

LCD5110_Graph

Arduino and chipKit library for Nokia 5110 compatible LCDs

Manual

The logo for Rinky-Dink Electronics features the company name in a stylized, glowing cyan font with a 3D effect. The text is set against a dark background that includes a close-up image of a green printed circuit board (PCB) with various electronic components and traces visible.

Introduction:

This library has been made to make it easy to use the Nokia 5110 LCD module as a graphics display on an Arduino or a chipKit.

Basic functionality of this library are based on the demo-code provided by ITead studio.

You can always find the latest version of the library at <http://www.RinkyDinkElectronics.com/>

For version information, please refer to **version.txt**.


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Defined Literals:

Alignment
For use with print(), printNumI() and printNumF() LEFT: 0 RIGHT: 9999 CENTER: 9998

Included Fonts:

TinyFont
 Character size: 4x6 pixels Number of characters: 95

SmallFont
 Character size: 6x8 pixels Number of characters: 95

MediumNumbers
 Character size: 12x16 pixels Number of characters: 13

BigNumbers
 Character size: 14x24 pixels Number of characters: 13

Functions:

LCD5110(SCK, MOSI, DC, RST, CS);

The main class constructor.

Parameters: SCK: Pin for Clock signal
 MOSI: Pin for Data transfer
 DC: Pin for Register Select (Data/Command)
 RST: Pin for Reset
 CS: Pin for Chip Select
Usage: LCD5110 myGLCD(8, 9, 10, 11, 12); // Start an instance of the LCD5110 class

InitLCD([contrast]);

Initialize the LCD.

Parameters: contrast: **<optional>**
 Specify a value to use for contrast (0-127)
 Default is 70
Usage: myGLCD.initLCD(); // Initialize the display
Notes: This will reset and clear the display.

setContrast(contrast);

Set the contrast of the LCD.

Parameters: contrast: Specify a value to use for contrast (0-127)
Usage: myGLCD.setContrast(70); // Sets the contrast to the default value of 70

enableSleep();

Put the display in Sleep Mode.

Parameters: None
Usage: myGLCD.enableSleep(); // Put the display into Sleep Mode
Notes: update() will not work while the display is in Sleep Mode.
 Entering Sleep Mode will not turn off the backlight as this is a hardware function.

disableSleep();

Re-enable the display after it has been put in Sleep Mode.

Parameters: None
Usage: myGLCD.disableSleep(); // Wake the display after putting it into Sleep Mode
Notes: The display will automatically be updated with the contents of the buffer when Sleep Mode is disabled.
 Exiting Sleep Mode will not turn on the backlight as this is a hardware function.

update();

Copy the screen buffer to the screen.

This is the only command, except invert(), that will make anything happen on the physical screen. All other commands only modify the screen buffer.

Parameters: None

Usage: `myGLCD.update();` // Copy the screen buffer to the screen

Notes: Remember to call update() after you have updated the screen buffer.

Calling update() while the display is in Sleep Mode will not have any effect.

clrScr();

Clear the screen buffer.

Parameters: None

Usage: `myGLCD.clrScr();` // Clear the screen buffer

fillScr();

Fill the screen buffer.

Parameters: None

Usage: `myGLCD.fillScr();` // Fill the screen buffer

invert(mode);

Set inversion of the display on or off.

Parameters: mode: true - Invert the display
false - Normal display

Usage: `myGLCD.invert(true);` // Set display inversion on

setPixel(x, y);

Turn on the specified pixel in the screen buffer.

Parameters: x: x-coordinate of the pixel
y: y-coordinate of the pixel

Usage: `myGLCD.setPixel(0, 0);` // Turn on the upper left pixel (in the screen buffer)

clrPixel(x, y);

Turn off the specified pixel in the screen buffer.

Parameters: x: x-coordinate of the pixel
y: y-coordinate of the pixel

Usage: `myGLCD.clrPixel(0, 0);` // Turn off the upper left pixel (in the screen buffer)

invPixel(x, y);

Invert the state of the specified pixel in the screen buffer.

Parameters: x: x-coordinate of the pixel
y: y-coordinate of the pixel

Usage: `myGLCD.invPixel(0, 0);` // Invert the upper left pixel (in the screen buffer)

print(st, x, y);

Print a string at the specified coordinates in the screen buffer.
You can use the literals LEFT, CENTER and RIGHT as the x-coordinate to align the string on the screen.

Parameters: st: the string to print
 x: x-coordinate of the upper, left corner of the first character
 y: y-coordinate of the upper, left corner of the first character
Usage: myGLCD.print("Hello World",CENTER,0); // Print "Hello World" centered at the top of the screen (in the screen buffer)
Notes: The string can be either a char array or a String object

printNumI(num, x, y[, length[, filler]]);

Print an integer number at the specified coordinates in the screen buffer.
You can use the literals LEFT, CENTER and RIGHT as the x-coordinate to align the string on the screen.

Parameters: num: the value to print (-2,147,483,648 to 2,147,483,647) *INTEGERS ONLY*
 x: x-coordinate of the upper, left corner of the first digit/sign
 y: y-coordinate of the upper, left corner of the first digit/sign
 length: **<optional>**
 minimum number of digits/characters (including sign) to display
 filler: **<optional>**
 filler character to use to get the minimum length. The character will be inserted in front of the number, but after the sign. Default is ' ' (space).
Usage: myGLCD.print(num,CENTER,0); // Print the value of "num" centered at the top of the screen (in the screen buffer)

printNumF(num, dec, x, y[, divider[, length[, filler]]]);

Print a floating-point number at the specified coordinates in the screen buffer.
You can use the literals LEFT, CENTER and RIGHT as the x-coordinate to align the string on the screen.
WARNING: Floating point numbers are not exact, and may yield strange results when compared. Use at your own discretion.

