

Tutorial NodeMCU V2: I2C 16x2 LCD (nodemcu-i2c-lcd.ino)

1. 16x2 LCD – Green Display / Blue Display.

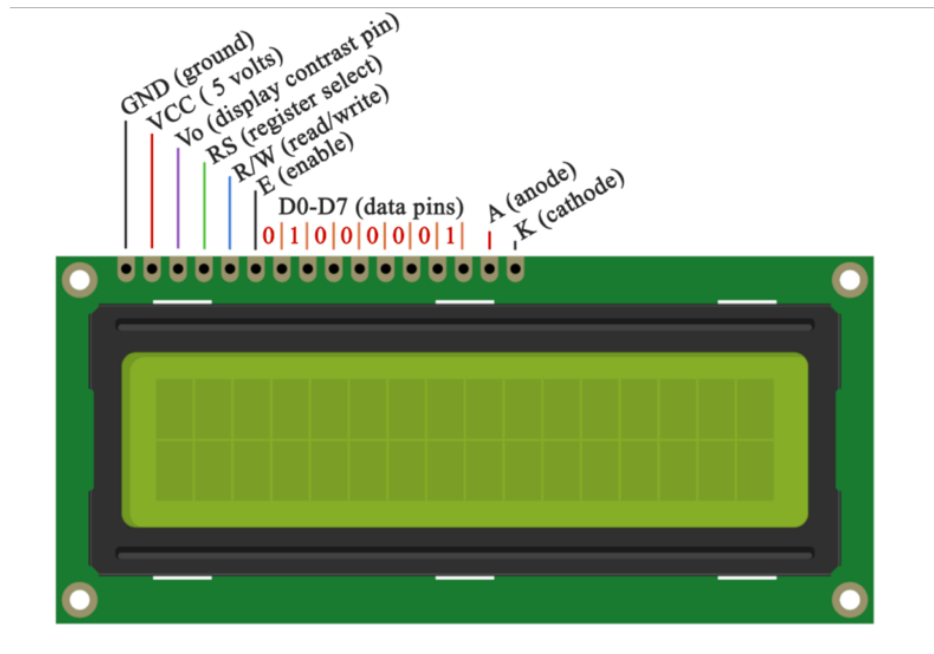


Figure 1: Standard pin layout of any LCD

2. 2 I²C (Inter-Integrated Circuit), pronounced I-squared-C.

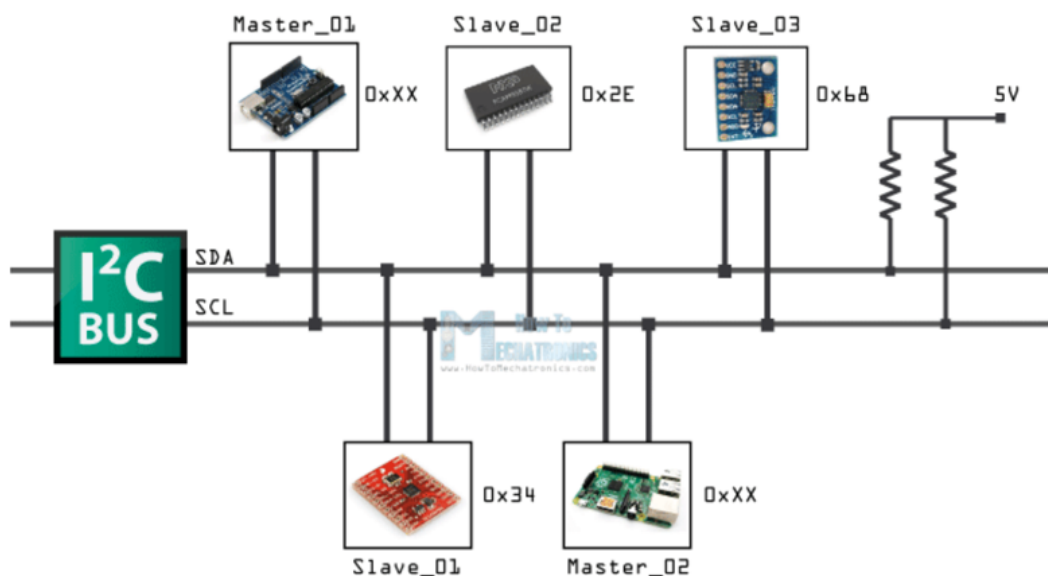


Figure 2 I2C connection & addressing scheme

- Requires additional library in order to make use of I2C LCD with any of microcontroller.

