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// ESP8266 with 20x4 i2c LCD
// Compatible with the Arduino IDE 1.6.4
// Library https://github.com/fdebrabander/Arduino-LiquidCrystal-I2C-library
// Bavensky :3
// !! Modify library cpp file with Wire.begin(0,2) instead of Wire.begin() for
GPIO0(SDA),GPIO2(SCL)

#include <Wire.h>
#include <LiquidCrystal_I2C.h>

LiquidCrystal_I2C lcd(0x27,16,2);  // Changed for LCD1602 0x27 I2C address and columns by rows.

uint8_t heart[8] = {0x0,0xa,0x1f,0x1f,0xe,0x4,0x0}; // Bitmap character example

void setup()  {
  lcd.begin();                    // changed instead lcd.init() method in old library version
  lcd.backlight();
  lcd.createChar(1, heart);       //store character in LCD1602 memory
}

void loop()  {
  lcd.home();
  lcd.print("ESP8266 with");
  lcd.setCursor(10, 0);            // columns, rows !! care the order.
  lcd.write(byte(1));             // write sprite character code at Cursor location
  lcd.setCursor(0, 1);
  lcd.print("LiquidCrystalI2C");
}
```