

Welcome to the DIYmalls Store

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Getting Started

Introduction

The objective of this post is to explain how to upload an Arduino program to the JC2432W328 module.

<http://pan.jczn1688.com/directlink/1/HMI%20display/JC2432W328.zip>

The ESP32 WiFi and Bluetooth chip is the latest generation of Espressif products. It has a dual-core 32-bit MCU, which integrates WiFi HT40 and Bluetooth/BLE 4.2 technology inside.

ESP wroom 32 has a significant performance improvement. It is equipped with a high-performance dual-core Tensilica LX6 MCU. One core handles high speed connection and the other for standalone application development. The dual-core MCU has a 240 MHz frequency and a computing power of 600 DMIPS.

In addition, it supports Wi-Fi HT40, Classic Bluetooth/BLE 4.2, and more GPIO resources.

Installing using Arduino IDE

Programming the ESP32

An easy way to get started is by using the familiar Arduino IDE. While this is not necessarily the best environment for working with the ESP32, it has the advantage of being a familiar application, so the learning curve is flattened.

We will be using the Arduino IDE for our experiments.

1, Installing using Arduino IDE

we first need to install version 1.8.19 of the Arduino IDE (or greater),for example, the Arduino installation was in "C/Programs(x86)/Arduino".

download release link:

<https://downloads.arduino.cc/arduino-1.8.19-windows.exe>

2, This is the way to install Arduino-ESP32 directly from the Arduino IDE.

Add Boards Manager Entry

Here is what you need to do to install the ESP32 boards into the Arduino IDE:

- (1) Open the Arduino IDE.

```
3_4_TFT_Rainbow | Arduino 1.8.19
File Edit Sketch Tools Help
3_4_TFT_Rainbow §

/*
An example showing rainbow colours on a 1.8" TFT LCD screen
and to show a basic example of font use.

Make sure all the display driver and pin connections are correct by
editing the User_Setup.h file in the TFT_eSPI library folder.

Note that yield() or delay(0) must be called in long duration for/while
loops to stop the ESP8266 watchdog triggering.

#####
##### DON'T FORGET TO UPDATE THE User_Setup.h FILE IN THE LIBRARY #####
#####

#include <TFT_eSPI.h> // Graphics and font library for ST7735 driver chip
#include <SPI.h>

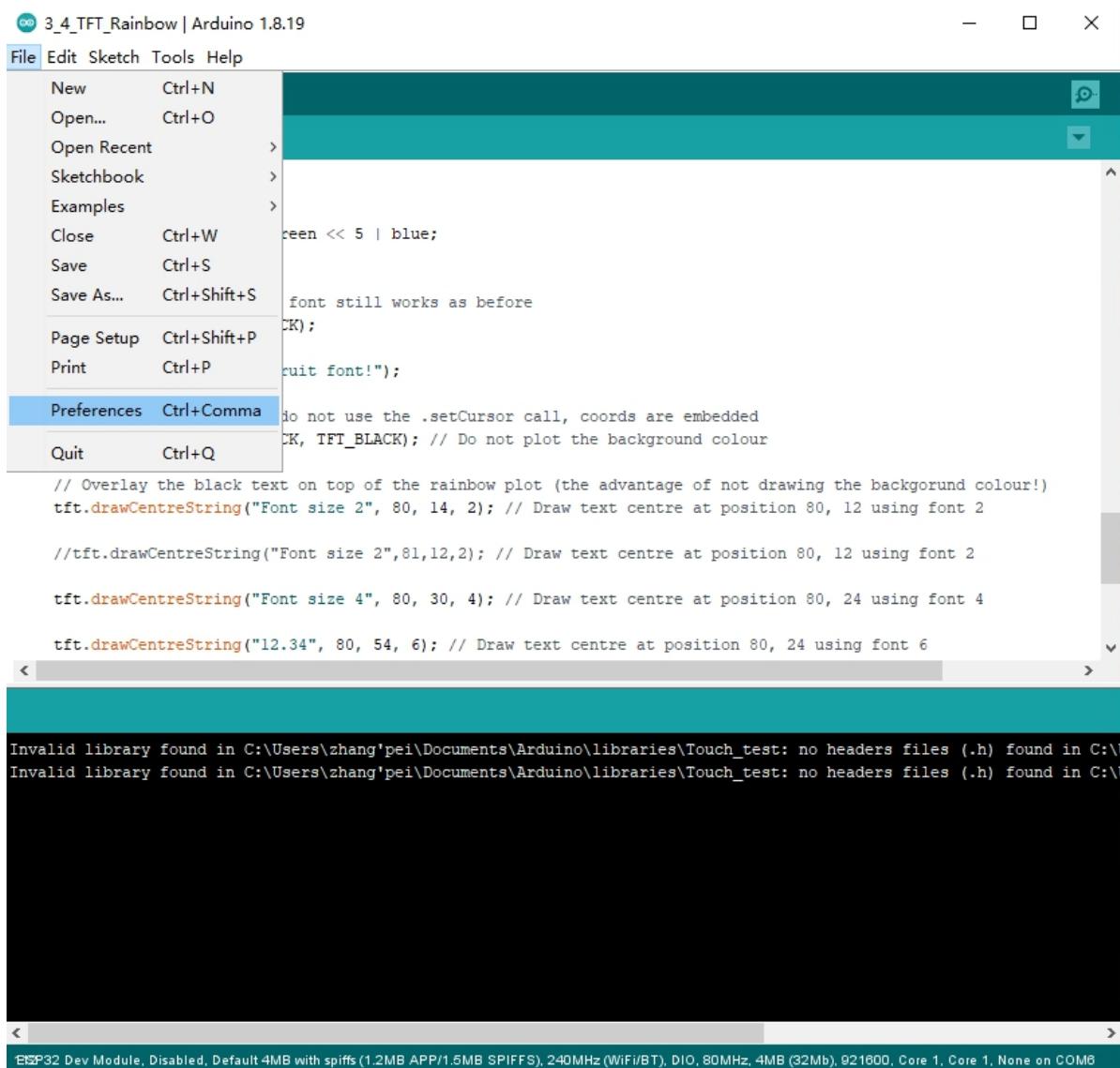
TFT_eSPI tft = TFT_eSPI(); // Invoke library, pins defined in User_Setup.h

unsigned long targetTime = 0;
<

Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\U
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\U

ESP32 Dev Module, Disabled, Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WiFi/BT), DIO, 80MHz, 4MB (32Mb), 921600, Core 1, Core 1, None on COM6
```

- (2) Click on the File menu on the top menu bar.
- (3) Click on the Preferences menu item. This will open a Preferences dialog box.

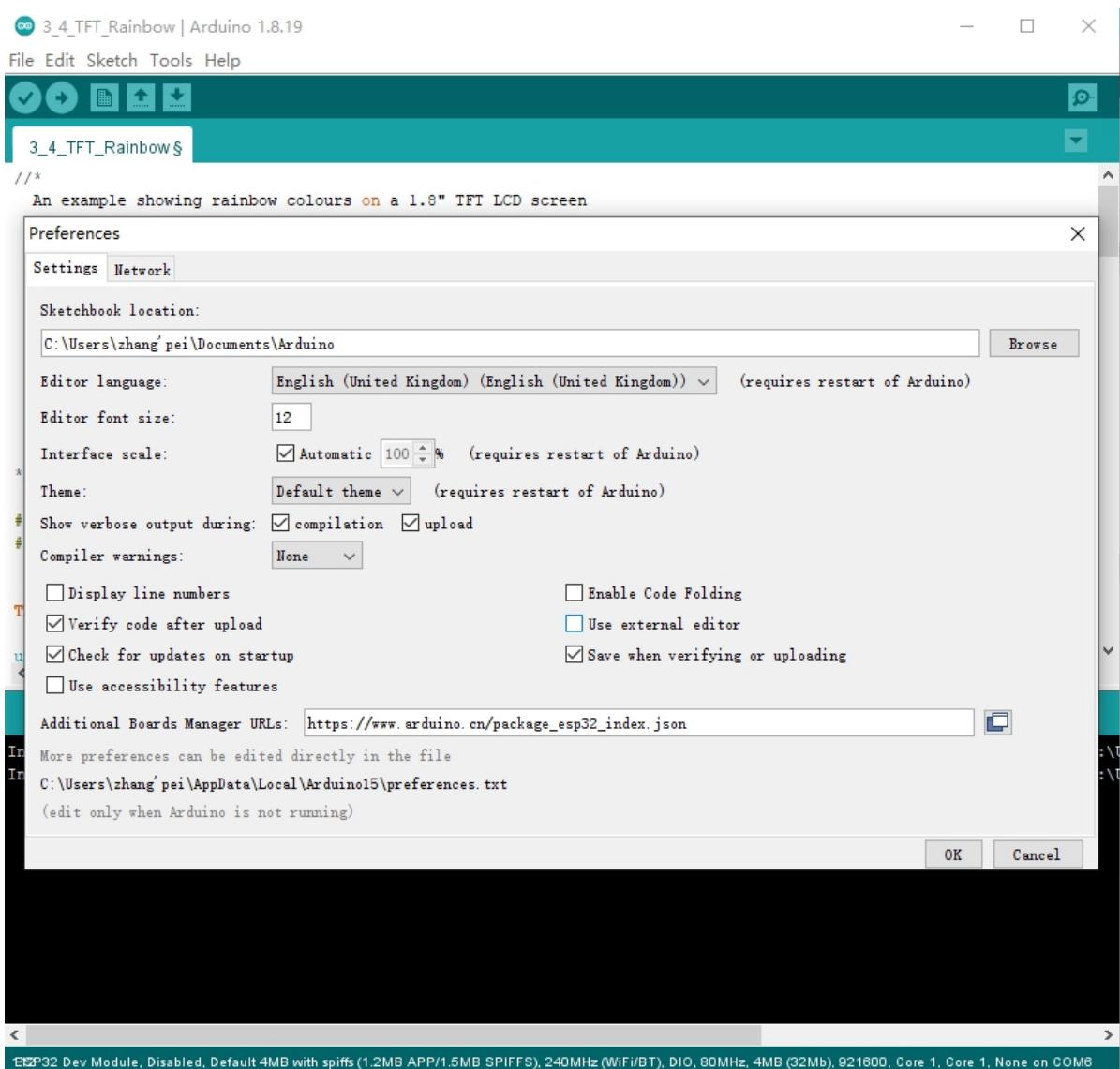


- (4) You should be on the Settings tab in the Preferences dialog box by default.
 - (5) Look for the textbox labeled “Additional Boards Manager URLs”.
 - (6) If there is already text in this box add a coma at the end of it, then follow the next step.
 - (7) Paste the following link into the text box :
- Stable release link:
- https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json
- Development release link:

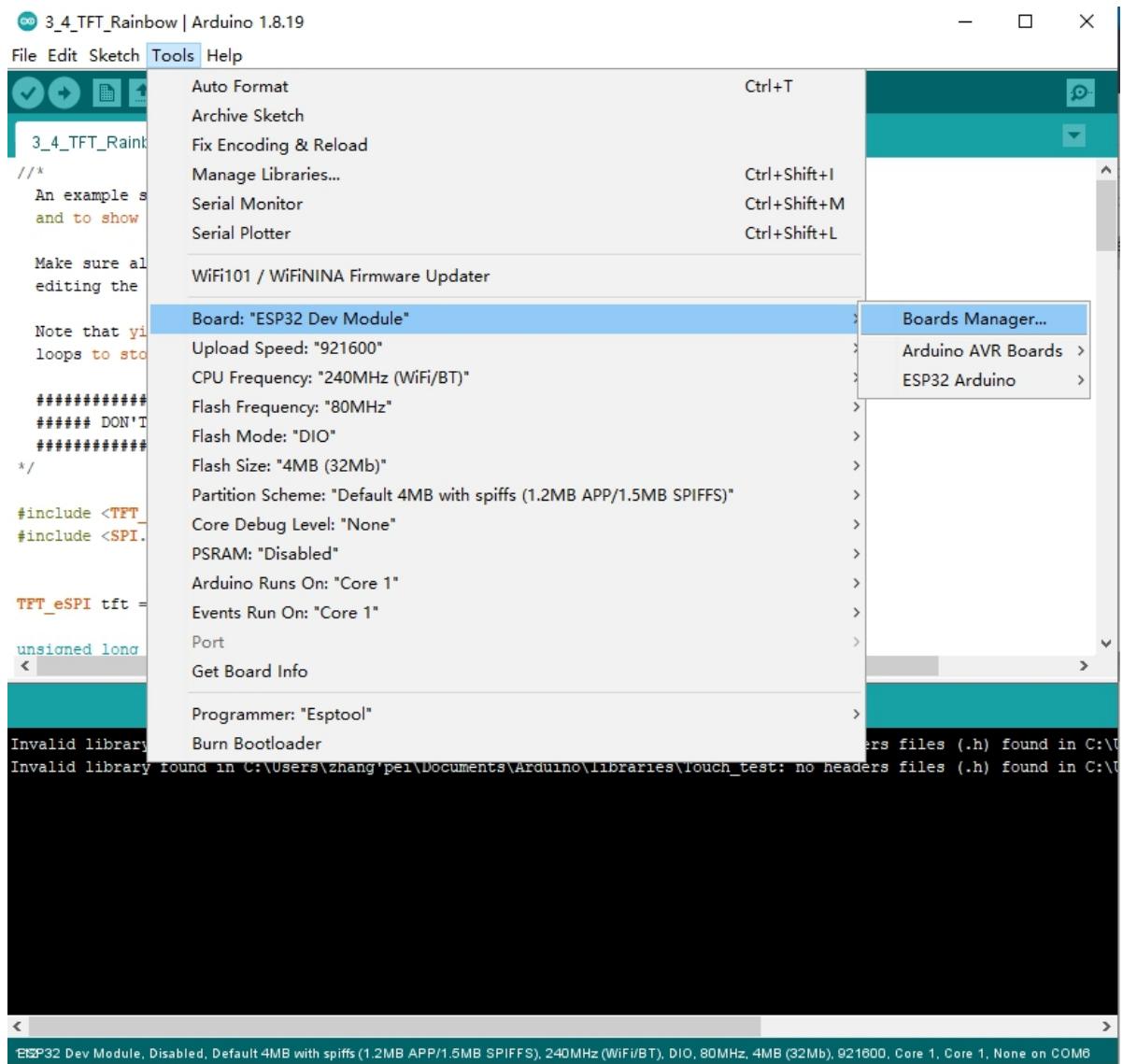
https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_dev_index.json

- (8) Click the OK button to save the setting.

The textbox with the JSON link in it is illustrated here:

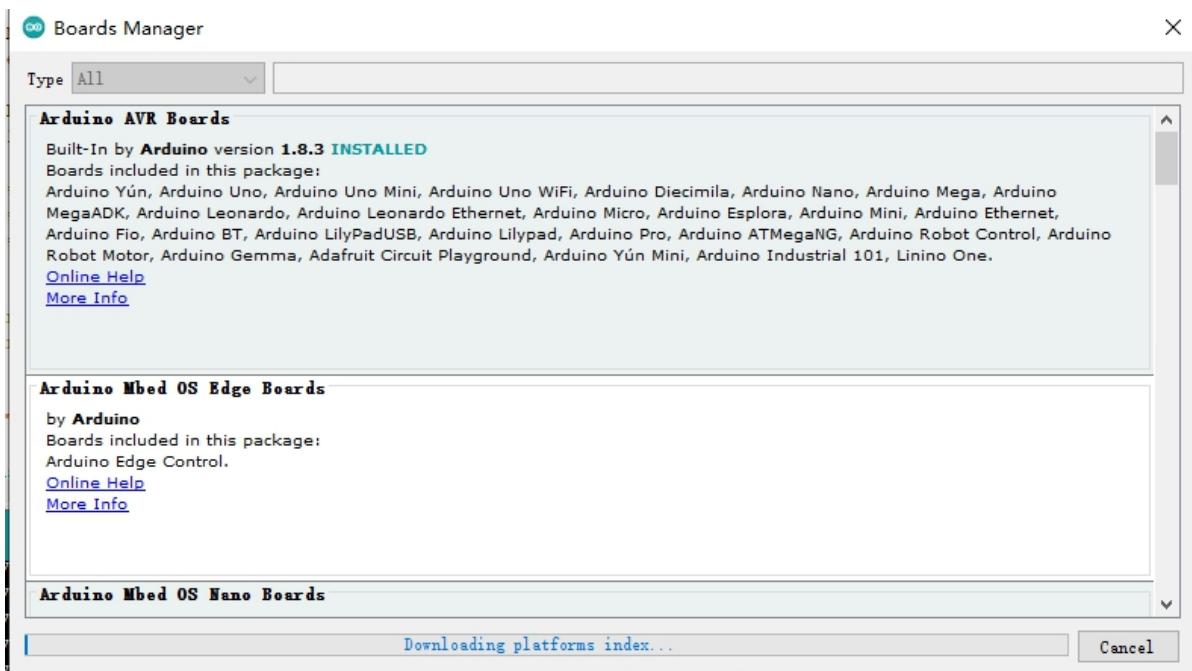


- (9) In the Arduino IDE click on the Tools menu on the top menu bar.
- (10) Scroll down to the Board: entry
- (11) A submenu will open when you highlight the Board: entry.
- (12) At the top of the submenu is Boards Manager. Click on it to open the Boards Manager dialog box.
- (13) In the search box in the Boards Manager enter "esp32".

