

EP-0164

Contents

Pico Breadboard Kit

Descriptions

Features

Gallery

Product Outlook

How to install Pico

Pins Definitions

Dimention

How to assemble

Circuit Diagram

How to install ili9341 driver

Install Font libraries

Demo code archive

Github Link

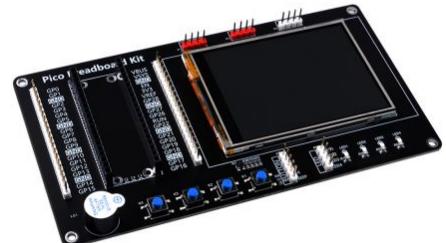
Package Includes

Keywords

Pico Breadboard Kit

Descriptions

Pico Breadboard Kit is a breakout board(breadboard) for Raspberry Pi Pico. It leads out all GPIOs of Pico, and provides clear silk screen for easy identification of pin functions. It has onboard buzzer, buttons and LED lights, and provides a 2.8-inch touch screen, which is very suitable for the construction of Pico prototype test environment, Pre-research of DIY projects, etc.



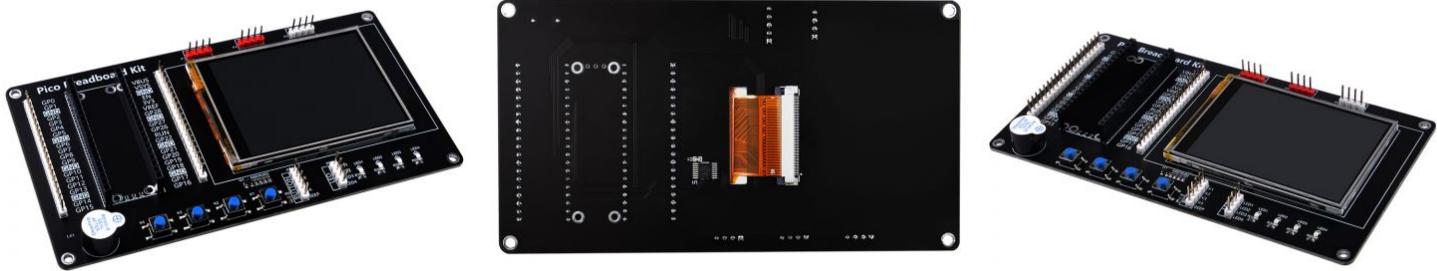
Features

- Easy to install
- Onboard 2.8" touch screen
- All GPIOs of Pico has been leads out
- Onboard buttons
- Onboard LED indicators

