LCD Libraries – Directly Connected

This Library is for Parallel LCDs connected DIRECTLY to the Propeller (Can not use TX\_RX Lib for Parallel LCDs :-( )  
  
The library contains SUBS for:  
  
\* Sending an LCD Control Code  
\* Writing a Byte  
\* Writing a String (DATA or a Literal e.g. "My name is Andre"). It also allows for using the "@" character as a DATA terminator instead of zero because sometimes DATA strings have zeroes in them. The "@" is hardcoded in the Library, but you can change it to something else if you like.  
\* Writing a specified number of Digits without Leading Zeroes or Spaces for a Number (Constant, Variable or Literal)  
\* Writing a specified number of Digits with Leading Zeroes for a Number (Constant, Variable or Literal)  
\* Writing a specified number of Digits with Leading Spaces for a Number (Constant, Variable or Literal)

Which Pins you use for connecting is up to you, but just make sure the Pin/LCD mapping in the program corresponds.