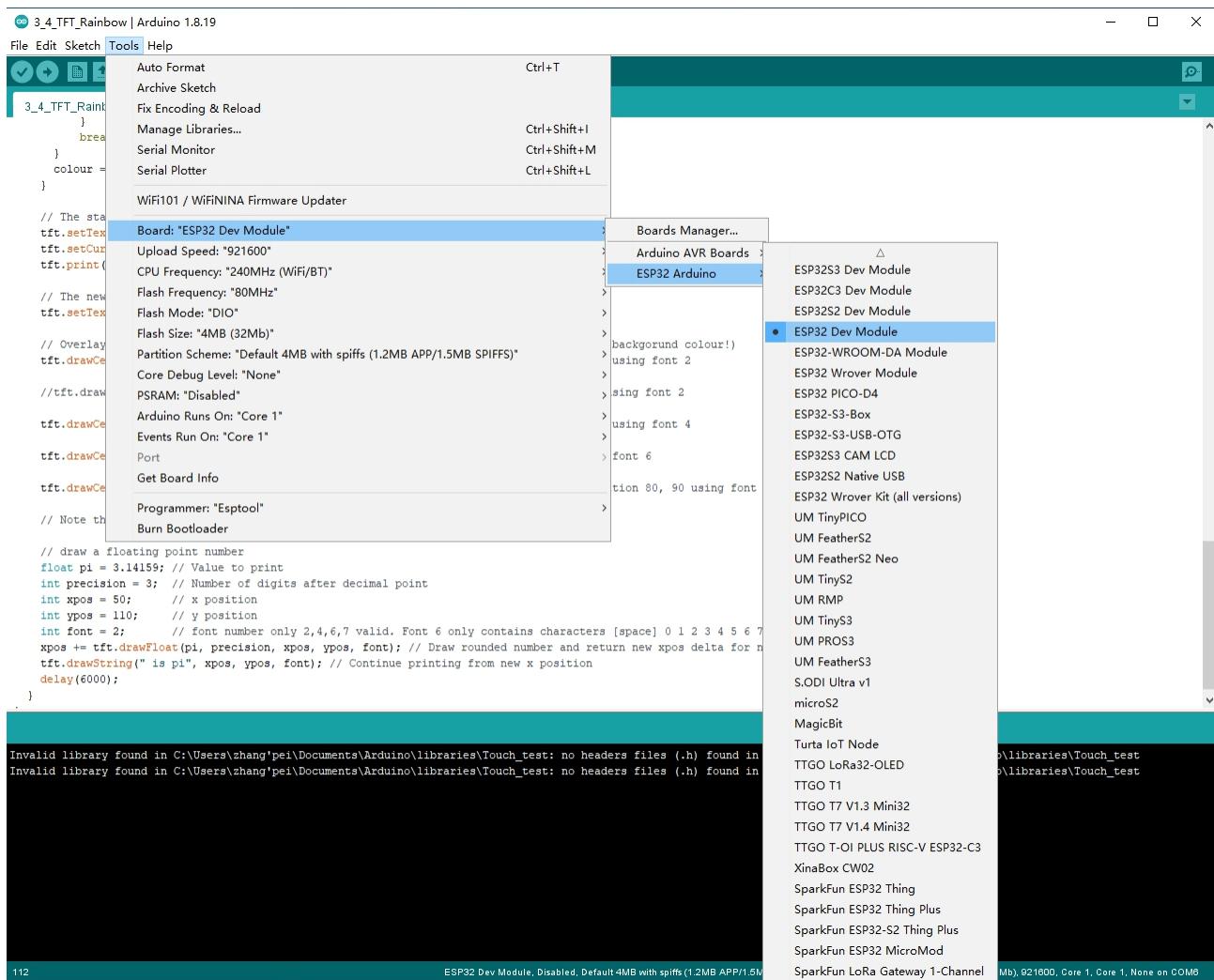


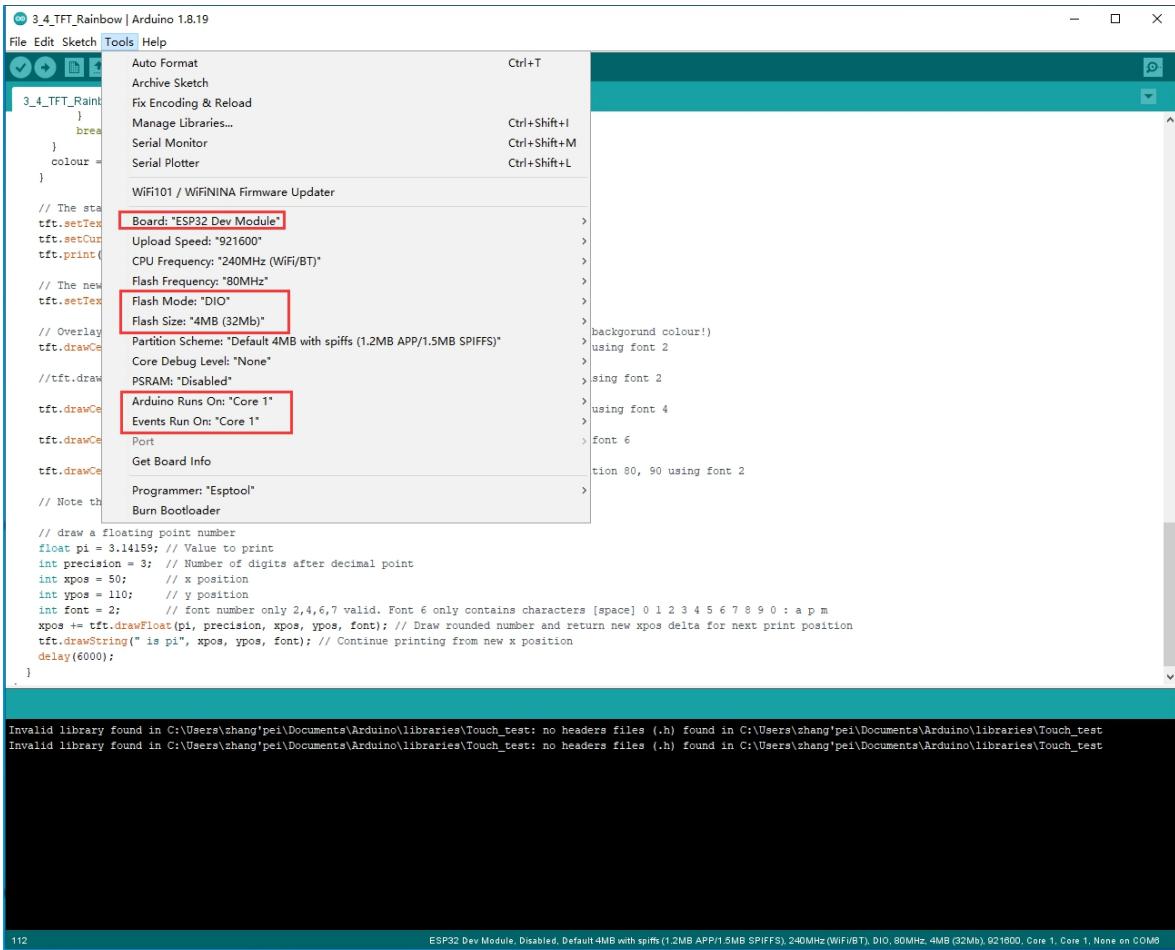
(14) You should see an entry for “esp32 by Espressif Systems”. Highlight this entry and click on the Install button.

This will install the ESP32 boards into your Arduino IDE

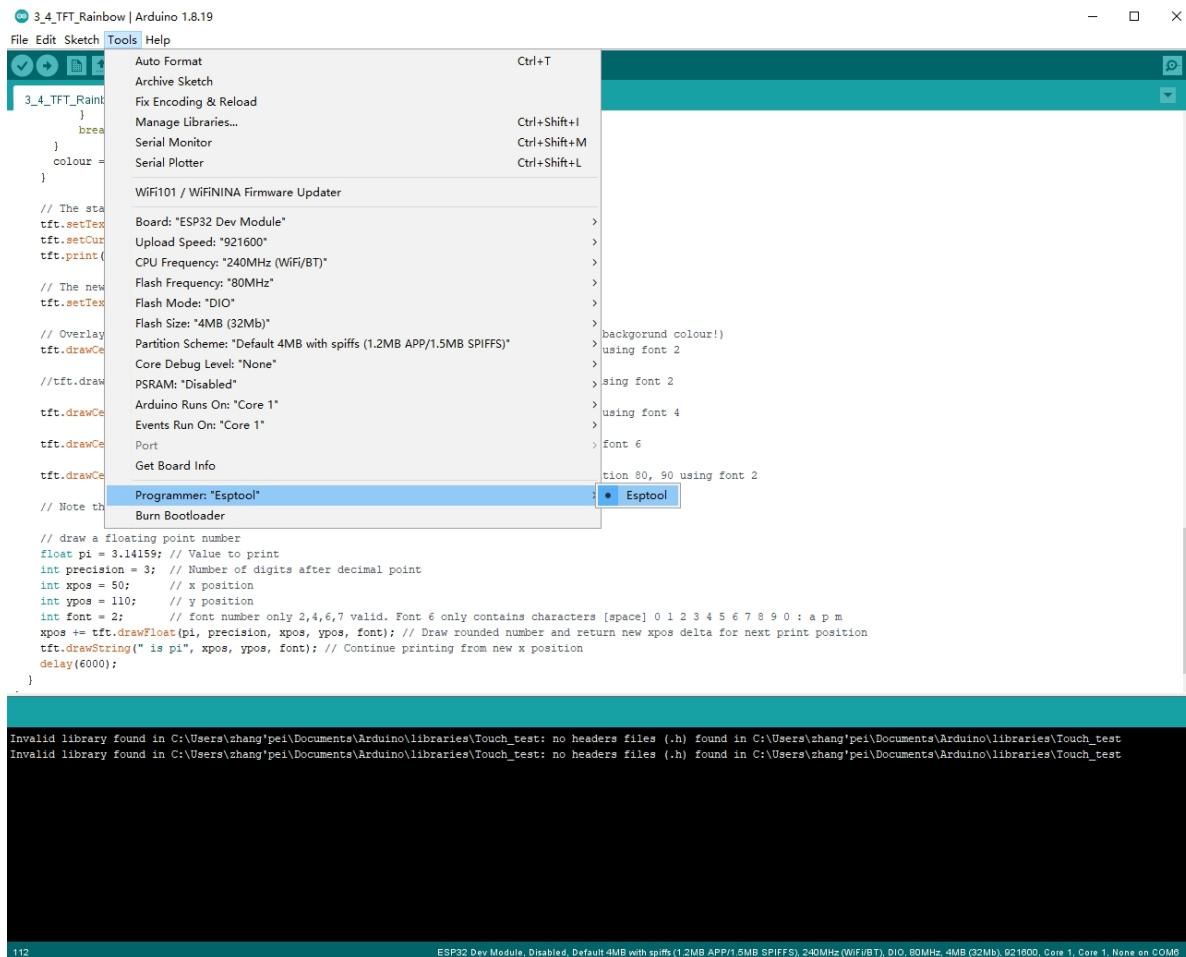


Once the installation completes, we need to select the correct board options for the "ESP32 Arduino" board. In the board type, in the tools tab, we choose "ESP32 Dev Module".





Set and In the programmer entry of the same tab, we choose “esptool”.



It's important to note that after the code is uploaded, the device will start to run it. So, if we want to upload a new program, we need to reset the power of the device, in order to guarantee that it enters flashing mode again.

First program

Since this platform is based on Arduino, we can use many of the usual functions. As an example for the first program, the code below starts the Serial port and prints "hello from ESP32" every second.

