

Nokia 5110 LCD with Arduino.

Also not going to post a lot of code, because this device is very well documented. I will give links to Sparkfun and Adafruit, both with contain a lot of information about the LCD.

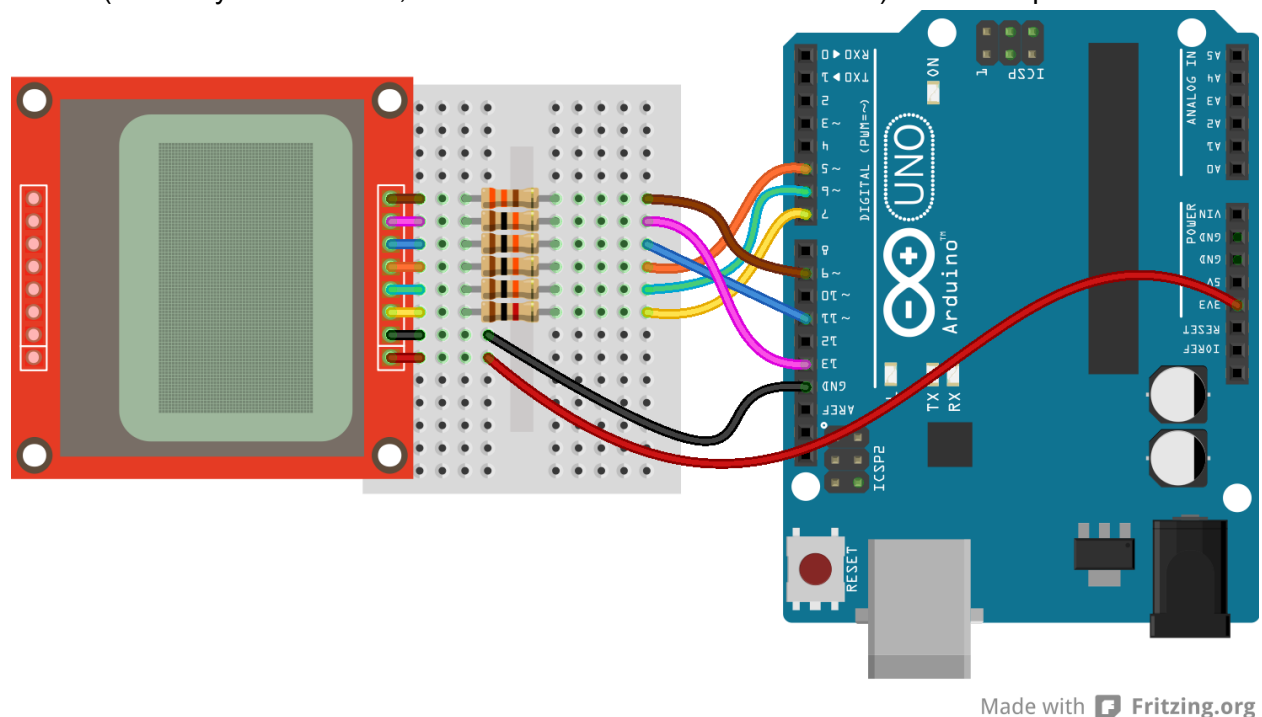
That being said, Adafruit developed a ready to use library - and from what I can tell they are making the display work a little different then how Sparkfun did it. The library does make it a little nicer as well, since you can just call what you need, there is still some HEX to do graphics, but it looks like that is if you are doing a custom graphic, standard things like lines and circles, squares are all handled by the library. Their demo program is better as well, shows off more of what the display can do. So to sum up -

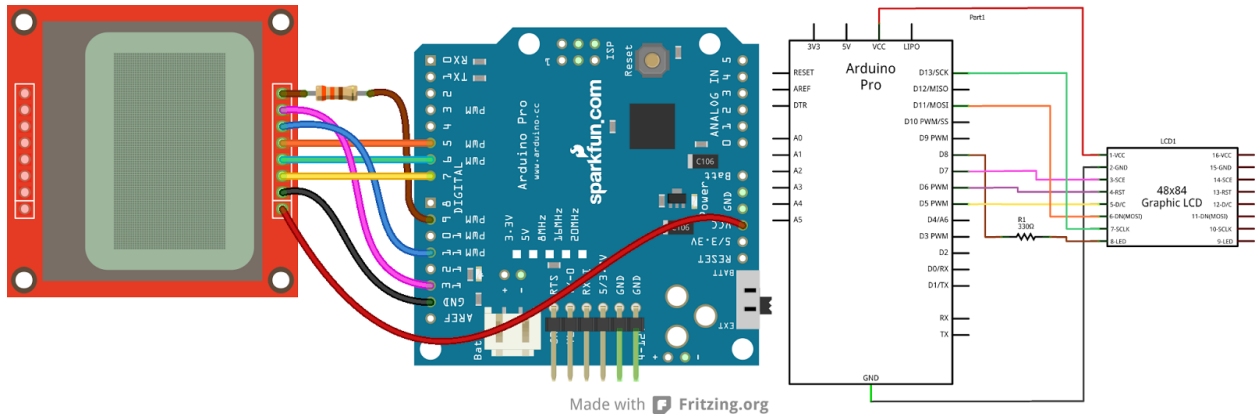
Here's some links:

<https://learn.sparkfun.com/tutorials/graphic-lcd-hookup-guide/introduction>

<https://github.com/adafruit/Adafruit-PCD8544-Nokia-5110-LCD-library>

Stolen (don't say that too loud, but I think we are aloud to use them) from the Sparkfun site:





just for Frank
<http://www.partition-resize.com/resize-raid-partition/>