

JY-LKM1638 board library for Arduino
1.1.0

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Chapter 1

JY-LKM1638 7-segment display / button library for Arduino

This is a JY-MCU JY-LKM1638 library for Arduino.

This board supports:

- 3-wire serial interface
- TM1638 LED driver and key-scan chip
- Power: 3.3V .. 5V
- 8 digits 7-segment display
- 8 dual color LEDs
- 8 buttons

Order number

[Google.com](#)

[DX.com](#) SKU: 81873

[AliExpress.com](#)

[eBay.com](#)

Many more...

Note: This library has not been tested with a different "LED&KEY" board.

Hardware

Connect GND and +5V to the Arduino board.

Connect the following pins to the Arduino DIGITAL pins:

- DIO (Bi-directional data input/output)
- STB (Chip select)
- CLK (Clock)

Note: Some Arduino boards cannot deliver enough 5V power to drive the LED's.

Pins

Pin	LKM-1638	Arduino UNO / Nano / Mega2560 / Leonardo / Pro Micro	Node MCU	LOLIN32
1	VCC	5V (or 3.3V)	GND	GND
2	GND	GND	3V3	3V3
3	CLK	Digital pin 2	D2	0
4	DIO	Digital pin 3	D3	4
5	STB1	Digital pin 4	D4	5

Examples

Examples | JY-LKM1638:

- [Brightness](#)
 - * [Buttons](#)
 - * [Counter](#)
- [Date](#)
- [Demo](#)
 - * [Temperature](#)
- [TestLEDs](#)
 - * [Time](#)

Terms:

Segment: One LED in a 7-segment display
 Digit: One 7-segment display (Value 0..9 and A..F)
 Dot: The dot LED in a 7-segment digit
 Pos: Print position 0...7 (MSB bit 7: left .. LB bit 0: right)
 Radius: DEC for decimal, HEX for hexadecimal, BIN for binary
 MaxDigits: Reserve a number of digits to print a value
 Pad: Display fixed number of digits with 0 padding
 Overflow: Value does not fit on the display, display minus chars
 LSB: Most right digit, dual color LED8 or switch (SW8)
 MSB: Most left digit, dual color LED1 or switch (SW1)

Usage

Initialization

```
{c++}
#include <LKM1638Board.h>

// Connect display pins to the Arduino DIGITAL pins
#define DIO_PIN 2
#define SCL_PIN 3
#define STB_PIN 4

// Create LKM1638 board
LKM1638Board lkm1638(DIO_PIN, SCL_PIN, STB_PIN);
```

Read 8 buttons

Buttons are 8-bit with bit 7 most left switch, bit 0 most right switch.

Note: The text on the board counts from S1 to S8!

```
{c++}
uint8_t buttons = lkm1638.getButtons();
```

Control 8 dual color LED's

Dual color LED 7 = most left (Text LED8)

Dual color LED 0 = most right (Text LED0)

```
{c++}
// Turn LED 0 red on (first LED on the right)
lkm1638.setColorLED(0, LedRed);

// Turn LED 0 green on
lkm1638.setColorLED(0, LedGreen);

// Turn LED 0 off
lkm1638.setColorLED(0, LedOff);

// Turn multiple LEDs on, color red
lkm1638.colorLEDsOn(0xA9, LedRed);

// Turn multiple LEDs off
lkm1638.colorLEDsOff(0x1F);
```

Clear display

```
{c++}
lkm1638.clear();
```

Set/get print display position

The print position can be set from 0..7.

7 = most left digit

0 = most right digit

```
{c++}
// Set position 4
lkm1638.setPrintPos(4);

// Get print position
uint8_t pos = lkm1638.getPrintPos();
```

Print variable on 7-segment display

Printing starts from digit right to left with an optional maximum number of digits.

Minus '-' chars will be displayed when the value is out of range, or does not fit on the display.

