightness, Network



The System Menu lets you control all important settings of the system. From top to bottom:

- Buttons (from left to right):
 - Battery status
 - Taking screenshots
 - Settings
 - Lock screen
 - Power off / Reboot / Log out
- Volume slider
- Display brightness slider
- *Quick Settings*

The *Quick Settings* are a mix of buttons that control network interfaces like Wi-Fi, Ethernet, Cellphone network, Bluetooth. You can connect to your respective networks and devices here, or toggle them on and off. In addition, there are toggle buttons for the user interface's *Dark Mode*, *Airplane Mode* (which shuts down all radio interfaces) and *Night Light* (to automatically set the display to a more eye-friendly hue at night).

5.3.4 Sound

Beyond adjusting the audio volume, you can also switch between the built-in speaker and headphones (or USB and Bluetooth audio devices) by clicking the arrow icon right next to the volume slider in the *System Menu*. From there, you can also reach the more detailed *Sound* page of the *Settings* application.

5.3.5 Settings: Keyboard Layout, Displays and More

All of the *Quick Settings* can be configured in more detail in *GNOME Settings* (also called `gnome-control-center`), an application that you can access by clicking the gear icon in the *System Menu*. Alternatively, you can find it as a normal application in the *Activities* overview by typing “Settings”.

In addition to networks, you can configure almost all important aspects of the system here. Some of the most commonly needed settings are:

- *Keyboard*: The keyboard layout is initially configured by the MNT Pocket Reform Setup Wizard, but you can change it here.
- *Mouse & Touchpad*: Change the speed and behavior of the trackball (or external mouse/touchpad).
- *Sound*: Change audio devices, volumes, and the alert sound.
- *Displays*: Configure display scale and external displays.

There are many additional, hidden settings that don't appear in the *GNOME Settings* application. You can explore them using `gnome-tweaks` or the `gsettings` command-line tool.

5.4 Alternative Desktops

You're not limited to the desktop options that we include with the System Image. You can install any desktop environment that is packaged in Debian. For example, you can install KDE by entering `sudo apt install kde-standard`, or Xfce4 by entering `sudo apt install xfce4` in a terminal. To switch between desktop environments, click on the gear icon on the GDM login screen after selecting your username (before entering your password).

Please note that installing a heavyweight desktop environ-

ment like KDE will affect your existing GNOME installation too, by adding additional services, changing icons/fonts/cursors etc. So this isn't without risk (or at least some cleanup work if you later decide to go back).



Chapter 6

Software

We ship the Pocket Reform system in a minimalist form to give you the freedom to decide what you want to install. As we want the device to be practical out of the box, we preinstalled some essential tools, which are listed in the following section. We also included a section about the so-called “Reform Tools”, which are Pocket Reform specific helpers and scripts.

MNT Pocket Reform can run most Linux applications that are available for 64bit ARM-based computers (also called AArch64 or ARM64).

6.1 Preinstalled Software

Evince View PDFs and other documents.

Command: `evince`

<https://wiki.gnome.org/Apps/Evince>

Firefox Mozilla’s open-source web browser.

Command: `firefox`

<https://www.mozilla.org/firefox>

ptysis A terminal emulator that is fast, minimalistic, and lightweight.

Command: `ptysis`

Keyboard shortcut: *SUPER+ENTER*

<https://gitlab.gnome.org/Chergert/ptysis>

GNOME Disks Partition, format, and manage internal and external disks.

Command: `gnome-disks`

<https://wiki.gnome.org/Apps/Disks>

Grim & Slurp Grim is a wayland-based screenshot tool, and Slurp lets you select the region of the screen you want to capture.

Command: `grim -g "$(slurp)"`

Keyboard shortcut: *SUPER+SHIFT+X*

<https://wayland.emersion.fr/grim>

htop A terminal-based look at system processes, CPU and memory usage.

Command: `htop`

<https://htop.dev>

micro An accessible, fresh terminal-based text editor.

Command: `micro`

<https://micro-editor.github.io/>

LuanTi (previously Minetest) An 3D block-based open-world game focused on exploration, resource gathering, and construction.

Command: `minetest`

<https://minetest.net>

MPV A versatile, terminal-based media player.

Command: `mpv a-movie-file.mp4`

<https://mpv.io>

NCurses Disk Usage Terminal-based disk usage analysis utility.

Command: `ncdu`

<https://dev.yorhel.nl/ncdu>

Neverball This 3D game lets you guide a ball through 24 challenging levels.

Command: `neverball`

<https://neverball.org>

Sxiv A simple and fast image viewer.

Command: `sxiv`

<https://github.com/muennich/sxiv/>

Thunar Lightweight file manager.

Command: `thunar`

<https://docs.xfce.org/xfce/thunar/start>

Vim The other major open text editor.

Command: `vim` (Exit by typing `:q` followed by `ENTER`)

<https://www.vim.org>

Wayland Event Viewer Useful when debugging input devices under wayland-based compositors such as Sway.

Command: `wev`

<https://git.sr.ht/~sircmpwn/wev>

Wayvnc Access your MNT Pocket Reform desktop remotely from VNC clients on other platforms using this server application.

Command: `wayvnc`

<https://github.com/any1/wayvnc>

wf-recorder Record MP4 video of your desktop with this program.

Command: `wf-recorder` (Stop with `CTRL+C`. The resulting video is named "recording.mp4")

<https://github.com/ammen99/wf-recorder>

6.2 Updating Software

We recommend updating your software on a regular basis as bugs get fixed, new features are introduced and improvements are made. For this purpose, Debian has an integrated package manager called `apt`. You can stay up to date by executing the following command: `sudo apt update`. This will show you how many packages can be updated. You can either update individual packages using `sudo apt install package-name` or everything at once with one command: `sudo apt full-upgrade`.

You can also use *GNOME Software* to explore and install packages with a graphical user interface. Debian doesn't have all Linux software packaged, and you can find additional software using the `flatpak` command and *Flathub* (an "App Store" for Linux). Please note that *Flathub* packages are not vetted by MNT or Debian and potentially have risks. You can add the software catalog from *Flathub* to *GNOME Software* using the following commands:

```
sudo apt install flatpak
```

```
# the following goes on one line
```

```
flatpak remote-add flathub
```

```
https://dl.flathub.org/repo/flathub.flatpakrepo
```

6.3 Flashing the System Image

Pocket Reform will (try to) boot from a microSD card if one is inserted. If you want to reinstall your system or set up a new system (for example when upgrading to a new Processor Module), you can download the “System Image” from: <https://mnt.re/system-image>

First of all, back up all your important data! The following process will erase everything that is on the microSD card you decide to flash.

From the link above, download the file whose name matches the Processor Module in your MNT Pocket Reform:

Processor Module	Filename
NXP i.MX 8M Plus	pocket-reform-system-imx8mp.img.gz
RCM4 with BPi CM4/A311D	pocket-reform-system-a311d.img.gz
Rockchip RK3588	pocket-reform-system-rk3588.img.gz

Unzip the image using `gunzip` (substitute your actual image file name, also in the following steps):

```
gunzip reform-system-imx8mp.img.gz
```

Identify the device name of your microSD card. For example, you can check the output of `lsblk` before and after you insert the card and compare which new device appears. Below we use the device `sdX`, but it will be a different one on your computer. It could be named `/dev/sdc` or `/dev/mmcblk0`. Make sure that you flash to the device itself and not onto a partition on the device. For example if you see both `/dev/sdc` and `/dev/sdc1` then the former is the device itself and the latter is a partition on the device. Flash to the former after making sure that you really want to overwrite the drive’s contents.

Copy the image to your microSD card (**Warning: all data on the microSD card will be erased!**):

```
# the following goes on one line
sudo dd if=reform-system-imx8mp.img of=/dev/sdX
    bs=8M status=progress
```

That's it—now you can boot your Pocket Reform from the freshly flashed microSD card.

As new modules become available, you can refer to our on-line guide: <https://source.mnt.re/reform/reform-system-image#downloading-and-flashing-a-system-image>

6.4 Reform Tools

We have our own Debian package called `reform-tools`. These tools are designed to automate otherwise tedious system configuration tasks, so we encourage you to check them out.

Command	Function
<code>reform-check</code>	Tries to analyze what's wrong with your OS.
<code>reform-flash-uboot emc</code>	Updates the bootloader on eMMC flash.
<code>reform-setup-encrypted-disk</code>	Helps you with OS migration to an encrypted NVMe SSD.
<code>reform-help</code>	Shows you a list of useful commands.

More information about `reform-tools`: <https://source.mnt.re/reform/reform-tools>

6.5 Running x86 Software

A popular architecture for computers is x86-64 (a.k.a. AMD64). Binaries compiled for this architecture are normally incompatible with ARM processors. If you want to use binary

software, you should make sure that it is built for AArch64 for best performance. The vast majority of open-source software is available for AArch64 (also called `arm64`).

Until RISC architecture will change everything, many games and proprietary closed-source applications are only available as x86 or x86-64 binaries. If you need to run such a binary, you can use a binary translator such as `box64`, which you can install using `sudo apt install box64`.

```
box64 ./my-game
```

You can even run some Microsoft Windows applications on MNT Pocket Reform by chaining `box64` and `wine`, which is a Linux compatibility layer for Windows binaries:

```
box64 wine ./my-game
```

Box64 can emulate 32-bit x86 binaries as well. For example, you can install Valve's Steam app using the included script:

```
/usr/share/doc/box64/examples/install_steam.sh
```

Please note that Steam is not open source software.

6.6 GPU Hacks

At the time of writing, most MNT Pocket Reform Processor Modules are based on ARM System-on-Chips that contain a GPU meant for mobile or "embedded" use. Multiple factors define the limits of the versions of OpenGL, OpenGL ES and Vulkan APIs that software can use on MNT Pocket Reform: for example, the space- or energy-saving architecture of these GPUs, or the capabilities of the often reverse-engineered open-source drivers such as `etnaviv` or `panfrost`.

Sometimes, graphics heavy applications or 3D games are written with large and power hungry desktop GPUs in mind and require a GL or Vulkan version that is out of reach of your device. In some cases the developers do not really require the features available for higher OpenGL versions, though, and you can try to work around the limitation by pretending

that your system supports a higher version than it really does. To do this, you can set the following environment variables in a terminal and then launch your application or game from this same terminal:

```
export MESA_GL_VERSION_OVERRIDE=4.2
export MESA_GLSL_VERSION_OVERRIDE=420
my-game
```

If this fails, you can always fall back to software emulation of OpenGL, which will be slow but sometimes usable:

```
export LIBGL_ALWAYS_SOFTWARE=1
my-game
```

Mesa is the collection of Linux 3D graphics drivers. You can learn more about various Mesa environment variables at <https://docs.mesa3d.org/envvars>



Chapter 7

Hardware

7.1 Case Parts

The case consists of the following parts:

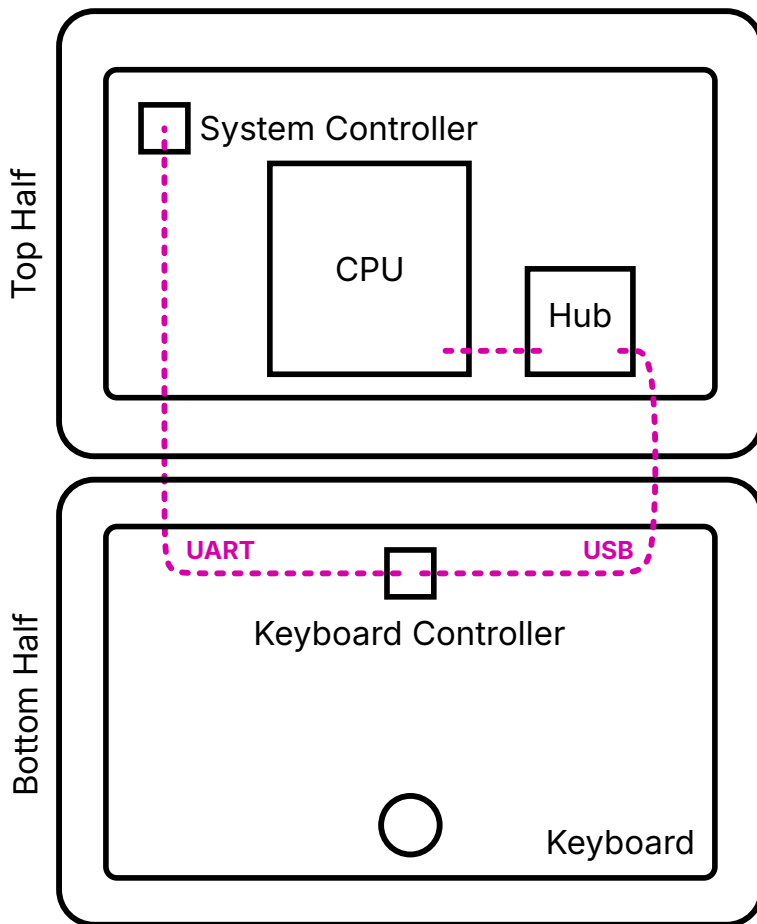
1. The **Two Halves** are the chassis of MNT Pocket Reform, milled from sand-blasted and anodized 6061 aluminum. The top half houses the motherboard and the display, while the bottom half contains the keyboard, the batteries, and the charger.
2. The **Top Back Cover:** is made from PCB material and serves as a heatsink.
3. The **Bottom Back Cover:** is made from PCB material and displays regulatory information.
4. The **Display Frame** is made from PCB material. It encloses the display and the upper half of the hinges.
5. The **Keyboard Frame** is milled from sand-blasted and anodized 6061 aluminum. It comprises the speakers and the display bezel.
6. The **Port Covers** are located on the top half and give access to a variety of ports that can be used to connect

MNT Pocket Reform to other devices.

For easy (dis)assembly, Pocket Reform uses M2 screws with Phillips-head everywhere—with one exception: M4×5 on the top half of the hinges.

7.1.1 Two Halves

The top half contains the actual computer and the display. That's also why the ports are located at the sides of the top half.



How are the two halves communicating? The keyboard (and its separate OLED display) are a direct user interface to the motherboard's system controller and in turn, the power system—independently from the core computer part of the system. This way, you can always directly control the core system's power and check on the batteries and charging level, even when the CPU is off. This architecture facilitates a convenient upgrade process of your older processor modules to new ones or to change your operating system, for example.

Technically, this works by decoupling the system control from the USB functionality of the input device. The keyboard and the trackball are combined into a single unified module in Pocket Reform. This unified module talks to the motherboard's system controller via a dedicated UART and is always supplied with 3.3V standby power. It has a secondary connector for its USB function. This USB line is routed to the CPU module via a USB hub on the motherboard, and it is only active when the CPU itself is powered and active.

