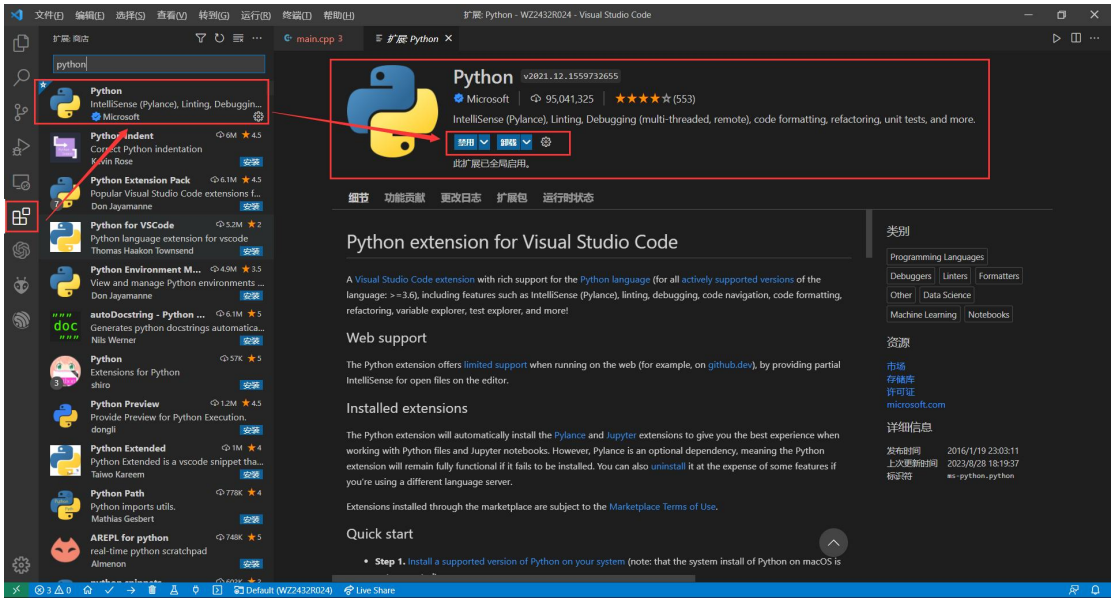
PlatformIO

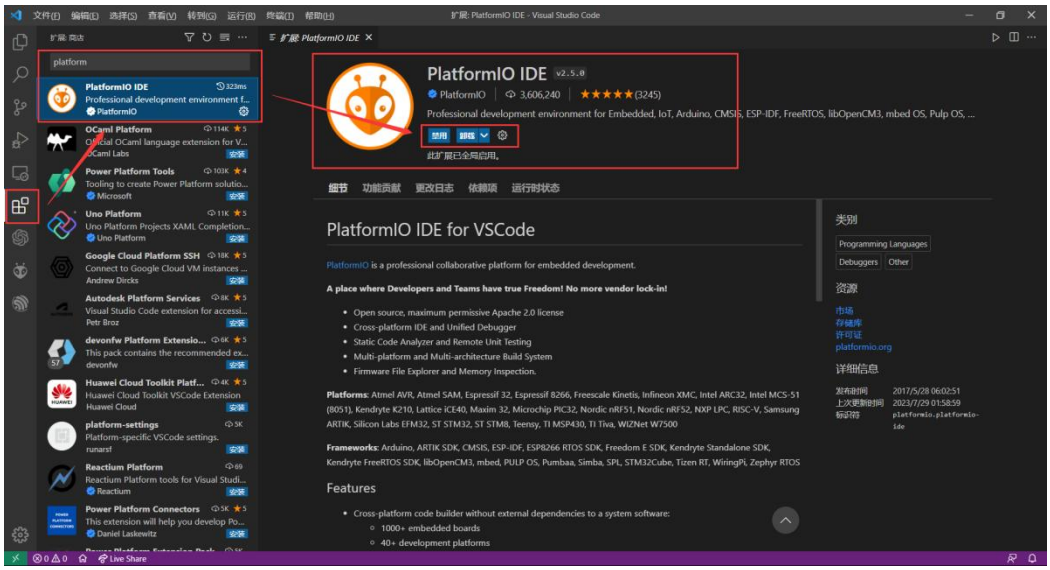
WZ8048C050

Take the WZ4827R043 as an example

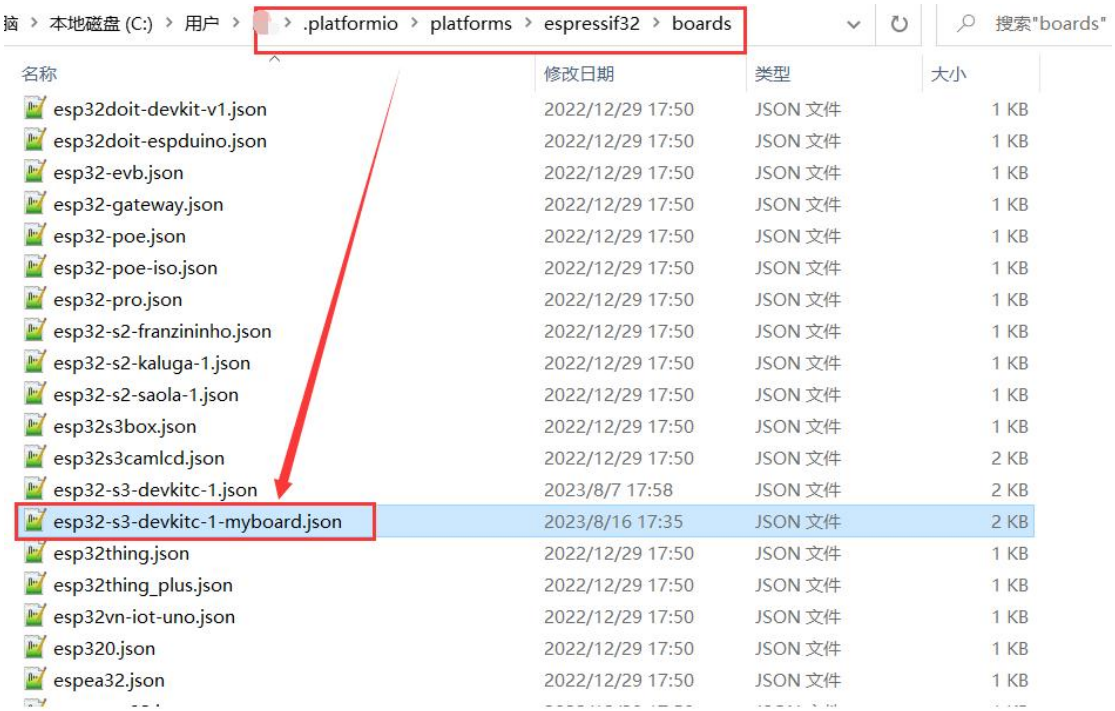
First open the VScode to check if the python is installed



