

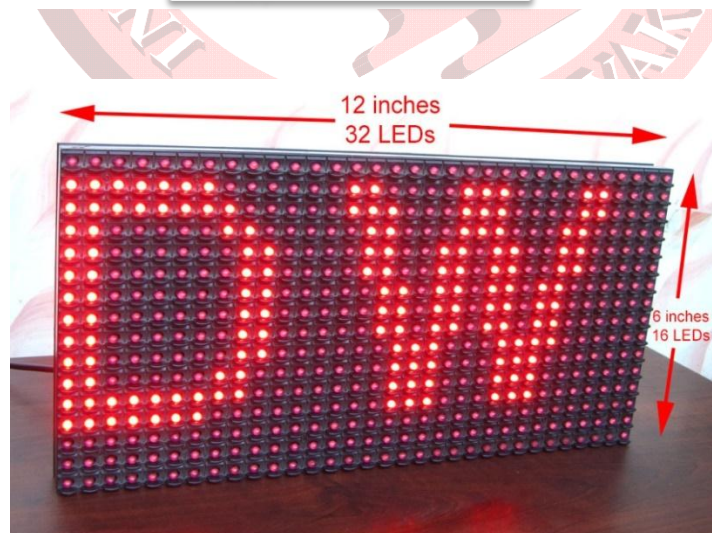
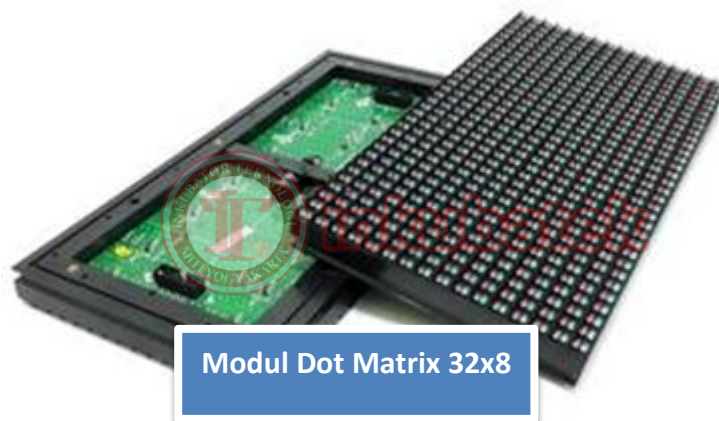
INTERFACING ARDUINO DG PANEL MATRIX P10

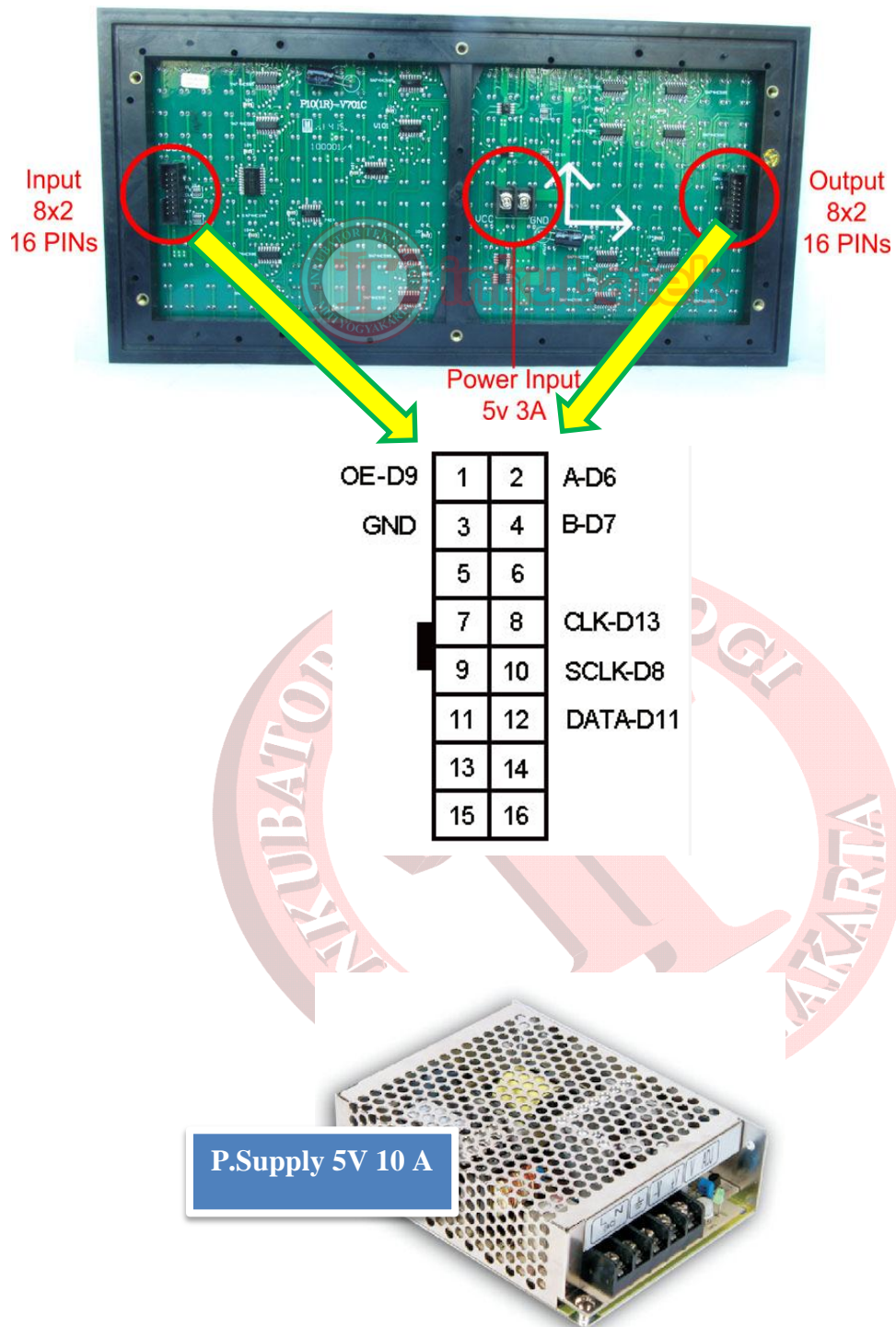
Sistem Kerja Alat:

Arduino UNO menampilkan tulisan pada panel dot matrix P10 dan membuat tulisan (statis) dengan modul LED matrix P10.

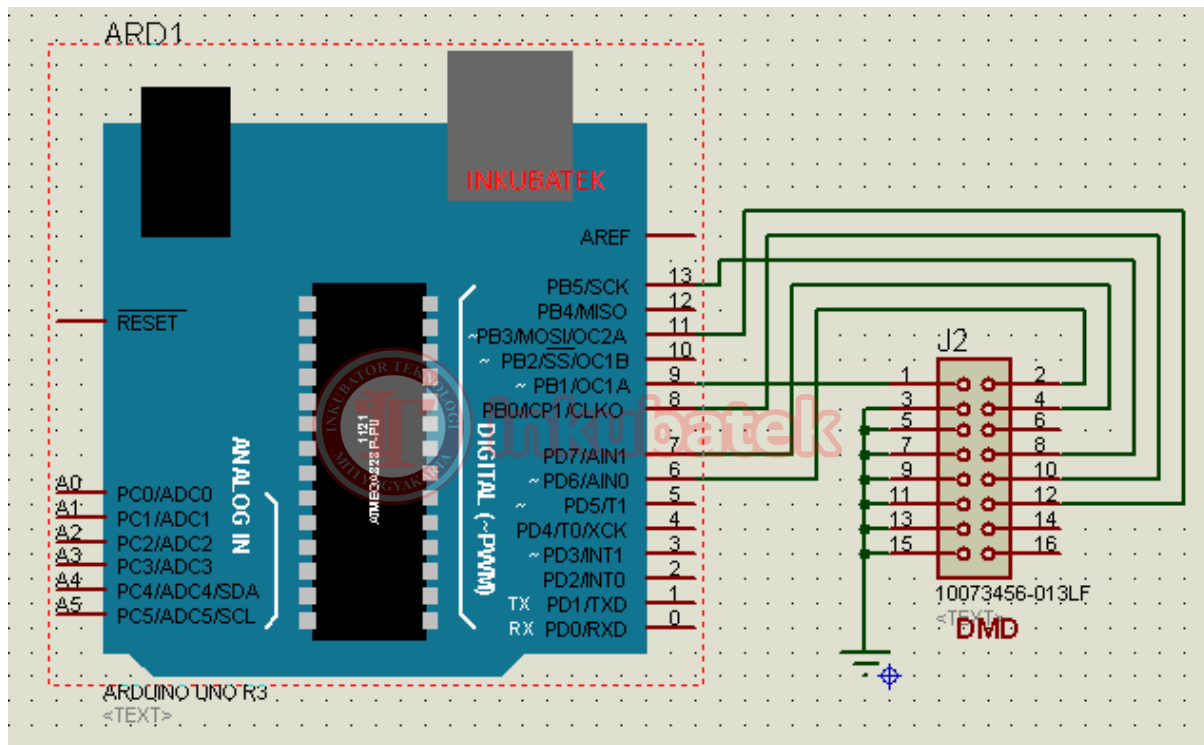
Kebutuhan Hardware :

- Arduino UNO Board
- Modul LED Dot Matrix P10.
- Power Supply 5V 10A untuk modul P10
- Power Supply 7-9 Vdc





