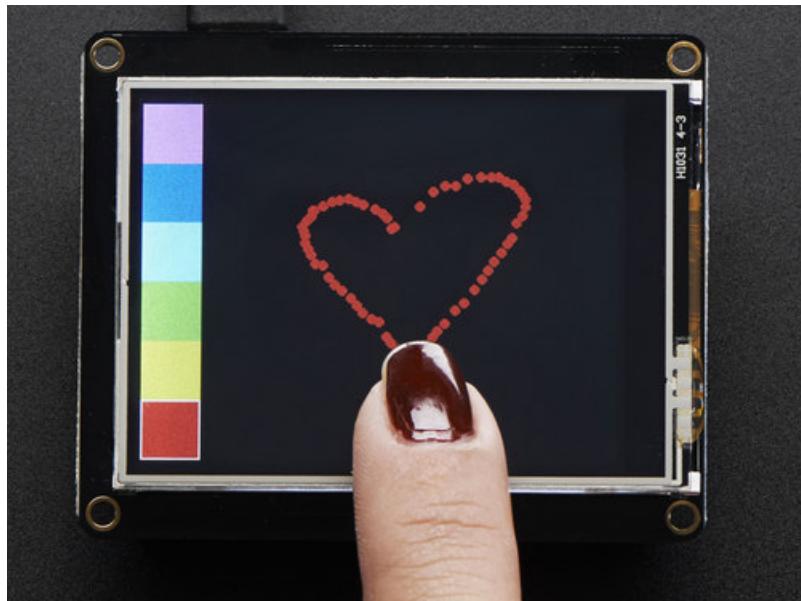




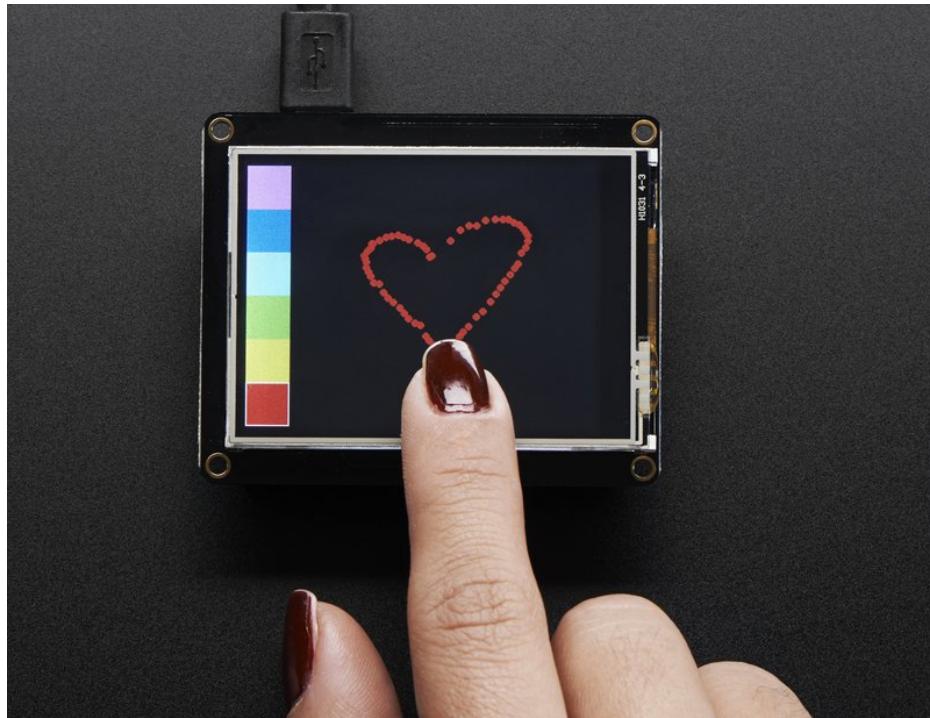
## Adafruit 2.4" TFT FeatherWing

Created by lady ada

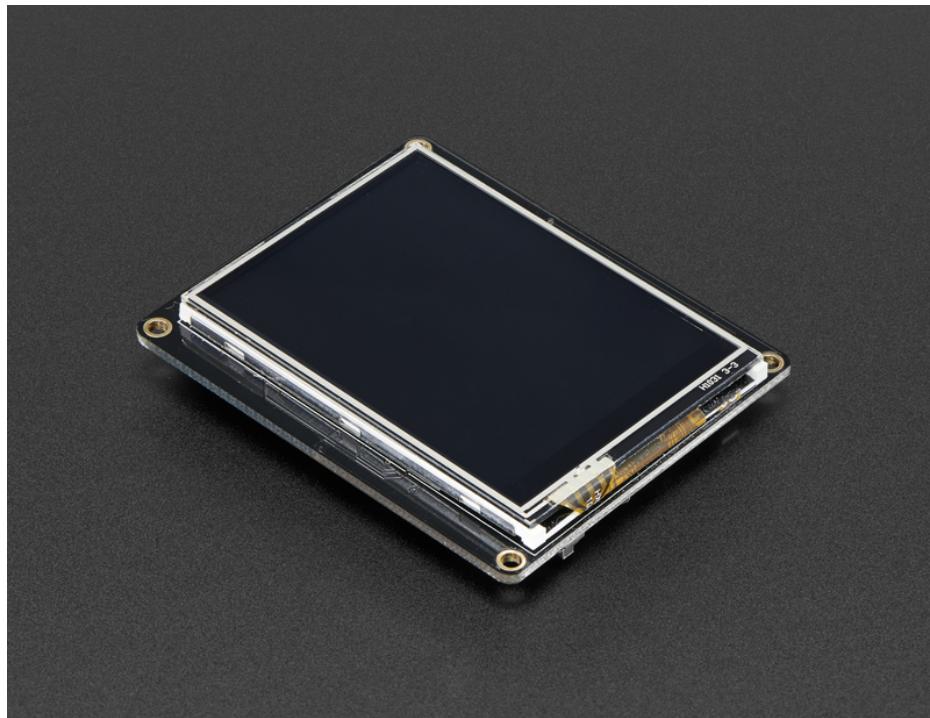


Last updated on 2019-09-18 12:36:11 AM UTC

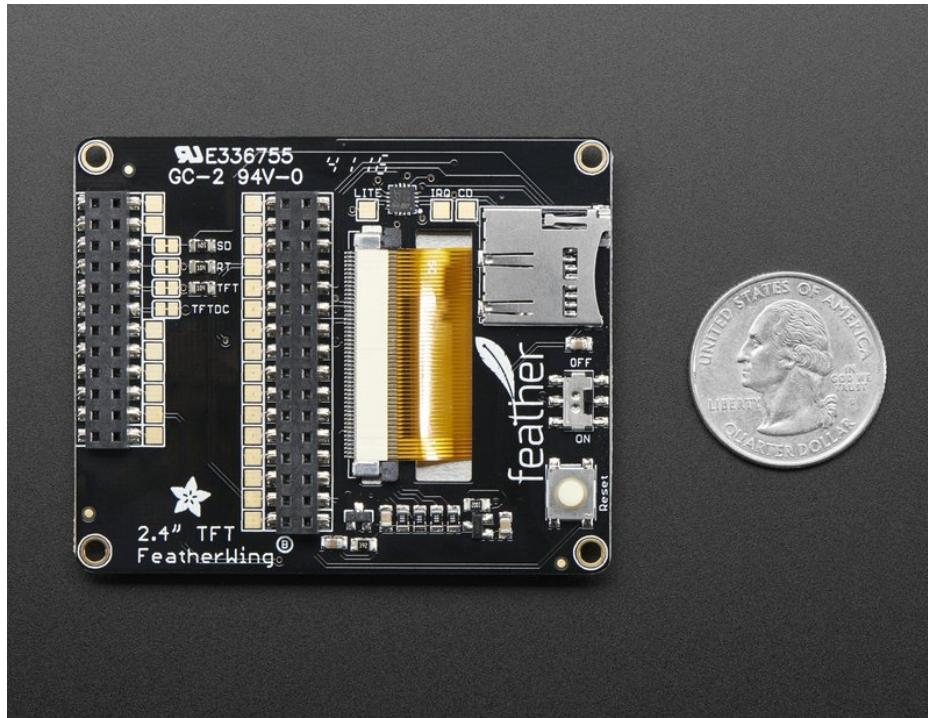
## Overview



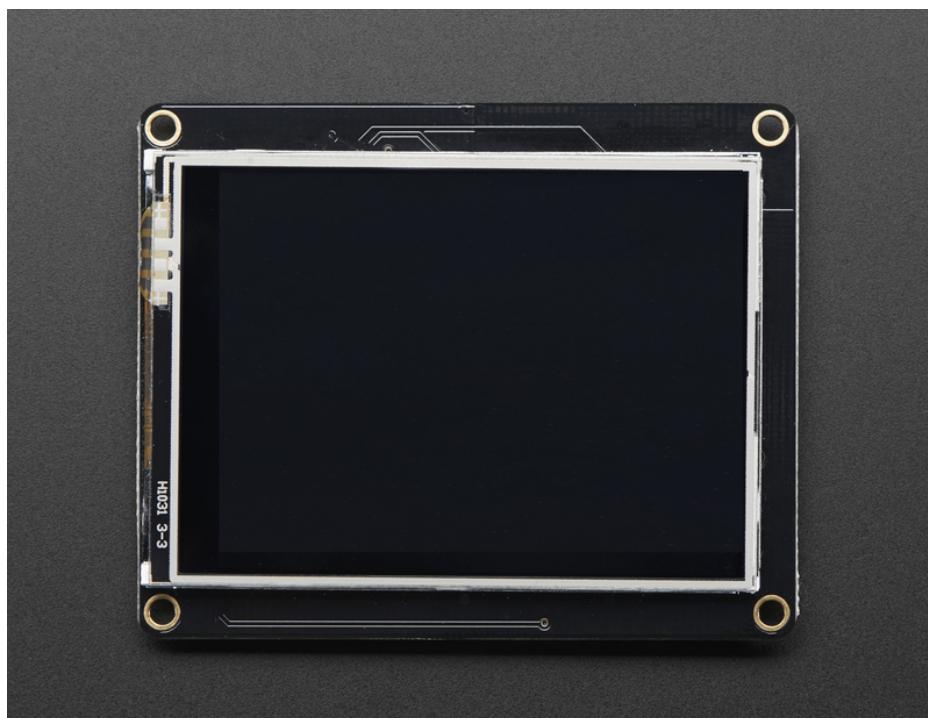
A Feather board without ambition is a Feather board without FeatherWings! Spice up your Feather project with a beautiful 2.4" touchscreen display shield with built in microSD card socket. This TFT display is 2.4" diagonal with a bright 4 white-LED backlight. You get 240x320 pixels with individual 16-bit color pixel control. It has way more resolution than a black and white 128x64 display. As a bonus, this display comes with a resistive touchscreen attached to it already, so you can detect finger presses anywhere on the screen.



This FeatherWing uses a SPI display, touchscreen and SD card socket so it works nice and fast on all our Feathers (including **nRF52**, **ESP8266**, **32u4**, **328p**, **M0**, **M4**, **WICED** and **Teensy 3.x**) We