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LiquidCrystal Library

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).

Examples

- **Autoscroll**: Shift text right and left.
- **Blink**: Control of the block-style cursor.
- **Cursor**: Control of the underscore-style cursor.
- **Display**: Quickly blank the display without losing what's on it.
- **Hello World**: Displays "hello world!" and the seconds since reset.
- **Scroll**: Scroll text left and right.
- **Serial Display**: Accepts serial input, displays it.
- **Set Cursor**: Set the cursor position.
- **Text Direction**: Control which way text flows from the cursor.

Function

- LiquidCrystal()
- begin()
- clear()
- home()
- setCursor()
- write()
- print()
- cursor()
- noCursor()
- blink()
- noBlink()
- display()
- noDisplay()
- scrollDisplayLeft()

- noAutoscroll()

- leftToRight()

- rightToLeft()

- createChar()

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Corrections, suggestions, and new documentation should be posted to the Forum.

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