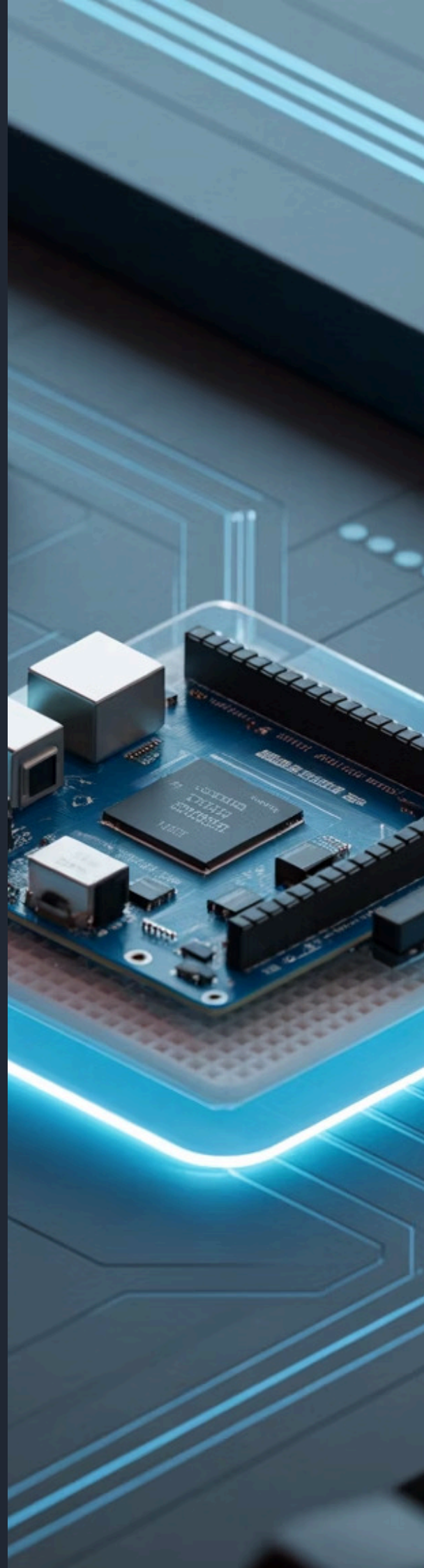


# Interfacing a 20x4 LCD with Blue Backlight to Arduino

A complete step-by-step tutorial for connecting and programming your alphanumeric display



# What is a 20x4 LCD with Blue Backlight?



## Display Specifications

The 20x4 LCD is a versatile alphanumeric display that shows **20 characters per line across 4 lines**, providing a total of 80 character positions. Built around the industry-standard **HD44780 controller**, it offers reliable performance and wide compatibility.

The blue backlight significantly **improves readability in low-light conditions**, making it ideal for various projects from weather stations to control panels.



### 80 Characters

20 columns × 4 rows



### HD44780 Controller

Industry standard chip



### Blue Backlight

Enhanced visibility



### Two Interfaces

Parallel (16-pin) or I2C (4-pin)

# Materials Needed

1

## Arduino Board

Arduino Uno or compatible microcontroller board with 5V logic

2

## 20x4 LCD Display

Choose either parallel (16-pin) or I2C version with blue backlight

3

## Connection Supplies

Breadboard and male-to-male jumper wires for secure connections

4

## Parallel Components

1k $\Omega$  resistor or 10k $\Omega$  potentiometer for contrast adjustment

5

## I2C Module

PCF8574 I2C backpack adapter if not pre-soldered to LCD

❏ **Pro Tip:** The I2C version is recommended for beginners as it requires only 4 connections versus 16 for parallel, saving valuable Arduino pins and simplifying wiring significantly.



# Parallel Interface Pinout Overview

Understanding the 16-pin configuration for direct parallel connection to Arduino



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## Power Pins (1-2)

**VSS:** Ground connection (0V) • **VDD:** +5V power supply



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## Control Pins (3-6)

**VO:** Contrast voltage • **RS:** Register Select • **RW:** Read/Write • **E:** Enable



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## Data Pins (7-14)

**D0-D7:** 8-bit data bus (typically use D4-D7 only for 4-bit mode to save pins)



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## Backlight Pins (15-16)

