程式：lcd1602\_I2C\_mills 顯示資料在LCD上

**開啟程式**lcd1602\_I2C\_mills

**程式位址：**<https://github.com/brucetsao/BruceCourses/blob/master/105ANQU_IOT/Code/lcd1602_I2C_mills/lcd1602_I2C_mills.ino>

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| #include <I2CIO.h>#include <LCD.h>#include <LiquidCrystal\_I2C.h>/\* YourDuino.com Example Software Sketch 16 character 2 line I2C Display ANOTHER NEW TYPE Marked "LCM1602 IIC A0 A1 A2" A0-A1-A2 are grounded so I2C Address is 0x20  terry@yourduino.com \*//\*-----( Import needed libraries )-----\*/ #include <Wire.h>#include <LCD.h>#include <LiquidCrystal\_I2C.h> // F Malpartida's NewLiquidCrystal library//Download: https://bitbucket.org/fmalpartida/new-liquidcrystal/downloads// Move original LiquidCrystal library elsewhere, copy this in it's place/\*-----( Declare Constants )-----\*/#define I2C\_ADDR 0x27 // Define I2C Address for the PCF8574T //---(Following are the PCF8574 pin assignments to LCD connections )----// This are different than earlier/different I2C LCD displays#define BACKLIGHT\_PIN 3#define En\_pin 2#define Rw\_pin 1#define Rs\_pin 0#define D4\_pin 4#define D5\_pin 5#define D6\_pin 6#define D7\_pin 7 #define LED\_OFF 1#define LED\_ON 0/\*-----( Declare objects )-----\*/ LiquidCrystal\_I2C lcd(I2C\_ADDR,En\_pin,Rw\_pin,Rs\_pin,D4\_pin,D5\_pin,D6\_pin,D7\_pin);// LiquidCrystal\_I2C lcd(0x27, 2, 1, 0, 4, 5, 6, 7, 3, POSITIVE); // 設定 LCD I2C 位址void setup() /\*----( SETUP: RUNS ONCE )----\*/{ lcd.begin (16,2); // initialize the lcd // Switch on the backlight lcd.setBacklightPin(BACKLIGHT\_PIN,POSITIVE); lcd.setBacklight(LED\_ON); lcd.backlight(); //Backlight ON if under program control lcd.setCursor(0,0); //Start at character 0 on line 0 lcd.print("Hello, world!");}// END Setupstatic int count=0;void loop() { lcd.setCursor(0,1); lcd.print("Realtek: "); lcd.print(count++) ; delay(1000);} // END Loop |

lcd1602\_I2C\_mills**程式重點解說**

* #include <I2CIO.h> I2C 函數
* #include <LCD.h> LCD函數
* #include <LiquidCrystal\_I2C.h> I2C版LCD函數
* #define I2C\_ADDR 0x27 設定LCD I2C位址
* lcd.begin (16,2); 設定LCD寬度與高度
* lcd.setBacklight(LED\_ON); 設定LCD背光
* lcd.backlight();啟動LCD背光
* lcd.setCursor(0,0); LCD歸零定位
* lcd.print(“Hello, world!”); 印出Hello World