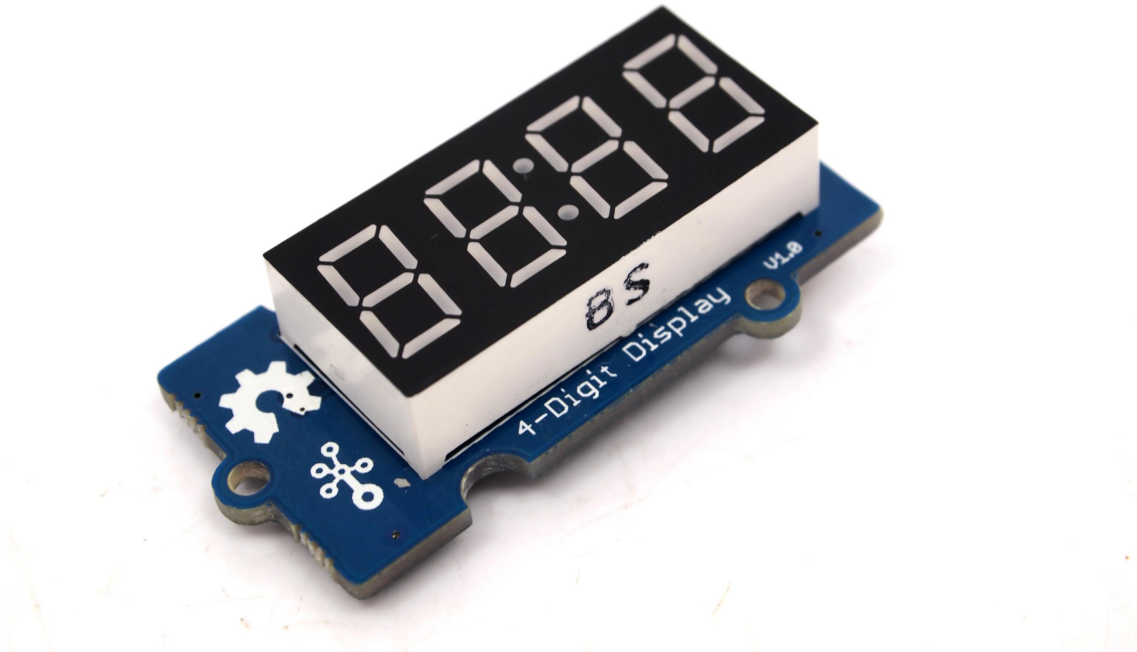


Grove - 4-Digit Display



[<https://www.seeedstudio.com/depot/grove-4digital-display-p-1198.html>]

Grove - 4-Digit Display module is a 12-pin module. In this module, we utilise a TM1637 to scale down the number of controlling pins to 2. That is to say, it controls both the content and the luminance via only 2 digital pins of Arduino or Seeeduino. For projects that require alpha-numeric display, this can be a nice choice.

Get One Now 

[<https://www.seeedstudio.com/grove-4digital-display-p-1198.html>]

Version

| Product Version | Changes | Released Date |
|------------------------------|---------|---------------|
| Grove - 4-Digit Display V1.0 | Initial | May 2012 |

Features

- 4 digit red alpha-numeric display
- Grove compatible interface (3.3V/5V)
- 8 adjustable luminance levels



Tip

More details about Grove modules please refer to [Grove System](https://wiki.seeedstudio.com/Grove_System/)
[https://wiki.seeedstudio.com/Grove_System/]

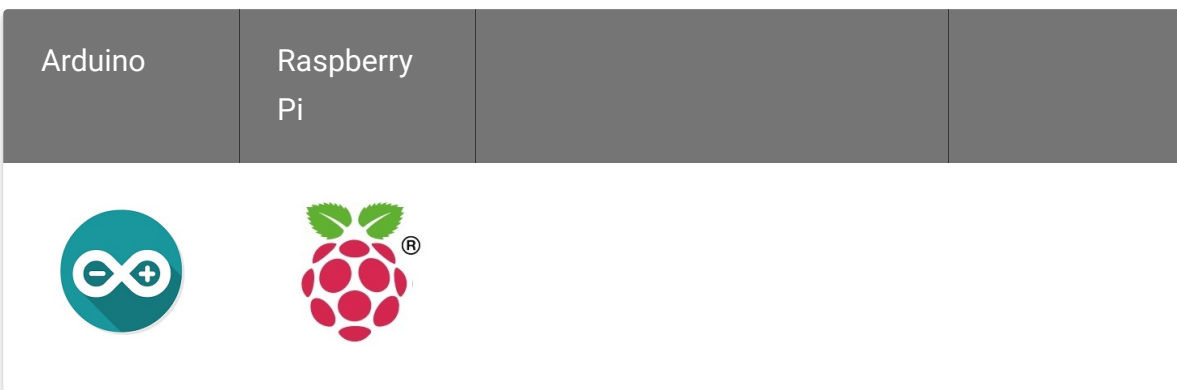
Specifications

| Item | Min | Typical | Max | Unit |
|------------|----------|---------|-----|------|
| Voltage | 3.3 | 5.0 | 5.5 | VDC |
| Current | 0.2 | 27 | 80 | mA |
| Dimensions | 42x24x14 | | | mm |
| Net Weight | 7±1 | | | g |

Application Ideas

- Time display
- Stopwatch
- Sensors' input display

Platforms Supported



**Caution**

The platforms mentioned above as supported is/are an indication of the module's software or theoretical compatibility. We only provide software library or code examples for Arduino platform in most cases. It is not possible to provide software library / demo code for all possible MCU platforms. Hence, users have to write their own software library.

Getting Started

**Note**

If this is the first time you work with Arduino, we firmly recommend you to see [Getting Started with Arduino](https://wiki.seeedstudio.com/Getting_Started_with_Arduino/) [https://wiki.seeedstudio.com/Getting_Started_with_Arduino/] before the start.