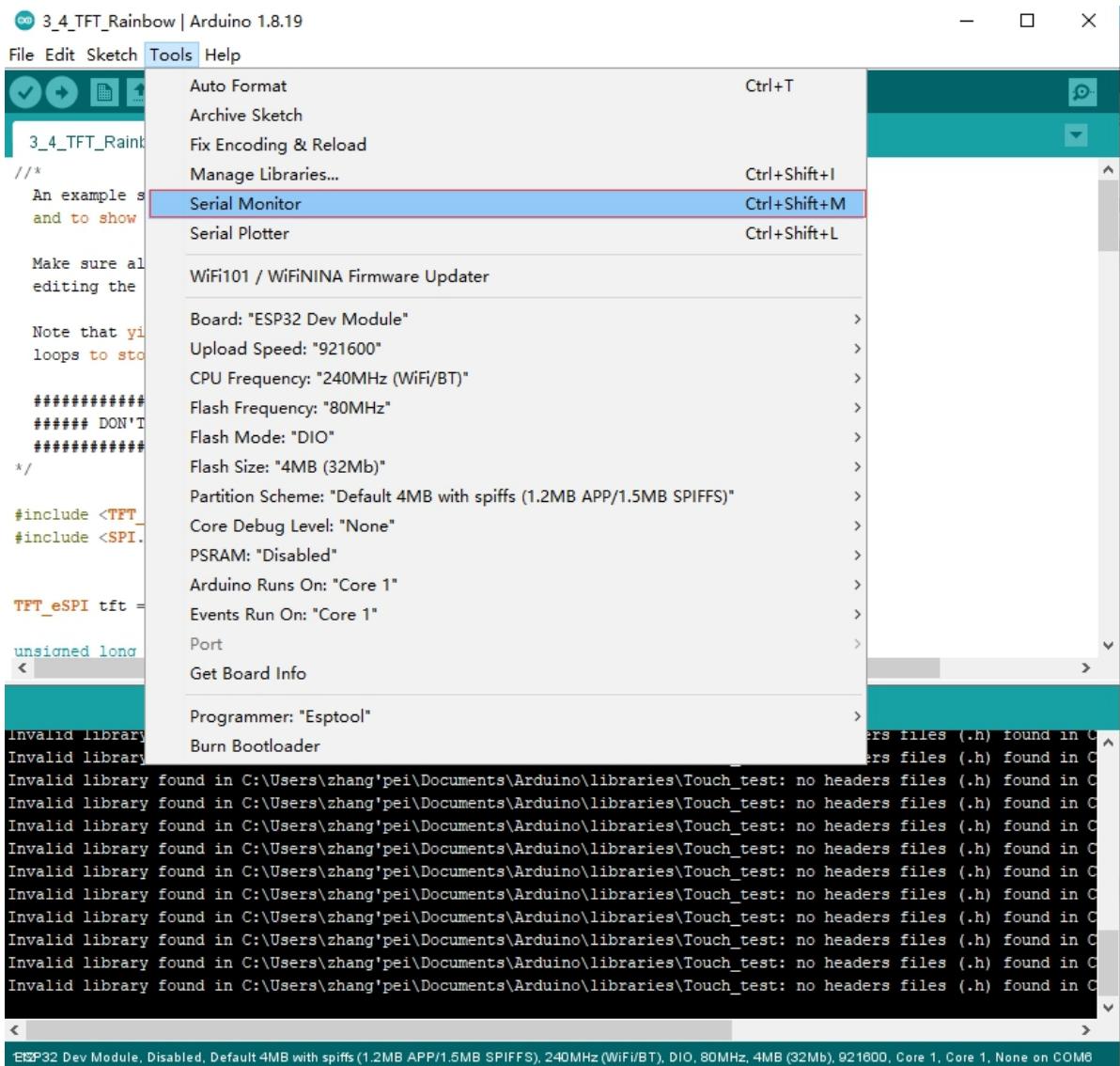
```

void setup() {
    Serial.begin(115200);
}

void loop() {
    Serial.println("hello from ESP32");
    delay(1000);
}

```

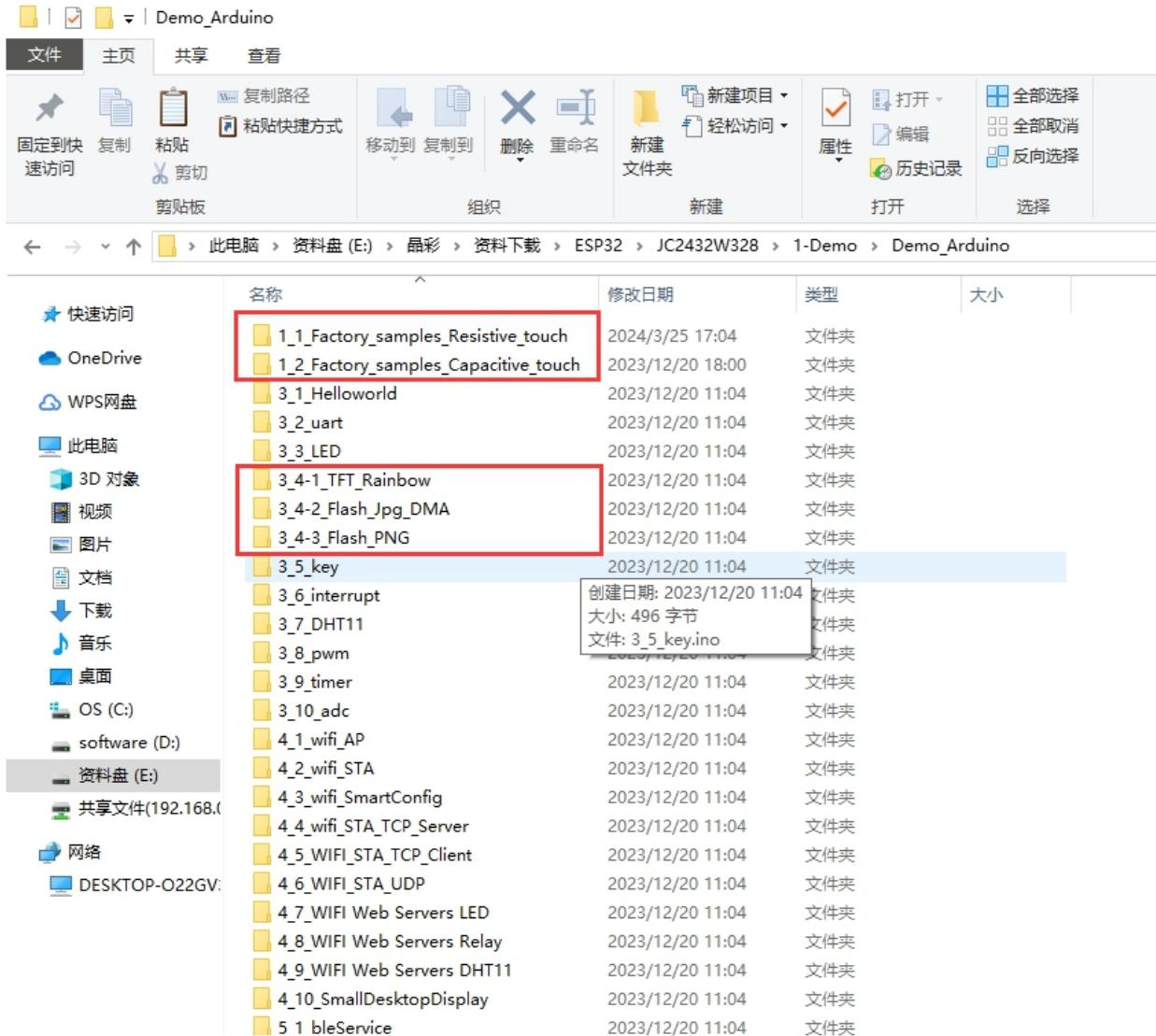
If everything is working fine, we will see the output in the serial console shown.



Again thank you for so much concern.. Hopefully, it's the beginning of a wonderful relationship!

Sample program usage

At present, only a preliminary explanation and introductory use are given to the samples displayed on the screen, and the corresponding examples in the data center are found, as shown in the figure:



The examples in the red circle are all based on the TFT_eSPI library as the basic application. This library supports various commonly used driver chips, such as ST7735, ST7789, ILI9341, etc., and has good compatibility.

TFT_eSPI library file installation:

Open the library manager in Arduino, search for TFT_eSPI, and click instal .

```

LVGL_Arduino | Arduino 1.8.19
File Edit Sketch Tools Help
LVGL_Arduino
Auto Format Ctrl+T
Archive Sketch
Fix Encoding & Reload
Manage Libraries... Ctrl+Shift+I
Serial Monitor Ctrl+Shift+M
Serial Plotter Ctrl+Shift+L
WiFi101 / WiFiNINA Firmware Updater
Board: "ESP32 Dev Module" ...
Upload Speed: "921600" ...
CPU Frequency: "240MHz (WiFi/BT)" ...
Flash Frequency: "80MHz" ...
Flash Mode: "DIO" ...
Flash Size: "4MB (32Mb)" ...
Partition Scheme: "Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS)" ...
Core Debug Level: "None" ...
PSRAM: "Disabled" ...
Arduino Runs On: "Core 1" ...
Events Run On: "Core 1" ...
Port: "COM6" ...
Get Board Info ...
Programmer: "EspTool" ...
Burn Bootloader ...
lv_style_prop_c(props) = {
    LV_STYLE_TRANSFORM_WIDTH, LV_STYLE_TRANSFORM_HEIGHT, LV_STYLE_TEXT_LETTER_SPACE};

/*Transition descriptor when going back to the default state.
 *Add some delay to be sure the press transition is visible even if the press was very short*/
static lv_style_transition_dsc_t transition_dsc_def;
lv_style_transition_dsc_init(&transition_dsc_def, props, lv_anim_path_overshoot, 250, 100, NULL);

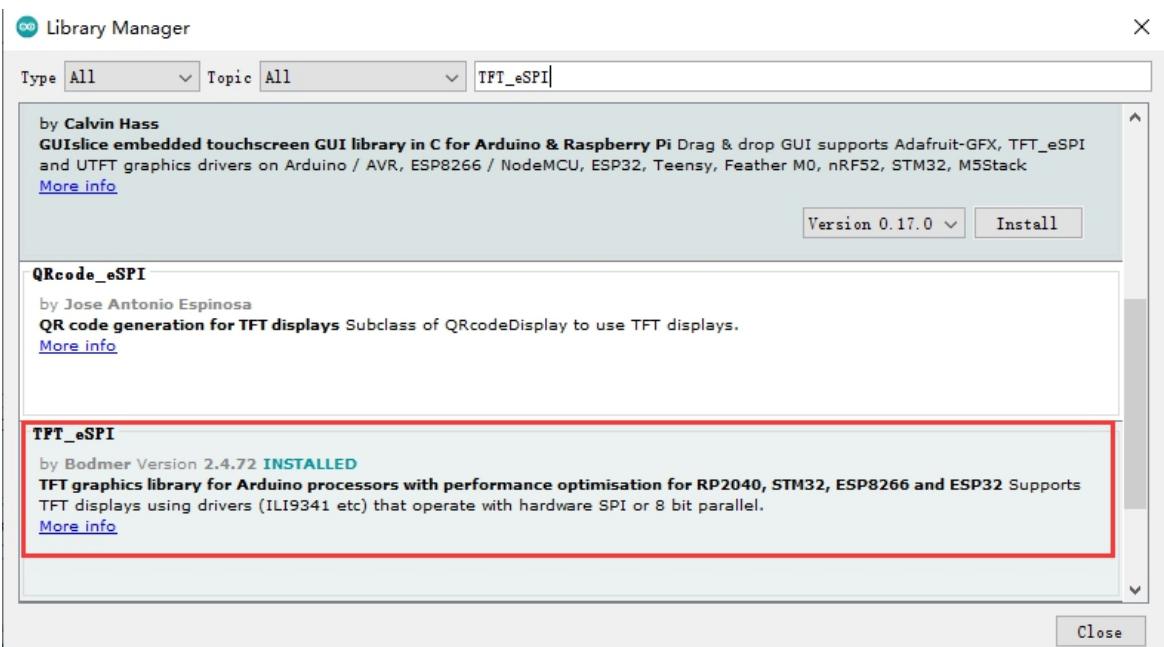
/*Transition descriptor when going to pressed state.
 *No delay, go to presses state immediately*/