Optional padding can be used to display zero's. This is for example useful to print hours and minutes with fixed 2 digits.

```
{c++}
// Print int16_t on print position
lkm1638.print(1234);

// Print signed 32-bit value
lkm1638.print(-1234567);

// Print 16-bit unsigned casted value
lkm1638.print((uint16_t)65535);

// Print 16-bit hexadecimal unsigned value
uint16_t value = 0xBEEF;
lkm1638.print(value, HEX);
```

```
// Print value with maximum 2 digits
uint8_t value = 99;
lkm1638.print(value++, DEC, 2);

// Print -- when value is greater than 2 digits
lkm1638.print(value, DEC, 2);

// Print 16-bit unsigned value with max 4 digits and 4 digits padding: 0009
uint16_t value = 9;
lkm1638.print(value, DEC, 4, 4);

// Print 32-bit unsigned value
lkm1638.print(12345678UL);

// Print binary uint8_t 0xA9 = 10101001
uint8_t value = 0xA9;
lkm1638.print(value, BIN, 8, 8);
```

Control 8 display dots

```
{c++}
// Turn one dot on in digit 7 (most left)
lkm1638.dotOn(7);

// Turn one dot off in digit 0 (most right)
lkm1638.dotOff(0);

// Set multiple dots on and off
lkm1638.setDots(0x85);
```

Display special characters

```
{c++}
// Turn digit off
lkm1638.setSegmentsDigit(5, SEGMENTS_OFF);

// Display minus character
lkm1638.setSegmentsDigit(4, SEGMENTS_MINUS);

// Display degree selsius symbol + C
lkm1638.setSegmentsDigit(1, SEGMENTS_DEGREE);
lkm1638.setSegmentsDigit(0, SEGMENTS_C);
```

Write a custom character to the display

```
{c++}
// Display single LED in a digit
lkm1638.setSegmentsDigit(0, 0b0001000);
```

Installation

1. Start the Arduino IDE.
2. Download the latest version from:
<https://github.com/Erriez/ErriezLKM1638/archive/master.zip>
and
<https://github.com/Erriez/ErriezTM1638/archive/master.zip>
3. Click Sketch | Include Library | Add .ZIP Library... and select this ZIP.
4. Run the example.

Library dependencies

- **TM1638**
git clone <https://github.com/Erriez/ErriezTM1638.git>

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

TM1638	
LKM1638Board	11

Chapter 3

Class Index

3.1 Class List

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

LKM1638Board	
LKM1638Board class, derived from TM1638 library	11

Chapter 4

File Index

4.1 File List

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

src/ LKM1638Board.cpp	??
src/ LKM1638Board.h JY-LKM1638 board v1.1 library for Arduino	23

Chapter 5

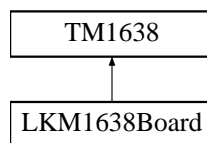
Class Documentation

5.1 LKM1638Board Class Reference

[LKM1638Board](#) class, derived from TM1638 library.

```
#include <LKM1638Board.h>
```

Inheritance diagram for LKM1638Board:



Public Member Functions

- [LKM1638Board](#) (uint8_t sclPin, uint8_t dioPin, uint8_t stbPin)
LKM1638 constructor.
- virtual uint8_t [getButtons](#) ()
Read buttons.
- virtual void [clear](#) ()
Turn all LED's off.
- virtual void [setColorLED](#) (uint8_t led, [LedColor](#) color)
Set dual color LED.
- virtual void [colorLEDsOn](#) (uint8_t leds, [LedColor](#) color)
Turn multiple color LED's on.
- virtual void [colorLEDsOff](#) (uint8_t leds)
Turn multiple color LED's off.
- virtual void [refresh](#) ()
Refresh display.
- virtual void [dotOn](#) (uint8_t pos)
Turn dot LED on.
- virtual void [dotOff](#) (uint8_t pos)
Turn dot LED off.