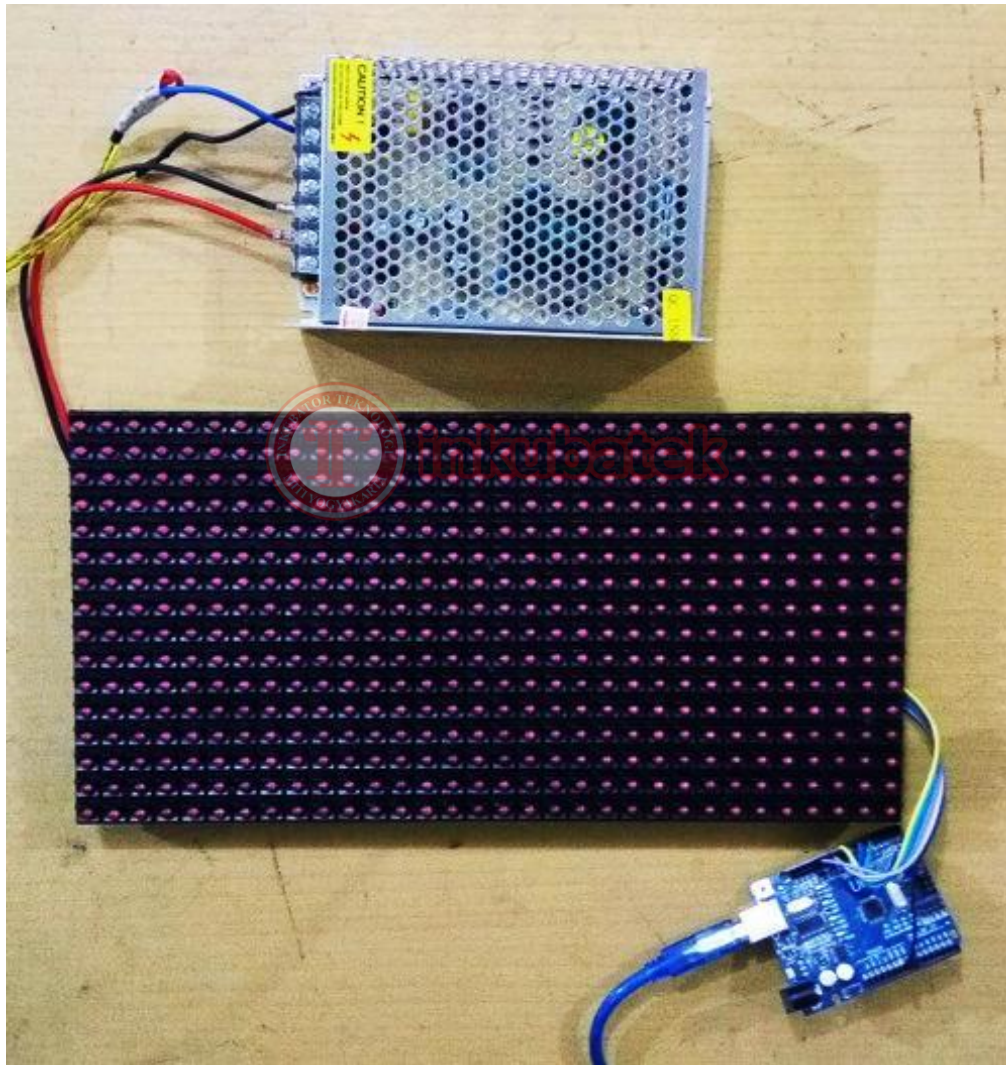
Schematics



Koneksi Arduino UNO dengan modul LED P10 :

Pin ARDUINO	Pin modul LED P10 (DMD)
GND	3,5,7,9,11,13,15
6	2 (A)
7	4 (B)
8	10 (SCLK)
9	1 (PWM)
11	12 (R)
13	8 (CLK)





Source Code/Sketch :

```

/*****

* Program : Project 26. Interfacing Arduino dg P10 LED
* Output  : Modul Dot Matrix P10
* 125 Proyek Arduino Inkubatek
* www.tokotronik.com
* *****/

#include <SPI.h>
#include <DMD.h>
#include <TimerOne.h>
#include "SystemFont5x7.h"