Play With Arduino

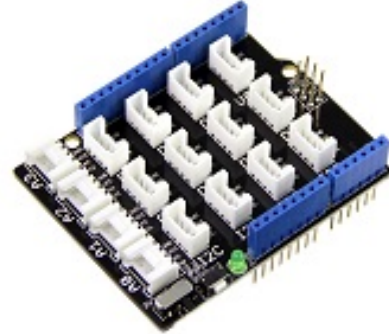
Hardware

- **Step 1.** Prepare the below stuffs:

Seeeduino V4.2



Base Shield



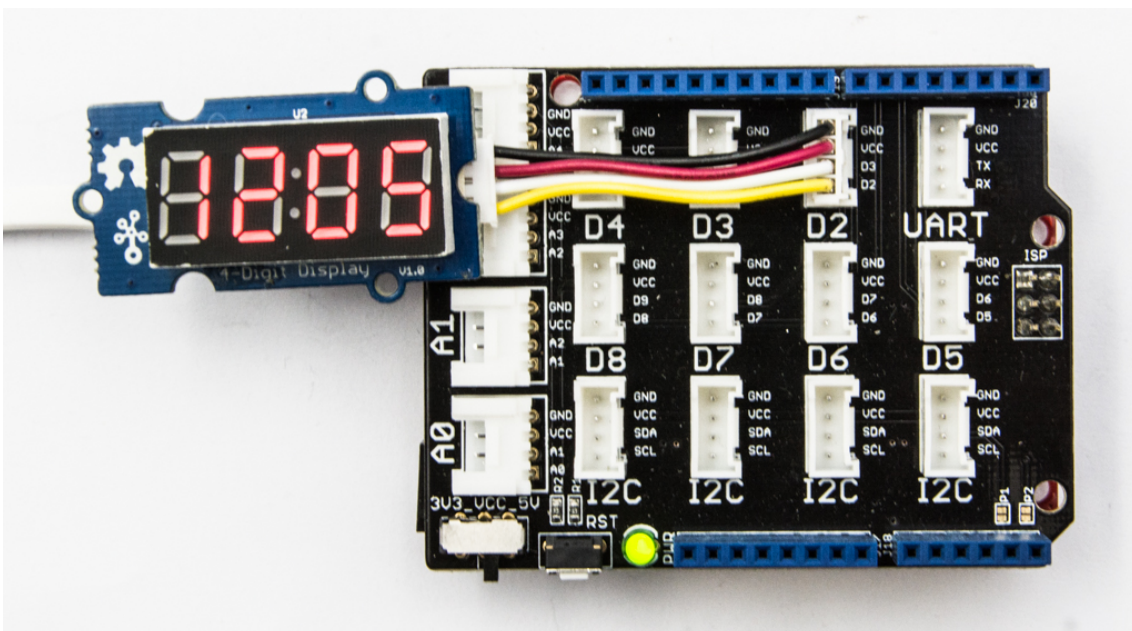
[Get One Now](#)

[<https://www.seeedstudio.com/Seeeduino-V4.2-p-2517.html>]

[Get One Now](#)

[<https://www.seeedstudio.com/Base-Shield-V2-p-1378.html>]

- **Step 2.** Connect Grove-4-Digit Display to **D2** port of Grove-Base Shield.
- **Step 3.** Plug Grove - Base Shield into Seeduino.
- **Step 4.** Connect Seeduino to PC via a USB cable.



**Note**

If we don't have Grove Base Shield, We also can directly connect Grove-4-Digit Display to Seeeduno as below. We also can plug Grove-4-Digit Display to other Grove digital port.

| Seeeduno | Grove-4-Digit Display |
|----------|-----------------------|
| 5V | Red |
| GND | Black |
| D3 | White (DIO) |
| D2 | Yellow(CLK) |

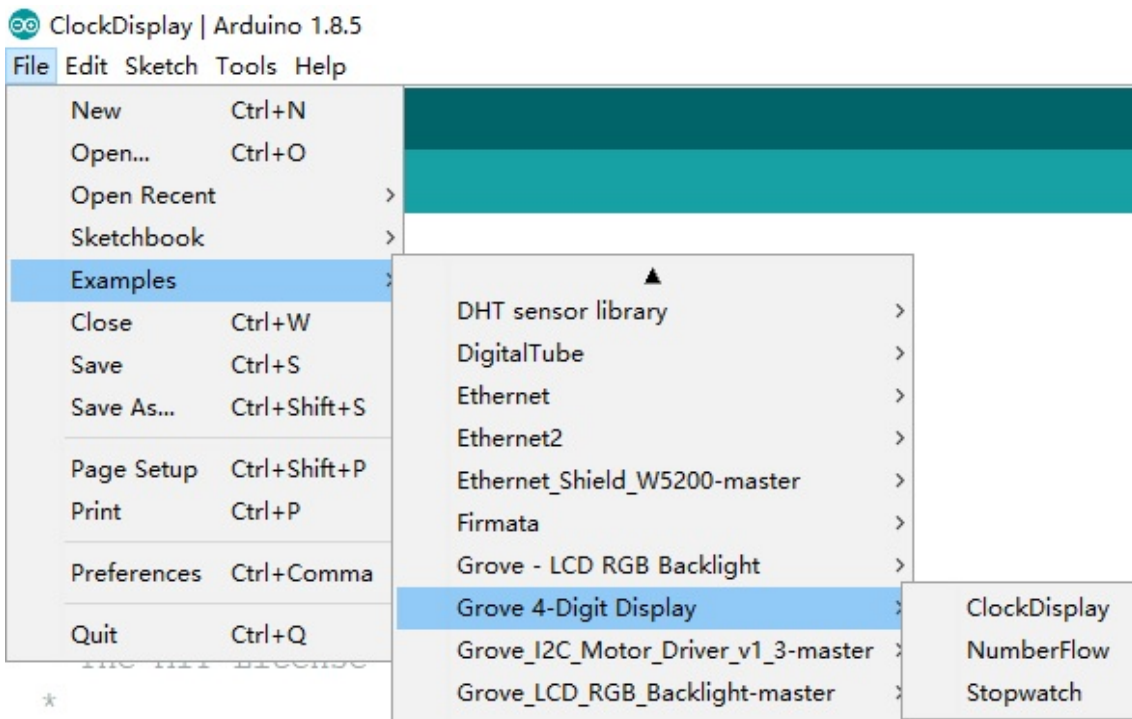
**Warning**

The Grove-4-Digit Display includes 4 pins, GND, VCC, DIO, CLK. We can connect DIO and CLK to any digital pin. It is not I2C protocol.

