

ConvCtrl IO (Konsolen-Board)

TITLE: PCB2\_Konsolen-Board

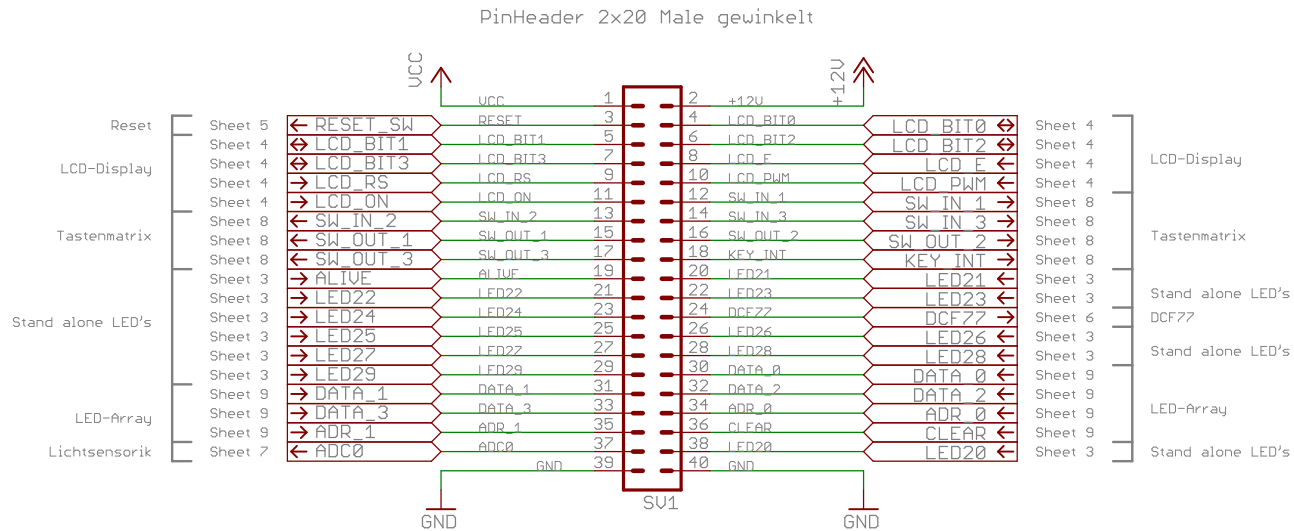
Document Number:  
PCB2: Blockschaltbild

REV:  
1.0

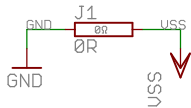
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40-poliger PIN-Header (2x20) PCB1<->PCB2:



Generierung von Vss aus GND



Generierung von VDD aus VCC



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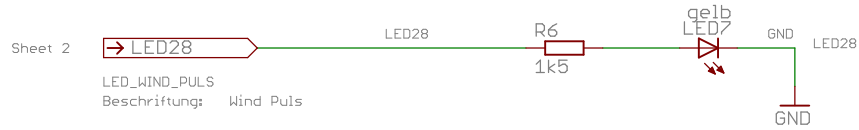
Document Number:  
PCB2: Konnektor

REV:  
1.0

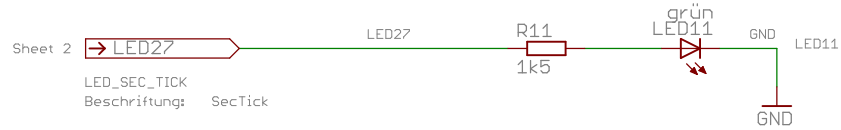
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LED für Windsensirik (Interrupt):



