

This is the Revision C version of the [LCD32Holder](#) module. The status of this project is [work in progress](#).

LCD32Holder Module (Revision C)

Table of Contents

This document is also available in [PDF](#) format.

- [1. Introduction](#)
- [2. Hardware](#)
 - ◆ [2.1 Circuit Schematic](#)
 - ◆ [2.2 Printed Circuit Board](#)
- [3. Issues](#)

1. Introduction

The LCD32HOLDERHolder module adapts the Lumex LCM-S01602DTR/M to the [LCD32HOLDER](#) module.

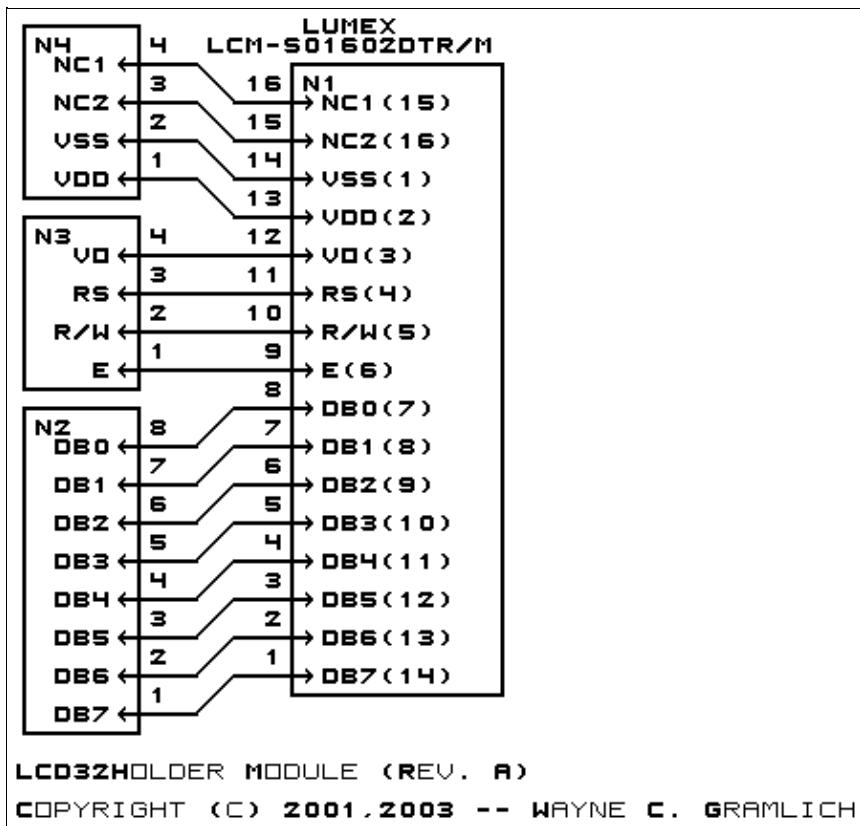
2. Hardware

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

2.1 Circuit Schematic

The schematic for the LCD32HOLDERHolder module is shown below:

LCD32Holder Module (Revision C)



The parts list kept in a separate file -- [lcd32holder.ptl](#).

2.2 Printed Circuit Board

The printed circuit board files are listed below:

[lcd32holder_back.png](#)

The solder side layer.

[lcd32holder_front.png](#)

The component side layer.

[lcd32holder_artwork.png](#)

The artwork layer.

[lcd32holder.gbl](#)

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

[lcd32holder.gtl](#)

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

[lcd32holder.gal](#)

The RS-272X "Gerber" artwork layer.

[lcd32holder.drl](#)

The "Excellon" NC drill file.

[lcd32holder.tol](#)

The "Excellon" tool rack file.

3. Issues

The following fabrication issues came up:

- The stand-off next to N3 just happens to land on top of a surface mount resistor on the LCD board.
Move it up by .15".
-

