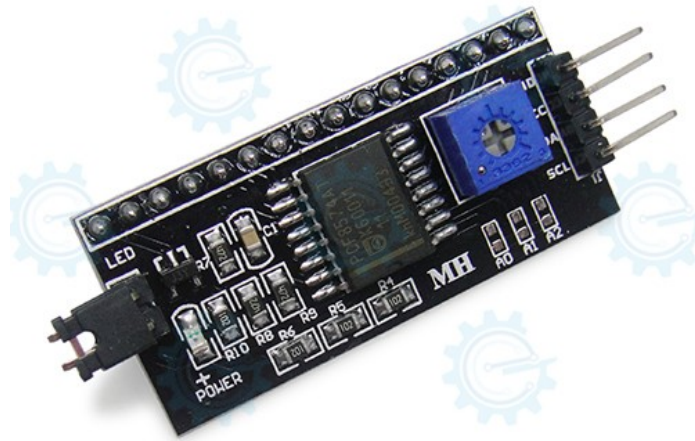


I2C Serial Interface for LCD CHARACTER DISPLAY MODULE

Technical Manual Rev 1r0



I2C Serial interface board Module for LCD Display is an Arduino compatible module for your project to lessen the wire connections and to use normal LCD shield after connected with certain quantity of sensors or SD card. With this you will be able to realize data display via only 2 wires.

Features:

- I2C Serial Interface (2-Wires)
- Arduino Compatible
- for 16-pins LCD displays(2x16/4x20)
- Low power consumptions
- With Contrast adjustment on board

General Specifications:

Input Supply: 5VDC

Interface: I2C Serial Interface

PCB Dimensions: 42mm x 19mm

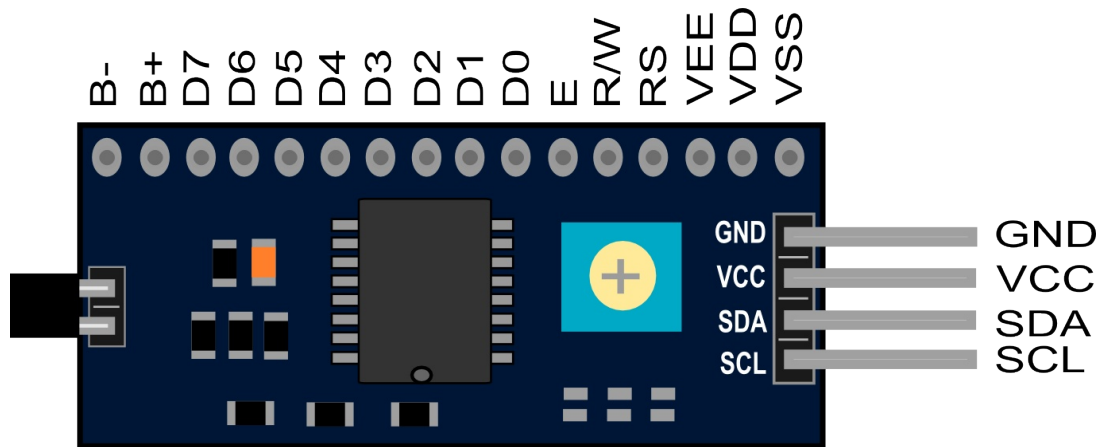


Figure 1. Major parts presentation of I2C Serial Interface for LCD Display

Table 1: Connection

NAME	PIN DESCRIPTIONS
GND	Ground
VCC	+5V DC Input Supply
SDA	I2C Data line pin
SCL	I2C Clock line pin
RV1	Adjustment of contrast

