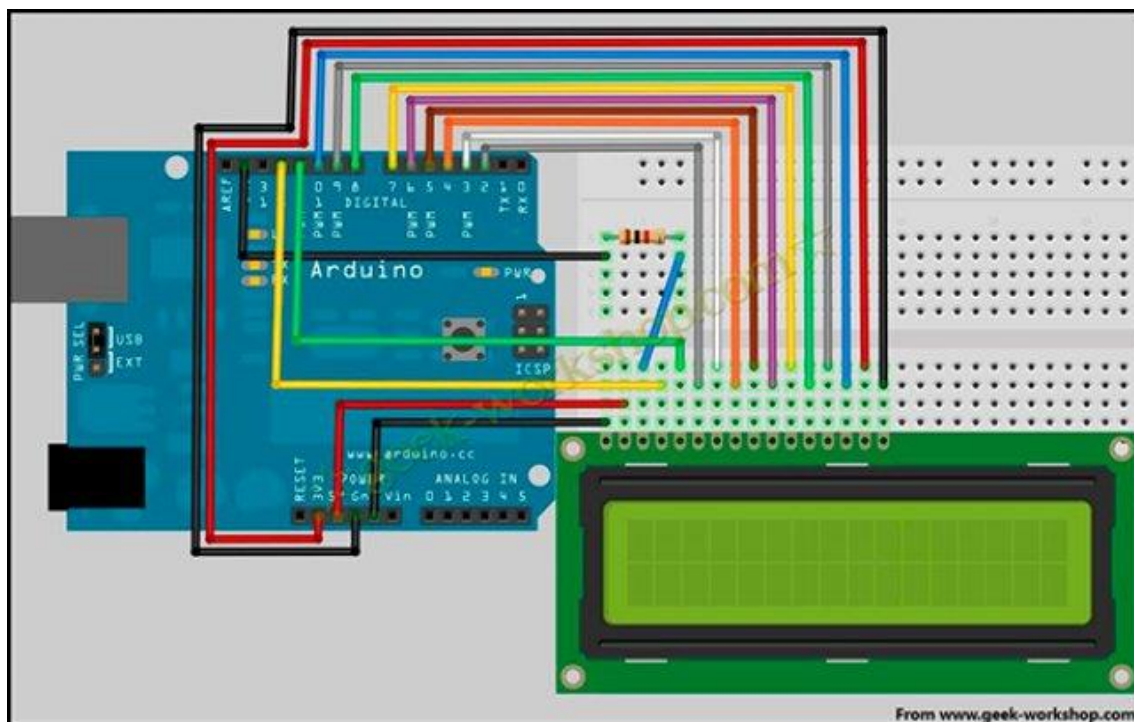


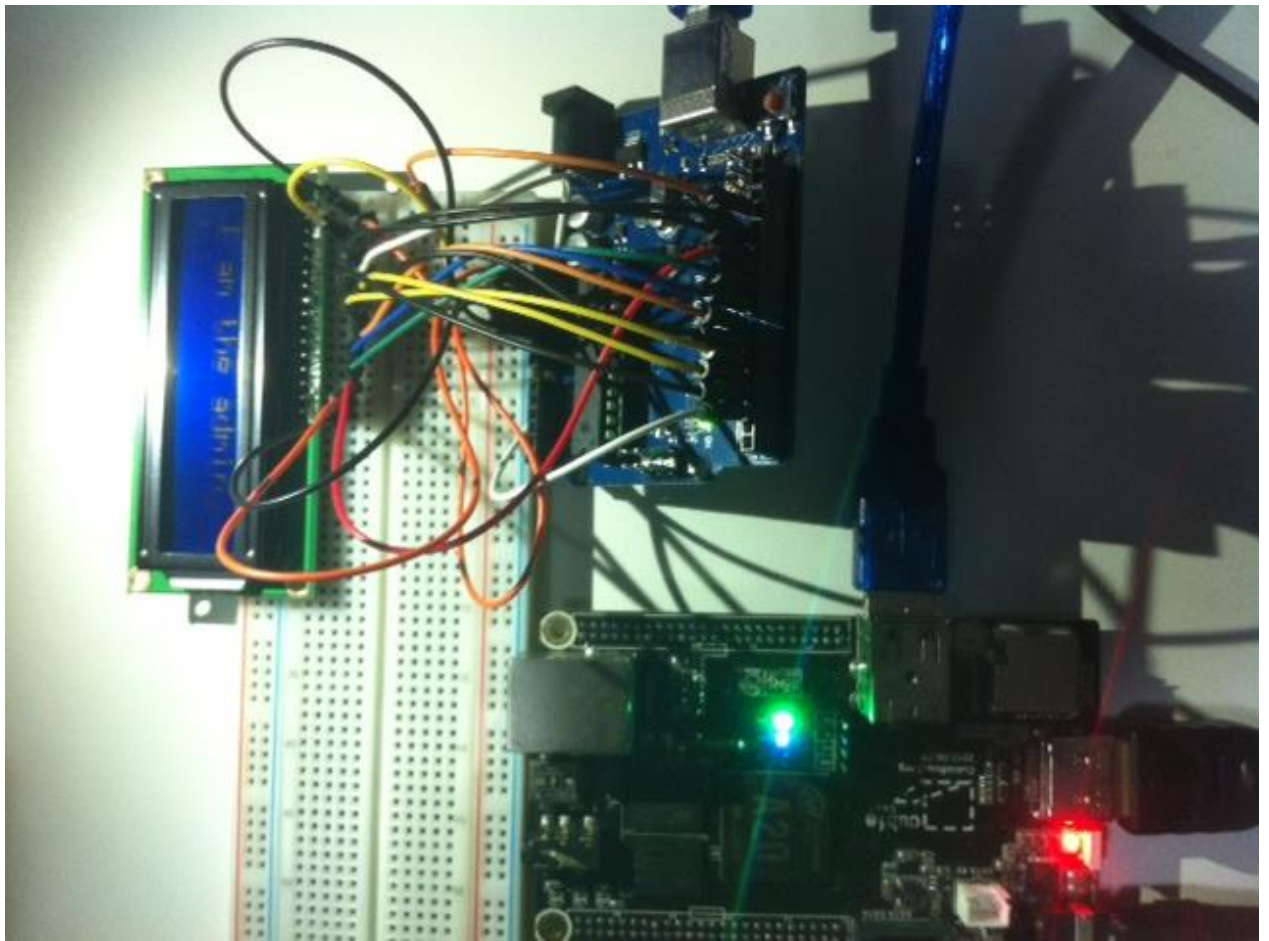


Sobre este artigo

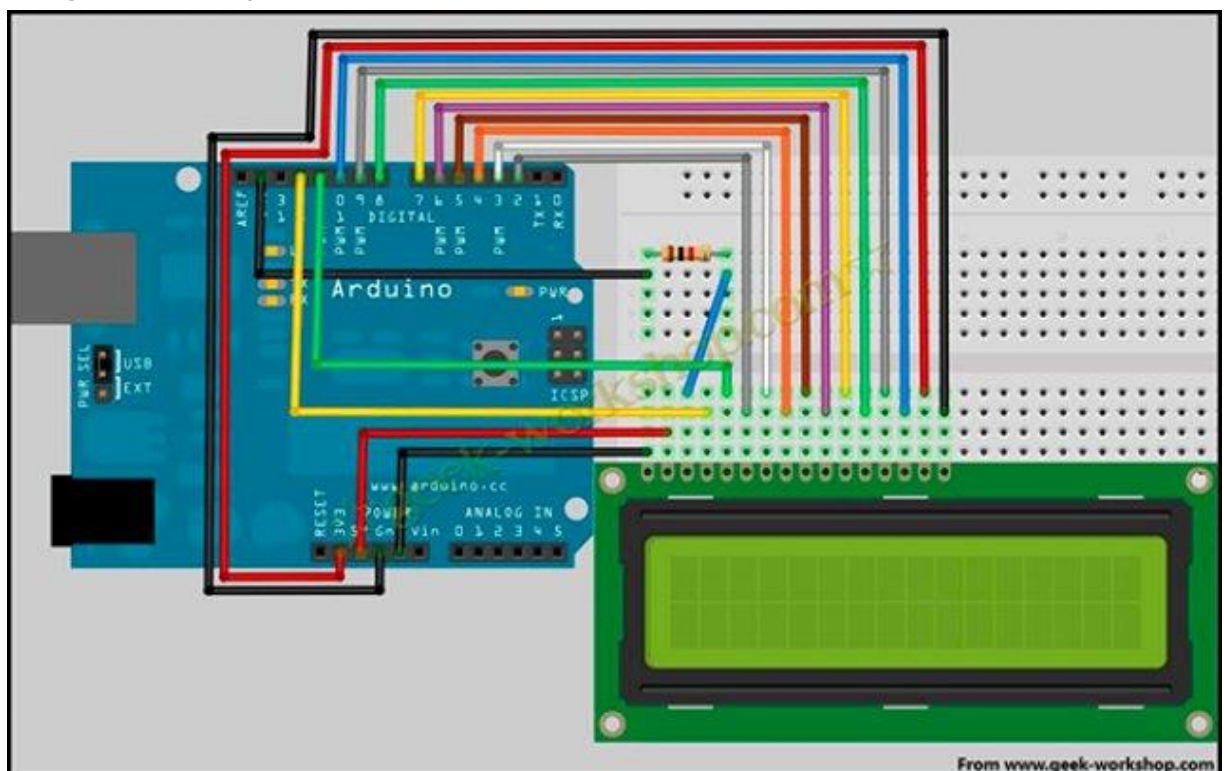
- Autor: aaron — aaron@cubietech.com — 2014/02/27 20:57
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- Contribuidores: [Cubieboard Community](#) : ...

