This is a guide on how to compile your own config for the BTT TFT35 E3 (and probably the other models too).
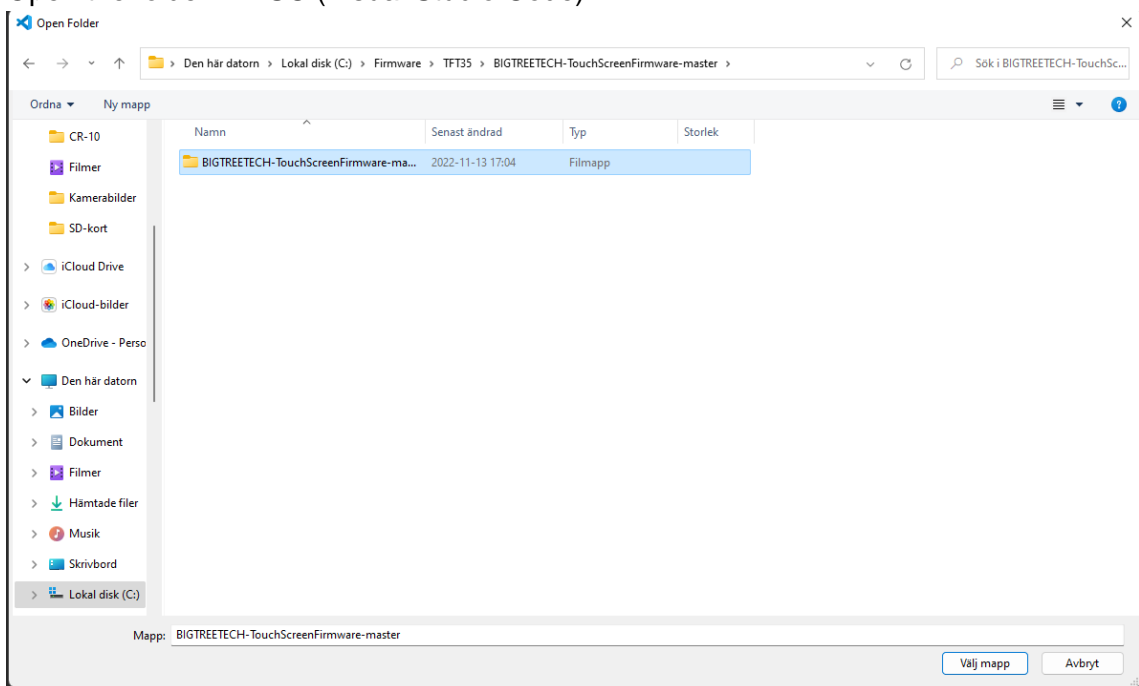
Written by: Fredrik a.ka Guana-Banana 2022-12-06 (don't steal pls. Looking at you BTT or other 3D-printing websites >:[ )

