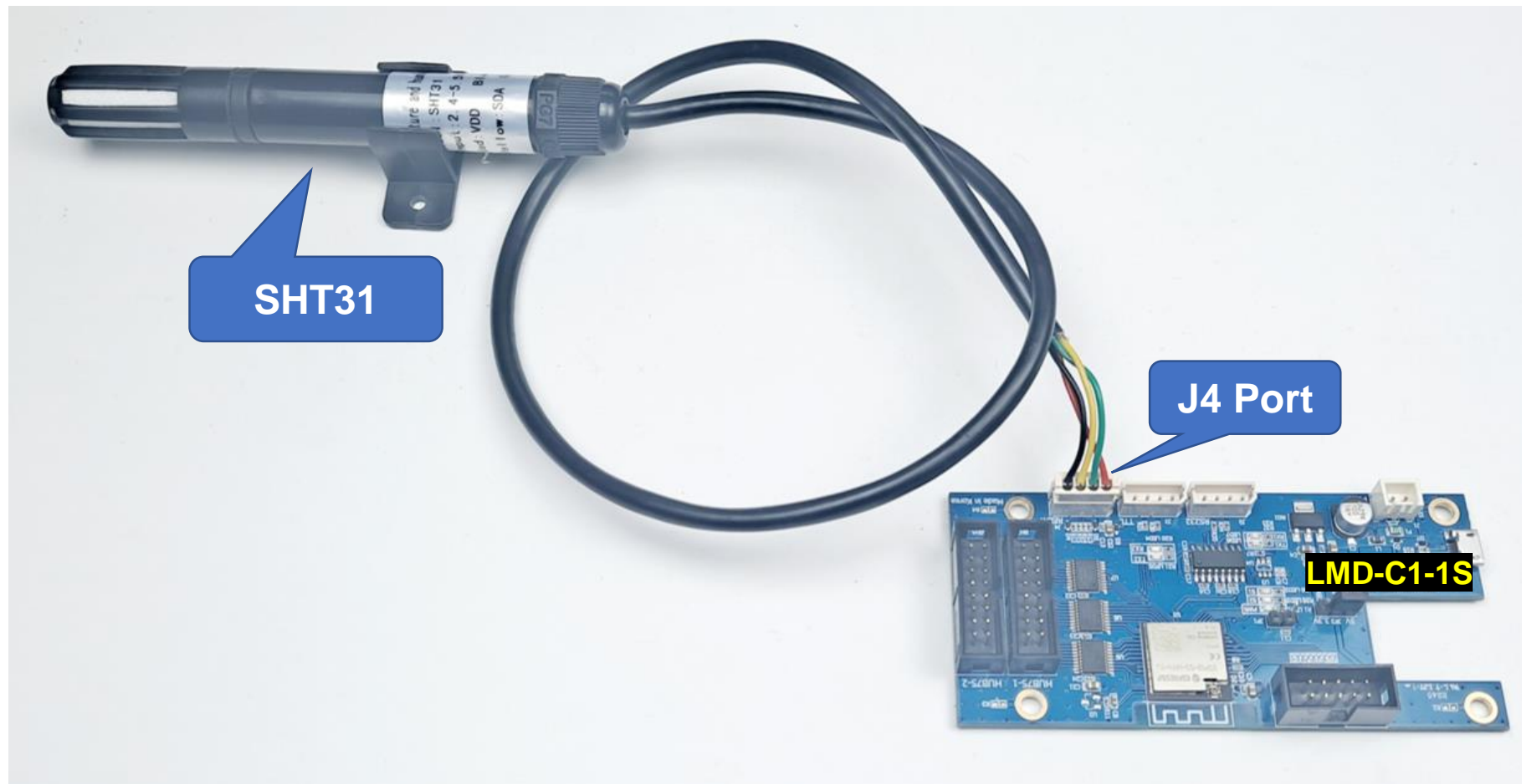
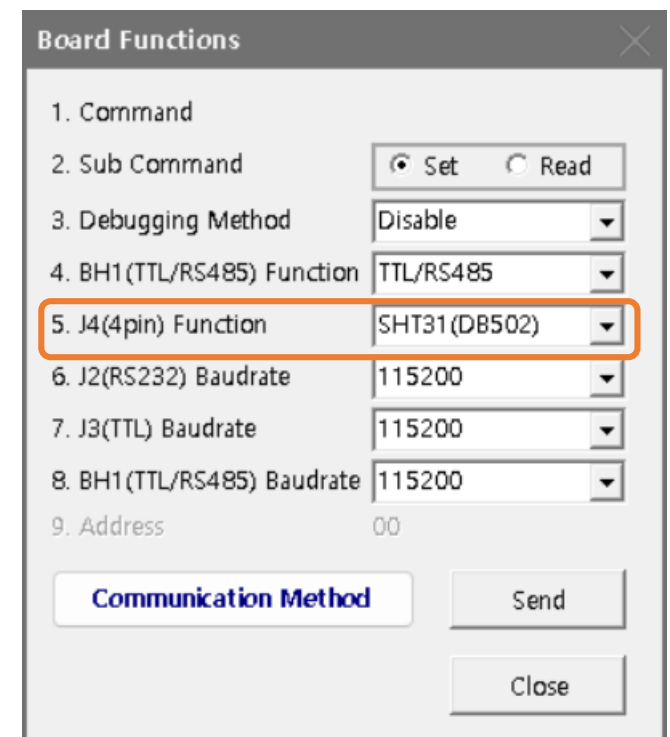


