

LittlevGL documentation (Español)

Table of contents

Inicio
Porting
PC simulator
Objects
Styles
Input devices
Colors
Fonts
Drawing
Animations
Coding Style Guide
Object types
Arc (lv_arc)
Bar (lv_bar)
Base object (lv_obj)
Button (lv_btn)
Button matrix (lv_btnm)
Calendar (lv_calendar)
Chart (lv_chart)
Check box (lv_cb)
Container (lv_cont)
Drop down list (lv_ddlist)
Gauge (lv_gauge)
Image (lv_img)
Image button (lv_imgbtn)
Keyboard (lv_kb)
List (lv_list)
LED (lv_led)
Line (lv_line)
Line meter (lv_lmeter)
Label (lv_label)
Message box (lv_mbox)
Page (lv_page)
Preloader (lv_preload)
Roller (lv_roller)
Slider (lv_slider)
Switch (lv_sw)
Tab view (lv_tabview)
Text area (lv_ta)
Window (lv_window)

Inicio

		