Open the VScode to download the PlatformIO

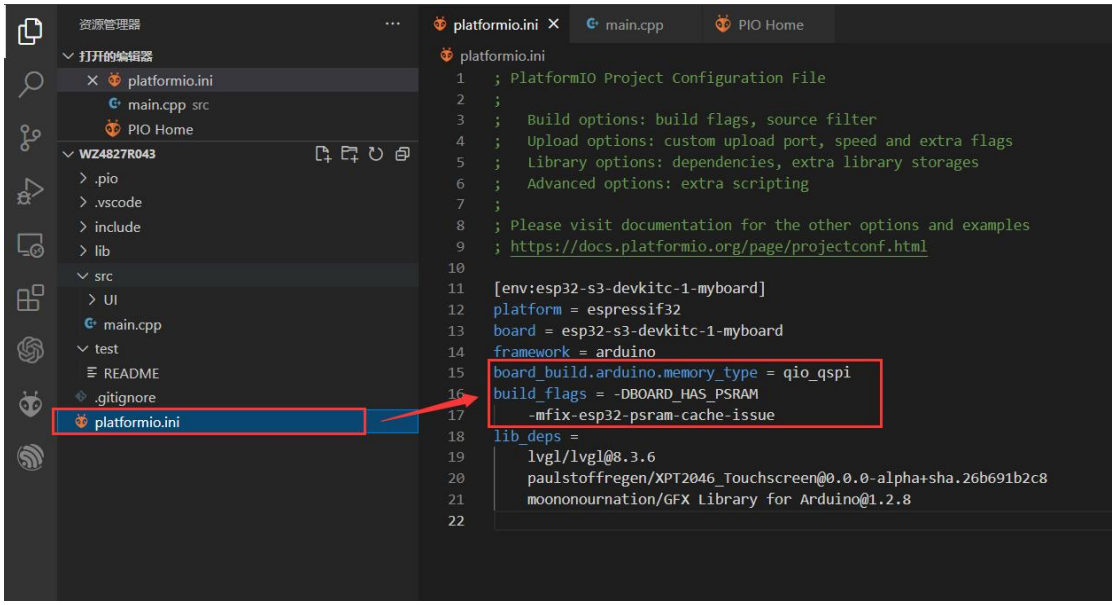


First, add the custom board to the directory in the figure below

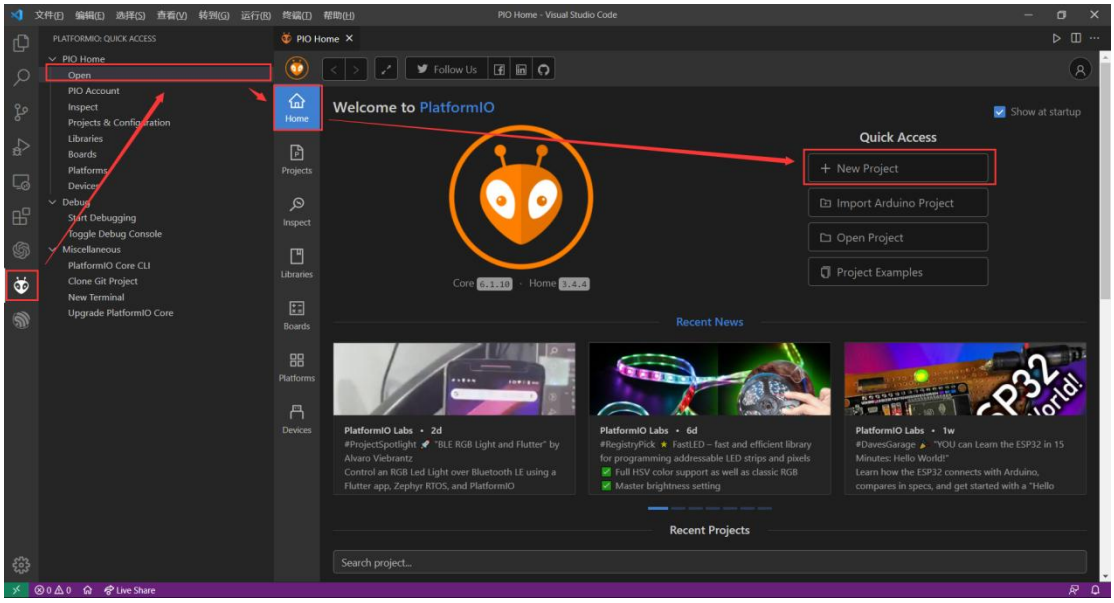


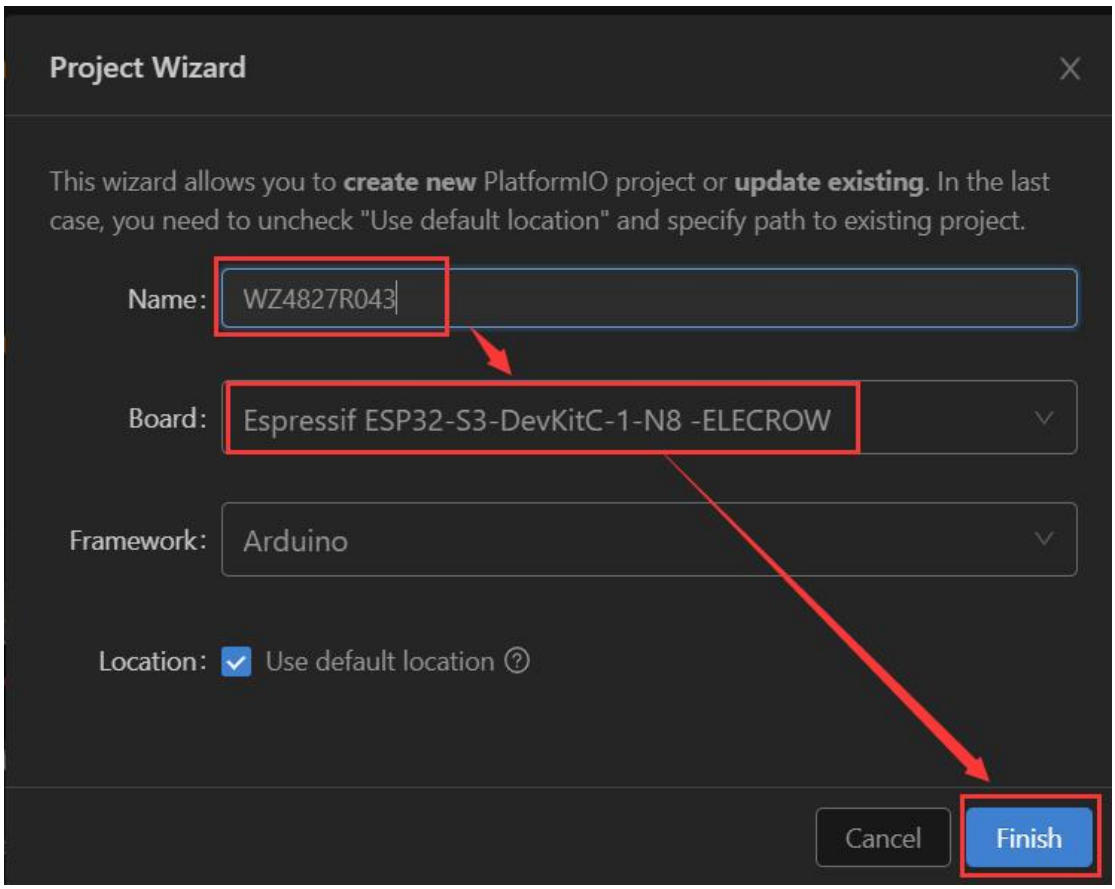
Add the following code to the platformio.ini file

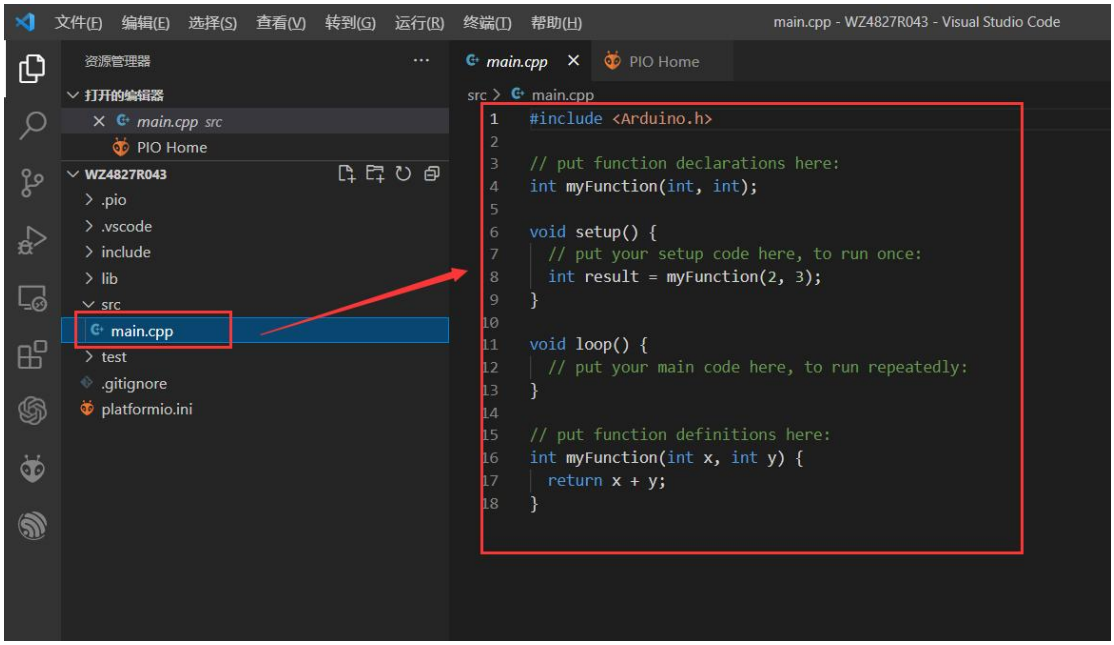
```
board_build.arduino.memory_type = qio_qspi
build_flags = -DBOARD_HAS_PSRAM
    -mfix-esp32-psram-cache-issue
```