also include an SPI resistive touchscreen controller so you only need one additional pin to add a high quality touchscreen controller. One more pin is used for an optional SD card that can be used for storing images for display.



This Wing comes fully assembled with dual sockets for your Feather to plug into. You get two sockets per pin so you can plug in wires if you want to connect to Feather pins. Alternatively, each pin has a large square pad on the PCB for direct soldering.



Four mounting holes make it easy to attach this Wing anywhere. We also include a big reset button and an on/off switch connected to the Feather Enable pin (note that the Teensy 3.x Feather does not use the Enable pin so the switch will not do anything with that type).

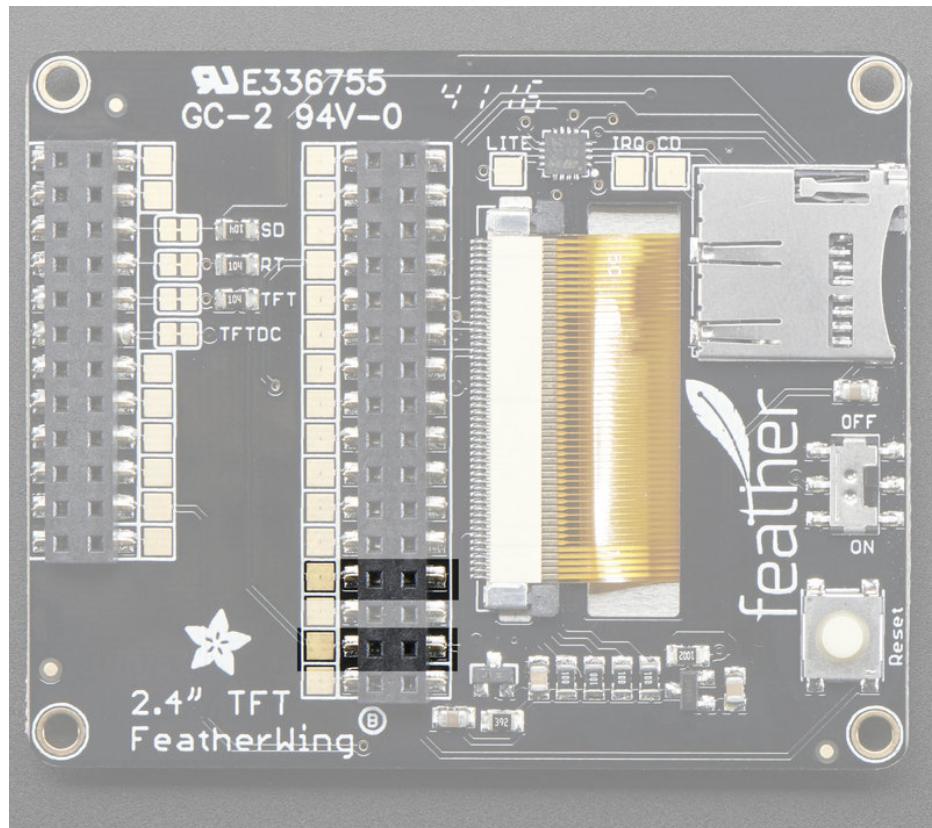
## Pinouts

Unlike most FeatherWings, the TFT FeatherWing is fully assembled and has a dual socket set for your Feather to plug into.

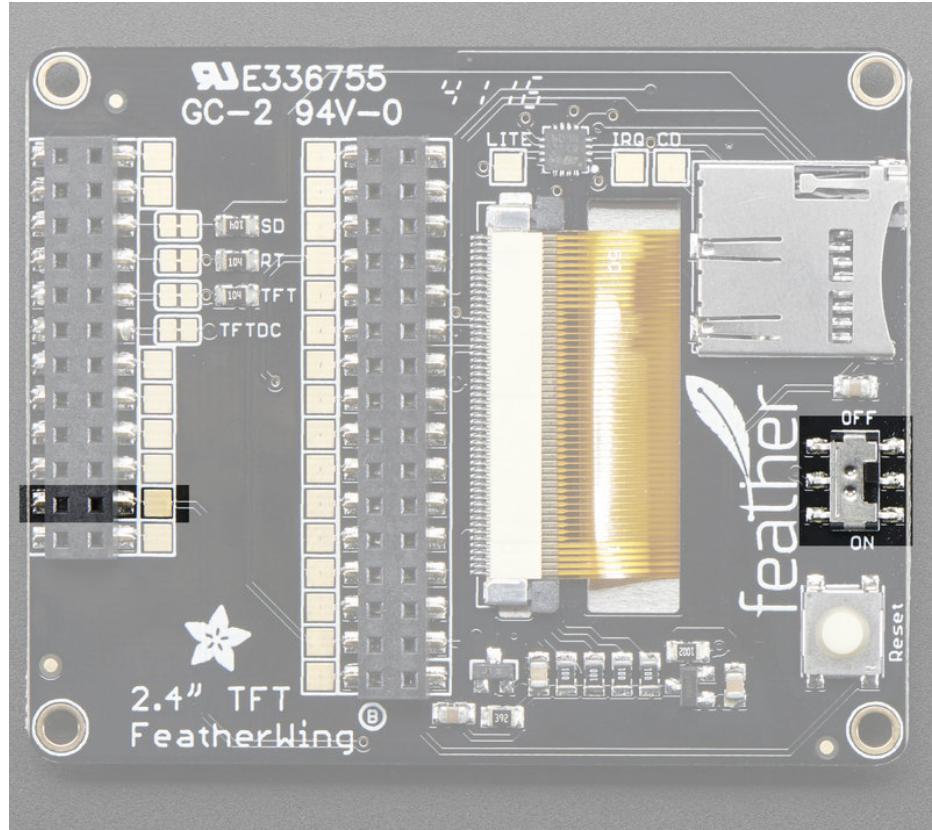
This makes it really easy to use, but a little different to change if you don't want the default setup

