

UTFT_tinyFAT

Arduino "glue" library for UTFT and tinyFAT

Manual



PREFACE:

This library is a "glue"-library that provide a connection between UTFT and tinyFAT. As tinyFAT is only available for Arduino at the moment chipKit boards are not supported.

This library supports all the same display modules that UTFT supports. For a full list of tested display modules and controllers, see the document **UTFT_Supported_display_modules_&_controllers.pdf** supplied with the UTFT library.

You can always find the latest version of the library at **<http://electronics.henningkarlsen.com/>**

If you make any modifications or improvements to the code, I would appreciate that you share the code with me so that I might include it in the next release. I can be contacted through **<http://electronics.henningkarlsen.com/contact.php>**.

For version information, please refer to **version.txt**.

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FUNCTIONS:

UTFTtf(Model, RS, WR, CS, RST);

The main class constructor when using 8bit or 16bit display modules with tinyFAT integration.

Parameters: Model: See the UTFT library for the supported display modules
 RS: Pin for Register Select
 WR: Pin for Write
 CS: Pin for Chip Select
 RST: Pin for Reset

Usage: UTFTtf myGLCD(ITDB32S,19,18,17,16); // Start an instance of the UTFTtf class

UTFTtf(Model, SDA, SCL, CS, RST[, RS]);

The main class constructor when using serial display modules tinyFAT integration.

Parameters: Model: See the UTFT library for the supported display modules
 SDA: Pin for Serial Data
 SCL: Pin for Serial Clock
 CS: Pin for Chip Select
 RST: Pin for Reset
 RS: **<optional>** Only used for 5pin serial modules
 Pin for Register Select

Usage: UTFTtf myGLCD(ITDB18SP,11,10,9,12,8); // Start an instance of the UTFTtf class

loadBitmap (x, y, sx, sy, filename);

Load a bitmap from a SD card and display it on the screen.

Parameters: x: x-coordinate of the upper, left corner of the bitmap
 y: y-coordinate of the upper, left corner of the bitmap
 sx: width of the bitmap in pixels
 sy: height of the bitmap in pixels
 filename: name of the file to load from the SD card

Usage: myGLCD.loadBitmap(50, 50, 32, 32, "ICON.RAW"); // Load ICON.RAW from the SD card and display it

Notes: You can use the online-tool "ImageConverter 565" or "ImageConverter565.exe" in the Tools-folder to convert pictures into compatible arrays. The online-tool can be found on my website.