

## Embedded Artists 2.7 inch E-paper Display Module & Arduino Uno



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# 1 Required Hardware

The hardware listed below is needed to get Embedded Artists 2.7 inch E-paper display module connected to an Arduino Uno

- **Arduino Uno**
- Embedded Artists 2.7 inch **E-paper Display** module **Rev B**. Part number: EA-LCD-009. Please **NOTE** that Rev A of the board does **NOT** have 5V tolerant I/O. You should use Rev B of the board if you want to connect it to an Arduino Uno.  
[http://www.embeddedartists.com/products/displays/lcd\\_27\\_epaper.php](http://www.embeddedartists.com/products/displays/lcd_27_epaper.php)
- 14 pcs female-to-male **jumper wires** (prototyping cables). Embedded Artists 50 pack with part number EA-ACC-016 can be used.  
[http://www.embeddedartists.com/products/acc/acc\\_wire\\_fm.php](http://www.embeddedartists.com/products/acc/acc_wire_fm.php)

# 2 Connect the Display

Use female-to-male jumper wires (prototyping cables) to connect the Arduino with the display. The figures below as well as the table guides you how to connect the cables.

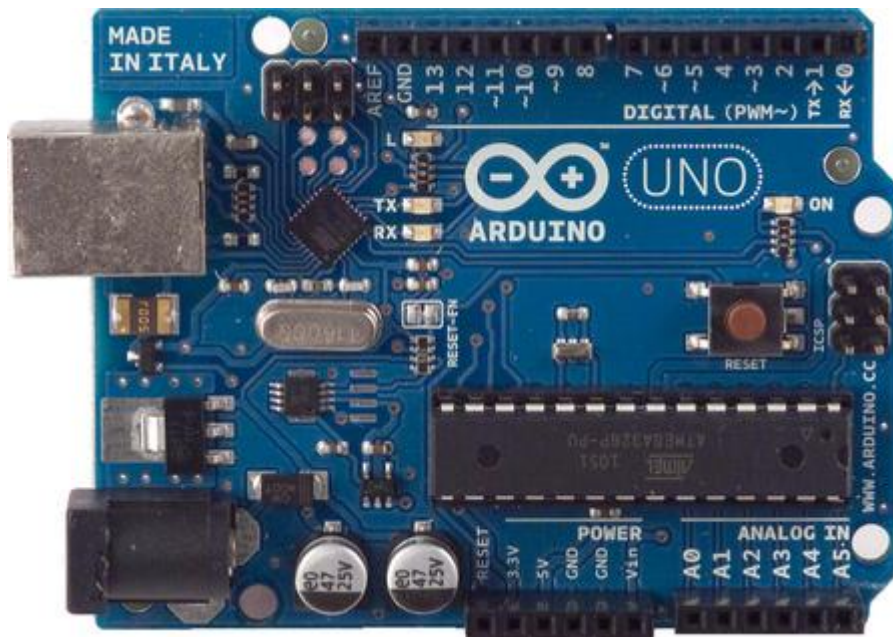


Figure 1 - Pin numbering on Arduino

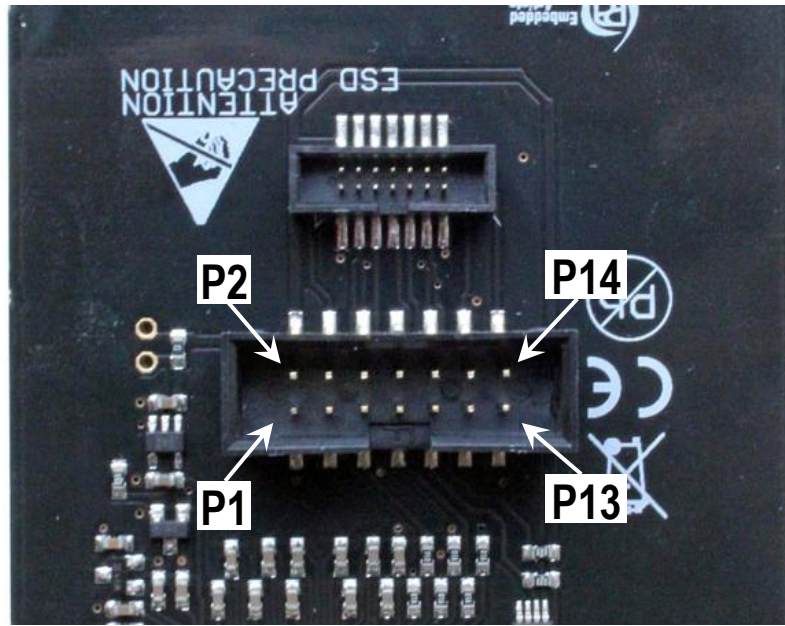


Figure 2 - Pin numbering on display

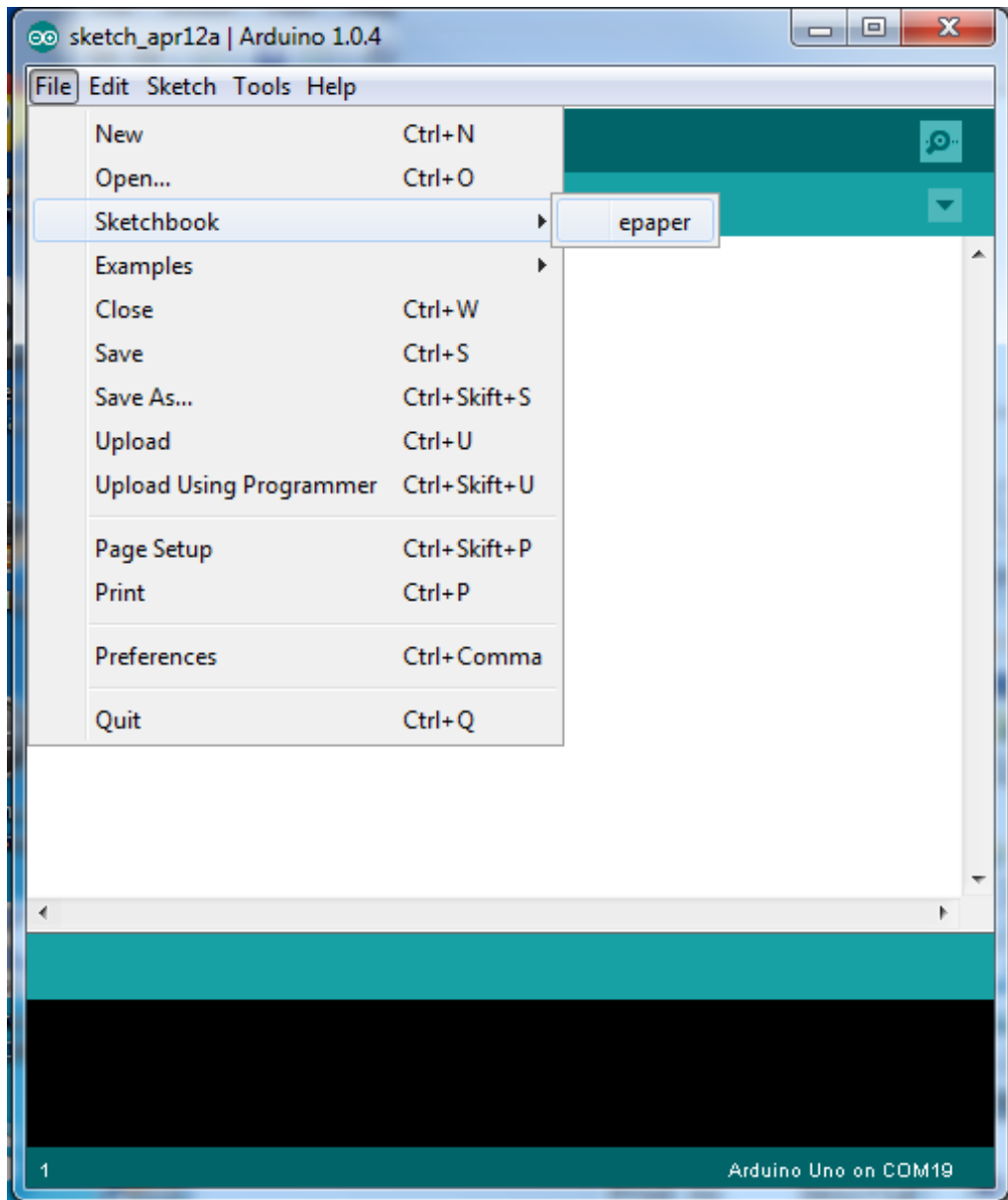
mbed			Display	
GND	GND	↔	1	GND
3V3	3V3	↔	2	3V3
13	SCK	↔	3	SCK
11	MOSI	↔	4	MOSI
12	MISO	↔	5	MISO
8	GPIO	↔	6	SSEL
7	GPIO	↔	7	Busy
3	GPIO	↔	8	Border Ctrl
A5	SCL	↔	9	SCL
A4	SDA	↔	10	SDA
5	PWM	↔	11	PWM
6	GPIO	↔	12	Reset
2	GPIO	↔	13	Pwr
4	GPIO	↔	14	Discharge