### Power Pins

---



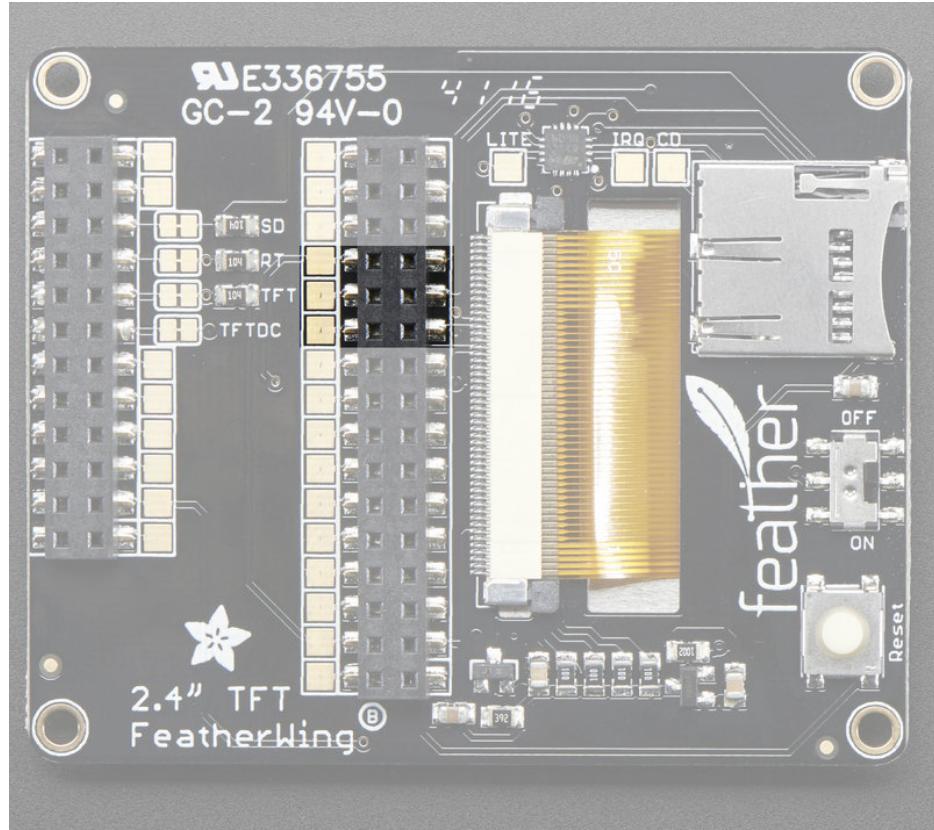
All power for the FeatherWing comes from the **3.3V** and **GND** pins. That includes the backlight (which can draw up to 100mA)!



You can turn off the 3.3V power supply with the **EN** pin or the switch attached to that pin. Note that on the Teensy 3x Feather Adapter, this pin doesn't do anything and on the FONA feather, this will not disable the VBAT power supply which is used to power the cellular module

## SPI Pins

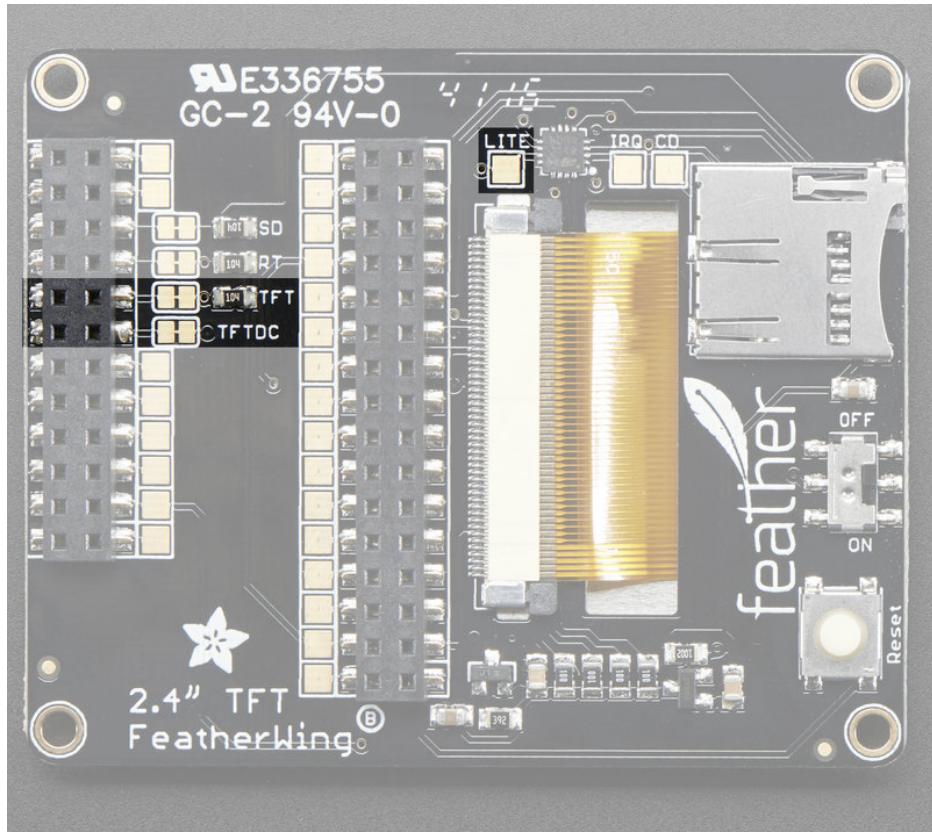
---



The TFT display, SD card and touch screen use the SPI interface to communicate. That means **MISO**, **MOSI** and **SCK** are used whenever either are accessed.

## TFT Control Pins

---



In addition, for the TFT display there are **D/C** (Data/Command) and **CS** (Chip Select) pins. These are used to select the display and tell it what kind of data is being sent. These pins can theoretically be changed by cutting the jumper trace and soldering a small wire from the right-hand pad to the pin you'd like to use.

On the **ESP8266**, **TFT\_CS** is pin #0, **TFT\_DC** is pin #15

On the **ESP32**, **TFT\_CS** is pin #15, **TFT\_DC** is pin #33

On the **Atmega32u4**, **ATmega328P**, **SAMD21 M0**, **nRF52840** or **SAMD51 M4** Feather, **TFT\_CS** is pin #9, **TFT\_DC** is pin #10

On the **Teensy Feather**, **TFT\_CS** is pin #4, **TFT\_DC** is pin #10

On the **WICED Feather**, **TFT\_CS** is PA15 and **TFT\_DC** is PB4

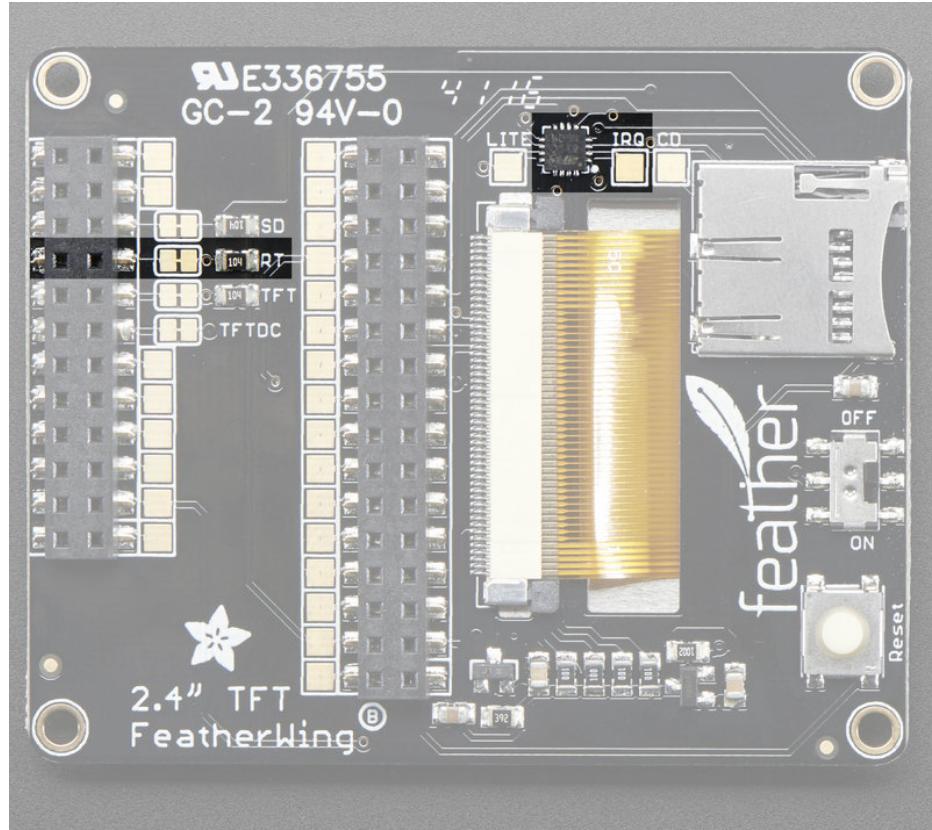
On the **nRF52832 Feather**, **TFT\_CS** is #31 and **TFT\_DC** is #11

There is also **LITE** pin which is not connected to any pads but you can use to control the backlight. Pull low to turn off the backlight. You can connect it to a PWM output pin.