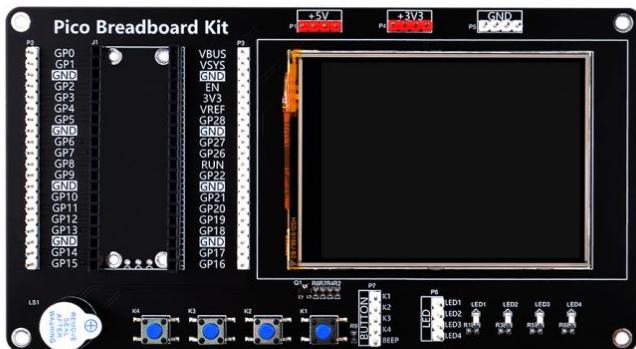
- More power pins

Gallery

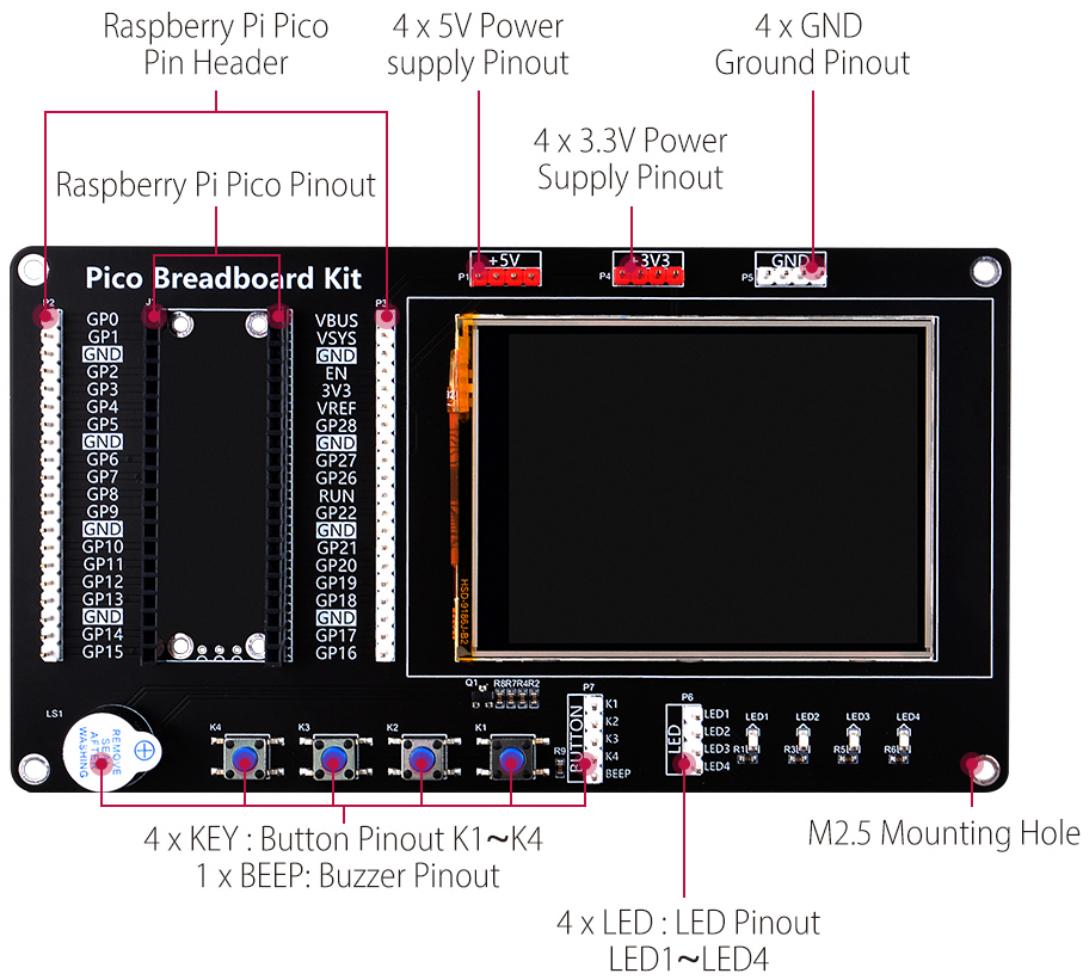
Product Outlook



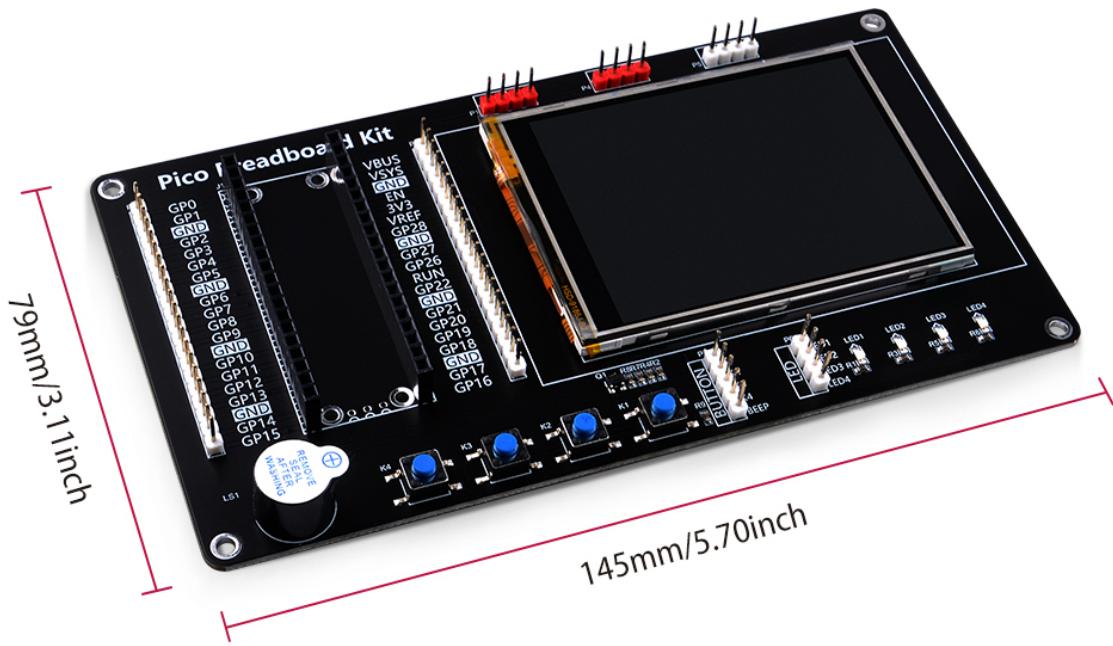
How to install Pico



Pins Definitions

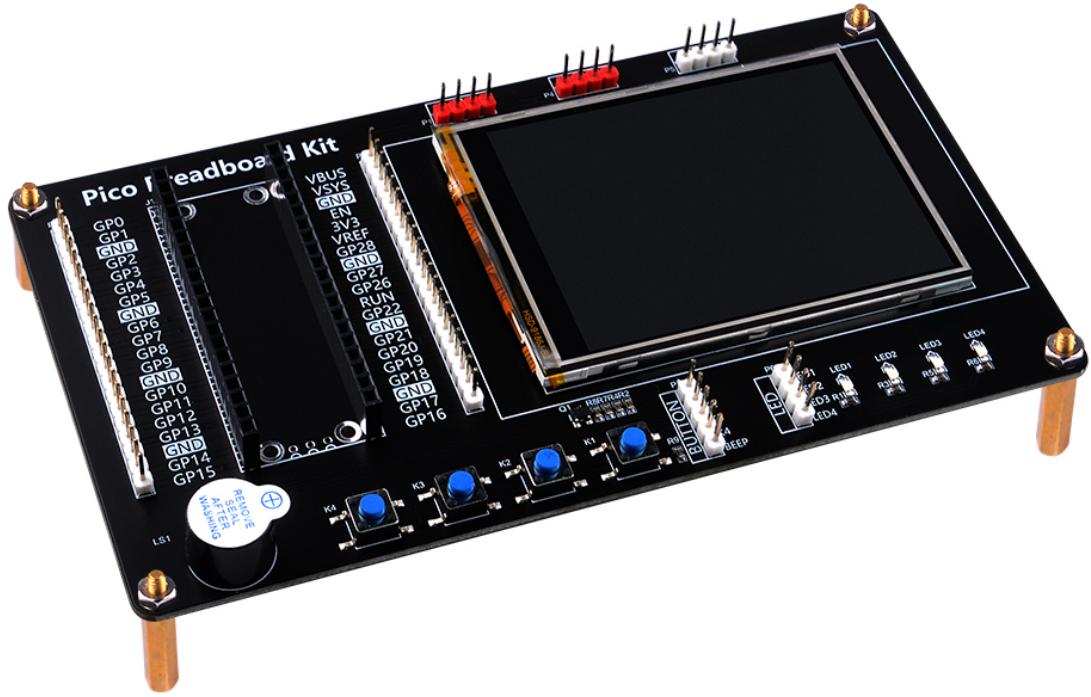


Dimention

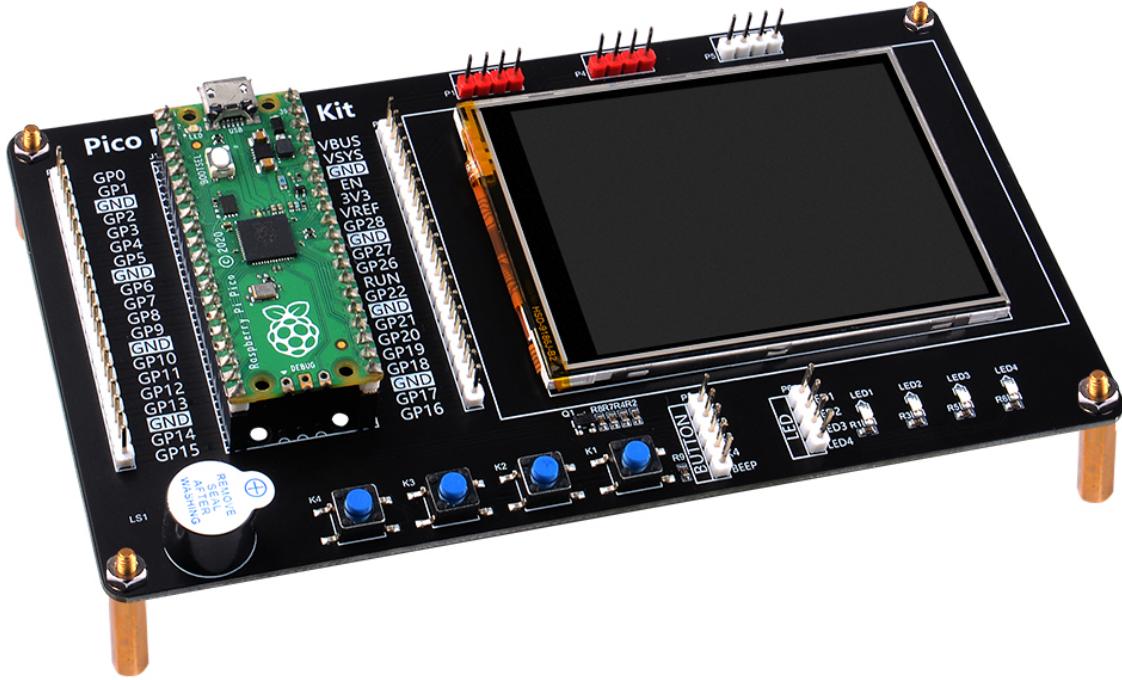


How to assemble

- Fix Pico breadboard kit with M2.5 nuts and copper pillars.



- Plug Raspberry Pi Pico as following feature.



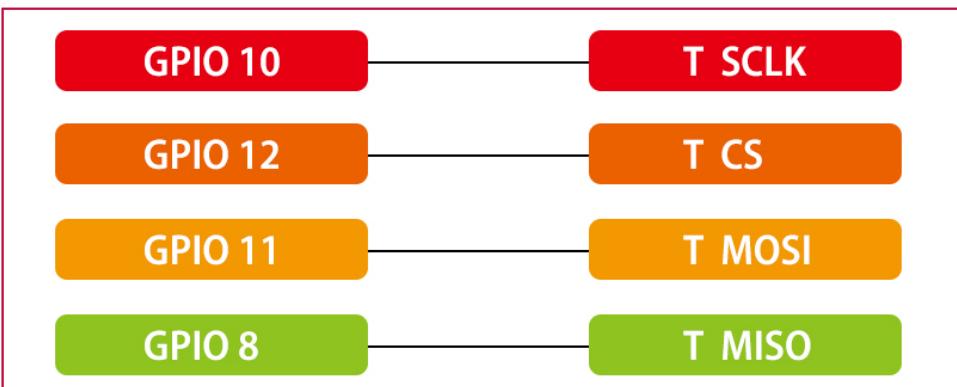
NOTE: Wrong direction may damage Raspberry Pi Pico, Please pay attention of the direction!

Circuit Diagram

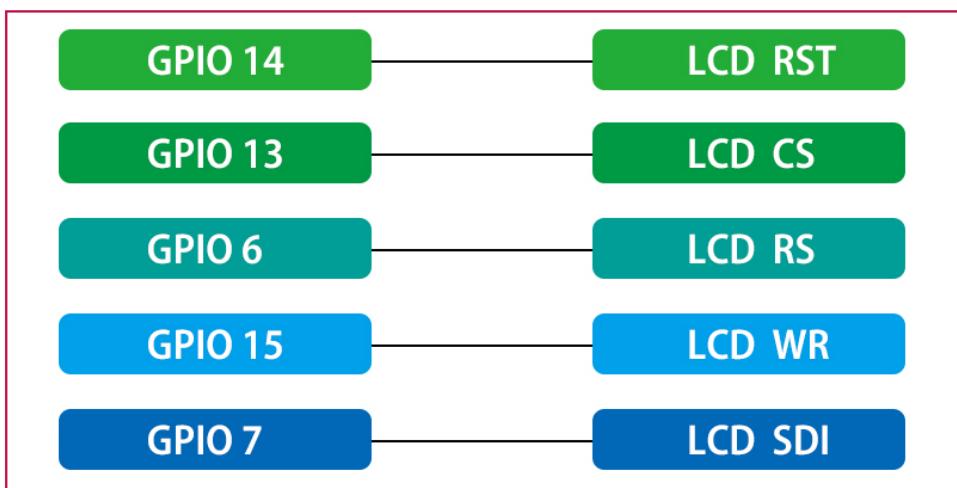
- 2.8 inch screen connection pico breadboard kit circuit diagram

Raspberry Pi Pico**2.8 inch touch screen**

Touch Screen



LCD Display



How to install ili9341 driver

- We assume that you have already installed MicroPython environment to Raspberry Pi Pico.
- Download Thonny IDE and install it, download link: [<https://thonny.org/>]