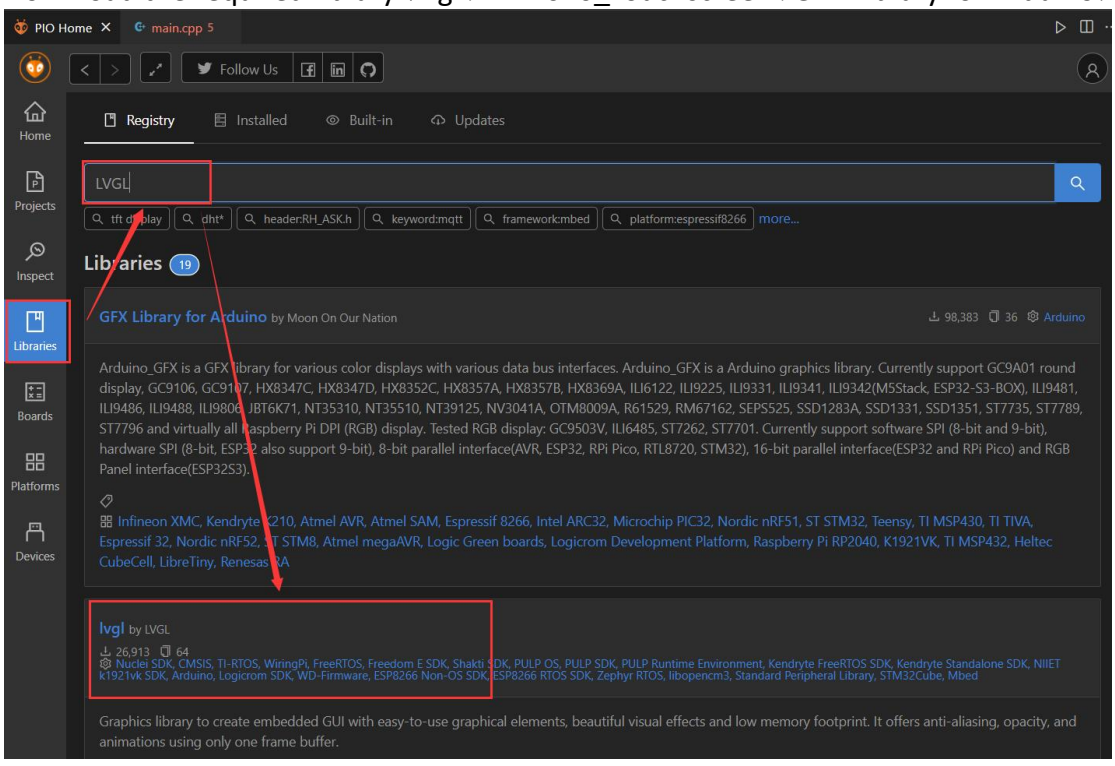
Create new projects

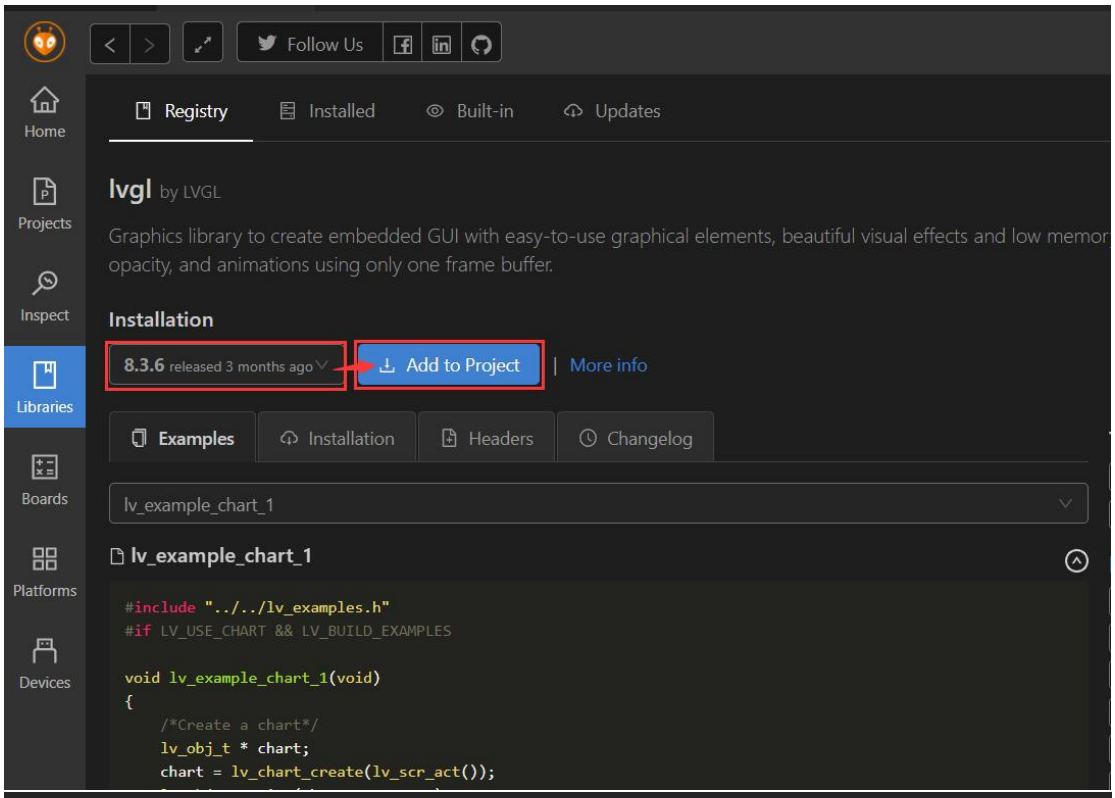






Download the required library（lvgl、XPT2046_Touchscreen、GFX Library for Arduino）

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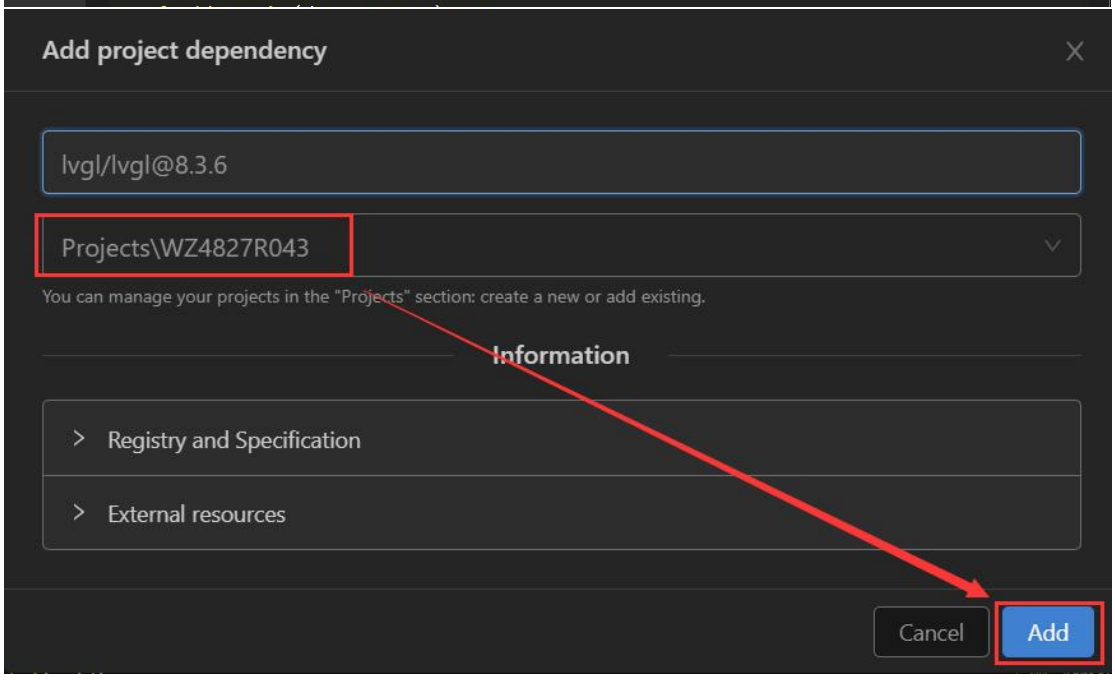
lvgl by LVGL
Graphics library to create embedded GUI with easy-to-use graphical elements, beautiful visual effects and low memor
opacity, and animations using only one frame buffer.
Installation
8.3.6 released 3 months ago
Add to Project
More info
Examples
Installation
Headers
Changelog
lv_example_chart_1
lv_example_chart_1
#include "../../lv_examples.h"
#if LV_USE_CHART && LV_BUILD_EXAMPLES
void lv_example_chart_1(void)
{
/*Create a chart*/
lv_obj_t * chart;
chart = lv_chart_create(lv_scr_act());


