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[Edited by STM Community July 31, 2018 at 4:40 PM \(/s/question/0D50X00009Xke2hSAB/stm32f417-xpt2046-touch-screen\)](#)

STM32F417 + XPT2046 (touch screen)

Posted on February 23, 2017 at 22:57

Hello everyone !

To give you some context : I have a entire project generated by CubeMX on STM32F417, and now, I'm trying to make my touch screen work with it, trough SPI. So far, I can get the IRQ signal, so I detect when I have a touch, but I'm also trying to have the position of the touch, and this is the moment I have a problem.

Every pins are initialized by the code generated by CubeMX, and it's the same for my SPI_Handle.

I saw 'many' examples on the web, most of them they communicate with the functions SPI_I2S_Send/ReceiveData that is normally in the STM32F4XX_StdPeriph_Driver library. But CubeMX didn't generated this library, instead I have the HAL library, with the SPI file, and as I think that CubeMX is not bad, I think that if I don't have the first one, it's because I don't need it. Anyway, I'm trying to make it work with what I have, but I always got the same data, which is not good... Here is the interesting part of my code :

```
void Touch_GetTouch(uint16_t * xPos, uint16_t * yPos)
```

```
{

    uint32_t avgX = 0;

    uint32_t avgY = 0;

    float calX, calY;

    TOUCH_CS_RESET;

    avgX = Touch_Read(CHX); //0x90

    avgY = Touch_ReadY(CHY); //0xD0

    TOUCH_CS_SET;

    calX = aX * avgX + bX * avgY + dX;

    calY = aY * avgX + bY * avgY + dY;

    *xPos = calX;

    *yPos = calY;

}

uint16_t Touch_Read(uint8_t cmd)

{

    Touch_Lock();

    Touch_Write(cmd);

    LCD_Delay(10);

    Touch_Unlock();

    return Touch_Read();

}

uint16_t Touch_Read(void)

{

    uint32_t buf;

    HAL_StatusTypeDef res;

    uint8_t temp;
```

Feedback

```

uint8_t data = 0;

/* Wait for SPI3 Tx buffer empty */
while (hspi2.State != HAL_SPI_STATE_READY);

res = HAL_SPI_Transmit(&hspi2, &data, 1, 500);

if (res == HAL_OK) {
    while (hspi2.State != HAL_SPI_STATE_READY);
    res = HAL_SPI_Receive(&hspi2, &temp, 1, 500);
}

if (res == HAL_OK) {
    buf=temp<<8;
    LCD_Delay(1);
    while (hspi2.State != HAL_SPI_STATE_READY);
    res = HAL_SPI_Transmit(&hspi2, &data, 1, 500);
}

if (res == HAL_OK) {
    while (hspi2.State != HAL_SPI_STATE_READY);
    res = HAL_SPI_Receive(&hspi2, &temp, 1, 1000);
}

if (res == HAL_OK) {
    buf |= temp;
    buf>>=3;
    buf&=0xfff;
    return buf;
}

return buf;
}
void Touch_Write(uint8_t out)
{
    while (hspi2.State != HAL_SPI_STATE_READY);
    HAL_SPI_Transmit(&hspi2, &out, 1, 500);
    while (hspi2.State != HAL_SPI_STATE_READY);
    HAL_SPI_Receive(&hspi2, &out, 1, 500);
}

```

The Touch_Write and Touch_Read are inspired from some projects I saw, like this one :

<http://fabioangeletti.altervista.org/blog/stm32f4-discovery-lcd-touchscreen/> (<http://fabioangeletti.altervista.org/blog/stm32f4-discovery-lcd-touchscreen/>)

I'm a beginner with the SPI, and most of the STM libraries, so I'm probably missing something stupid and simple, but after two days of trying to find that positions, I can't find out what it is.

Thanks for your help, if you need any infos, no problem !

Antoine

#xpt2046 #stm32f4



fabioangeletti.altervista.org (<http://fabioangeletti.altervista.org/blog/stm32f4-discovery-lcd-touchscreen/>)
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