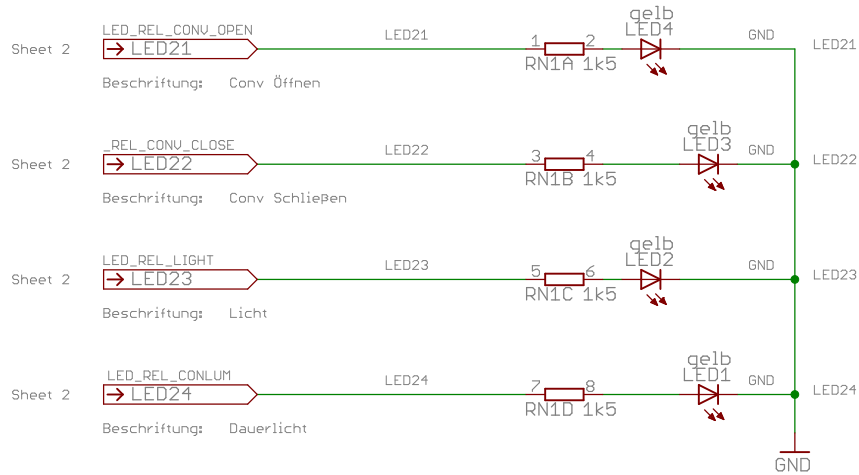
LED für Sekunden-Takt:



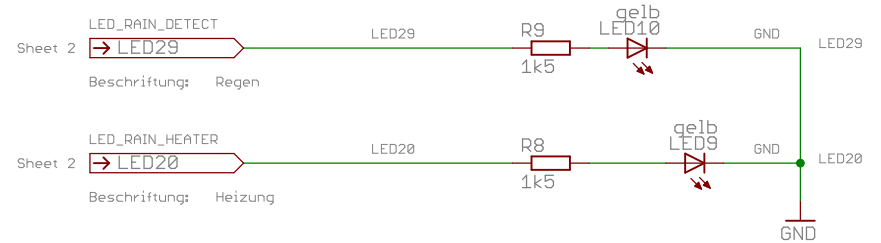
LED für ATmega ALIVE:



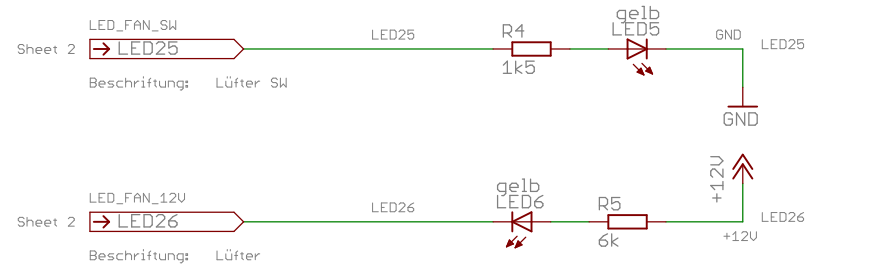
LED's für Relaissteuerung:



LED's für Regensensirik:



LED's für Lüftersteuerung:



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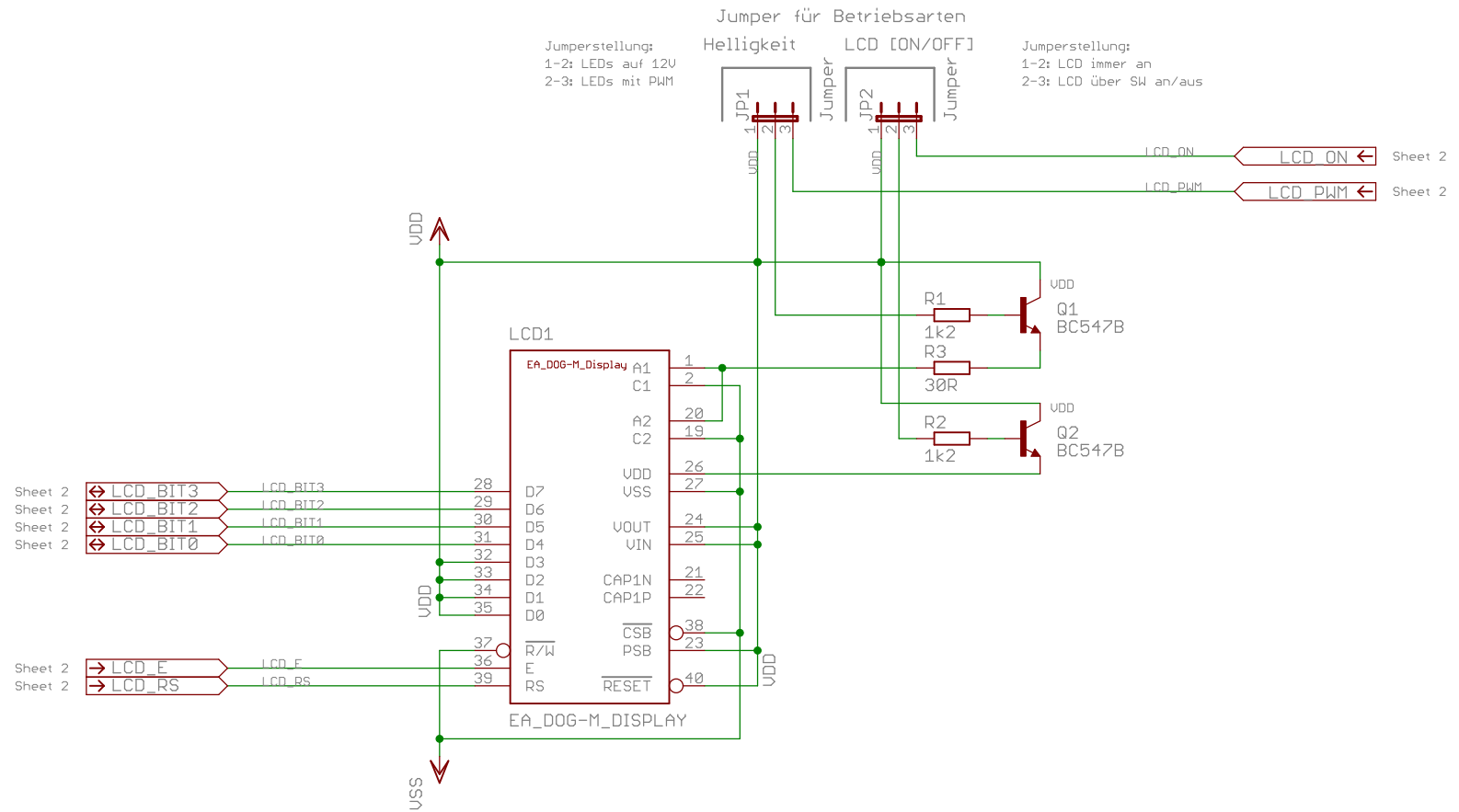
Document Number:  
PCB2: Stand-alone LED's

REV:  
1.0

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LCD-Display DOG-M:



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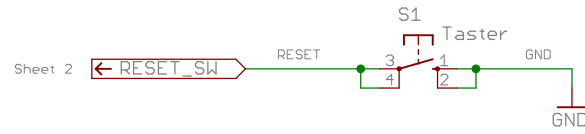
Document Number:  
PCB2: LCD-Display

REV:  
1.0

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Reset-Switch:



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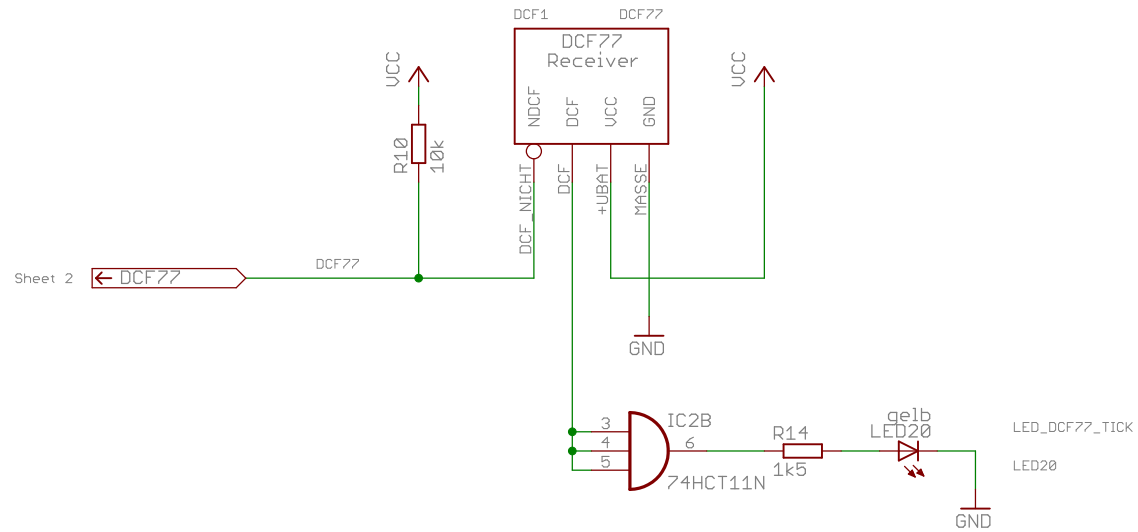
Document Number:  
PCB2: Reset

