## LittlevGL documentation (Espanol)

## **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