The difference between the Config.ini-file and compiling your own is that the .ini-file is missing tons of settings.
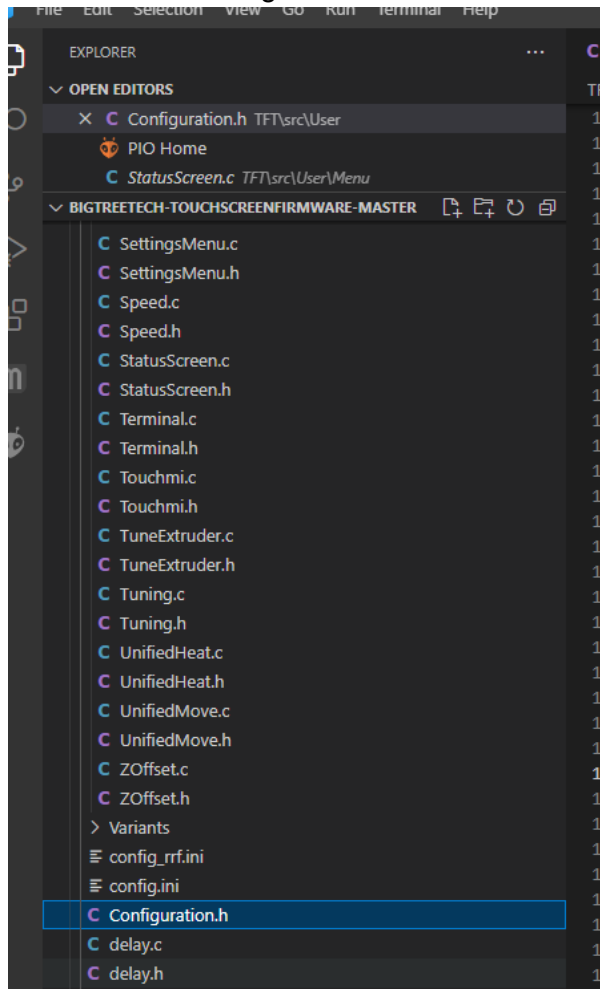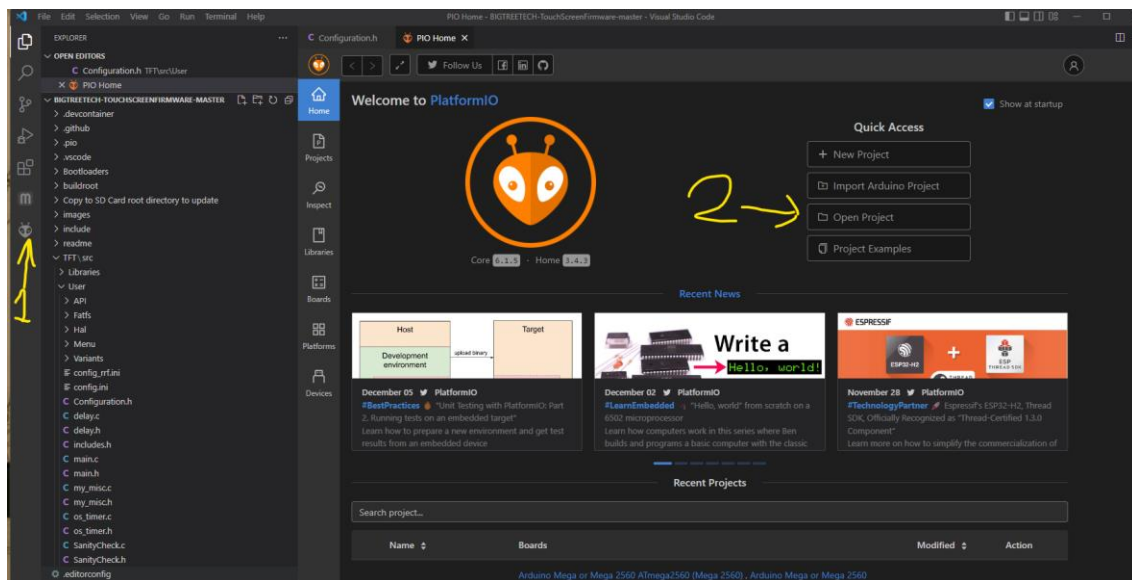
1. Download the firmware from https://github.com/bigtreetech/BIGTREETECH-TouchScreenFirmware
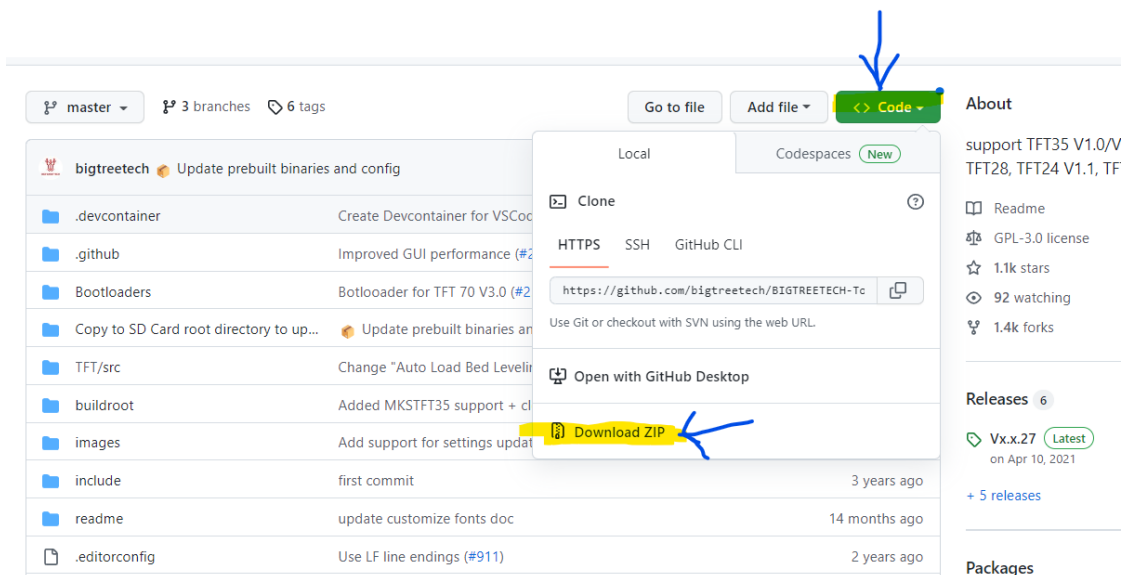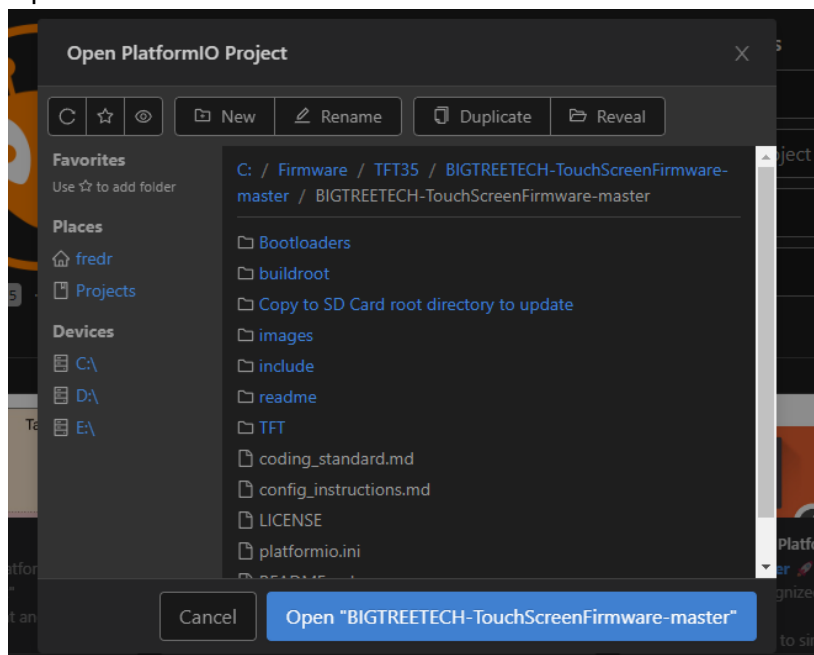