Figure 3 - Arduino connected to Display

### 3 Import to Arduino Environment

1. Download the zip file (epaper\_arduino\_XXXXXX.zip) from the E-paper display module product page  
[http://www.embeddedartists.com/products/displays/lcd\\_27\\_epaper.php](http://www.embeddedartists.com/products/displays/lcd_27_epaper.php)
2. Unzip to your Sketchbook directory
  - a. epaper - This is the application (contains .ino file)
  - b. libraries/EPD – This is the E-paper driver from Pervasive Displays
  - c. libraries/Images – This folder contains images
  - d. libraries/LM75A
3. Start Arduino application
4. Go to File → Sketchbook → epaper to load the application

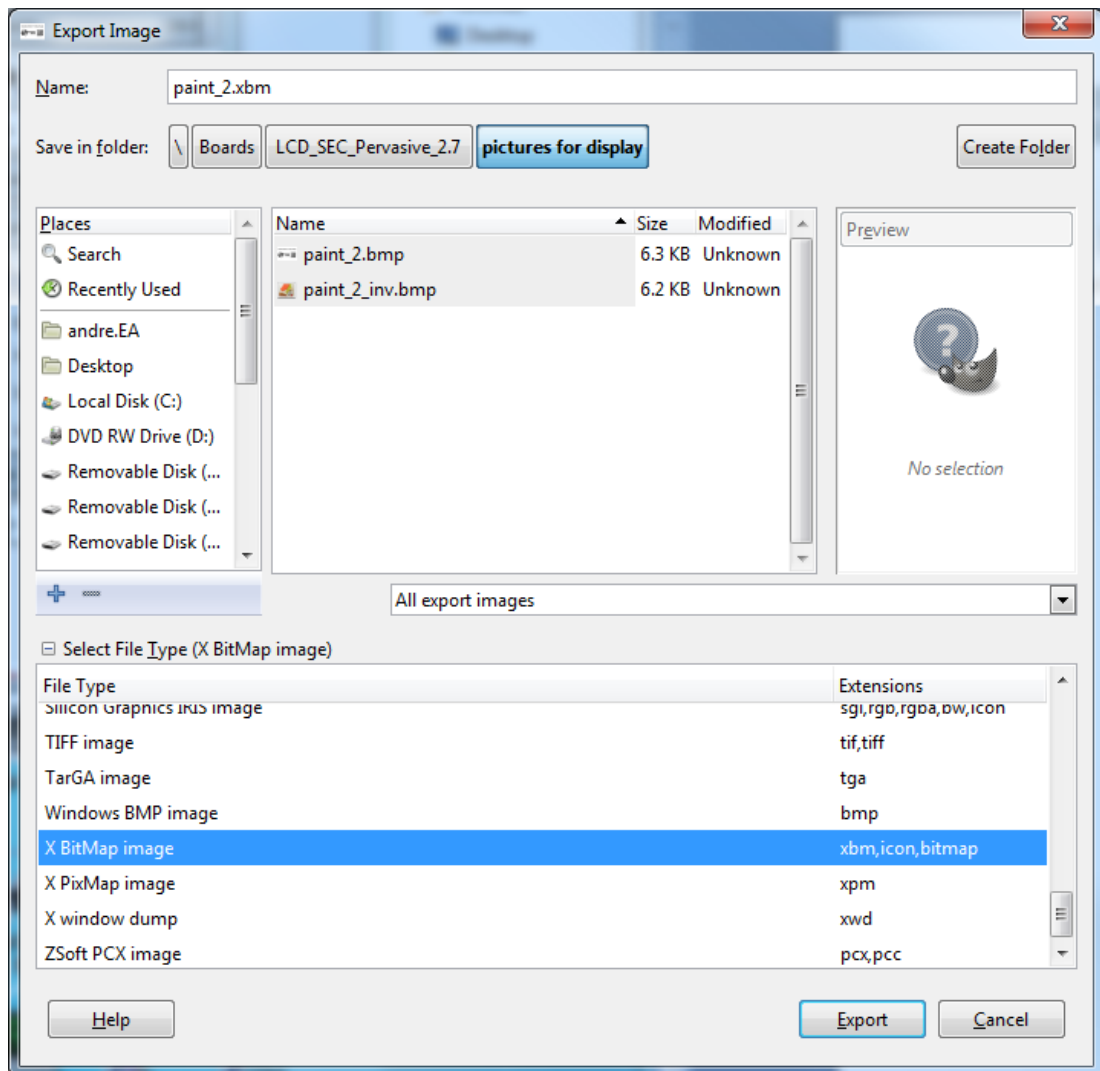


5. You can now compile and download the application to the Arduino Uno

## 4 Image Format

The format used for the images is the X BitMap (xbm) format. The image manipulation program called GIMP can be used to save a monochrome image in xbm format.

<http://www.gimp.org/>



## 5 Disclaimer

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