7.1.2 Top Half



The top half is made of anodized milled aluminum and houses the actual computer, i.e. the motherboard with its processor module, and the display. Additional parts are mounted to it:

- Switch board with headset and standby power switch
- Mono speaker
- Port covers

- Keyboard frame and display frame
- Upper half of the hinges

If you open the top half of Pocket Reform you will encounter various internal cables. Here is what they do:

- 2-pin JST-SH (4 cm) cable: connects the standby power switch to the motherboard
- 5-pin JST-SH (4 cm) cable: connects the headset jack (headphone and microphone signals) to the motherboard
- 2x 4-pin JST-SH (8 cm) cables: connect the keyboard module's USB and UART ports to the motherboard, through the hinges
- 2x 4-pin JST-PH (22 cm) cables: connect the charger module's power port to the motherboard's 9-pin JST-PH power connector (split into a ground and a voltage cable)
- MIPI-DSI FPC cable: connects the display to the motherboard

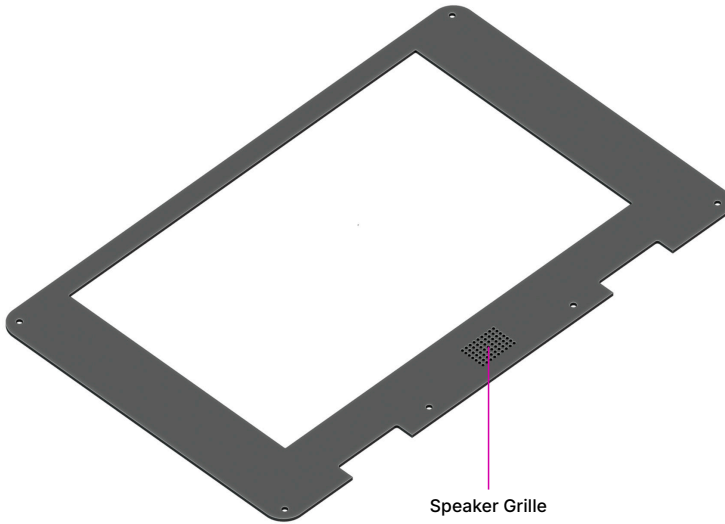
7.1.3 Bottom Half



The bottom half is also made of anodized milled aluminum and contains several components:

- Keyboard/trackball module and OLED display on the front side
- 3D printed (SLA) battery holders on the back side (mounted to it with M2 screws)
- Two 606090 Li-ion batteries in total (one on each side)
- Charger board in the middle between the batteries
- Bottom half of the hinges

7.1.4 Display Frame



The display frame is a 1.2 mm PCB and acts as a bezel for the display and the speaker. It is attached with 6 M2 screws.

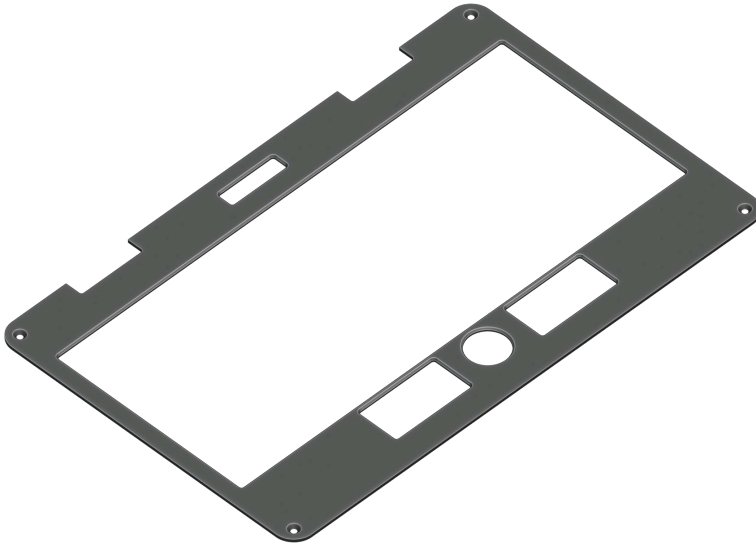
7.1.5 Top Back Cover



The top back cover is a 1.2 mm PCB that covers the motherboard. There is a large exposed copper area in the middle of the cover. It serves as the heatsink and has to be thermally attached to the CPU processor module using a square of a 2 mm thick thermal pad. It is attached with 7 M2 screws.

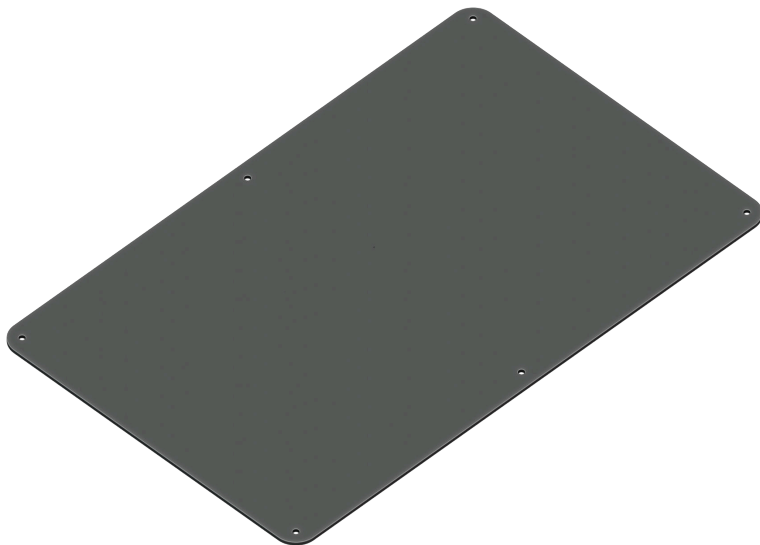
The areas of the top back cover that are free from copper (on the inside) are meant for attaching antennas such as Wi-Fi, Bluetooth or LTE. It's recommended to use the area closer to the ports for Wi-Fi, so that there is no interference with the display cable.

7.1.6 Keyboard Frame



The keyboard frame is a 1.2 mm thick anodized milled aluminum plate that acts as the bezel for the keyboard, trackball, and the OLED display. It is attached with 4 M2 screws.

7.1.7 Bottom Back Cover

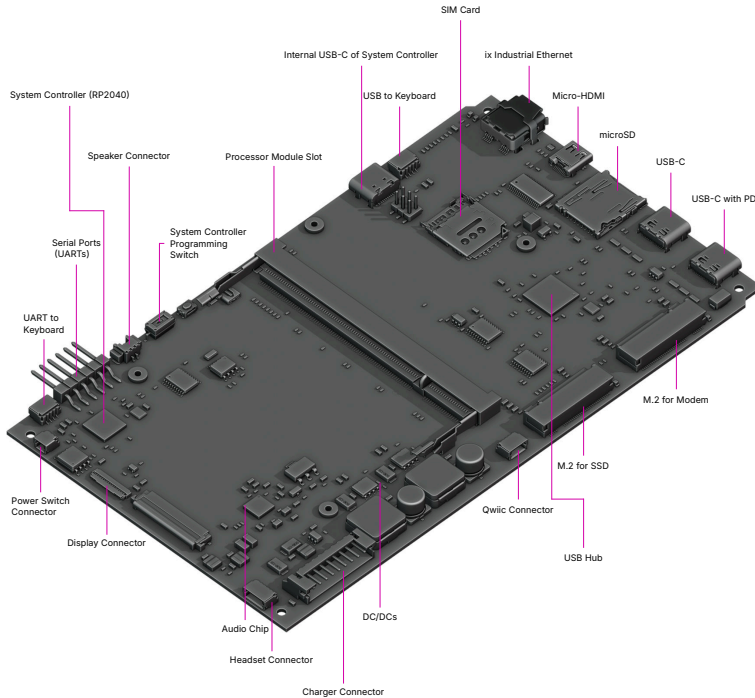


The bottom back cover is a 1.2 mm PCB that covers the batteries and the charger. It is attached with 6 M2 screws.

7.1.8 Port Covers

The Port Covers are two 1 mm thick PCBs that cover the side openings of the Top Half (mounted with two black M2×5 countersunk screws each). You can exchange these to fit a future motherboard or an expansion that requires a different port layout.

7.2 Motherboard



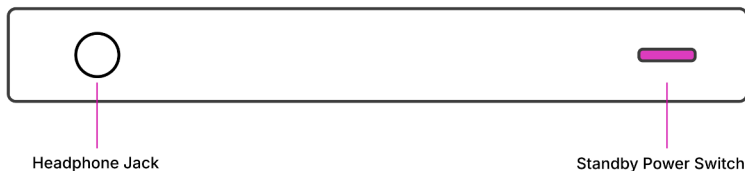
The Motherboard spans the inner width of the device and has outward-facing ports on both sides. It is mounted to the Main Box with two M2×3.5 and two M2×5 countersunk screws. The Motherboard has the following main features:

- System controller:** based on a RP2040 chip, it implements the high level state machine for the USB-C Power Delivery handling. The lowest levels of the PD protocol are handled in a dedicated chip on the motherboard, the Onsemi FUSB302B, which connects to the first USB-C port's CC lines. The system controller can also decide to switch that USB-C port's power line to output instead of input (or Source instead of Sink in PD parlance). This way, you can connect a USB device instead of a charger to the port and have it powered by

Pocket Reform.

- **USB 3.0 hub:** The Processor Modules themselves have two USB ports. To provide for a total of four USB ports (two internal and two external), there is a TUSB8041 USB hub chip on the motherboard that provides the extra ports.
- **Sound chip:** A TI TLV320AIC3100 audio DAC (digital-to-analog converter)/amplifier interfaces to the headphone/microphone jack and powers one speaker housed below the main display.
- **M.2 Key M slot:** An NGFF slot (Key M) that can house an NVMe SSD (solid state disk).
- **M.2 Key B slot:** An NGFF slot (Key B) for installing USB-based cards such as cellular modems. We recommend Quectel EM06.
- **Internal USB-C Port:** This port is for flashing the system controller if flashing from the processor module is not possible or in case the system controller is bricked. For this to work, 2 jumpers need to be moved on the header J21 (see chapter “Advanced Topics”).
- **Internal Qwiic Connector:** This 4-pin JST-SH connector offers I2C signals and 3.3V power compatible with Sparkfun’s Qwiic sensors, displays etc. See chapter “Advanced Topics” for more details.

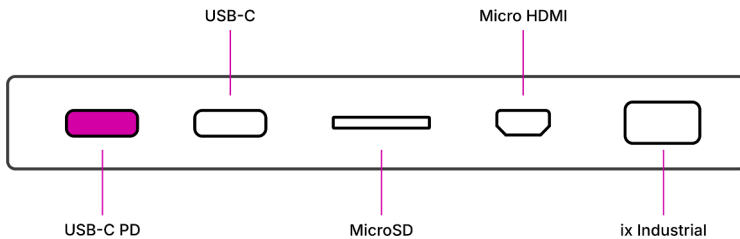
7.2.1 Left Side Ports



The Left Port Cover exposes the ports of the headset/standby

power switch board. The board has a 3.5 mm TRRS connector where you can plug in headphones or a headset with microphone. The board also has a little DIP switch for turning the standby power on/off. The cover is attached with 2 M2 screws.

7.2.2 Right Side Ports



The Right Port Cover is also attached with 2 M2 screws and exposes the 5 ports of the motherboard:

- **2x USB-C:** The leftmost of the USB-C Ports has Power Delivery (PD) functionality which charges the device. Both ports support the connection of USB 3.0/2.0/1.0 devices. There are no alternative modes—it is not possible to connect DisplayPort monitors.
- **microSD:** You can insert a microSD card in this slot. Warning: The system can be booted from microSD cards if a system image is on that card!
- **Micro-HDMI:** Using an adapter, it is possible to connect a HDMI monitor. Note that this is an output port, not an input port.
- **ix Industrial:** This connector supports direct connectivity to wired networks. There are passive adapters for RJ45 Ethernet available.

7.2.3 System Controller

Independent from the main Processor Module, a low-power processor sits on MNT Pocket Reform's motherboard. The RP2040 is a 32-bit ARM Cortex-M0+ processor that is always on as long as there is battery or wall power present. We call this processor the System Controller.

The System Controller runs a program in a loop that has the following jobs:

- Taking care of USB-C Power Delivery
- Powering the individual voltage rails of the system on and off
- Hard resetting the main processor on demand
- Monitoring the voltage of each battery cell
- Reporting total current flowing in and out of the batteries

Your main way of communicating with the System Controller is with the keyboard. The keyboard has, aside from its USB connection to the main processor, a second serial (UART) connection/cable to the motherboard's SYSCTL port. A 57600 bps connection is always established between the keyboard and the System Controller.

It accepts commands in the form of a single letter followed by carriage return (0x0d). A command can also be prefixed with a single argument, a positive integer of up to 4 digits. The most important commands are:

Command	Function
<i>1p</i>	Turn the computer on
<i>0p</i>	Turn the computer off
<i>a</i>	Get current flowing into/out of batteries in mA
<i>v</i>	Get cell voltage statistics
<i>V</i>	Get combined battery voltage
<i>s</i>	Get System Controller state (a message string)
<i>g</i>	Get estimated "fuel gauge" of batteries (percentage)

To understand the available commands in more detail, you can take a look at the System Controller's `handle_commands()` function.

The System Controller is connected to the Processor Module through a SPI interface and through an auxiliary UART. The System Image ships with a kernel module called `reform2-lpc` which makes battery information available to the OS. The source code for this module is available in the `reform2-lpc-driver` directory of the MNT Reform repository.

7.2.4 M.2 Socket (Key M)

All Processor Modules feature at least one PCIe controller which is connected to the M.2 socket J10. The standard use for the M.2 Key M port is a NVMe SSD (solid state disk). To install an SSD card, plug it into the socket at an angle and then press down the opposing side into the latch. To remove the card, just pull on the two protruding metal springs of the latch and the card will pop out. An SSD is already installed in Hyper models of MNT Pocket Reform.

The reference clock of the M.2 Key M slot is provided by the Processor Module.

7.2.5 M.2 Socket (Key B)

The shorter M.2 slot with a B Key has USB 2.0 and I2S audio signals. It is intended for cell modems (WWAN) like the Quectel EM06 LTE card. There's a matching SIM card slot above it on the motherboard. You can set up modem connections using the `modem-manager-gui` package.