2. Open the folder in VSC (Visual Studio Code)

3. Go to the file "Configuration.h"

4.

5. Make your desired changes

6. Save! Ctrl+s!
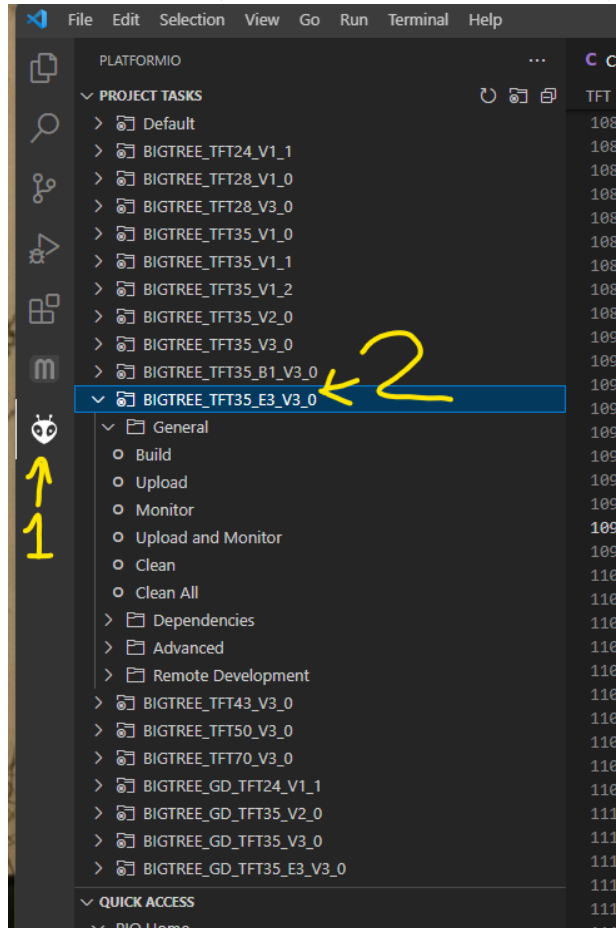
7. Open PlatformIO and press Open Project

8. Open the same folder as before

9. Open PlattformIO again and open the folder for your TFT-Screen (in my case TFT35 E3) CARE!!! The GD folder is for TFT-screen that has a chip from GigaDevices

instead of STM (from what I can source online).

10. Press Build and cross your fingers!
11. If you managed to compile you will get a new .bin-file that is found in the folder
    .pio/build/*screen model*/
12. Follow the flashing guide but put this .bin-file instead of the one supplied by BTT!
13. Flash screen and have fun! :)

Disclaimer: Don't change anything if you have no idea what you're doing. I don't take responsibility for any changes you do. I can help you to an extent with troubleshooting.