```

```
#define DISPLAYS_ACROSS 1

#define DISPLAYS_DOWN 1

DMD dmd(DISPLAYS_ACROSS, DISPLAYS_DOWN);

void ScanDMD()

{

    dmd.scanDisplayBySPI();

}

void setup(void)

{

    Timer1.initialize( 5000 );

    Timer1.attachInterrupt( ScanDMD );

    dmd.clearScreen( true );

}

void loop(void)

{

    dmd.clearScreen( true );

    dmd.selectFont(SystemFont5x7);

    dmd.drawString(4,0,"99+", 4, GRAPHICS_NORMAL );

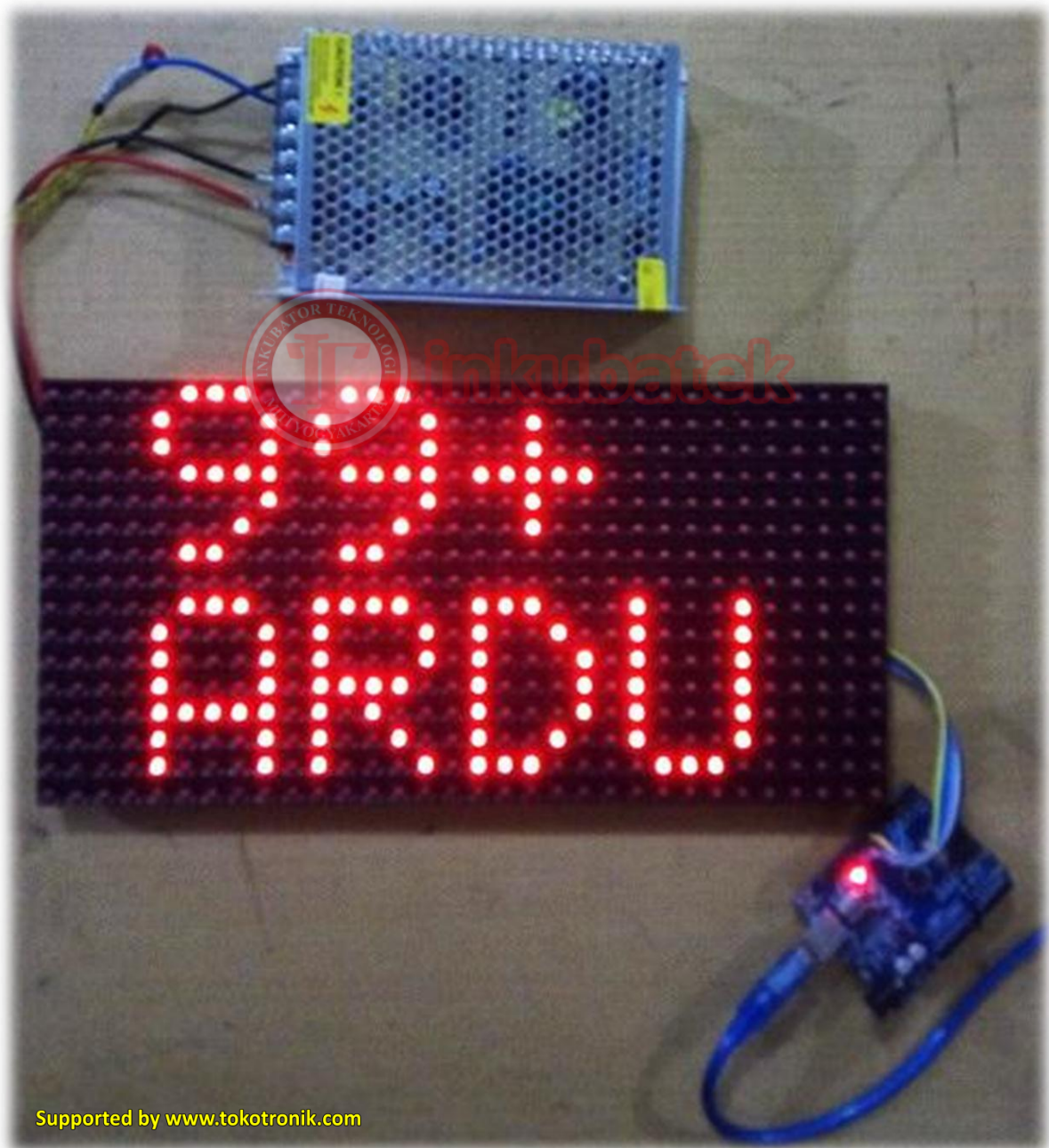
    dmd.drawString(4,8,"ARDU", 4, GRAPHICS_NORMAL );

    delay(5000);

}
```

Jalannya Alat :

Pada modul LED Dot Matrix P10 akan tampil tulisan "99+ ARDU ".



Jika akan mengganti tulisan, cukup ganti string yang ada di program :

```
dmd.drawString(4,0,"99+", 4, GRAPHICS_NORMAL );
```

```
dmd.drawString(4,8,"ARDU", 4, GRAPHICS_NORMAL );
```

```
void loop(void)
{
  dmd.clearScreen( true );
  dmd.selectFont(SystemFont5x7); |
  dmd.drawString(4,0,"99+", 4, GRAPHICS_NORMAL );
  dmd.drawString(4,8,"ARDU", 4, GRAPHICS_NORMAL );
  delay(5000);
}
```

Ganti Tulisan Disini

