

Arduino LCD Keypad Shield

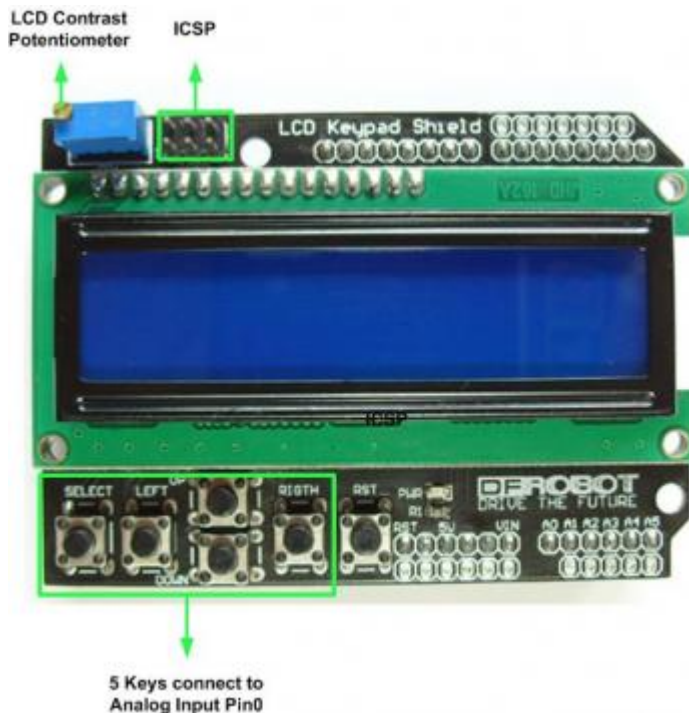
Introduction



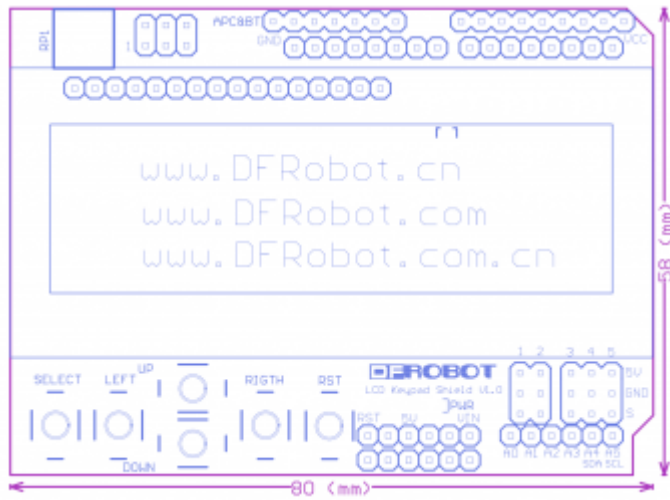
The **arduino LCD Keypad shield** is developed for **Arduino compatible boards**, to provide a user-friendly interface that allows users to go through the menu, make selections etc. It consists of a 1602 white character blue backlight LCD. The keypad consists of 5 keys — select, up, right, down and left. To save the digital IO pins, the keypad interface uses only one ADC channel. The key value is read through a 5 stage voltage divider.

Note: Version 1.1 main updates are the button values, which have being updated on the example code. For older version check the comments and edit, or use the Enhanced V1.0 library

Diagram



LCD&Keypad Shield Diagram



Pin Out Diagram

Pin Allocation

Pin	Function
Analog 0	Button (select, up, right, down and left)
Digital 4	DB4
Digital 5	DB5
Digital 6	DB6
Digital 7	DB7
Digital 8	RS (Data or Signal Display Selection)
Digital 9	Enable
Digital 10	Backlit Control