- virtual void [setDots](#) (uint8_t dots)
Turn multiple dots on or off.
- virtual void [setPrintPos](#) (uint8_t pos)
Set print position.
- virtual uint8_t [getPrintPos](#) ()
Get print position.
- virtual void [setSegmentsDigit](#) (uint8_t pos, uint8_t leds)
Write LED segments of a digit.
- virtual void [setDigit](#) (uint8_t pos, uint8_t digit)
Write digit.
- virtual void [print](#) (uint8_t value)
Print uint8_t value.
- virtual void [print](#) (uint8_t value, uint8_t radius)
Print uint8_t with radius.
- virtual void [print](#) (uint8_t value, uint8_t radius, uint8_t maxDigits)
Print uint8_t with radius and maximum number of digits.
- virtual void [print](#) (uint8_t value, uint8_t radius, uint8_t maxDigits, uint8_t pad)
Print uint8_t with radius, maximum number of digits and padding digits.
- virtual void **print** (uint16_t value)
- virtual void **print** (uint16_t value, uint8_t radius)
- virtual void **print** (uint16_t value, uint8_t radius, uint8_t maxDigits)
- virtual void **print** (uint16_t value, uint8_t radius, uint8_t maxDigits, uint8_t pad)
- virtual void **print** (unsigned long value)
- virtual void **print** (unsigned long value, uint8_t radius)
- virtual void **print** (unsigned long value, uint8_t radius, uint8_t maxDigits)
- virtual void **print** (unsigned long value, uint8_t radius, uint8_t maxDigits, uint8_t pad)
- virtual void **print** (int8_t value)
- virtual void **print** (int8_t value, uint8_t radius)
- virtual void **print** (int8_t value, uint8_t radius, uint8_t maxDigits)
- virtual void **print** (int16_t value)
- virtual void **print** (int16_t value, uint8_t radius)
- virtual void **print** (int16_t value, uint8_t radius, uint8_t maxDigits)
- virtual void **print** (long value)
- virtual void **print** (long value, uint8_t radius)
- virtual void **print** (long value, uint8_t radius, uint8_t maxDigits)

Protected Member Functions

- virtual void [writeDigit](#) (uint8_t pos)
Write digit position.
- virtual void [writeUnsignedValue](#) (uint32_t value, uint8_t radius, uint8_t maxDigits, uint8_t pad)
Write unsigned value to display.
- virtual void [writeSignedValue](#) (int32_t value, uint8_t radius, uint8_t maxDigits)
Write signed value to display.
- virtual uint8_t [getNumDigits](#) (uint32_t value, uint8_t radius)
Get number of digits of a signed 32-bit value.
- virtual void [displayOverflow](#) (uint8_t numDigits)
Display overflow with - characters.
- virtual uint8_t [swapBits](#) (uint8_t data)
Swap bits.
- virtual uint8_t [swapPos](#) (uint8_t pos)
Swap digit position.
- virtual uint8_t [swapLeds](#) (uint8_t led)
Swap dual color LED's.

Protected Attributes

- `uint8_t _pos`
- `uint8_t _leds` [[NUM_DIGITS](#)]
- `uint8_t _dots`

5.1.1 Detailed Description

[LKM1638Board](#) class, derived from TM1638 library.

Definition at line 65 of file LKM1638Board.h.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 LKM1638Board()

```
LKM1638Board::LKM1638Board (
    uint8_t  sclPin,
    uint8_t  dioPin,
    uint8_t  stbPin )
```

LKM1638 constructor.

Parameters

<i>sclPin</i>	Clock
<i>dioPin</i>	Data pin (bi-directional)
<i>stbPin</i>	Enable (low is enable, also called strobe pin)

Definition at line 81 of file LKM1638Board.cpp.

5.1.3 Member Function Documentation

5.1.3.1 colorLEDsOff()

```
void LKM1638Board::colorLEDsOff (
    uint8_t  leds ) [virtual]
```

Turn multiple color LED's off.

Parameters

<i>leds</i>	Byte with 8 LED's
-------------	-------------------

Definition at line 191 of file LKM1638Board.cpp.

5.1.3.2 colorLEDsOn()

```
void LKM1638Board::colorLEDsOn (
    uint8_t leds,
    LedColor color ) [virtual]
```

Turn multiple color LED's on.

Parameters

<i>leds</i>	Byte with 8 LED's
<i>color</i>	0: Off 1: Green 2: Red

Definition at line 178 of file LKM1638Board.cpp.

5.1.3.3 displayOverflow()

```
void LKM1638Board::displayOverflow (
    uint8_t numDigits ) [protected], [virtual]
```

Display overflow with - characters.

Parameters

<i>numDigits</i>	Number of digits to display
------------------	-----------------------------

Definition at line 629 of file LKM1638Board.cpp.

