

LCD: Blink

Description

This example will print Hello World! On the LCD and a blinking block. We will be using the code provided under the examples on the Arduino* IDE 1.5.3.

Hardware

- Intel® Galileo
- Adafruit LCD 16x2
- Potentiometer
- Breadboard
- Wires

Instructions

1. Connect a wire from GND pin to negative strip on the breadboard.
2. Connect a wire from 5V to Positive strip on breadboard.
3. Place the potentiometer on the breadboard.
4. Place the LCD on the breadboard
5. Connect pin 1 on the potentiometer to GND.
6. Connect pin 2 on the potentiometer to pin 3 on the LCD.
7. Connect pin 3 on the potentiometer to 5V.
8. Connect pin 1, pin 5, and pin 16 on the LCD to GND.
9. Connect pin 2 and pin 15 on the LCD to GND.
10. Connect pin 4 on the LCD to pin 12 on the Galileo.
11. Connect pin 6 on the LCD to pin 11 on the Galileo.
12. Connect pin 11 on the LCD to pin 5 on the Galileo.
13. Connect pin 12 on the LCD to pin 4 on the Galileo.
14. Connect pin 13 on the LCD to pin 3 on the Galileo.
15. Connect pin 14 on the LCD to pin 2 on the Galileo.
16. Open Arduino IDE under Tools → Board select Intel® Galileo
17. Under Tools → Serial Port select the Com # where the Galileo is connected to.
18. Under File → Examples → LiquidCrystal and select the “Blink” example.
19. Insert “lcd.init(1,12,255,11,5,4,3,2,0,0,0);” in the beginning of the setup function.
20. Upload to the Galileo by clicking the upload button. 

Circuit

