

# LiquidCrystalLibrary

This library allows an Arduino board to control LiquidCrystal displays (LCDs) based on the Hitachi HD44780 (or a compatible) chipset, which is found on most text-based LCDs. The library works with in either 4- or 8-bit mode (i.e using 4 or 8 data lines in addition to the rs, enable, and, optionally, the rw control lines).

## Function

- LiquidCrystal()
- begin()
- clear()
- home()
- setCursor()
- write()
- print()
- cursor()
- noCursor()
- blink()
- noBlink()
- display()
- noDisplay()
- scrollDisplayLeft()
- scrollDisplayRight()
- autoscroll()
- noAutoscroll()
- leftToRight()
- rightToLeft()
- createChar()

## Examples

[Cursor](#)

[Display](#)

[Text Direction](#)

[Autoscroll](#)

[Serial input](#)

[SetCursor](#)

[Scroll](#)