



EN 0.9" OLED screen with I²C

WPI438





Introduction



To all residents of the European Union Important environmental information about this product

This symbol on the device or the package indicates that disposal of the device after its lifecycle could harm the environment. Do not dispose of the unit (or batteries) as unsorted municipal waste; it should be taken to a specialized company for recycling. This device should be returned to your distributor or to a local recycling service. Respect the local environmental rules.

If in doubt, contact your local waste disposal authorities.

Thank you for choosing Whadda! Please read the manual thoroughly before bringing this device into service. If the device was damaged in transit, do not install or use it and contact your dealer.

Safety Instructions



Read and understand this manual and all safety signs before using this appliance.



For indoor use only.

• This device can be used by children aged from 8 years and above, and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge if they have been given supervision or instruction concerning the use of the device in a safe way and understand the hazards involved. Children shall not play with the device. Cleaning and user maintenance shall not be made by children without supervision.

General Guidelines

- Refer to the Velleman® Service and Quality Warranty on the last pages of this manual.
- All modifications of the device are forbidden for safety reasons. Damage caused by user modifications to the device is not covered by the warranty.
- Only use the device for its intended purpose. Using the device in an unauthorized way will void the warranty.
- Damage caused by disregard of certain guidelines in this manual is not covered by the warranty and the dealer will not accept responsibility for any ensuing defects or problems.
- Nor Velleman Group nv nor its dealers can be held responsible for any damage (extraordinary, incidental or indirect) of any nature (financial, physical...) arising from the possession, use or failure of this product.
- Keep this manual for future reference.



What is Arduino®

Arduino is an open-source prototyping platform based on easy-to-use hardware and software. Arduino boards are able to read inputs – light-on sensor, a finger on a button or a Twitter message – and turn it into an output – activating of a motor, turning on an LED, publishing something online. You can tell your board what to do by sending a set of instructions to the microcontroller on the board. To do so, you use the Arduino programming language (based on Wiring) and the Arduino software IDE (based on Processing). Additional shields/modules/components are required for reading a twitter message or publishing online. Surf to www.arduino.cc for more information.

Product Overview

OLED displays have several advantages: low power consumption, bright, large viewing angle for better readability and high resolution.

Specifications

resolution: 128 x 64 dots
 viewing angle: > 160°
 working voltage: 3-5 V

recommended library: U8glib

interface: I²C
 driver: SSD1306

working temperature: -30°C - 70°C

OLED colour: blue
I/O level: 3.3 V and 5 V
dimensions: 27 x 27 mm

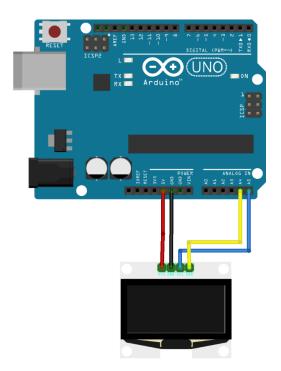
Pin Layout

VCC	3.3-5 V power supply	
GND	ground	
SCL	serial clock line	
SDA	serial data line	



Example

VCC	>	5 V
GND	>	GND
SCL		A5
SDA		Α4



Go to the product page on www.velleman.eu and download the U8glib.zip file.

Start the Arduino $^\circ$ IDE and import this library: Sketch \rightarrow Include Library \rightarrow Add Zip library. Once finished, go back to Sketch \rightarrow Include Library \rightarrow Manage library's, and scroll down until you find the U8glib library. Select this library and tap "Update". Now you have the latest version with examples.

Go to Files \rightarrow Examples and scroll down to U8glib. Open the example Graphicstest.

In the sketch "Graphicstest", several types of displays can be selected. Just "un-comment" the one you need.

For the WPI438 you have to un-comment:

U8GLIB_SSD1306_128X64 u8g(U8G_I2C_OPT_NO_ACK); // Display which does not send AC

Compile and upload the sketch to your Arduino® compatible board and enjoy!

The "Graphicstest" sketch with only the correct driver line for WPI438 looks like this:



/*

GraphicsTest.pde

>>> Before compiling: Please remove comment from the constructor of the >>> connected graphics display (see below).

Universal 8bit Graphics Library, https://github.com/olikraus/u8glib/

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*/

#include "U8glib.h"

// setup u8g object, please remove comment from one of the following constructor calls // IMPORTANT NOTE: The following list is incomplete. The complete list of supported // devices with all constructor calls is here: https://github.com/olikraus/u8glib/wiki/device

