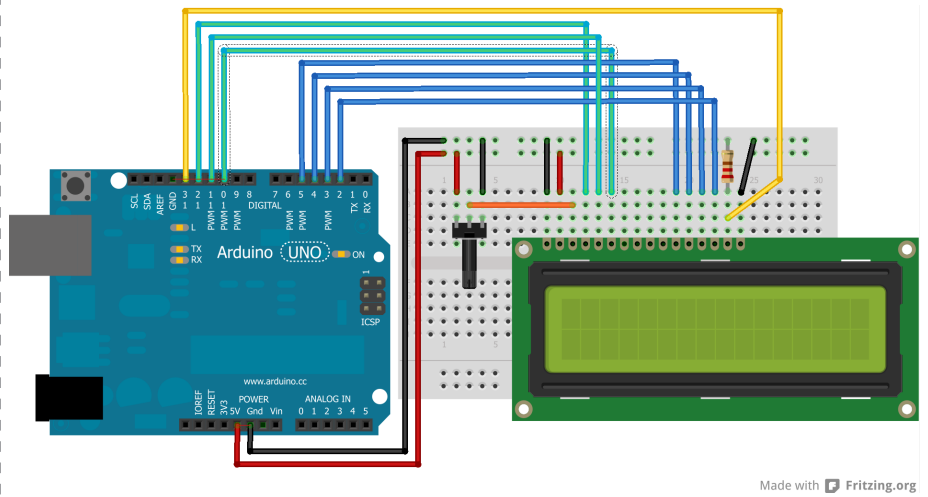


IMAGE



CODE

```
// character LCD example code
// www.hacktronics.com

#include <LiquidCrystal.h>

// Connections:
// rs (LCD pin 4) to Arduino pin 12
// rw (LCD pin 5) to Arduino pin 11
// enable (LCD pin 6) to Arduino pin 10
// LCD pin 15 to Arduino pin 13
// LCD pins d4, d5, d6, d7 to Arduino pins 5, 4, 3, 2
LiquidCrystal lcd(12, 11, 10, 5, 4, 3, 2);

int backlight = 13; // pin 13 will control the backlight

void setup()
{
  pinMode(backlight, OUTPUT);
  digitalWrite(backlight, HIGH); // turn backlight on. Replace 'HIGH' with
  'LOW' to turn it off.
  lcd.begin(16,2); // columns, rows. use 16,2 for a 16x2 LCD, etc.
  lcd.clear(); // start with a blank screen
  lcd.setCursor(0,0); // set cursor to column 0, row 0 (the first row)
  lcd.print("Hello, World"); // change this text to whatever you like. keep it
  clean.
  lcd.setCursor(0,1); // set cursor to column 0, row 1
  lcd.print("hacktronics.com");

  // if you have a 4 row LCD, uncomment these lines to write to the bottom rows
  // and change the lcd.begin() statement above.
  //lcd.setCursor(0,2); // set cursor to column 0, row 2
  //lcd.print("Row 3");
  //lcd.setCursor(0,3); // set cursor to column 0, row 3
  //lcd.print("Row 4");
}

void loop()
{
}
```

Before wiring the LCD screen to your Arduino we suggest to solder a pin header strip to the 14 (or 16) pin count connector of the LCD screen, as you can see in the image above.

To wire your LCD screen to your Arduino, connect the following pins:

- LCD RS pin to digital pin 12
- LCD Enable pin to digital pin 11
- LCD D4 pin to digital pin 5
- LCD D5 pin to digital pin 4
- LCD D6 pin to digital pin 3
- LCD D7 pin to digital pin 2

Additionally, wire a 10K pot to +5V and GND, with it's wiper (output) to LCD screens VO pin (pin3).