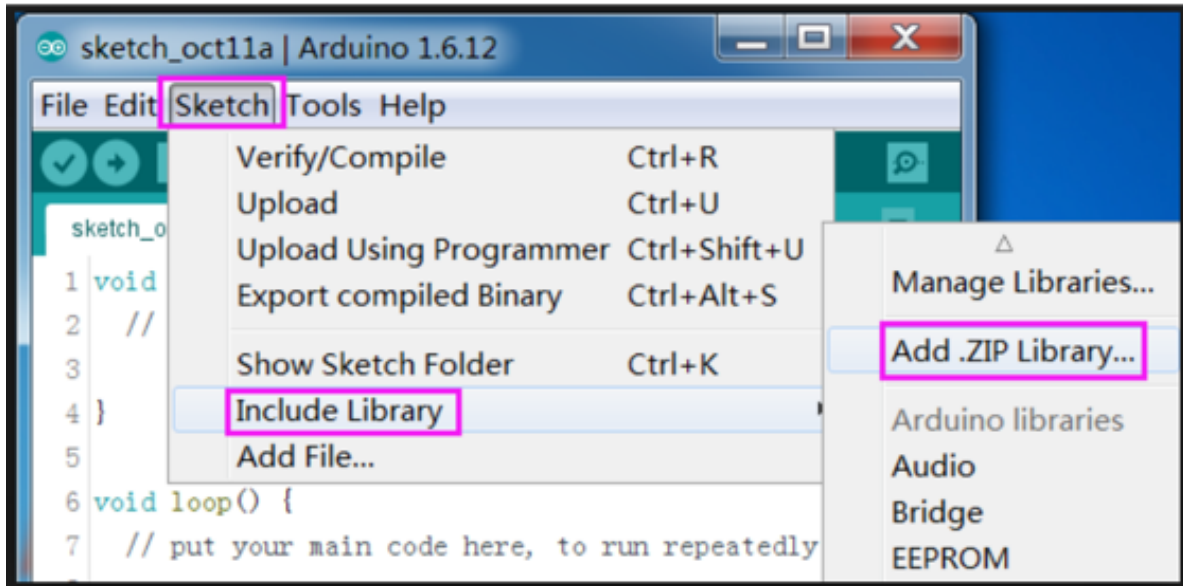


Figure 3: Open Arduino IDE, click **Sketch** -> **Include Library** -> **Add .ZIP Library**

- Find **LiquidCrystal_I2C.zip** file & click **Open**.

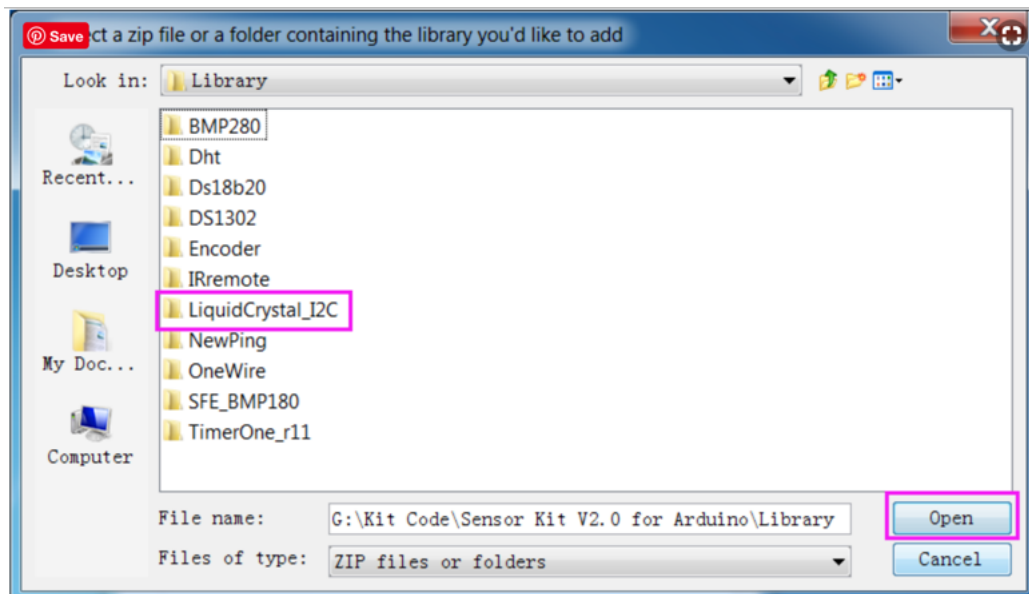


Figure 4: Find the location of LiquidCrystal_I2C.zip.

