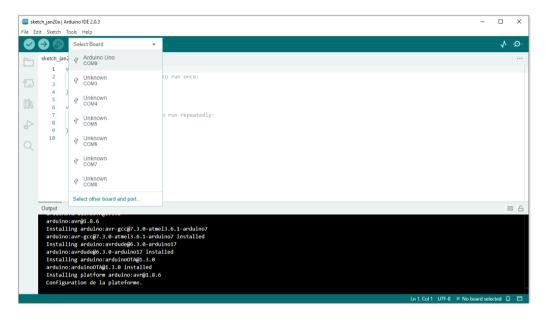
How to use Arduino IDE to upload CyanoTimer program to an Arduino Uno

During installation (at least on a computer running Windows) you will be asked to approve installation of various drivers, and a change in firewall rules.

You can also find documentation here: https://docs.arduino.cc/software/ide-v2

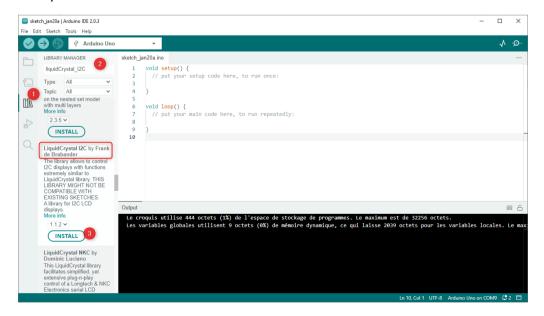
It's time to plug your Arduino into one USB port of your computer. In most case you won't see anything else that one or two LEDs turned on.

Open the list box « Select Board » and select « Arduino Uno »



Now it is time to install the LiquidCrystal library that will handle for us all the communication with the LCD module.

Click on the « Library » icon on the left menu, type « LiquidCrystal I2C » in the search field, scroll down to find « LiquidCrystal I2C by Franck de Brabander » and click « Install »



You should see a confirmation message after a succesfull install:



Now select the content of the file « CyanoTimer.ino » and paste it into Arduino IDE :

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infinited "LiquidCrystal_12C.h" // Used to pilot 12C controler of the LCD screen

arinclude "LEPROM.h" // Used to memorize timer value after shut off

A // Using 0x27 as address value, check specifications of yours

LiquidCrystal_12C LCD(0x27,16,2); // defining LCD screen type to 16 x 2

A // Constant used for digital input

a const byte BtnPlusPin = 4;

const byte BtnPlusPin = 2;

const byte BtnRiserPin = 2;

// If this pin is connected to *VCC, the program will not try to read temperature sensor values or control the relay for fan control const byte DisableTempin = 7;

// Constants used for digital outputs

// Constants used for digital outputs

// Constants used for digital outputs

// Const byte CaddRelayPin = 9;

// Const byte CaddRelayPin = 18;

Output

Le croquis wtilise 8392 octets (26%) de l'espace de stockage de programmes. Le maximum est de 32256 octets.

Les variables globales utilisent 872 octets (42%) de mémoire dynamique, ce qui laisse 1176 octets pour les variables locales. Le maximum est de 2048 octets
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Click on the « Upload » button to compile and upload the program to the Arduino :



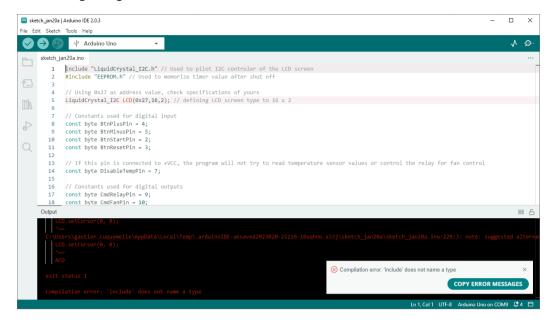
The software will compile the program:



Then upload to the Arduino:



If you see some errors, check that you don't miss a character when pasting the code (example behind : missing « # » character at the beginning of the first line :



Check also in the library module that « LiquidCrystal I2C » is properly installed :

