【Energia 开发环境】MSP430 LAUNCHPAD 学习笔记 7--4 位驱动 1602 液晶

显示

材料:

- MSP-EXP430G2 553LaunchPad
- LCD1602字符液晶

1602LCD 主要技术参数:

显示容量为16×2个字符;

芯片工作电压为4.5~5.5V;

工作电流为2.0mA(5.0V);

模块最佳工作电压为5.0V;

字符尺寸为2.95×4.35(W×H)mm。

MSP430 LAUNCHPAD 提供3.57V 的电压也是能够正常驱动1602的。

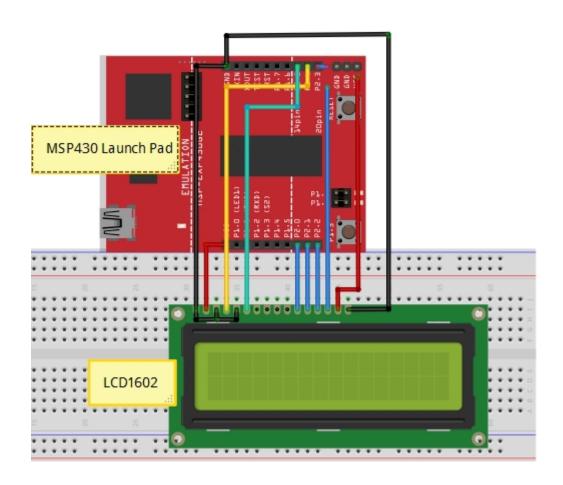
## 1602液晶接口引脚定义 :

编号	符号	引脚说明	编号	符号	引脚说明
1	VSS	电源地	9	D2	Data I/O
2	VDD	电源正极	10	D3	Data I/O
3	۷L	液晶显示偏压信号	11	D4	Data I/O
4	RS	数据/命令选择端(H/L)	12	D5	Data I/O
5	R/W	读/写选择端(H/L)	13	D6	Data I/O
6	E	使能信号	14	D7	Data I/O
7	DO	Data I/O	115	BLA	背光源正极
8	D1	Data I/O	16	BLK	背光源负极

除了1脚(VSS)2脚(VDD)需要接外,15脚和16脚也需要接正负极,3号脚

最好接 GND,不接的话,会看不到显示的字。

## 4位接法的硬件连接图:



## 源程序:

1602液晶显示

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网址: http://home.eeworld.com.cn/?action-bbs

Autor: qinkaiabc

\* 液晶1602. c--4线驱动

```
* Created on: 2013-7-27
  * Author: Qinkai
  * P2_0 -> D4
  * P2_1 -> D5
  * P2_2 -> D6
  * P2_3 -> D7
  * P2_5 -> EN
  * P2_4 \rightarrow RS
  * VO(VL) ->GND
  * RW -> GND
************************************
int D4 = P2 0;
int D5 = P2_1;
int D6 = P2_2;
int D7 = P2_3;
int RS = P2_4;
int EN = P2_5;
//引脚定义,从头文件可知
int a[6] = \{ 8, 9, 10, 11, 12, 13 \};
void LCD_Command_Write(int command)
 int i, temp;
 digitalWrite( RS, LOW);
```

{

```
digitalWrite( EN, LOW);
  delayMicroseconds(1);
  digitalWrite( EN, HIGH);
  temp = command & 0xf0;
  for(i=a[3];i>7;i--) //写高四位
  {
     digitalWrite(i, temp & 0x80);
     temp \leq 1;
  }
  digitalWrite( EN, HIGH);
  delayMicroseconds(1);
  digitalWrite( EN, LOW);
  temp=(command & 0x0f) << 4;
  for(i=a[3]; i>7; i--) //写低四位
  {
     digitalWrite(i, temp & 0x80);
     temp \leq 1;
  }
  digitalWrite( EN, HIGH);
  delayMicroseconds(1);
  digitalWrite(EN, LOW);
void LCD_Data_Write(int dat)
```

{

```
int i, temp;
digitalWrite( RS, HIGH);
digitalWrite( EN, LOW);
delayMicroseconds(1);
digitalWrite( EN, HIGH);
temp = dat & 0xf0;
for(i=a[3];i>7;i--) //写高四位
{
   digitalWrite(i, temp & 0x80);
   temp <<=1;
digitalWrite( EN, HIGH);
delayMicroseconds(1);
digitalWrite(EN, LOW);
temp=(dat & 0x0f) << 4;
for(i=a[3]; i>7; i--) //写低四位
{
   digitalWrite(i, temp & 0x80);
   temp <<=1;
}
digitalWrite( EN, HIGH);
delayMicroseconds(1);
digitalWrite( EN, LOW);
```

```
}
//显示字符
void LCD_write_int(unsigned int x, unsigned int y, unsigned int data)
{
 unsigned int address; //写地址
 if (y == 0)
  {
   address = 0x80 + x;
 }
  else
   address = 0xc0 + x;
 }
 LCD_Command_Write( address);
  delayMicroseconds(1);
 LCD_Data_Write(data);
//LCD 在任意位置写字符串
//列 x=0~15, 行 y=0, 1
void LCD_write_string(unsigned int x, unsigned int y, char *s)
{
 unsigned int address; //写地址
 if (y == 0)
  {
```

```
address = 0x80 + x;
 }
 else
  {
   address = 0xc0 + x;
 }
 LCD_Command_Write( address);
 delayMicroseconds(1);
 while (*s) // 显示字符
  {
   LCD_Data_Write(*s);
   delayMicroseconds(1);
   s++;
//1cd 初始化程序
void LCD1602_Init()
{
 int i=0;
 for(i=8;i<14;i++)//初始化P2引脚为输出
  {
   pinMode(i, OUTPUT);
 delay(100);
```