Sample Code

Example use of LiquidCrystal library

```
//Sample using LiquidCrystal library
```

```

#include <LiquidCrystal.h>

/*****

This program will test the LCD panel and the buttons
Mark Bramwell, July 2010

*****/

// select the pins used on the LCD panel
LiquidCrystal lcd(8, 9, 4, 5, 6, 7);

// define some values used by the panel and buttons
int lcd_key    = 0;
int adc_key_in = 0;
#define btnRIGHT 0
#define btnUP    1
#define btnDOWN  2
#define btnLEFT  3
#define btnSELECT 4
#define btnNONE  5

// read the buttons
int read_LCD_buttons()
{
  adc_key_in = analogRead(0); // read the value from the sensor
  // my buttons when read are centered at these values: 0, 144, 329, 504, 741
  // we add approx 50 to those values and check to see if we are close
  if (adc_key_in > 1000) return btnNONE; // We make this the 1st option for
  speed reasons since it will be the most likely result
  // For V1.1 us this threshold
  if (adc_key_in < 50)   return btnRIGHT;
  if (adc_key_in < 250) return btnUP;
  if (adc_key_in < 450) return btnDOWN;
  if (adc_key_in < 650) return btnLEFT;
  if (adc_key_in < 850) return btnSELECT;

  // For V1.0 comment the other threshold and use the one below:
  /*
  if (adc_key_in < 50)   return btnRIGHT;
  if (adc_key_in < 195) return btnUP;
  if (adc_key_in < 380) return btnDOWN;
  if (adc_key_in < 555) return btnLEFT;
  if (adc_key_in < 790) return btnSELECT;
  */

  return btnNONE; // when all others fail, return this...
}

void setup()
{
  lcd.begin(16, 2); // start the library
  lcd.setCursor(0,0);
  lcd.print("Push the buttons"); // print a simple message
}

void loop()
{
  lcd.setCursor(9,1); // move cursor to second line "1" and 9
  spaces over
  lcd.print(millis()/1000); // display seconds elapsed since power-up
}

```

```

lcd.setCursor(0,1);          // move to the beginning of the second line
lcd_key = read_LCD_buttons(); // read the buttons

switch (lcd_key)            // depending on which button was pushed, we
perform an action
{
  case btnRIGHT:
  {
    lcd.print("RIGHT ");
    break;
  }
  case btnLEFT:
  {
    lcd.print("LEFT  ");
    break;
  }
  case btnUP:
  {
    lcd.print("UP    ");
    break;
  }
  case btnDOWN:
  {
    lcd.print("DOWN  ");
    break;
  }
  case btnSELECT:
  {
    lcd.print("SELECT");
    break;
  }
  case btnNONE:
  {
    lcd.print("NONE  ");
    break;
  }
}
}

```

Example use of Enhanced LiquidCrystal_I2C library(Not updated)

This library inherits LiquidCrystal and adds another method: button - to read button pushed on a keypad. This works on the Old version of the board V1.0

[Library Forum](#)

```

/*
DFRobot LCD Shield for Arduino
Key Grab v0.2
Written by Glendon Klassen
gjklassen@gmail.com
http://www.sourceforge.net/users/ecefixer
http://ecefixer.tumblr.com

```

Displays the currently pressed key on the LCD screen.

Key Codes (in left-to-right order):

None - 0

```
Select - 1
Left   - 2
Up     - 3
Down   - 4
Right  - 5
```

```
*/
```

```
#include <LiquidCrystal.h>
```

```
#include <DFR_Key.h>
```

```
//Pin assignments for DFRobot LCD Keypad Shield
```

```
LiquidCrystal lcd(8, 9, 4, 5, 6, 7);
```

```
//-----
```

```
DFR_Key keypad;
```

```
int localKey = 0;
```

```
String keyString = "";
```

```
void setup()
```

```
{
```

```
  lcd.begin(16, 2);
```

```
  lcd.clear();
```

```
  lcd.setCursor(0, 0);
```

```
  lcd.print("Key Grab v0.2");
```

```
  delay(2500);
```

```
  /*
```

```
  OPTIONAL
```

```
  keypad.setRate(x);
```

```
  Sets the sample rate at once every x milliseconds.
```

```
  Default: 10ms
```

```
  */
```

```
  keypad.setRate(10);
```

```
}
```

```
void loop()
```

```
{
```

```
  /*
```

```
  keypad.getKey();
```

```
  Grabs the current key.
```

```
  Returns a non-zero integer corresponding to the pressed key,
```

```
  OR
```

```
  Returns 0 for no keys pressed,
```

```
  OR
```

```
  Returns -1 (sample wait) when no key is available to be sampled.
```

```
  */
```

```
  localKey = keypad.getKey();
```

```
  if (localKey != SAMPLE_WAIT)
```

```
  {
```

```
    lcd.clear();
```

```
    lcd.setCursor(0, 0);
```

```
    lcd.print("Current Key:");
```

```
    lcd.setCursor(0, 1);
```

```
    lcd.print(localKey);
```

```
  }
```

```
}
```

Documents

- [LCDKeypad Shield Schematics V1.0](#)
- [LCDKeypad Shield Schematics](#)
- [Shield diagram](#)

Old libraries for V1:

- [LCDKeypad](#)
- [DFR_Key](#)