

Hardware related documentation

- [Hardware Specification](#)

- Already almost complete and working

1. Hardware [LaFonera - LaFonera Plus](#)
2. Hardware [LaFonera - IR Receiver](#)
3. Hardware [LaFonera - LCD Screen](#)
4. Hardware [LaFonera - I2C-Bus](#)
5. Hardware [LaFonera - Case Modding - User generated modifications](#)
6. Hardware [LaFonera New Paint Job \(red pearl\) from Portugal](#) [La Fonera Paint Job](#)
7. Hardware [LaFonera - Battery-pack or car-Adaptor](#)
8. Hardware [LaFonera 2100 - Build a serial cable Port](#)
9. Hardware [LaFonera 2100 - Disassembling the LaFonera](#)
10. Hardware [LaFonera 2100 - Second Antenna Modification](#)
11. Hardware [LaFonera 2200 - Second Antenna Modification\[1\]](#)
12. Hardware [LaFonera - Cooling Fan MOD](#)
13. Hardware [LaFonera - Controlling AC-loads](#)
14. Hardware [LaFonera - Controlling AC-loads via web-interface](#)
15. Hardware [LaFonera - Logo Removal](#)
16. Hardware [LaFonera - Replace LEDs extreme!](#)
17. Hardware [LaFonera - 32MB SDRAM Mod](#)
18. Hardware [LaFonera - Power from USB](#)
19. Hardware [LaFonera - SD-card mod, SD/MMC kernel module/driver](#)

- Work in progress

1. Hardware [LaFonera - New Paint Job](#) - Now in Exciting New Colours.
2. Hardware [LaFonera - Coloured Chassis](#)
3. Hardware [LaFonera - USB-Mod](#) (Added info on adding a USB port to use for a serial console)
4. Hardware [LaFonera - Power-over-ethernet](#) (One solution presented)
5. Hardware [LaFonera - Roboter Controlling](#)

- Needs to be rewritten and tested!

On external pages - needs to be created in the dd-wrt-wiki (if up again :-)

1. Hardware [Modding La Fonera](#)

Category:LaFonera_Hardware_(en)

2. Hardware [LaFonera - Cooling Fan and Webservice](#)
3. Hardware [LaFonera Hardware USB to TTL \(original in japanese\) \[2\]](#)

- What should be made next as a tutorial? Do you have some ideas?

1. Hardware [LaFonera - JTAG Interface](#)
2. Hardware [LaFonera - Wireless RS232 serial port to Ethernet adapter](#)
3. Hardware [LaFonera - Input/Output - IO Pins at J1, J2 and SW1](#)