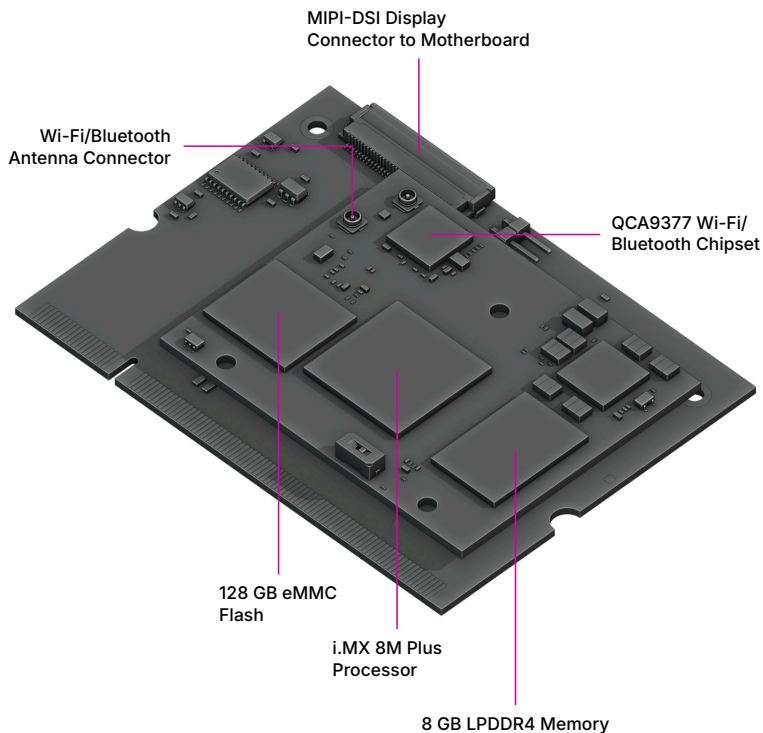
7.2.6 Expansion Port (Qwiic)

On the left side next to the M.2 card slots there's a port labelled "I2C". This port (J5) conforms to Sparkfun's Qwiic standard and features standby 3.3V power as well as I2C clock and data lines which are connected to the RP2040

System Controller. You can extend the System Controller with sensors or display from the Qwiic ecosystem or connect your own custom expansions here and modify the System Controller's open-source firmware to drive them.

More information about Qwiic: <https://www.sparkfun.com/qwiic>

7.3 Processor Module

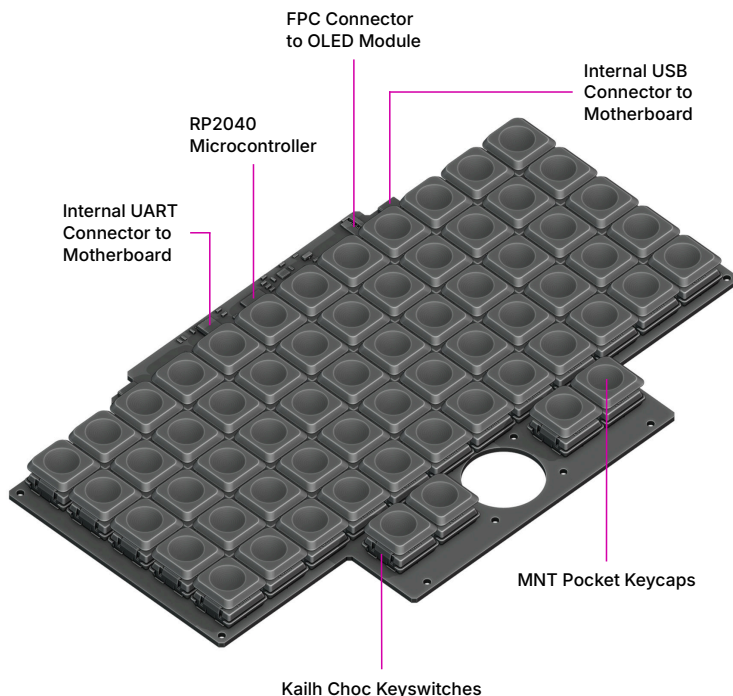


The first version of the MNT Pocket Reform ships with an NXP i.MX8M Plus Processor Module. We are constantly developing new modules for Pocket Reform with different

features to accommodate individual preferences, like the fast and cost-effective RCM4-BPI module with Amlogic A311D or the latest drop, RCORE with RK3588—a powerful Processor Module that gives you 4x performant ARM Cortex-A76 cores, 4x power-efficient ARM Cortex-A55 cores, and up to 32 GB RAM.

The Processor Module is plugged into motherboard connector U1 which has 200 pins. If you want to learn more about Pocket Reform's Processor Modules, take a look at the schematics and source KiCad projects in our GitLab repository.

7.4 Keyboard



The keyboard is mounted to the top of the Bottom Half with six M2×4 pan head screws. It is powered by an RP2040 32-bit microcontroller. The controller scans the row/column matrix of keyswitches and reports key presses via USB HID (human interface device) to the motherboard. Each switch has a diode to prevent ghosting, so you can press multiple keys at once. The microcontroller runs a firmware based on TinyUSB, which is an open source library for implementing USB devices.

The second role of the keyboard is to serve as a user

interface to the System Controller on the motherboard, even when the main SoC is turned off. To make this possible, the keyboard connects via a separate UART cable to the motherboards SYSCTL header.

7.4.1 Backlight

The MNT Pocket Reform keyboard features an RGB backlight. Press the *Hyper* key and roll the trackball horizontally to change the hue. You can change the brightness level by rolling the trackball vertically. Press *Hyper+Shift* and roll the ball vertically to adjust saturation.

7.4.2 Replacing a Keycap

MNT Pocket Reform comes with custom *MNT Pocket* keycaps by FKcaps, which are smaller than regular Choc keycaps so that the keyswitches can be placed closer together than usual. You can pull out individual keycaps with your fingernails—or better, using a keycap puller—and swap them around. Blank replacement keycaps are available at the MNT Research online shop.

7.4.3 Replacing a Keyswitch

Should a keyswitch ever break, you can replace it with any Kailh Choc Switch.

The best way to desolder the switch is a desoldering gun. If you don't have one, use a soldering iron and solder wick to remove the solder of one pin. Try to pull out the corresponding side of the switch from the top while continuing to heat the pin. Repeat the same for the other pin and go back and forth until you can remove the switch.

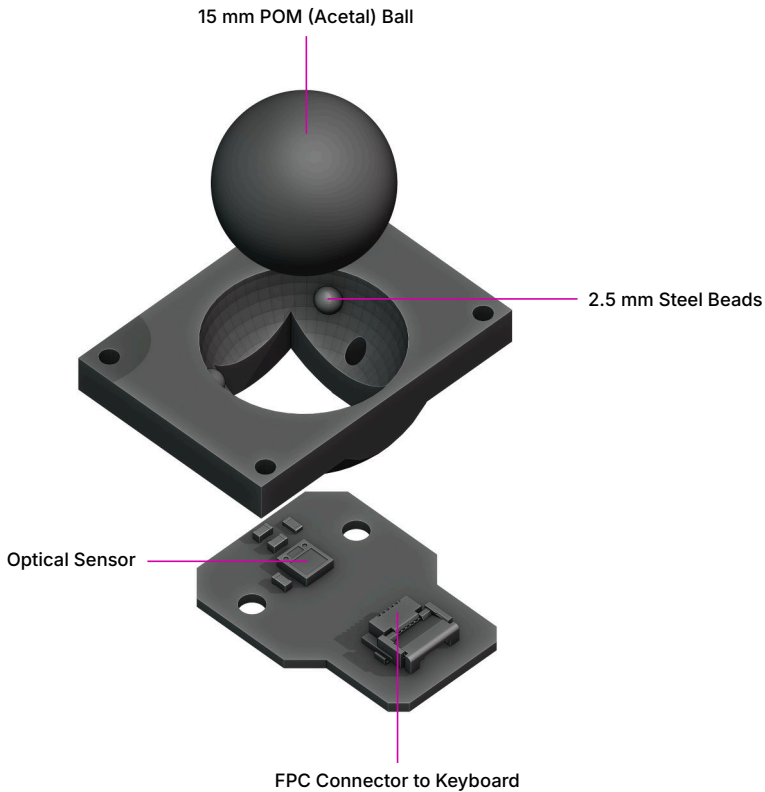
7.5 OLED Module



The OLED display sits on the OLED Module which is connected to the keyboard through a 4-pin, 1 mm pitch flex cable. The communication protocol is I²C. The module is mounted in the Main Box on top of the keyboard with two M2×4 pan head screws.

If you're feeling creative and want to customize your OLED with text, images or even animations, we've got you covered. Check the MNT Reform source repository and navigate to the `reform2-keyboard-fw/kbdgfx-demo` directory (this part of MNT Reform is compatible with MNT Pocket Reform). This directory contains example code that serves as a starting point for developing your own custom OLED graphics.

7.6 Trackball



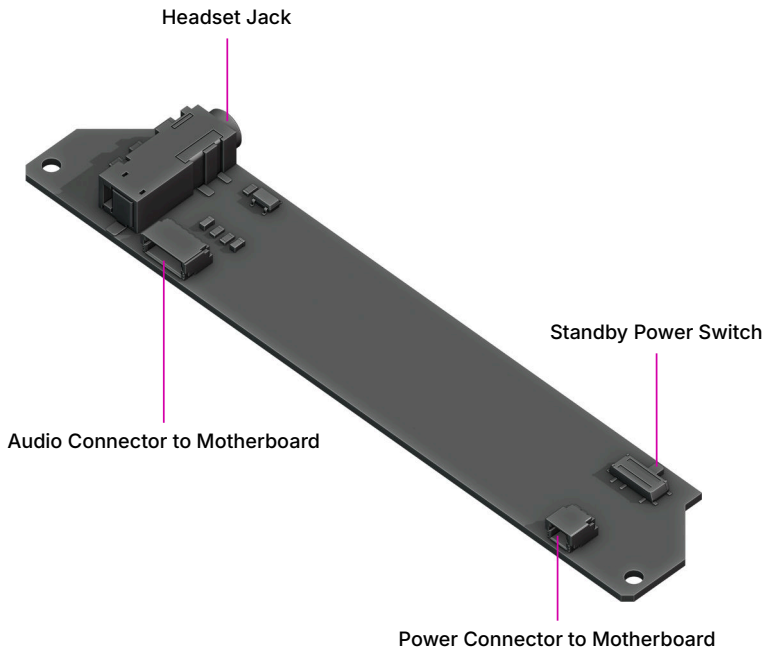
The trackball uses an RP2040 microcontroller to convert X and Y movement coordinates from the PAT9125EL optical sensor that is connected via I²C to the USB HID Mouse protocol. The electronic connection between trackball sensor and controller is made with a 6-pin 0.5mm pitch flex cable.

The trackball has four buttons. These make use of the same Kailh Choc keyswitches as the keyboard. The cup of the trackball is SLA printed.

7.6.1 Trackball Cleaning

From time to time, you should clean dust and debris from the trackball. To do this, unscrew the keyboard frame. Then remove the ball. Clean the inside of the cup with a soft cloth. Don't use detergents as these can dissolve the cup's material.

7.7 Headset Board



The headset board is a PCB that has the following features:

- Headset Jack
- Standby Power Switch
- Audio Connector to Motherboard
- Power Connector to Motherboard

Depending on your processor module, this board can have additional features like a Wi-Fi/Bluetooth card slot.

7.8 Battery Cells

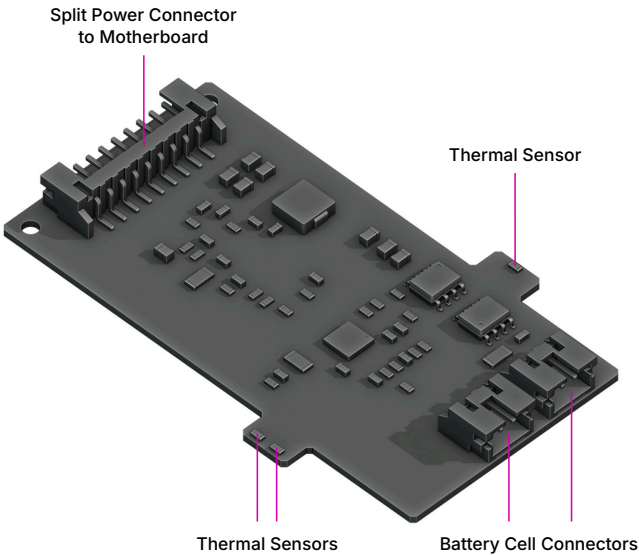
MNT Pocket Reform has two identical battery cells (Li-ion pouches), referred to as the Left and Right cells. The cells are held in place with two SLA printed battery holders each.

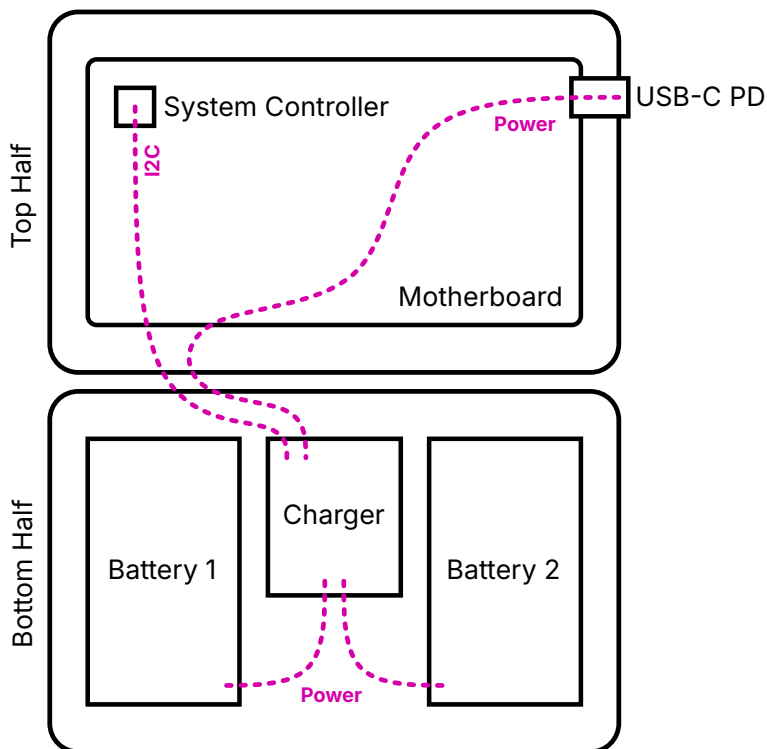
7.8.1 Compatible Battery Cells

The following table lists compatible Li-ion cells. It is not recommended to mix cells of different capacities, as the lowest capacity cell will dictate the lowest safe point of discharge.