Note: Pin 9 is used for communication with the SIM800 chip on the Feather Fona. You will have to remap pin 9 to an unused pin when using with a Feather Fona.

## Touch Screen control pins



The touch screen also has a Chip Select line, labeled **RT**. This pin can theoretically be changed by cutting the jumper trace and soldering a small wire from the right-hand pad to the pin you'd like to use.

On the **ESP8266**, RT is pin #16

On the **ESP32**, RT is pin #32

On the **Atmega32u4**, **ATmega328P**, **nRF52840 SAMD21 M0** or **SAMD51 M4** Feather, RT is pin #6

On the **Teensy Feather**, RT is pin #3

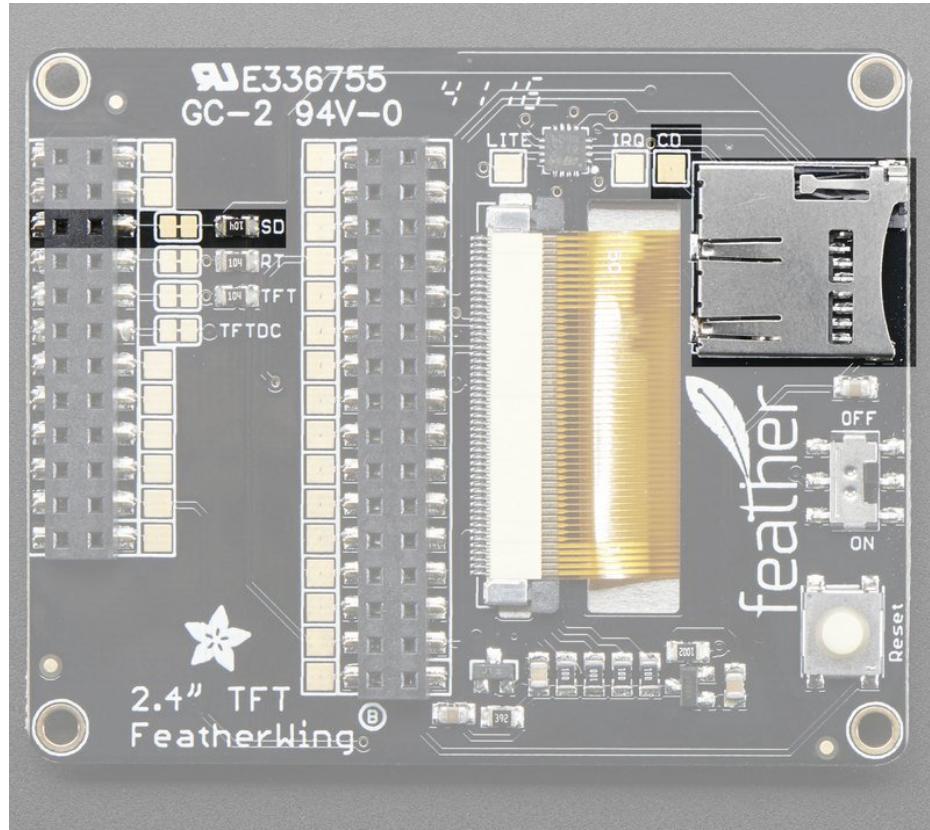
On the **WICED Feather**, RT is PC7

On the **nRF52832 Feather**, RT is #30

There is also an **IRQ** pin which is not connected to any pads but you can use to detect when touch events have occurred.

SD Card control pins

---



The SD Card also has a Chip Select line, labeled **SD**. This pin can theoretically be changed by cutting the jumper trace and soldering a small wire from the right-hand pad to the pin you'd like to use.

On the **ESP8266**, SD is pin #2

On the **ESP32** SD is pin #14

On the **Atmega32u4**, **ATmega328P**, **nRF52840**, **SAMD21 M0** or **SAMD51 M4** Feather, SD is pin #5

On the **Teensy Feather**, SD is pin #8

On the **WICED Feather**, SD is PC5

On the **nRF52 Feather**, SD is pin #27

There is also an **Card Detect (CD)** pin which is not connected to any pads but you can use to detect when a microSD card has been inserted have occurred. It will be shorted to ground when a card is *not* inserted.

# TFT Graphics Test



The TFT FeatherWing is basically a combination of our [2.4" TFT Breakout](https://adafru.it/sjD) (<https://adafru.it/sjD>) with the [STMPE610 resistive touch-screen breakout attached](http://adafru.it/1571) (<http://adafru.it/1571>).

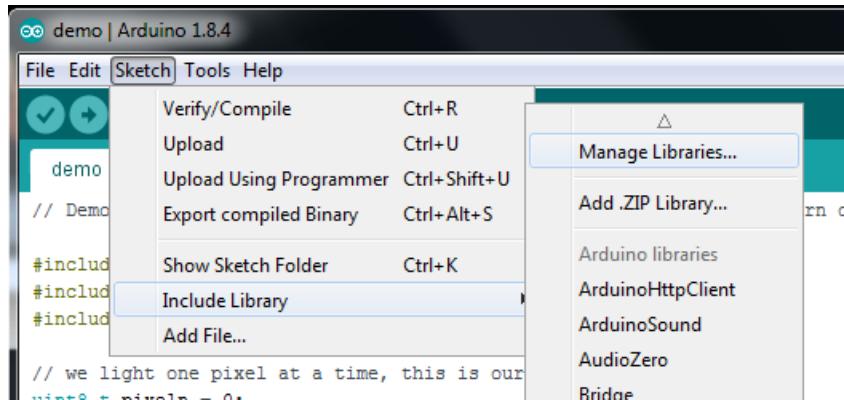
## Install Libraries

You'll need a few libraries to use this FeatherWing!

### Install Adafruit ILI9341 TFT Library

We have example code ready to go for use with these TFTs.

From within the Arduino IDE, open up the **Library Manager...**

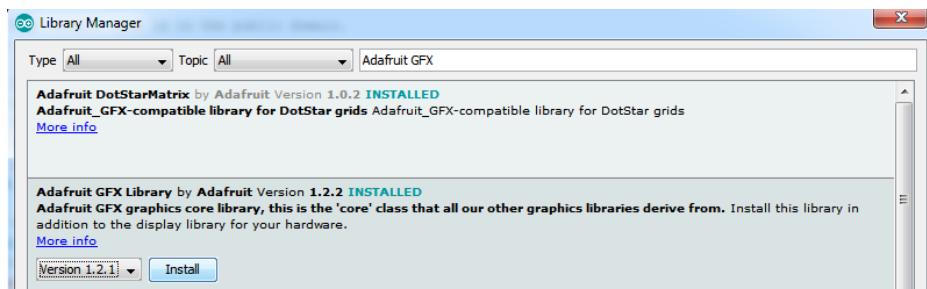


Search for **ILI9341** and install the **Adafruit ILI9341** library that pops up!



Next up, search for **Adafruit GFX** and locate the core library. A lot of libraries may pop up because we reference it in the description so just make sure you see **Adafruit GFX Library** in bold at the top.

Install it!



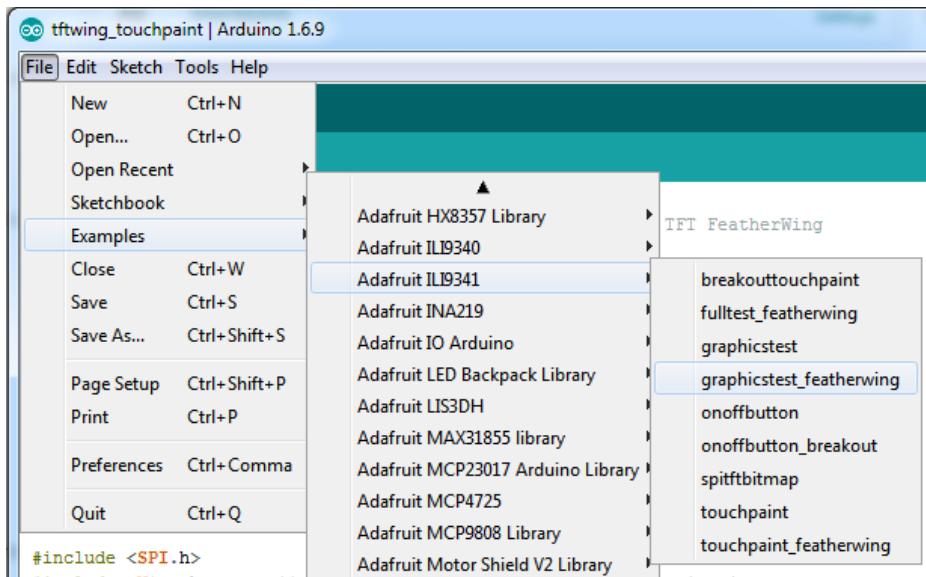
Repeat the search and install steps for the **Adafruit\_ImageReader** and **Adafruit\_ZeroDMA** libraries. That's **four** libraries

in total.

