

```
/* ATB_B1_Display_1.c Created: 11.10.2014 16:14:43 Author: AS */
```

```
#include <stdbool.h>
#include <avr/pgmspace.h>
#include "main.h" // Aufruf „main“
#include "i2clcd.h"
#include "i2cmaster.h"
#include "avr/io.h"
#include <util/delay.h>

int main(void)
{
    i2c_init(); // Starte I2C Bus
    lcd_init(); // Starte I2CLCD
    lcd_light(0); // 0=Licht an, 1=Licht aus

    // Display Befehle
    lcd_command(LCD_DISPLAYON | LCD_CURSOROFF | LCD_BLINKINGOFF);
    // Display ON/OFF / Cursor ON/OFF / Blinken ON/OFF

    lcd_command(LCD_CLEAR); // Leere Display
    _delay_ms(2); // warte 2ms

    lcd_printlc(1,6,"Boxtec"); // Text Zeile 1
    lcd_printlc(2,2,"*****"); // Text Zeile 2
    lcd_printlc(3,2,"Display Modul 1"); // Text Zeile 3
    lcd_printlc(4,2,"(by achim S.)"); // Text Zeile 4
    _delay_ms(5000); // Warte 5000ms

    while(1) // while Schleife
    { // Beginn Schleife
        lcd_command(LCD_CLEAR); // Leere Display
        _delay_ms(1000); // Warte 1s

        lcd_printlc(1,1,"Die 1. Zeile"); // Text Zeile 1
        _delay_ms(2000); // warte 2s

        lcd_printlc(2,2,"Die 2. Zeile"); // Text Zeile 2
        _delay_ms(2000); // warte 2s

        lcd_printlc(3,3,"Die 3. Zeile"); // Text Zeile 3
        _delay_ms(2000); // warte 2s

        lcd_printlc(4,4,"Die 4. Zeile"); // Text Zeile 4
        _delay_ms(5000); // warte 5s
    } // Ende Schleife
}
```