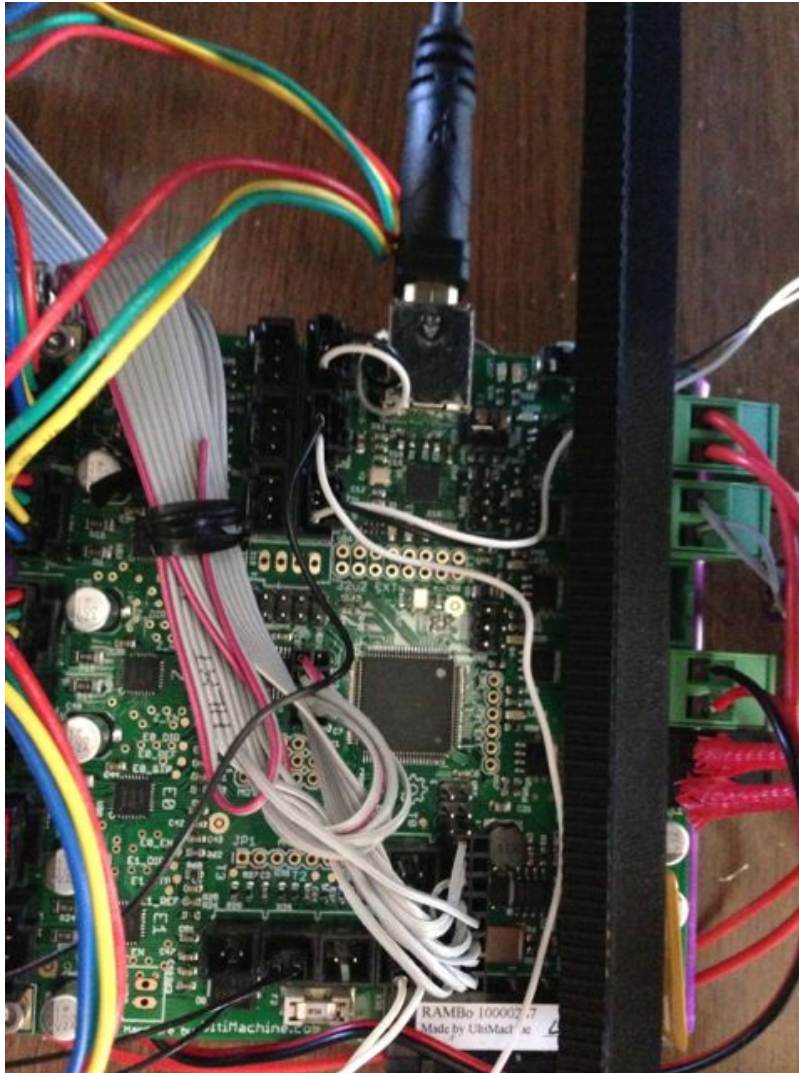


First, you need to build a wiring harness to connect the Rambo headers to the rebrapdiscount lcd. I took the short ribbon cables provided and hacked off the end. The I took a 2x4 crimp connector housing to use for the SPI connection and a 2x8 crimp connector housing to use for the Extension 2 connection. In the table below, the rebrap discount A connector is also labeled EXP1 and the B connector is labeled EXP2. The connectors when completed should map to the following:

SPI Connector			
Rebrapdisc Pin	Rambo Pin	Rambo Pin	Rebrapdisc Pin
A10	VCC	X	
B1	MISO	MOSI	B6
B2	SCK	SS	B4
A9	GND	X	

Extension 2 Connector					
Function	Rebrapdisc Pin	Rambo Pin	Rambo Pin	Rebrapdisc Pin	Function
	X	VCC	VCC	X	
	X	GND	GND	X	
RS	A4	PG4	PH7	X	
EN	A3	PG3	PH2	X	
D4	A5	PJ2	PD6	X	
D5	A6	PJ3	PD5	X	
D6	A7	PJ7	PD4	B7	SDCARDDETECT
D7	A8	PJ4	PE7	B8	KILL_PIN
BTN_ENC1	B3	PJ5	PE6	A1	BEEPER
BTN_ENC2	B5	PJ6	PE2	A2	BTN_ENC

The completed cable (plugged in) should look like the following:



You'll note the connector at the upper left is the SPI and the one close to the bottom is the Extension 2 connector. I've only used a 2x8 connector in the picture because I didn't have a 2x10 handy.

Next, you need to modify the arduino environment. Find your pins_arduino.c in the hardware/arduino/cores/arduino/ folder. Look at line 202 for the following stanza:

```
PK , // PK 7 ** 69 ** A15  
};
```

You need to add the lines to make it look like:

```
PG , // PG 4 ** 70 ** D50  
PG , // PG 3 ** 71 ** D51  
PJ , // PJ 2 ** 72 ** D52  
PJ , // PJ 3 ** 73 ** D53
```

```

PJ , // PJ 7 ** 74 ** D54
PJ , // PJ 4 ** 75 ** D55
PJ , // PJ 5 ** 76 ** D56
PJ , // PJ 6 ** 77 ** D57
PE , // PE 2 ** 78 ** D58
PE , // PE 6 ** 79 ** D59
PE , // PE 7 ** 80 ** D60
PD , // PD 4 ** 81 ** D61
};

```

Then, you need to go down to line 289 which should look like this:

```

_BV(7) , // PK 7 ** 69 ** A15
};

```

Make it look like the following:

```

_BV(7) , // PK 7 ** 69 ** A15
_BV(4) , // PG 4 ** 70 ** D50
_BV(3) , // PG 3 ** 71 ** D51
_BV(2) , // PJ 2 ** 72 ** D52
_BV(3) , // PJ 3 ** 73 ** D53
_BV(7) , // PJ 7 ** 74 ** D54
_BV(4) , // PJ 4 ** 75 ** D55
_BV(5) , // PJ 5 ** 76 ** D56
_BV(6) , // PJ 6 ** 77 ** D57
_BV(2) , // PE 2 ** 78 ** D58
_BV(6) , // PE 6 ** 79 ** D59
_BV(7) , // PE 7 ** 80 ** D60
_BV(4) , // PD 4 ** 81 ** D61
};

```

Basically, this maps the ports from Extension 2 so that they can be referenced as pins from the arduino libraries.

