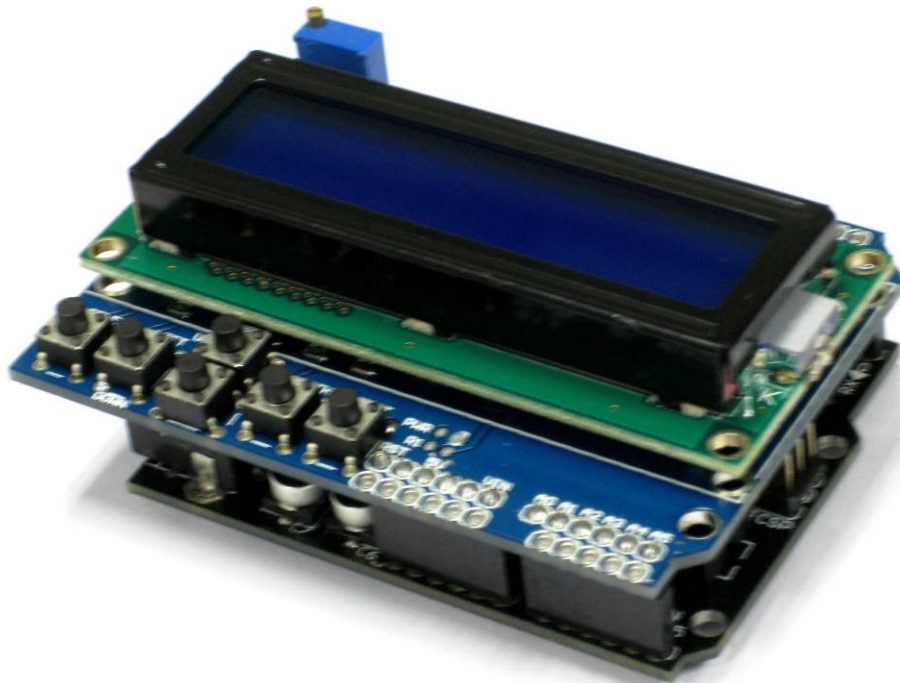




Shield-LCD With LCD4Bit_mod



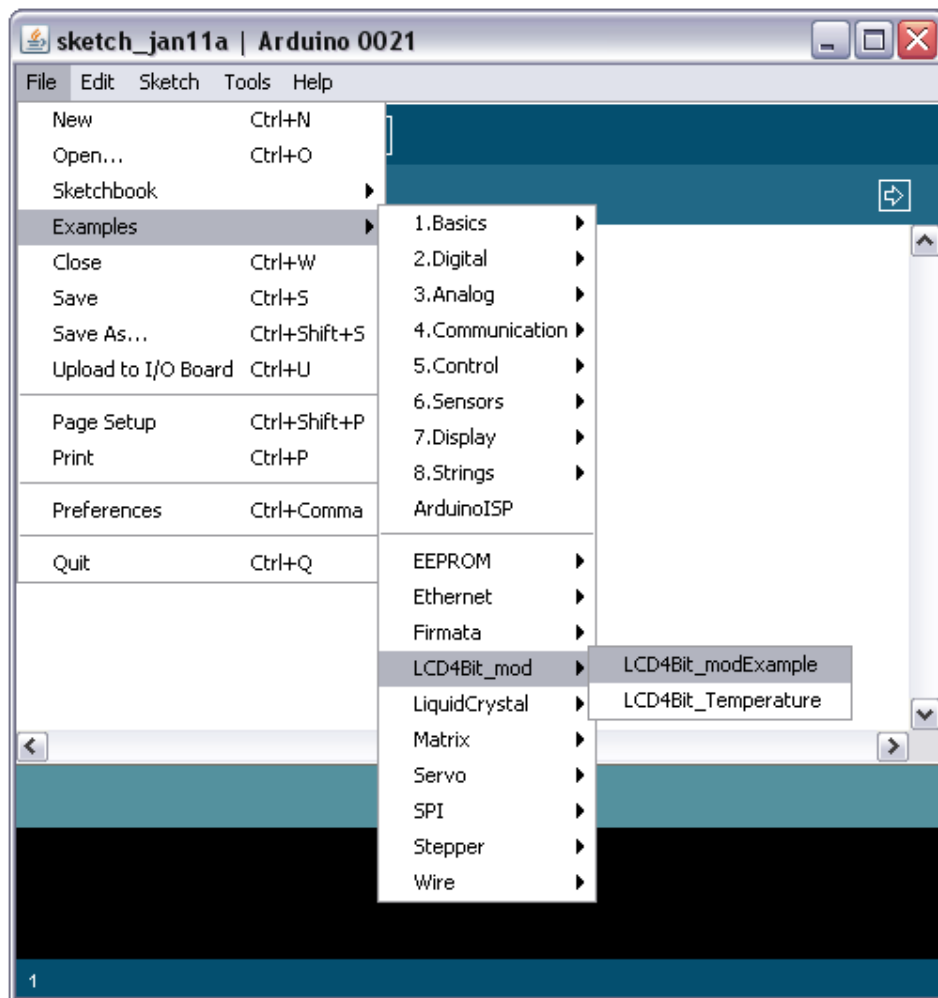
V1.0

Jan 2011

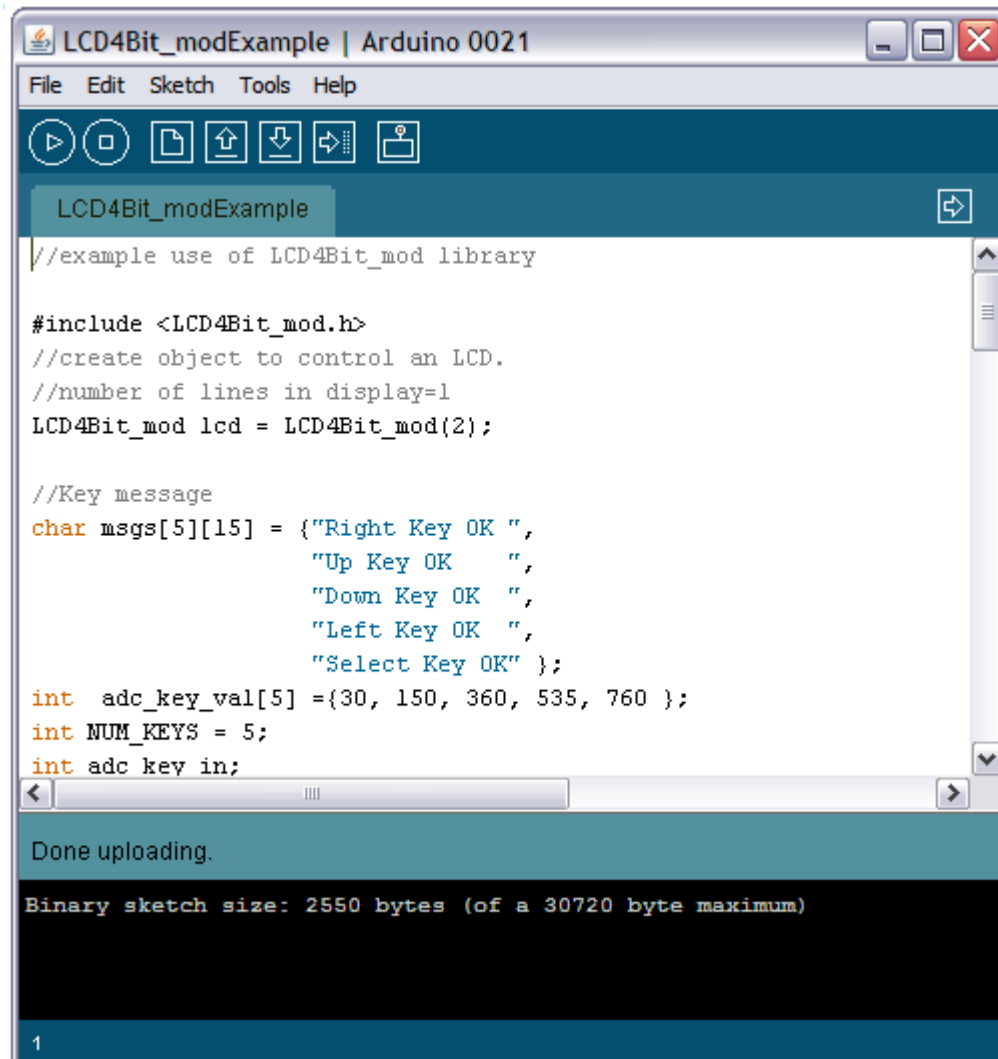
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Using LCD4Bit_mod library in Arduino IDE

1. Download the library from Cytron website and extract the file.
2. Copy and paste the folder into your Arduino libraries folder. The directories are \arduino-0021\libraries.
3. Launch Arduino IDE and go to *File > Example*. You can see LCD4Bit_mod example.



4. Select board and serial port for Arduino board at Tools tab.
5. Click upload to upload LCD4Bit example into Atmega chip. Figure below shown when uploading is done or success.



The screenshot shows the Arduino IDE interface with the sketch "LCD4Bit_modExample" open. The code in the editor is as follows:

```
//example use of LCD4Bit_mod library

#include <LCD4Bit_mod.h>
//create object to control an LCD.
//number of lines in display=1
LCD4Bit_mod lcd = LCD4Bit_mod(2);

//Key message
char msgs[5][15] = {"Right Key OK ",
                   "Up Key OK   ",
                   "Down Key OK ",
                   "Left Key OK  ",
                   "Select Key OK" };
int  adc_key_val[5] = {30, 150, 360, 535, 760 };
int  NUM_KEYS = 5;
int  adc key in;
```

Below the code editor, a status bar indicates "Done uploading." and a message box shows "Binary sketch size: 2550 bytes (of a 30720 byte maximum)". The page number "1" is visible at the bottom left of the IDE window.