```
#include <Wire.h> // Wire Bibliothek hochladen;
#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd1(0x27, 16, 2);   //Displaytyp und Zeichenumfang 16 Zeichen in 2 Zeilen
LiquidCrystal_I2C lcd2(0x26, 16, 2);

int i, channel[6], rcValue[6], test;
#define SUMD_MAXCHAN 6
#define SUMD_BUFFSIZE SUMD_MAXCHAN*2 + 5
static uint8_t sumdIndex=0;
static uint8_t sumdSize=0;
static uint8_t sumd[SUMD_BUFFSIZE]={0};

void setup(){
  lcd1.begin();               // LCD wird gestartet
  lcd2.begin();
  Serial1.begin(115200);
}

void loop() {
  while (Serial1.available()) {
    int val = Serial1.read();
    test = val;
    if(sumdIndex == 0 && val != 0xA8) {continue; }
    if(sumdIndex == 2) {sumdSize = val;}
    if(sumdIndex < SUMD_BUFFSIZE) {sumd[sumdIndex] = val;}
    sumdIndex++;

    if(sumdIndex == sumdSize*2+5)
    { sumdIndex = 0;
      if (sumdSize > SUMD_MAXCHAN) sumdSize = SUMD_MAXCHAN;
      for (uint8_t b = 0; b < sumdSize; b++){
      rcValue[b] = ((sumd[2*b+3]<<8) | sumd[2*b+4])>>3;
      if (rcValue[b] > 750 && rcValue[b] < 2250){channel[b] = rcValue[b];}  //filter
    }}

  }

 debug();
}

void debug(){
  lcd1.setCursor(0,0);
//  lcd.print("               ");
  lcd1.setCursor(0,0);
  lcd1.print(channel[0]);
  lcd1.setCursor(5,0);
  lcd1.print(channel[1]);
  lcd1.setCursor(10,0);
  lcd1.print(channel[2]);
  lcd1.setCursor(0,1);
//  lcd.print("               ");
  lcd1.setCursor(0,1);
  lcd1.print(channel[3]);
  lcd1.setCursor(5,1);
  lcd1.print(channel[4]);
  lcd1.setCursor(10,1);
  lcd1.print(channel[5]);
//  lcd2.setCursor(0,0);
//  lcd2.print(test);

delay(50);
}
```