5.1.3.4 dotOff()

```
void LKM1638Board::dotOff (
    uint8_t pos ) [virtual]
```

Turn dot LED off.

Parameters

<i>pos</i>	Position 0..7
------------	---------------

Definition at line 276 of file LKM1638Board.cpp.

5.1.3.5 dotOn()

```
void LKM1638Board::dotOn (
    uint8_t pos ) [virtual]
```

Turn dot LED on.

Parameters

<i>pos</i>	Position 0..7
------------	---------------

Definition at line 264 of file LKM1638Board.cpp.

5.1.3.6 getButtons()

```
uint8_t LKM1638Board::getButtons ( ) [virtual]
```

Read buttons.

Returns

Value of 8 buttons

Definition at line 94 of file LKM1638Board.cpp.

5.1.3.7 getNumDigits()

```
uint8_t LKM1638Board::getNumDigits (
    uint32_t value,
    uint8_t radius ) [protected], [virtual]
```

Get number of digits of a signed 32-bit value.

Parameters

<i>value</i>	32-bit signed value
<i>radius</i>	Radius

Returns

Number of digits

Definition at line 608 of file LKM1638Board.cpp.

5.1.3.8 getPrintPos()

```
uint8_t LKM1638Board::getPrintPos ( ) [virtual]
```

Get print position.

Returns

Position 0..7

Definition at line 312 of file LKM1638Board.cpp.

5.1.3.9 print() [1/4]

```
void LKM1638Board::print (
    uint8_t value ) [virtual]
```

Print uint8_t value.

Parameters

<i>value</i>	Display value 0..255
--------------	----------------------

Definition at line 324 of file LKM1638Board.cpp.

5.1.3.10 print() [2/4]

```
void LKM1638Board::print (
    uint8_t value,
    uint8_t radius ) [virtual]
```

Print uint8_t with radius.

Parameters

<i>value</i>	Display value 0..255
<i>radius</i>	Radius 2 for binary, 10 for decimal, 16 for HEX

Definition at line 334 of file LKM1638Board.cpp.

5.1.3.11 print() [3/4]

```
void LKM1638Board::print (
    uint8_t value,
    uint8_t radius,
    uint8_t maxDigits ) [virtual]
```

Print uint8_t with radius and maximum number of digits.

Parameters

<i>value</i>	Display value 0..255
<i>radius</i>	Radius 2 for binary, 10 for decimal, 16 for HEX
<i>maxDigits</i>	Maximum number of digits

Definition at line 345 of file LKM1638Board.cpp.

5.1.3.12 print() [4/4]

```
void LKM1638Board::print (
    uint8_t value,
    uint8_t radius,
    uint8_t maxDigits,
    uint8_t pad ) [virtual]
```

Print uint8_t with radius, maximum number of digits and padding digits.

Parameters

<i>value</i>	Display value 0..255
<i>radius</i>	Radius 2 for binary, 10 for decimal, 16 for HEX
<i>maxDigits</i>	Maximum number of digits
<i>pad</i>	Number of digits starting with a 0

Definition at line 357 of file LKM1638Board.cpp.

5.1.3.13 setColorLED()

```
void LKM1638Board::setColorLED (
    uint8_t led,
    LedColor color ) [virtual]
```

Set dual color LED.

Parameters

<i>led</i>	LED number (0 = most right, 7 = most left)
<i>color</i>	0: Off 1: Green 2: Red

Definition at line 145 of file LKM1638Board.cpp.

5.1.3.14 setDigit()

```
void LKM1638Board::setDigit (
    uint8_t pos,
    uint8_t digit ) [virtual]
```

Write digit.

Parameters

<i>pos</i>	Position 0..7
<i>digit</i>	Value 0..9, A..F

Definition at line 236 of file LKM1638Board.cpp.

5.1.3.15 setDots()

```
void LKM1638Board::setDots (
    uint8_t dots ) [virtual]
```

Turn multiple dots on or off.

Parameters

<i>dots</i>	Byte with dots
-------------	----------------

Definition at line 288 of file LKM1638Board.cpp.

5.1.3.16 setPrintPos()

```
void LKM1638Board::setPrintPos (
    uint8_t pos ) [virtual]
```

Set print position.