Add project dependency
lvgl/lvgl@8.3.6
Projects\WZ4827R043
You can manage your projects in the "Projects" section: create a new or add existing.
Information
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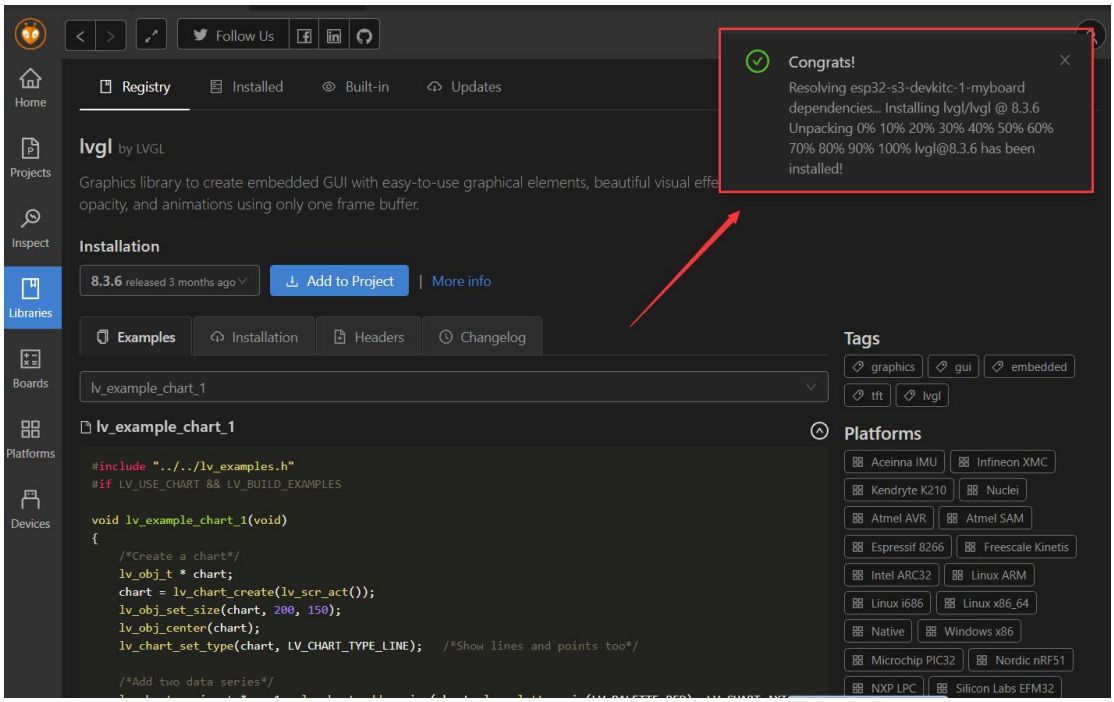
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Updates
Congrats!
Resolving esp32-s3-devkitc-1-myboard dependencies... Installing lvgl/lvgl @ 8.3.6
Unpacking 0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100% lvgl@8.3.6 has been installed!
lvgl by LVGL
Graphics library to create embedded GUI with easy-to-use graphical elements, beautiful visual effe
opacity, and animations using only one frame buffer.
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8.3.6 released 3 months ago
Add to Project
More info
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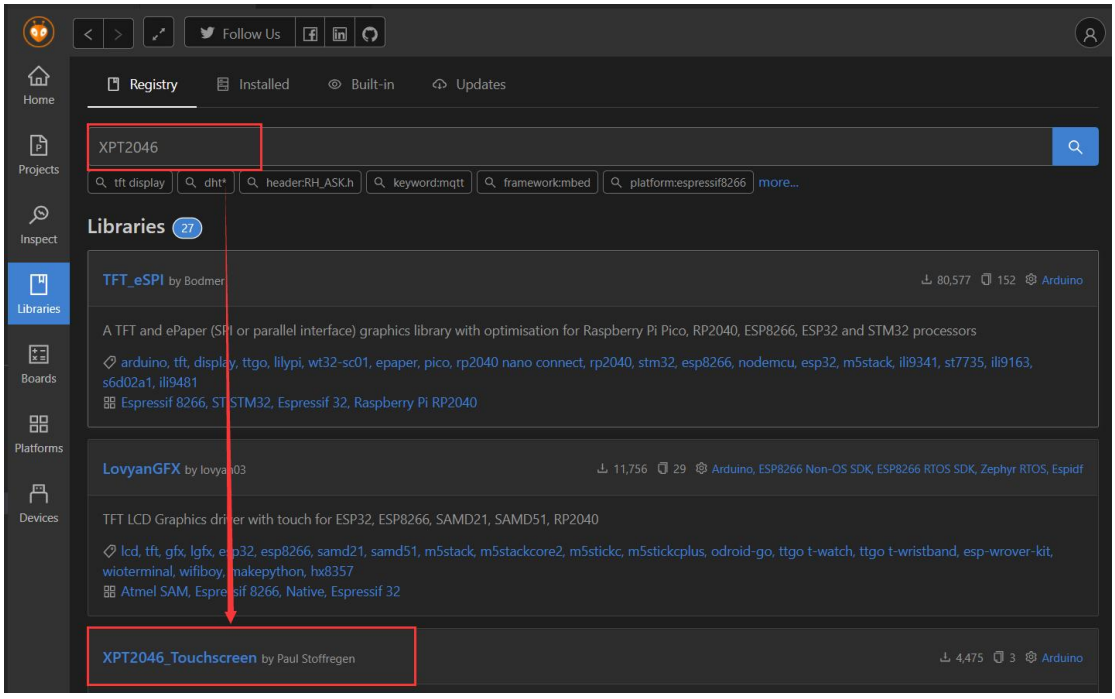
Headers
Changelog
lv_example_chart_1
lv_example_chart_1
#include "../../lv_examples.h"
#if LV_USE_CHART && LV_BUILD_EXAMPLES
void lv_example_chart_1(void)
{
/*Create a chart*/
lv_obj_t * chart;
chart = lv_chart_create(lv_scr_act());
lv_obj_set_size(chart, 200, 150);
lv_obj_center(chart);
lv_chart_set_type(chart, LV_CHART_TYPE_LINE); /*Show lines and points too*/
/*Add two data series*/
Tags
graphics
gui
embedded
tft
lvgl
Platforms
Aceinna IMU
Infineon XMC
Kendryte K210
Nuclei
Atmel AVR
Atmel SAM
Espressif 8266
Freescale Kinetis
Intel ARC32
Linux ARM
Linux i686
Linux x86_64
Native
Windows x86
Microchip PIC32
Nordic nRF51
NXP LPC
Silicon Labs EFM32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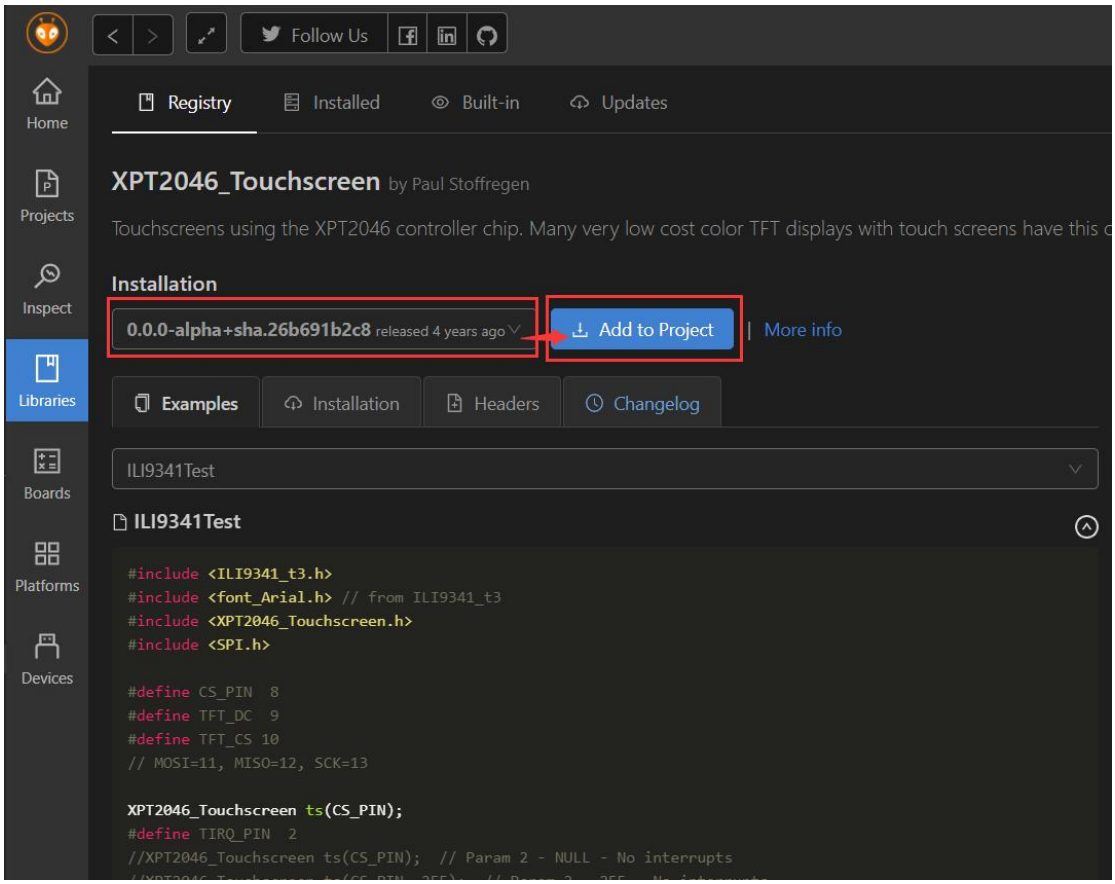
XPT2046
tft display
dht*
header:RH_ASK.h
keyword:mqtt
framework:mbed
platform:espressif8266
more...
Libraries 27
TFT_eSPI by Bodmer
80,577 152 Arduino
A TFT and ePaper (SPI or parallel interface) graphics library with optimisation for Raspberry Pi Pico, RP2040, ESP8266, ESP32 and STM32 processors
arduino, tft, display, ttgo, lilypi, wt32-sc01, epaper, pico, rp2040 nano connect, rp2040, stm32, esp8266, nodemcu, esp32, m5stack, ili9341, st7735, ili9163, s6d02a1, ili9481
Espressif 8266, STM32, Espressif 32, Raspberry Pi RP2040
LovyanGFX by lovyan03
11,756 29 Arduino, ESP8266 Non-OS SDK, ESP8266 RTOS SDK, Zephyr RTOS, Espidf
TFT LCD Graphics driver with touch for ESP32, ESP8266, SAMD21, SAMD51, RP2040
lcd, tft, gfx, lgfx, esp32, esp8266, samd21, samd51, m5stack, m5stackcore2, m5stickc, m5stickcplus, odroid-go, ttgo t-watch, ttgo t-wristband, esp-wrover-kit, wioterminal, wifiboy, makepython, hx8357
Atmel SAM, Espressif 8266, Native, Espressif 32
XPT2046_Touchscreen by Paul Stoffregen
4,475 3 Arduino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XPT2046_Touchscreen by Paul Stoffregen
Touchscreens using the XPT2046 controller chip. Many very low cost color TFT displays with touch screens have this
Installation
0.0.0-alpha+sha.26b691b2c8 released 4 years ago
Add to Project
More info
Examples
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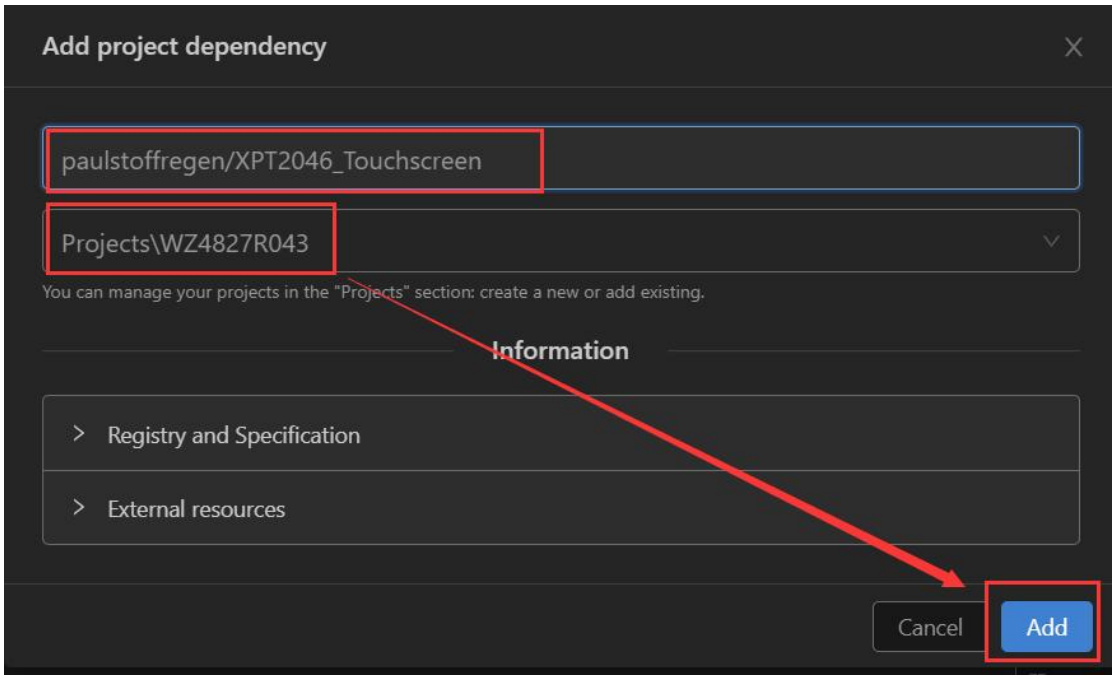
Headers
Changelog
ILI9341Test
ILI9341Test
#include <ILI9341_t3.h>
#include <font_Arial.h> // from ILI9341_t3
#include <XPT2046_Touchscreen.h>
#include <SPI.h>
#define CS_PIN 8
#define TFT_DC 9
#define TFT_CS 10
// MOSI=11, MISO=12, SCK=13
XPT2046_Touchscreen ts(CS_PIN);
#define TIRQ_PIN 2
//XPT2046_Touchscreen ts(CS_PIN); // Param 2 - NULL - No interrupts