Next, you'll need to open up the firmware to make the appropriate modifications. First, open up the fastio.h file. Go to line 1387 and insert the following lines:

```

#define DIO76_PIN PINJ5
#define DIO76_RPORT PINJ
#define DIO76_WPORT PORTJ
#define DIO76_DDR DDRJ
#define DIO76_PWM NULL

#define DIO77_PIN PINJ6
#define DIO77_RPORT PINJ
#define DIO77_WPORT PORTJ
#define DIO77_DDR DDRJ
#define DIO77_PWM NULL

```

```

#define DIO78_PIN          PINE2
#define DIO78_RPORT PINE
#define DIO78_WPORT       PORTE
#define DIO78_DDR          DDRE
#define DIO78_PWM          NULL

#define DIO79_PIN          PINE6
#define DIO79_RPORT PINE
#define DIO79_WPORT       PORTE
#define DIO79_DDR          DDRE
#define DIO79_PWM          NULL

#define DIO80_PIN          PINE7
#define DIO80_RPORT PINE
#define DIO80_WPORT       PORTE
#define DIO80_DDR          DDRE
#define DIO80_PWM          NULL

#define DIO81_PIN          PIND4
#define DIO81_RPORT PIND
#define DIO81_WPORT       PORTD
#define DIO81_DDR          DDRD
#define DIO81_PWM          NULL

```

Next, you'll need to open up your configuration.h file. You need to add the appropriate lcd sections within the Rambo motherboard section.

Go to line 250 and insert the following lines:

```

//LCD and SD support
//#define ULTRA_LCD //general lcd support, also 16x2
//#define SDSUPPORT // Enable SD Card Support in Hardware Console

//#define ULTIMAKERCONTROLLER //as available from the ultimaker online store.
#define ULTIPANEL //the ultipanel as on thingiverse

#ifndef ULTIMAKERCONTROLLER //automatic expansion
#define ULTIPANEL
#define NEWPANEL
#endif

#ifndef ULTIPANEL
#define NEWPANEL //enable this if you have a click-encoder panel
#define SDSUPPORT
#define ULTRA_LCD
#define LCD_WIDTH 20
#define LCD_HEIGHT 4

// Preheat Constants
#define PLA_PREHEAT_HOTEND_TEMP 170
#define PLA_PREHEAT_HPB_TEMP 60

```

```

#define PLA_PREHEAT_FAN_SPEED 0 // Insert Value between 0 and 255

#define ABS_PREHEAT_HOTEND_TEMP 240
#define ABS_PREHEAT_HPB_TEMP 100
#define ABS_PREHEAT_FAN_SPEED 255 // Insert Value between 0 and 255

#else //no panel but just lcd
#define ULTRA_LCD
#define LCD_WIDTH 16
#define LCD_HEIGHT 2
#endif
#endif

```

Lastly, you'll need to modify your pins.h to reflect the modifications that you added. Starting at line 1204, you should include the following text:

```

#define SDPOWER -1
#define SDSS 53
#define LED_PIN 13
#define FAN_PIN 8
#define PS_ON_PIN 4
#define KILL_PIN 80
#define SUICIDE_PIN -1 //PIN that has to be turned on right after start, to keep
power flowing.

#define ULTRA_LCD

#define NEWPANEL
//arduino pin which triggers an piezzo beeper
#define BEEPER 79 // Beeper on AUX-4

#define LCD_PINS_RS 70
#define LCD_PINS_ENABLE 71
#define LCD_PINS_D4 72
#define LCD_PINS_D5 73
#define LCD_PINS_D6 74
#define LCD_PINS_D7 75

//buttons are directly attached using AUX-2
#define BTN_EN1 76
#define BTN_EN2 77
#define BTN_ENC 78 //the click

#define BLEN_C 2
#define BLEN_B 1
#define BLEN_A 0

#define SDCARDDETECT 81 // Ramps does not use this port

//encoder rotation values
#define encrot0 0
#define encrot1 2
#define encrot2 3

```

```

#define encrot3 1

#else //old style panel with shift register
//arduino pin witch triggers an piezzo beeper
#define BEEPER 33      No Beeper added

//buttons are attached to a shift register
// Not wired this yet
//#define SHIFT_CLK 38
//#define SHIFT_LD 42
//#define SHIFT_OUT 40
//#define SHIFT_EN 17

#define LCD_PINS_RS 75
#define LCD_PINS_ENABLE 17
#define LCD_PINS_D4 23
#define LCD_PINS_D5 25
#define LCD_PINS_D6 27
#define LCD_PINS_D7 29

//encoder rotation values
#define encrot0 0
#define encrot1 2
#define encrot2 3
#define encrot3 1

//bits in the shift register that carry the buttons for:
// left up center down right red
#define BL_LE 7
#define BL_UP 6
#define BL_MI 5
#define BL_DW 4
#define BL_RI 3
#define BL_ST 2

#define BLEN_B 1
#define BLEN_A 0
#endif
#endif //ULTRA_LCD

#endif

```

And that's it. When you power up it all should work!