Resumo

Como fazer isso, por favor consulte [light led](#) and [how to connect cubieboard and arduino](#)



Diagramas Esquemáticos





Source Code

```
int DI = 12;
int RW = 11;
int DB[] = {3, 4, 5, 6, 7, 8, 9, 10};

int Enable = 2;

void LcdCommandWrite(int value) {

    int i = 0;
    for (i=DB[0]; i <= DI; i++){
        digitalWrite(i,value & 01);
        value >>= 1;
    }
    digitalWrite(Enable,LOW);
    delayMicroseconds(1);
    digitalWrite(Enable,HIGH);
    delayMicroseconds(1);
    digitalWrite(Enable,LOW);
    delayMicroseconds(1);
}

void LcdDataWrite(int value) {
    int i = 0;
    digitalWrite(DI, HIGH);
    digitalWrite(RW, LOW);
    for (i=DB[0]; i <= DB[7]; i++) {
        digitalWrite(i,value & 01);
        value >>= 1;
    }
    digitalWrite(Enable,LOW);
    delayMicroseconds(1);
    digitalWrite(Enable,HIGH);
    delayMicroseconds(1);
    digitalWrite(Enable,LOW);
    delayMicroseconds(1);
}

void setup (void) {
    int i = 0;
    for (i=Enable; i <= DI; i++) {
        pinMode(i,OUTPUT);
    }
    delay(100);

    LcdCommandWrite(0x38);
    delay(64);
    LcdCommandWrite(0x38);
    delay(50);
```



```
LcdCommandWrite(0x38);
delay(20);
LcdCommandWrite(0x06);

delay(20);
LcdCommandWrite(0x0E);

delay(20);
LcdCommandWrite(0x01);
delay(100);
LcdCommandWrite(0x80);

delay(20);
}

void loop (void) {
    LcdCommandWrite(0x01);
    delay(10);
    LcdCommandWrite(0x80+3);
    delay(10);

    LcdDataWrite('W');
    LcdDataWrite('e');
    LcdDataWrite('l');
    LcdDataWrite('c');
    LcdDataWrite('o');
    LcdDataWrite('m');
    LcdDataWrite('e');
    LcdDataWrite(' ');
    LcdDataWrite('t');
    LcdDataWrite('o');
    delay(10);
    LcdCommandWrite(0xc0+1);
    delay(10);
    LcdDataWrite('g');
    LcdDataWrite('e');
    LcdDataWrite('e');
    LcdDataWrite('k');
    LcdDataWrite('-');
    LcdDataWrite('w');
    LcdDataWrite('o');
    LcdDataWrite('r');
    LcdDataWrite('k');
    LcdDataWrite('s');
    LcdDataWrite('h');
    LcdDataWrite('o');
    LcdDataWrite('p');
    delay(5000);
    LcdCommandWrite(0x01);
```



```
delay(10);
LcdDataWrite('I');
LcdDataWrite(' ');
LcdDataWrite('a');
LcdDataWrite('m');
LcdDataWrite(' ');
LcdDataWrite('h');
LcdDataWrite('o');
LcdDataWrite('n');
LcdDataWrite('g');
LcdDataWrite('y');
LcdDataWrite('i');
delay(3000);
LcdCommandWrite(0x02);
delay(10);
LcdCommandWrite(0x80+5);
delay(10);
LcdDataWrite('t');
LcdDataWrite('h');
LcdDataWrite('e');
LcdDataWrite(' ');
LcdDataWrite('a');
LcdDataWrite('d');
LcdDataWrite('m');
LcdDataWrite('i');
LcdDataWrite('n');
delay(5000);
}
```