Parameters

<i>pos</i>	Position 0..7
------------	---------------

Definition at line 301 of file LKM1638Board.cpp.

5.1.3.17 setSegmentsDigit()

```
void LKM1638Board::setSegmentsDigit (
    uint8_t pos,
    uint8_t segments ) [virtual]
```

Write LED segments of a digit.

Parameters

<i>pos</i>	Position 0..7
<i>segments</i>	Segment LED's

Definition at line 223 of file LKM1638Board.cpp.

5.1.3.18 swapBits()

```
uint8_t LKM1638Board::swapBits (
    uint8_t data ) [protected], [virtual]
```

Swap bits.

Parameters

<i>data</i>	9-bit unsigned value
-------------	----------------------

Returns

Swapped bits

Definition at line 664 of file LKM1638Board.cpp.

5.1.3.19 swapLeds()

```
uint8_t LKM1638Board::swapLeds (
    uint8_t led ) [protected], [virtual]
```

Swap dual color LED's.

Parameters

<i>led</i>	LED's
------------	-------

Returns

Swapped LED bits

Definition at line 653 of file LKM1638Board.cpp.

5.1.3.20 swapPos()

```
uint8_t LKM1638Board::swapPos (
    uint8_t pos ) [protected], [virtual]
```

Swap digit position.

Parameters

<i>pos</i>	Position
------------	----------

Returns

Swapped position

Definition at line 642 of file LKM1638Board.cpp.

5.1.3.21 writeDigit()

```
void LKM1638Board::writeDigit (
    uint8_t pos ) [protected], [virtual]
```

Write digit position.

Parameters

<i>pos</i>	Digit number 0 is most right digit, 7 is most left digit
------------	--

Definition at line 207 of file LKM1638Board.cpp.

5.1.3.22 writeSignedValue()

```
void LKM1638Board::writeSignedValue (
    int32_t value,
    uint8_t radius,
    uint8_t maxDigits ) [protected], [virtual]
```

Write signed value to display.

Parameters

<i>value</i>	signed value $-2^{31}..2^{31}$
<i>radius</i>	Radius 2 for binary, 10 for decimal, 16 for HEX
<i>maxDigits</i>	Maximum number of digits

Definition at line 560 of file LKM1638Board.cpp.

5.1.3.23 writeUnsignedValue()

```
void LKM1638Board::writeUnsignedValue (
    uint32_t value,
    uint8_t radius,
    uint8_t maxDigits,
    uint8_t pad ) [protected], [virtual]
```

Write unsigned value to display.

Parameters

<i>value</i>	Unsigned value $0..2^{32}$
<i>radius</i>	Radius 2 for binary, 10 for decimal, 16 for HEX
<i>maxDigits</i>	Maximum number of digits
<i>pad</i>	Number of digits starting with a 0

Definition at line 525 of file LKM1638Board.cpp.

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

- [src/LKM1638Board.h](#)
- [src/LKM1638Board.cpp](#)

Chapter 6

File Documentation

6.1 src/LKM1638Board.h File Reference

JY-LKM1638 board v1.1 library for Arduino.

```
#include <Arduino.h>
#include <TM1638.h>
```

Classes

- class [LKM1638Board](#)
LKM1638Board class, derived from TM1638 library.

Macros

- #define [NUM_COLOR_LEDS](#) 8
Number of dual color LED's.
- #define [NUM_DIGITS](#) 8
Number of digits.
- #define [SEGMENTS_OFF](#) 0b00000000
7-segment digit all LED's off
- #define [SEGMENTS_MINUS](#) 0b01000000
7-segment digit minus character
- #define [SEGMENTS_DEGREE](#) 0b01100011
7-segment digit degree symbol
- #define [SEGMENTS_C](#) 0b00111001
7-segment digit Celsius symbol

Enumerations

- enum [LedColor](#) { **LedOff** = 0, **LedRed** = 1, **LedGreen** = 2 }
Dual color LED.

6.1.1 Detailed Description

JY-LKM1638 board v1.1 library for Arduino.

<https://github.com/Erriez/ErriezTM1638> <https://github.com/Erriez/ErriezLKM1638>

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