Add project dependency
paulstoffregen/XPT2046_Touchscreen
Projects\WZ4827R043
You can manage your projects in the "Projects" section: create a new or add existing.
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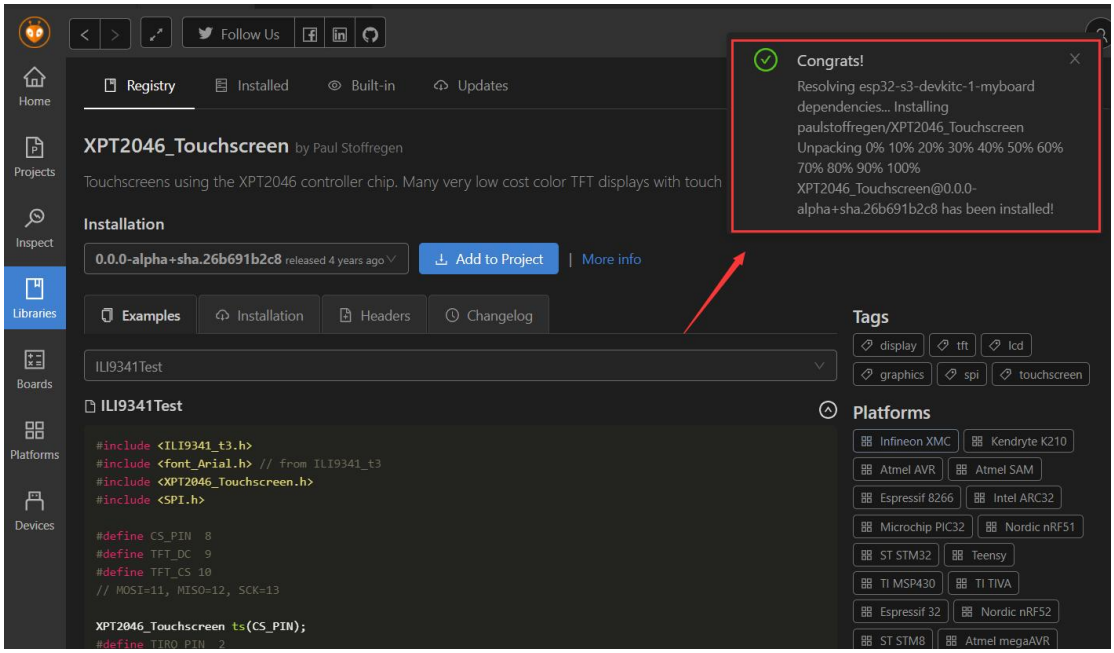
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Installed
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Updates
Congrats!
Resolving esp32-s3-devkitc-1-myboard dependencies... Installing paulstoffregen/XPT2046_Touchscreen Unpacking 0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100% XPT2046_Touchscreen@0.0.0-alpha+sha.26b691b2c8 has been installed!
XPT2046_Touchscreen by Paul Stoffregen
Touchscreens using the XPT2046 controller chip. Many very low cost color TFT displays with touch
Installation
0.0.0-alpha+sha.26b691b2c8 released 4 years ago
Add to Project
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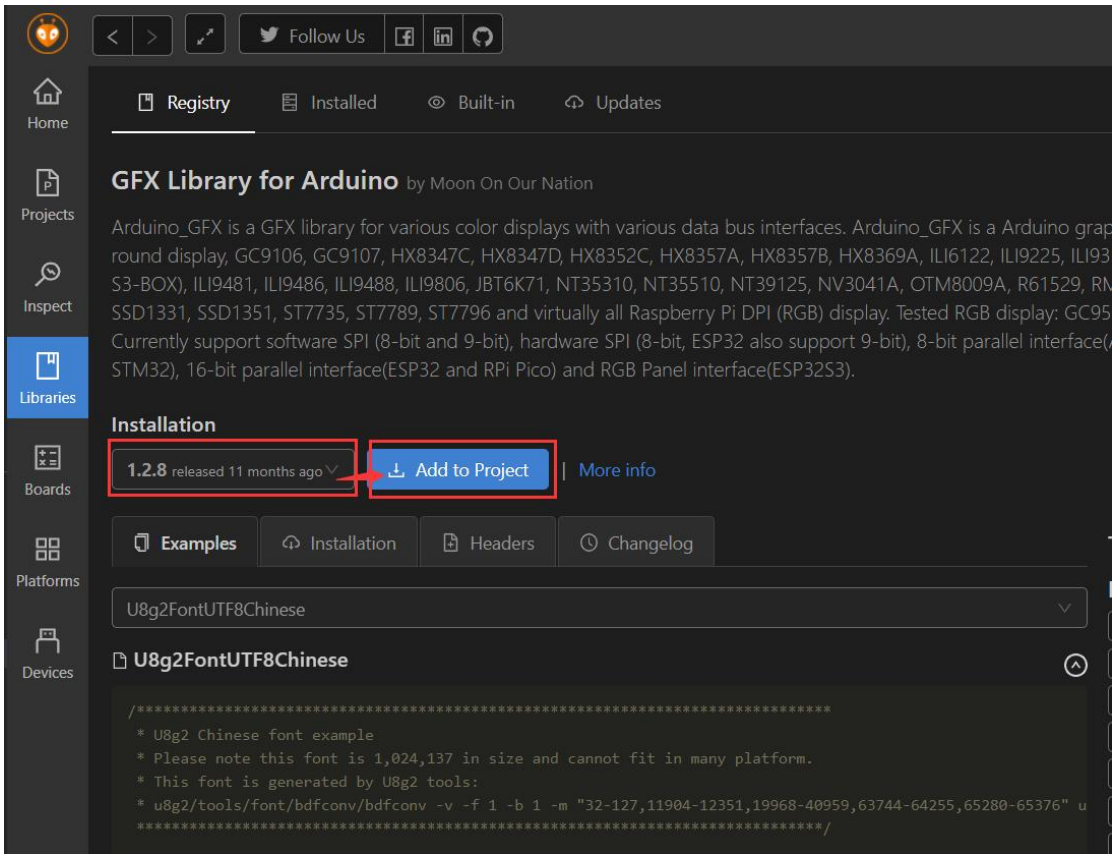
Examples
Installation
Headers
Changelog
ILI9341Test
ILI9341Test
#include <ILI9341_t3.h>
#include <font_Arial.h> // from ILI9341_t3
#include <XPT2046_Touchscreen.h>
#include <SPI.h>
#define CS_PIN 8
#define TFT_DC 9
#define TFT_CS 10
// MOSI=11, MISO=12, SCK=13
XPT2046_Touchscreen ts(CS_PIN);
#define TIRQ_PIN 2
Tags
display
tft
lcd
graphics
spi
touchscreen
Platforms
Infineon XMC
Kendryte K210
Atmel AVR
Atmel SAM
Espressif 8266
Intel ARC32
Microchip PIC32
Nordic nRF51
ST STM32
Teensy
TI MSP430
TI TIVA
Espressif 32
Nordic nRF52
ST STM8
Atmel megaAVR


