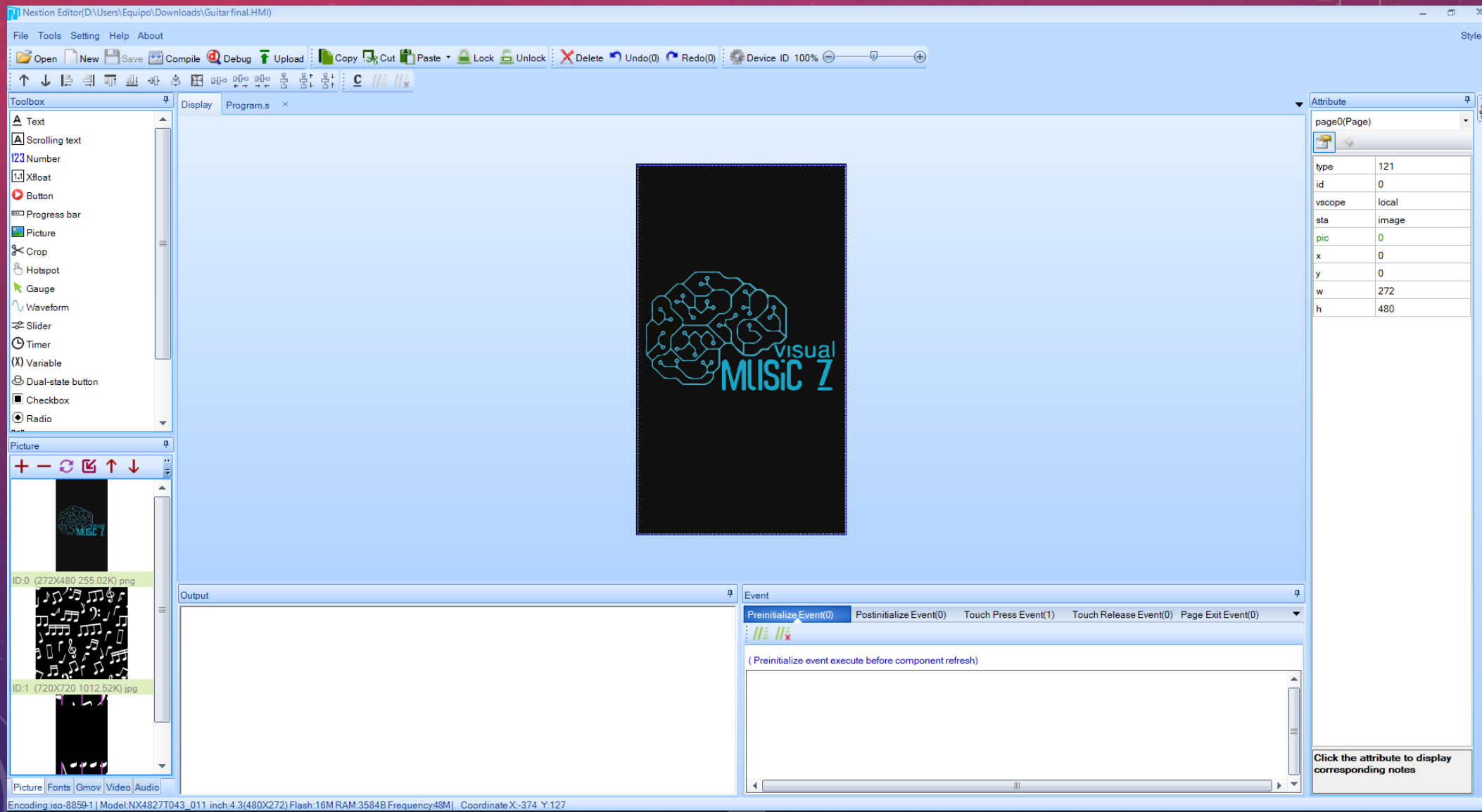




NEXTION EDITOR

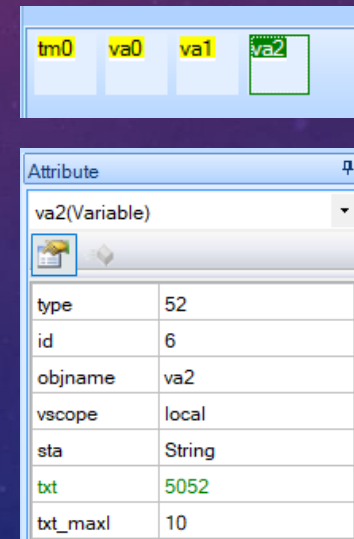
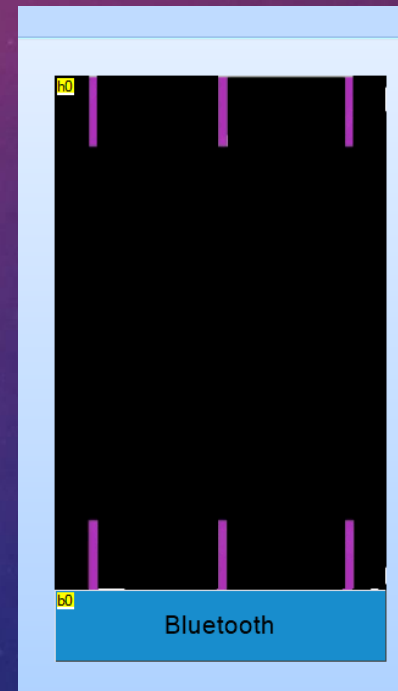
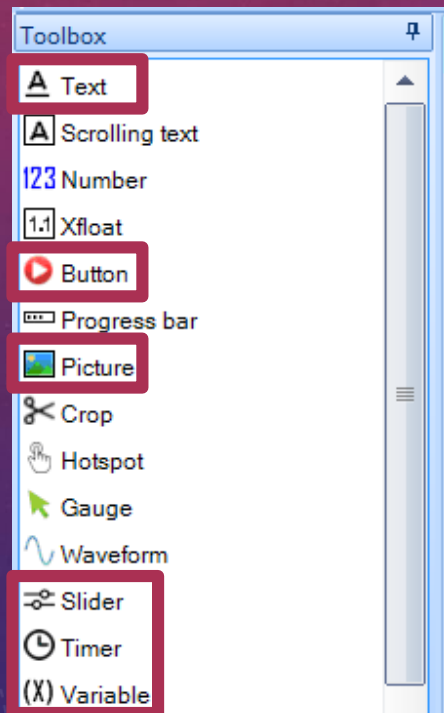
THE TFT DISPLAY'S OWN INTERFACE DEVELOPING SOFTWARE