For more details about this process, we have a tutorial introducing Arduino library concepts and installation (<https://adafru.it/aYM>).

## Basic Graphics Test

After installing these libraries, you should see a new **example** folder called **Adafruit\_ILI9341** and inside, an example called **graphicstest\_featherwing**.



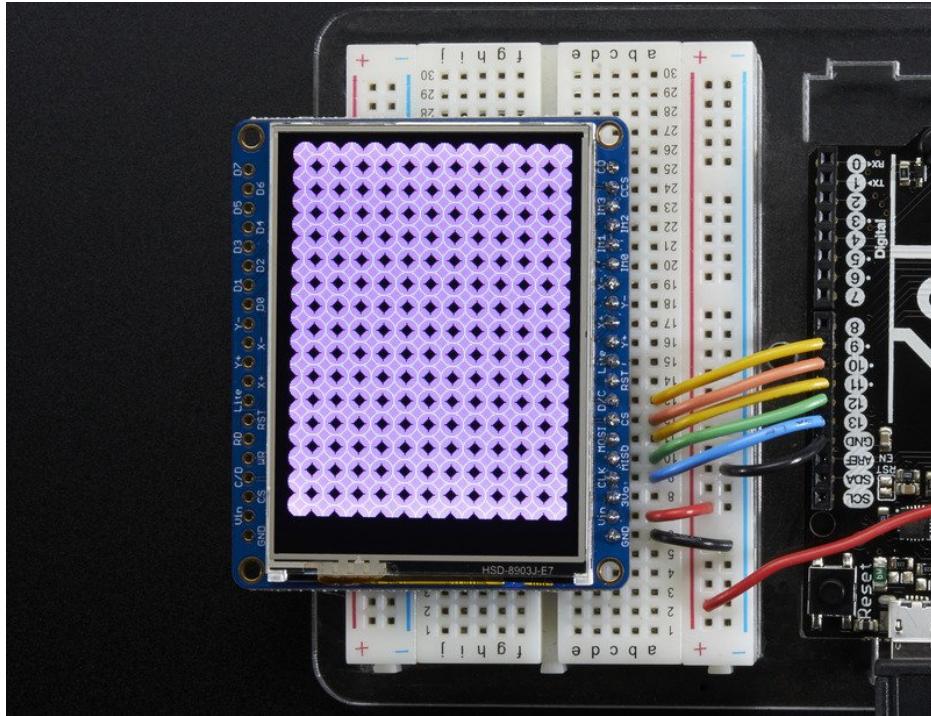
Upload that sketch to your Feather. You should see a collection of graphical tests draw out on the TFT.





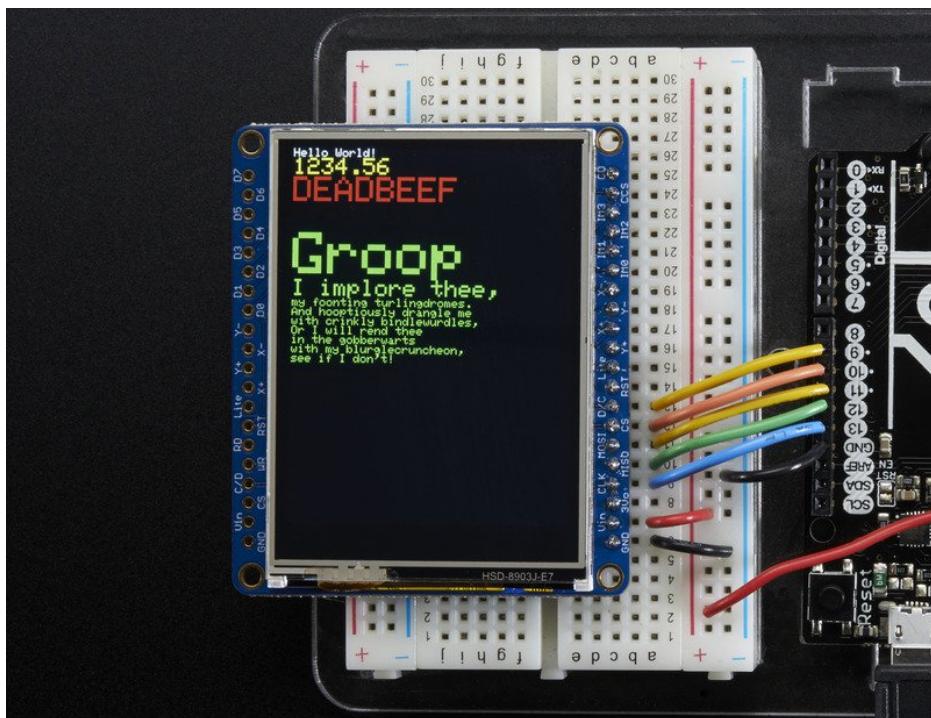
If you're having difficulties, check the serial console. The first thing the sketch does is read the driver configuration from the TFT, you should see the same numbers as below. That will help you determine if the TFT is found, if not, check your Feather soldering!

Once you've got the demo working, check out the detailed documentation over at <http://learn.adafruit.com/adafruit-gfx-graphics-library> (<https://adafru.it/aPx>) for more information on how to use the GFX library to draw whatever you like!



The Adafruit\_GFX library for Arduino provides a common syntax and set of graphics functions for all of our TFT, LCD and OLED displays. This allows Arduino sketches to easily be adapted between display types with minimal fuss...and any new features, performance improvements and bug fixes will immediately apply across our complete offering of color displays.

The GFX library is what lets you draw points, lines, rectangles, round-rects, triangles, text, etc.



Check out our detailed tutorial here <http://learn.adafruit.com/adafruit-gfx-graphics-library> (<https://adafru.it/aPx>)

It covers the latest and greatest of the GFX library. The GFX library is used in both 8-bit and SPI modes so the underlying commands (drawLine() for example) are identical!

## Resistive Touch Screen



The LCD has a 4-wire resistive touch screen glued onto it. You can use this for detecting finger-presses, stylus', etc. Normally, you'll need 4 pins to talk to the touch panel but we decided to go all snazzy and put a dedicated touch screen driver onto the shield. The driver shares the SPI pins with the TFT and SD card, so only one extra pin is needed. This allows you to query the controller when you're ready to read touchscreen data, and saves 3 pins.

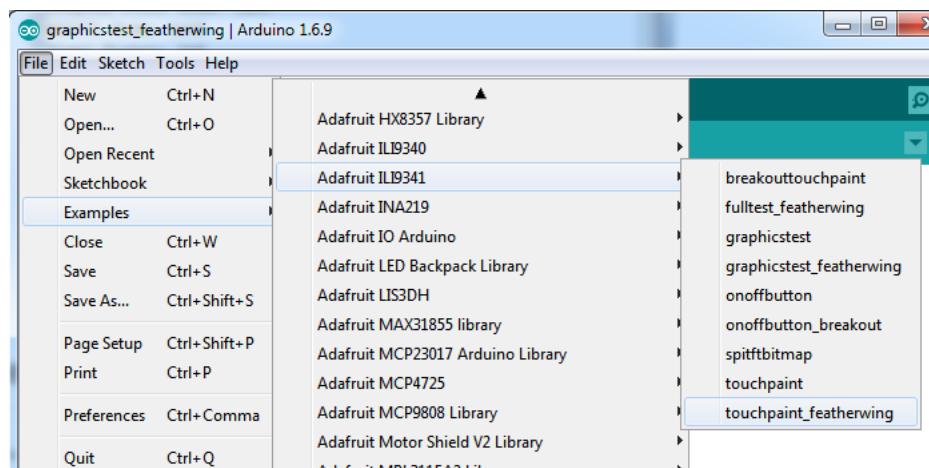
To control the touchscreen you'll need one more library (<https://adafru.it/d4f>) - the STMPE610 controller library which does all the low level chatting with the STMPE610 driver chip. Use the library manager to install the **Adafruit STMPE610** library