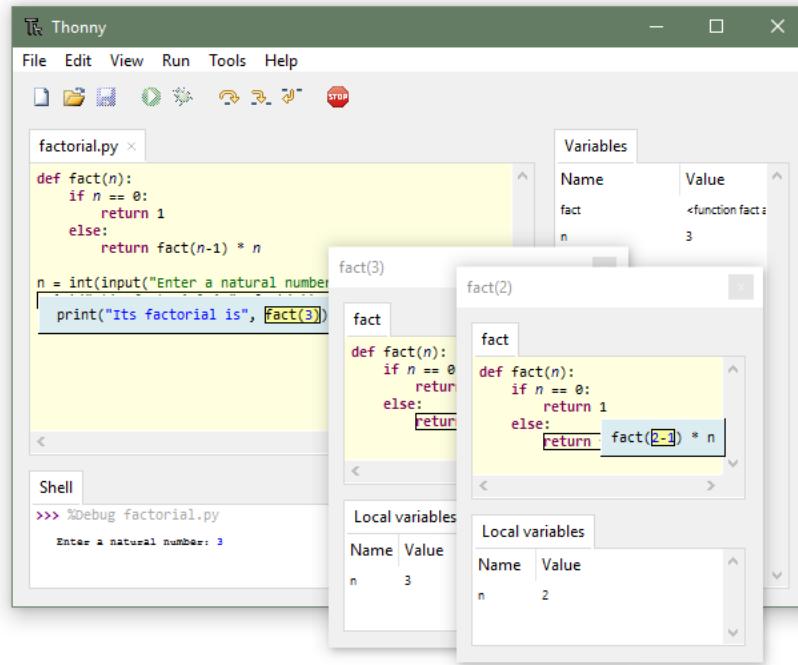
thonny.org

Thonny

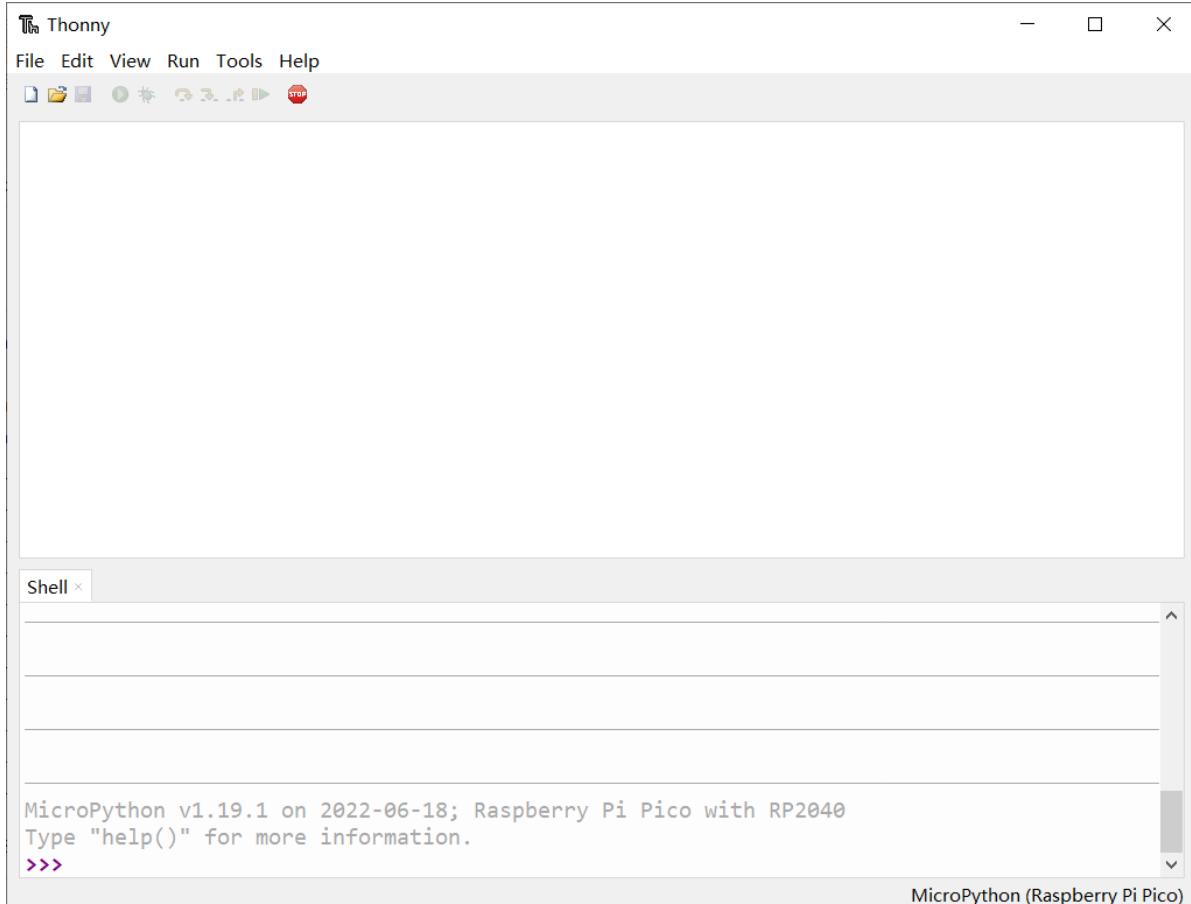
Python IDE for beginners



Download version [4.0.0](#) for
Windows • Mac • Linux



- Open thonny IDE and navigate to "Run" -> "Select interpreter" -> "Interpreter" -> "MicroPython (Raspberry Pi Pico)" -> "Port" -> USB serial port (COMX), X must be according to your own environment status, in my case is "COM3".



- Open a new file and paste following code into it, save it to Pico as "ili934xnew.py"

```

# This is an adapted version of the ILI934X driver as below.
# It works with multiple fonts and also works with the esp32 H/W SPI implementation
# Also includes a word wrap print function
# Proportional fonts are generated by Peter Hinch's Font-to-py
# MIT License; Copyright (c) 2017 Jeffrey N. Magee

# This file is part of MicroPython ILI934X driver
# Copyright (c) 2016 - 2017 Radomir Dopieralski, Mika Tuupola
#
# Licensed under the MIT license:
#   http://www.opensource.org/licenses/mit-license.php
#
# Project home:
#   https://github.com/tuupola/micropython-ili934x

import time
import ustruct
import glcdfont
import framebuf
from micropython import const

RDDSR = const(0x0f) # Read Display Self-Diagnostic Result
SLPOUT = const(0x11) # Sleep Out
GAMSET = const(0x26) # Gamma Set
DISPOFF = const(0x28) # Display Off
DISPON = const(0x29) # Display On
CASET = const(0x2a) # Column Address Set
PASET = const(0x2b) # Page Address Set
RAMWR = const(0x2c) # Memory Write
RAMRD = const(0x2e) # Memory Read
MADCTL = const(0x36) # Memory Access Control
VSCRSSADD = const(0x37) # Vertical Scrolling Start Address
PIXSET = const(0x3a) # Pixel Format Set
PWCTRLA = const(0xcb) # Power Control A
PWCTRLB = const(0xcf) # Power Control B
DTCTRLA = const(0xe8) # Driver Timing Control A
DTCTRLB = const(0xea) # Driver Timing Control B
PWRONCTRL = const(0xed) # Power on Sequence Control
PRCTRL = const(0xff) # Pump Ratio Control
PWCTRL1 = const(0xc0) # Power Control 1
PWCTRL2 = const(0xc1) # Power Control 2
VMCTRL1 = const(0xc5) # VCOM Control 1
VMCTRL2 = const(0xc7) # VCOM Control 2
FRMCTR1 = const(0xb1) # Frame Rate Control 1
DISCTRL = const(0xb6) # Display Function Control
ENA3G = const(0xf2) # Enable 3G
PGAMCTRL = const(0xe0) # Positive Gamma Control
NGAMCTRL = const(0xe1) # Negative Gamma Control

 CHUNK = const(1024) #maximum number of pixels per spi write

def color565(r, g, b):
    return (r & 0xf8) << 8 | (g & 0xfc) << 3 | b >> 3

class ILI9341:

    def __init__(self, spi, cs, dc, rst, w, h, r):
        self.spi = spi
        self.cs = cs
        self.dc = dc
        self.rst = rst
        self._init_width = w
        self._init_height = h
        self.width = w
        self.height = h
        self.rotation = r
        self.cs.init(self.cs.OUT, value=1)
        self.dc.init(self.dc.OUT, value=0)
        self.rst.init(self.rst.OUT, value=0)
        self.reset()
        self.init()
        self._scroll = 0
        self._buf = bytearray(_CHUNK * 2)
        self._colormap = bytearray(b'\x00\x00\xFF\xFF') #default white foregraound, black background
        self._x = 0
        self._y = 0
        self._font = glcdfont
        self.scrolling = False

    def set_color(self, fg, bg):
        self._colormap[0] = bg>>8
        self._colormap[1] = bg & 255
        self._colormap[2] = fg>>8
        self._colormap[3] = fg & 255

    def set_pos(self, x, y):
        self._x = x
        self._y = y

    def reset_scroll(self):
        self.scrolling = False
        self._scroll = 0
        self.scroll(0)

    def set_font(self, font):
        self._font = font