GFX Library
tft display
dht*
header:RH_ASK.h
keyword:mqtt
framework:mbed
platform:espressif8266
more...
Libraries 133
Adafruit GFX Library by Adafruit
251,629 2 Arduino
Adafruit GFX graphics core library, this is the 'core' class that all our other graphics libraries derive from. Install this library in addition to the display library for your hardware.
display
Infineon XMC, Kendryte K210, Atmel AVR, Atmel SAM, Espressif 8266, Intel ARC32, Microchip PIC32, Nordic nRF51, ST STM32, Teensy, TI MSP430, TI TIVA, Espressif 32, Nordic nRF52, ST STM8, Atmel megaAVR, Logic Green boards, Logicrom Development Platform, Raspberry Pi RP2040, K1921VK, TI MSP432, Heltec CubeCell, LibreTiny, Renesas RA
Adafruit SSD1306 by Adafruit
152,824 5 Arduino
SSD1306 oled driver library for monochrome 128x64 and 128x32 displays
display
Infineon XMC, Kendryte K210, Atmel AVR, Atmel SAM, Espressif 8266, Intel ARC32, Microchip PIC32, Nordic nRF51, ST STM32, Teensy, TI MSP430, TI TIVA, Espressif 32, Nordic nRF52, ST STM8, Atmel megaAVR, Logic Green boards, Logicrom Development Platform, Raspberry Pi RP2040, K1921VK, TI MSP432, Heltec CubeCell, LibreTiny, Renesas RA
GFX Library for Arduino by Moon On Our Nation
98,399 36 Arduino
Arduino_GFX is a GFX library for various color displays with various data bus interfaces. Arduino_GFX is a Arduino graphics library. Currently support GC9A01 round display, GC9106, GC9107, HX8347C, HX8347D, HX8352C, HX8357A, HX8357B, HX8369A, ILI6122, ILI9225, ILI9331, ILI9341, ILI9342(M5Stack, ESP32-S3-BOX), ILI9481,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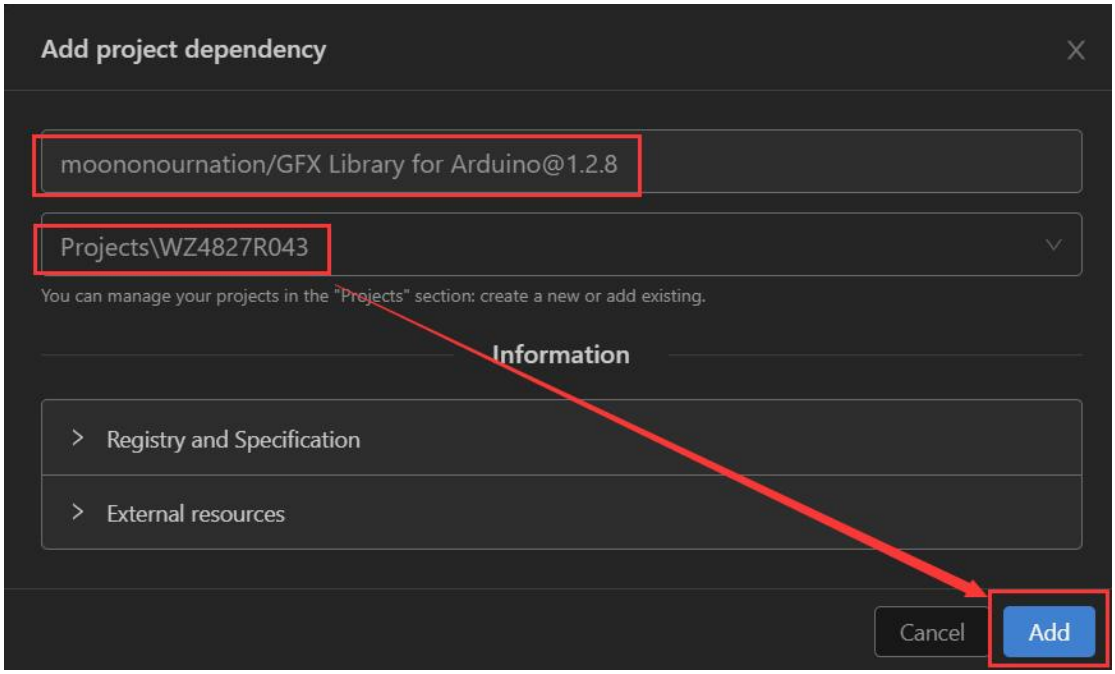
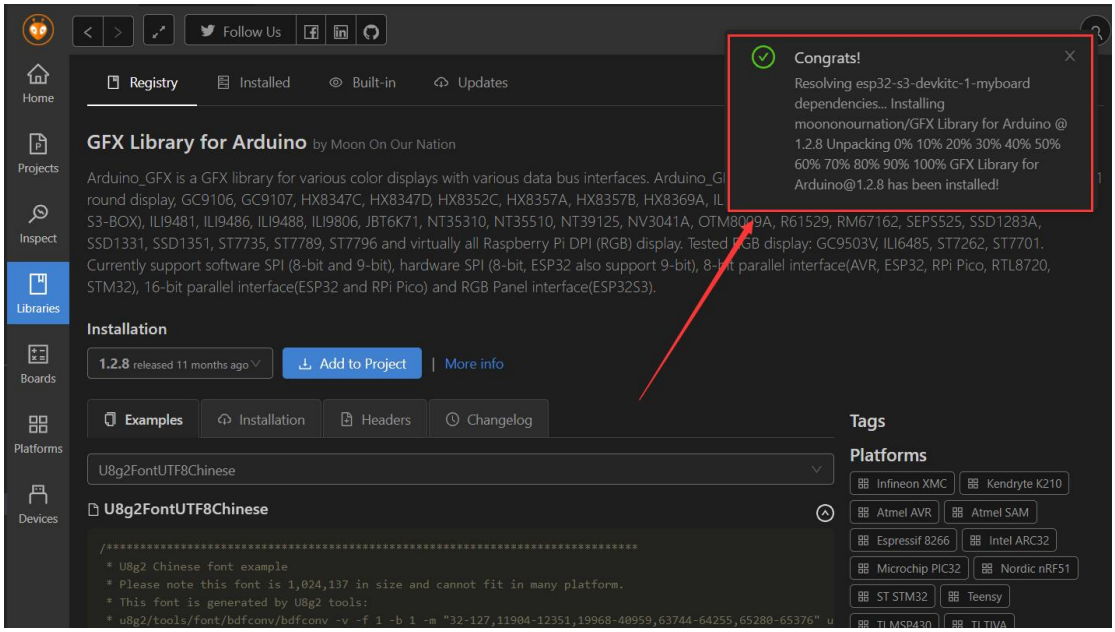
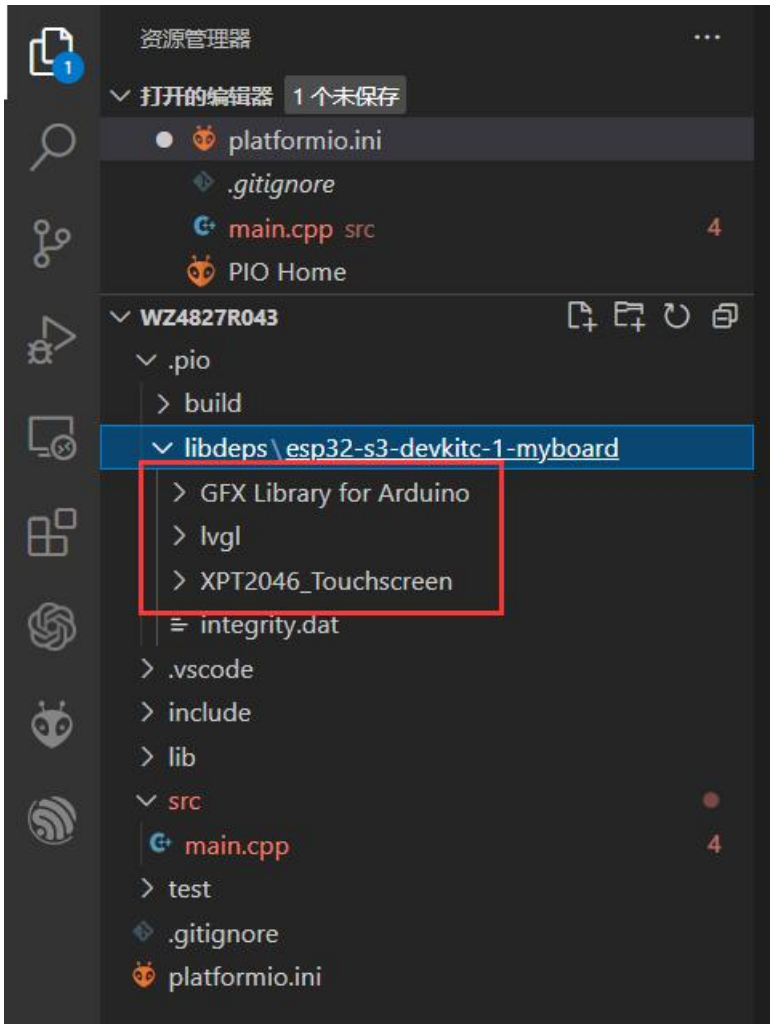
GFX Library for Arduino by Moon On Our Nation
Arduino_GFX is a GFX library for various color displays with various data bus interfaces. Arduino_GFX is a Arduino grap
round display, GC9106, GC9107, HX8347C, HX8347D, HX8352C, HX8357A, HX8357B, HX8369A, ILI6122, ILI9225, ILI93
S3-BOX), ILI9481, ILI9486, ILI9488, ILI9806, JBT6K71, NT35310, NT35510, NT39125, NV3041A, OTM8009A, R61529, RM
SSD1331, SSD1351, ST7735, ST7789, ST7796 and virtually all Raspberry Pi DPI (RGB) display. Tested RGB display: GC95
Currently support software SPI (8-bit and 9-bit), hardware SPI (8-bit, ESP32 also support 9-bit), 8-bit parallel interface(
STM32), 16-bit parallel interface(ESP32 and RPi Pico) and RGB Panel interface(ESP32S3).
Installation
1.2.8 released 11 months ago
Add to Project
More info
Examples
Installation
Headers
Changelog
U8g2FontUTF8Chinese
U8g2FontUTF8Chinese
/***
* U8g2 Chinese font example
* Please note this font is 1,024,137 in size and cannot fit in many platform.
* This font is generated by U8g2 tools:
* u8g2/tools/font/bdfconv/bdfconv -v -f 1 -b 1 -m "32-127,11904-12351,19968-40959,63744-64255,65280-65376" u
***/