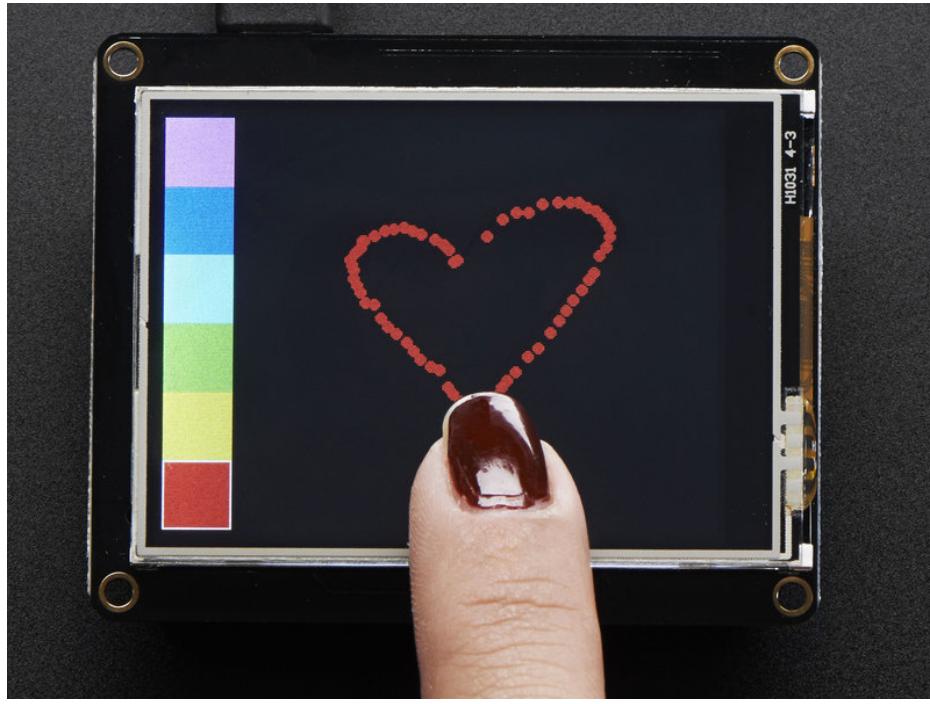
## Touchscreen Paint Demo

Now that you've got the basic TFT graphics demo working, let's add in the touchscreen. Run and upload the **touchpaint\_featherwing** demo

- If you have the **2.4" TFT Featherwing**, run the **Adafruit ILI9341->touchpaint\_featherwing** demo
- If you have the **3.5" TFT Featherwing**, run the **Adafruit HX8357->touchpaint\_featherwing** demo



Upload to your Feather and have fun!



The touch screen is made of a thin glass sheet, and it's very fragile - a small crack or break will make the entire touch screen unusable. Don't drop or roughly handle the TFT and be especially careful of the corners and edges. When pressing on the touchscreen, sometimes people can use the tip of their fingers, or a fingernail. If you don't find the touchscreen responds well to your fingers, you can use a rounded stylus which will certainly work. Do not press harder and harder until the screen cracks!

Getting data from the touchscreen is fairly straight forward. Start by creating the touchscreen object with

```
Adafruit_STMPE610 ts = Adafruit_STMPE610(STMPE_CS);
```

We're using hardware SPI so the clock, mosi and miso pins are not defined here. Then you can start the touchscreen with

```
ts.begin()
```

Check to make sure this returns a True value, which means the driver was found. If it wasn't, make sure you have the Feather soldered right and the correct CS pin!

Now you can call

```
if (!ts.bufferEmpty())
```

to check if there's any data in the buffer. The touchscreen driver will store touchpoints at all times. When you're ready to get the data, just check if there's any data in the buffer. If there is, you can call

```
TS_Point p = ts.getPoint();
```

To get the oldest point from the buffer. TS\_Point has .x .y and .z data points. The x and y points range from 0 to 4095. The STMPE610 does not store any calibration data in it and it doesn't know about rotation. **So if you want to rotate the screen you'll need to manually rotate the x/y points!** The z point is 'pressure' and ranges from 0 to 255, we don't use it here but you can experiment with it on your own, the harder you press, the lower the number.

Since data from the STMPE610 comes in 0-4095 but our screen is 320 pixels by 240 pixels, we can use `map` to convert 0-4095 to 0-320 or 0-240. Something like

```
p.x = map(p.x, 0, 4095, 0, tft.width());
p.y = map(p.y, 0, 4095, 0, tft.height());
```

However, the touchscreen is a bit bigger than the screen, so we actually need to ignore presses beyond the touchscreen itself. We found that these numbers reflected the true range that overlaps the screen

```
#define TS_MINX 150
#define TS_MINY 130
#define TS_MAXX 3800
#define TS_MAXY 4000
```

So we use

```
p.x = map(p.x, TS_MINX, TS_MAXX, 0, tft.width());
p.y = map(p.y, TS_MINY, TS_MAXY, 0, tft.height());
```

instead.

One last point (pun intended!) since the touchscreen driver stores points in a buffer, you may want to ask the driver "is the touchscreen being pressed RIGHT NOW?" You can do that with

```
if (ts.touched())
```

## Drawing Bitmaps

There is a built-in microSD card slot on the FeatherWing, and we can use that to load bitmap images! You will need a **microSD** card formatted **FAT16 or FAT32** (they almost always are by default), and an SD card reader on whatever computer you're currently reading this with.

It's really easy to draw bitmaps. Let's start by downloading this image of pretty flowers:



Download these two smaller images as well:



The files should be renamed (if needed) to “purple.bmp”, “parrot.bmp” and “wales.bmp”, respectively, and copied to the base directory of the microSD card (*not* inside a folder).

(If it's easier, you can also find these images in the “images” folder within the Adafruit\_ImageReader library folder.)

Insert the microSD card into the socket in the shield. Now select the sketch **file→examples→Adafruit\_ImageReader→FeatherWingILI9341** and upload this example to your Feather + Wing. You will see the flowers appear! (Plus parrots...and if you're using one of the more powerful Feather boards, a whole lot of dragons.)



The Adafruit\_ImageReader library, which is being used here to display .BMP images, is [fully explained in its own page of the Adafruit\\_GFX guide](#) (<https://adafru.it/DpM>).

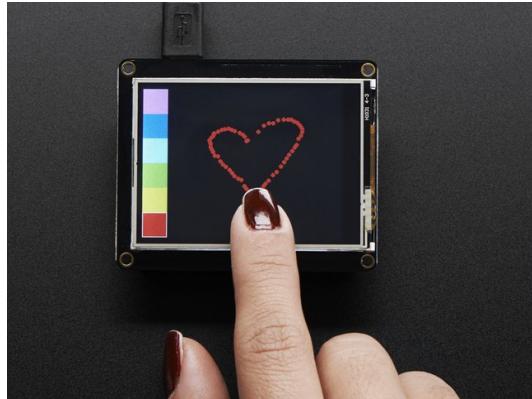
## 2.4" TFT FeatherWing

We'll start with the 2.4" TFT FeatherWing which has an ILI9341 display on it. If you would like more information on this display, be sure to check out our [Adafruit 2.4" TFT FeatherWing guide](https://adafru.it/vvE) (<https://adafru.it/vvE>).

### Parts

---

To use this display with displayio, you will only need two main parts. First, you will need the TFT FeatherWing itself.



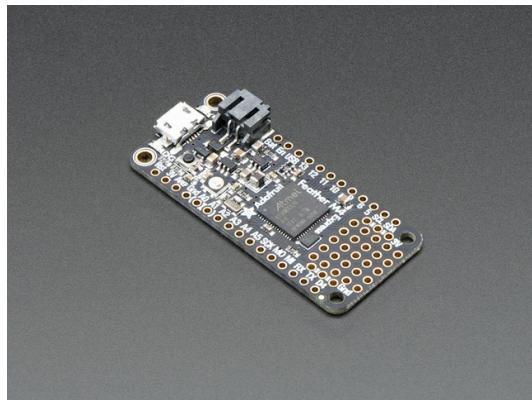
[TFT FeatherWing - 2.4" 320x240 Touchscreen For All Feathers](#)

\$29.95  
IN STOCK

[Add To Cart](#)

---

And second, you will need a Feather such as the Feather M0 Express or the Feather M4 Express. We recommend the Feather M4 Express because it's much faster and works better for driving a display.



