

Arduino LCD KeyPad Shield (SKU: DFR0009)

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Introduction

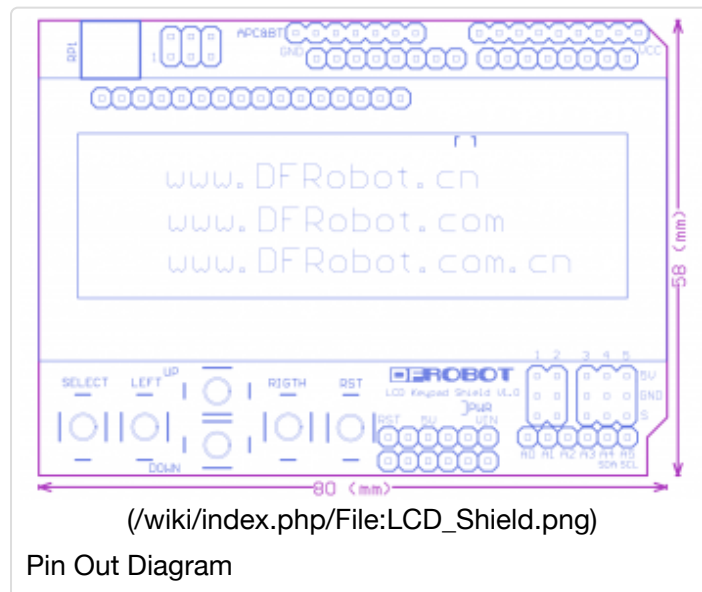
The **arduino *LCD Keypad shield*** (<https://www.dfrobot.com/product-51.html>) is developed for **Arduino compatible boards** (<https://www.dfrobot.com/category-104.html>), to provide a user-friendly interface that allows users to go through the menu, make selections etc. It consists of a 1602 white character blue backlight LCD. The keypad consists of 5 keys — select, up, right, down and left. To save the digital IO pins, the keypad interface uses only one ADC channel. The key value is read through a 5 stage voltage divider.

Note: Version 1.1 main updates are the button values, which have being updated on the example code. For older version check the comments and edit, or use the Enhanced V1.0 library



(<https://www.dfrobot.com/product-51.html>)
Arduino LCD Keypad Shield (SKU: DFR0009)
(<https://www.dfrobot.com/product-51.html>)

Diagram



Pin Allocation

Pin	Function
Analog 0	Button (select, up, right, down and left)
Digital 4	DB4
Digital 5	DB5
Digital 6	DB6
Digital 7	DB7
Digital 8	RS (Data or Signal Display Selection)
Digital 9	Enable
Digital 10	Backlit Control

Sample Code

Example use of LiquidCrystal library

```

//Sample using LiquidCrystal library
#include <LiquidCrystal.h>

/*****

This program will test the LCD panel and the buttons
Mark Bramwell, July 2010

*****/

// select the pins used on the LCD panel
LiquidCrystal lcd(8, 9, 4, 5, 6, 7);

// define some values used by the panel and buttons
int lcd_key    = 0;
int adc_key_in = 0;
#define btnRIGHT 0
#define btnUP    1
#define btnDOWN  2
#define btnLEFT  3
#define btnSELECT 4
#define btnNONE  5

// read the buttons
int read_LCD_buttons()
{
  adc_key_in = analogRead(0);      // read the value from the sensor
  // my buttons when read are centered at these valies: 0, 144, 329, 504, 741
  // we add approx 50 to those values and check to see if we are close
  if (adc_key_in > 1000) return btnNONE; // We make this the 1st option for speed r
  // For V1.1 us this threshold
  if (adc_key_in < 50)   return btnRIGHT;
  if (adc_key_in < 250)  return btnUP;
  if (adc_key_in < 450)  return btnDOWN;
  if (adc_key_in < 650)  return btnLEFT;
  if (adc_key_in < 850)  return btnSELECT;

  // For V1.0 comment the other threshold and use the one below:
  /*
  if (adc_key_in < 50)   return btnRIGHT;
  if (adc_key_in < 195)  return btnUP;
  if (adc_key_in < 380)  return btnDOWN;
  if (adc_key_in < 555)  return btnLEFT;
  if (adc_key_in < 790)  return btnSELECT;
  */

  return btnNONE; // when all others fail, return this...
}

void setup()
{
  lcd.begin(16, 2);           // start the library