Software

- **Step 1.** Download the [Grove-4-Digit Display Library](https://github.com/Seeed-Studio/Grove_4Digital_Display/archive/master.zip) [https://github.com/Seeed-Studio/Grove_4Digital_Display/archive/master.zip] and [TimerOne Library](https://code.google.com/p/arduino-timerone/downloads/detail?name=TimerOne-v9.zip&can=2&q=) [https://code.google.com/p/arduino-timerone/downloads/detail?name=TimerOne-v9.zip&can=2&q=].
- **Step 2.** Refer [How to install library](https://wiki.seeedstudio.com/How_to_install_Arduino_Library) [https://wiki.seeedstudio.com/How_to_install_Arduino_Library] to install library for Arduino.

- **Step 3.** Follow below instructions to select code into Arduino IDE and upload. If you do not know how to upload the code, please check [how to upload code](#) [https://wiki.seeedstudio.com/Upload_Code/]. There are 3 examples as below.
 - Clock Display
 - Number Flow
 - Stop Watch



- **Step 4.** We will see the Grove-4-Digit Display being turned on.

Play with Codecraft

Hardware

Step 1. Connect Grove - 4-Digit Display to port D2 in a Base Shield

Step 2. Plug the Base Shield to your Seeduino/Arduino.

Step 3. Link Seeeduino/Arduino to your PC via an USB cable.

Software

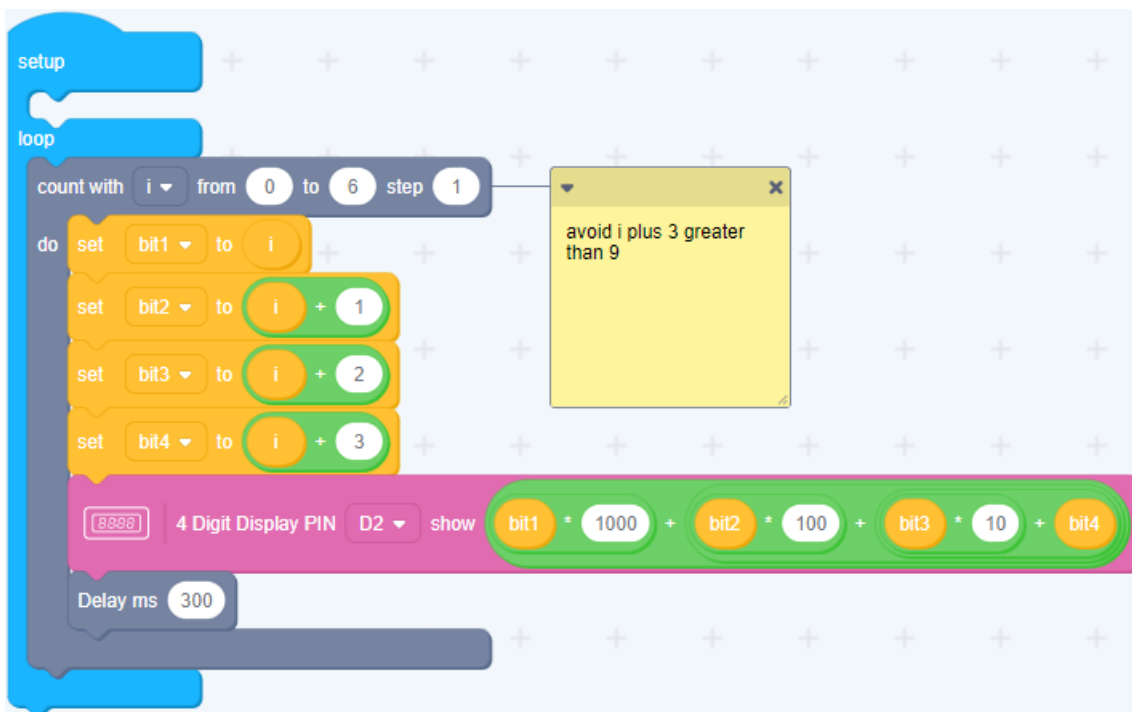
Step 1. Open [Codecraft](https://ide.chmakered.com/) [https://ide.chmakered.com/], add Arduino support, and drag a main procedure to working area.



Note

If this is your first time using Codecraft, see also [Guide for Codecraft using Arduino](https://wiki.seeedstudio.com/Guide_for_Codecraft_using_Arduino/) [https://wiki.seeedstudio.com/Guide_for_Codecraft_using_Arduino/].

Step 2. Drag blocks as picture below or open the cdc file which can be downloaded at the end of this page.



Upload the program to your Arduino/Seeeduino.




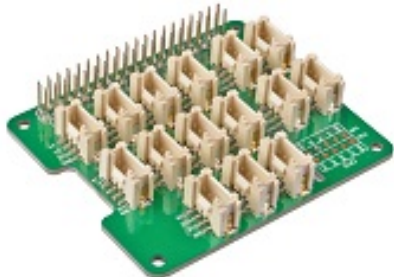
Success

When the code finishes uploaded, you will see number flowing from 0 to 9.

