ezLCD Python Module

1.02

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Chapter 1

Module Index

1.1 Modules

Here is a list of all modules:

Primitve Drawing Commands . . . . . **??**
Widgets . . . . . **??**
Bitmap and Fonts . . . . . **??**

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

ezLCD3xx . . . . . **??**

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

object
ezLCD3xx.ezLCD . . . . . **??**

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ezLCD3xx.ezLCD . . . . . ??

Chapter 5

Module Documentation

5.1 Primitve Drawing Commands

Functions

- def ezLCD3xx.cls

  The cls command will clear the screen to black it no color is given.
- def ezLCD3xx.color

  The color command see ezLCD3xx manual for colors.
- def ezLCD3xx.colorId
- def ezLCD3xx.xy

  The xy command will set or return the x y coordinates.
- def ezLCD3xx.plot

  The plot command will set a pixel to current color and if used x y.
- def ezLCD3xx.lineType
- def ezLCD3xx.lineWidth
- def ezLCD3xx.line
- def ezLCD3xx.box
- def ezLCD3xx.circle
- def ezLCD3xx.pie
- def ezLCD3xx.arc

5.1.1 Detailed Description

5.1.2 Function Documentation

5.1.2.1 def ezLCD3xx.arc (*self, radius, start, end, fill =* 0)

```
The ARC command draws an arc at current XY position. Replace {R} with the desired radius of the arc, in pixels.
fill =1 will draw a filled circle
```

5.1.2.2 def ezLCD3xx.box (*self, width, height, fill =* 0)

```
draw a box of 'width' and 'height' from current coordinates
fill =1 will draw a filled box
```

5.1.2.3 def ezLCD3xx.circle (*self, width, radius, fill =* 0)

```
draw a circle with radius in pixels
fill =1 will draw a filled circle
```

5.1.2.4 def ezLCD3xx.cls (*self, Color =* None)

The cls command will clear the screen to black it no color is given.

Parameters

Color	color to clear screen to

5.1.2.5 def ezLCD3xx.color (*self, color*)

The color command see ezLCD3xx manual for colors.

Parameters

color	number

5.1.2.6 def ezLCD3xx.colorId (*self, ID, R, G, B*)

```
set colorid to rgb vaules
```

5.1.2.7 def ezLCD3xx.line (*self, x, y*)

```
draw a horizontal line from current position to x, y
```

5.1.2.8 def ezLCD3xx.lineType (*self, option*)

```
Options: 0 = solid, 1= dotted (1 pixel spacing between dots), 2 = dashed (2 pixel spacing between dashes)
```

5.1.2.9 def ezLCD3xx.lineWidth (*self, width*)

```
The LINEWIDTH command allows you to draw either a thin line (width = 1) or a thick line (width =3). Only [width] =
```

5.1.2.10 def ezLCD3xx.pie (*self, radius, start, end*)

```
The PIE command draws a section of a circle (pie slice) at current xy position.
```

5.1.2.11 def ezLCD3xx.plot (*self, x =* None, *y =* None)

The plot command will set a pixel to current color and if used x y.

Parameters

x	optional
y	optional

5.1.2.12 def ezLCD3xx.xy (*self*, *x* = None, *y* = None)

The xy command will set or return the x y coordinates.

Parameters

x	optional
y	optional

5.2 Widgets

Functions

- def ezLCD3xx.ameter
- def ezLCD3xx.button
- def ezLCD3xx.slider
- def ezLCD3xx.progressBar
- def ezLCD3xx.touchZone
- def ezLCD3xx.dial
- def ezLCD3xx.fontW

  The fontW command will set the font for widget.
- def ezLCD3xx.string

  The string command will set or return a internal string.
- def ezLCD3xx.wvalue
- def ezLCD3xx.wstate

5.2.1 Detailed Description

5.2.2 Function Documentation

5.2.2.1 def ezLCD3xx.ameter (*self, ID, x, y, width, height, options, value, minV, maxV, theme, stringID, meterType* = 0)

```
ameter [ID][x][y][width][height][options][value][minV][maxV][theme][stringID][type]
```

5.2.2.2 def ezLCD3xx.button (*self, ID, x, y, width, height, options, align, radius, theme, stringID*)

```
button [ID][x][y][width][height][options][align][radius][theme][stringID]
```

5.2.2.3 def ezLCD3xx.dial (*self, ID, x, y, radius, option, resolution, value, maxx, theme*)

```
dial [ID][x][y][radius][option][resolution][value][max][theme]
```

5.2.2.4 def ezLCD3xx.fontW (*self, fontnumber, name*)

The fontW command will set the font for widget.

Parameters

fontnumber	number of the font
name	filename of font '0' and '1' are internal fonts

5.2.2.5 def ezLCD3xx.progressBar (*self, ID, x, y, width, heigth, options, value, max, theme, stringID*)

```
progress [ID][x][y][width][height][option][value][max][theme]{stringid}
makes a progressBar
```

5.2.2.6 def ezLCD3xx.slider (*self, ID, x, y, width, heigth, options, rrange, resolution, value, theme*)

```
makes a slider
```

5.2.2.7 def ezLCD3xx.string (*self, stringNumber, string* = None)

The string command will set or return a internal string.

