

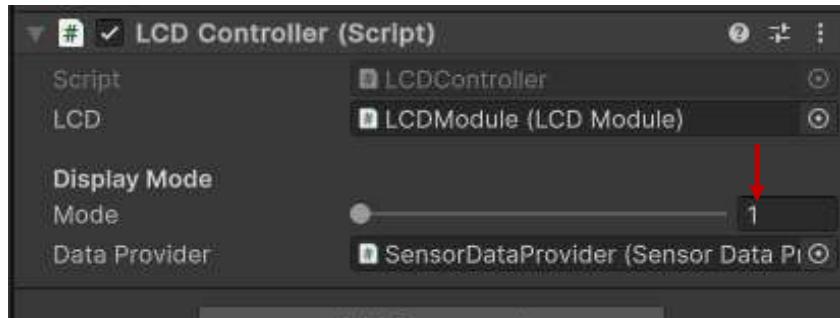
How To Use LCDModule

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1. DemoScene

The display mode of the demo scene can be changed in the Inspector.



Mode 1: Plain Text Display

Displays a simple text message on the LCD.

Example: "This is LCD module" / "Plain Text Display".



Mode 2: Animation Sequence

Shows step-by-step animation like "INITIALIZE...", "LOADING MODULES".
Animations are controlled by LCDController.



Mode 3: Date & Time Display

Displays the current date and time.

Date format: yyyy/MM/dd (ddd)

Time format: HH:mm:ss



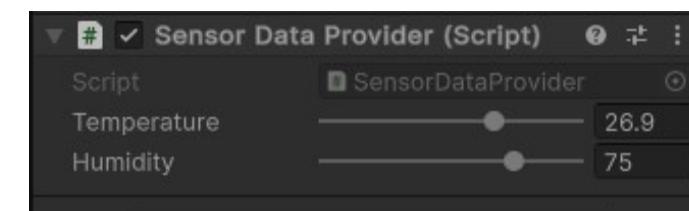
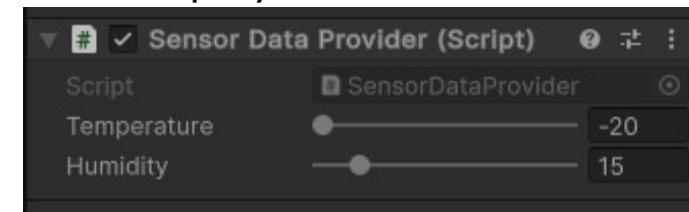
Mode 4: External Data Display

Connects to SensorDataProvider.

Displays temperature and humidity in real-time.

Humidity is visualized as a block gauge.

Changing the value in the Inspector changes the LCD display in real time.



2. LCD Class Methods

2.1 setSTR(string row1str, string row2str)

Updates the text displayed on the LCD.

row1str: Text for the first line.

row2str: Text for the second line.

Example :

```
LCD.setSTR("Hello, World!", "LCD Module!");
```

Before



After



2.2 SetColor(Color color)

Sets the RGB color of all digits while preserving transparency (alpha).

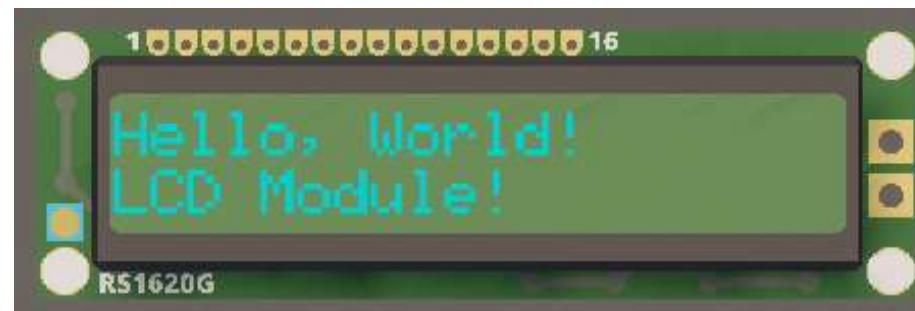
Example :

```
LCDSetColor(Color.cyan);
```

Before



After



2.3 SetAlpha(float alpha)

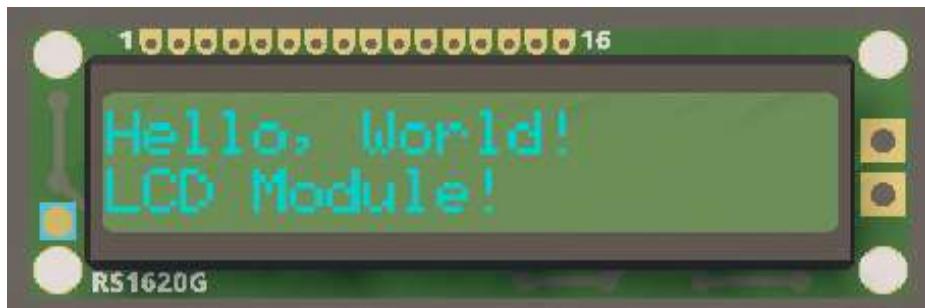
Adjusts transparency of all digits.

Alpha range: 0 (fully transparent) to 100 (fully opaque).

Example:

```
LCD.SetAlpha(50);
```

Before



After



2.4 RestoreInitialColors()

Restores each digit to its original color saved at start.
Useful after temporary color changes.

Example:

```
LCD.RestoreInitialColors();
```

Before



After

