

4D Arduino Adaptor Shield



Datasheet

Revision 1.6

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1. Description

The 4D Arduino* Adaptor Shield (4Display-Adaptor-Shield) is a simple Arduino Shield designed to provide a convenient interface to attach 4D Systems display modules to the Arduino platform, without having to use jumper wires on the Arduino headers.

The Arduino Adaptor Shield is included in various Arduino Module Packs but can be purchased separately if a 4D Display Module is not required or is owned already.

Communication to the 4D Systems Display Modules is performed via the Arduino serial port and is provided to the user in a simple 5-pin interface, where a 5-way cable (included in the Arduino Module Packs) can be attached between the Shield and the Display Module.

A single digital on the Arduino is used for an external reset for the display and can be disconnected if required. Jumpers are provided to enable selection between different I/O to offer more flexibility over the REV 1 design. Please refer to the [Configuration Options](#) section for more information.

Power for the display is supplied from the Arduino's 5V bus, or via an external source such as a 4D Programming Cable or 5V power supply.

The 4D Arduino Adaptor Shield is compatible with the following 4D Systems display modules:

- uOLED-xx-G1/G2 modules
- uLCD-xx-G1/G2 modules
- uLCD-xx-PT modules
- uLCD-43 (All versions)
- uLCD-xx-PTU modules
- uVGA-II/III modules
- uLCD-35DT
- uLCD-70DT
- + Future models

While older modules from 4D Systems may be pin compatible, the 4D Arduino Libraries may not specifically support them.

This Adaptor Shield is also compatible with other platforms which feature Arduino-style headers and use Arduino Shields, such as the Intel Galileo, Arduino Due etc.

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