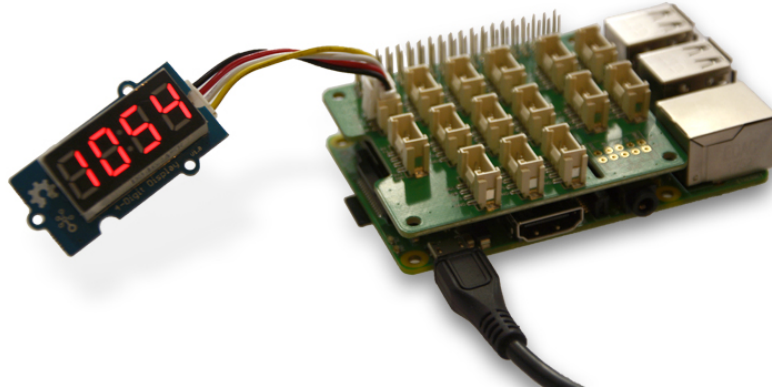
Play With Raspberry Pi (With Grove Base Hat for Raspberry Pi)

Hardware

- **Step 1.** Things used in this project:

| Raspberry pi | Grove Base Hat for RasPi |
|--|--|
|  |  |
| <p>Get ONE Now [https://www.seeedstudio.com/Raspberry-Pi-3-Model-B-p-2625.html]</p> | <p>Get ONE Now [https://www.seeedstudio.com/Grove-Base-Hat-for-Raspberry-Pi-p-3186.html]</p> |

- **Step 2.** Plug the Grove Base Hat into Raspberry Pi.
- **Step 3.** Connect the 4-digit display to port 12 of the Base Hat.
- **Step 4.** Connect the Raspberry Pi to PC through USB cable.



Note

For step 3 you are able to connect the digit to **any GPIO Port** but make sure you change the command with the corresponding port number.

Software

- **Step 1.** Follow [Setting Software](https://wiki.seeedstudio.com/Grove_Base_Hat_for_Raspberry_Pi/#installation) [https://wiki.seeedstudio.com/Grove_Base_Hat_for_Raspberry_Pi/#installation] to configure the development environment.
- **Step 2.** Download the source file by cloning the grove.py library.

```
1 cd ~  
2 git clone https://github.com/Seeed-Studio/grove.py
```

- **Step 3.** Excute below commands to run the code.

```
1 cd grove.py/grove  
2 python grove_4_digit_display.py 12 13
```

Following is the grove_4_digit_display.py code.



```
1 import sys
2 import time
3 from grove.gpio import GPIO
4
5
6 charmap = {
7     '0': 0x3f,
8     '1': 0x06,
9     '2': 0x5b,
10    '3': 0x4f,
11    '4': 0x66,
12    '5': 0x6d,
13    '6': 0x7d,
14    '7': 0x07,
15    '8': 0x7f,
16    '9': 0x6f,
17    'A': 0x77,
18    'B': 0x7f,
19    'b': 0x7c,
20    'C': 0x39,
21    'c': 0x58,
22    'D': 0x3f,
23    'd': 0x5e,
24    'E': 0x79,
25    'F': 0x71,
26    'G': 0x7d,
27    'H': 0x76,
28    'h': 0x74,
29    'I': 0x06,
30    'J': 0x1f,
31    'K': 0x76,
32    'L': 0x38,
33    'l': 0x06,
34    'n': 0x54,
35    'O': 0x3f,
36    'o': 0x5c,
37    'P': 0x73,
38    'r': 0x50,
39    'S': 0x6d,
40    'U': 0x3e,
41    'V': 0x3e,
```

```
42     'Y': 0x66,
43     'Z': 0x5b,
44     '-': 0x40,
45     '_': 0x08,
46     ' ': 0x00
47 }
48
49 ADDR_AUTO = 0x40
50 ADDR_FIXED = 0x44
51 STARTADDR = 0xC0
52 BRIGHT_DARKEST = 0
53 BRIGHT_DEFAULT = 2
54 BRIGHT_HIGHEST = 7
55
56
57 class Grove4DigitDisplay(object):
58     colon_index = 1
59
60     def __init__(self, clk, dio, brightness=BRIGHT_DEFAI
61         self.brightness = brightness
62
63         self.clk = GPIO(clk, direction=GPIO.OUT)
64         self.dio = GPIO(dio, direction=GPIO.OUT)
65         self.data = [0] * 4
66         self.show_colon = False
67
68     def clear(self):
69         self.show_colon = False
70         self.data = [0] * 4
71         self._show()
72
73     def show(self, data):
74         if type(data) is str:
75             for i, c in enumerate(data):
76                 if c in charmap:
77                     self.data[i] = charmap[c]
78                 else:
79                     self.data[i] = 0
80                 if i == self.colon_index and self.show_
81                     self.data[i] |= 0x80
82                 if i == 3:
```

```
83         break
84     elif type(data) is int:
85         self.data = [0, 0, 0, charmap['0']]
86         if data < 0:
87             negative = True
88             data = -data
89         else:
90             negative = False
91         index = 3
92         while data != 0:
93             self.data[index] = charmap[str(data % 10)]
94             index -= 1
95             if index < 0:
96                 break
97             data = int(data / 10)
98
99         if negative:
100             if index >= 0:
101                 self.data[index] = charmap['-']
102             else:
103                 self.data = charmap['_'] + [charmap[
104 else:
105     raise ValueError('Not support {}'.format(type(data)))
106     self._show()
107
108     def _show(self):
109         with self:
110             self._transfer(ADDR_AUTO)
111
112         with self:
113             self._transfer(STARTADDR)
114             for i in range(4):
115                 self._transfer(self.data[i])
116
117         with self:
118             self._transfer(0x88 + self.brightness)
119
120     def update(self, index, value):
121         if index < 0 or index > 4:
122             return
123
```

```
124         if value in charmap:
125             self.data[index] = charmap[value]
126         else:
127             self.data[index] = 0
128
129         if index == self.colon_index and self.show_colo
130             self.data[index] |= 0x80
131
132         with self:
133             self._transfer(ADDR_FIXED)
134
135         with self:
136             self._transfer(STARTADDR | index)
137             self._transfer(self.data[index])
138
139         with self:
140             self._transfer(0x88 + self.brightness)
141
142
143     def set_brightness(self, brightness):
144         if brightness > 7:
145             brightness = 7
146
147         self.brightness = brightness
148         self._show()
149
150     def set_colon(self, enable):
151         self.show_colon = enable
152         if self.show_colon:
153             self.data[self.colon_index] |= 0x80
154         else:
155             self.data[self.colon_index] &= 0x7F
156         self._show()
157
158     def _transfer(self, data):
159         for _ in range(8):
160             self.clk.write(0)
161             if data & 0x01:
162                 self.dio.write(1)
163             else:
164                 self.dio.write(0)
```

```
165         data >>= 1
166         time.sleep(0.000001)
167         self.clk.write(1)
168         time.sleep(0.000001)
169
170         self.clk.write(0)
171         self.dio.write(1)
172         self.clk.write(1)
173         self.dio.dir(GPIO.IN)
174
175         while self.dio.read():
176             time.sleep(0.001)
177             if self.dio.read():
178                 self.dio.dir(GPIO.OUT)
179                 self.dio.write(0)
180                 self.dio.dir(GPIO.IN)
181         self.dio.dir(GPIO.OUT)
182
183     def _start(self):
184         self.clk.write(1)
185         self.dio.write(1)
186         self.dio.write(0)
187         self.clk.write(0)
188
189     def _stop(self):
190         self.clk.write(0)
191         self.dio.write(0)
192         self.clk.write(1)
193         self.dio.write(1)
194
195     def __enter__(self):
196         self._start()
197
198     def __exit__(self, exc_type, exc_val, exc_tb):
199         self._stop()
200
201
202 Grove = Grove4DigitDisplay
203
204
205 def main():
```

```
206     if len(sys.argv) < 3:
207         print('Usage: {} clk dio'.format(sys.argv[0]))
208         sys.exit(1)
209
210     display = Grove4DigitDisplay(int(sys.argv[1]), int(
211
212     count = 0
213     while True:
214         t = time.strftime("%H%M", time.localtime(time.t
215         display.show(t)
216         display.set_colon(count & 1)
217         count += 1
218         time.sleep(1)
219
220
221 if __name__ == '__main__':
222     main()
```



