

```
#include <avr\io.h>
#include "sysClock_xmega.h" // include sysClock_xmega.c to project
#include "lcdUtil_xmega.h" // include lcdUtilXmega.c to project
#include "delays_xmega.h" // include delays_xmega.c to project
unsigned char *msg1 = "XMEGA LCD test!";
unsigned char *msg2 = "LCD works great!";

void main (void)
{
    setCPUClkto32Mwith16MCrystal(); // select SYSCLK source
    openLCD();
    puts2LCD(msg1);
    cmd2LCD(0xC0);
    puts2LCD(msg2);
    while(1);
}
```