Parameters: num: the value to print (*See note*)
 dec: digits in the fractional part (1-5) *0 is not supported. Use printNumI() instead.*
 x: x-coordinate of the upper, left corner of the first digit/sign
 y: y-coordinate of the upper, left corner of the first digit/sign
 divider: **<Optional>**
 Single character to use as decimal point. Default is '.'
 length: **<optional>**
 minimum number of digits/characters (including sign) to display
 filler: **<optional>**
 filler character to use to get the minimum length. The character will be inserted in front of the number, but after the sign. Default is ' ' (space).
Usage: myGLCD.print(num, 3, CENTER,0); // Print the value of "num" with 3 fractional digits top centered (in the screen buffer)
Notes: Supported range depends on the number of fractional digits used.
 Approx range is +/- 2*(10^(9-dec))

invertText(mode);

Select if text printed with print(), printNumI() and printNumF() should be inverted.

Parameters: mode: true - Invert the text
 false - Normal text
Usage: myGLCD.invertText(true); // Turn on inverted printing
Notes: SetFont() will turn off inverted printing

setFont(fontname);

Select font to use with print(), printNumI() and printNumF().

Parameters: fontname: Name of the array containing the font you wish to use
Usage: myGLCD.setFont(SmallFont); // Select the font called SmallFont
Notes: You must declare the font-array as an external or include it in your sketch.

drawLine(x1, y1, x2, y2);

Draw a line between two points in the screen buffer.

Parameters: x1: x-coordinate of the start-point
 y1: y-coordinate of the start-point
 x2: x-coordinate of the end-point
 y2: y-coordinate of the end-point

Usage: myGLCD.drawLine(0,0,83,47); // Draw a line from the upper left to the lower right corner

clrLine(x1, y1, x2, y2);

Clear a line between two points in the screen buffer.

Parameters: x1: x-coordinate of the start-point
 y1: y-coordinate of the start-point
 x2: x-coordinate of the end-point
 y2: y-coordinate of the end-point

Usage: myGLCD.clrLine(0,0,83,47); // Clear a line from the upper left to the lower right corner

drawRect(x1, y1, x2, y2);

Draw a rectangle between two points in the screen buffer.

Parameters: x1: x-coordinate of the start-corner
 y1: y-coordinate of the start-corner
 x2: x-coordinate of the end-corner
 y2: y-coordinate of the end-corner

Usage: myGLCD.drawRect(42,24,83,47); // Draw a rectangle in the lower right corner of the screen

clrRect(x1, y1, x2, y2);

Clear a rectangle between two points in the screen buffer.

Parameters: x1: x-coordinate of the start-corner
 y1: y-coordinate of the start-corner
 x2: x-coordinate of the end-corner
 y2: y-coordinate of the end-corner

Usage: myGLCD.clrRect(42,24,83,47); // Clear a rectangle in the lower right corner of the screen

drawRoundRect(x1, y1, x2, y2);

Draw a rectangle with slightly rounded corners between two points in the screen buffer.

The minimum size is 5 pixels in both directions. If a smaller size is requested the rectangle will not be drawn.

Parameters: x1: x-coordinate of the start-corner
 y1: y-coordinate of the start-corner
 x2: x-coordinate of the end-corner
 y2: y-coordinate of the end-corner

Usage: myGLCD.drawRoundRect(0,0,41,23); // Draw a rounded rectangle in the upper left corner of the screen

clrRoundRect(x1, y1, x2, y2);

Clear a rectangle with slightly rounded corners between two points in the screen buffer.

The minimum size is 5 pixels in both directions. If a smaller size is requested the rectangle will not be drawn/cleared.

Parameters: x1: x-coordinate of the start-corner
 y1: y-coordinate of the start-corner
 x2: x-coordinate of the end-corner
 y2: y-coordinate of the end-corner

Usage: myGLCD.clrRoundRect(0,0,41,23); // Clear a rounded rectangle in the upper left corner of the screen

drawCircle(x, y, radius);

Draw a circle with a specified radius in the screen buffer.

Parameters: x: x-coordinate of the center of the circle
 y: y-coordinate of the center of the circle
 radius: radius of the circle in pixels

Usage: myGLCD.drawCircle(41,23,20); // Draw a circle in the middle of the screen with a radius of 20 pixels

clrCircle(x, y, radius);

Clear a circle with a specified radius in the screen buffer.

Parameters: x: x-coordinate of the center of the circle
 y: y-coordinate of the center of the circle
 radius: radius of the circle in pixels

Usage: myGLCD.clrCircle(41,23,20); // Clear a circle in the middle of the screen with a radius of 20 pixels

`drawBitmap (x, y, data, sx, sy);`

Draw a bitmap in the screen buffer.

Parameters: x: x-coordinate of the upper, left corner of the bitmap
 y: y-coordinate of the upper, left corner of the bitmap
 data: array containing the bitmap-data
 sx: width of the bitmap in pixels
 sy: height of the bitmap in pixels

Usage: myGLCD.drawBitmap(0, 0, bitmap, 32, 32); // Draw a 32x32 pixel bitmap in the upper left corner

Notes: You can use the online-tool "*ImageConverter Mono*" to convert pictures into compatible arrays.
 The online-tool can be found on my website.
 Requires that you *#include <avr/pgmspace.h>* when using an Arduino other than Arduino Due.
 While the bitmap data *MUST* be a multiple of 8 pixels high you do not need to display all the rows.
 Example: If the bitmap is 24 pixels high and you specify sy=20 only the upper 20 rows will be displayed.