Success



If everything goes well, the 4-digit display will show the current time.

You can quit this program by simply press `Ctrl + C`.

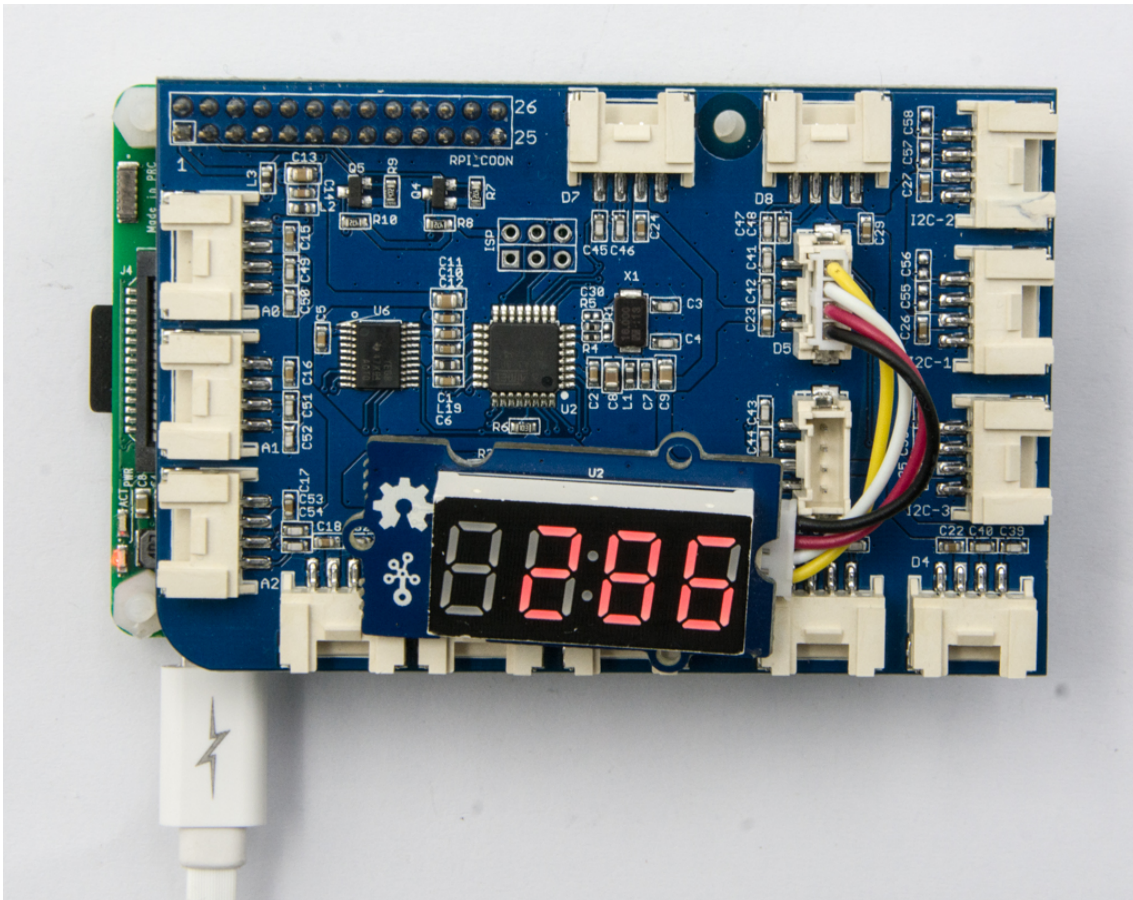
Play With Raspberry Pi (with GrovePi_Plus)

Hardware

- **Step 1.** Prepare the below stuffs:

| Raspberry pi | GrovePi_Plus |
|--|--|
|  |  |
| <p>Get One Now [https://www.seeedstudio.com/Raspberry-Pi-3-Model-B-p-2625.html]</p> | <p>Get One Now [https://www.seeedstudio.com/GrovePi-Plus-p-2241.html]</p> |

- **Step 2.** Plug the GrovePi_Plus into Raspberry.
- **Step 3.** Connect Grove-4-Digit Display to **D5** port of GrovePi_Plus.
- **Step 4.** Connect the Raspberry to PC through USB cable.