Brand	Model	Capacity
EREMIT	606090	3.7V 4000mAh LiPo

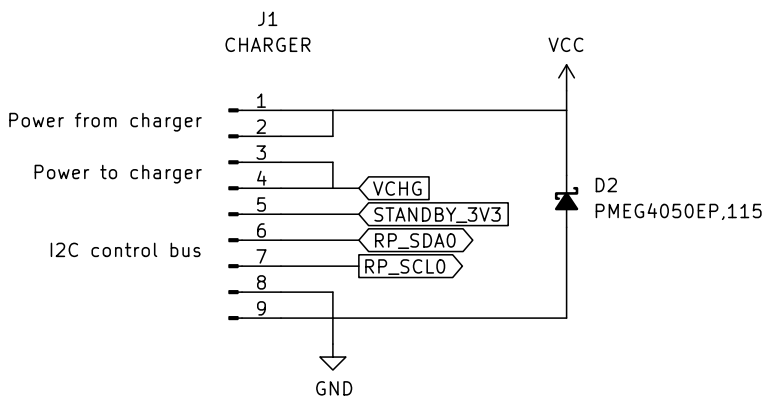
7.9 Charger Board





Underneath the keyboard reside two LiPo battery cells with 606090 form factor. In their middle: the charger board. This little PCB mainly contains two chips: one is a fuel gauge with battery protection (MAX17320G20+), and one is the actual charger, the MPS MP2650. These chips are decoupled from the motherboard to allow for future flexibility in terms of battery architectures and chemistries, and to allow both the motherboard and the charger to be reused in other contexts.

The interface between charger and mainboard is a 9-pin JST PH connector with the following pinout:



“Raw power” from an external source—in this case, from a USB-PD charger—enters the charging board, and system power, sourced and regulated by the MPS from either the batteries or the external input, comes out and goes back to the motherboard. The I2C bus is for communication with the charger and protector chips.

The charger has 2x 2-pin JST-PH battery cell connectors. It also has 2 small “arms” on each side with temperature sensing resistors that touch the battery cells.

7.10 Compatible Displays

MNT Pocket Reform was designed to be compatible with a number of 7 inch (diagonal) 1200×1920 pixel MIPI-DSI displays. We tested the following display models successfully:

Brand	Model
JDI	LT070ME05000
Wisecoco	TOP070F01A (with adapter)

Please note that the display is physically rotated by 90 degrees. The console and desktops of the standard System

Image are configured for this, but if you install an alternative desktop environment, you'll have to adjust the display settings to compensate for this rotation.



Chapter 8

Advanced Topics

A computer is a complex system where hardware and software interact, and sometimes, unpredicted problems may appear. Should you experience issues with MNT Pocket Reform, please use our online troubleshooting guides via <https://support.mnt.re>. If your issue isn't listed you can submit a custom message to us via the same link.

8.1 Updating the Firmware

If there's trouble related to charging or power, or the functionality of the keyboard and trackball, you can try to update the System Controller Firmware and the Keyboard Firmware.

The recommended way to do this is using the *GNOME Firmware* application. If you're unsure, refer to <https://support.mnt.re>.

For reference, the source code of the firmware is here:

- System Controller <https://source.mnt.re/reform/pocket-reform/-/tree/main/pocket-reform-sysctl-fw>.

- Keyboard/Trackball <https://source.mnt.re/reform/pocket-reform/-/tree/main/pocket-reform-keyboard-fw>.

8.2 Serial Console

If you need to do low-level console debugging, there is a pin header with serial ports (UARTs) on the motherboard.

You can wire up a 3.3V USB-to-UART adapter to 3 of the pins of connector J16, depending on the correct serial port for your Processor Module (see the following tables). Assuming that the ports of the motherboard are on the right, the serial port connector is on the top left of the board, and the pins are numbered from left to right.

Pin	Function
1	S2 GND, connect to GND of your adapter
2	S2 UART2_RXD, connect to TX of your adapter
3	S2 UART2_TXD, connect to RX of your adapter
4	S1 GND, connect to GND of your adapter
5	S1 UART1_RXD, connect to TX of your adapter
6	S1 UART1_TXD, connect to RX of your adapter

Module	Port	Baud
RK3588	S1	1500000
i.MX 8M Plus	S2	115200
RCM4-BPi/A311D	S2	115200

Then, use a terminal program such as `tio` on your host computer:

```
# See table for baud rate
tio /dev/ttyUSB0 -b 1500000
```

Please note that kernel output could be suppressed by the kernel parameter `loglevel=3`. Override this parameter if you need to see more output.

Chapter 9

Schematics

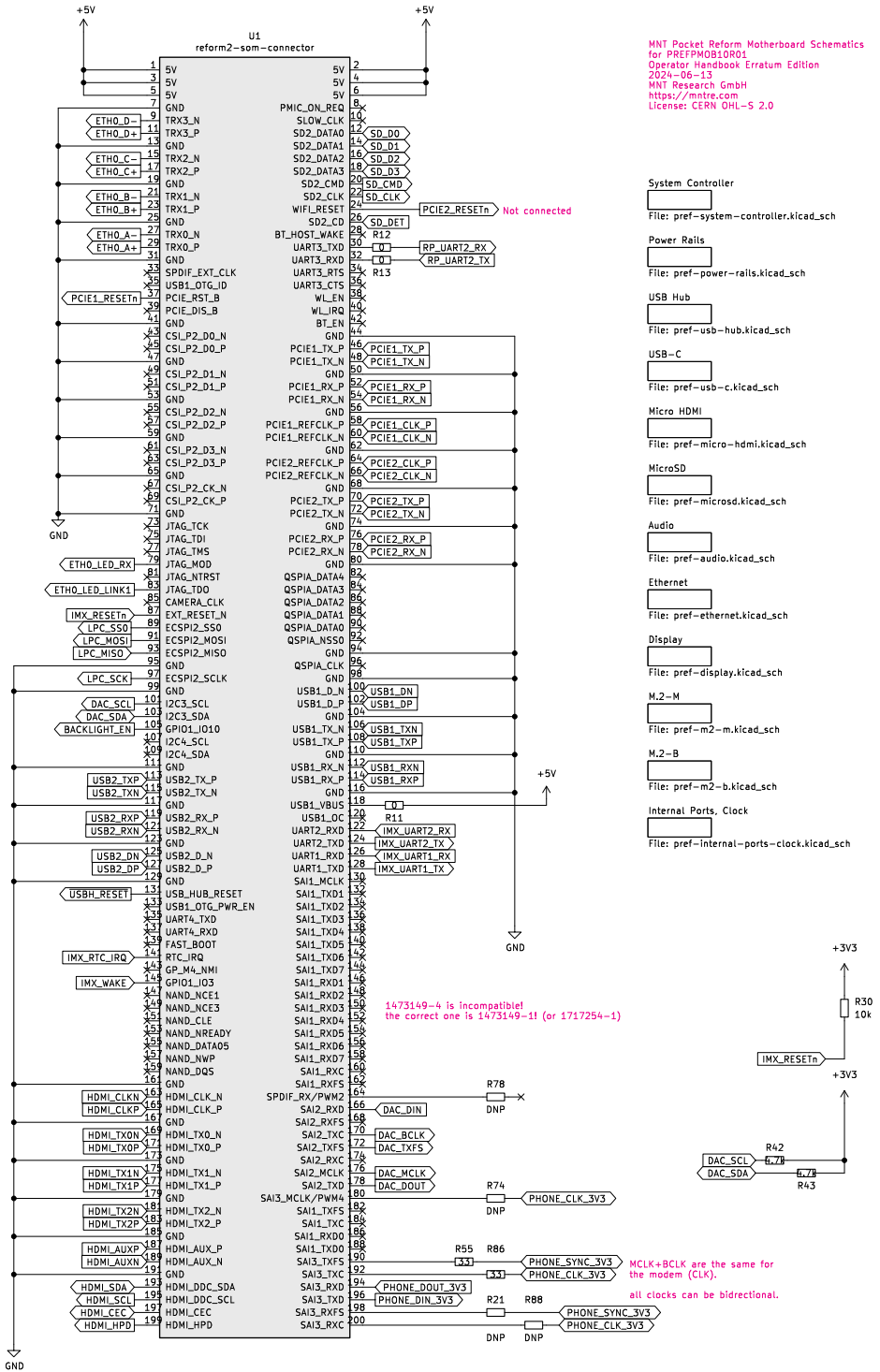
All of our Pocket Reform-related schematics, design files and documentation are publicly available on our GitLab instance:

<https://source.mnt.re/reform/pocket-reform>

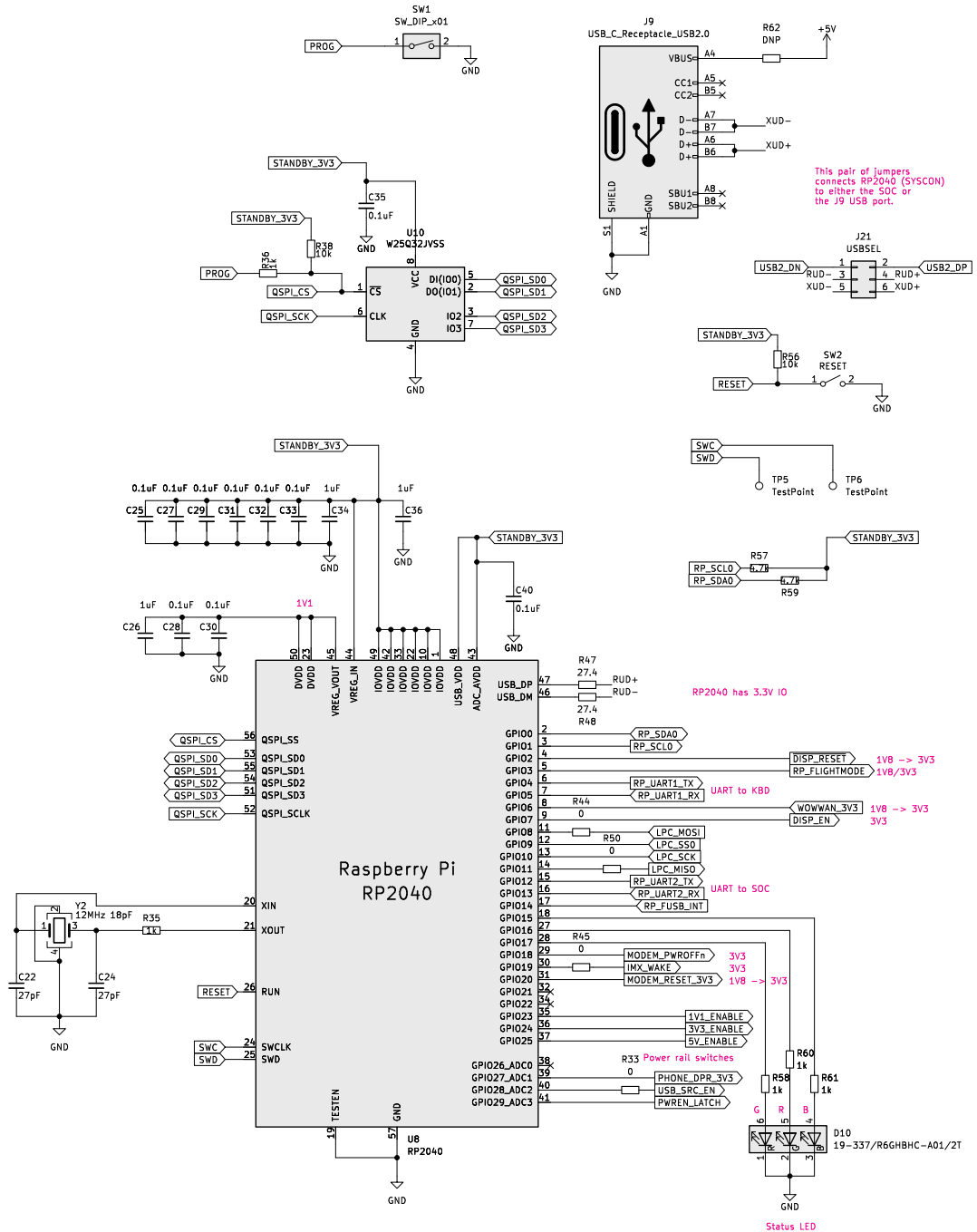
The following sections link to KiCad projects of the circuit boards that you can explore interactively.

9.1 Motherboard Schematics

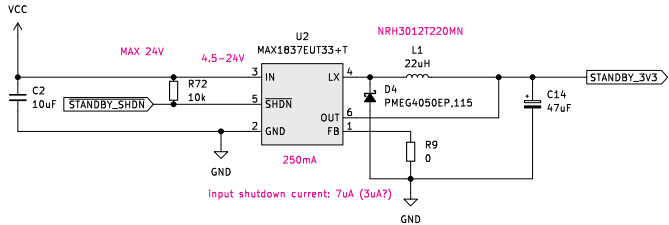
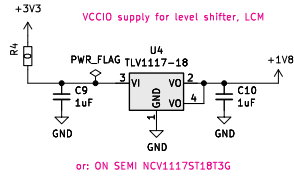
Processor Module Slot



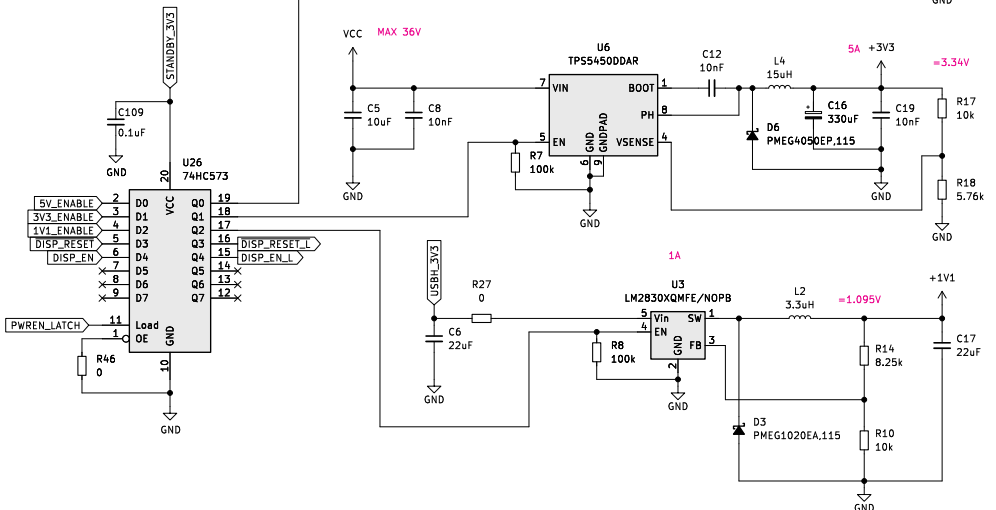
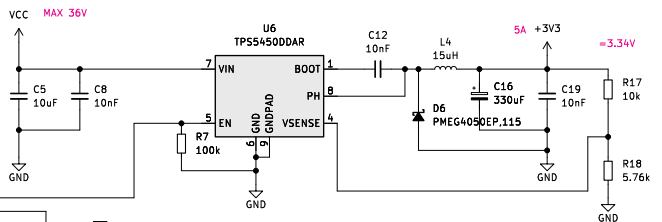
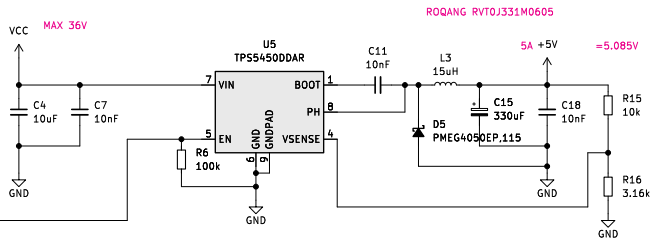
System Controller



