

UTFT

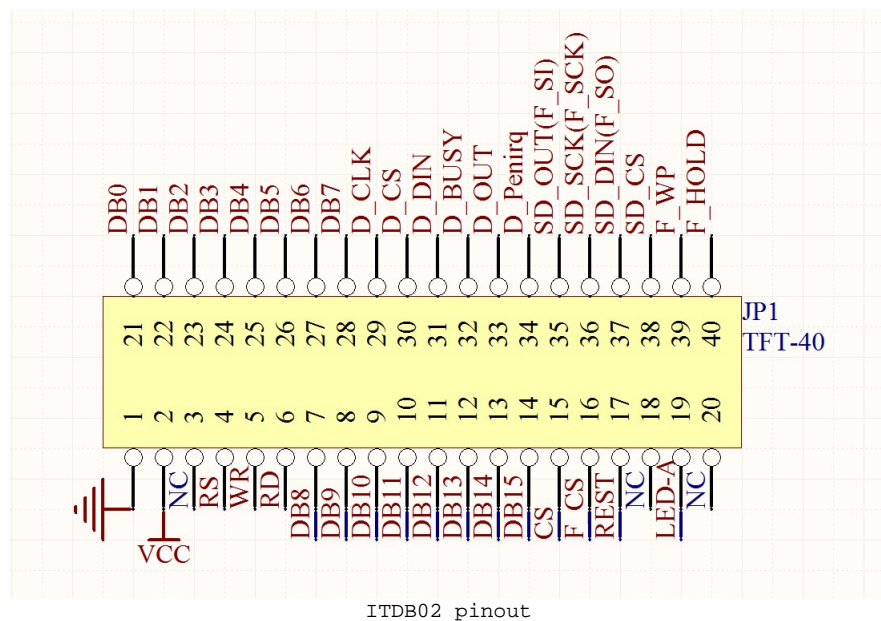
Arduino and chipKit Universal TFT display library

Requirements



The library require the following connections for 8 bit and 16 bit¹ display modules (the serial display modules does not have any required pins):

Signal	ITDB02 pin	Arduino		chipKit	
		2009/Uno/Leonardo	Mega/Due	Uno32 ²	Max32 ³
DB0 ⁴	21	D8	D37	D3	D3
DB1 ⁴	22	D9	D36	D5	D5
DB2 ⁴	23	D10	D35	D6	D6
DB3 ⁴	24	D11	D34	D9	D9
DB4 ⁴	25	D12	D33	D10	D10
DB5 ⁴	26	D13	D32	D34	D39
DB6 ⁴	27	A0 (D14)	D31	D36	D47
DB7 ⁴	28	A1 (D15)	D30	D37	D77
DB8	7	D0	D22	D26	D37
DB9	8	D1	D23	D27	D36
DB10	9	D2	D24	D28	D35
DB11	10	D3	D25	D29	D34
DB12	11	D4	D26	D30	D33
DB13	12	D5	D27	D31	D32
DB14	13	D6	D28	D32	D31
DB15	14	D7	D29	D33	D30
RS	4	Any free pin			
WR	5	Any free pin			
RD	6	Must be pulled high (3.3v)			
CS	15	Any free pin			
REST	17	Any free pin			



¹ 16 bit Latched had its own requirements. See next page.

² To use a 16 bit display module with a chipKit Uno32 you **MUST** place the JP4 jumper in the PWM/RD4 position (jumper over the two pins closest to the USB connector)

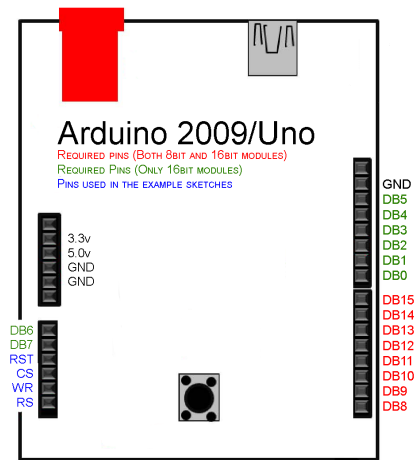
³ Pin-out is slightly different when using the AquaLEDSource shield. Please see the "HW_PIC32_defines.h" file.

⁴ Connect DB0 to DB7 to GND for 8bit display modules

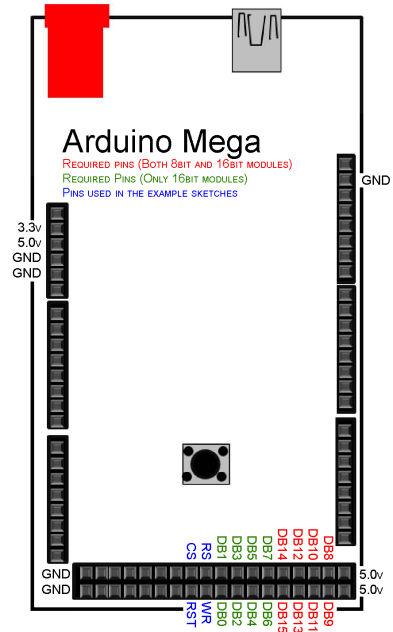
The 16 bit latched display shield has its own requirements:

Signal	Shield pin	Arduino		chipKit
		2009/Uno/Leonardo/Mega	Due	Uno32/Max32
DB0	D0	D0	Unsupported	Unsupported
DB1	D1	D1	Unsupported	Unsupported
DB2	D2	D2	Unsupported	Unsupported
DB3	D3	D3	Unsupported	Unsupported
DB4	D4	D4	Unsupported	Unsupported
DB5	D5	D5	Unsupported	Unsupported
DB6	D6	D6	Unsupported	Unsupported
DB7	D7	D7	Unsupported	Unsupported
CS	A0	Any free pin	Unsupported	Unsupported
RS	A1	Any free pin	Unsupported	Unsupported
WR	A2	Any free pin	Unsupported	Unsupported
RST	A3	Any free pin	Unsupported	Unsupported
ALE	A5	Any free pin	Unsupported	Unsupported

Arduino pin-mapping:

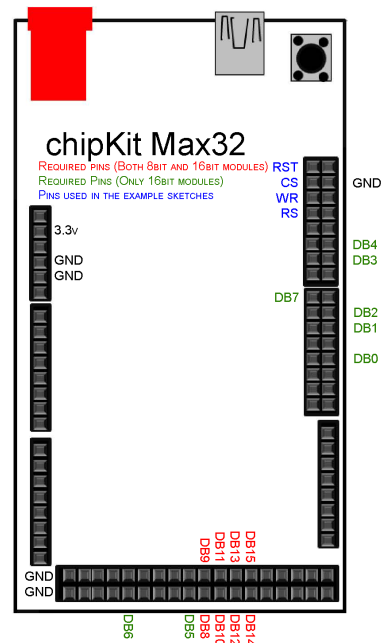
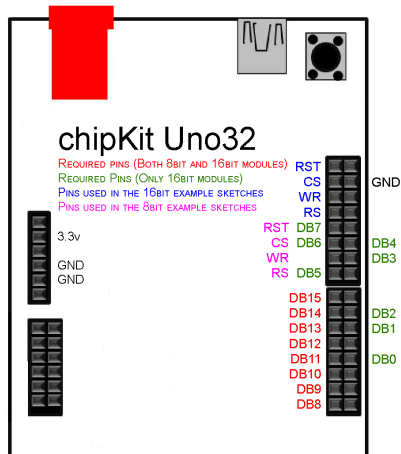


Also valid for Arduino Leonardo



Also valid for Arduino Due

chipKit pin-mapping:



Pin-out is slightly different when using the AquaLEDSource shield.