Software

- **Step 1.** Follow [Setting Software](https://www.dexterindustries.com/GrovePi/get-started-with-the-grovepi/setting-software/) [https://www.dexterindustries.com/GrovePi/get-started-with-the-grovepi/setting-software/] to configure the development environment.
- **Step 2.** Git clone the Github repository.

```
1 cd ~  
2 git clone https://github.com/DexterInd/GrovePi.git
```

- **Step 3.** Execute below commands to monitor the loudness.

```
1 cd ~/GrovePi/Software/Python  
2 python grove_4_digit_display.py
```

Here is the grove_4_digit_display.py code.

```
1  # NOTE: 4x red 7 segment display with colon and 8 Lumin  
2  
3  import time  
4  import grovepi  
5  
6  # Connect the Grove 4 Digit Display to digital port D5  
7  # CLK,DIO,VCC,GND  
8  display = 5  
9  grovepi.pinMode(display,"OUTPUT")  
10  
11 # If you have an analog sensor connect it to A0 so you  
12 sensor = 0  
13 grovepi.pinMode(sensor,"INPUT")  
14  
15 time.sleep(.5)  
16  
17 # 4 Digit Display methods  
18 # grovepi.fourDigit_init(pin)  
19 # grovepi.fourDigit_number(pin,value,leading_zero)  
20 # grovepi.fourDigit_brightness(pin,brightness)  
21 # grovepi.fourDigit_digit(pin,segment,value)  
22 # grovepi.fourDigit_segment(pin,segment,leds)  
23 # grovepi.fourDigit_score(pin,left,right)  
24 # grovepi.fourDigit_monitor(pin,analog,duration)  
25 # grovepi.fourDigit_on(pin)  
26 # grovepi.fourDigit_off(pin)  
27  
28 while True:  
29     try:  
30         print ("Test 1) Initialise")  
31         grovepi.fourDigit_init(display)  
32         time.sleep(.5)  
33  
34         print ("Test 2) Set brightness")  
35         for i in range(0,8):  
36             grovepi.fourDigit_brightness(display,i)  
37             time.sleep(.2)
```

```
38     time.sleep(.3)
39
40     # set to lowest brightness level
41     grovepi.fourDigit_brightness(display,0)
42     time.sleep(.5)
43
44     print ("Test 3) Set number without leading zero
45     leading_zero = 0
46     grovepi.fourDigit_number(display,1,leading_zero
47     time.sleep(.5)
48     grovepi.fourDigit_number(display,12,leading_zero
49     time.sleep(.5)
50     grovepi.fourDigit_number(display,123,leading_zero
51     time.sleep(.5)
52     grovepi.fourDigit_number(display,1234,leading_zero
53     time.sleep(.5)
54
55     print ("Test 4) Set number with leading zeros")
56     leading_zero = 1
57     grovepi.fourDigit_number(display,5,leading_zero
58     time.sleep(.5)
59     grovepi.fourDigit_number(display,56,leading_zero
60     time.sleep(.5)
61     grovepi.fourDigit_number(display,567,leading_zero
62     time.sleep(.5)
63     grovepi.fourDigit_number(display,5678,leading_zero
64     time.sleep(.5)
65
66     print ("Test 5) Set individual digit")
67     grovepi.fourDigit_digit(display,0,2)
68     grovepi.fourDigit_digit(display,1,6)
69     grovepi.fourDigit_digit(display,2,9)
70     grovepi.fourDigit_digit(display,3,15) # 15 = F
71     time.sleep(.5)
72
73     print ("Test 6) Set individual segment")
74     grovepi.fourDigit_segment(display,0,118) # 118 = 0
75     grovepi.fourDigit_segment(display,1,121) # 121 = 1
76     grovepi.fourDigit_segment(display,2,118) # 118 = 0
77     grovepi.fourDigit_segment(display,3,121) # 121 = 1
78     time.sleep(.5)
```

```
79
80     grovepi.fourDigit_segment(display,0,57) # 57 = (
81     grovepi.fourDigit_segment(display,1,63) # 63 = (
82     grovepi.fourDigit_segment(display,2,63) # 63 = (
83     grovepi.fourDigit_segment(display,3,56) # 56 =
84     time.sleep(.5)
85
86     print ("Test 7) Set score")
87     grovepi.fourDigit_score(display,0,0)
88     time.sleep(.2)
89     grovepi.fourDigit_score(display,1,0)
90     time.sleep(.2)
91     grovepi.fourDigit_score(display,1,1)
92     time.sleep(.2)
93     grovepi.fourDigit_score(display,1,2)
94     time.sleep(.2)
95     grovepi.fourDigit_score(display,1,3)
96     time.sleep(.2)
97     grovepi.fourDigit_score(display,1,4)
98     time.sleep(.2)
99     grovepi.fourDigit_score(display,1,5)
100    time.sleep(.5)
101
102    print ("Test 8) Set time")
103    grovepi.fourDigit_score(display,12,59)
104    time.sleep(.5)
105
106    print ("Test 9) Monitor analog pin")
107    seconds = 10
108    grovepi.fourDigit_monitor(display,sensor,second
109    time.sleep(.5)
110
111    print ("Test 10) Switch all on")
112    grovepi.fourDigit_on(display)
113    time.sleep(.5)
114
115    print ("Test 11) Switch all off")
116    grovepi.fourDigit_off(display)
117    time.sleep(.5)
118
119    except KeyboardInterrupt:
```

```
120     grovepi.fourDigit_off(display)
121     break
122     except IOError:
123         print ("Error")
```