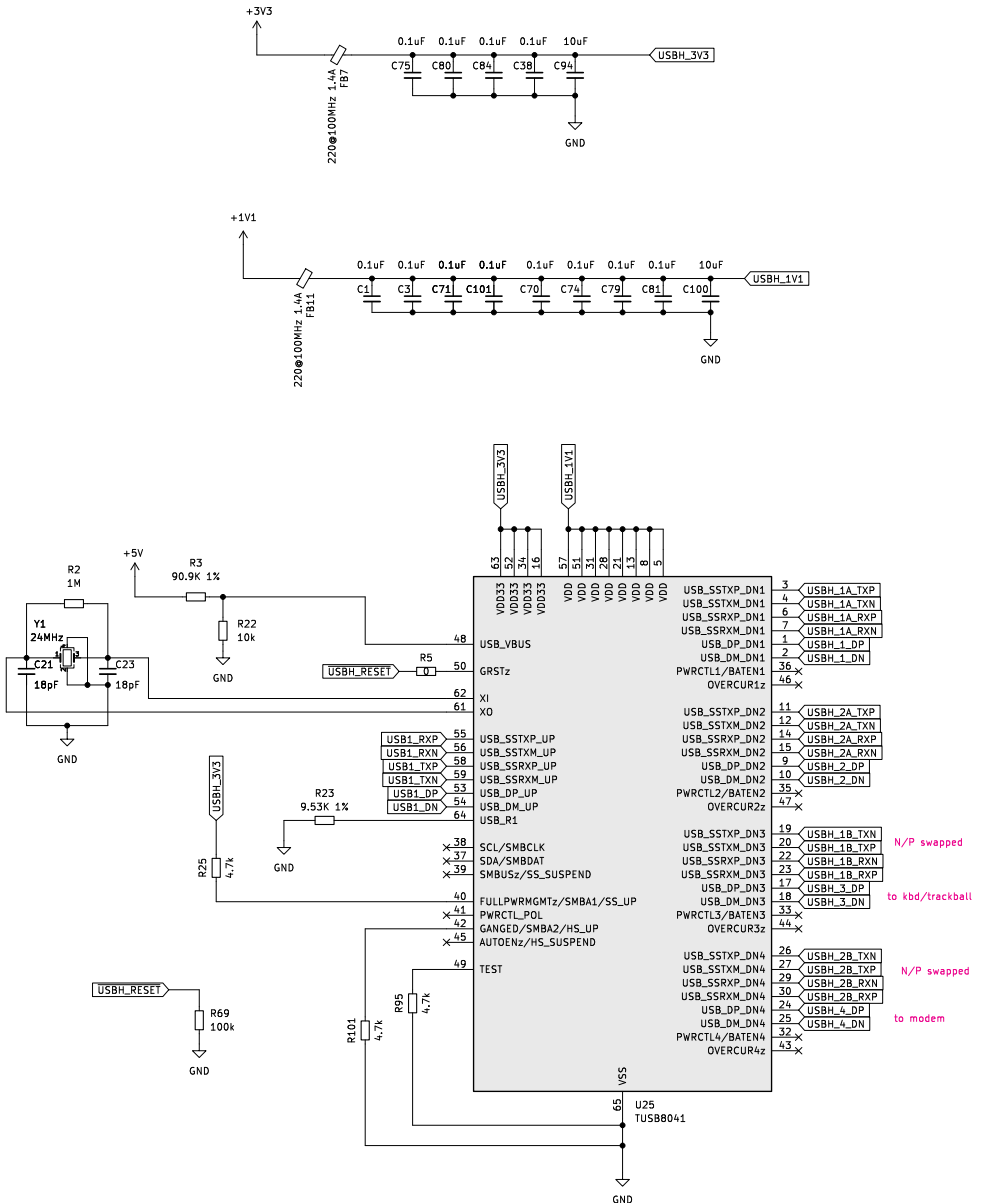
Power Rails



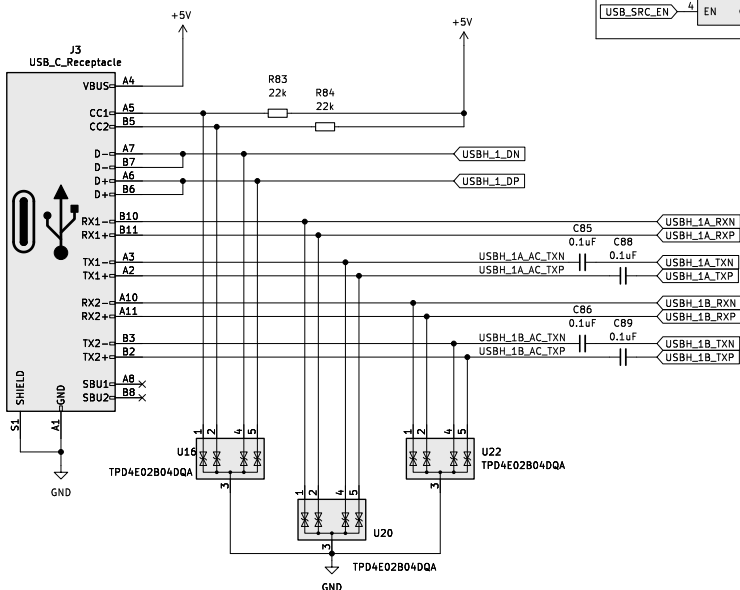
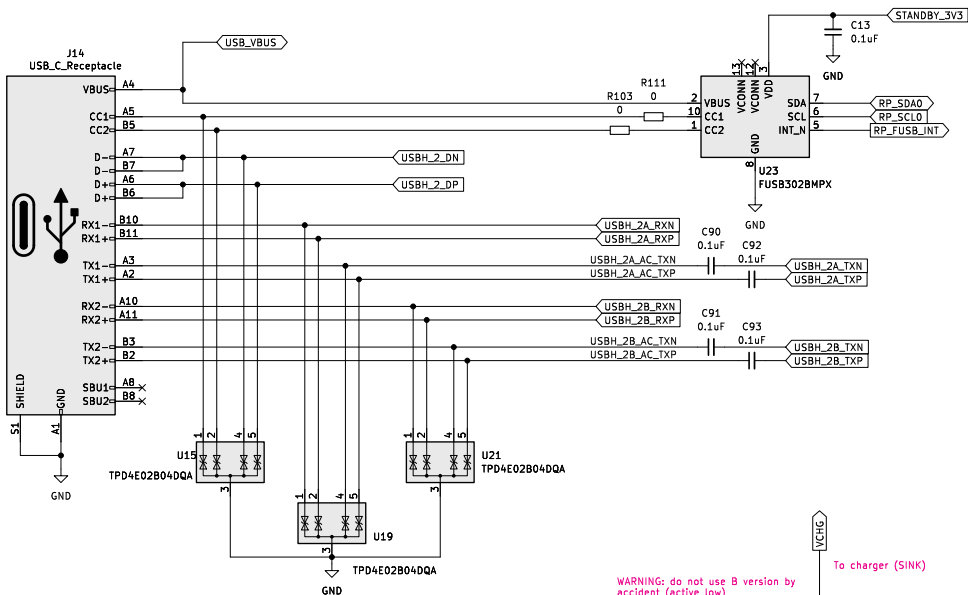
Latch for Enables



