

ITDB02_tinyFAT16 - Add-on library to integrate ITDB02_Graph16 and tinyFAT

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Basic functionality of this library are based on the demo-code provided by ITEad studio. You can find the latest version of the library at <http://www.henningkarlsen.com/electronics>

This library has been made especially for the 3.2" TFT LCD Screen Module: ITDB02-3.2 by ITEad studio. This library has been designed to use 16bit mode, and it should work with the 2.4" Module in 16bit mode as well, although I do not have one, so this is untested.

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://www.henningkarlsen.com/electronics/contact.php>

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IMPORTANT:

If you are upgrading from ITDB02_Graph16 v4.0 or lower there are a couple of things you need to change.

- You must include "`tinyFAT.h`", "`ITDB02_Graph16`" and "`ITDB02_tinyFAT16`" in your sketch
- All references to the class `ITDB02` must be changed to `ITDB02tf`

No other changes should be necessary. All functions available to the ITDB02 class is also available in the ITDB02tf class. Please see the `ITDB02_Graph16` documentation for a description of those functions.

Functions:

ITDB02tf(RS, WR, CS, RST[,Aspect]);

The main class of the interface.

Parameters: RS: Arduino pin for Register Select
 WR: Arduino pin for Write
 CS: Arduino pin for Chip Select
 RST: Arduino pin for Reset
 Aspect: **<optional>**
 ASPECT_4x3 for ITDB02-2.4 and ITDB02-3.2 (both 240x320 pixels) **(default)**
 ASPECT_16x9 for ITDB02-3.2WC (240x400 pixels)
Usage: ITDB02tf myGLCD(19,18,17,16); // Start an instance of the ITDB02 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.
 Requires that you have my tinyFAT library installed, and have enabled integration.