

AZSMZ lcd connector sorting

pin layout	rrd_glcd EXP1	smoothieware config.tx	azsmz mini lcd	azsmz AUX2	smoothieware config.tx	value
1	BEOPER	panel.buzz_pin	SPK	P1.30	panel.buzz_pin	1.30
2	BTN ENC	panel.click_button_pin	ENC_CLK	P3.26	panel.click_button_pin	3.26!^
3	LCDE	panel.spi_channel	RESET	P1.23	kill_button_pin	1.23^
4	LCDRS	panel.spi_cs_pin	LCD-CS	P1.22		
5	LCD4	panel.spi_channel	ENC_B	P1.25	panel.encoder_b_pin	1.25!^
6	LCD5		LCD_A0	P2.6		
7	LCD6		ENC_A	P1.27	panel.encoder_a_pin	1.27!^
8	LCD7		NC	P0.26		
9	GND		GND	GND		
10	VCC		VCC	VCC		
pin layout	rrd_glcd EXP2	smoothieware config.tx	azsmz mini lcd	azsmz AUX3	smoothieware config.tx	value
1	PB3 (MISO)		TX	RX		
2	PB1 (SCK)		RX	TX		
3	BTN EN2	panel.encoder_a_pin	NC	P1.31		
4	SD CSEL		CD	P3.25		
5	BTN EN1	panel.encoder_b_pin	MISO	MISO1		
6	PB2 (MOSI)		MOSI	MOSI1	panel.spi_channel (3)	0
7	SD DET		SCK	SCK1	panel.spi_channel (5)	0
8	RESET	panel.button_pause_pin	SEL	SSEL1	panel.spi_cs_pin	SSEL1
9	GND		NC	SDA		
10	KILL	kill_button_pin	NC	SCL		
For kill switch, add following rules to config.txt:						
kill_button_enable	true	# OK set to true to enable a kill button				
kill_button_pin	1.23^	# OK kill button pin. default is same as pause button 2.12 (Add ^ for external buttons)				