

Dwarf Boards

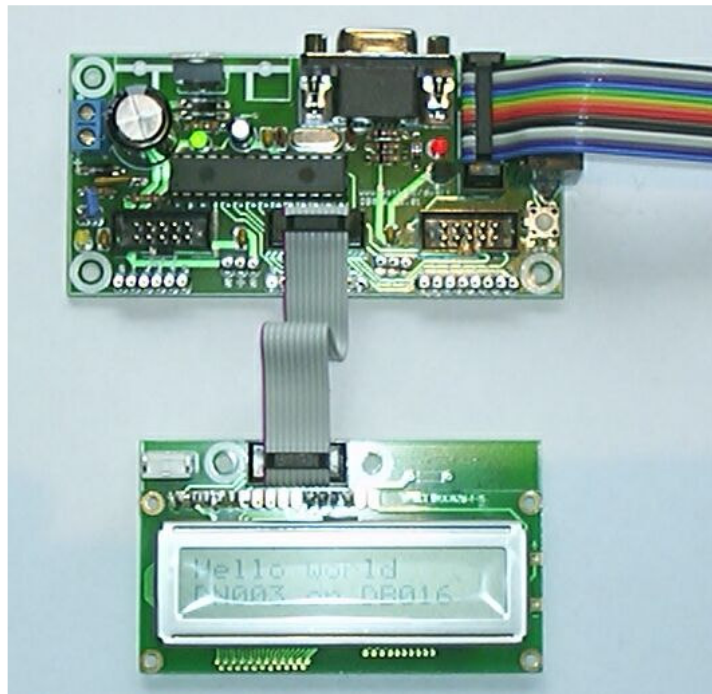
DN008 : 'hello world' in Jal on an LCD on DB016

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version 1.0

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Introduction

This note shows how to write a message to an LCD display.



Code

```
-- DN008 : hello world on a 2x16 lcd
-- hardware: DB016 + 2x16 lcd on BUS_B (DB015)

include DB016_18F252_PLL_40

const LCD_lines = 2
include lcd_on_b
LCD_Init

forever loop
  LCD_Clear
  delay_200ms
```

```
LCD_Line_1
LCD_Write( "H" )
LCD_Write( "e" )
LCD_Write( "l" )
LCD_Write( "l" )
LCD_Write( "o" )
LCD_Write( " " )
LCD_Write( "w" )
LCD_Write( "o" )
LCD_Write( "r" )
LCD_Write( "l" )
LCD_Write( "d" )

LCD_Line_2
LCD_Write( "D" )
LCD_Write( "N" )
LCD_Write( "0" )
LCD_Write( "0" )
LCD_Write( "3" )
LCD_Write( " " )
LCD_Write( "o" )
LCD_Write( "n" )
LCD_Write( " " )
LCD_Write( "D" )
LCD_Write( "B" )
LCD_Write( "0" )
LCD_Write( "1" )
LCD_Write( "6" )

    delay_1s
end loop
```

The first include is specific for the board, microcontroller and frequency used, it establishes among other things the I/O declarations that are used. The next three lines establish the LCD interface and initialise the LCD.

The main loop clears the LCD, waits 200 milliseconds, writes a message and waits one second. This creates a flashing message.

Change notes

the latest version of this document can be downloaded from <http://www.voti.nl/dwarf>

version	date	notes
1.0	2003-11-04	first version