OLED I2C Display Arduino Tutorial

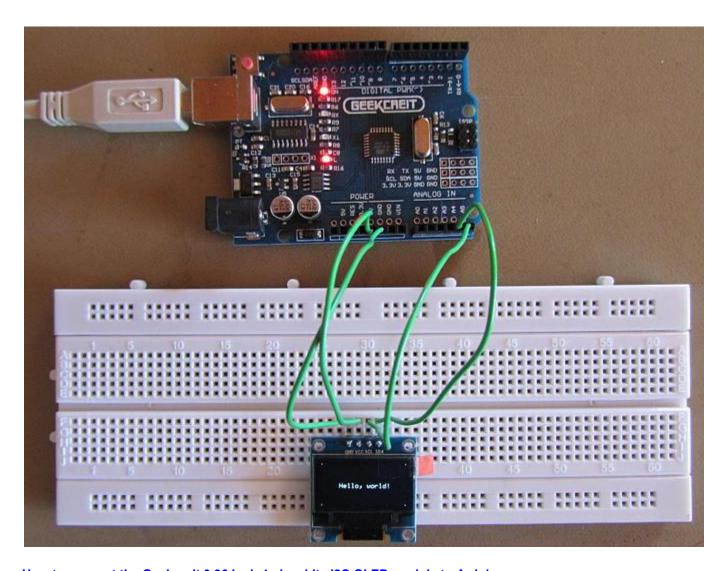


How to connect and program the Geekcreit 0.96 inch 4 pin white I2C OLED module with Arduino. OLED display based on a SSD1306 OLED driver IC.

In this tutorial a 0.96 inch monochrome OLED display from Geekcreit is connected or interfaced to an Arduino. Libraries are then installed and some example programs run which show how to use the display in an Arduino sketch.

The display connects to Arduino using only four wires – two for power and two for data, making the wiring very simple. The data connection is I2C (I²C, IIC or Inter-Integrated Circuit). This interface is sometimes called TWI (Two Wire Interface).

At the very lowest level, the Arduino Wire library is used to communicate with the display. Libraries are available that make it easy to start using the display right away to display text and graphics. These libraries are installed in this tutorial.



How to connect the Geekcreit 0.96 Inch 4 pin white I2C OLED module to Arduino

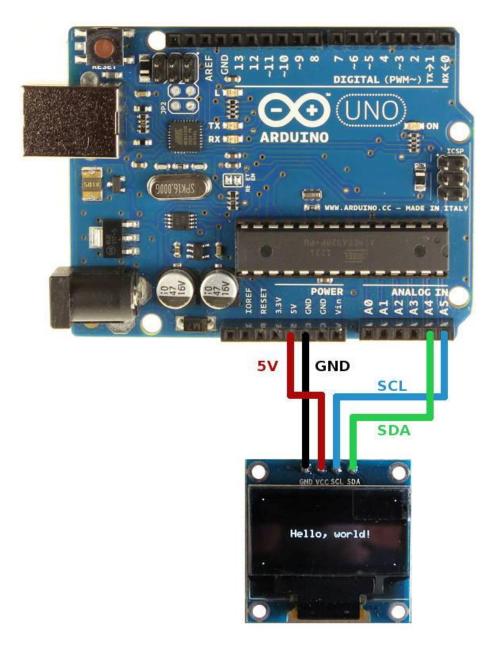
How to Connect the Geekcreit 0.96 Inch I2C OLED Display to Arduino

The first and most important thing to note is that some of the displays may have the GND and VCC power pins swapped around. Check your display to make sure that it is the same as the image below. If the pins are swapped, make sure to change the connections to the Arduino – OLED VCC connects to 5V on the Arduino, OLED GND to GND on the Arduino.

Arduino Uno OLED Wiring

The image below shows how to connect the Geekcreit 0.96 inch OLED I2C display to Arduino. Pin connections are as follows for wiring the OLED display to an **Arduino Uno**.

- OLED GND Arduino GND
- OLED VCC Arduino 5V
- OLED SCL Arduino Uno A5
- OLED SDA Arduino Uno A4



How to Connect the Geekcreit 0.96 Inch OLED I2C Display to Arduino – Wiring Diagram

Arduino MEGA 2560 OLED Wiring

Pin connections for wiring an Arduino MEGA 2560 to the OLED display are as follows.

- OLED GND Arduino GND
- OLED VCC Arduino 5V
- OLED SCL Arduino MEGA 2560 pin 21
- OLED SDA Arduino MEGA 2560 pin 20