```

```

def init(self):
    for command, data in (
        (_RDDSDR, b"\x03\x80\x02"),
        (_PWCTRLB, b"\x00\xc1\x30"),
        (_PWRONCTRL, b"\x64\x03\x12\x81"),
        (_DTCTRLA, b"\x85\x00\x78"),
        (_PWCTRLA, b"\x39\x2c\x00\x34\x02"),
        (_PRCTRL, b"\x20"),
        (_DTCTRLB, b"\x00\x00"),
        (_PWCTRL1, b"\x23"),
        (_PWCTRL2, b"\x10"),
        (_VMCTRL1, b"\x3e\x28"),
        (_VMCTRL2, b"\x86")):
        self._write(command, data)

    if self.rotation == 0:           # 0 deg
        self._write(_MADCTL, b"\x48")
        self.width = self._init_width
        self.height = self._init_height
    elif self.rotation == 1:         # 90 deg
        self._write(_MADCTL, b"\x28")
        self.width = self._init_width
        self.height = self._init_height
    elif self.rotation == 2:         # 180 deg
        self._write(_MADCTL, b"\x88")
        self.width = self._init_height
        self.height = self._init_width
    elif self.rotation == 3:         # 270 deg
        self._write(_MADCTL, b"\xE8")
        self.width = self._init_width
        self.height = self._init_height
    elif self.rotation == 4:          # Mirrored + 0 deg
        self._write(_MADCTL, b"\xC8")
        self.width = self._init_height
        self.height = self._init_width
    elif self.rotation == 5:          # Mirrored + 90 deg
        self._write(_MADCTL, b"\x68")
        self.width = self._init_width
        self.height = self._init_height
    elif self.rotation == 6:          # Mirrored + 180 deg
        self._write(_MADCTL, b"\x08")
        self.width = self._init_height
        self.height = self._init_width
    elif self.rotation == 7:          # Mirrored + 270 deg
        self._write(_MADCTL, b"\xA8")
        self.width = self._init_width
        self.height = self._init_height
    else:
        self._write(_MADCTL, b"\x08")

    for command, data in (
        (_PIXSET, b"\x55"),
        (_FRMCTR1, b"\x00\x18"),
        (_DISCTRL, b"\x08\x82\x27"),
        (_ENA3G, b"\x00"),
        (_GAMSET, b"\x01"),
        (_PGAMCTRL, b"\x0f\x31\x2b\x0c\x0e\x08\x4e\xf1\x37\x07\x10\x03\x0e\x09\x00"),
        (_NGAMCTRL, b"\x00\x0e\x14\x03\x11\x07\x31\xc1\x48\x08\x0f\x0c\x31\x36\x0f")):
        self._write(command, data)
    self._write(_SLPOUT)
    time.sleep_ms(120)
    self._write(_DISPON)

def reset(self):
    self.rst(0)
    time.sleep_ms(50)
    self.rst(1)
    time.sleep_ms(50)

def _write(self, command, data=None):
    self.dc(0)
    self.cs(0)
    self.spi.write(bytarray([command]))
    self.cs(1)
    if data is not None:
        self._data(data)

def _data(self, data):
    self.dc(1)
    self.cs(0)
    self.spi.write(data)
    self.cs(1)

def _writeblock(self, x0, y0, x1, y1, data=None):
    self._write(_CASET, ustruct.pack(">HH", x0, x1))
    self._write(_PASET, ustruct.pack(">HH", y0, y1))
    self._write(_RAMWR, data)

def _readblock(self, x0, y0, x1, y1, data=None):
    self._write(_CASET, ustruct.pack(">HH", x0, x1))
    self._write(_PASET, ustruct.pack(">HH", y0, y1))
    if data is None:
        return self._read(_RAMRD, (x1 - x0 + 1) * (y1 - y0 + 1) * 3)

def _read(self, command, count):
    self.dc(0)
    self.cs(0)
    self.spi.write(bytarray([command]))
    data = self.spi.read(count)
    self.cs(1)

```

```

        return data

    def pixel(self, x, y, color=None):
        if color is None:
            r, g, b = self._readblock(x, y, x, y)
            return color565(r, g, b)
        if not 0 <= x < self.width or not 0 <= y < self.height:
            return
        self._writeblock(x, y, x, y, ustruct.pack(">H", color))

    def fill_rectangle(self, x, y, w, h, color=None):
        x = min(self.width - 1, max(0, x))
        y = min(self.height - 1, max(0, y))
        w = min(self.width - x, max(1, w))
        h = min(self.height - y, max(1, h))
        if color:
            color = ustruct.pack(">H", color)
        else:
            color = self._colormap[0:2] #background
        for i in range(_CHUNK):
            self._buf[2*i]=color[0]; self._buf[2*i+1]=color[1]
        chunks, rest = divmod(w * h, _CHUNK)
        self._writeblock(x, y, x + w - 1, y + h - 1, None)
        if chunks:
            for count in range(chunks):
                self._data(self._buf)
        if rest != 0:
            mv = memoryview(self._buf)
            self._data(mv[:rest*2])

    def erase(self):
        self.fill_rectangle(0, 0, self.width, self.height)

    def blit(self, bitbuff, x, y, w, h):
        x = min(self.width - 1, max(0, x))
        y = min(self.height - 1, max(0, y))
        w = min(self.width - x, max(1, w))
        h = min(self.height - y, max(1, h))
        chunks, rest = divmod(w * h, _CHUNK)
        self._writeblock(x, y, x + w - 1, y + h - 1, None)
        written = 0
        for iy in range(h):
            for ix in range(w):
                index = ix+iy*w - written
                if index >= _CHUNK:
                    self._data(self._buf)
                    written += _CHUNK
                    index -= _CHUNK
                c = bitbuff.pixel(ix,iy)
                self._buf[index*2] = self._colormap[c*2]
                self._buf[index*2+1] = self._colormap[c*2+1]
        rest = w*h - written
        if rest != 0:
            mv = memoryview(self._buf)
            self._data(mv[:rest*2])

    def chars(self, str, x, y):
        str_w = self._font.get_width(str)
        div, rem = divmod(self._font.height(),8)
        nbytes = div+1 if rem else div
        buf = bytearray(str_w * nbytes)
        pos = 0
        for ch in str:
            glyph, char_w = self._font.get_ch(ch)
            for row in range(nbytes):
                index = row*str_w + pos
                for i in range(char_w):
                    buf[index+i] = glyph[nbytes*i+row]
            pos += char_w
        fb = framebuffer.FrameBuffer(buf,str_w, self._font.height(), framebuffer.MONO_VLSB)
        self.blit(fb,x,y,str_w,self._font.height())
        return x+str_w

    def scroll(self, dy):
        self._scroll = (self._scroll + dy) % self.height
        self._write(_VSCRSAADD, ustruct.pack(">H", self._scroll))

    def next_line(self, cury, char_h):
        global scrolling
        if not self.scrolling:
            res = cury + char_h
            self.scrolling = (res >= self.height)
        if self.scrolling:
            self.scroll(char_h)
            res = (self.height - char_h + self._scroll)%self.height
            self.fill_rectangle(0, res, self.width, self._font.height())
        return res

    def write(self, text): #does character wrap, compatible with stream output
        curx = self._x; cury = self._y
        char_h = self._font.height()
        width = 0
        written = 0
        for pos, ch in enumerate(text):
            if ch == '\n':
                if pos>0:
                    self.chars(text[written:pos],curx,cury)
                curx = 0; written = pos+1; width = 0
                cury = self.next_line(cury,char_h)
            else:
                char_w = self._font.get_width(ch)

