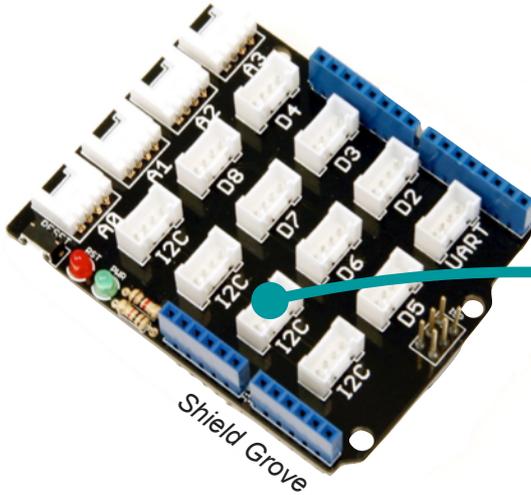


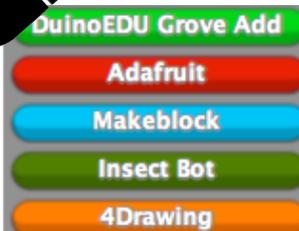
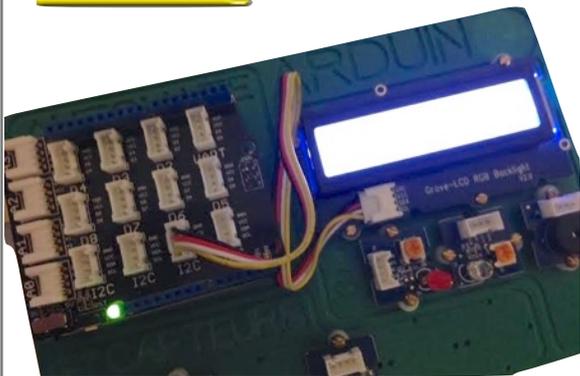
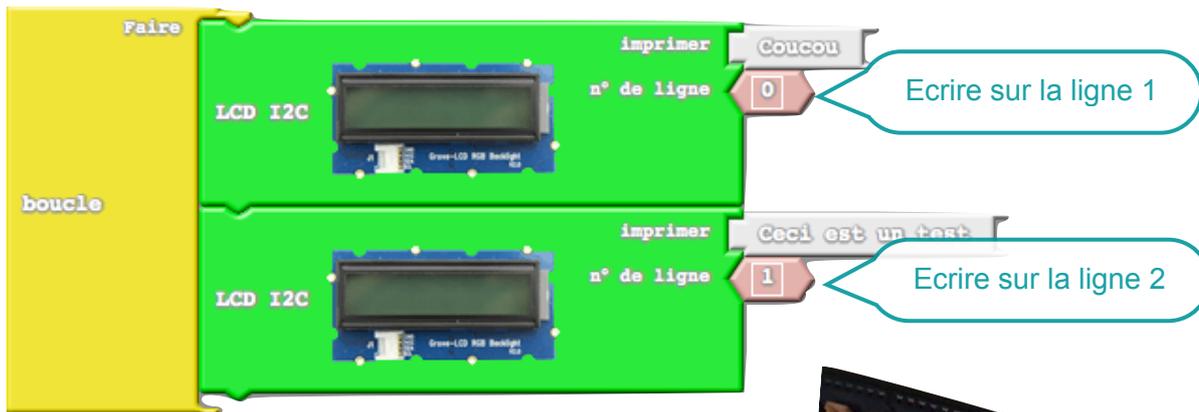


L'AFFICHEUR LCD



Il est possible d'afficher uniquement sur 2 lignes avec 16 caractères par ligne (espace inclus).

L'afficheur LCD se connecte sur l'un des ports I2C



Dans les librairies :
DuinoEDU Grove Add
Glissez / Déposez le bloc
«LCD I2C»

Afficher une variable - possibilité 1

The screenshot shows a Scratch script with a yellow 'Faire' (Do) block containing a green 'boucle' (loop) block. Inside the loop is a green 'LCD I2C' block with an 'imprimer' (print) block. The 'imprimer' block has two input fields: 'Texte a afficher' (Text to display) and 'Nom de la variable' (Variable name). The 'Texte a afficher' field is currently empty, and the 'Nom de la variable' field contains the text 'Nom de la variable'. A red 'n° de ligne' (line number) block with the value '1' is attached to the right of the 'imprimer' block.

Below the script, the 'Variables/constants' library is open, showing a list of categories on the left and a list of blocks on the right. The 'String variable' block is highlighted in the list.

Dans les librairies : Variables/constants
Glissez / Déposez le bloc «String Variable»

Possibilité aussi d'ajouter un autre bloc de texte

Afficher une variable - possibilité 2

The screenshot shows a Scratch script with a yellow 'Faire' (Do) block containing a green 'boucle' (loop) block. Inside the loop is a green 'LCD I2C' block with an 'imprimer' (print) block. The 'imprimer' block has three input fields: 'Texte', 'Coller', and 'Nom_de_la_variable'. The 'Texte' field is empty, the 'Coller' field is empty, and the 'Nom_de_la_variable' field contains the text 'Nom_de_la_variable'. Two red 'n° de ligne' (line number) blocks with the value '0' are attached to the right of the 'imprimer' block.

Below the script, the 'Variables/constants' library is open, showing a list of categories on the left and a list of blocks on the right. The 'Coller' block is highlighted in the list.

Dans les librairies : Variables/constants
Glissez / Déposez le bloc «Coller»