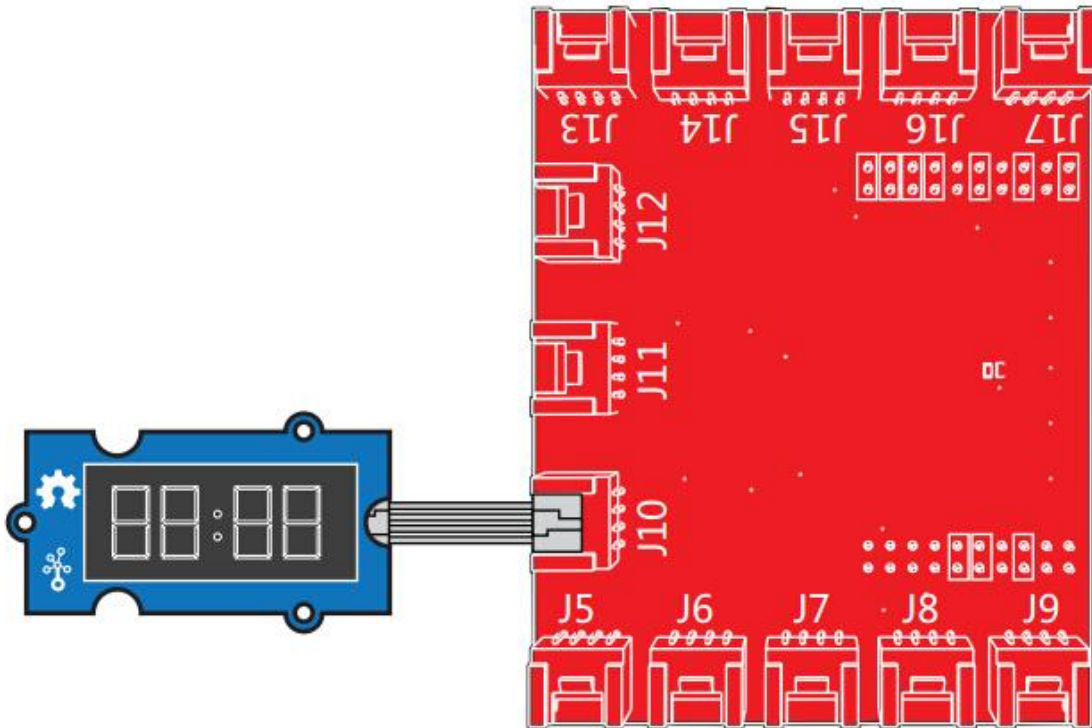
- **Step 4.** We will see the Grove-4-Digit Display as below.

```
1 pi@raspberrypi:~/GrovePi/Software/Python $ python grove_
2 Test 1) Initialise
3 Test 2) Set brightness
4 Test 3) Set number without leading zeros
5 Test 4) Set number with leading zeros
6 Test 5) Set individual digit
7 Test 6) Set individual segment
8 Test 7) Set score
9 Test 8) Set time
10 Test 9) Monitor analog pin
11 Test 10) Switch all on
12 Test 11) Switch all off
```

Play with TI LaunchPad

Displaying the Numbers (4-Digital-Display)

This example demonstrates how to display some digital numbers using a Grove-4-Digital Display.



```

1  /*
2   * TM1637.cpp
3   * A library for the 4 digit display
4   */
5  #include "TM1637.h"
6  #define CLK 39 //pins definitions for TM1637 and can be
7  #define DIO 38
8  TM1637 tm1637(CLK,DIO);
9  void setup()
10 {
11     tm1637.init();
12     tm1637.set(BRIGHT_TYPICAL); //BRIGHT_TYPICAL = 2, BRIG
13 }
14 void loop()
15 {
16     int8_t NumTab[] = {0,1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19};
17     int8_t ListDisp[4];
18     unsigned char i = 0;
19     unsigned char count = 0;
20     delay(150);
21     while(1)
22     {

```

```
23     i = count;
24     count ++;
25     if(count == sizeof(NumTab)) count = 0;
26     for(unsigned char BitSelect = 0;BitSelect < 4;Bit
27     {
28         ListDisp[BitSelect] = NumTab[i];
29         i ++;
30         if(i == sizeof(NumTab)) i = 0;
31     }
32     tm1637.display(0,ListDisp[0]);
33     tm1637.display(1,ListDisp[1]);
34     tm1637.display(2,ListDisp[2]);
35     tm1637.display(3,ListDisp[3]);
36     delay(300);
37 }
38 }
```

Schematic Online Viewer



Resources

- **[Eagle&PDF]** [Grove-4-Digit Display V1.0 Schematic](https://files.seeedstudio.com/wiki/Grove_4_Digit_Display/resource/Grove%20-%204-Digit%20Display%20V1.0%20eagle%20files.zip)
[https://files.seeedstudio.com/wiki/Grove_4_Digit_Display/resource/Grove%20-%204-Digit%20Display%20V1.0%20eagle%20files.zip]
- **[Library]** [4-Digit Display library](https://github.com/Seeed-Studio/Grove_4Digital_Display) [https://github.com/Seeed-Studio/Grove_4Digital_Display]