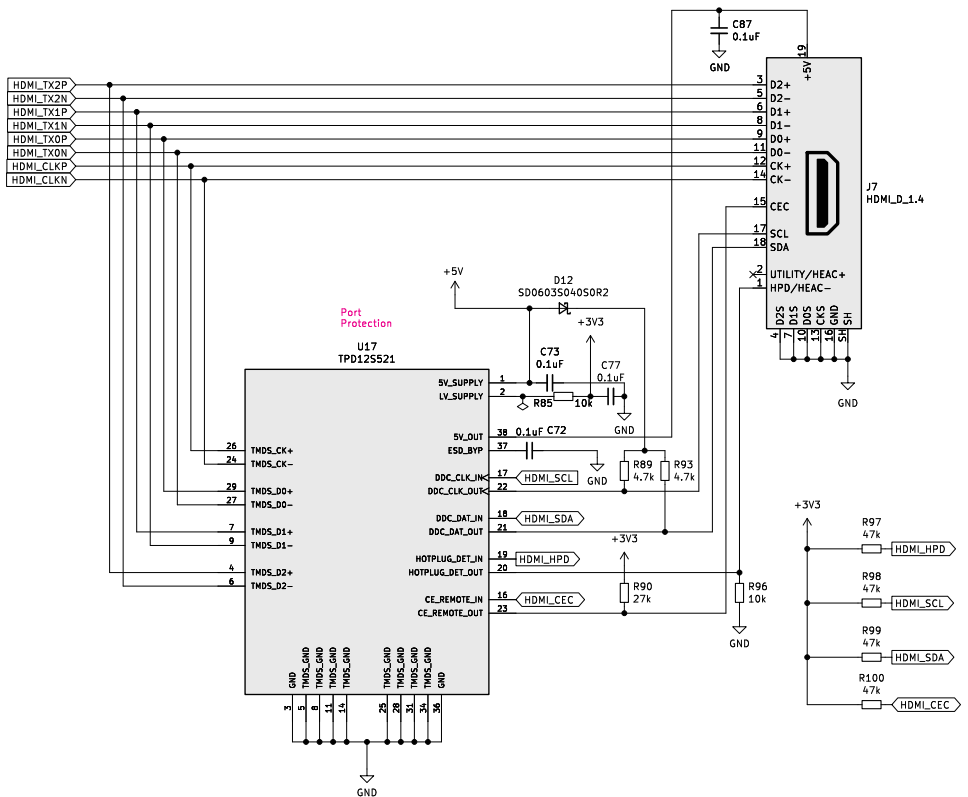
USB Hub



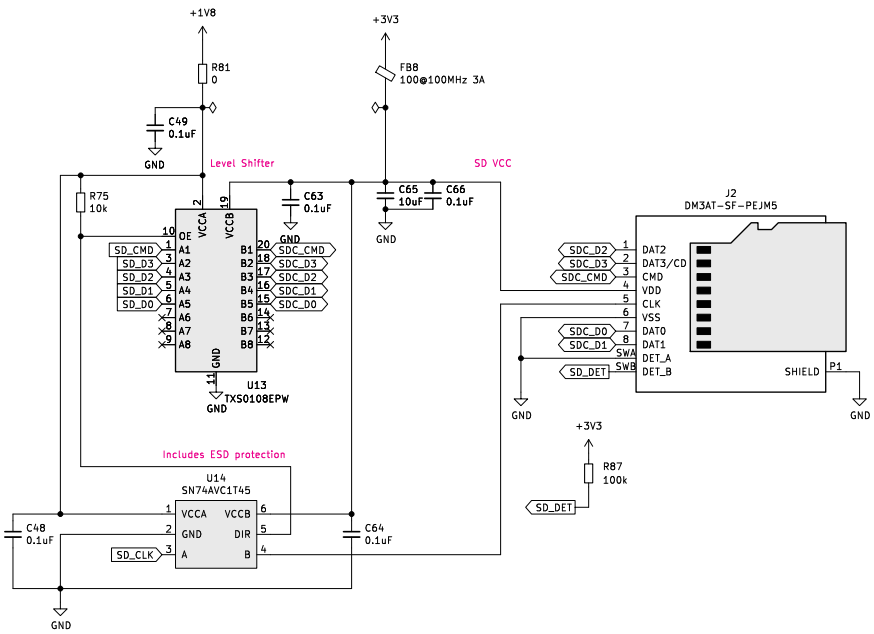
USB-C port 2



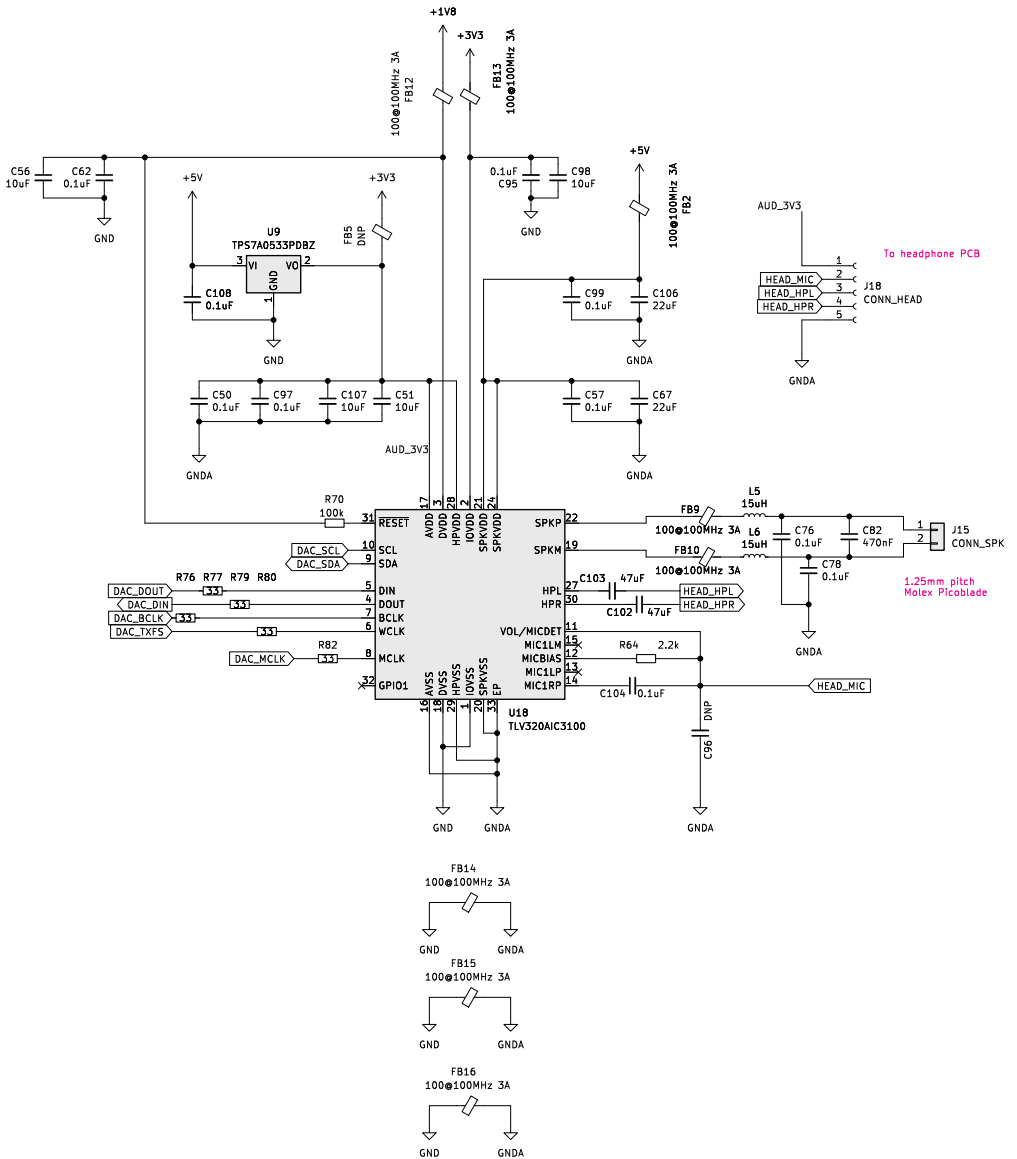
Micro HDMI Port



MicroSD Slot

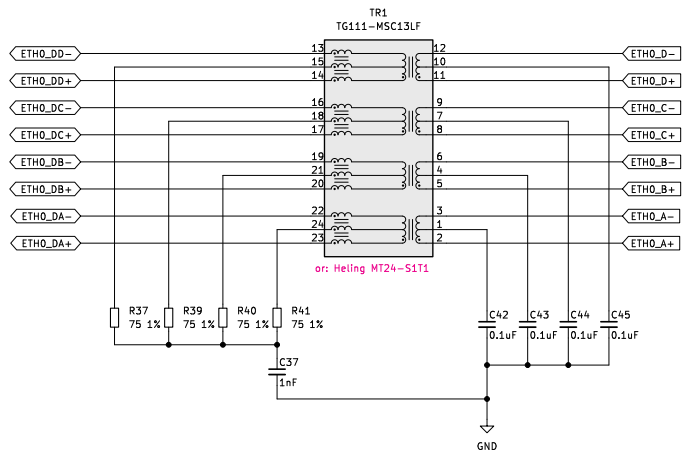
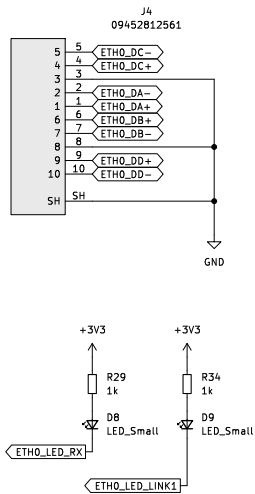


Audio

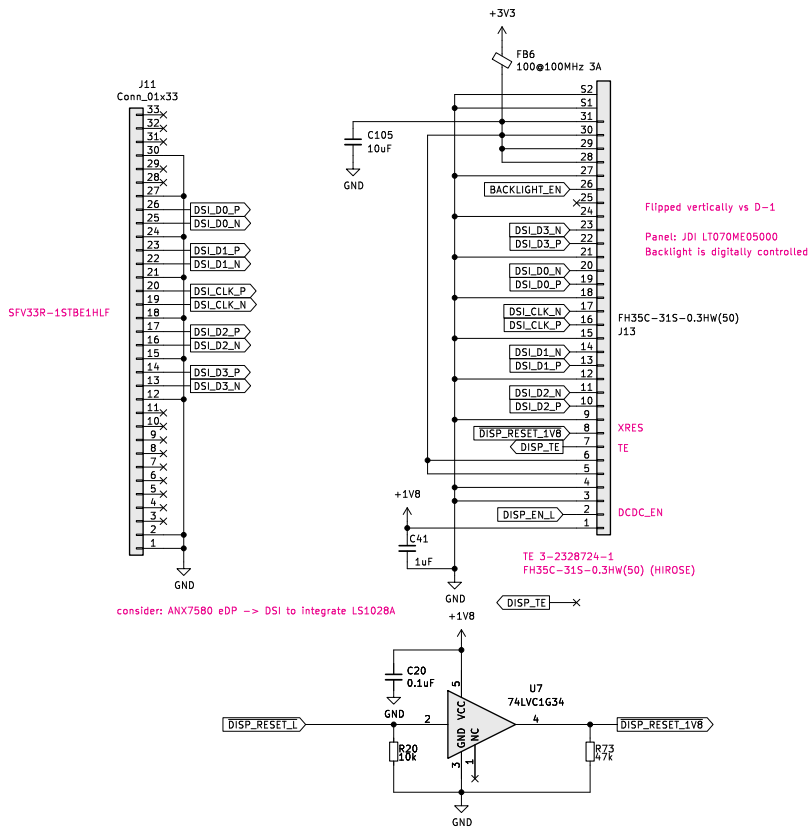


1Gb Ethernet

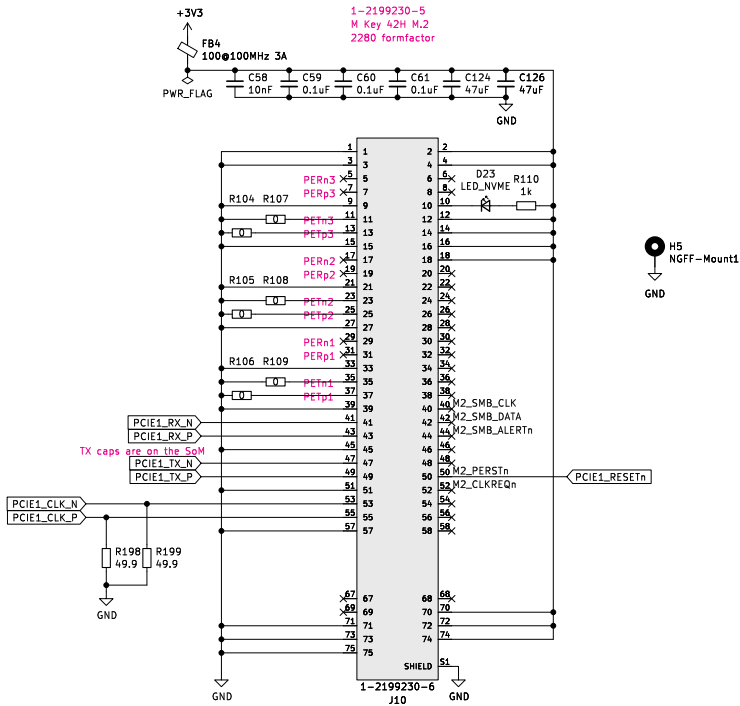
IX Industrial 10B-1



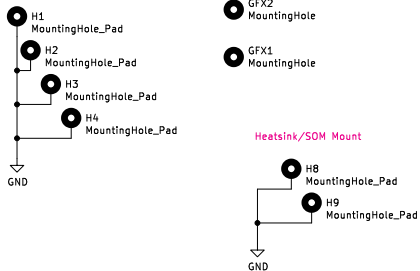
MIPI-DSI / Display Connector



SSD M.2 Card Slot



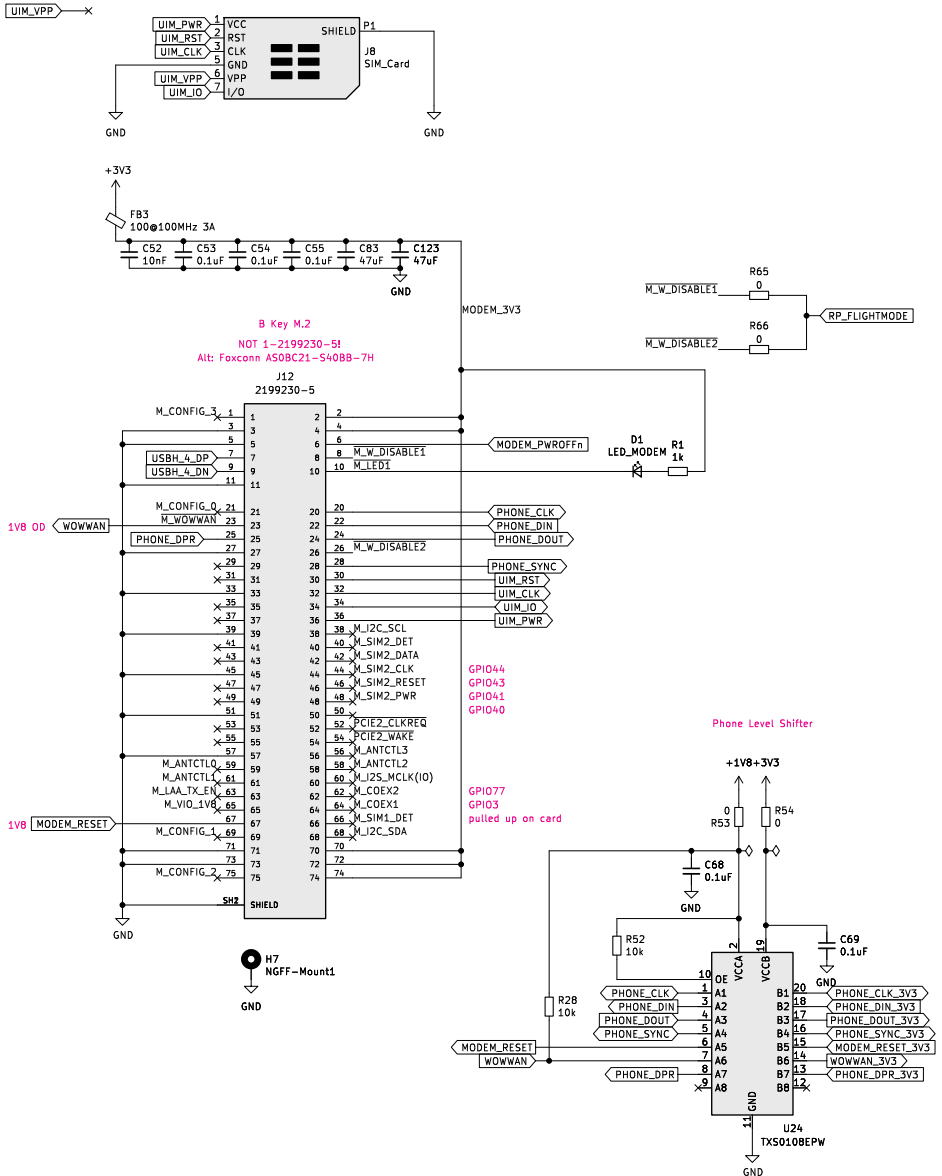
Mounting Holes Etc



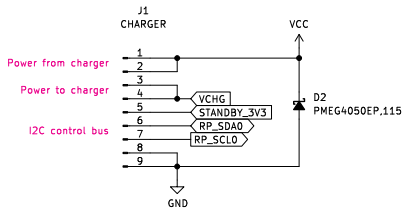
WWAN M.2 Card Slot

Lift up the Receiver

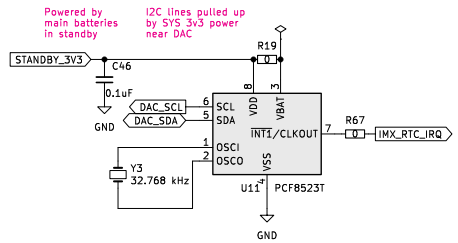
WWAN M.2 Card Slot



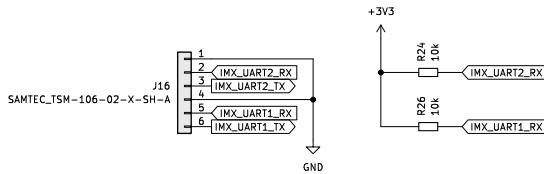
Charger Interface



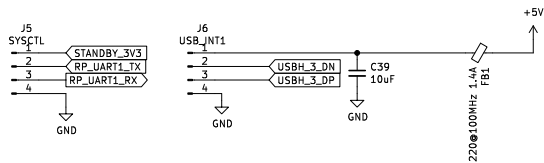
Realtime Clock



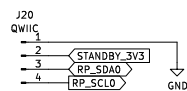
Serial Ports



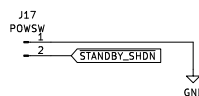
Internal USB/UART (Keyboard/TB Interface)



Qwiic I2C Interface



Hard Powerdown Interface



9.2 Motherboard Bill of Materials

Designator	Qty	Value	Brand	Part Number
C1 C3 C13 C20 C25 C27-C33 C35 C38 C40 C42-C50 C53-C55 C57 C59-C64 C66 C68-C81 C84-C93 C95 C97 C99 C101 C104 C108-C109	66	0.1uF	Samsung	CL05B104KO5NNNC
C2 C4-C5 C39 C51 C56 C65 C98 C105 C107	10	10uF	Samsung	CL10A106MO8NQNC
C6 C17	2	22uF	Samsung	CL10A226MP8NUNE
C7-C8 C11-C12 C18-C19 C52 C58	8	10nF	Samsung	CL10B103KB8NNNC
C9-C10 C26 C34 C36 C41	6	1uF	Samsung	CL10A105KB8NNNC
C14 C83 C123-C124 C126	5	47uF	Murata	GRM188R60J476ME15D
C15-C16	2	330uF	Lelon	VZT331M0JTR- 0606ACS
C21 C23	2	18pF	Yageo	CC0603JRNPO9BN180
C22 C24	2	27pF	Yageo	CC0603JRNPO9BN270
C37	1	1nF	Yageo	CC0603KRX7R9BB102
C67 C106	2	22uF	Samsung	CL10A226MP8NUNE

Designator	Qty	Value	Brand	Part Number
C82	1	470nF	Samsung	CL10B474KA8NNNC
C94 C100	2	10uF	Samsung	CL05A106MP5NUNC
C96	1	DNP	Samsung	CL05B104KO5NNNC
C102-C103	2	47uF	Murata	GRM31CR61A476ME15L
D1	1		Everlight	19-217/R6C- AL1M2VY/3T
D2 D4-D6	4		Nexperia	PMEG4050EP,115
D3	1		Nexperia	PMEG1020EA,115
D8-D9	2		Everlight	19-217/R6C- AL1M2VY/3T
D10	1		Everlight	19-337/R6GHBHC- A01/2T
D11	1		MDD	SS54
D12	1		AVX	SD0603S040S0R2
D23	1		Everlight	19-217/R6C- AL1M2VY/3T
FB1 FB7 FB11	3		Murata	BLM18KG221SN1D
FB2-FB4	12		Murata	BLM18PG121SN1D
FB6				
FB8-FB10				
FB12-FB16				
FB5	1		Murata	BLM18PG121SN1D
H5 H7	2		Würth	9774020243R
H8-H9	2		Würth	9774025243R
J1	1		HR(Joint Tech Elec)	A2001WR-S-09PD01
J2	1		Hirose	DM3AT-SF-PEJM5
J3 J14	2		Molex	105450-0101
J4	1		HARTING	09452812561
J5	1		JST	SM04B-SRSS- TB(LF)(SN)
J6	1		JST	SM04B-SRSS- TB(LF)(SN)
J7	1		Molex	467650001
J8	1		Molex	788000001
J9	1		Korean Hroparts	TYPE-C-31-M-12
J10	1		TE	1-2199230-6
J11	1		Jushuo	AFC07-S33FCC-00
J12	1		TE	2199230-5
J13	1		TE	3-2328724-1

