Energia Library — Universal Color LCD BoosterPack

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

LCD_Colour
Class for LCD BoosterPack and Nokia 7110 screen 5

Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

LCD_Colour.h
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Terminal12.h
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Font library 11

Chapter 3

Class Documentation

3.1 LCD_Colour Class Reference

Class for LCD BoosterPack and Nokia 7110 screen.

`#include <LCD_Colour.h>`

Public Member Functions

- LCD_Colour ()

  Constructor with default pins.
- LCD_Colour (uint8_t pinChipSelect, uint8_t pinSerialClock, uint8_t pinSerialData, uint8_t pinDataCommand, uint8_t pinPushButton)

  Constructor with specific pins.
- void begin ()

  Initialise.
- String WhoAmI ()

  Request information about the screen.
- void clear ()

  Clear the screen.
- void setFont (uint8_t font=0)

  Switch backlight.
- void **setColour** (uint16_t colour)
- uint8_t fontX ()

  Font size, x-axis.
- uint8_t fontY ()

  Font size, y-axis.
- void text (uint8_t x, uint8_t y, String s)

  Draw ASCII text (row and line coordinates)
- boolean getButton ()

  Get button state.

3.1.1 Detailed Description

Class for LCD BoosterPack and Nokia 7110 screen.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 LCD_Colour::LCD_Colour ( )

Constructor with default pins.

Note

Default pins for LaunchPad
P2_2 = Chip Select
P2_4 = Serial Clock
P2_0 = Serial Data
P2_3 = Data/Command
P1_0 = Reset
P2_1 = Backlight
P2_5 = Push Button

3.1.2.2 LCD_Colour::LCD_Colour (uint8_t *pinChipSelect,* uint8_t *pinSerialClock,* uint8_t *pinSerialData,* uint8_t *pinDataCommand,* uint8_t *pinPushButton*)

Constructor with specific pins.

Parameters

pinChipSelect	Chip Select pin number
pinSerialClock	Serial Clock pin number
pinSerialData	Serial Data pin number
pinData-Command	Data Command pin number
pinReset	Reset pin number
pinBacklight	Backlight pin number
pinPushButton	Push Button pin number

3.1.3 Member Function Documentation

3.1.3.1 uint8_t LCD_Colour::fontX ( )

Font size, x-axis.

Returns

horizontal size of current font, in pixels

3.1.3.2 uint8_t LCD_Colour::fontY ( )

Font size, y-axis.

Returns

vertical size of current font, in pixels

3.1.3.3 boolean LCD_Colour::getButton ( )

Get button state.

Returns

true=pressed, otherwise false

Note

in case the button is pressed, debounce is checked

3.1.3.4 void LCD_Colour::setFont (uint8_t *font* = 0)

Switch backlight.

Parameters

flag	default=true backlight on, false off Select font
font	default=0=small, 1=large

3.1.3.5 void LCD_Colour::text (uint8_t *x*, uint8_t *y*, String *s*)

Draw ASCII text (row and line coordinates)

Parameters

x	row number, x-axis
y	line number, y-axis
s	text string

3.1.3.6 String LCD_Colour::WhoAmI ( )

Request information about the screen.

Returns

string with hardware version

The documentation for this class was generated from the following files:

- LCD_Colour.h
- LCD_Colour.cpp

Chapter 4

File Documentation

4.1 LCD_Colour.h File Reference

Library for LCD_Colour with Nokia 7110 display.

```
#include "Terminal6.h"
#include "Terminal12.h"
```

Include dependency graph for LCD_Colour.h:

Classes

- class LCD_Colour

  Class for LCD BoosterPack and Nokia 7110 screen.

Macros

- #define **LCD_Colour_h**
- #define **COLOR_16_BLACK** 0x0000
- #define **COLOR_16_BLUE** 0x001f
- #define **COLOR_16_RED** 0xf800
- #define **COLOR_16_GREEN** 0x07e0
- #define **COLOR_16_CYAN** 0x07ff
- #define **COLOR_16_MAGENTA** 0xf81f
- #define **COLOR_16_YELLOW** 0xffe0
- #define **COLOR_16_WHITE** 0xffff
- #define **COLOR_16_ORANGE** 0xfd20
- #define **COLOR_16_GRAY** 0xbdf7

4.1.1 Detailed Description

Library for LCD_Colour with Nokia 7110 display. Based on LCD BoosterPack by SugarAddict

Uses GLCD fonts

Push button on screen to turn backlight on / off

Developed with embedXcode

Author

Rei VILO
http://embeddedcomputing.weebly.com

Date

May 28, 2012

Version

release 102

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http://embeddedcomputing.weebly.com

See Also

- LCD BoosterPack by SugarAddict » Mon Jan 02, 2012 6:01 am
  http://www.43oh.com/forum/viewtopic.php?p=15140#p15140
- Fonts generated with MikroElektronika GLCD Font Creator 1.2.0.0
  http://www.mikroe.com

4.2 Terminal12.h File Reference

Font library.

This graph shows which files directly or indirectly include this file:

4.2.1 Detailed Description

Font library. Font Terminal 12 x 16

Developed with embedXcode

Author

Rei VILO
http://embeddedcomputing.weebly.com

Date

May 26, 2012

Version

100

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See Also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0
MikroeElektronika 2011 http://www.mikroe.com

4.3 Terminal6.h File Reference

Font library.

This graph shows which files directly or indirectly include this file:

4.3.1 Detailed Description

Font library. Font Terminal 6 x 8

Developed with embedXcode

Author

Rei VILO
http://embeddedcomputing.weebly.com

Date

May 26, 2012

Version

100

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See Also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0
MikroeElektronika 2011 http://www.mikroe.com