

UTFT_DLB_Buttons Version 1.0 Requirements:

This library extends UTFT_Buttons and requires the UTFT, UTFT_Buttons, UTouch and UTFT_DLB libraries to be installed to operate.

This version was built and tested against UTFT v2.60 and UTFT_Buttons v1.0.

The demo program was tested on a Sainsmart 320x240 TFT display and an Arduino Mega. It may have to be modified for other displays.

Functions:

Constructor

To use this function, simply replace your UTFT_Buttons variable declaration with UTFT_DLB_Buttons. This will create your UTFT_DLB_Buttons object and give you the enhanced functionality of proportional fonts in buttons, and the ability to easily use different colours for different buttons.

Parameters:

as per UTFT_Buttons.

relabelButton

Overridden method to handle relabelling a button using non-literals. A copy is made of the text and thus the original text buffer can change without affecting the label. This is useful for labelling buttons with counts or other variable information.

setButtonColors

Overloaded method that takes an additional first parameter. UTFT_Buttons has this method for setting the colors of the buttons. UTFT_DLB_Buttons adds an additional parameter at the front that allows you to only set the colors for a specific button. This enables different buttons to have different colors.

parameters:

buttonID: the id of the button you want to set the colors for
atxt: RGB565 encoded color to use for button text
iatxt: RGB565 encoded color to use for button text when inactive
brd: RGB565 encoded color to use for button borders
brdhi: RGB565 encoded color to use for button borders when selected
back: RGB565 encoded color to use for button background

clearButtonColors

Clears any button specific colors for the given button.

parameters:

buttonID: the id of the button you want to clear the colors for

getButtonColors

Get button specific color information

parameters:

buttonID: the id of the button you want to clear the colors for

returns A pointer to a structure holding the specific button color information

testButton

Checks whether a given button is currently being pressed without blocking.

parameters:

buttonID: the id of the button you want to quickly check

returns: true if the given buttonID is currently being pressed