

## LEGOLCD library functions

### ***Lcd.begin(uint8\_t cols, uint8\_t rows);***

Lcd.begin(Columns, Rows) Initializes the LCD to a given size (col, row). This method initializes the LCD, therefore, it MUST be called prior to using any other method of LCD.

Parameters:

cols[in] the number of columns that the display has

rows[in] the number of rows that the display has

Example 1:

```
#include <LEGOLCD.h>

int L1=1, L2=2;
void setup(){
    lcd.begin(16,2);    // initialize the lcd for 16 chars 2 lines
    lcd.setCursor(0,0); //Start at character 0 on line 0
    lcd.print("LCD initialized");
}

void loop() {
    lcd.clear();
    lcd.setCursor(0,0);
    lcd.print("Line= ");
    lcd.print(L1);
    lcd.setCursor(0,1);
    lcd.print("Line 2");
}
```

### ***Lcd.setCursor(uint8\_t col, uint8\_t row);***

Sets the position of the LCD cursor. Set the location at which subsequent text written to the LCD will be displayed. See Example 1.

Parameters:

col[in] LCD column

row[in] LCD row - line.

### ***lcd.print("Characters "); lcd.print(int);***

Prints characters and numbers on LCD after the subsequent text written to the LCD. See Example 1.

Parameters:

Characters

Integers

### ***lcd.clear();***

Clears the LCD screen and positions the cursor in the upper-left corner.

This operation is time consuming for the LCD. See Example 1.

Parameter: none