Designator	Qty	Value	Brand	Part Number
J15	1		Molex	53261-7002
J16	1		Samtec	TSM-106-01-T-SH
J17	1		JST	SM02B-SRSS- TB(LF)(SN)
J18	1		JST	SM05B-SRSS- TB(LF)(SN)
J20	1		JST	SM04B-SRSS- TB(LF)(SN)
J21	1		Harwin	M22-5320305
L1	1	22uH	YJYCOIN	YNR3015-150M
L2	1	3.3uH	Murata	LQH32PN3R3NN0L
L3-L4	2	15uH	Vishay	IHLP4040DZER150M11
L5-L6	2	15uH	Taiyo Yuden	NRH3012T150MN
R1 R29	9	1k Ω	Yageo	RC0402FR-071KL
R34-R36				
R58 R60-R61				
R110				
R2	1	1M Ω	Yageo	AC0402FR-071ML
R3	1	90.9k Ω	UNI-ROYAL	0402WGF9092TCE
		1%		
R4-R5 R9	27	0 Ω	Panasonic	ERJ2GE0R00X
R11-R13 R19				
R27 R33				
R44-R46				
R50				
R53-R54				
R65-R67 R81				
R103-R109				
R111				
R6-R8	6	100k Ω	Yageo	RC0402FR-07100KL
R69-R70				
R87				
R10 R15 R17	17	10k Ω	Yageo	RC0402FR-0710KL
R20 R22 R24				
R26 R28 R30				
R38 R52 R56				
R68 R72 R75				
R85 R96				
R14	1	8.25k Ω	UNI-ROYAL	0402WGF8251TCE
R16	1	3.16k Ω	Yageo	RC0402FR-073K16L
R18	1	5.76k Ω	UNI-ROYAL	0402WGF5761TCE

Designator	Qty	Value	Brand	Part Number
R21 R62 R74 R78 R88 R23	5 1		DNP	DNP
R25 R42-R43 R57 R59 R89 R93 R95 R101	9	9.53k Ω FH 1% 4.7k Ω	Yageo	RC0402FR-074K7L
R37 R39-R41	4	75 Ω 1%	Panasonic	ERJ2RKF75R0X
R47-R48	2	27.4 Ω	UNI-ROYAL	0402WGF274JTCE
R55 R76-R77 R79-R80 R82 R86	7	33 Ω	Yageo	RC0402FR-0733RL
R64	1	2.2k Ω	Yageo	RC0402FR-072K2L
R73 R97-R100	5	47k Ω	Yageo	AC0402FR-0747KL
R83-R84	2	22k Ω	Yageo	AC0402FR-0722KL
R90	1	27k Ω	Panasonic	ERJ2RKF2702X
R198-R199	2	49.9 Ω	Yageo	RC0402FR-0749R9L
SW1	1		Dongguan Guangzhu	DSIC01LSGET
SW2	1		XKB	TS-1185EC-C-D-B
TR1	1		Heling	MT24-S1T1
U1	1		TE	1473149-1
U2	1		Maxim	MAX1837EUT33+T
U3	1		Texas Instruments	LM2830XQMF/NOPB
U4	1		ON	NCV1117ST18T3G
U5-U6	2		Texas Instruments	TPS5450DDAR
U7	1		Texas Instruments or UMW	SN74LVC1G34DCKR
U8	1		Raspberry Pi	RP2040
U9	1		Texas Instruments	TPS7A0533PDBZ
U10	1		Winbond	W25Q32JVSS
U11	1		NXP	PCF8523T/1,118
U12	1		Diodes, Inc.	AP22815AWT-7

Designator	Qty	Value	Brand	Part Number
U13 U24	2		Texas Instruments	TXS0108EPW
U14	1		Texas Instruments	SN74AVC1T45DBVR
U15-U16 U19-U22	6		Texas Instruments	TPD4E02B04DQAR-TP
U17	1		Texas Instruments	TPD12S521
U18	1		Texas Instruments	TLV320AIC3100
U23	1		ON Semi	FUSB302BMPX
U25	1		Texas Instruments	TUSB8041
U26	1		Nexperia	74HC573PW,118
Y1	1	24MHz	Seiko Epson	X1E0000210264
Y2	1	12MHz 18pF	Seiko Epson	Q22FA23V0041800
Y3	1	32.768 kHz	Seiko Epson	Q13FC1350000200

9.3 Keyboard Schematics

Portlet Reform KBD MCU

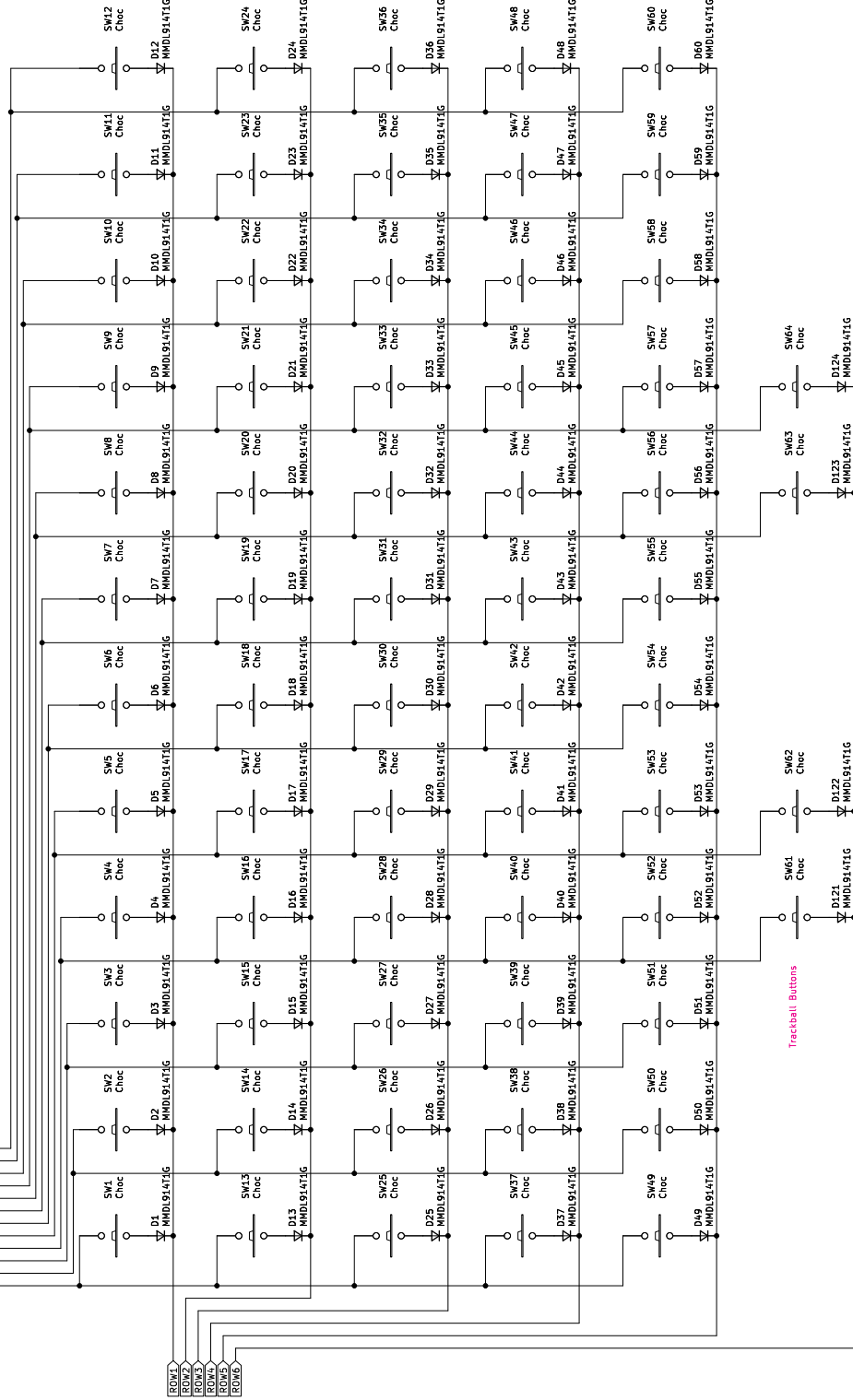
Portlet Reform KBD Backlight

Z1100
Z1101
Z1102
Z1103
Z1104
Z1105
Z1106
Z1107
Z1108
Z1109
Z1110

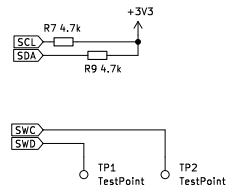
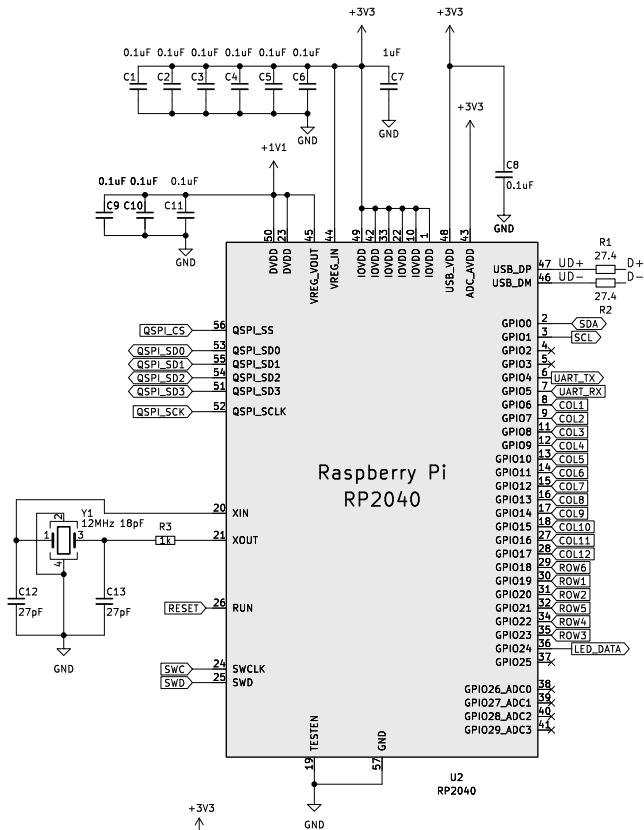
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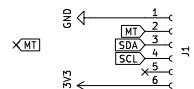
The Matrix



Trackball Buttons

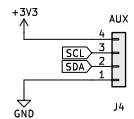


Sensor Connector

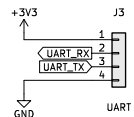


Attention! This pinout is mirrored in respect to the trackball sensor for mechanical alignment!

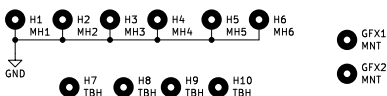
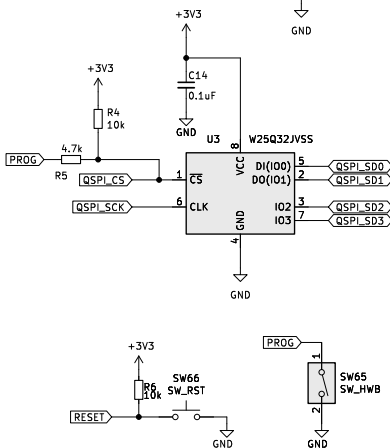
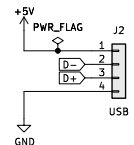
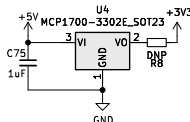
this was flipped in D-1 To SSD1306

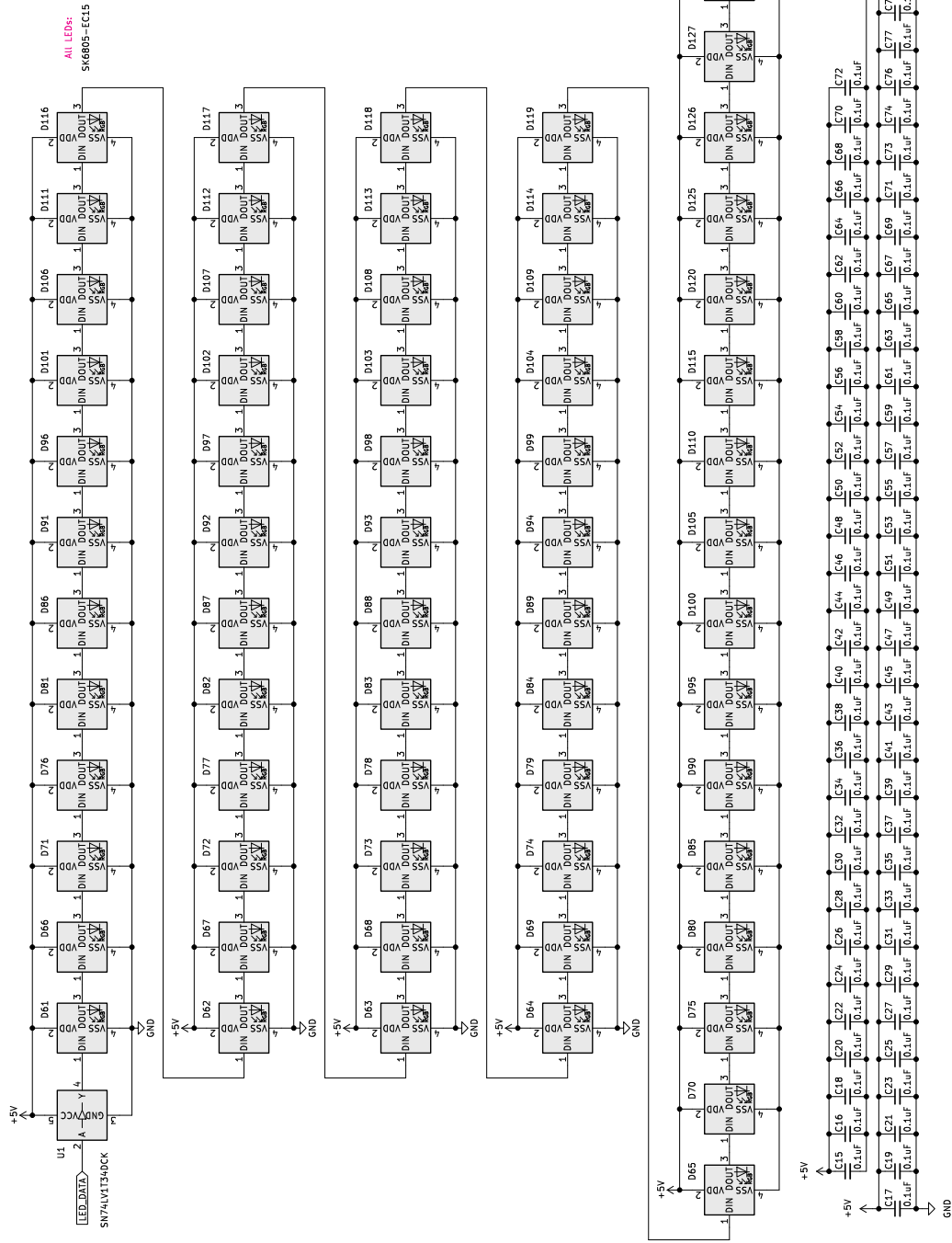


To SYSCTL



DNPI (only for standalone use)

