#include<Servo.h>

#include <LiquidCrystal.h>

LiquidCrystal lcd(12, 11, 10, 9, 8, 7); // pinos Lcd

#define servo1 2

#define servo2 3

#define servo3 4

#define servo4 5

Servo ser1;

Servo ser2;

Servo ser3;

Servo ser4;

void setup()

{

pinMode(servo1, OUTPUT);

pinMode(servo2, OUTPUT);

pinMode(servo3, OUTPUT);

pinMode(servo4, OUTPUT);

ser1.write(0);

ser1.attach(servo1);

ser2.write(0);

ser2.attach(servo2);

ser3.write(0);

ser3.attach(servo3);

ser4.write(0);

ser4.attach(servo4);

lcd.begin(16, 2);

}

void loop()

{

int valPot1 = analogRead(A3);

int valPot2 = analogRead(A2);

int valPot3 = analogRead(A1);

int valPot4 = analogRead(A0);

valPot1 = map(valPot1,0, 1023, 0,180);

ser1.write(valPot1);

lcd.setCursor(0, 0);//posicao do pixelcoluna/linha

lcd.print("M1 ");//mensage dinamica Lcd

lcd.setCursor(3, 0);//posicao do pixelcoluna/linha

lcd.print(valPot1);//mensage dinamica Lcd

valPot2 = map(valPot2,0, 1023, 0,180);

ser2.write(valPot2);

lcd.setCursor(8, 0);//posicao do pixelcoluna/linha

lcd.print("M2 ");//mensage dinamica Lcd

lcd.setCursor(11, 0);//posicao do pixelcoluna/linha

lcd.print(valPot2);//mensage dinamica Lcd

valPot3 = map(valPot3,0, 1023, 0,180);

ser3.write(valPot3);

lcd.setCursor(0, 1);//posicao do pixelcoluna/linha

lcd.print("M3 ");//mensage dinamica Lcd

lcd.setCursor(3, 1);//posicao do pixelcoluna/linha

lcd.print(valPot3);//mensage dinamica Lcd

valPot4 = map(valPot4,0, 1023, 0,180);

ser4.write(valPot4);

lcd.setCursor(8, 1);//posicao do pixelcoluna/linha

lcd.print("M4 ");//mensage dinamica Lcd

lcd.setCursor(11, 1);//posicao do pixelcoluna/linha

lcd.print(valPot4);//mensage dinamica Lcd

delay(1000); // Wait for 1000 millisecond(s)

}