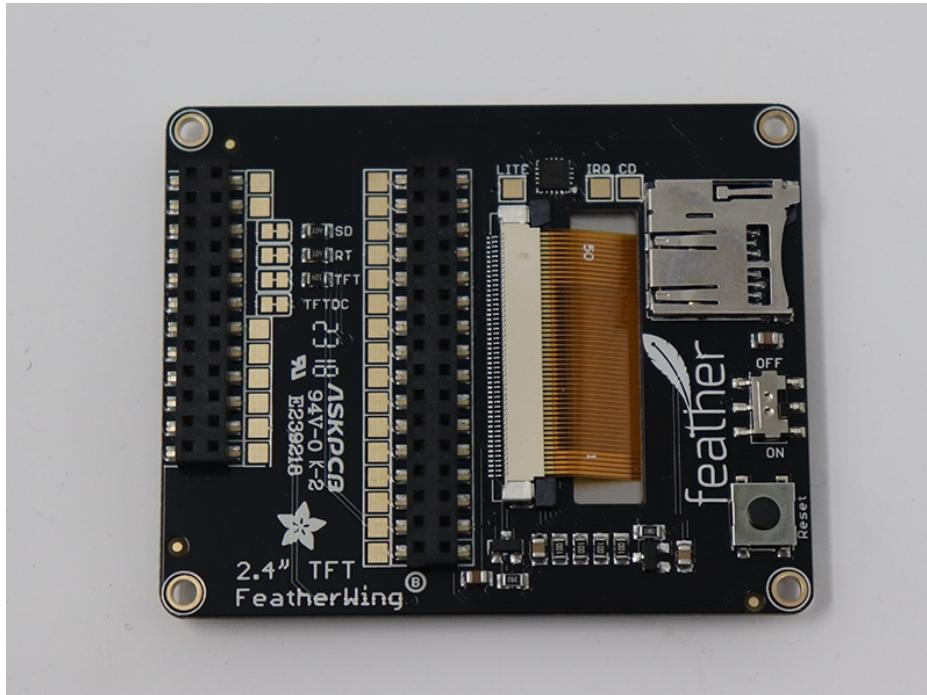
[Adafruit Feather M4 Express - Featuring ATSAMD51](#)

OUT OF STOCK

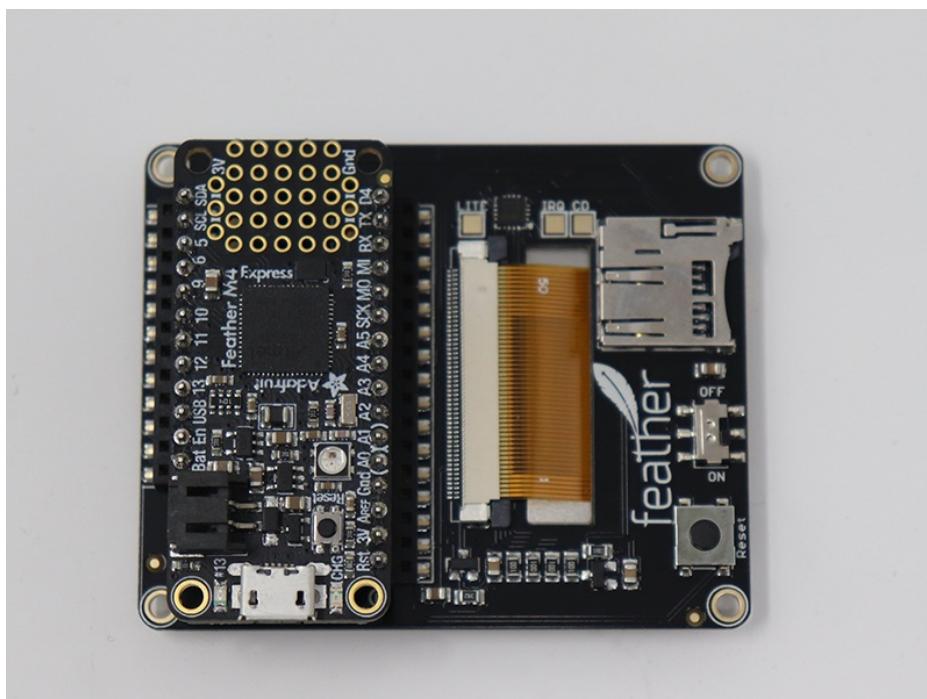
[Out Of Stock](#)

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For this guide, we'll assume you have a Feather M4 Express. The steps should be about the same for the Feather M0 Express. To start, if you haven't already done so, follow the assembly instructions for the Feather M4 Express in our [Feather M4 Express guide](https://adafru.it/EEm) (<https://adafru.it/EEm>). We'll start by looking at the back of the 2.4" TFT FeatherWing.



After that, it's just a matter of inserting the Feather M4 Express into the back of the TFT FeatherWing.



## Required CircuitPython Libraries

To use this display with `displayio`, there is only one required library.

<https://adafru.it/EGe>

<https://adafru.it/EGe>

First, make sure you are running the [latest version of Adafruit CircuitPython](https://adafru.it/Amd) (<https://adafru.it/Amd>) for your board.

Next, you'll need to install the necessary libraries to use the hardware--carefully follow the steps to find and install these libraries from [Adafruit's CircuitPython library bundle](https://adafru.it/zdx) (<https://adafru.it/zdx>). Our introduction guide has a [great page on how to install the library bundle](#) (<https://adafru.it/ABU>) for both express and non-express boards.

Remember for non-express boards, you'll need to manually install the necessary libraries from the bundle:

- `adafruit_il341`

Before continuing make sure your board's lib folder or root filesystem has the `adafruit_il341` file copied over.

## Code Example Additional Libraries

For the Code Example, you will need an additional library. We decided to make use of a library so the code didn't get overly complicated.

<https://adafru.it/FiA>

<https://adafru.it/FiA>

Go ahead and install this in the same manner as the driver library by copying the `adafruit_display_text` folder over to the `lib` folder on your CircuitPython device.

## CircuitPython Code Example

---

```

"""
This test will initialize the display using displayio and draw a solid green
background, a smaller purple rectangle, and some yellow text. All drawing is done
using native displayio modules.

Pinouts are for the 2.4" TFT FeatherWing or Breakout with a Feather M4 or M0.
"""

import board
import displayio
import terminalio
from adafruit_display_text import label
import adafruit_il341

# Release any resources currently in use for the displays
displayio.release_displays()

spi = board.SPI()
tft_cs = board.D9
tft_dc = board.D10

display_bus = displayio.FourWire(spi, command=tft_dc, chip_select=tft_cs, reset=board.D6)
display = adafruit_il341.ILI341(display_bus, width=320, height=240)

# Make the display context
splash = displayio.Group(max_size=10)
display.show(splash)

# Draw a green background
color_bitmap = displayio.Bitmap(320, 240, 1)
color_palette = displayio.Palette(1)
color_palette[0] = 0x00FF00 # Bright Green

bg_sprite = displayio.TileGrid(color_bitmap,
                               pixel_shader=color_palette,
                               x=0, y=0)

splash.append(bg_sprite)

# Draw a smaller inner rectangle
inner_bitmap = displayio.Bitmap(280, 200, 1)
inner_palette = displayio.Palette(1)
inner_palette[0] = 0xAA0088 # Purple
inner_sprite = displayio.TileGrid(inner_bitmap,
                                 pixel_shader=inner_palette,
                                 x=20, y=20)
splash.append(inner_sprite)

# Draw a label
text_group = displayio.Group(max_size=10, scale=3, x=57, y=120)
text = "Hello World!"
text_area = label.Label(terminalio.FONT, text=text, color=0xFFFF00)
text_group.append(text_area) # Subgroup for text scaling
splash.append(text_group)

while True:
    pass

```

## Code Details

Let's take a look at the sections of code one by one. We start by importing the board so that we can initialize `SPI`, `displayio`, `terminalio` for the font, a `label`, and the `adafruit_ilis341` driver.

```
import board
import displayio
import terminalio
from adafruit_display_text import label
import adafruit_ilis341
```

Next we release any previously used displays. This is important because if the Feather is reset, the display pins are not automatically released and this makes them available for use again.

```
displayio.release_displays()
```

Next, we set the SPI object to the board's SPI with the easy shortcut function `board.SPI()`. By using this function, it finds the SPI module and initializes using the default SPI parameters. Next we set the Chip Select and Data/Command pins that will be used.

```
spi = board.SPI()
tft_cs = board.D9
tft_dc = board.D10
```

In the next line, we set the display bus to FourWire which makes use of the SPI bus. The reset parameter is actually not needed for the FeatherWing, but was added to make it compatible with the breakout displays. You can either leave it or remove it if you need access to an additional GPIO pin.

```
display_bus = displayio.FourWire(spi, command=tft_dc, chip_select=tft_cs, reset=board.D6)
```