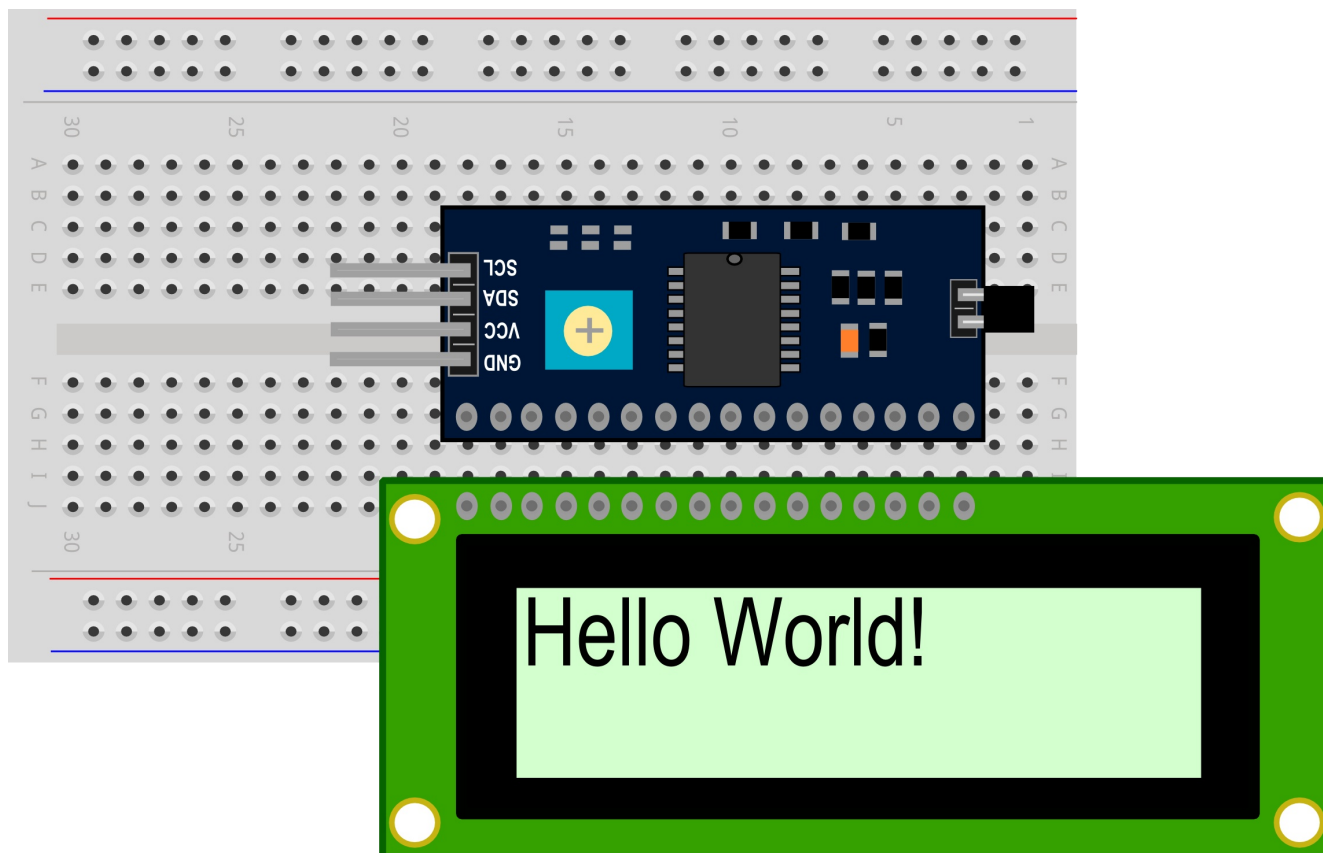


Figure 2. Major parts presentation of I2C Serial Interface for LCD Display with LCD 2x16 Display (for 4x20 LCD display also the same connection)