MAIN MENU



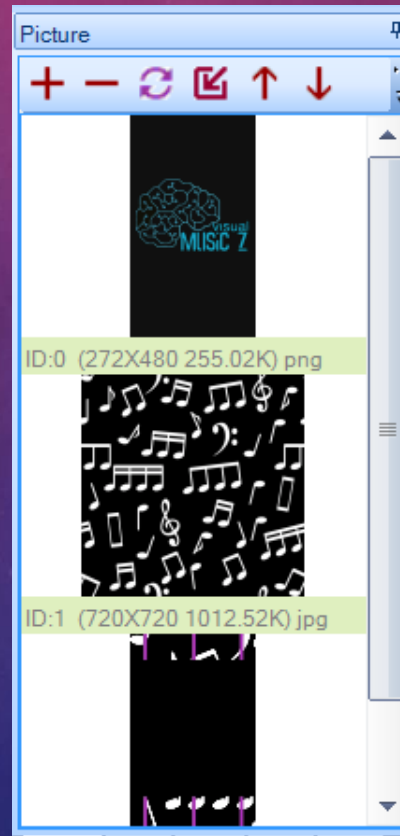
TOOLBOX

- Here you can pick different tools to add in our display screen/page.
- In this case we used text, pictures, an slider, a push button, a timer and 3 string type variables.