```

Done uploading.

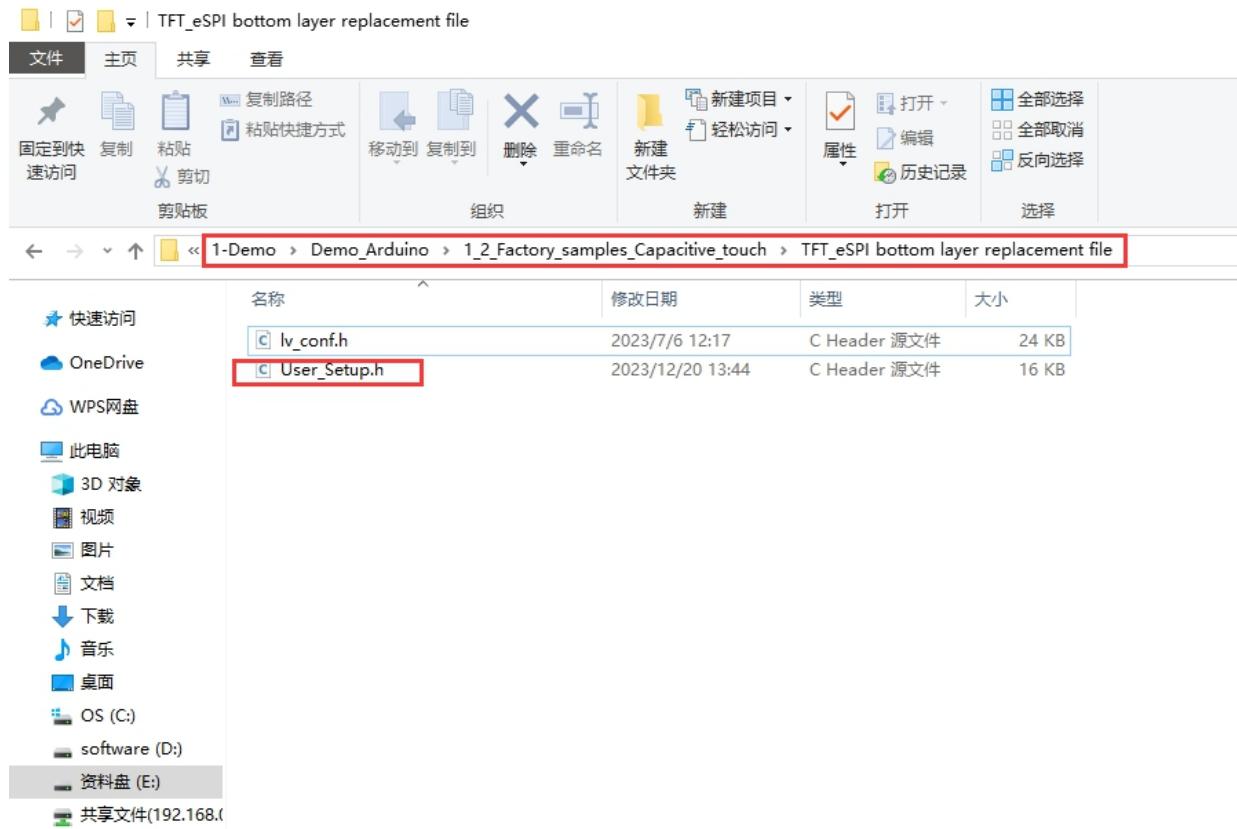
Writing at 0x000721c7... (71 %)
Writing at 0x00077b55... (76 %)
Writing at 0x0007d03b... (80 %)
Writing at 0x00085715... (85 %)
Writing at 0x0008db49... (90 %)
Writing at 0x0009323e... (95 %)
Writing at 0x00099999... (100 %)
Wrote 565088 bytes (331572 compressed) at 0x00010000 in 5.5 seconds (effective 816.4 kbit/s)...
Hash of data verified.

Leaving...
Hard resetting via RTS pin...
Invalid library found in C:\Users\zhang\pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\Users\zhang\pei\Documents\Arduino\libraries\Touch_test



Although the TFT_eSPI library has many advantages, it may also have a troublesome place for ordinary users, that is, after the installation

It needs to be configured separately, I already have a configured file, as shown in the figure:

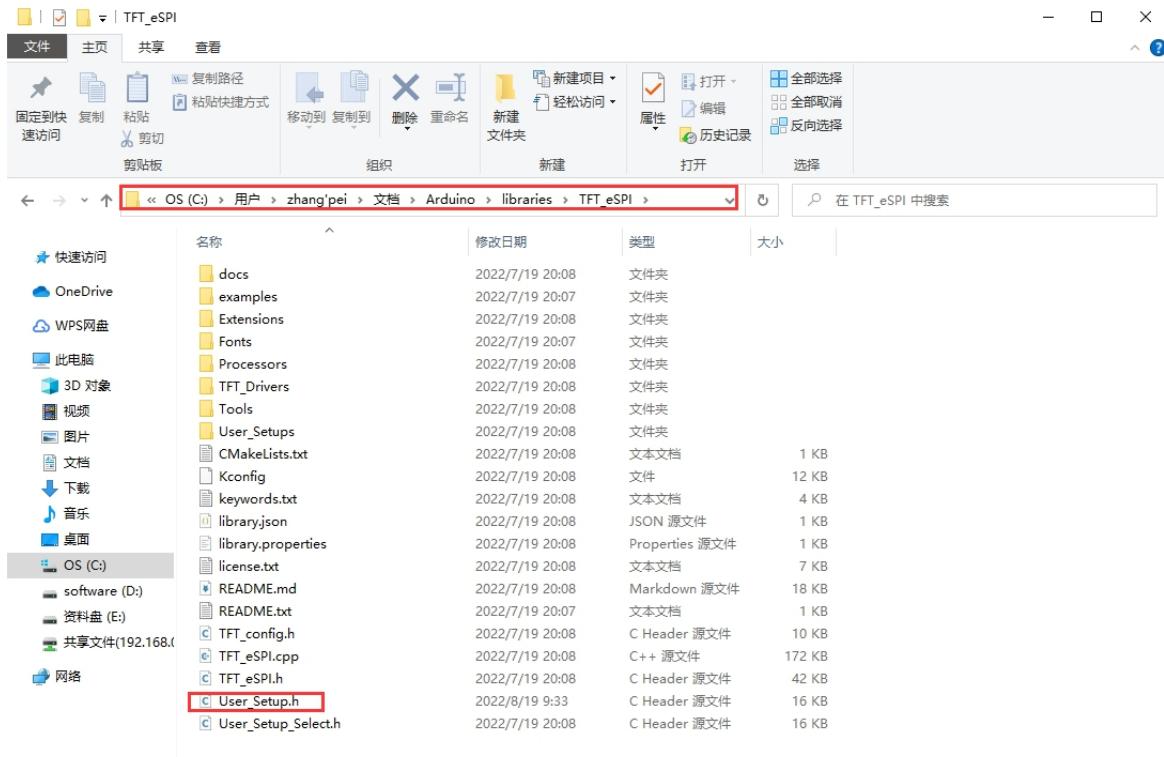


Copy the file and replace User_Setup.h in TFT_eSPI. The library location is generally
C:\Users\<username>\sketchbook\libraries \TFT_eSPI .

If you want to take a closer look at the various setting options, you can follow my tutorial and set it up.
Go to the Arduino library file installation directory and open the location of the TFT_eSPI library. Taking
Windows as an example, the library installation directory is generally:

C:\Users\<username>\ sketchbook\libraries \TFT_eSPI .

As shown:



Then open the User_Setup.h file in the library file directory, and make corresponding settings according to your own screen type and driver chip type. Here is an example of the 2.8-inch ILI9341 TFT LCD color screen I used.

First, we open User_Setup.h.

Step 1: Modify the custom driver file. Among the many driver files, choose the one that suits your screen, and comment out the unused ones.

