LiquidCrystal Display Cheat Sheet

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Declaration

LiquidCrystal(rs, enable, d4, d5, d6, d7)	RW pin can be tied to ground
LiquidCrystal lcd(12, 11, 10, 5, 4, 3, 2);	Create lcd Object; 12 is RS, 2 is D7
lcd.begin(16, 2)	Inital 1602 LCD
lcd.begin(20, 4)	Inital 2004 LCD

Display

lcd.write(data)	Write a character to the LCD
lcd.print("hello, world!")	
lcd.print(data, BIN)	
lcd.print(data, DEC)	
lcd.print(data, HEX)	
lcd.display()	Turns on the LCD display
lcd.noDisplay()	Turns off the LCD display

Cursor

lcd.home()	Reset the cursor position
lcd.clear()	Clear screen, Reset cursor
lcd.setCursor(9, 1)	Set cursor to row 2 col 10, 0 is the first
lcd.cursor()	Display Cursor
lcd.noCursor()	Hide Cursor.
lcd.blink()	Blinking Cursor
lcd.noBlink()	Turns off the blinking cursor

Position

lcd.scrollDisplayLeft()	One space to the left
lcd.scrollDisplayRight()	One space to the right
lcd.autoscroll()	
lcd.noAutoscroll()	Turns off automatic scrolling
lcd.leftToRight()	Set the direction for text (Default)
lcd.rightToLeft()	Set the direction for text

Custom

lcd.createChar(num, data)	Create a custom character, num (0-7), data is byte array

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Sample Code 1

```
#include <LiquidCrystal.h>
Liquid Crystal lcd(12, 11, 10, 5, 4, 3, 2);
void setup()
{
    lcd.be gin (16,1);
    lcd.pr int ("hello, world! ");
}
void loop() {}
```

Custom Characters

```
#include <LiquidCrystal.h>
Liquid Crystal lcd(12, 11, 5, 4, 3, 2);
byte smiley[8] = {
    B00000,
    B10001,
    B00000,
    B00000,
    B10001,
    B01110,
    B00000,
};
void setup() {
    lcd.cr eat eCh ar(0, smiley);
    lcd.be gin(16, 2);
    lcd.wr ite (by te(0));
}
void loop() {}
```

Up to eight characters of 5x8 pixels are supported (numbered 0 to 7).

Library

https://github.com/arduino-libraries/LiquidCrystal