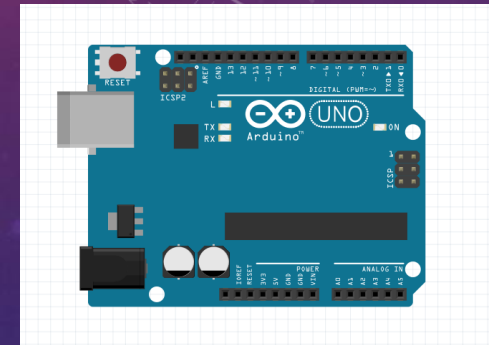
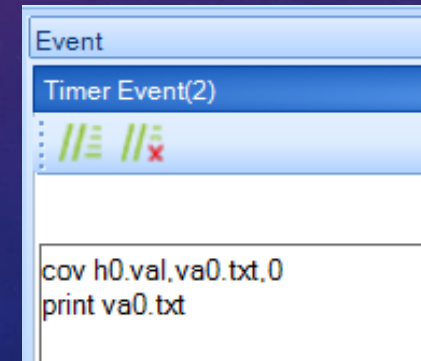
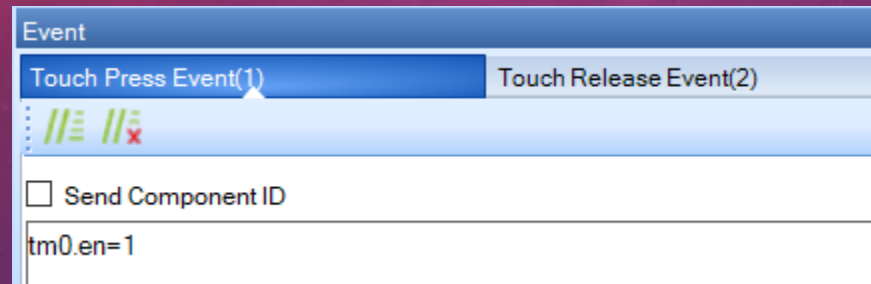
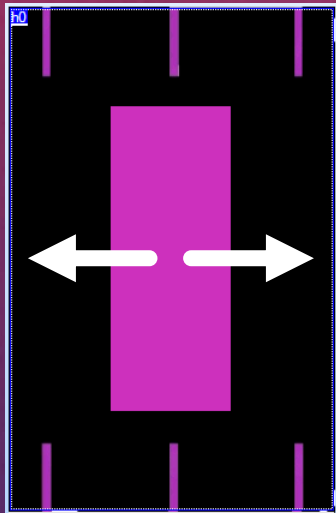
PICTURES

- In the pictures section we included the backgrounds that we would be using for the two screens.



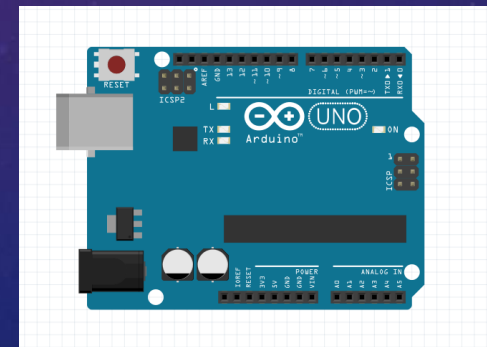
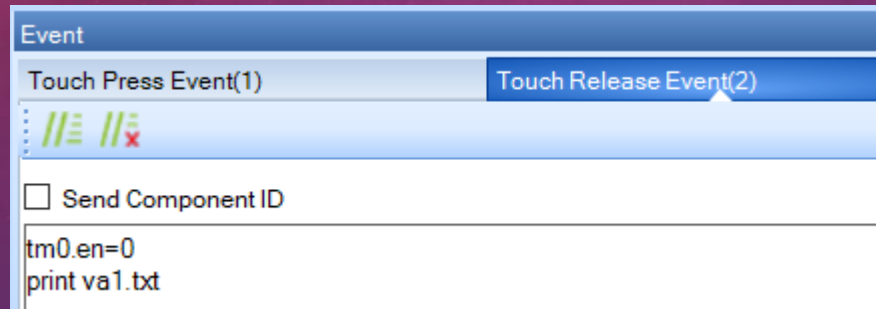
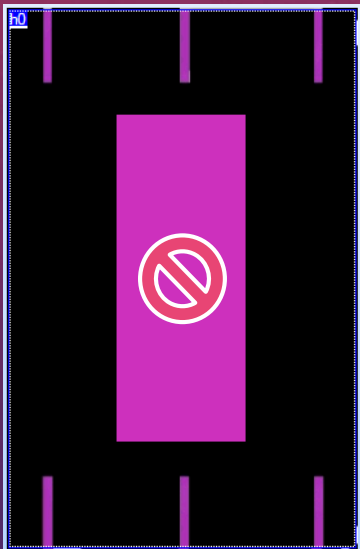
CODE

- The code part is really short and simple, most of it is related to the timer, so this is the explanation: whenever the slider is touch pressed, the timer starts (tm0.en=1), and every 100 milliseconds (tim=100), the value of the slider (h0.val) is saved as text (va0.txt) and then printed/sent to the Arduino (print va0.txt) via serial communication to play a note.



CODE

- Now, when the slider is touch released, it stops the timer (tm0.en=0) and sends text to the Arduino (print va1.txt) to let it know the note has been stopped.



The background is a gradient of deep purple and blue, filled with numerous out-of-focus circular light spots (bokeh) in various shades. Overlaid on this are several faint, white, semi-transparent geometric patterns. On the left side, there is a large circular scale with tick marks and numbers ranging from 140 to 260. Other elements include concentric circles, dashed lines, and small arrowheads pointing in different directions, creating a technical or scientific aesthetic.

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