










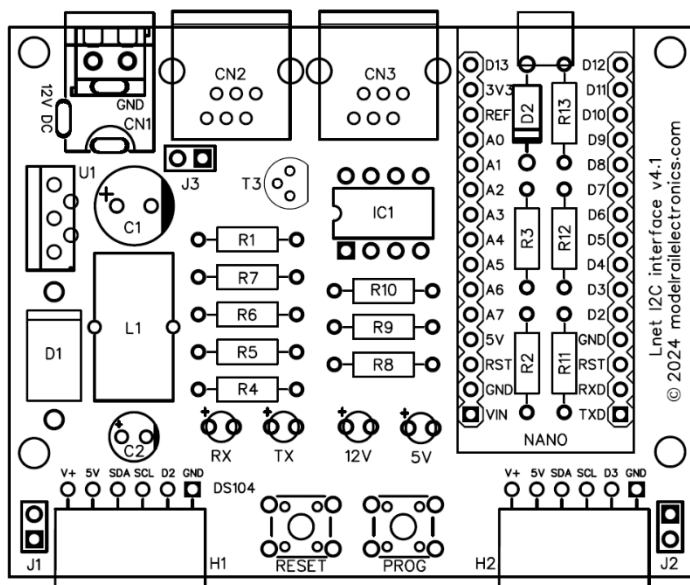


## DS104 – Lnet I2C interface v4.1

Mount the components in the below order (sort components in accordingly):

#	Quantity	Name	Value		
1	1	R1	47k	Yellow-Violet-Black-Red-Brown	
2	1	R4	5k6	Green-Blue-Black-Brown-Brown	
3	1	R5	150k	Brown-Green-Black-Orange-Brown	
4	1	R6	240k	Red-Yellow-Black-Orange-Brown	
5	1	R7	4k7	Yellow-Violet-Black-Brown-Brown	
6	1	R8	39k	Orange-White-Black-Red-Brown	
7	1	R9	27k	Red-Violet-Black-Red-Brown	
8	1	R10	1k	Brown-Black-Black-Brown-Brown	
9	1	R11	820	Grey-Red-Black-Black-Brown	
10	2	R12, R13	1k5	Brown-Green-Black-Brown-Brown	
11	2	R2, R3	4k7	Yellow-Violet-Black-Brown-Brown	
12	1	D2	1N5817		
13	1	J3	2 pin header male (use Loconet 12V optional)		
14	2	J1, J2	2 pin header male (connect V+ and 5V)		
15	1	T3	BC337		
16	1	IC1	IC socket DIP8		
17	2	H1, H2	6 pin header female angle (use 15 pin header as spacer!)		
18	2	LED RX, LED TX	LED 3mm, yellow, low current (2.1V, 2mA)		
19	1	LED 12V	LED 3mm, green, low current (2.2V, 4mA)		
20	1	LED 5V	LED 3mm, red, low current (1.75V, 2mA)		
21	2	RESET, PROG	button switch-6x6x4.5		
22	2	PIN header	15 pin header female		
23	1	CN1	POWER JACK 5.5/2.1 or KF301 2P screw terminal		
24	2	CN2, CN3	RJ12 connector short		
25	1	U1	LM2596-5.0		
26	1	C1	Elco 220µF/25V		
27	1	L1	Coil, 47µH/3A		
28	1	C2	Elco 220µF/16V		
29	1	D1	1N5822		
30	1	IC1	LM393N		



J1: V+ = 5V for H1  
J2: V+ = 5V for H2  
J3: use Loconet 12V

SDA = Arduino A4  
SCL = Arduino A5

D2 = Arduino D2  
D3 = Arduino D3

PROG = Arduino D4  
RESET = Arduino RST

RX led = Arduino D12  
TX led = Arduino D13

Please note when mounting the 6 pin headers H1 and H2. To ensure that connected modules are at the same height, these headers must be placed higher. Use the 15 pin headers as distance determination and initially solder the headers to the top of the print. For extra strength, a piece of plastic or an old header could be glued between the print and the header. See below:

