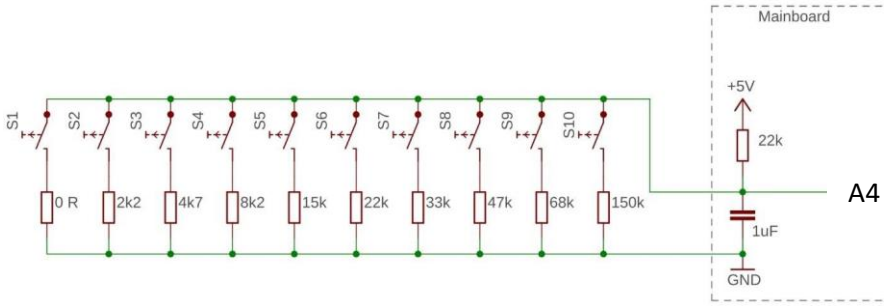
MLL PushButton v1.0 (add)

- 10 entries (1 PCB)
  - IC2 and C3 = NA
  - Place Jumper on position J10
- More than 10 entries (multiple PCB's)
  - Place Jumper on last position/PCB in a row, of last used entry (max. at position J10 at last PCB)
  - Place Jumper on position J9 of first and every second last PCB
- Resistor R2 (47KΩ) only on first PCB !
- Resistor R1 + LED1 only if desired
- Connector CON3 only when used for Analog key (A4) - Day/Night (A5) at PCB of your choice
  - Remark.: as close as possible to the MobaLedLib base PCB (MobaLedLib_v3.x)
- A4 (SDA) – Analog Key
  - Define the output port in Excel
    - // Set_SwitchA_InpLst(A4)

Actief	Filter	Adres of naam	Type	Start waar de	Beschrijving	Verdeler nummer	Slot nummer	Verlichting, geluid of andere effecten	Start LedNr	LEDs	InCnt	Loc InCh	LED Kanal
✓								// Set_SwitchA_InpLst(A4)			0	0	

  - MobaLedLib base PCB (v3.x)
    - Resistor R15 = 22KΩ
    - Capacitor C19 = 1µF



- A5 (SCL) – Day/Night
  - Define the output port in Excel
    - // Set_LDR_Pin_Number(A5)

Actief	Filter	Adres of naam	Type	Start waar de	Beschrijving	Verdeler nummer	Slot nummer	Verlichting, geluid of andere effecten	Start LedNr	LEDs	InCnt	Loc InCh	LED Kanal
✓								// Set_LDR_Pin_Number(A5)			0	0	

  - MobaLedLib base PCB (v3.x)
    - Resistor R16 = 33KΩ (LDR: 5537) – default !
      - Different values for other LDR

        <u>LDR - Resistor</u>

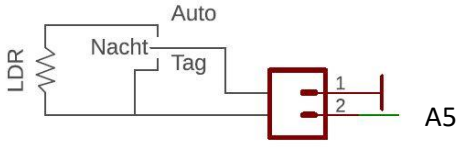
        5506 – 4K7Ω

        5516 – 8K2Ω

        5526 – 15KΩ

        5528 – 15KΩ

        5537 – 33KΩ
    - Capacitor C20 = NA



  - Parts to be placed depending on choice or need
    - R1, R2, C3, LED1, CON3 and IC2