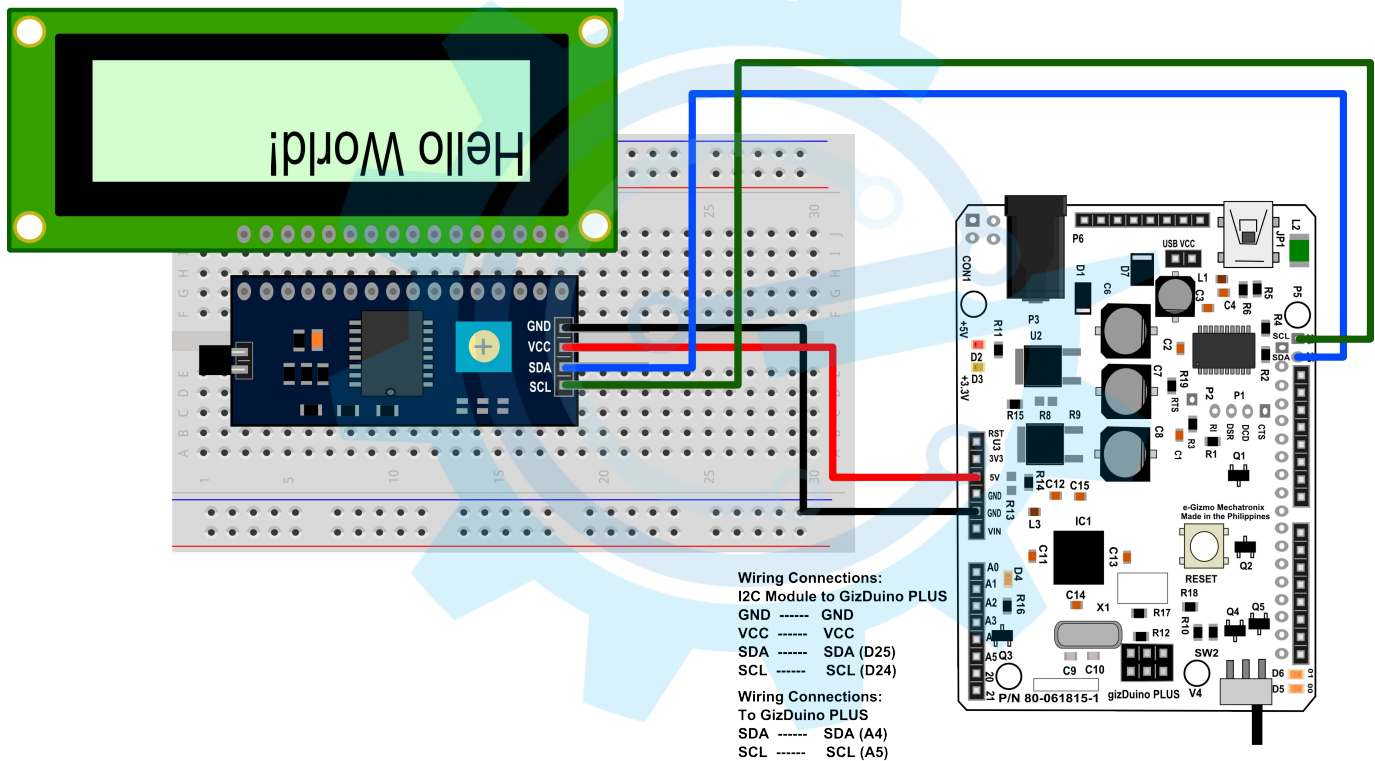


Figure 3. Sample Application of e-Gizmo I2C Serial Interface for LCD Display module

```
/*
  I2C Serial Interface LCD Module Display
  Sample code

  Library Requirements:
  LiquidCrystal_I2C and Wire
*/

#include <Wire.h>
// Get the LCD I2C Library here:
// https://bitbucket.org/fmalpartida/new-liquidcrystal/downloads
// Move any other LCD libraries to another folder or delete them
// See Library "Docs" folder for possible commands etc.
#include <LiquidCrystal_I2C.h>

// set the LCD address to 0x27 for a 16 chars 2 line display
// A FEW use address 0x3F
// Set the pins on the I2C chip used for LCD connections:
//      addr, en,rw,rs,d4,d5,d6,d7,bl,blpol
LiquidCrystal_I2C lcd(0x3F, 2, 1, 0, 4, 5, 6, 7, 3, POSITIVE); // Set the LCD I2C address

void setup(){
  Serial.begin(9600);

  lcd.begin(16,2); // initialize the lcd for 16 chars 2 lines, turn on backlight

  lcd.setCursor(0,0); //Start at character 4 on line 0
  lcd.print("Hello, world!");
}

void loop()
{
}
```