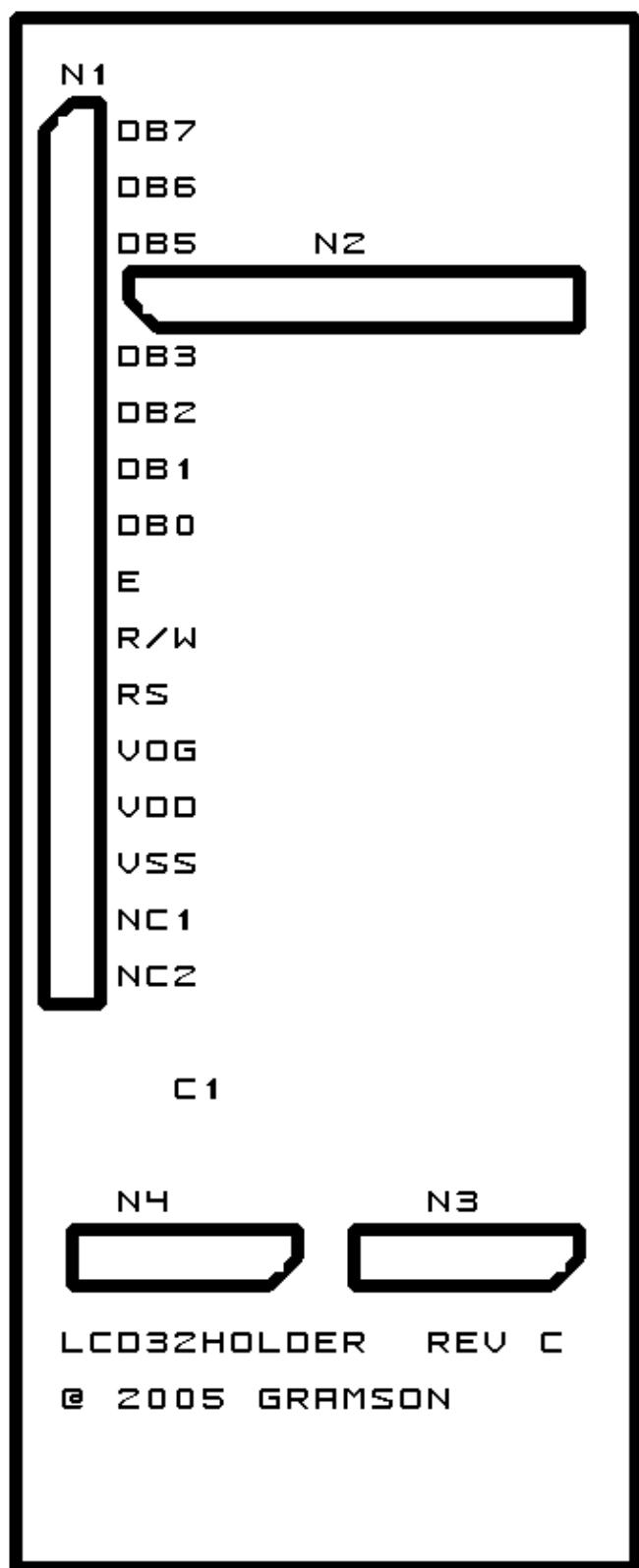
Copyright (c) 2001–2005 by Wayne C. Gramlich. All rights reserved.

LCD32Holder Module (Revision C)

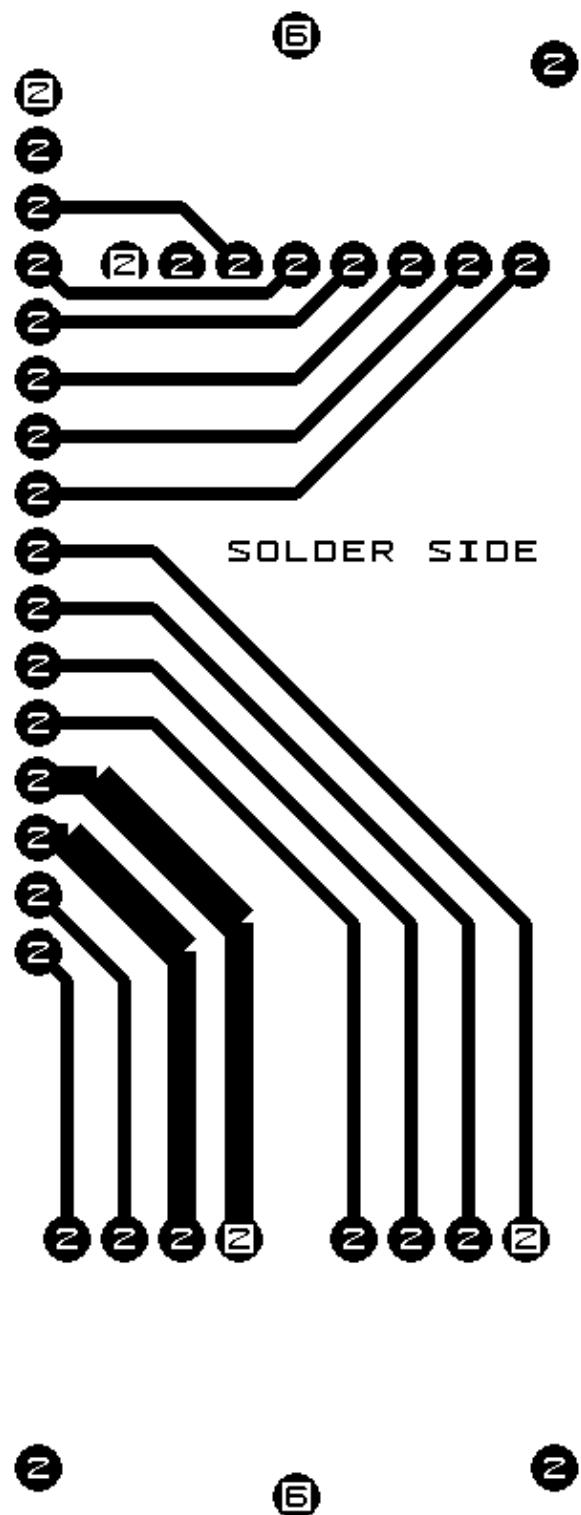
A. Appendix A: Parts List

```
# Parts list for LCD32Holder Module (Rev. C)
#
N1: Header1x16.LCD32Holder - 1x16 Male Header [16/40 Jameco: 160881]
N2: Header1x8.LCD32Holder - 1x8 Male Header [8/40 Jameco: 160881]
N3: Header1x4.LCD32Holder - 1x4 Male Header [4/40 Jameco: 160881]
N4: Header1x4.LCD32Holder - 1x4 Male Header [4/40 Jameco: 160881]
X1: LCM_S01602DTRM - Lumex LCM-S01602DTR/M 2x16 LCD Display [Digikey: 67-1781-ND]
```

B. Appendix B: Artwork Layer



C. Appendix C: Back (Solder Side) Layer



D. Appendix D: Front (Component Side) Layer