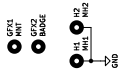
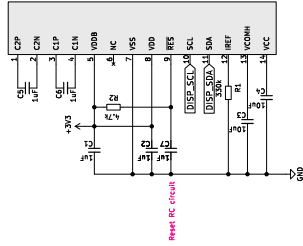




9.4 Keyboard Bill of Materials

Designator	Qty	Value	Brand	Part Number
C1-C6	75	0.1uF	Yageo	CC0603JPX7R9BB104
C8-C11				
C14-C74				
C76-C79				
C7 C75	2	1uF	Yageo	CC0603KRX5R8BB105
C12-C13	2	27pF	Yageo	CC0603JRNPO9BN270
D1-D60	64		ON	MMDL914T1G
D121-D124				
D61-D120	64		OPSCO	SK6805-EC15
D125-D128				
J1	1		Hirose	FH12-6S-0.5SH(55)
J2	1		JST	SM04B-SRSS- TB(LF)(SN)
J3	1		JST	SM04B-SRSS- TB(LF)(SN)
J4	1		XFCN	F1002-B-04-20T-R
R1-R2	2	27.4Ω	Yageo	RC0603FR-0727R4L
R3	1	1kΩ	Yageo	RC0603JR-071KL
R4 R6	2	10kΩ	Yageo	RC0603JR-0710KL
R5 R7 R9	3	4.7kΩ	Yageo	RC0603FR-074K7L
R8	1	DNP	Yageo	RC0603JR-070RL
SW1-SW64	64		Kailh	CPG135001D02
SW65	1		XKB	TS-1185EC-C-D-B
SW66	1		XKB	TS-1185EC-C-D-B
U1	1		Texas Instruments	SN74LV1T34DCKR
U2	1		Raspberry Pi	RP2040
U3	1		Winbond	W25Q32JVSS
U4	1		Microchip	MCP1700T-3302E/TT
Y1	1	12MHz 18pF	Seiko Epson	Q22FA23V0041800

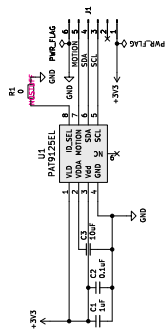
9.5 OLED Schematics



9.6 OLED Bill of Materials

Designator	Qty	Value	Brand	Part Number
C1-C2	5	1uF	Yageo	CC0603KRX5R8BB105
C5-C7				
C3-C4	2	10uF	Taiyo Yuden	LMK107BJ106MALTD
H1	1			DNP
H2	1			DNP
J1	1		XFCN	F1002-B-04-20T-R
R1	1	330k Ω	Yageo	RC0603FR-07330KL
R2	1	4.7k Ω	Yageo	RC0603FR-074K7L
U1	1		Enrich Electronics	ENH-OB00910003

9.7 Trackball Sensor Schematics

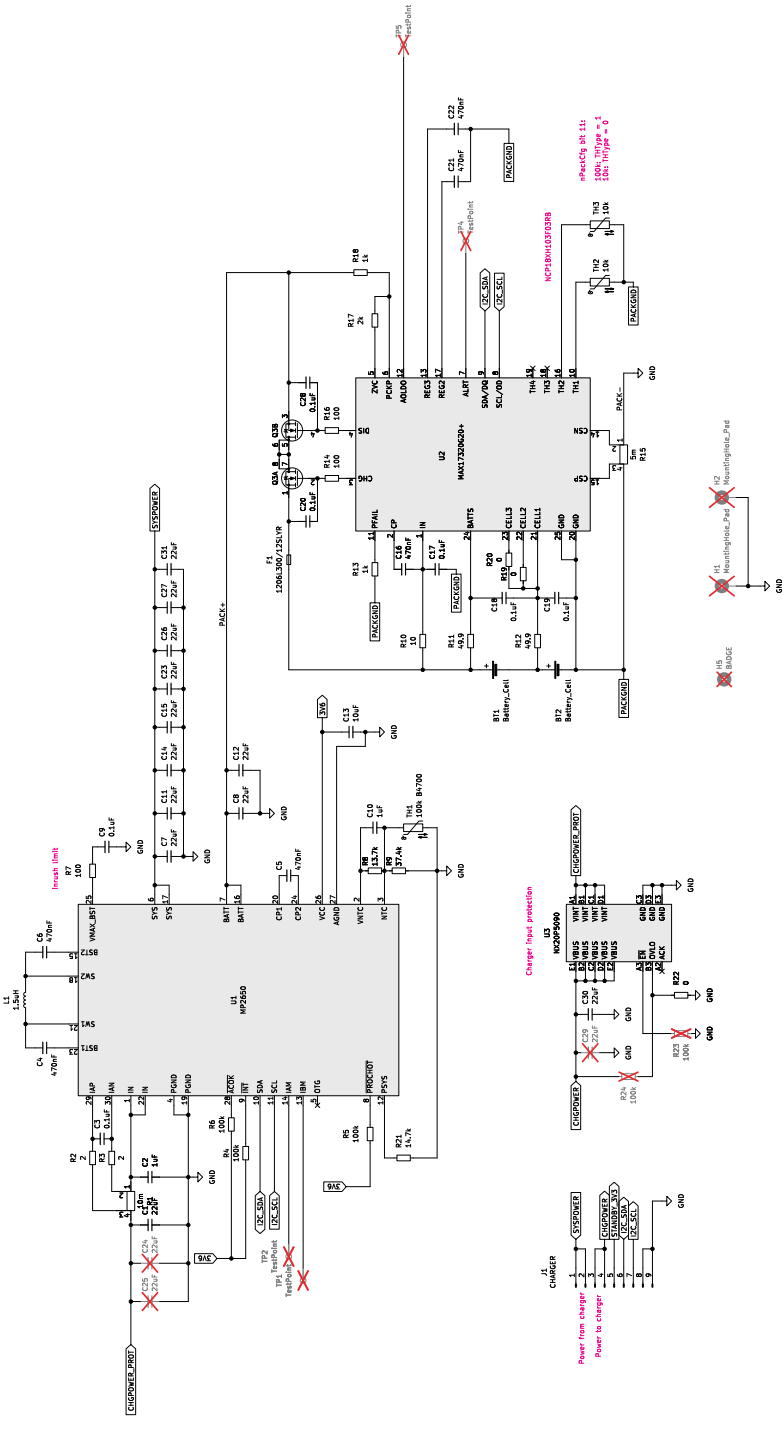


- R1 Resistor
- H5 Potentiometer
- U50 U50
- U58 U58
- U59 U59

9.8 Trackball Sensor Bill of Materials

Designator	Qty	Value	Brand	Part Number
C1	1	1uF	TDK	C1608X8L1C105K080AC
C2	1	0.1uF	Yageo	CC0603JPX7R9BB104
C3	1	10uF	Taiyo Yuden	LMK107BBJ106KALT
J1	1		Hirose	FH12-6S-0.5SH(55)
R1	1	0Ω	DNP	DNP
U1	1		PixArt Imaging	PAT9125EL

9.9 Charger Module V2 Schematics



9.10 Charger Module V2 Bill of Materials

Designator	Qty	Value	Brand	Part Number
BT1-BT2	2		JST	S2B-PH-SM4-TB
C1 C7-C8	15	22uF	Murata	GRM21BR61E226ME44L
C11-C12				
C14-C15				
C23-C27				
C29-C31				
C2 C10	2	1uF	Samsung	CL10A105KB8NNNC
C3 C9	7	0.1uF	Taiyo Yuden	GMK107B7104KAHT
C17-C20				
C28				
C4-C6 C16	6	470nF	Taiyo Yuden	UMK107B7474KAHTE
C21-C22				
C13	1	10uF	Taiyo Yuden	TMK107BBJ106MA-T
F1	1		Littelfuse	1206L300/12SLYR
J1	1		HR(Joint Tech Elec)	A2001WR-S-09PD01
L1	1	1.5uH	Sunlord	MWSA0518S-1R5MT
Q3	1		Diodes Incorporated	DMG9926USD-13
R1	1	10mΩ	FH	MFJ06HR010FT
R2-R3	2	2Ω	Panasonic	ERJ3GEYJ2R0V
R4-R6	5	100kΩ	Panasonic	ERJ3EKF1003V
R23-R24				
R7 R14 R16	3	100Ω	Walsin	WR06X101JTL
R8	1	13.7kΩ	Bourns	CR0603-FX-1372ELF
R9	1	37.4kΩ	Bourns	CR0603-FX-3742ELF
R10	1	10Ω	Panasonic	ERJ3EKF10R0V
R11-R12	2	49.9Ω	VISHAY	CRCW120649R9FKEAHP
R13 R18	2	1kΩ	Walsin	WR06X1001FTL
R15	1	5mΩ	prosemi	LMJ12MF1P0R005
R17	1	2kΩ	Walsin	WR06X104JTL
R19-R20 R22	3	0Ω	Generic	00hms 0603
R21	1	14.7kΩ	LIZ	CR0603FA1472G
TH1	1		Panasonic	ERTJ1VV104J
TH2-TH3	2		Murata	NCP18XH103F03RB
U1	1		MPS	MP2650GV-0000-Z

Designator	Qty	Value	Brand	Part Number
U2	1		Maxim	MAX17320G20+
U3	1		NXP	NX20P5090UKAZ

9.11 Assembly Parts

Designator	Qty	Brand	Part Number
Charger Green	1	MNT Research	PREF-CBLCG-10R01
Cable JST-SH 4P			
Charger Black	1	MNT Research	PREF-CBLCB-10R01
Cable JST-SH 4P			
MIPI-DSI Cable	1	Würth	687733050002
FPC 0.5mm 33P		Elektronik	
50mm			
OLED Cable 1mm	1	Würth	686704050001
Pitch 50mm		Elektronik	
Power Switch	1	MNT Research	PREF-CBLPWR-10R01
Cable JST-SH 2P			
Sensor Cable 6P	1	Würth	687606050002
50mm 0.5mm		Elektronik	
Pitch			
SYSCTL Cable	1	MNT Research	PREF-CBLPWR-10R01
JST-SH 4P			
Speaker Cable	1	MNT Research	PREF-CBLSPK-10R01
JST-SH 5P			
USB Cable	1	MNT Research	PREF-CBLUSB-10R01
JST-SH 4P			
Display Panel	1	JDI	LT070ME05000
with Flex Cable			
Battery Cell LiPo	2	Eremit	606090
4000mAh			
Battery Holder A	2	MNT Research	PREF-BATHLA-10R01
(SLA Ledo 6060)			
Battery Holder B	2	MNT Research	PREF-BATHLB-10R01
(SLA Ledo 6060)			
Hinge	1	Smooth	SMS-ZZ-219-L
		Technology	
Hinge	1	Smooth	SMS-ZZ-219-R
		Technology	

Designator	Qty	Brand	Part Number
Keycap 1U	64	FKcaps	MNT Pocket
Neodymium Bar Magnet	8	MNT Research	PREF-MAGNET-10R01
POM Ball Black 15mm	1	MNT Research	PREF-TBBALL-10R01
Shunt 2mm Pitch	2	Adam Tech	MS2B-G
Speaker	1	CUI Devices	CES-361811-18PM-67
Thermal Pad 25×25mm	1	Würth Elektronik	40016020
Trackball Cup (SLA Ledo 6060)	1	MNT Research	PREF-TBCUP-10R01
Trackball Bearing Steel 2.5mm	3	Generic	Various



Chapter 10

Online Resources

Get the latest news and additional resources for MNT Pocket Reform at:

- The MNT Research Website: <https://mntre.com>
- The MNT Community Forum: <https://community.mnt.re>
- Source code repositories (including electronics design files and 3D models for printing and laser cutting): <https://source.mnt.re/reform/pocket-reform>
- MNT Research Shop: <https://shop.mntre.com>
- MNT Research Support: <https://support.mnt.re>
- Modularity explained (including a comparison table of Processor Modules): <https://mntre.com/modularity.html>
- PDF and web versions of manuals, including this handbook: <https://mntre.com/docs-pocket-reform.html>
- MNT Research on Crowd Supply: <https://www.crowdsupply.com/mnt>
- MNT Research on the Fediverse: <https://mastodon.social/@mntmn>

You can join fellow MNT Pocket Reform enthusiasts in the official IRC channel `#mnt-reform` on `irc.libera.chat`.

Discover more about the main software building blocks of the MNT Pocket Reform system:

- Debian GNU/Linux: <https://debian.org>
- U-Boot: <https://docs.u-boot.org/en/latest/>
- Sway: <https://swaywm.org>
- GNOME: <https://gnome.org>

Chapter 11

Credits

The MNT Pocket Reform Operator Handbook, Second Edition.
Berlin, December 2025. Written by Lucie L. Hartmann and Anri Paul
Hennies. Published by MNT Research GmbH.

Concept, Electronics, Software Lucie L. Hartmann

Industrial Design Ana Beatriz Albertini Dantas

Quality & Assembly, Sleeve Design Greta Melnik

Assembly & Testing Liaizon Wakest

Handbook Design 100rabbits, Lucie L. Hartmann

3D Illustration Lucie L. Hartmann, Philipp Brömme

2D Illustration Anri Paul Hennies

Tina Pixel Icon Greta Melnik

Support Plom Heller

Debian Integration & Tooling Johannes Schauer Marin Rodrigues

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Managing Director: Lucie L. Hartmann
Registergericht: Amtsgericht Charlottenburg
Aktenzeichen: HRB 136605 B
VAT ID: DE278908891
WEEE: DE 33315564
Web: <https://mntre.com>

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