

This is the Revision A version of the [LCD32 RoboBrick](#). The status of this project is [work in progress](#).

LCD32 Robobrick (Revision B)

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1. Introduction

The LCD32 RoboBrick is a RoboBrick that can output up to 32 character as 2 lines of 16 characters each to a Liquid Crystal Display. This RoboBrick is based Lumex LCM-S01602DTR/M LCD module available from both Digikey and Mouser.

2. Programming

There is no programming specification yet.

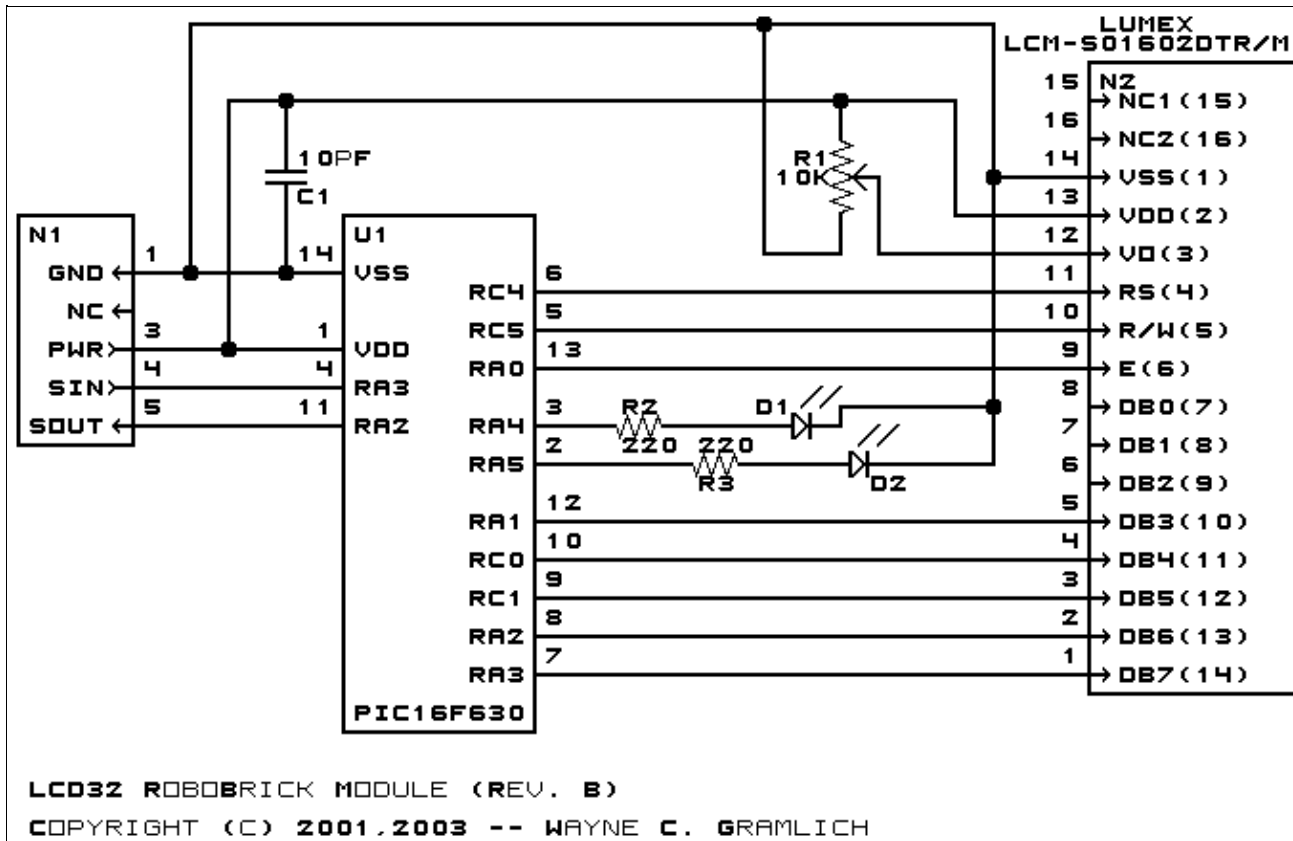
3. Hardware

The hardware consists of a circuit schematic and a printed circuit board.

3.1 Circuit Schematic

The schematic for the LCD32 RoboBrick is shown below:

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The parts list kept in a separate file --- [lcd32.ptl](#).

3.2 Printed Circuit Board

The printed circuit board files are listed below:

[lcd32_back.png](#)

The solder side layer.

[lcd32_front.png](#)

The component side layer.

[lcd32_artwork.png](#)

The artwork layer.

[lcd32.gbl](#)

The RS-272X "Gerber" back (solder side) layer.

[lcd32.gtl](#)

The RS-272X "Gerber" top (component side) layer.

[lcd32.gal](#)

The RS-272X "Gerber" artwork layer.

[lcd32.drl](#)

The "Excellon" NC drill file.

[lcd32.tol](#)

The "Excellon" tool rack file.

4. Software

There is no software yet.

5. Issues

Any fabrication issues that come up are listed here.

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