As shown:

```

38 // Only define one driver, the other ones must be commented out
39 // #define ILI9341_DRIVER      // Generic driver for common displays
40 // #define ILI9341_2_DRIVER    // Alternative ILI9341 driver, see https://github.com/Bodmer/TFT\_eSPI/issues
41 // #define ST7735_DRIVER     // Define additional parameters below for this display
42 // #define ILI9163_DRIVER     // Define additional parameters below for this display
43 // #define S6D02A1_DRIVER
44 // #define RPI_ILI9486_DRIVER // 20MHz maximum SPI
45 // #define HX8357D_DRIVER
46 // #define ILI9481_DRIVER
47 // #define ILI9486_DRIVER
48 // #define ILI9488_DRIVER     // WARNING: Do not connect ILI9488 display SDO to MISO if other devices share
49 #define ST7789_DRIVER       // Full configuration option, define additional parameters below for this display
50 // #define ST7789_2_DRIVER    // Minimal configuration option, define additional parameters below for this display
51 // #define R61581_DRIVER
52 // #define RM68140_DRIVER
53 // #define ST7796_DRIVER
54 // #define SSD1351_DRIVER
55 // #define SSD1963_480_DRIVER
56 // #define SSD1963_800_DRIVER
57 // #define SSD1963_800ALT_DRIVER
58 // #define ILI9225_DRIVER
59 // #define GC9A01_DRIVER
60

```

Set the width and height, for ST7789, set the width and height.

As shown:

```
75 // ---Portrait Definition
76 // For ST7789, ST7735, ILI9163 and GC9A01 ONLY, define the pixel width and height in portrait orientation
77 // #define TFT_WIDTH 80
78 // #define TFT_WIDTH 128
79 // #define TFT_WIDTH 128 // ST7789 240 x 240 and 240 x 320
80 // #define TFT_WIDTH 240
81 #define TFT_WIDTH 240
82 // #define TFT_WIDTH 320
83 // #define TFT_HEIGHT 160
84 // #define TFT_HEIGHT 128
85 // #define TFT_HEIGHT 160 // ST7789 240 x 240
86 #define TFT_HEIGHT 320 // ST7789 240 x 320
87 // #define TFT_HEIGHT 240 // GC9A01 240 x 240 // #define TFT_HEIGHT 480
88 // #define TFT_HEIGHT 480 //
89
```

Step 2: Pin definition, comment out other definitions, define your own pins .

As shown:

```
9 #define TFT_MISO 12
1 #define TFT_MOSI 13 // In some display driver board, it might be written as "SDA" and so on.
2 #define TFT_SCLK 14
3 #define TFT_CS 15 // Chip select control pin
4 #define TFT_DC 2 // Data Command control pin
5 #define TFT_RST -1 // Reset pin (could connect to Arduino RESET pin)
5 #define TFT_BL 27 // LED back-light
7
3 #define TOUCH_CS 33 // Chip select pin (T_CS) of touch screen
```

Step 3: Turn on the Backlight Pins .

As shown:

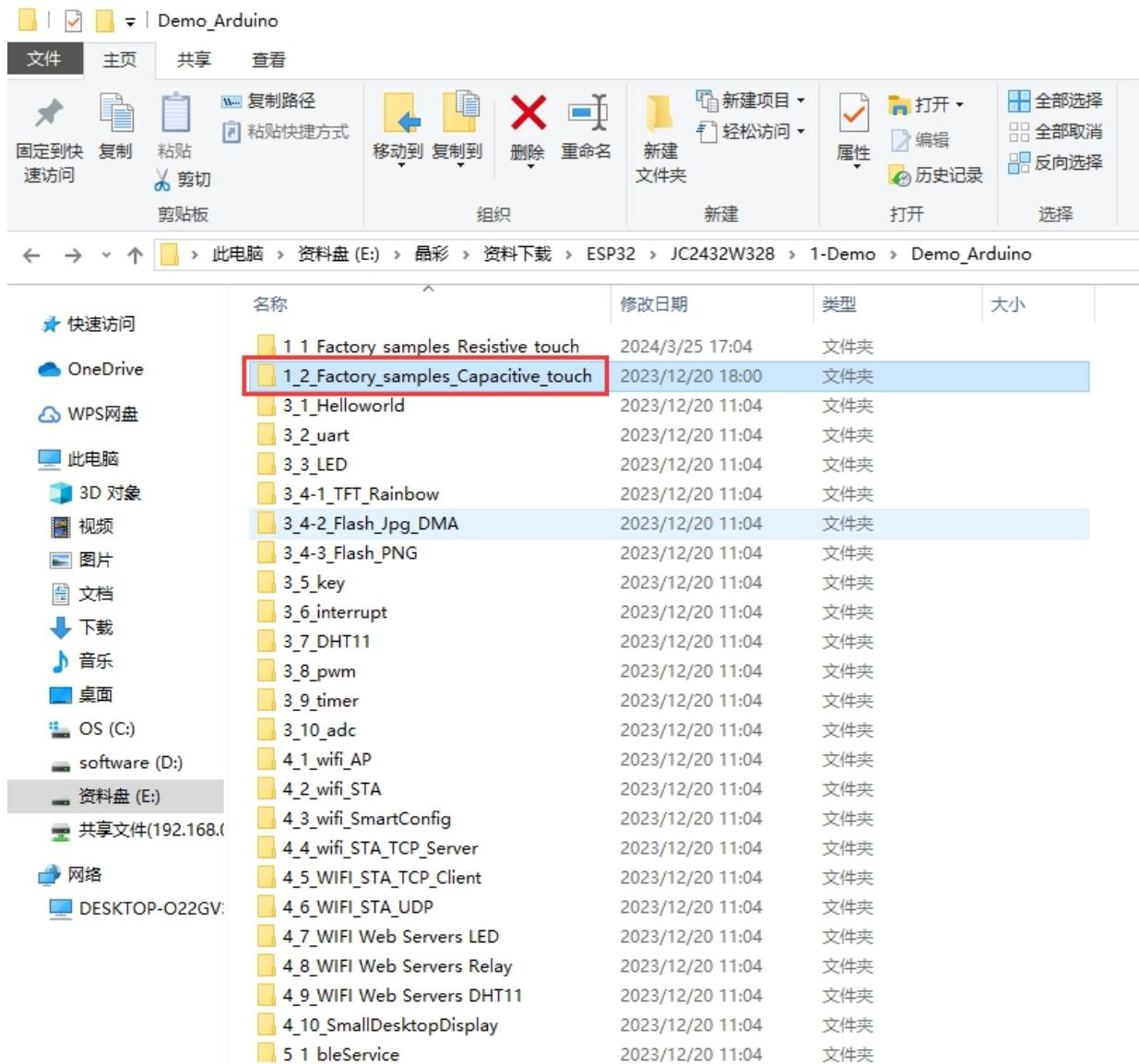
```
#define TFT_BL 27 // LED back-light control pin
#define TFT_BACKLIGHT_ON HIGH // Level to turn ON back-light (HIGH or LOW)
```

After configuring these, compile the arduino function in Factory_samples_Capacitive_touch to light up the screen .

About the use of touch and LVGL:

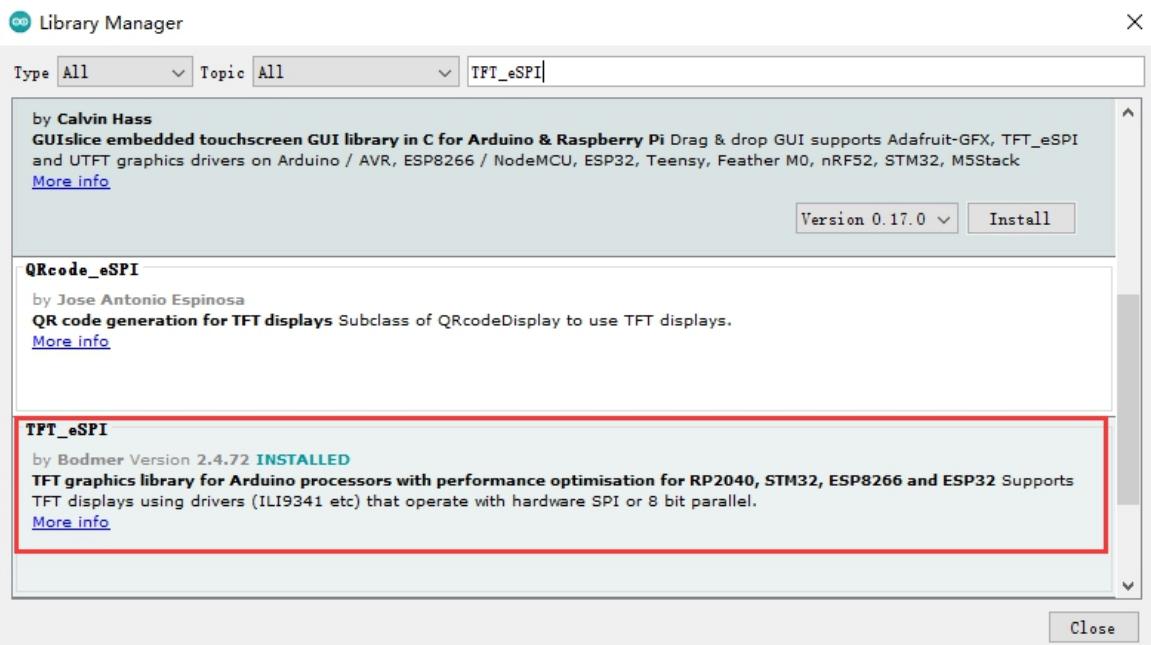
Find the data center Factory_samples_Capacitive_touch

As shown:

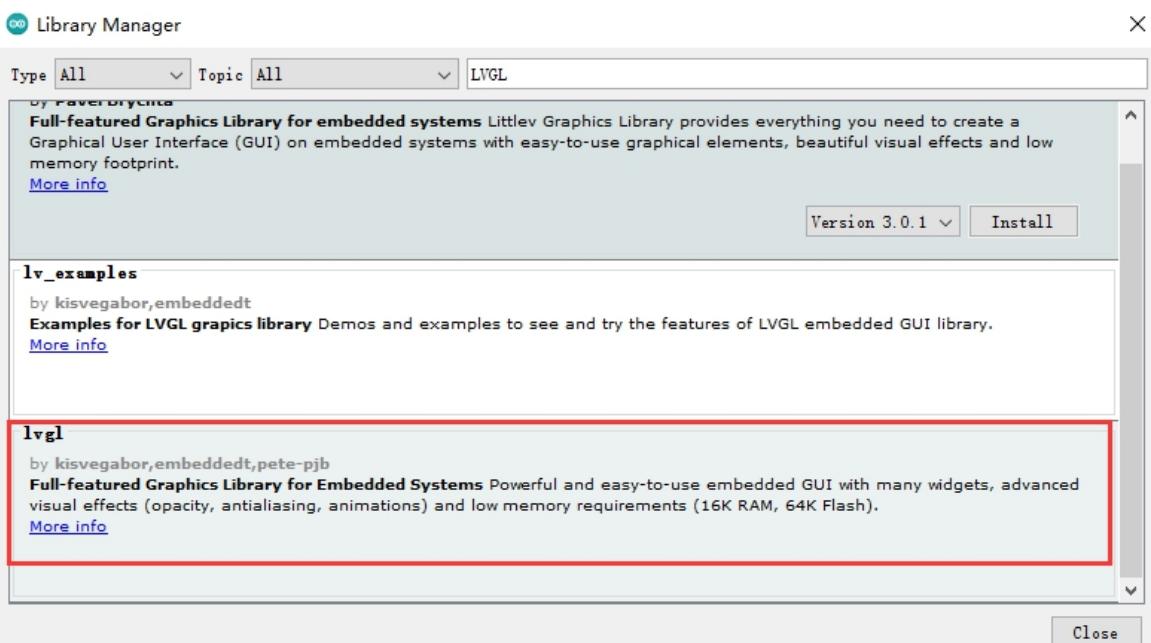


Download two library files .

One -TFT_e SPI

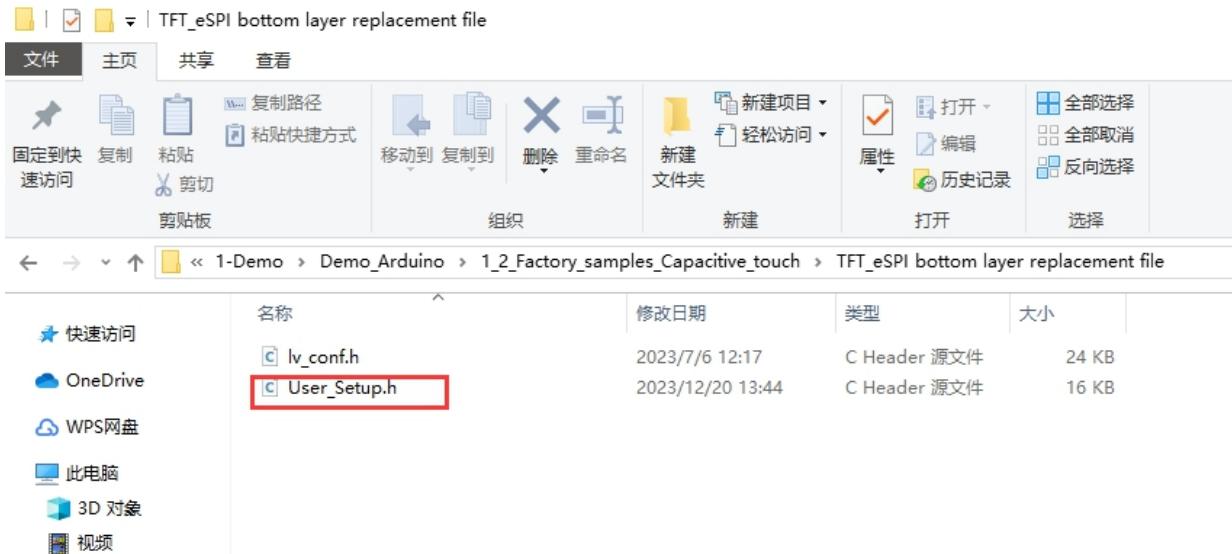


Two -Lvgl



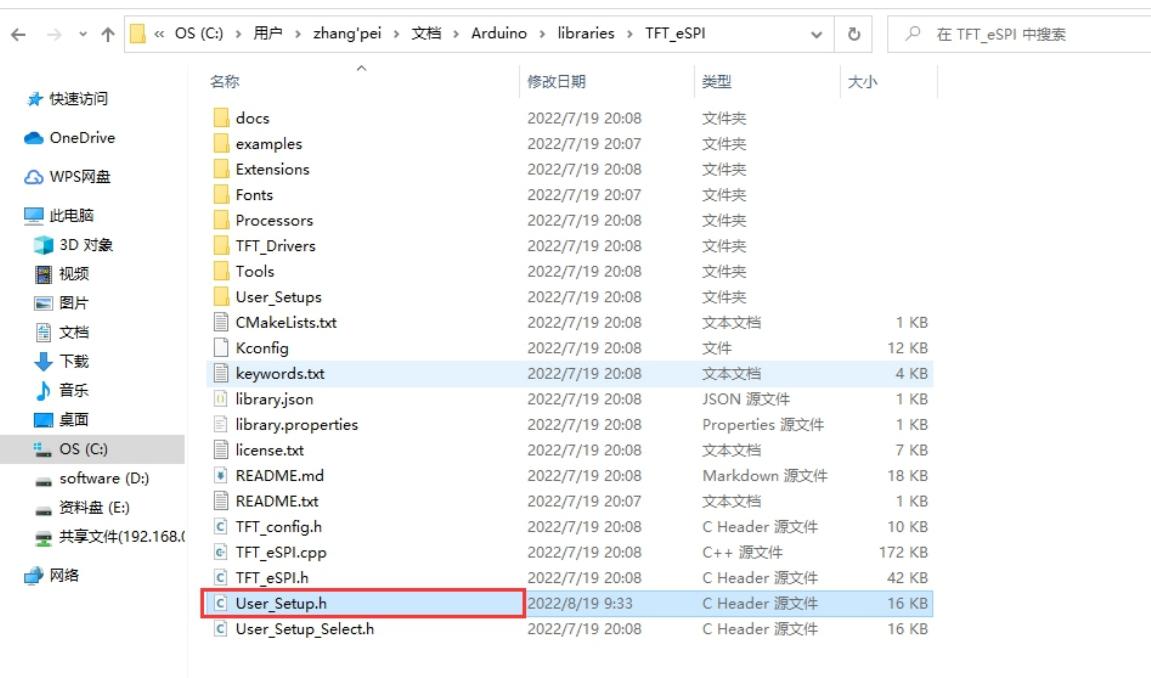
Copy the User_Setup.h of the data center .

As shown:

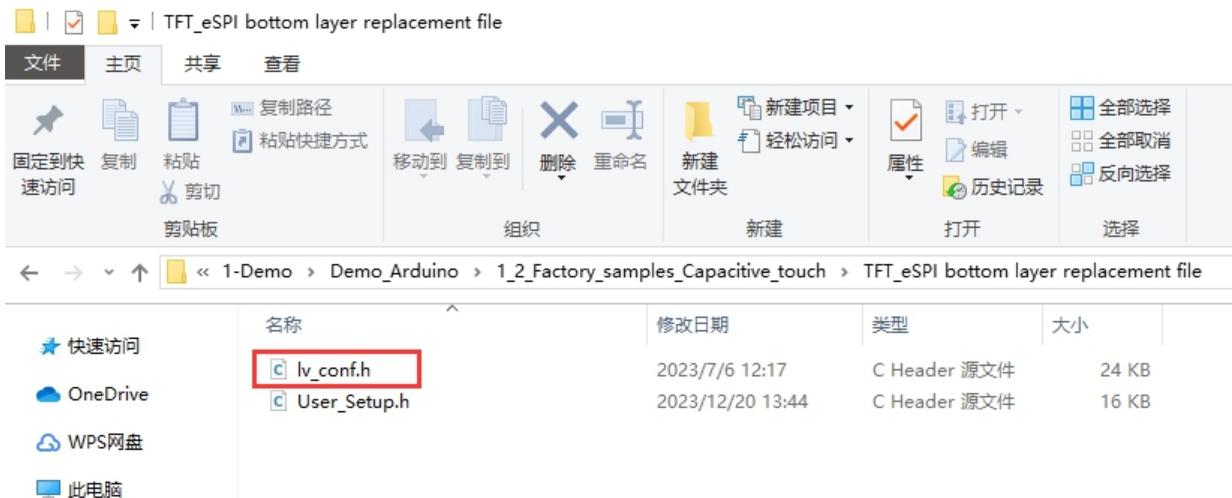


Replace the corresponding User_Setup.h file in TFT_eSPI with this file .

