#include <LiquidCrystal\_I2C.h>

LiquidCrystal\_I2C lcd(0x27,16,2);

byte customChar0[8]= {

0b00000,

0b01010,

0b11111,

0b11111,

0b01110,

0b00100,

0b00000,

0b00000

};

byte customChar1[8]= {

0b00100,

0b01110,

0b11111,

0b00100,

0b00100,

0b00100,

0b00100,

0b00100

};

byte customChar2[8]= {

0b00100,

0b00100,

0b00100,

0b00100,

0b00100,

0b11111,

0b01110,

0b00100

};

byte customChar4[8] = {

0b00000,

0b01010,

0b11111,

0b11111,

0b01110,

0b00100,

0b00000,

0b00000

};

byte customChar5[8] = {

0b00100,

0b01110,

0b01110,

0b01110,

0b11111,

0b00000,

0b00100,

0b00000

};

byte customChar6[8] = {

0b11111,

0b10101,

0b11111,

0b11111,

0b01110,

0b01010,

0b11011,

0b00000

};

byte customChar7[8] = {

0b00000,

0b00001,

0b00011,

0b10110,

0b11100,

0b01000,

0b00000,

0b00000

};

byte customChar8[8] = {

0b00001,

0b00011,

0b11111,

0b11111,

0b11111,

0b00011,

0b00001,

0b00000

};

byte customChar9[8] = {

0b00011,

0b01111,

0b01001,

0b01001,

0b11011,

0b11011,

0b00000,

0b00000

};

byte customChar10[8] = {

0b01110,

0b10101,

0b11011,

0b01110,

0b01110,

0b00000,

0b00000,

0b00000

};

byte customChar11[8] = {

0b01110,

0b10001,

0b11111,

0b11011,

0b11011,

0b11111,

0b00000,

0b00000

};

void setup(){

lcd.init();

lcd.backlight();

lcd.createChar(0, customChar0);

lcd.createChar(1, customChar1);

lcd.createChar(2, customChar2);

lcd.setCursor(2,0);

lcd.write((byte)0);

lcd.setCursor(4,0);

lcd.write((byte)1);

lcd.setCursor(6,0);

lcd.write((byte)2);

delay(5000);

lcd.clear();

delay(5000);

lcd.home();

delay(5000);

lcd.createChar(4, customChar4);

lcd.createChar(5, customChar5);

lcd.createChar(6, customChar6);

lcd.createChar(7, customChar7);

lcd.createChar(8, customChar8);

lcd.createChar(9, customChar9);

lcd.createChar(10, customChar10);

lcd.createChar(11, customChar11);

lcd.setCursor(0, 0);

lcd.print(("Custom Character"));

lcd.setCursor(0, 1);

lcd.write((byte)4);

lcd.setCursor(2, 1);

lcd.write((byte)5);

lcd.setCursor(4, 1);

lcd.write((byte)6);

lcd.setCursor(6, 1);

lcd.write((byte)7);

lcd.setCursor(8, 1);

lcd.write((byte)8);

lcd.setCursor(10, 1);

lcd.write((byte)9);

lcd.setCursor(12, 1);

lcd.write((byte)10);

lcd.setCursor(14, 1);

lcd.write((byte)11);

lcd.cursor();

delay(5000);

lcd.noCursor();

delay(5000);

lcd.blink();

delay(5000);

lcd.noBlink();

delay(5000);

}

void loop(){

}