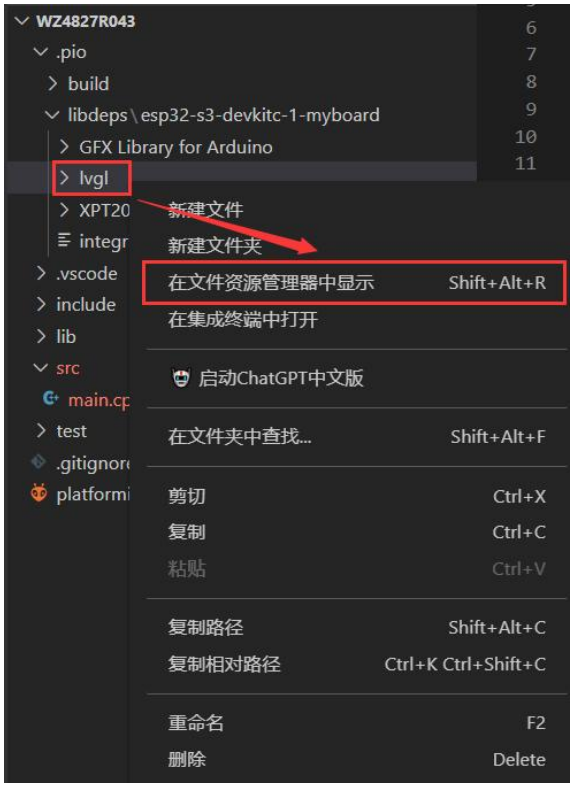

Add project dependency
moononournation/GFX Library for Arduino@1.2.8
Projects\WZ4827R043
You can manage your projects in the "Projects" section: create a new or add existing.
Information
Registry and Specification
External resources
Cancel
Add

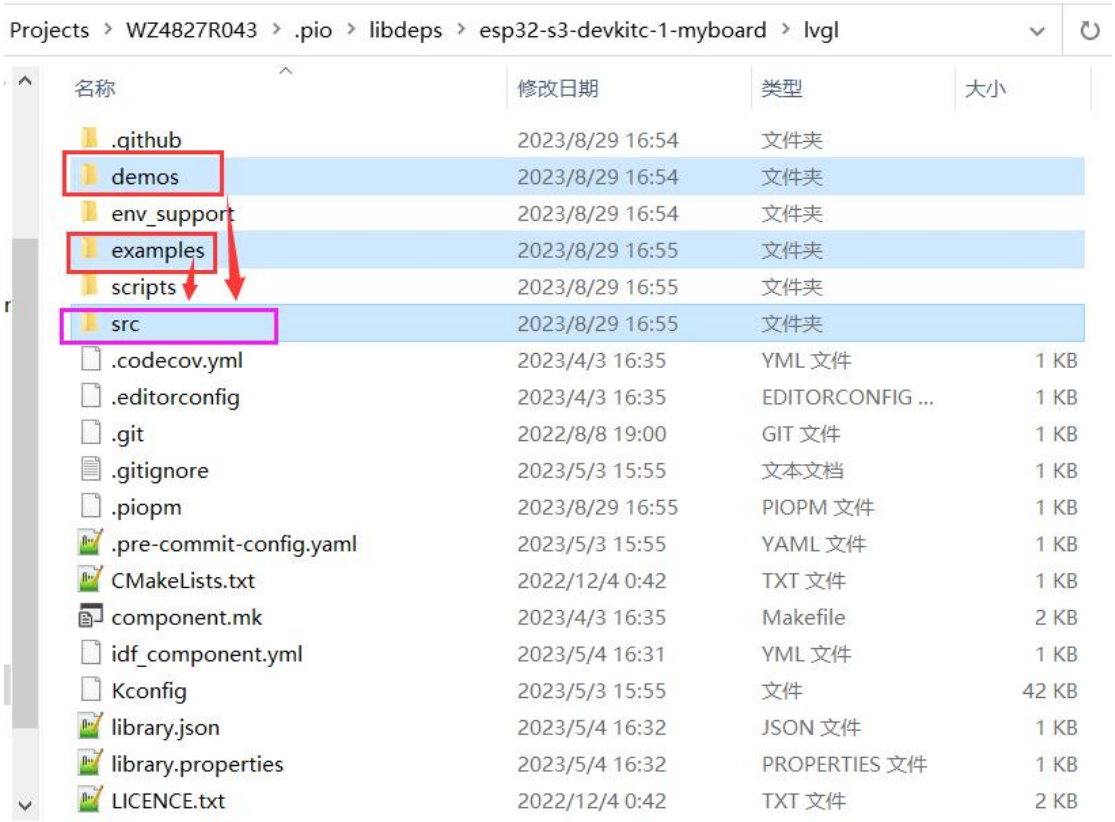


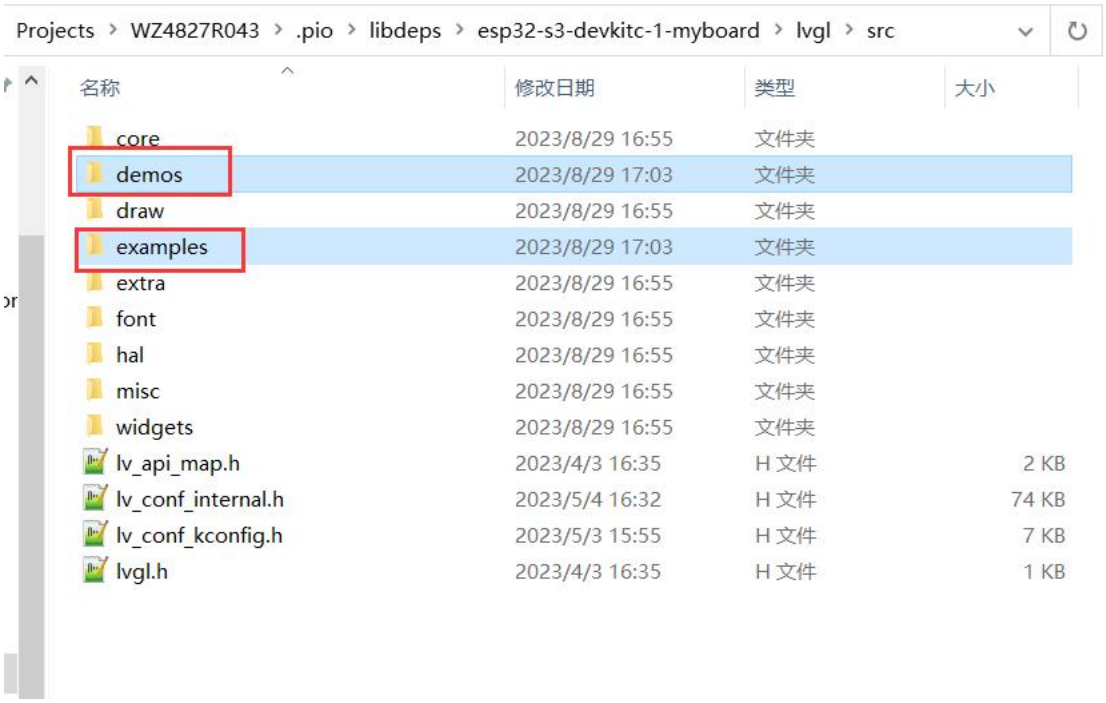
We can see that the library has been added successfully!