**A (Anode):** Backlight +5V • **K (Cathode):** Backlight Ground

# Wiring Parallel LCD to Arduino

## 4-Bit Mode Connection Guide



### Power Connections

Connect **VSS** to Arduino **GND** and **VDD** to **5V**



### Contrast Control

**VO** connects to middle pin of 10k $\Omega$  potentiometer (outer pins to 5V and GND)



### Control Signals

**RS** → Pin 12 • **RW** → GND • **E** → Pin 11



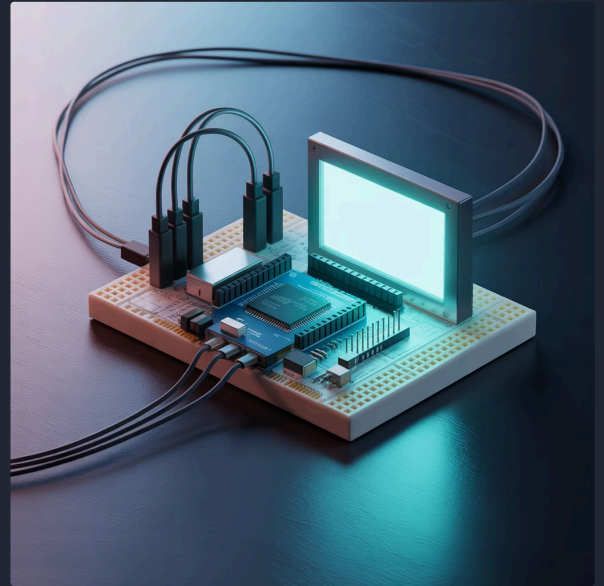
### Data Lines

**D4-D7** connect to Arduino pins **5, 4, 3, 2** respectively



### Backlight Power

**A (Anode)** to 5V via 220 $\Omega$  resistor • **K (Cathode)** to GND



**Important:** The 220 $\Omega$  resistor on the backlight prevents excessive current and protects the LED. Always power Arduino via USB or regulated 5V supply.



# I2C Interface: Simplified Wiring

## Just 4 Connections

The I2C interface dramatically reduces wiring complexity from 16 pins down to only 4 connections, making it the preferred choice for most Arduino projects.

## Simple Pin Mapping

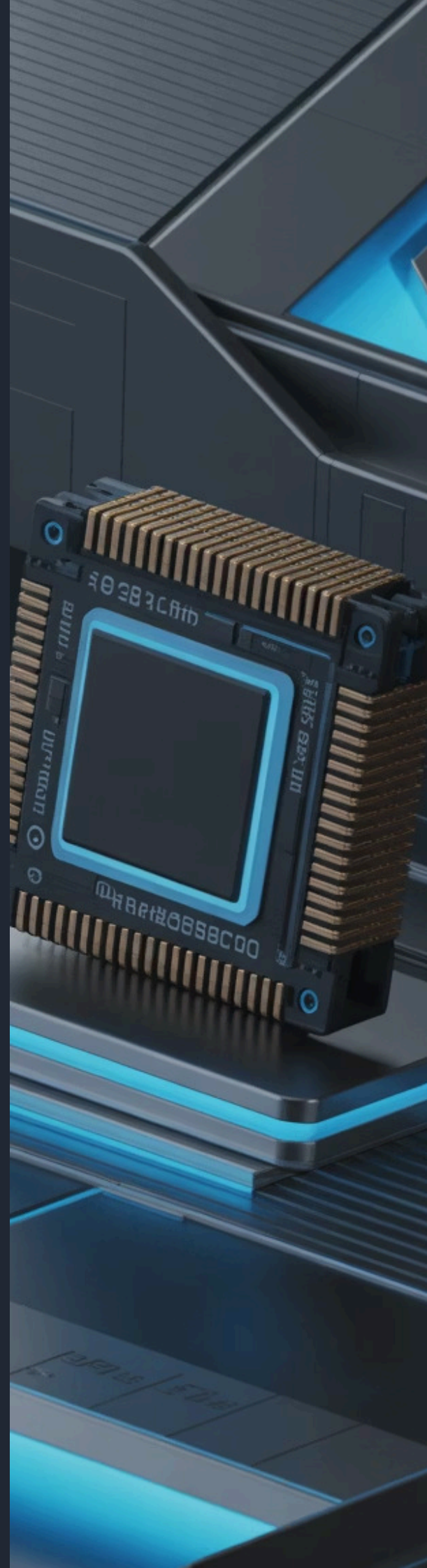
**VCC** → 5V • **GND** → Ground • **SDA** → A4 (Uno) or SDA pin • **SCL** → A5 (Uno) or SCL pin

## Saves Arduino Pins

The I2C backpack module uses the PCF8574 chip to handle all LCD communication, freeing up [12+ digital pins](#) for other sensors and components in your project.

## Easy Adjustments

Both backlight intensity and contrast can be fine-tuned using the onboard potentiometers located on the I2C adapter module—no external components needed.



# Sample Arduino Code for I2C 20x4 LCD

Here's a complete program to get your display up and running in minutes:

```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>

// Set LCD address (0x27 or 0x3F), 20 cols, 4 rows
LiquidCrystal_I2C lcd(0x27, 20, 4);

void setup() {
  lcd.init();      // Initialize LCD
  lcd.backlight(); // Turn on backlight

  // Display welcome message
  lcd.setCursor(0, 0);
  lcd.print("  Arduino LCD");
  lcd.setCursor(0, 1);
  lcd.print(" 20x4 Display");
  lcd.setCursor(0, 2);
  lcd.print(" Blue Backlight");
  lcd.setCursor(0, 3);
  lcd.print(" Tutorial!");
}

void loop() {
  // Your code here
}
```



## Install Library

Use Arduino IDE Library Manager to install **LiquidCrystal\_I2C** by Frank de Brabander



## Find I2C Address

Common addresses are [0x27](#) or [0x3F](#). Run an I2C scanner sketch if display shows nothing



## Test Display

Upload code, verify text appears centered across all four lines with blue backlight active

Congratulations! You've successfully interfaced your 20x4 LCD with Arduino. Now you can display sensor data, create custom characters, or build interactive menus for your projects.