- When you see the highlighted message below, it means you have added the library successfully. Please use the same method to add other libraries then.

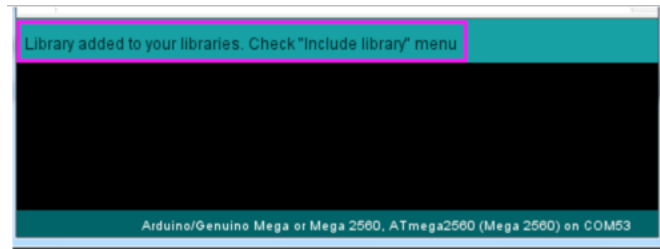


Figure 5: Success to add library to My Document/ Arduino.

- Connection between NodeMCU V2 with I2C LCD Screen.

SDA – D1
SCL – D2
VCC – V_{in}
GND – GND

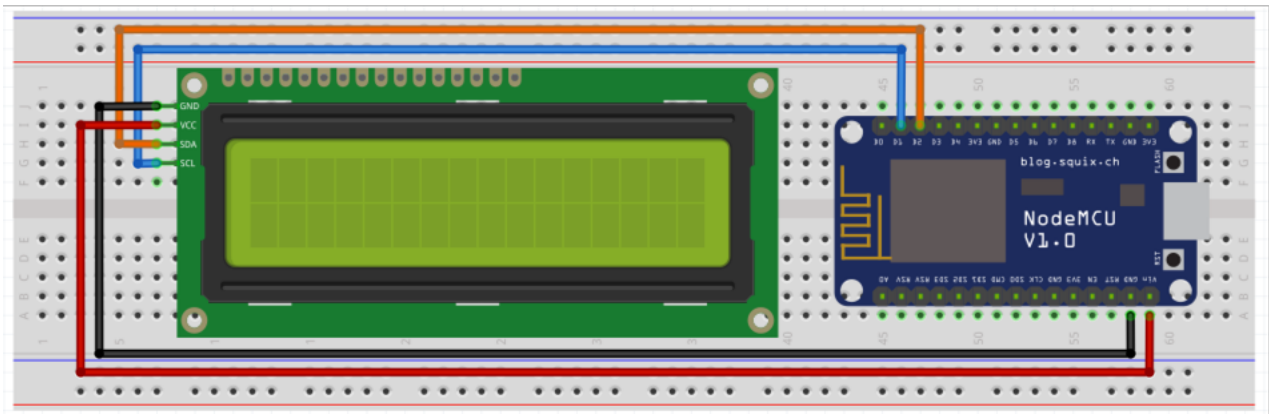


Figure 6: The connection of I2C LCD and NodeMCU

7. Connection between NodeMCU V2 with I2C LCD Screen.



```
sketch_mar06a-lcd.ino | Arduino 1.8.5

sketch_mar06a-lcd.ino §
1 //nodemcu SCL - D1 ; SDA - D2
2 #include <Wire.h> // This library is already built in to the Arduino IDE
3 #include <LiquidCrystal_I2C.h> //This library you can add via Include Library > Manage Library >
4
5 LiquidCrystal_I2C lcd(0x27,16,2); // set the LCD address to 0x27 for a 16 chars and 2 line display
6
7 void setup()
8 {
9
10  lcd.init();
11
12  lcd.backlight(); // Enable or Turn On the backlight
13  lcd.setCursor(1,0); //lcd.setCursor(x,y)
14  lcd.print("SELAMAT DATANG "); // Start Print text to Line 1
15  lcd.setCursor(5,1); //lcd.setCursor(x,y)
16  lcd.print("KE PMJ"); // Start Print text to Line 2
17
18 }
19
20 void loop()
21 {
22 }
```

Done Saving.

espcomm_send_command: receiving 2 bytes of data
closing bootloader

10 NodeMCU 1.0 (ESP-12E Module), 80 MHz, Flash, Enabled, 4M (no SPIFFS), v2 Lower Memory, Disabled, None, Only Sketch, 115200 on /dev/cu.SLAB_USBtoUART

Figure 7: The sketch