const int XP=6,XM=A2,YP=A1,YM=7; //320x480 ID=0x9486

const int TS\_LEFT=917,TS\_RT=206,TS\_TOP=963,TS\_BOT=217;

const int XP=6,XM=A2,YP=A1,YM=7; //320x480 ID=0x9486

const int TS\_LEFT=926,TS\_RT=203,TS\_TOP=964,TS\_BOT=215;

const int XP=6,XM=A2,YP=A1,YM=7; //320x480 ID=0x9486

const int TS\_LEFT=941,TS\_RT=199,TS\_TOP=981,TS\_BOT=209;

PORTRAIT CALIBRATION 320 x 480

x = map(p.x, LEFT=917, RT=206, 0, 320)

y = map(p.y, TOP=963, BOT=217, 0, 480)

Touch Pin Wiring XP=6 XM=A2 YP=A1 YM=7

LANDSCAPE CALIBRATION 480 x 320

x = map(p.y, LEFT=963, RT=217, 0, 480)

y = map(p.x, TOP=206, BOT=917, 0, 320)

const int XP=6,XM=A2,YP=A1,YM=7; //320x480 ID=0x9486

const int TS\_LEFT=924,TS\_RT=205,TS\_TOP=965,TS\_BOT=214;

PORTRAIT CALIBRATION 320 x 480

x = map(p.x, LEFT=924, RT=205, 0, 320)

y = map(p.y, TOP=965, BOT=214, 0, 480)

Touch Pin Wiring XP=6 XM=A2 YP=A1 YM=7

LANDSCAPE CALIBRATION 480 x 320

x = map(p.y, LEFT=965, RT=214, 0, 480)

y = map(p.x, TOP=205, BOT=924, 0, 320)