As shown:

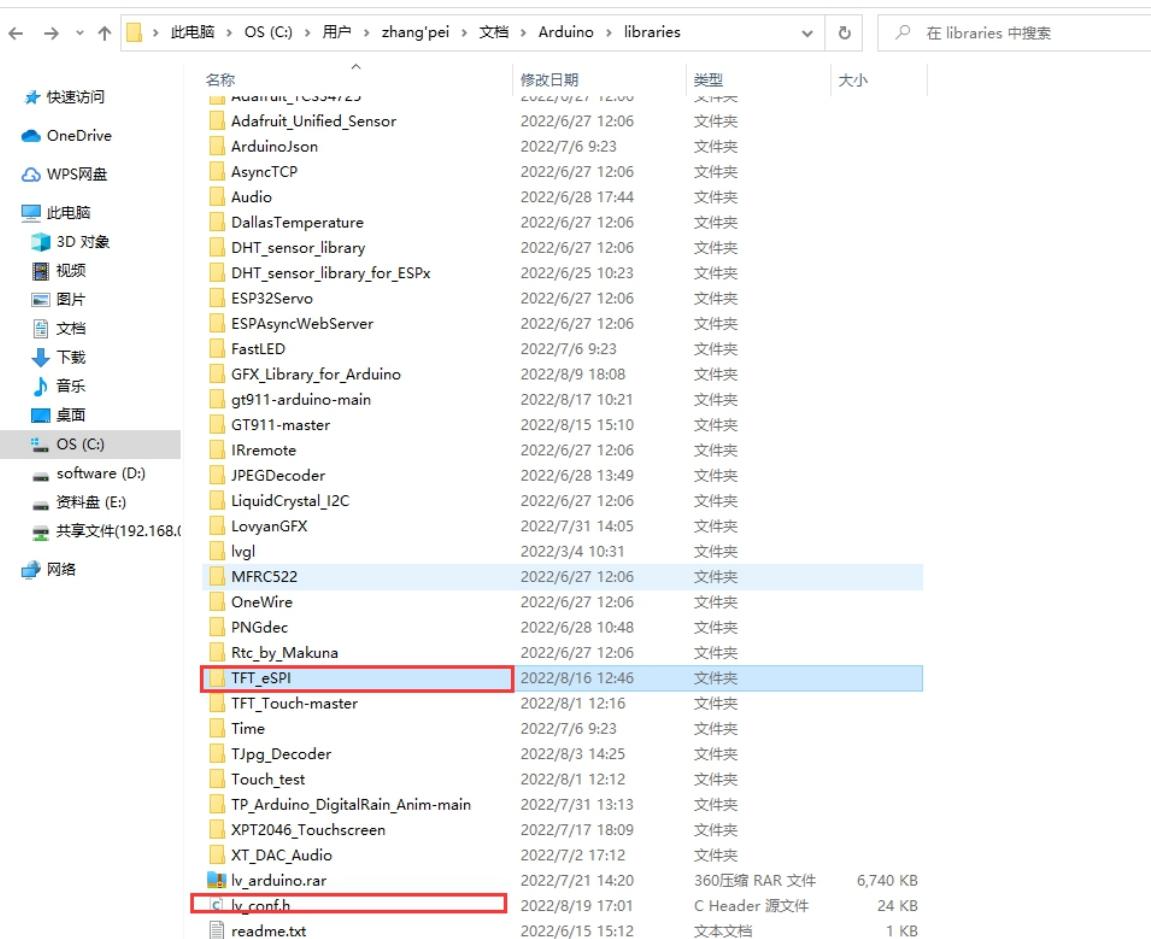


Copy lv_conf.h, As shown



Put this file under the arduino library file, it must be in the same root directory as the library TFT_eSPI .

As shown:



After compiling, you can run LVGL and touch normally.

Function introduction

一、Basic settings

```

1. tft.init(); //Initialization
Initialize the screen, if it is ST7735, you can pass a parameter to it, and see when it is used .
2. tft.fillRect(TFT_BLACK); //fill full screen fill full screen, followed by color values.
tft.fillRect(uint32_t color);
3. Screen rotation
// Set the rotation angle of the screen display, the parameters are: 0, 1, 2, 3
// Represent 0°, 90°, 180°, 270°
void setRotation(uint8_t r);
4. Screen inversion
//Invert display colors i = 1 invert, i = 0 normal
tft.invertDisplay(bool i);

```

二、Text related API

```

1. tft.setCursor(20, 10, 4); //Set the starting coordinate position and font size of typing
// Set the text display coordinates. By default, the upper left corner of the text is used as the reference
point. The reference point can be changed.
void setCursor(int16_t x, int16_t y);
// Set the text display coordinates, and the font of the text
void setCursor(int16_t x, int16_t y, uint8_t font);
2. tft.setTextColor(2); //Set font color
// Set text color
void setTextColor(uint16_t color);
// Set text color and background color
void setTextColor(uint16_t fgcolor, uint16_t bgcolor);
//Setting the background color can effectively prevent numbers from overlapping
3. tft.setTextSize(2); //Set font size
Setting the text size can enlarge the display of the font, but the "resolution" of the font will not change
// Set the text size, the text size range is an integer from 1 to 7
void setTextSize(uint8_t size);
4. tft.print("Hello World!");
// Display font
tft.print("Hello World!");
5. tft.printf, tft.println //Display font
Special Note: Font 7 is an imitation of a 7-segment digital screen

```

三、APIs related to drawing text

1. Draw the string (left)

```
int16_t drawString(const String &string, int32_t x, int32_t y)
int16_t drawString(const char * string, int32_t x, int32_t y)
int16_t drawString(const String &string, int32_t x, int32_t y, uint8_t font)
int16_t drawString(const char * string, int32_t x, int32_t y, uint8_t font)
```

2. Draw the string (centered)

```
int16_t drawCentreString(const char * string, int32_t x, int32_t y, uint8_t font)
int16_t drawCentreString(const String &string, int32_t x, int32_t y, uint8_t font)
```

3. Draw the string (right)

```
int16_t drawRightString(const char * string, int32_t x, int32_t y, uint8_t font)
int16_t drawRightString(const String &string, int32_t x, int32_t y, uint8_t font)
```

4. Drawing characters

```
int16_t drawChar(uint16_t uniCode, int32_t x, int32_t y)
int16_t drawChar(uint16_t uniCode, int32_t x, int32_t y, uint8_t font)
void drawChar(int32_t x, int32_t y, uint16_t c, uint32_t color, uint32_t bg, uint8_t size)
```

5. Plot floating point numbers

```
int16_t TFT_eSPI::drawFloat(float floatNumber, uint8_t decimal, int32_t x, int32_t y)
int16_t TFT_eSPI::drawFloat(float floatNumber, uint8_t decimal, int32_t x, int32_t y, uint8_t font)
tft.drawFloat(3.124, 4, 0,0,4);
```

6. Draw the numbers

```
int16_t drawNumber(long intNumber, int32_t x, int32_t y)
int16_t drawNumber(long intNumber, int32_t x, int32_t y, uint8_t font)
```

四、Drawing geometric figures

1. Draw the dots

```
void drawPixel(int32_t x, int32_t y, uint32_t color)
```

2. Draw lines

```
void drawLine(int32_t xs, int32_t ys, int32_t xe, int32_t ye, uint32_t color)
```

3. Draw a horizontal line (quick)

```
void drawFastHLine(int32_t x, int32_t y, int32_t w, uint32_t color)
```

4. Draw a vertical line (quick)

```
void drawFastVLine(int32_t x, int32_t y, int32_t h, uint32_t color)
```

5. Draw the hollow circle

```
tft.drawCircle(100, 100, 50, TFT_RED);
```

6. Draw a filled circle

```
void fillCircle(int32_t x, int32_t y, int32_t r, uint32_t color)
7. Draw a hollow ellipse
tft.drawEllipse(100, 100, 100,60,TFT_GREENYELLOW);
8. Draw a solid ellipse
void drawRect(int32_t x, int32_t y, int32_t w, int32_t h, uint32_t color)
9. Draw a hollow rectangle
void drawRect(int32_t x, int32_t y, int32_t w, int32_t h, uint32_t color)
10. Draw a solid rectangle
void fillRect(int32_t x, int32_t y, int32_t w, int32_t h, uint32_t color)
11. Draw a hollow rounded rectangle
void drawRoundRect(int32_t x, int32_t y, int32_t w, int32_t h, int32_t radius, uint32_t color)
12. Draw a solid rounded rectangle
void fillRoundRect(int32_t x, int32_t y, int32_t w, int32_t h, int32_t radius, uint32_t color)
13. Draw Hollow Triangles
void drawTriangle(int32_t x1, int32_t y1, int32_t x2, int32_t y2, int32_t x3, int32_t y3, uint32_t color)
14. Draw Solid Triangles
void fillTriangle(int32_t x1, int32_t y1, int32_t x2, int32_t y2, int32_t x3, int32_t y3, uint32_t color)
```

五、Image display related

1. Display BMP picture

```
void drawBitmap(int16_t x, int16_t y, const uint8_t *bitmap, int16_t w, int16_t h, uint16_t fgcolor)
void drawBitmap(int16_t x, int16_t y, const uint8_t *bitmap, int16_t w, int16_t h, uint16_t fgcolor, uint16_t bgcolor)
```

2. XBM

xbm is a simple two-color image bitmap format, which was widely used in early cgi and is currently used in counters. Here TFT_eSPI recommends an online XBM production tool
xbm is a simple two-color image bitmap format, which was widely used in early cgi and is currently used in counters. Here TFT_eSPI recommends an online XBM production tool

<https://www.online-utility.org/image/convert/to/XBM>

3. Test is very useful

```
void drawXBitmap(int16_t x, int16_t y, const uint8_t *bitmap, int16_t w, int16_t h,  
uint16_t fgcolor)  
void drawXBitmap(int16_t x, int16_t y, const uint8_t *bitmap, int16_t w, int16_t h,  
uint16_t fgcolor, uint16_t bgcolor)  
Display pictures  
void pushImage(int32_t x, int32_t y, int32_t w, int32_t h, const uint16_t *data) void  
pushImage(int32_t x, int32_t y, int32_t w, int32_t h, uint16_t *data)  
void pushImage(int32_t x, int32_t y, int32_t w, int32_t h, const uint16_t *data,  
uint16_t transparent)  
void pushImage(int32_t x, int32_t y, int32_t w, int32_t h, uint16_t *data, uint16_t  
transparent)  
void pushImage(int32_t x, int32_t y, int32_t w, int32_t h, uint8_t *data, bool bpp8 =  
true, uint16_t *cmap = (uint16_t *)nullptr)  
void pushImage(int32_t x, int32_t y, int32_t w, int32_t h, uint8_t *data, uint8_t  
transparent, bool bpp8 = true, uint16_t *cmap = (uint16_t *)nullptr)
```