Some Examples for the \texttt{LCD} package.\footnote{The source of this example file is part of \texttt{lcd.dtx}.}

As seen in the headline and here, the \texttt{LCD} package calculates the size for LCD-text in normal text (\texttt{textLCD}) automatically. It works for all fontsizes:

\begin{verbatim}
Huge MM M \texttt{LCD} M MM
huge MM M \texttt{LCD} M MM
LARGE MM M \texttt{LCD} M MM
Large MM M \texttt{LCD} M MM
large MM M \texttt{LCD} M MM
\end{verbatim}

Now let’s have some colored \texttt{LCD-text}. Here first the colors where set with \texttt{\textcolor{darkgreen}{lightgreen}} and then the LCD-text where done with \texttt{\textcolor{\textLCD[0]{8}}{LCD-text}}. To invert the LCD, just exchange the \texttt{\textcolor{lightgreen}{darkgreen}}.

Now some separate LCD representations. But first let’s change the colors to some not as ugly. The LCD was generated with

\begin{verbatim}
\texttt{\textcolor{red}{4}}\{18\}|LCD representation|
made with the \texttt{LCD} |
|package for LaTeX |
|04.01.2004 \{clock\} 18:23|
\end{verbatim}

The \{clock\} is a so called multi-letter character. It generates the clock symbol. As you can see, there is a black colored frame around it. The frame color can be changed with the optional first argument of \texttt{\textcolor{red}{\texttt{LCD}}...: left part of figure 1). And with \texttt{\textcolor{lightgreen}{\texttt{LCD}}} you can disable frames (reenabled with \texttt{\textcolor{red}{\texttt{LCD}}} ; right part of figure 1). Of course \texttt{LCD} works within a figure environment.

\begin{verbatim}
\texttt{\textcolor{red}{4}}\{18\}|LCD representation|
made with the \texttt{LCD} |
|package for LaTeX |
|04.01.2004 \{clock\} 18:23|
\end{verbatim}

\begin{verbatim}
\texttt{\textcolor{red}{4}}\{18\}|LCD representation|
made with the \texttt{LCD} |
|package for LaTeX |
|04.01.2004 \{clock\} 18:23|
\end{verbatim}

Figure 1: Example with red colored frame and without frame

\footnote{The color names where defined with \texttt{\definecolor} from the \texttt{color} package in the preamble.}

For more information please refer to the documentation!