Finally, we initialize the driver with a width of 320 and a height of 240. If we stopped at this point and ran the code, we would have a terminal that we could type at and have the screen update.

```
display = adafruit_ilis341.ILIS341(display_bus, width=320, height=240)
```



Next we create a background splash image. We do this by creating a group that we can add elements to and adding that group to the display. In this example, we are limiting the maximum number of elements to 10, but this can be increased if you would like. The display will automatically handle updating the group.

```
splash = displayio.Group(max_size=10)
display.show(splash)
```

Next we create a Bitmap which is like a canvas that we can draw on. In this case we are creating the Bitmap to be the same size as the screen, but only have one color. The Bitmaps can currently handle up to 256 different colors. We create a Palette with one color and set that color to 0x00FF00 which happens to be green. Colors are Hexadecimal values in the format of RRGGBB. Even though the Bitmaps can only handle 256 colors at a time, you get to define what those 256 different colors are.

```
color_bitmap = displayio.Bitmap(320, 240, 1)
color_palette = displayio.Palette(1)
color_palette[0] = 0x00FF00 # Bright Green
```

With all those pieces in place, we create a TileGrid by passing the bitmap and palette and draw it at **(0, 0)** which represents the display's upper left.

```
bg_sprite = displayio.TileGrid(color_bitmap,
                                pixel_shader=color_palette,
                                x=0, y=0)
splash.append(bg_sprite)
```

This creates a solid green background which we will draw on top of.

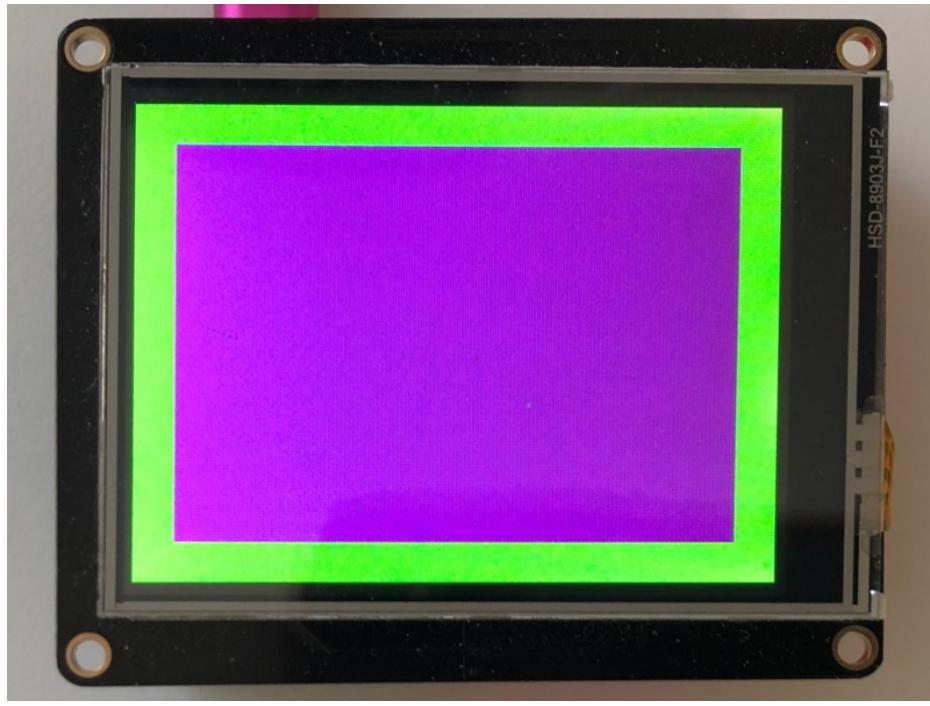


Next we will create a smaller purple rectangle. The easiest way to do this is to create a new bitmap that is a little smaller than the full screen with a single color and place it in a specific location. In this case we will create a bitmap that is 20 pixels smaller on each side. The screen is 320x240, so we'll want to subtract 40 from each of those numbers.

We'll also want to place it at the position `(20, 20)` so that it ends up centered.

```
inner_bitmap = displayio.Bitmap(280, 200, 1)
inner_palette = displayio.Palette(1)
inner_palette[0] = 0xAA0088 # Purple
inner_sprite = displayio.TileGrid(inner_bitmap,
                                 pixel_shader=inner_palette,
                                 x=20, y=20)
splash.append(inner_sprite)
```

Since we are adding this after the first rectangle, it's automatically drawn on top. Here's what it looks like now.



Next let's add a label that says "Hello World!" on top of that. We're going to use the built-in Terminal Font and scale it up by a factor of three. To scale the label only, we will make use of a subgroup, which we will then add to the main group.

Labels are centered vertically, so we'll place it at 120 for the Y coordinate, and around 57 pixels make it appear to be centered horizontally, but if you want to change the text, change this to whatever looks good to you. Let's go with some yellow text, so we'll pass it a value of `0xFFFF00`.

```
text_group = displayio.Group(max_size=10, scale=3, x=57, y=120)
text = "Hello World!"
text_area = label.Label(terminalio.FONT, text=text, color=0xFFFF00)
text_group.append(text_area) # Subgroup for text scaling
splash.append(text_group)
```

Finally, we place an infinite loop at the end so that the graphics screen remains in place and isn't replaced by a terminal.

```
while True:
    pass
```



## Using Touch

We won't be covering how to use the touchscreen on the shield with CircuitPython in this guide, but the library required for enabling resistive touch is the [Adafruit\\_CircuitPython\\_STMPE610](https://adafru.it/Fsz) (<https://adafru.it/Fsz>) library.

## Where to go from here

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Be sure to check out this excellent [guide to CircuitPython Display Support Using displayio](https://adafru.it/EGh) (<https://adafru.it/EGh>)

## Troubleshooting

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### Display does not work on initial power but does work after a reset.

The display driver circuit needs a small amount of time to be ready after initial power. If your code tries to write to the display too soon, it may not be ready. It will work on reset since that typically does not cycle power. If you are having this issue, try adding a small amount of delay before trying to write to the display.

In Arduino, use `delay()` to add a few milliseconds before calling `tft.begin()`. Adjust the amount of delay as needed to see how little you can get away with for your specific setup.

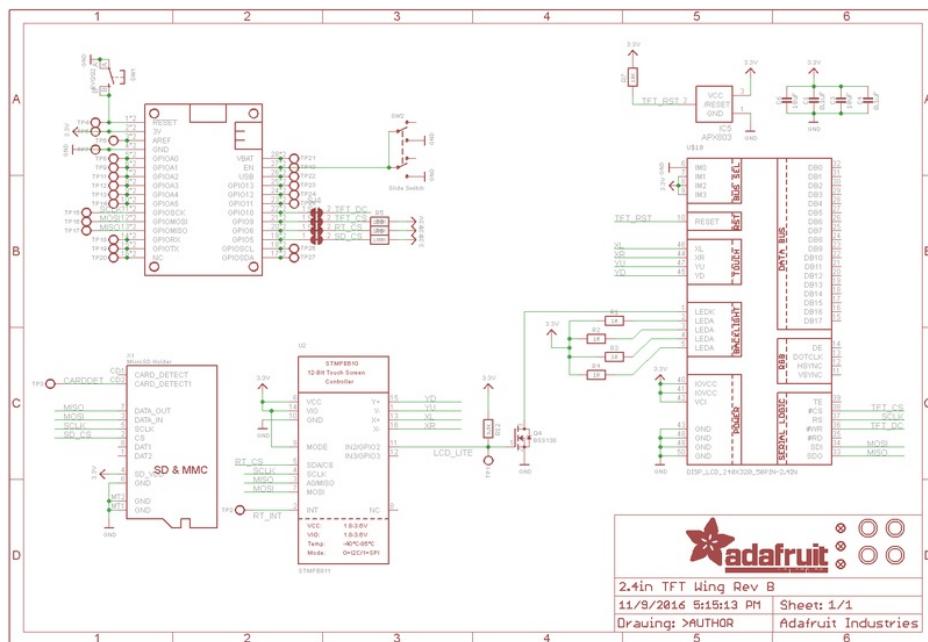


## Downloads

### Datasheets & More

- Fritzing object in Adafruit Fritzing Library (<https://adafru.it/c7M>)
- STMPE610 Touch Controller Datasheet (<https://adafru.it/d4k>)
- ILI9341 (TFT controller) Datasheet (<https://adafru.it/d4l>)
- Datasheet for TFT module itself (<https://adafru.it/zAj>)
- EagleCAD PCB files on GitHub (<https://adafru.it/ska>)

### Schematic



### Fabrication Print