How to Display Temperature and Humidity

This explains how to connect the temperature and humidity sensor to the LMD controller(only apply to [LMD-C1](#)) and display it on the LED signboard(Ex. "96x32" pixel screen) as the picture right. The temperature and humidity sensor "SHT31" can be easily purchased at www.aliexpress.com or from us.



1. Connect the controller's port "J4" to the SHT31 cable as below.
>> 5V-red, D2-green, D1-yellow, GND-black
2. Connect your LED signboard to the PC by RS232 cable, and turn on the power.
3. Run [DABIT Protocol Simulator](#), set the communication and proceed as follows:
 - ① set "J4" port function to "SHT31" according to "[DABIT Simulator Manual, A-9-2](#)".
 - ② Click "ASCII Protocol" tab, and enter/send the following packet.



!**[000/C2Temp:/C1/I35/C2/U164/C2Humi: /C1/I37/C2/U037!]**

☞ **I35, I37** : protocol to import the information data

For details, refer to "[LMD Protocol Document, Attach.2](#)".

☞ **/U164, /U037** : protocol to import the special character font

For details, refer to "[LMD Protocol Document, Attach.3](#)".

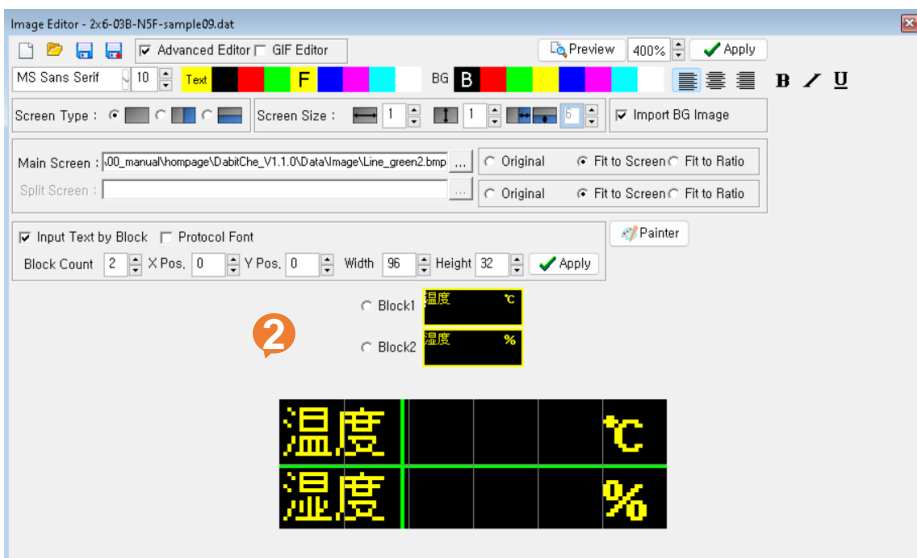
How to Display Temp. & Humidity on the background image

Here, we explain the method for displaying the temperature & humidity read from the “SHT31” sensor in the background image.

It is assumed that the communication (RS232/485, Ethernet) is established between the Windows PC and the LED signboard (2-row x 6-column, basis).



1. Run the [Dabitchae software](#).
2. Refer to “[DabitChe Manual, Chapter 3.8](#)” and create an Image file.
3. Referring to “[DabitChe Manual, Chapter 4](#)”, register the Image File created in the above step to the “BackGround Playlist” file and then upload it to the LED sign. Here, it is assumed that it is registered as the “9th” file of “BG Playiist”.



4. Run DABIT Protocol Simulator .
5. Click “ASCII Protocol” tab, and enter/send the following two packets.

```
![000/P0000/X0900/Y0004/B009/C1/I35!]
![000/P0001/X0900/Y0408/C1 /I37/C2!]
```

☞ **/P0000, /P0001** : Section number >>For details, refer to “[LMD Protocol Document, chapter 6.1.5](#)”.

☞ **/B009** : Image number in the BG Playlist >>refer to “[LMD Protocol Document, chapter 5.15](#)”.

☞ **/I35, /I37** : protocol to import the information data >>refer to “[LMD Protocol Document, Attach.2](#)”.