```

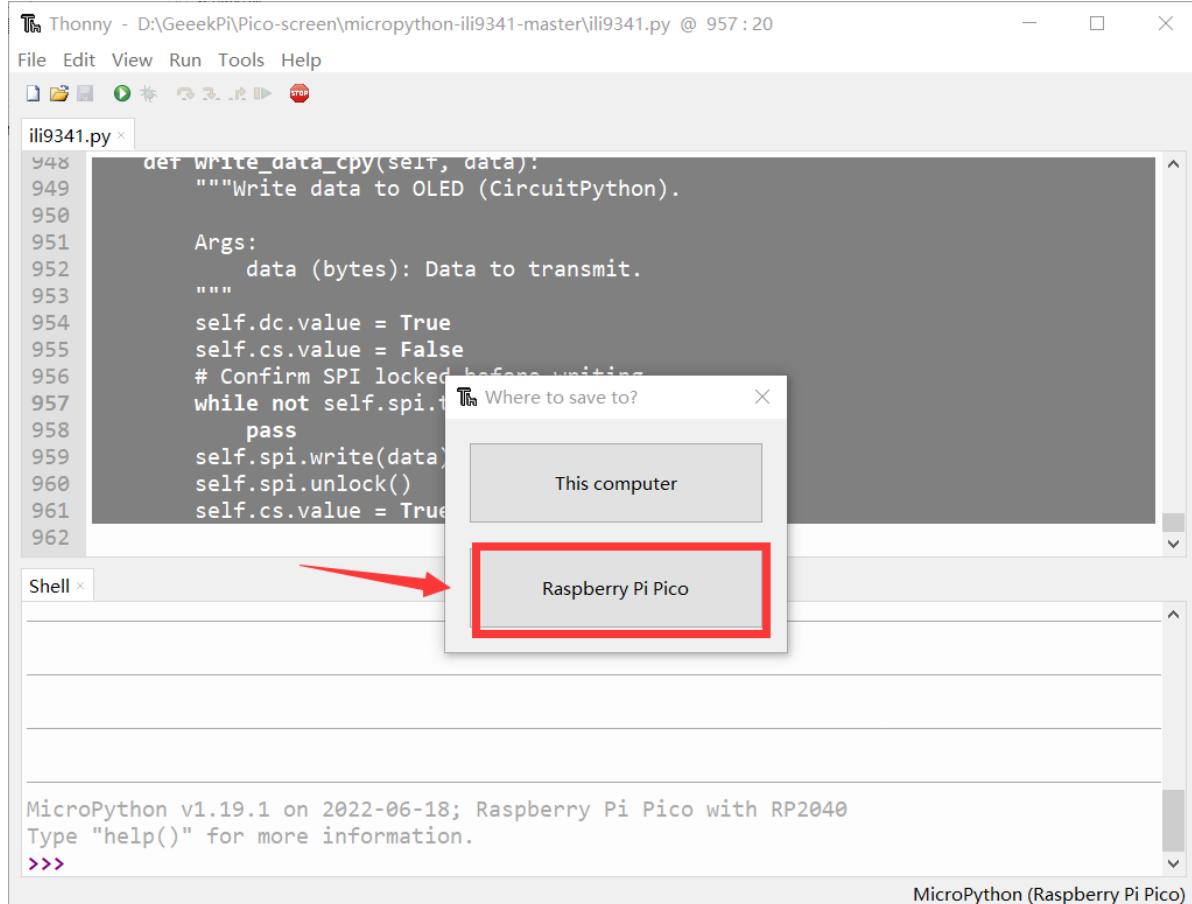
```

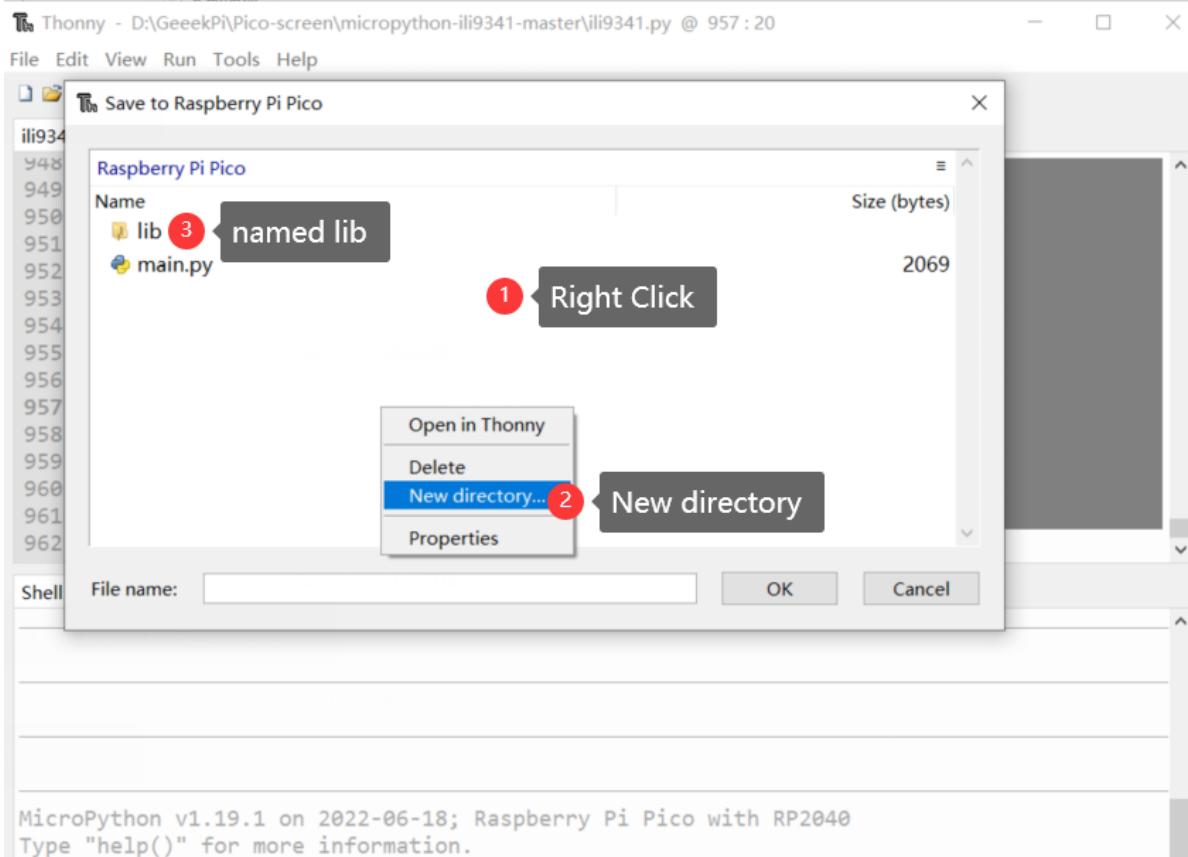
        if curx + width + char_w >= self.width:
            self.chars(text[written:pos], curx,cury)
            curx = 0 ; written = pos; width = char_h
            cury = self.next_line(cury,char_h)
        else:
            width += char_w
    if written<len(text):
        curx = self.chars(text[written:], curx,cury)
    self._x = curx; self._y = cury

def print(self, text): #does word wrap, leaves self._x unchanged
    cury = self._y; curx = self._x
    char_h = self._font.height()
    char_w = self._font.max_width()
    lines = text.split('\n')
    for line in lines:
        words = line.split(' ')
        for word in words:
            if curx + self._font.get_width(word) >= self.width:
                curx = self._x; cury = self.next_line(cury,char_h)
                while self._font.get_width(word) > self.width:
                    self.chars(word[:self.width//char_w],curx,cury)
                    word = word[self.width//char_w:]
                    cury = self.next_line(cury,char_h)
            if len(word)>0:
                curx = self.chars(word+' ', curx,cury)
            curx = self._x; cury = self.next_line(cury,char_h)
    self._y = cury

```

Click "File" -> "Save" -> "Save as ..." -> Raspberry Pi Pico.





Install Font libraries

- `glcdfont.py`

Original Adafruit GFX 5x7 font

```
def height():
    return 8
```

```
|def max_width():
|    return 6
```

```
def hmap():
    return False
```

```
def monospaced():  
    return False
```

```
def min_ch():
    return 0
```

```
    return 255
```

```
b'\x00\x00\x00\x00\x00\x00'
b'\x3E\x5B\x4F\x5B\x3E'
b'\x3E\x6B\x4F\x6B\x3E'
b'\x1C\x3E\x7C\x3E\x1C'
b'\x18\x3C\x7E\x3C\x18'
b'\x1C\x57\x7D\x57\x1C'
b'\x1C\x5E\x7F\x5E\x1C'
b'\x00\x18\x3C\x18\x00'
b'\xFF\xE7\xC3\xE7\xFF'
b'\x00\x18\x24\x18\x00'
b'\xFF\xE7\xDB\xE7\xFF'
b'\x30\x48\x3A\x06\x0E'
b'\x26\x29\x79\x29\x26\x'
b'\x40\x7F\x05\x05\x07\x'
b'\x40\x7F\x05\x25\x3F'
b'\x5A\x3C\x7E\x3C\x5A\x'
b'\x7F\x3E\x1C\x1C\x08\x'
b'\x08\x1C\x1C\x3C\x7F'
b'\x14\x22\x7F\x22\x14\x'
b'\x5F\x5F\x00\x5F\x5F\x'
b'\x06\x09\x7F\x01\x7F\x'
b'\x00\x66\x89\x95\x6A\x'
```

```
b'\x60\x60\x60\x60\x60\x60'\n'b'\x94\xA2\xFF\xA2\x94'\n'b'\x08\x04\x7E\x04\x08'\n'b'\x10\x20\x7E\x20\x10'\n'b'\x08\x08\x2A\x1C\x08'\n'b'\x08\x1C\x2A\x08\x08'\n'b'\x1E\x10\x10\x10\x10'\n'b'\x0C\x1E\x0C\x1E\x0C'\n'b'\x30\x38\x3E\x38\x30'\n'b'\x06\x0E\x3E\x0E\x06'\n'b'\x00\x00\x00\x00\x00\x00'\n'b'\x00\x00\x5F\x00\x00'\n'b'\x00\x07\x00\x07\x00\x00'\n'b'\x14\x7F\x14\x7F\x14'\n'b'\x24\x2A\x7F\x2A\x12'\n'b'\x23\x13\x08\x64\x62'\n'b'\x36\x49\x56\x20\x50'\n'b'\x00\x08\x07\x03\x00'\n'b'\x00\x1C\x22\x41\x00'\n'b'\x00\x41\x22\x1C\x00'\n'b'\x2A\x1C\x7F\x1C\x2A'\n'b'\x08\x08\x3E\x08\x08'\n'b'\x00\x80\x70\x30\x00'\n'b'\x08\x08\x08\x08\x08'\n'b'\x00\x00\x60\x60\x00'\n'b'\x20\x10\x08\x04\x02'\n'b'\x3E\x51\x49\x45\x3E'\n'b'\x00\x42\x7F\x40\x00'\n'b'\x72\x49\x49\x49\x46'\n'b'\x21\x41\x49\x4D\x33'\n'b'\x18\x14\x12\x7F\x10'\n'b'\x27\x45\x45\x45\x39'\n'b'\x3C\x4A\x49\x49\x31'\n'b'\x41\x21\x11\x09\x07'\n'b'\x36\x49\x49\x49\x36'\n'b'\x46\x49\x49\x29\x1E'\n'b'\x00\x00\x14\x00\x00'\n'b'\x00\x40\x34\x00\x00'\n'b'\x00\x08\x14\x21\x41'\n'b'\x14\x14\x14\x14\x14'\n'b'\x00\x41\x22\x14\x08'\n'b'\x02\x01\x59\x09\x06'\n'b'\x3E\x41\x5D\x59\x4E'\n'b'\x7C\x12\x11\x12\x7C'\n'b'\x7F\x49\x49\x49\x36'\n'b'\x3E\x41\x41\x41\x22'\n'b'\x7F\x41\x41\x41\x3E'\n'b'\x7F\x49\x49\x49\x41'\n'b'\x7F\x09\x09\x09\x01'\n'b'\x3E\x41\x41\x51\x73'\n'b'\x7F\x08\x08\x08\x7F'\n'b'\x00\x41\x7F\x41\x00'\n'b'\x20\x40\x41\x3F\x01'\n'b'\x7F\x08\x14\x22\x41'\n'b'\x7F\x40\x40\x40\x40\x40'\n'b'\x7F\x02\x1C\x02\x7F'\n'b'\x7F\x04\x08\x10\x7F'\n'b'\x3E\x41\x41\x41\x3E'\n'b'\x7F\x09\x09\x09\x06'\n'b'\x3E\x41\x51\x21\x5E'\n'b'\x7F\x09\x19\x29\x46'\n'b'\x26\x49\x49\x49\x32'\n'b'\x03\x01\x7F\x01\x03'\n'b'\x3F\x40\x40\x40\x3F'\n'b'\x1F\x20\x40\x20\x1F'\n'b'\x3F\x40\x38\x40\x3F'\n'b'\x63\x14\x08\x14\x63'\n'b'\x03\x04\x78\x04\x03'\n'b'\x61\x59\x49\x4D\x43'\n'b'\x00\x7F\x41\x41\x41'\n'b'\x02\x04\x08\x10\x20'\n'b'\x00\x41\x41\x41\x7F'\n'b'\x04\x02\x01\x02\x04'\n'b'\x40\x40\x40\x40\x40'\n'b'\x00\x03\x07\x08\x00'\n'b'\x20\x54\x54\x78\x40'\n'b'\x7F\x28\x44\x44\x38'\n'b'\x38\x44\x44\x44\x28'\n'b'\x38\x44\x44\x28\x7F'\n'b'\x38\x54\x54\x54\x18'\n'b'\x00\x08\x7E\x09\x02'\n'b'\x18\x44\xA4\x9C\x78'\n'b'\x7F\x08\x04\x04\x78'\n'b'\x00\x44\x7D\x40\x00'\n'b'\x20\x40\x40\x3D\x00'\n'b'\x7F\x10\x28\x44\x00'\n'b'\x00\x41\x7F\x40\x00'\n'b'\x7C\x04\x78\x04\x78'\n'b'\x7C\x08\x04\x04\x78'\n'b'\x38\x44\x44\x44\x38'\n'b'\xF8\x18\x24\x24\x18'\n'b'\x18\x24\x24\x18\xFC'\n'b'\x7C\x08\x04\x04\x08'\n'b'\x48\x54\x54\x54\x24'\n'b'\x04\x04\x3F\x44\x24'\n'b'\x3C\x40\x40\x20\x7C'\n'b'\x1C\x20\x40\x20\x1C'\n'b'\x3C\x40\x30\x40\x3C'\n'b'\x44\x28\x10\x28\x44'\n'b'\x4C\x90\x90\x90\x7C'\n'b'\x44\x64\x54\x4C\x44'
```

```
b'\x00\x08\x36\x41\x00'\
b'\x00\x00\x77\x00\x00'\
b'\x00\x41\x36\x08\x00'\
b'\x02\x01\x02\x04\x02'\
b'\x3C\x26\x23\x26\x3C'\
b'\x1E\xA1\xA1\x61\x12'\
b'\x3A\x40\x40\x20\x7A'\
b'\x38\x54\x54\x55\x59'\
b'\x21\x55\x55\x79\x41'\
b'\x21\x54\x54\x78\x41'\
b'\x21\x55\x54\x78\x40'\
b'\x20\x54\x55\x79\x40'\
b'\x0C\x1E\x52\x72\x12'\
b'\x39\x55\x55\x55\x59'\
b'\x39\x54\x54\x54\x59'\
b'\x39\x55\x54\x54\x58'\
b'\x00\x00\x45\x7C\x41'\
b'\x00\x02\x45\x7D\x42'\
b'\x00\x01\x45\x7C\x40'\
b'\xF0\x29\x24\x29\xF0'\
b'\xF0\x28\x25\x28\xF0'\
b'\x7C\x54\x55\x45\x00'\
b'\x20\x54\x54\x7C\x54'\
b'\x7C\x0A\x09\x7F\x49'\
b'\x32\x49\x49\x49\x32'\
b'\x32\x48\x48\x48\x32'\
b'\x32\x4A\x48\x48\x30'\
b'\x3A\x41\x41\x21\x7A'\
b'\x3A\x42\x40\x20\x78'\
b'\x00\x9D\xA0\xA0\x7D'\
b'\x39\x44\x44\x44\x39'\
b'\x3D\x40\x40\x40\x3D'\
b'\x3C\x24\xFF\x24\x24'\
b'\x48\x7E\x49\x43\x66'\
b'\x2B\x2F\xFC\x2F\x2B'\
b'\xFF\x09\x29\xF6\x20'\
b'\xC0\x88\x7E\x09\x03'\
b'\x20\x54\x54\x79\x41'\
b'\x00\x00\x44\x7D\x41'\
b'\x30\x48\x48\x4A\x32'\
b'\x38\x40\x40\x22\x7A'\
b'\x00\x7A\x0A\x0A\x72'\
b'\x7D\x0D\x19\x31\x7D'\
b'\x26\x29\x29\x2F\x28'\
b'\x26\x29\x29\x29\x26'\
b'\x30\x48\x4D\x40\x20'\
b'\x38\x08\x08\x08\x08'\
b'\x08\x08\x08\x08\x38'\
b'\x2F\x10\xC\x8\xC\xBA'\
b'\x2F\x10\x28\x34\xFA'\
b'\x00\x00\x7B\x00\x00'\
b'\x08\x14\x2A\x14\x22'\
b'\x22\x14\x2A\x14\x08'\
b'\xAA\x00\x55\x00\xAA'\
b'\xAA\x55\xAA\x55\xAA'\
b'\x00\x00\x00\xFF\x00'\
b'\x10\x10\x10\xFF\x00'\
b'\x14\x14\x14\xFF\x00'\
b'\x10\x10\xFF\x00\xFF'\
b'\x10\x10\xF0\x10\xF0'\
b'\x14\x14\x14\xFC\x00'\
b'\x14\x14\xF7\x00\xFF'\
b'\x00\x00\xFF\x00\xFF'\
b'\x14\x14\xF4\x04\xFC'\
b'\x14\x14\x17\x10\x1F'\
b'\x10\x10\x1F\x10\x1F'\
b'\x14\x14\x14\x1F\x00'\
b'\x10\x10\x10\xF0\x00'\
b'\x00\x00\x00\x1F\x10'\
b'\x10\x10\x10\x1F\x10'\
b'\x00\x00\x00\xFF\x10'\
b'\x00\x00\x00\xFF\x10'\
b'\x10\x10\x10\x10\x10'\
b'\x10\x10\x10\xFF\x10'\
b'\x00\x00\x00\xFF\x14'\
b'\x00\x00\xFF\x00\xFF'\
b'\x00\x00\x1F\x10\x17'\
b'\x00\x00\xFC\x04\xF4'\
b'\x14\x14\x17\x10\x17'\
b'\x14\x14\xF4\x04\xF4'\
b'\x00\x00\xFF\x00\xF7'\
b'\x14\x14\x14\x14\x14'\
b'\x14\x14\xF7\x00\xF7'\
b'\x14\x14\x14\x17\x14'\
b'\x10\x10\x1F\x10\x1F'\
b'\x14\x14\x14\xF4\x14'\
b'\x10\x10\xF0\x10\xF0'\
b'\x00\x00\x1F\x10\x1F'\
b'\x00\x00\x00\xFF\x14'\
b'\x00\x00\xFF\x00\xF0'\
b'\x10\x10\xFF\x10\xFF'\
b'\x14\x14\x14\xFF\x14'\
b'\x10\x10\x10\x1F\x00'\
b'\x00\x00\x00\xF0\x10'\
b'\xFF\xFF\xFF\xFF\xFF'\
b'\xF0\xF0\xF0\xF0\xF0'\
b'\xFF\xFF\xFF\x00\x00'\
b'\x00\x00\x00\xFF\xFF'\
b'\x0F\x0F\x0F\x0F\x0F'\
b'\x38\x44\x44\x38\x44'
```

```

b'\x7C\x2A\x2A\x3E\x14'
b'\x7E\x02\x20\x06\x66'
b'\x92\x7E\x02\x7E\x02\x02'
b'\x63\x55\x49\x41\x63'
b'\x38\x44\x44\x3C\x04'
b'\x40\x7E\x20\x1E\x20'
b'\x06\x02\x7E\x02\x02'
b'\x99\x45\xE7\xA5\x99'
b'\x1C\x2A\x49\x2A\x1C'
b'\x4C\x72\x81\x72\x4C'
b'\x30\x4A\xD4\xD4\x30'
b'\x30\x48\x78\x48\x30'
b'\xBC\x62\x5A\x46\x3D'
b'\x3E\x49\x49\x49\x00'
b'\x7E\x01\x81\x01\x7E'
b'\x2A\x2A\x2A\x2A\x2A'
b'\x44\x44\x5F\x44\x44'
b'\x40\x51\x4A\x44\x40'
b'\x40\x44\x4A\x51\x40'
b'\x00\x00\xFF\x01\x03'
b'\xE0\x80\xFF\x00\x00'
b'\x08\x6B\x6B\x08'
b'\x36\x12\x36\x24\x36'
b'\x06\x0F\x09\x0F\x06'
b'\x00\x00\x18\x18\x00'
b'\x00\x00\x10\x10\x00'
b'\x30\x40\xFF\x01\x01'
b'\x00\x1F\x01\x01\x1E'
b'\x00\x19\x1D\x17\x12\x'
b'\x00\x3C\x3C\x3C\x3C'
b'\x00\x00\x00\x00\x00'

```

`_mvfont = memoryview(_font)`

```

def get_width(s):
    return len(s)*6

def get_ch(ch):
    ordch = ord(ch)
    offset = ordch*5
    buf = bytearray(6)
    buf[0] = 0
    buf[1:]=_mvfont[offset:offset+5]
    return buf, 6

```

- tt14.py

```
index =  
b'\x00\x00\x12\x00\x1c\x00\x24\x00\x30\x00\x40\x00\x50\x00\x68\x00\'  
b'\x7c\x00\x82\x00\x8c\x00\x98\x00\xa4\x00\xb4\x00\xbc\x00\xc6\x00\'  
b'\xce\x00\xd8\x00\xea\x00\xf4\x00\x06\x01\x16\x01\x26\x01\x36\x01\'  
b'\x48\x01\x56\x01\x66\x01\x78\x01\x80\x01\x88\x01\x96\x01\x44\x01\'  
b'\xb2\x01\x4c\x01\xdc\x01\xee\x01\x00\x02\x14\x02\x28\x02\x3a\x02\'  
b'\x44\x02\x60\x02\x72\x02\x74\x02\x7c\x02\x8c\x02\x9e\x02\xae\x02\xc6\x02\'  
b'\xd4\x02\xf0\x02\x04\x03\x1a\x03\x2e\x03\x42\x03\x52\x03\x66\x03\'  
b'\x78\x03\x90\x03\x23\x03\x2b\x03\xc4\x03\xce\x03\xd8\x03\x2e\x03\'  
b'\xf2\x03\x08\x04\x14\x04\x26\x04\x3a\x04\x4a\x04\x5c\x04\x6c\x04\'  
b'\x76\x04\x88\x04\x9a\x04\x2a\x04\xaa\x04\xba\x04\xca\x04\xdc\x04\'  
b'\xee\x04\x00\x05\x14\x05\x26\x05\x30\x05\x42\x05\x4c\x05\x5e\x05\'  
b'\x6e\x05\x84\x05\x94\x05\xaa\x05\xb2\x05\xbe\x05\xc8\x05\xd2\x05\'  
b'\xde\x05'
```

```
_mvfont = memoryview(_font)

def _chr_addr(ordch):
    offset = 2 * (ordch - 32)
    return int.from_bytes(index[offset:offset + 2], 'little')
```

```
def get_width(s):
    width = 0
    for ch in s:
        ordch = ord(ch)
        ordch = ordch + 1 if ordch >= 32 and ordch <= 126 else 32
        offset = _chr_addr(ordch)
        width += int.from_bytes(_font[offset:offset + 2], 'little')
    return width
```

```
def get_ch(ch):
```

```
ordch = ord(ch)
ordch = ordch + 1 if ordch >= 32 and ordch <= 126 else 32
offset = _chr_addr(ordch)
width = int.from_bytes(_font[offset:offset + 2], 'little')
next_offs = _chr_addr(ordch + 1)
return mwfont[offset + 2:next offs], width
```

- tt24.py

```
# Code generated by font-to-py.py
# Font: CM Sans Serif 2012.ttf
version = '0.2'
```

-

```
def height():
    return 24
```

```
return 20
```

```
    return False
```

```
    return False
```

```
def min_ch():
```

```
def max_ch():
```


- tt32.py


```
'index =\n    '\+x00'\x00\x3e\x00\x64\x00\x86\x00\xb0\x00\xee\x00\x28\x01\x86\x01'\n    '\+xd4\x01\xea\x01\x10\x02\x36\x02\x64\x02\x21\x02\xbc\x02\xe2\x02'\n    '\+xfc\x02\x26\x03\x6c\x03\x92\x03\xd4\x03\x16\x04\x58\x04\x96\x04'\n    '\+xd8\x04\x12\x05\x54\x05\x96\x05\xb0\x05\xca\x05\xfc\x05\x36\x06'\n    '\+x68\x06\x6d\x06\x00\x07\x4e\x07\x98\x07\xea\x07\x38\x08\x7e\x08'\n    '\+x0\x08\x16\x09\x68\x09\x86\x09\xc4\x09\x0e\x0a\x50\x0a\x2b\x0a'\n    '\+x04\x0b\x5e\x0b\xa8\x0b\xfe\x0b\x48\x0c\x92\x0c\xd0\x0c\x1a\x0d'
```

```

\b'\x60\x0d\xc6\x0d\x0c\x0e\x56\x0e\x9c\x0e\xc2\x0e\xec\x0e\x12\x0f'\n
\b'\x50\x0f\xae\x0f\xe0\x0f\x26\x10\x70\x10\xb2\x10\xfc\x10\x3e\x11'\n
\b'\x64\x11\xaa\x11\xec\x11\x0a\x12\x24\x12\x66\x12\x84\x12\xee\x12'\n
\b'\x30\x13\x76\x13\xc0\x13\x06\x14\x30\x14\x6e\x14\x94\x14\xd6\x14'\n
\b'\x14\x15\x6e\x15\xac\x15\xea\x15\x24\x16\x4e\x16\x70\x16\x96\x16'\n
\b'\xc8\x16'

_mvfont = memoryview(_font)

def _chr_addr(ordch):
    offset = 2 * (ordch - 32)
    return int.from_bytes(_index[offset:offset + 2], 'little')

def get_width(s):
    width = 0
    for ch in s:
        ordch = ord(ch)
        ordch = ordch + 1 if ordch >= 32 and ordch <= 126 else 32
        offset = _chr_addr(ordch)
        width += int.from_bytes(_font[offset:offset + 2], 'little')
    return width

def get_ch(ch):
    ordch = ord(ch)
    ordch = ordch + 1 if ordch >= 32 and ordch <= 126 else 32
    offset = _chr_addr(ordch)
    width = int.from_bytes(_font[offset:offset + 2], 'little')
    next_offs = _chr_addr(ordch + 1)
    return _mvfont[offset + 2:next_offs], width

```

- Write demo code by using this lib.

Create a new file and save it to Pico as named it "main.py" Demo code:

```

from ili934xnew import ILI9341, color565
from machine import Pin, SPI
from micropython import const
import os
import glcdfont
import tt14
import tt24
import tt32
import time
from random import randint

SCR_WIDTH = const(320)
SCR_HEIGHT = const(240)
SCR_ROT = const(2)
CENTER_Y = int(SCR_WIDTH/2)
CENTER_X = int(SCR_HEIGHT/2)

print(os.uname())
TFT_CLK_PIN = const(6)
TFT_MOSI_PIN = const(7)
TFT_MISO_PIN = const(4)

TFT_CS_PIN = const(13)
TFT_RST_PIN = const(14)
TFT_DC_PIN = const(15)

fonts = [glcdfont,tt14,tt24,tt32]
text = 'Hello Raspberry Pi Pico'

spi = SPI(
    0,
    baudrate=40000000,
    miso=Pin(TFT_MISO_PIN),
    mosi=Pin(TFT_MOSI_PIN),
    sck=Pin(TFT_CLK_PIN))
print(spi)

display = ILI9341(
    spi,
    cs=Pin(TFT_CS_PIN),
    dc=Pin(TFT_DC_PIN),
    rst=Pin(TFT_RST_PIN),
    w=SCR_WIDTH,
    h=SCR_HEIGHT,
    r=SCR_ROT)

display.erase()
display.set_pos(0,0)
display.set_font(tt24)
display.set_color(color565(255, 0, 0), color565(150, 150, 150))
display.print("\nPico Breadboard kit:")
display.print("Pico Breadboard kit show")
time.sleep(1)
for i in range(170):
    display.scroll(1)
    time.sleep(0.01)

time.sleep(1)
for i in range(170):

```

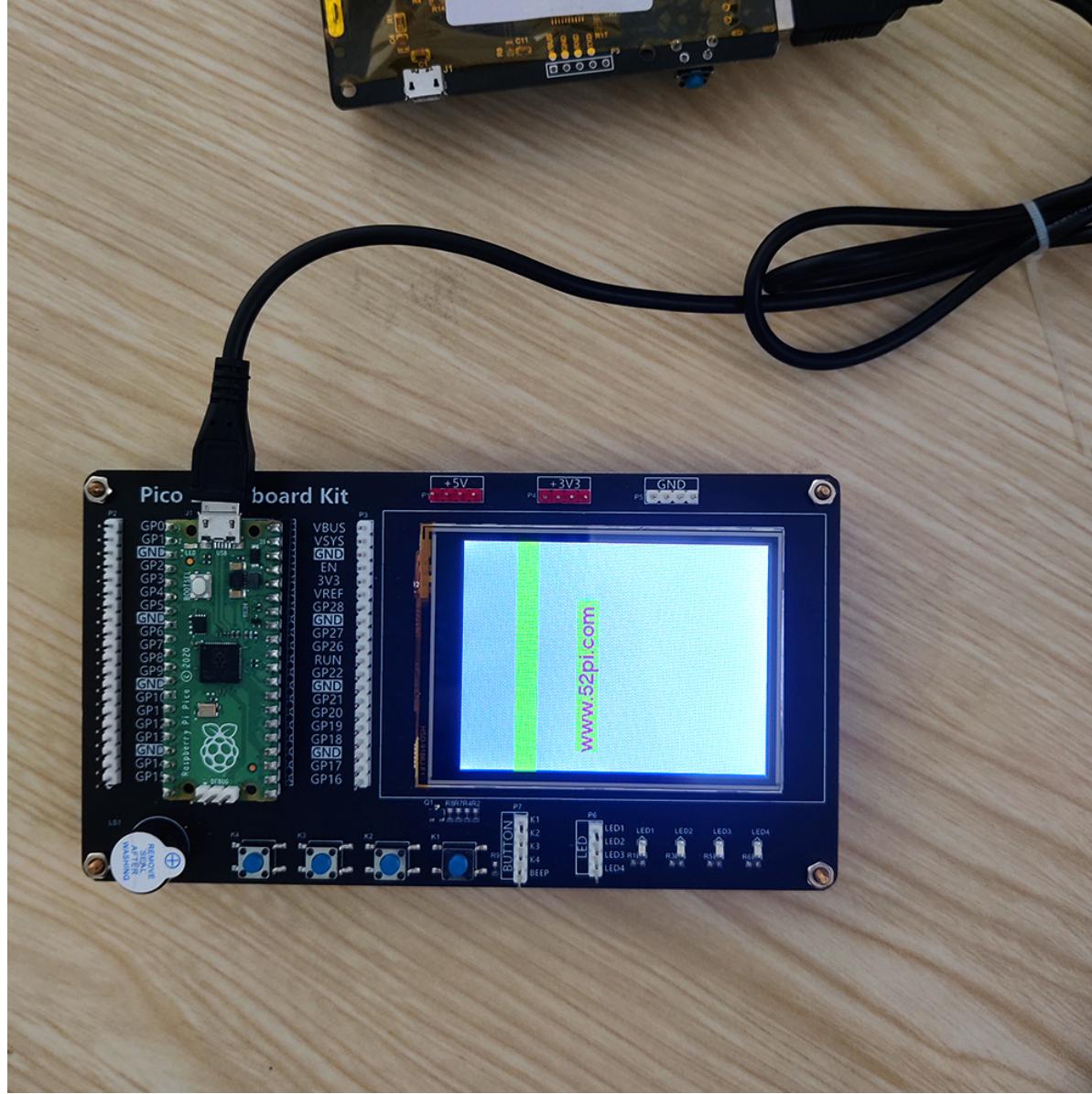
```
display.scroll(-1)
time.sleep(0.01)

time.sleep(0.5)
display.erase()

while True:
    for x in range(0, 320, 20):
        display.set_pos(0,0)
        display.set_color(color565(255, 255, 0), color565(150, 150, 150))
        display.print("New: \n")
        display.print("52Pi Pico Screen Show")
        display.print("Have a nice day!!!")
        time.sleep(1)
        display.erase()

    display.set_pos(20, x)
    display.set_color(color565(randint(0,255), randint(0,255), randint(0,255)), color565(randint(0,255), randint(0,255), randint(0,255)))
    display.print("www.52pi.com")
    time.sleep(1)
    display.erase()
```

- Save it and click play icon on thonny IDE.





Demo code archive

- Demo Code Download: [File:Demo code libs main.zip](#)

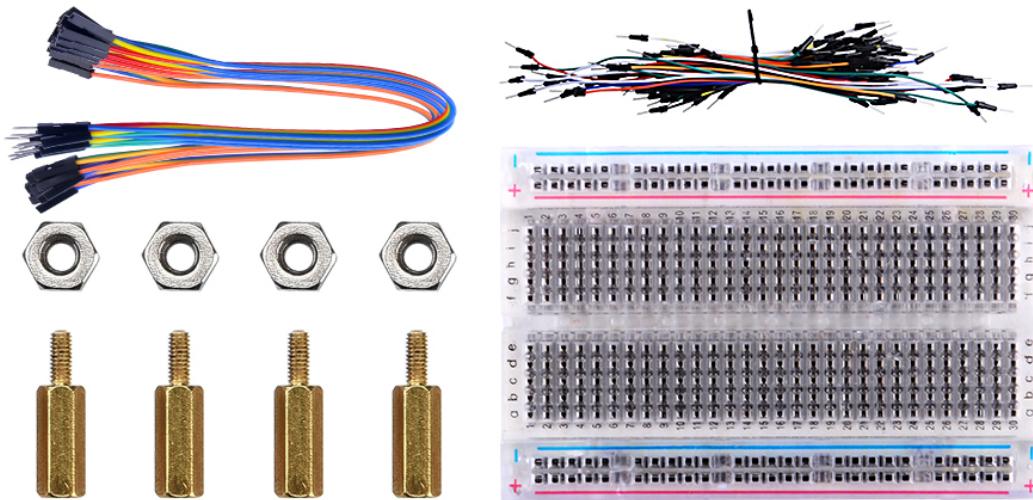
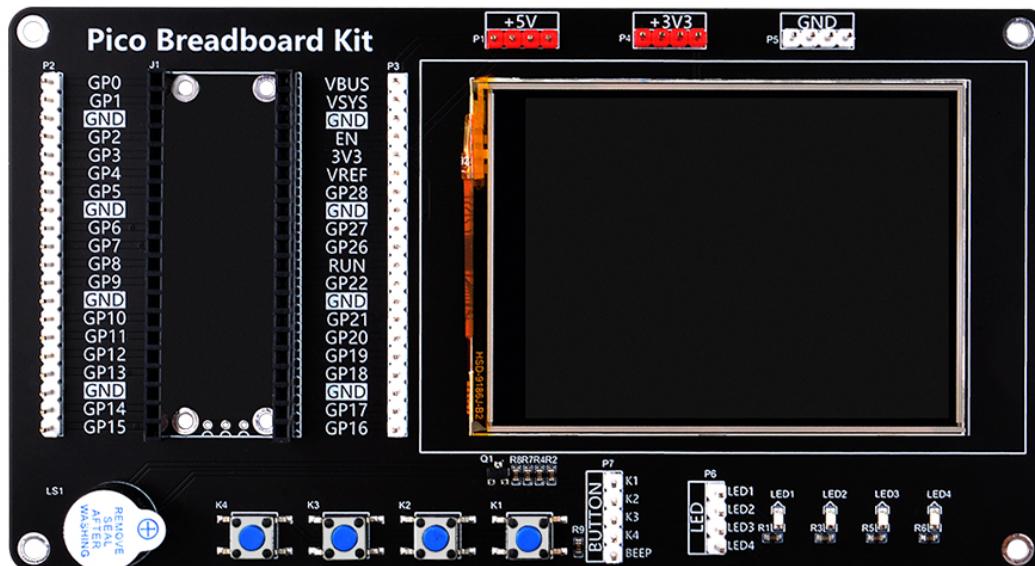
Github Link

- Repository in Github: [<https://github.com/geekpi/picoBDK>]
- Clone to your local machine and follow the instructions to upload libraries and main.py to Raspberry Pi Pico.
- Connect Pico to Pico breadboard kit and connect the MicroUSB to 5V power supply.

Package Includes

- 1 x Pico Breadboard Kit

NOTE: Raspberry Pi Pico is not included in the package!



Keywords

- Raspberry Pi Pico extension board, pico breadboard kit, breadboard with 2.8inch screen, 2.8 inch touch screen

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