

LCD Screen

The LCD screen communicates to the Cortex Microcontroller via a UART cable. This communication needs to be initialized in `init.c`:

```
void initialize() {  
    // ...  
    // Select "uart1" or "uart2" as appropriate  
    lcdInit(uart1);  
    lcdClear(uart1);  
    // ...  
}
```

And in any function you can do the following:

```
//...  
// Print formatted text to LCD (line #1) like printf  
// supposing that "x" is an existing integer variable  
lcdPrint(uart1, 1, "X is %d", x);  
// Print plain text to LCD (much faster than lcdPrint)  
lcdSetText(uart1, 2, "Hello World");  
// Print current battery voltage  
lcdPrint(uart1, 1, "Batt: %1.3f V", (double)powerLevelMain() / 1000);  
// ...
```

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