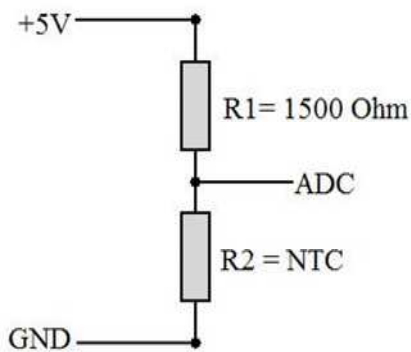


Bestückungsplan



Schalter : Sub-D 15

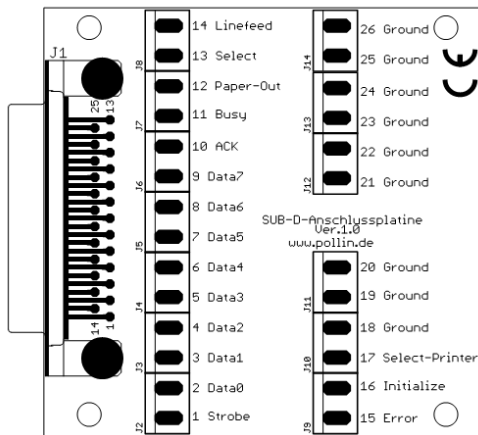
Sub-D	AVR-Server	Farbe	
1	5 V	orange	
3	GND	braun	
5	LED ADC4	grün/weis	
7	LED ADC3	grün	
9	Schalte ADC2	blau	

NTC : Sub-D 9

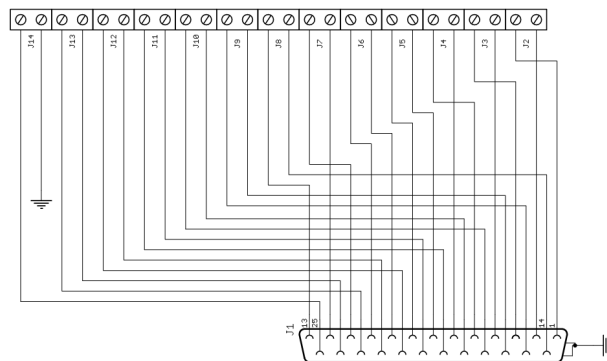
Sub-D	AVR-Server	Farbe	
1-5	ADC1	rot	J9 ADC1
6-9	GND	gelb	J8 GND
	+ 5V		J8 5V

**LCD :
Sub-D 25**

LCD1	LCD2	Sub-D	Sub-D	AVR
DB4	DB4	2	Data0	PC0
DB5	DB5	3	Data1	PC1
DB6	DB6	4	Data2	PC2
DB7	DB7	5	Data3	PC3
RS	RS	6	Data4	PC4
RW	RW	7	Data5	PC5
E0		8	Data6	PC6
E1		9	Data7	PC7
	E2	10	ACK	PA0
	E3	11	Busy	PA1
VCC	VCC	15	Error	+ 5 V
GND	GND	19	Ground	GND



Sub-D-Anschlussplatine D-25 Platinenlayout



```
#if USE_LCD_4Bit
//LCD_D0 - LCD_D3 connect to GND
//Im 4Bit Mode LCD_D4-->PORTx.0 ..... LCD_D7-->PORTx.3
//LCD_RS --> PORTx.4 | LCD_RW --> PORTx.5 | LCD_E --> PORTx.6 | PORTx.7-->NotConnect
#define LCD_Port_DDR          DDRC //Port an dem das Display angeschlossen
wurde
#define LCD_Port_Write        PORTC
#define LCD_Port_Read         PINC

#define LCD_RS                 4 //Pin für RS
#define LCD_RW                 5 //Pin für Read/Write
#define LCD_E                 6 //Pin für Enable
#define LCD_E1                 7 //Pin für Enable1
// 2. LCD an PORTc und PORT A
#define LCD_E2                 0 //Pin PORTA für Enable2
#define LCD_E3                 1 //Pin PORTA für Enable3

#define LCD_DataOutput         0x0f
#define LCD_DataInput         0x00
#define BUSYBIT                7
#else
```