A black text on a white background

AI-generated content may be incorrect.

A white text with black text

AI-generated content may be incorrect.

lcd.empty();

lcd.print("Underline Cursor \0");

lcd.cursorUnderline();

for (int x=1; x<=16; x++) {

lcd.pos(1,x);

delay(500);

}

delay(1000);

lcd.empty();

lcd.backLightOff();

lcd.off();

}

\*/

#include <SoftwareSerial.h>

#include <ParallaxLCD.h>

ParallaxLCD lcd(6,2,16); // desired pin, rows, cols

void setup () {

lcd.setup();

delay(1000);

lcd.backLightOn();

delay(1000);

lcd.on();

lcd.at(0,1,"Hello World...");

lcd.at(1,1,"from Parallax!");

delay(1000);

lcd.off()

delay(1000);

lcd.on();

lcd.cr();

lcd.empty();

lcd.pos(0,1);

delay(1000);

lcd.lf();

delay(1000);

lcd.at(1,1,"Hello World...");

delay(1000);

lcd.empty();

lcd.off();

}

void loop(){ }

Asasdasdasdas

#include <SoftwareSerial.h>

#include <ParallaxLCD.h>

ParallaxLCD lcd(2,2,12); // desired pin, rows, cols

void setup (){

lcd.setup();

delay(1000);

lcd.backLightOn();

delay(1000);

lcd.on();

lcd.cursorBlock();

lcd.empty();

lcd.print("Block Cursor\0");

for (int x=1; x<=16; x++) {

lcd.pos(1,x);

delay(500);

}

lcd.empty();

lcd.print("Underline Cursor \0");

lcd.cursorUnderline();

for (int x=1; x<=16; x++) {

lcd.pos(1,x);

delay(500);

}

delay(1000);

lcd.empty();

lcd.backLightOff();

lcd.off();

}

void loop(){

lcd.at(1,1,"Hello World...");

}