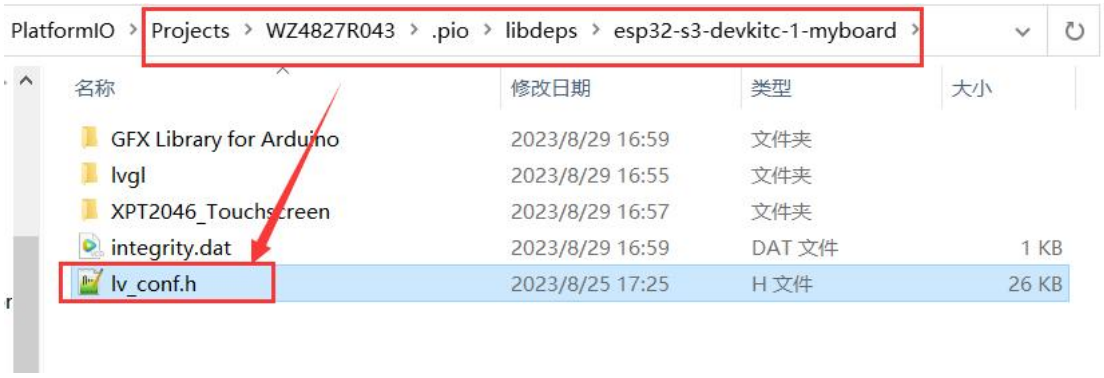
Next, we want to configure the lvgl library, right-click to open the folder directory, and put the demo and examples folders into the src folder!



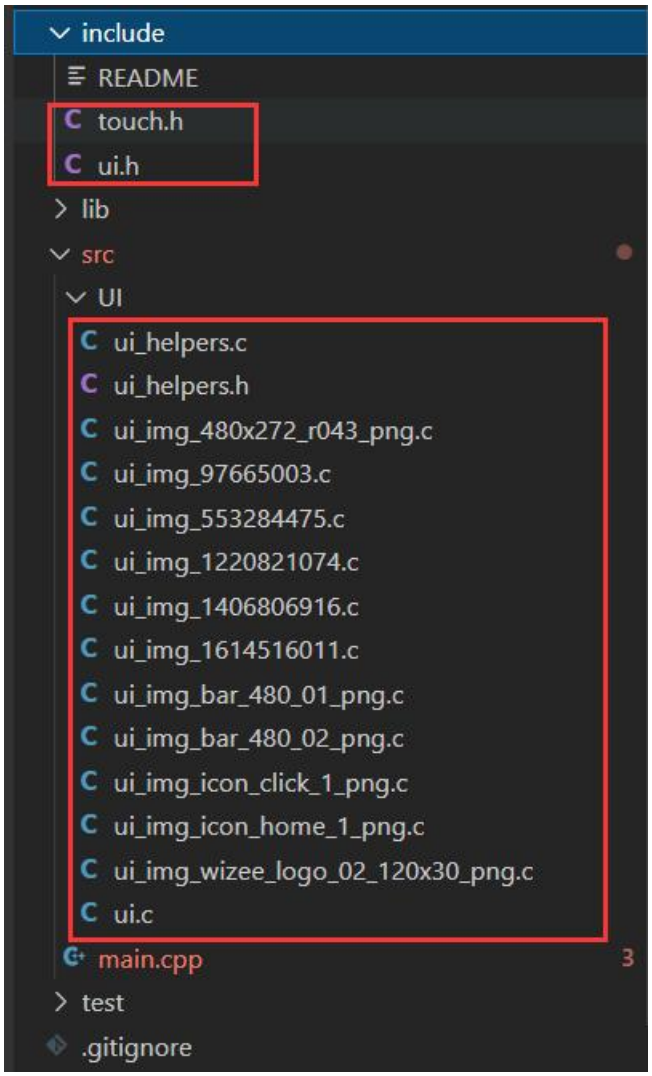




Place the lv_conf.h file under this directory again

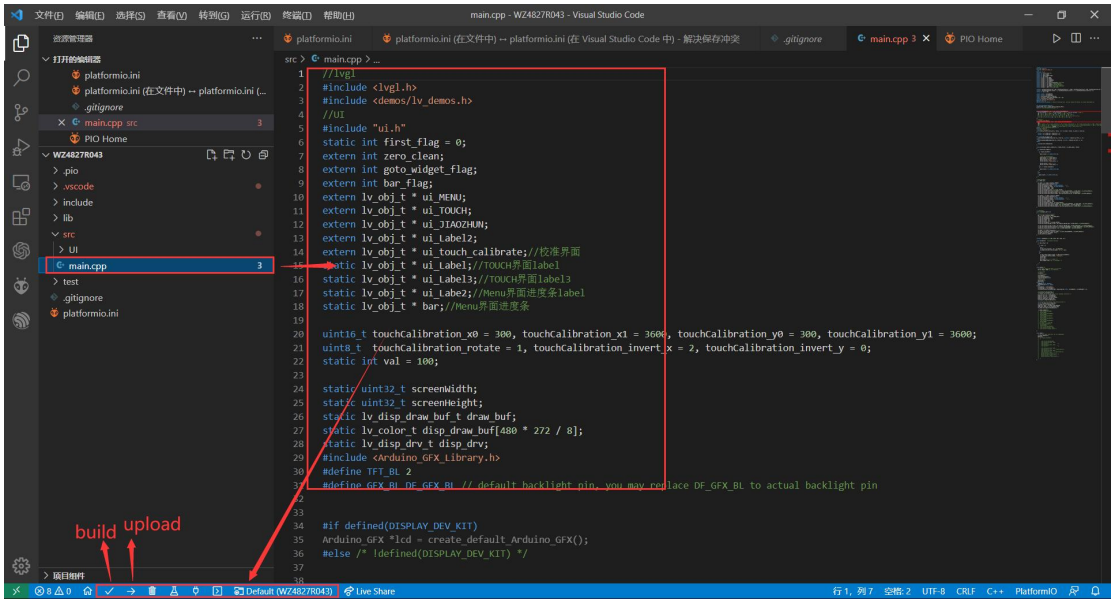


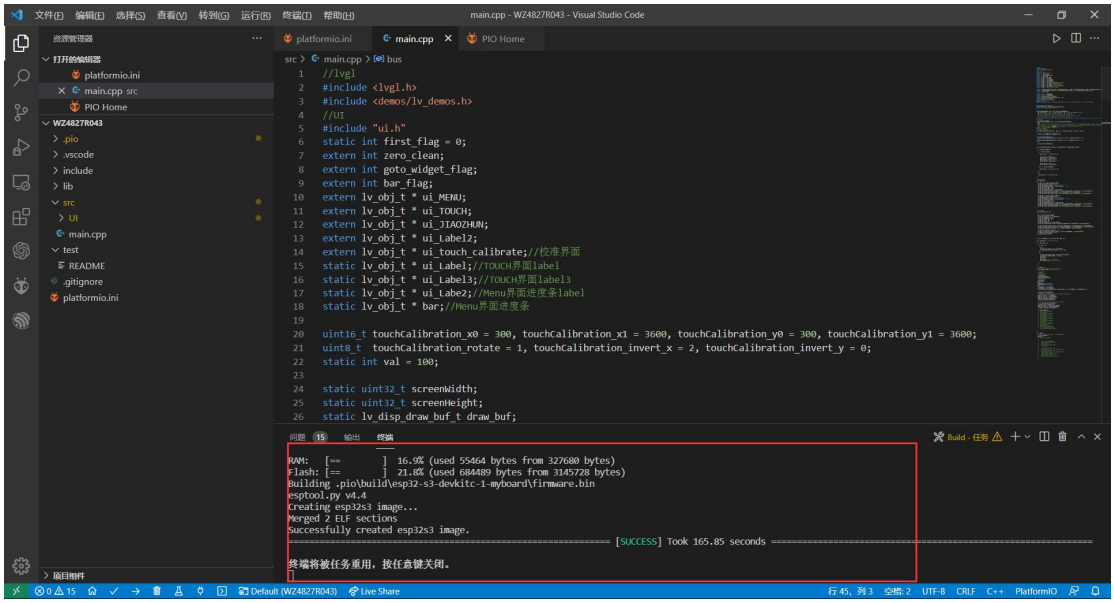
Next, let's configure our own UI files (the UI files are generated from the SquareLine Studio)



In the UI folder that will be generated. The c file is placed in the /src folder, and in the generated UI folder. Place the h file in the /include folder

At this time, we will complete all the configuration, write the code and start compiling the program





Next we began to burn the program, finished!