REV:  
1.0

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Anbindung DCF77 Funkuhrmodul:



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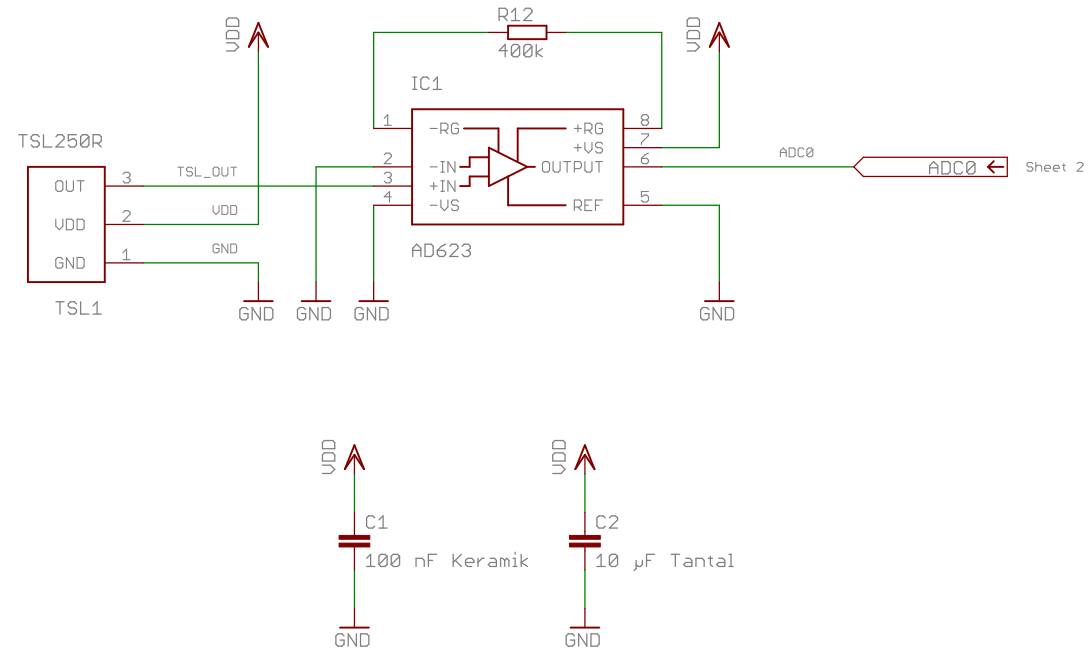
Document Number:  
PCB2: DCF77

REV:  
1.0

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Lichtsensorik:



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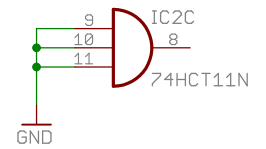
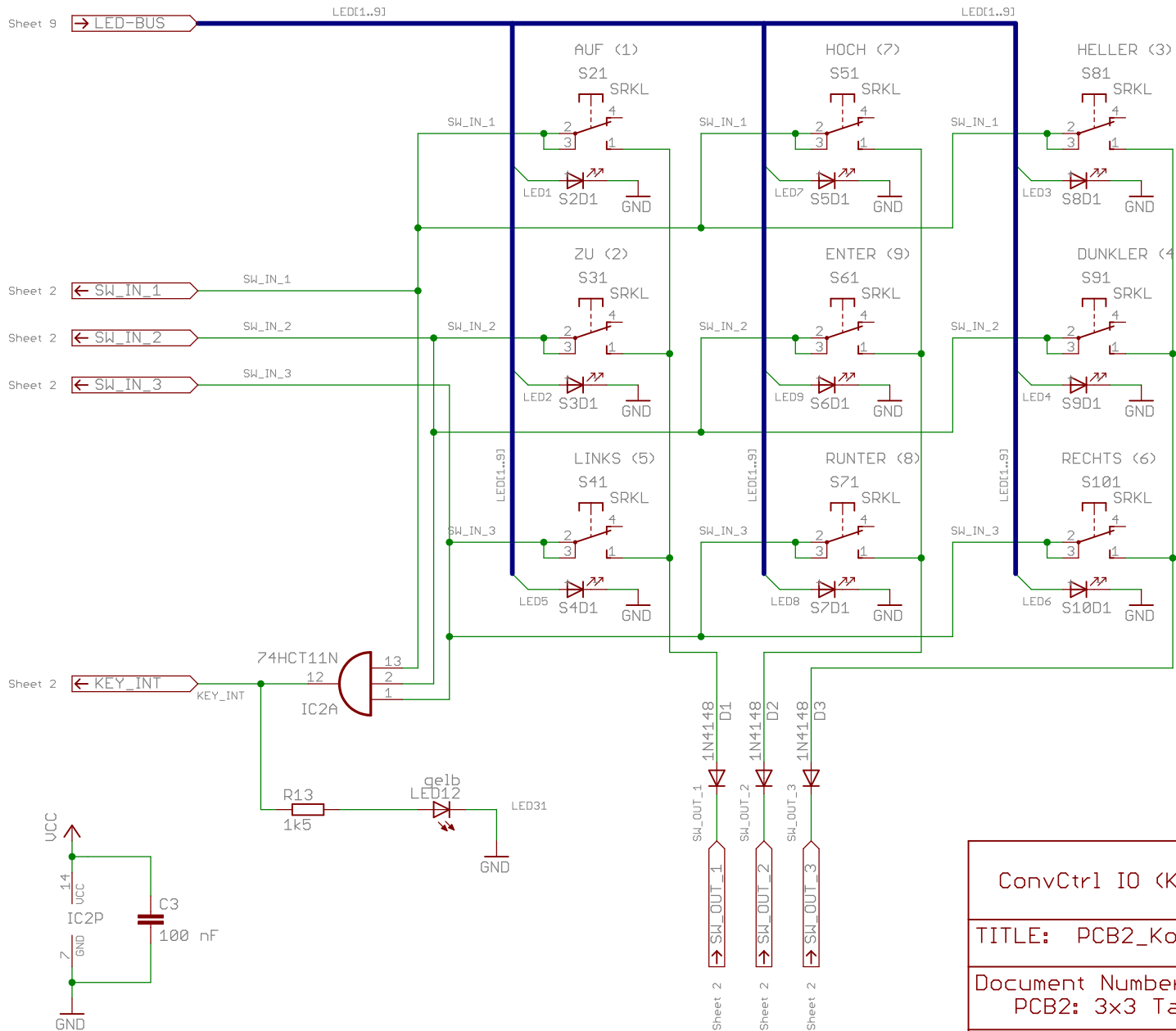
Document Number:  
PCB2: Lichtsensorik

REV:  
1.0

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3x3 Tastenmatrix:

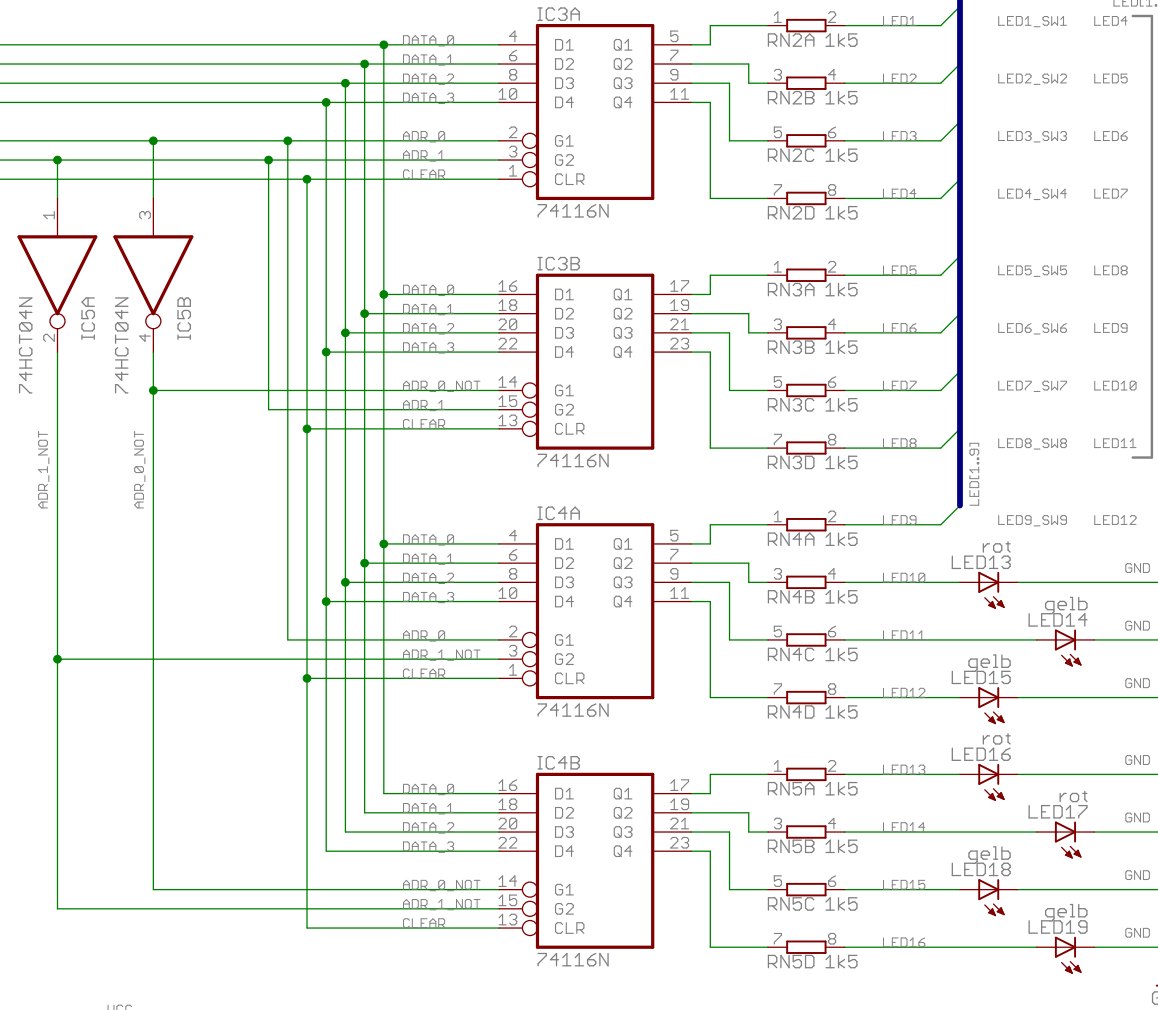


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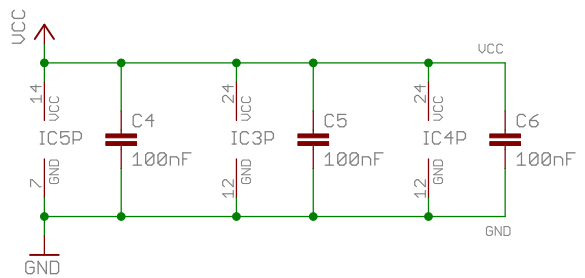
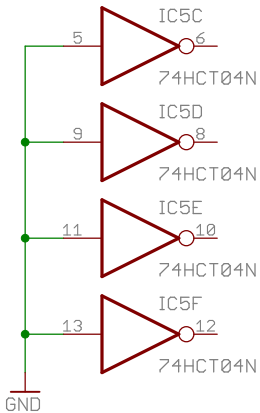
16-stelliges LED-Array:

Sheet 2 → DATA\_0 DATA\_0  
 Sheet 2 → DATA\_1 DATA\_1  
 Sheet 2 → DATA\_2 DATA\_2  
 Sheet 2 → DATA\_3 DATA\_3  
 Sheet 2 → ADR\_0 ADR\_0  
 Sheet 2 → ADR\_1 ADR\_1  
 Sheet 2 → CLEAR CLEAR



Zuordnung und Benennung siehe Spezifikation ConvCtrl

- Beschriftung:
- Mem Full
  - Timer
  - Light
  - Open reason
  - Rain
  - Wind
  - Timer
  - Closing reason
  - Temp



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