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Connecting to other Arduino boards

Even if the screen's headers are designed to fit into the socket on the front of the Arduino Esplora or the Arduino Robot but, this module is compatible with any AVR-based Arduino (Uno, Leonardo, etc...) or with the Arduino Due. If you want to use one these other boards, some slight changes on connections are required.

You can either connect the screen with hardware SPI pins, or define your own set of pins. Using the hardware SPI is faster when drawing to the screen.

- **Arduino Uno**:

Connect power and ground to the breadboard.

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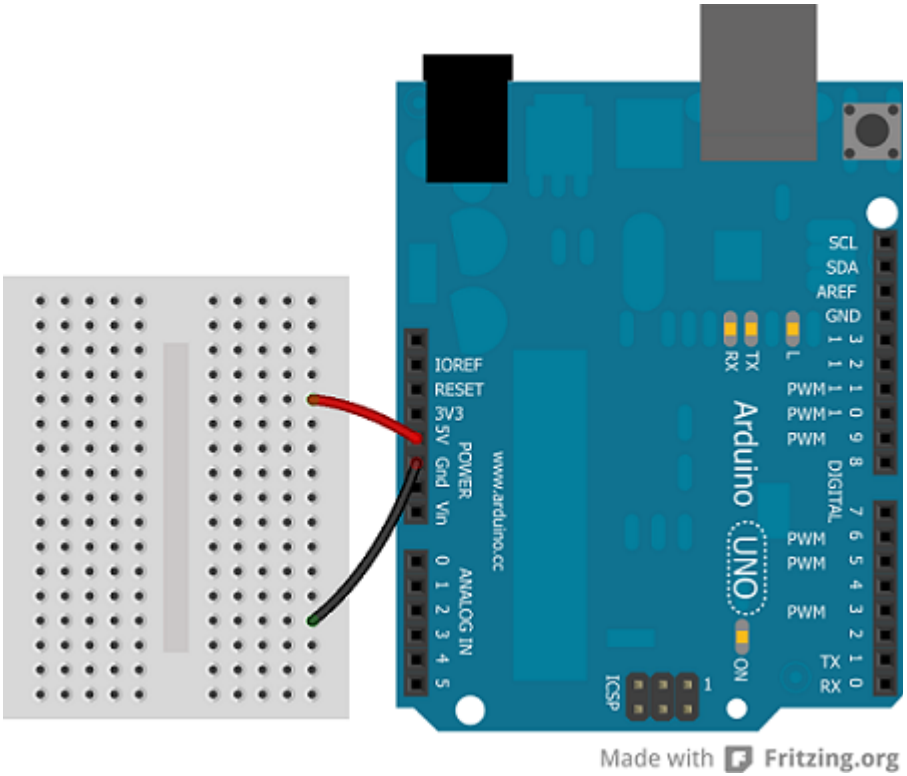
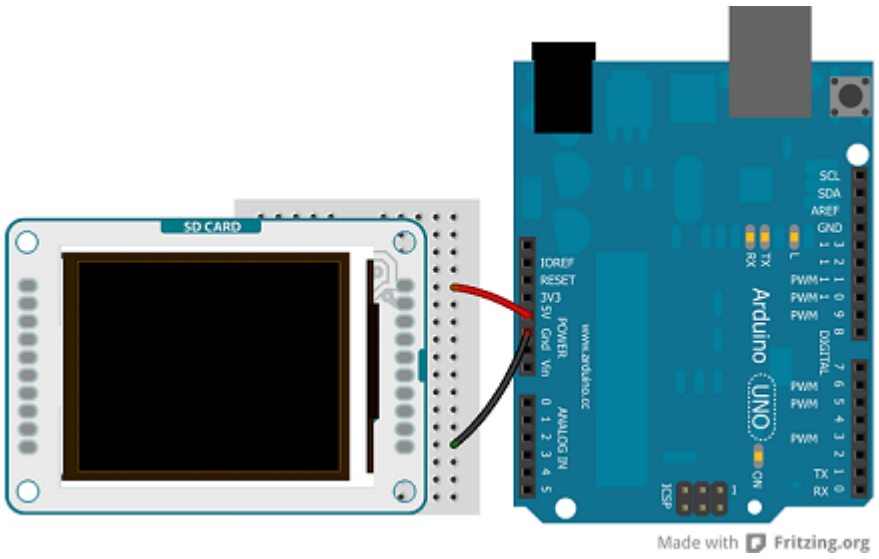
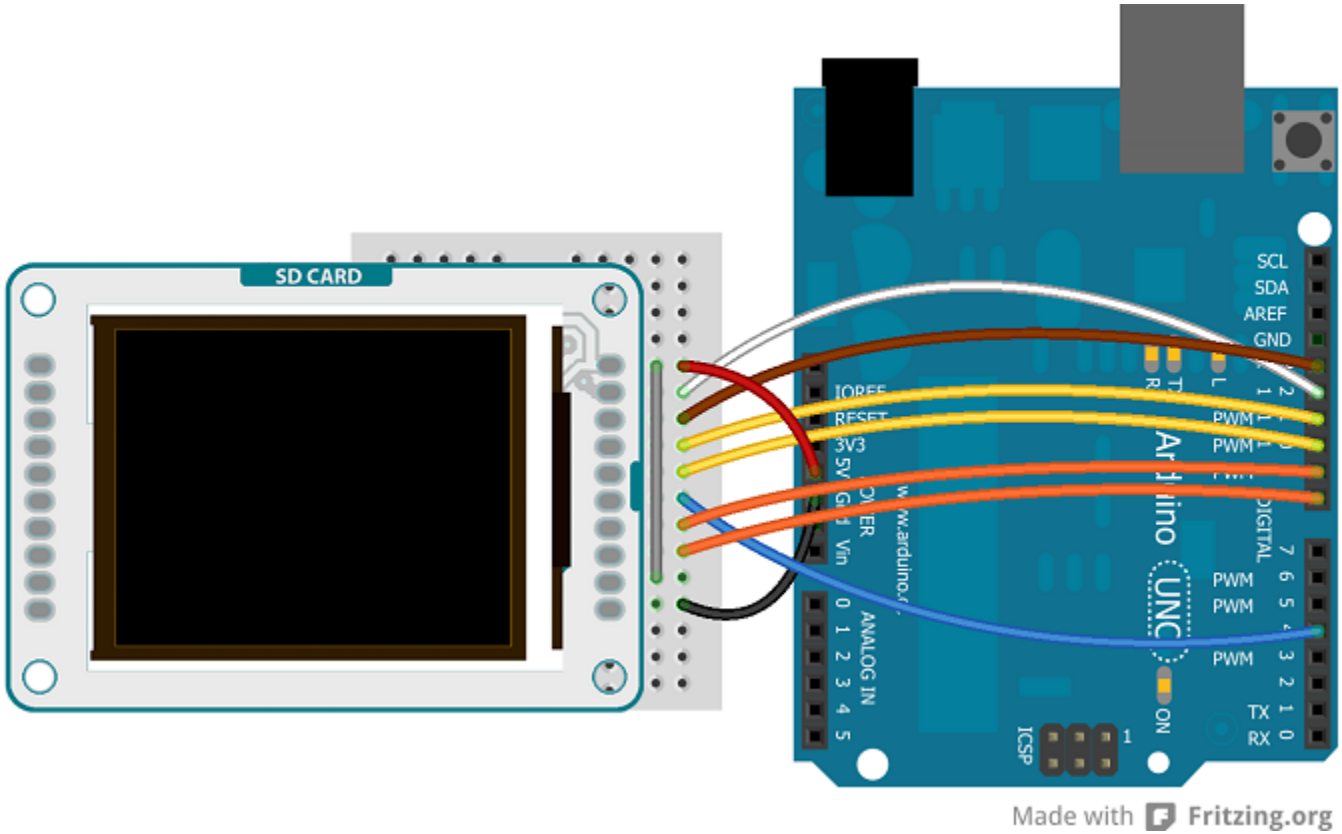


Connect the screen to the breadboard. The headers on the side of the screen with the small blue tab and arrow should be the ones that attach to the board. Pay attention to the orientation of the screen, in these images, it is upside down.



Connect the pins following this default configuration:

+5V:	+5V
MISO:	pin 12
SCK:	pin 13
MOSI:	pin 11
LCD CS:	pin 10
SD CS:	pin 4
D/C:	pin 9
RESET:	pin 8
BL:	+5V
GND:	GND



Connecting the pins in the proper way, you can see the lcd screen working with your Uno (or Duemilanove) just uploading the simple "TFTBitmapLogo" sketch.

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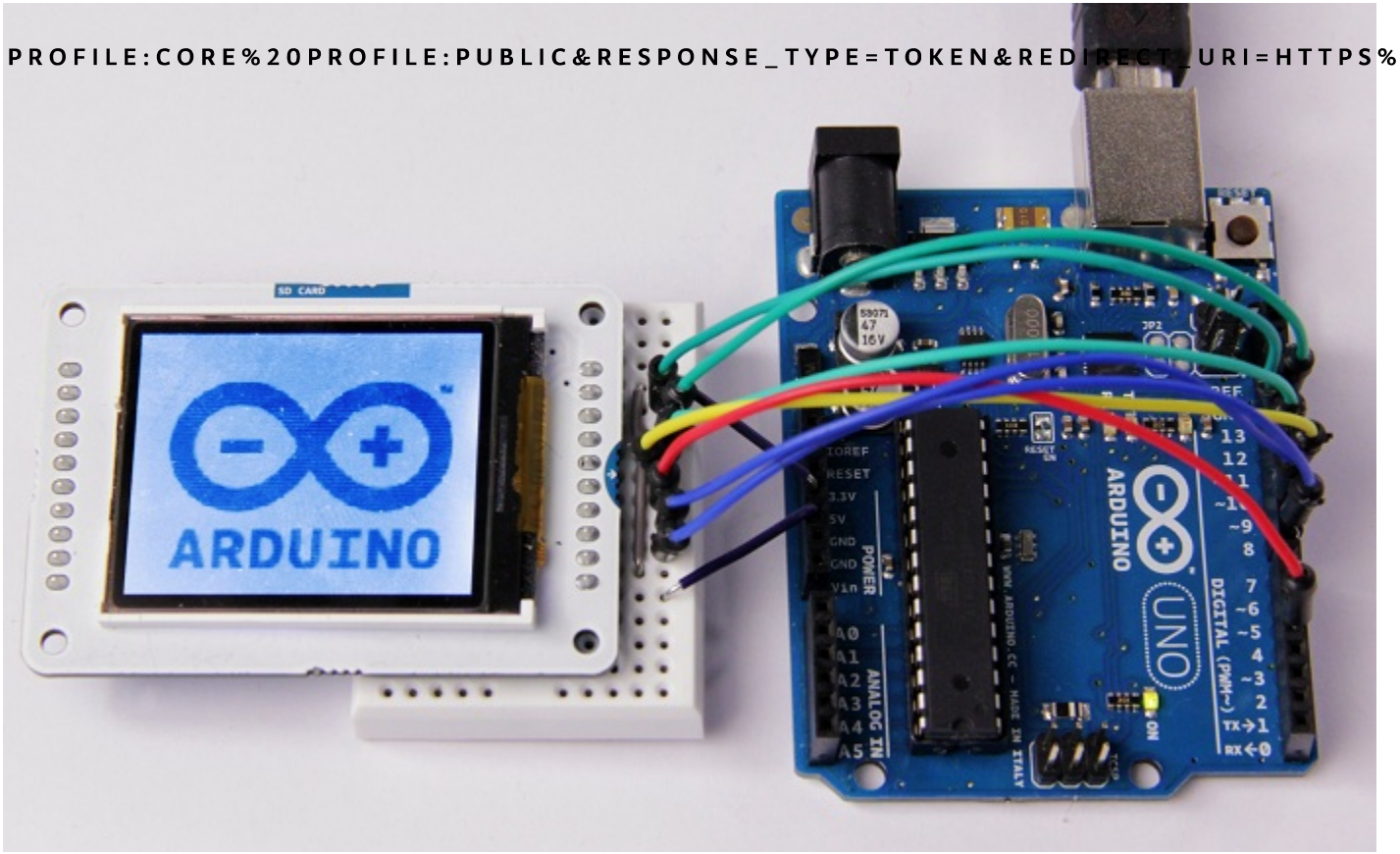

- **Arduino Leonardo & Arduino Yun**:

The Arduino Leonardo & Arduino Yun use different pins to be compatible with the lcd screen. To set the pins MISO, MOSI and SCK, you have to use the ICSP terminals.

+5V:	+5V
MISO:	Miso pin (white wire on ICSP)
SCK:	Sck pin (brown wire on ICSP)
MOSI:	Mosi pin (yellow wire on ICSP)
LCD CS:	pin 7
SD CS:	pin 8
D/C:	pin 0
RESET:	pin 1
BL:	+5V
GND:	GND

The image below shows an Arduino Leonardo but it works for an Arduino Yun too.