```

```

    lcd.setCursor(0,0);
    lcd.print("Push the buttons"); // print a simple message
}

void loop()
{
    lcd.setCursor(9,1);           // move cursor to second line "1" and 9 spaces over
    lcd.print(millis()/1000);      // display seconds elapsed since power-up

    lcd.setCursor(0,1);           // move to the beginning of the second line
    lcd_key = read_LCD_buttons(); // read the buttons

    switch (lcd_key)               // depending on which button was pushed, we perform an
    {
        case btnRIGHT:
        {
            lcd.print("RIGHT ");
            break;
        }
        case btnLEFT:
        {
            lcd.print("LEFT  ");
            break;
        }
        case btnUP:
        {
            lcd.print("UP    ");
            break;
        }
        case btnDOWN:
        {
            lcd.print("DOWN  ");
            break;
        }
        case btnSELECT:
        {
            lcd.print("SELECT");
            break;
        }
        case btnNONE:
        {
            lcd.print("NONE  ");
            break;
        }
    }
}
}

```

Example use of Enhanced LiquidCrystal_I2C library(Not updated)

This library inherits LiquidCrystal and adds another method: button - to read button pushed on a keypad.
This works on the Old version of the board V1.0

Library Forum (<http://www.dfrobot.com/forum/index.php?topic=31.0>)

```

/*
DFRobot LCD Shield for Arduino
Key Grab v0.2
Written by Glendon Klassen
gjklassen@gmail.com
http://www.sourceforge.net/users/ecefixer
http://ecefixer.tumblr.com

Displays the currently pressed key on the LCD screen.

Key Codes (in left-to-right order):

None    - 0
Select  - 1
Left    - 2
Up       - 3
Down    - 4
Right   - 5

*/

#include <LiquidCrystal.h>
#include <DFR_Key.h>

//Pin assignments for DFRobot LCD Keypad Shield
LiquidCrystal lcd(8, 9, 4, 5, 6, 7);
//-----

DFR_Key keypad;

int localKey = 0;
String keyString = "";

void setup()
{
  lcd.begin(16, 2);
  lcd.clear();
  lcd.setCursor(0, 0);
  lcd.print("Key Grab v0.2");
  delay(2500);

  /*
  OPTIONAL
  keypad.setRate(x);
  Sets the sample rate at once every x milliseconds.
  Default: 10ms
  */
  keypad.setRate(10);
}

void loop()

```

```

{
  /*
  keypad.getKey();
  Grabs the current key.
  Returns a non-zero integer corresponding to the pressed key,
  OR
  Returns 0 for no keys pressed,
  OR
  Returns -1 (sample wait) when no key is available to be sampled.
  */
  localKey = keypad.getKey();

  if (localKey != SAMPLE_WAIT)
  {
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print("Current Key:");
    lcd.setCursor(0, 1);
    lcd.print(localKey);
  }
}

```

Documents

- LCDKeypad Shield Schematics V1.0
(<http://www.dfrobot.com/image/data/DFR0009/LCDKeypad%20Shield%20V1.0%20SCH.pdf>)
- LCDKeypad Shield Schematics
(http://www.dfrobot.com/wiki/images/a/a7/LCDKeypad_Shield_SCH.png)
- Shield diagram (<http://www.shieldlist.org/dfrobot/lcd>)

Old libraries for V1:

- LCDKeypad (<http://www.dfrobot.com/image/data/DFR0009/LCDKeypad.zip>)
- DFR_Key (http://www.dfrobot.com/image/data/DFR0009/DFR_Key.zip)

➡ (</wiki/index.php/File:Nextredirectltr.png>) Go Shopping Arduino LCD&KeyPad Shield (SKU: DFR0009) (<https://www.dfrobot.com/product-51.html>)

Category: DFRobot (http://image.dfrobot.com/image/v3/logo_w.png) > arduino
(<https://www.dfrobot.com/category-35.html>) > Arduino Shields (<https://www.dfrobot.com/category-124.html>)

Categories (</wiki/index.php/Special:Categories>):

Product Manual (/wiki/index.php/Category:Product_Manual)

| DFR Series (/wiki/index.php/Category:DFR_Series) | Shields (</wiki/index.php/Category:Shields>)

| LCDs (</wiki/index.php/Category:LCDs>)

This page was last modified on 31 May 2017, at 13:56.

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