U8GLIB_SSD1306_128X64 u8g(U8G_I2C_OPT_NO_ACK); // Display which does not send AC VMA438 - Velleman , UN-comment this line as it is now



```
void u8g_prepare(void){
 u8g.setFont(u8g_font_6x10);
 u8g.setFontRefHeightExtendedText();
 u8g.setDefaultForegroundColor();
 u8g.setFontPosTop();
}
void u8g_box_frame(uint8_t a){
 u8q.drawStr( 0, 0, "drawBox");
 u8g.drawBox(5,10,20,10);
 u8g.drawBox(10+a,15,30,7);
 u8g.drawStr(0, 30, "drawFrame");
 u8g.drawFrame(5,10+30,20,10);
 u8q.drawFrame(10+a,15+30,30,7);
void u8q_disc_circle(uint8_t a){
 u8g.drawStr( 0, 0, "drawDisc");
 u8q.drawDisc(10,18,9);
 u8q.drawDisc(24+a,16,7);
 u8q.drawStr(0, 30, "drawCircle");
 u8g.drawCircle(10,18+30,9);
 u8g.drawCircle(24+a,16+30,7);
void u8g_r_frame(uint8_t a) {
 u8g.drawStr( 0, 0, "drawRFrame/Box");
 u8g.drawRFrame(5, 10, 40, 30, a+1);
 u8g.drawRBox(50, 10,25,40, a+1);
void u8g_string(uint8_t a){
 u8g.drawStr(30+a,31, " 0");
 u8g.drawStr90(30,31+a, "90");
 u8g.drawStr180(30-a,31, "180");
 u8g.drawStr270(30,31-a, "270");
void u8g_line(uint8_t a){
 u8g.drawStr( 0, 0, "drawLine");
 u8g.drawLine(7+a, 10, 40, 55);
 u8g.drawLine(7+a*2, 10, 60, 55);
 u8q.drawLine(7+a*3, 10, 80, 55);
 u8g.drawLine(7+a*4, 10, 100, 55);
void u8g_triangle(uint8_t a){
 uint16_t offset = a;
 u8g.drawStr(0,0,"drawTriangle");
 u8g.drawTriangle(14,7, 45,30, 10,40);
 u8g.drawTriangle(14+offset,7-offset, 45+offset,30-offset, 57+offset,10-offset);
 u8g.drawTriangle(57+offset*2,10, 45+offset*2,30, 86+offset*2,53);
```



```
u8g.drawTriangle(10+offset,40+offset, 45+offset,30+offset, 86+offset,53+offset);
}
void u8g_ascii_1(){
 char s[2] = "";
 uint8_t x, y;
 u8g.drawStr( 0, 0, "ASCII page 1");
 for(y = 0; y < 6; y++){
 for(x = 0; x < 16; x++){
  s[0] = y*16 + x + 32;
   u8g.drawStr(x*7, y*10+10, s);
}
}
void u8q_ascii_2(){
 char s[2]="";
 uint8_t x, y;
 u8g.drawStr( 0, 0, "ASCII page 2");
 for(y = 0; y < 6; y++){
 for(x = 0; x < 16; x++){
   s[0] = y*16 + x + 160;
   u8g.drawStr(x*7, y*10+10, s);
 }
}
void u8g_extra_page(uint8_t a)
 if ( u8g.getMode() == U8G_MODE_HICOLOR \parallel u8g.getMode() == U8G_MODE_R3G3B2) {
 /* draw background (area is 128x128) */
 u8q_uint_t r, q, b;
  b = a << 5;
  for(g = 0; g < 64; g++)
  for(r = 0; r < 64; r++)
        u8g.setRGB(r<<2, g<<2, b);
        u8g.drawPixel(g, r);
  }
 u8g.setRGB(255,255,255);
 u8g.drawStr(66, 0, "Color Page");
 else if ( u8g.getMode() == U8G_MODE_GRAY2BIT )
 u8g.drawStr(66, 0, "Gray Level");
  u8q.setColorIndex(1);
  u8g.drawBox(0, 4, 64, 32);
  u8g.drawBox(70, 20, 4, 12);
  u8g.setColorIndex(2);
  u8g.drawBox(0+1*a, 4+1*a, 64-2*a, 32-2*a);
  u8g.drawBox(74, 20, 4, 12);
```



```
u8g.setColorIndex(3);
  u8g.drawBox(0+2*a, 4+2*a, 64-4*a, 32-4*a);
 u8g.drawBox(78, 20, 4, 12);
 else
 u8g.drawStr( 0, 12, "setScale2x2");
 u8g.setScale2x2();
 u8g.drawStr( 0, 6+a, "setScale2x2");
 u8g.undoScale();
}
uint8_t draw_state = 0;
void draw(void){
 u8q_prepare();
 switch(draw_state >> 3){
 case 0: u8g_box_frame(draw_state&7); break;
 case 1: u8g_disc_circle(draw_state&7); break;
  case 2: u8g_r_frame(draw_state&7); break;
  case 3: u8g_string(draw_state&7); break;
  case 4: u8g_line(draw_state&7); break;
  case 5: u8g_triangle(draw_state&7); break;
  case 6: u8g_ascii_1(); break;
  case 7: u8g_ascii_2(); break;
 case 8: u8g_extra_page(draw_state&7); break;
}
void setup(void){
 // flip screen, if required
 //u8g.setRot180();
#if defined(ARDUINO)
 pinMode(13, OUTPUT);
 digitalWrite(13, HIGH);
#endif
void loop(void){
 // picture loop
 u8g.firstPage();
 do {
 draw();
} while( u8g.nextPage());
 // increase the state
 draw_state++;
 if (draw_state >= 9*8)
 draw_state = 0;
```



```
// rebuild the picture after some delay
//delay(150);
}
```





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