

Erriez LCD Keypad Shield library for Arduino  
1.0.1

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# Chapter 1

## LCD Keypad Shield library for Arduino

This is a LCD Keypad Shield library for Arduino which supports the following features:

- 2x16 LCD using `LiquidCrystal.h`.
- 5 pushbuttons connected to analog pin A0.
- Button debouncing.
- Backlight control (on/off).

### Hardware

Any Arduino board, tested on Arduino UNO.

### Example

Arduion IDE | Examples | Erriez [LCDKeypadShield](#):

- [LCDKeypadShield](#)

### Documentation

- [Online HTML](#)
- [Download PDF](#)

### Usage

#### Initialization

```
1 {c++}
2 #include <Arduino.h>
3 #include <ErriezLCDKeypadShield.h>
4
5 LCDKeypadShield shield;
```

## Backlight control

### Backlight on

```
1 {c++}
2 shield.backlightOn();
```

### Backlight off

```
1 {c++}
2 shield.backlightOff();
```

## Display control

All `LCDKeypadShield.h` functions can be used.

### Clear display

```
1 {c++}
2 shield.clear();
```

### Set cursor

```
1 {c++}
2 // First character first line
3 shield.setCursor(0, 0);
4
5 // First character second line
6 shield.setCursor(0, 1);
7
8 // Last character second line
9 shield.setCursor(15, 1);
```

### Print text

```
1 {c++}
2 shield.print(F("Push the buttons"));
```

## Button control

### Get buttons

```
1 {c++}
2 LCDButtons button = shield.getButtons();
3 // Returned button enum:
4 //   ButtonNone
5 //   ButtonRight
6 //   ButtonUp
7 //   ButtonDown
8 //   ButtonLeft
9 //   ButtonSelect
```

## Library dependencies

- Arduino's build-in `LiquidCrystal` library.

## Library installation

Please refer to the [Wiki](#) page.

## Other Arduino Libraries and Sketches from Erriez

- [Erriez Libraries and Sketches](#)

## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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

LiquidCrystal	
LCDKeypadShield . . . . .	<a href="#">9</a>





## Chapter 3

# Class Index

### 3.1 Class List

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

<a href="#">LCDKeypadShield</a>	
LCD Keypad Shield class . . . . .	9



## Chapter 4

# File Index

### 4.1 File List

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

<a href="#">ErriezLCDKeypadShield.cpp</a>	
LCD Keypad Shield library for Arduino . . . . .	11
<a href="#">ErriezLCDKeypadShield.h</a>	
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## Chapter 5

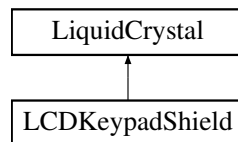
# Class Documentation

### 5.1 LCDKeypadShield Class Reference

LCD Keypad Shield class.

```
#include <ErriezLCDKeypadShield.h>
```

Inheritance diagram for LCDKeypadShield:



#### Public Member Functions

- [LCDKeypadShield](#) ()  
*Constructor [LCDKeypadShield](#) class.*
- [LCDButton](#) `getButtons` ()  
*Read buttons from one analog pin.*
- void [backlightOn](#) ()  
*Turn backlight LED on.*
- void [backlightOff](#) ()  
*Turn backlight LED off.*

#### 5.1.1 Detailed Description

LCD Keypad Shield class.

Definition at line 71 of file `ErriezLCDKeypadShield.h`.

## 5.1.2 Constructor & Destructor Documentation

### 5.1.2.1 LCDKeypadShield::LCDKeypadShield ( )

Constructor [LCDKeypadShield](#) class.

This initializes the built-in LiquidCrystal library in 4-bit mode:

- RS, EN, D0, D1, D2 and D3 pins

Definition at line 47 of file `ErriezLCDKeypadShield.cpp`.

## 5.1.3 Member Function Documentation

### 5.1.3.1 LCDButton LCDKeypadShield::getButtons ( )

Read buttons from one analog pin.

Returns

LCDButton enum

Definition at line 66 of file `ErriezLCDKeypadShield.cpp`.

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

- [ErriezLCDKeypadShield.h](#)
- [ErriezLCDKeypadShield.cpp](#)

## Chapter 6

# File Documentation

### 6.1 ErriezLCDKeypadShield.cpp File Reference

LCD Keypad Shield library for Arduino.

```
#include <pgmspace.h>
#include "ErriezLCDKeypadShield.h"
```

#### 6.1.1 Detailed Description

LCD Keypad Shield library for Arduino.

Source: <https://github.com/Erriez/ErriezLCDKeypadShield> Documentation: <https://erriez.github.io/ErriezLCDKeypadShield>

### 6.2 ErriezLCDKeypadShield.h File Reference

LCD Keypad Shield library for Arduino.

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

#### Classes

- class [LCDKeypadShield](#)  
*LCD Keypad Shield class.*

## Macros

- `#define LCD_PIN_RS 8`  
*LCD RS pin.*
- `#define LCD_PIN_EN 9`  
*LCD EN pin.*
- `#define LCD_PIN_D0 4`  
*LCD D0 pin.*
- `#define LCD_PIN_D1 5`  
*LCD D1 pin.*
- `#define LCD_PIN_D2 6`  
*LCD D2 pin.*
- `#define LCD_PIN_D3 7`  
*LCD D3 pin.*
- `#define LCD_BACK_LIGHT_PIN 10`  
*LCD backlight pin.*

## Enumerations

- `enum LCDButton {`  
    **ButtonNone** = 0, **ButtonRight** = 1, **ButtonUp** = 2, **ButtonDown** = 3,  
    **ButtonLeft** = 4, **ButtonSelect** = 5 `}`  
    *LCD buttons.*

### 6.2.1 Detailed Description

LCD Keypad Shield library for Arduino.

Source: <https://github.com/Erriez/ErriezLCDKeypadShield> Documentation: <https://erriez.github.io/ErriezLCDKeypadShield>



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