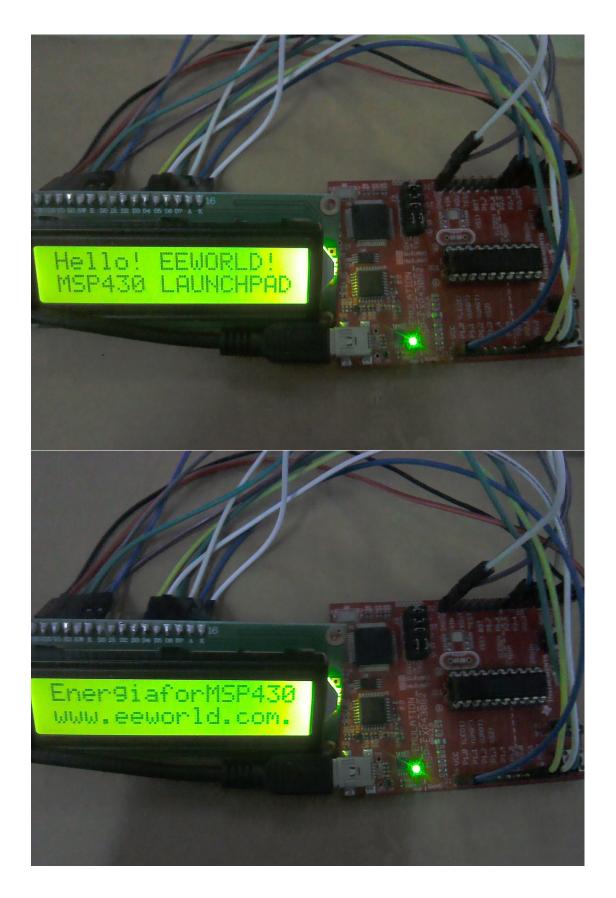
```
LCD_Command_Write(0x28);
  delay(50);
  LCD_Command_Write(0x06);
  delay(50);
 LCD_Command_Write(0x0c);
  delay(50);
  LCD_Command_Write(0x80);
  delay(50);
  LCD_Command_Write(0x01);
  delay(50);
void setup()
 LCD1602_Init();
void loop()
{
  LCD_Command_Write(0x01);
  delay(50);
  LCD_write_string(0, 0, "Hello! EEWORLD!");
 LCD_write_string(0,1, "MSP430 LAUNCHPAD");
  delay(5000);
 LCD_write_string(0, 0, "EnergiaforMSP430");
```

}

```
LCD_write_string(0, 1, "www. eeworld. com. cn");
  delay(5000);
}
从头文件中看出 MSP430 Launch Pad 的管脚定义如下:
  * pins energia.h
  * Energia core files for MSP430
        Copyright (c) 2012 Robert Wessels. All right reserved.
        Contribution: Rei VILO
//
                       +-\/-+
//
                VCC
                       1 | 20 GND
//
          (A0) P1.0 2
                          |19 XIN
//
          (A1) P1.1 3
                          18 XOUT
//
          (A2) P1.2 4
                         |17 TEST
//
          (A3) P1.3 5
                         |16 RST#
//
          (A4) P1.4 6
                          |15 P1.7 (A7) (SCL) (MISO) depends on chip
//
          (A5) P1.5 7
                        |14 P1.6 (A6) (SDA) (MOSI)
//
                P2.0 8
                          |13 P2.5
//
                P2.1 9
                          |12 P2.4
//
                P2.2 10
                          |11 P2.3
//
// Pin names based on the silkscreen
static const uint8_t P1_0 = 2;
static const uint8_t P1_1 = 3;
```

```
static const uint8_t P1_2 = 4;
static const uint8_t P1_3 = 5;
static const uint8_t P1_4 = 6;
static const uint8_t P1_5 = 7;
static const uint8_t P2_0 = 8;
static const uint8_t P2_1 = 9;
static const uint8_t P2_2 = 10;
static const uint8_t P2_3 = 11;
static const uint8_t P2_4 = 12;
static const uint8 t P2 5 = 13;
static const uint8_t P1_6 = 14;
static const uint8_t P1_7 = 15;
static const uint8_t P2_7 = 18;
static const uint8_t P2_6 = 19;
static const uint8_t RED_LED = 2;
static const uint8_t GREEN_LED = 14;
static const uint8 t PUSH2 = 5;
static const uint8_t TEMPSENSOR = 10; // depends on chip
  ******************************
```

所以在上面的初始化引脚和写命令及写数据,可以直接通过对数字操作。



By qinkaiabc