- **[Library]** [TimerOne library](https://code.google.com/p/arduino-timerone/downloads/detail?name=TimerOne-v9.zip&can=2&q=) [https://code.google.com/p/arduino-timerone/downloads/detail?name=TimerOne-v9.zip&can=2&q=]
- **[Library]** [Four-Digit Display Suli Library](https://github.com/Seeed-Studio/Four_Digit_Display_Suli) [https://github.com/Seeed-Studio/Four_Digit_Display_Suli]
- **[Library]** [CodeCraft Code](https://files.seeedstudio.com/wiki/Grove_4_Digit_Display/resource/4-Digit%20Display.zip) [https://files.seeedstudio.com/wiki/Grove_4_Digit_Display/resource/4-Digit%20Display.zip]
- **[Datasheet]** [TM1637 datasheet](https://files.seeedstudio.com/wiki/Grove-4-Digit_Display/res/TM1637_datasheet.pdf) [https://files.seeedstudio.com/wiki/Grove-4-Digit_Display/res/TM1637_datasheet.pdf]
- **[More Reading]** [The Wooden Laser Gun](https://www.instructables.com/id/DIY-a-Wooden-Laser-Gun-As-a-Xmas-Present-for-Your-/) [https://www.instructables.com/id/DIY-a-Wooden-Laser-Gun-As-a-Xmas-Present-for-Your-/]



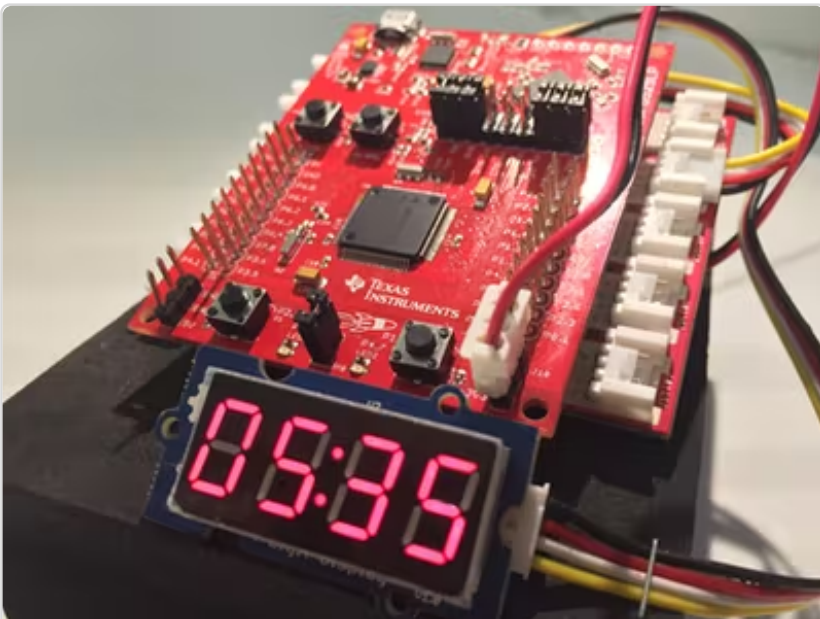
Inspired by OVERWATCH, we have made a very cool Wooden Laser Gun toy for fun these day!

The Wooden Laser Gun and the Gun Target are all based on an Arduino board called Seeeduino Lotus. The laser emitter on the Laser Gun is controlled to fire laser pulse to "activate" the Gun Target. And there are 3 light sensors on the Gun Target to detect the laser pulse. It seems very simple right? If you are interested in our

project, please make one for yourself or your child! It's worth to spend one day DIY it as a Xmas present.

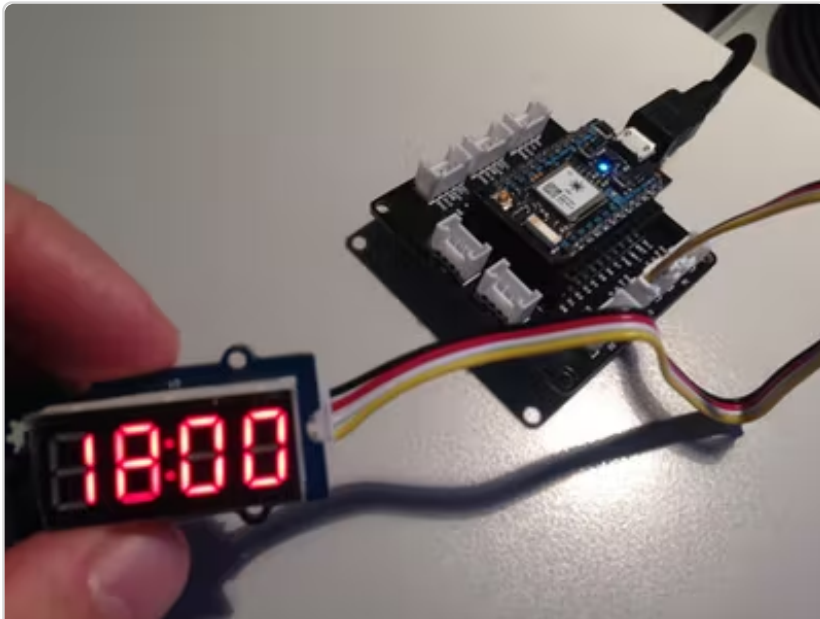
Projects

MSP430 Alarm Clock with Grove Modules: Create your own alarm clock using the MSP430F5529 LaunchPad and the SeeedStudio Grove Modules.



(<https://www.hackster.io/carlosventura/alarm-clock-with-grove-modules-e4e9f1>)

Clock - Grove 4-digit Display Using Photon: Your first clock with 4 components, based on Grove and TM1637



(<https://www.hackster.io/ingo-lohs/clock-grove-4-digit-display-using-photon-7c4369>)

Tech Support

Please submit any technical issue into our [forum](https://forum.seeedstudio.com/) [<https://forum.seeedstudio.com/>].



[https://www.seeedstudio.com/act-4.html?utm_source=wiki&utm_medium=wikibanner&utm_campaign=newproducts]