Parameters

stringNumber	number of string to set or return
string	string to set optional internal strings are used for text on buttons and other widgets Strings are defined as 128 characters. There are 64 strings (0 to 63). String 61-63 are used by the CHOICE command. String 64 is temp location. String 65 is the product string String 66 is the firmware string

5.2.2.8 def ezLCD3xx.touchZone (*self, ID, x, y, width, heigth, options*)

```
best widget here
```

5.2.2.9 def ezLCD3xx.wstate (*self, ID*)

```
return state of widget button presses ect.
```

5.2.2.10 def ezLCD3xx.wvalue (*self, ID, value* = None)

```
set
```

5.3 Bitmap and Fonts

Bitmap ----------—.

Functions

- def ezLCD3xx.picture

  The picture command will display a bitmap in bmp, jpg, gif formats with optional coordinates.
- def ezLCD3xx.font

  The font command will set current font to use.
- def ezLCD3xx.fonto

  The FONTO command will change the orientation or direction the text prints.
- def ezLCD3xx.printChar
- def ezLCD3xx.printString

  print string in current color and font and optional coordinates

5.3.1 Detailed Description

Bitmap ----------—.

5.3.2 Function Documentation

5.3.2.1 def ezLCD3xx.font (*self, font*)

The font command will set current font to use.

Parameters

font	font name '0' and '1' are internal fonts

5.3.2.2 def ezLCD3xx.fonto (*self, orientation*)

The FONTO command will change the orientation or direction the text prints.

Parameters

orientation	0=0 1=90 2=180 3=270

5.3.2.3 def ezLCD3xx.picture (*self, image, x* = None, *y* = None)

The picture command will display a bitmap in bmp, jpg, gif formats with optional coordinates.

Parameters

image	filename of image 'logo.gif'
x	x coordinates
y	y coordinates x y are optional and if not supplied will display image at current xy

5.3.2.4 def ezLCD3xx.printChar (*self, character*)

```
add here
```

5.3.2.5 def ezLCD3xx.printString (*self, string, x* = None, *y* = None)

print string in current color and font and optional coordinates

Parameters

string	string to print
x	x coordinates
y	y coordinates x y are optional and if not supplied will print string at current xy

Chapter 6

Namespace Documentation

6.1 ezLCD3xx Namespace Reference

Classes

- class ezLCD

Functions

- def __init__
- def openSerial

  openSerial
- def closeSerial
- def WaitForCR
- def verbose
- def getXmax
- def getYmax
- def ping
- def backlight

  The backlight command will set backlight brightness and timeout.
- def cls

  The cls command will clear the screen to black it no color is given.
- def color

  The color command see ezLCD3xx manual for colors.
- def colorId
- def xy

  The xy command will set or return the x y coordinates.
- def plot

  The plot command will set a pixel to current color and if used x y.
- def lineType
- def lineWidth
- def line
- def box
- def circle

- def pie
- def arc
- def ameter
- def button
- def slider
- def progressBar
- def touchZone
- def dial
- def fontW

  The fontW command will set the font for widget.
- def string

  The string command will set or return a internal string.
- def wvalue
- def wstate
- def picture

  The picture command will display a bitmap in bmp, jpg, gif formats with optional coordinates.
- def font

  The font command will set current font to use.
- def fonto

  The FONTO command will change the orientation or direction the text prints.
- def printChar
- def printString

  print string in current color and font and optional coordinates

Variables

- interface

  main
- ser

  open

6.1.1 Detailed Description

```
Python Module for earthlcd.com ezLCD 3xx line of displays
http://earthlcd.com

(c)2013 ken segler
ken@earthlcd.com
requires pySerial http://pyserial.sourceforge.net/
```

6.1.2 Function Documentation

6.1.2.1 def ezLCD3xx.__init__ (*self, interface*)

```
init
```

6.1.2.2 def ezLCD3xx.backlight (*self, brightness, timeout* = None, *level* = None)

The backlight command will set backlight brightness and timeout.

Parameters

brightness	1
timeout	2
level	3

6.1.2.3 def ezLCD3xx.closeSerial (*self*)

```
close
```

6.1.2.4 def ezLCD3xx.getXmax (*self*)

```
return the width of display in pixels
```

6.1.2.5 def ezLCD3xx.getYmax (*self*)

```
return the height of the display in pixels
```

6.1.2.6 def ezLCD3xx.openSerial (*self*)

openSerial

6.1.2.7 def ezLCD3xx.ping (*self*)

```
sends a status check -> ezLCD responds with pong
```

6.1.2.8 def ezLCD3xx.verbose (*self, state*)

```
turn verbose on and off . use off in this module
```

6.1.2.9 def ezLCD3xx.WaitForCR (*self*)

```
wait
```

Chapter 7

Class Documentation

7.1 ezLCD3xx.ezLCD Class Reference

Inheritance diagram for ezLCD3xx.ezLCD:

The documentation for this class was generated from the following file:

- C:/Users/codeman/Documents/ezLCDPython/module/ezLCD3xx.py

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