

Functional Specification Document (FSD)

Project: ESP32-S3 Filament Manager UI

1. Purpose

This document defines the functional requirements, architecture, and operational behavior of the ESP32-S3 Filament Manager application. The system provides a touchscreen-based user interface for managing 3D printer filament profiles, including selection, visualization, and future expansion for RFID and network-based integration.

The FSD serves as a stable reference for implementation, debugging, and future enhancements.

2. System Overview

2.1 Hardware Platform

- **Controller:** ESP32-S3
- **Display:** Waveshare ESP32-S3-LCD-4.3C (RGB panel + touch)
- **Storage:** Internal Flash + LittleFS
- **Memory:** Internal RAM + External PSRAM
- **Peripherals (current/future):**
 - Touch controller
 - PN532 NFC/RFID
 - Wi-Fi

2.2 Software Stack

- **Framework:** Arduino (ESP32 core)
 - **Graphics:** LVGL 8.x
 - **Display Driver:** LovyanGFX
 - **Filesystem:** LittleFS
 - **Data Format:** JSON
 - **JSON Parsing:** ArduinoJson v7 (PSRAM-backed allocator)
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3. High-Level Architecture

3.1 Module Breakdown

Module	Responsibility
lvgl_display	Display init, LVGL tick, splash screen

Module	Responsibility
ui_manager	Screen transitions, event routing
screen_library	Filament library grid UI
screen_filament_select	Active filament selection
screen_about	System info / credits
filament_db	Load, parse, cache filament database
network_manager	Wi-Fi connectivity
rfid_driver	NFC tag reading (future)
system_state	Global state machine
config_manager	Persistent configuration

4. Application Startup Flow

1. Boot ESP32-S3
2. Initialize Serial logging
3. Initialize display + LVGL
4. Show splash screen
5. Initialize subsystems:
6. Network
7. RFID
8. Filament database
9. Display subsystem status on splash screen
10. Transition to main UI
11. Initialize UI screens

5. Filament Database

5.1 Storage

- Location: /material_database.json
- Filesystem: LittleFS
- Size: ~180 KB

5.2 JSON Structure (Expected)

```
{
  "result": {
```

```

    "list": [
      {
        "base": {
          "id": "...",
          "brand": "...",
          "name": "...",
          "materialType": "...",
          "colors": ["#RRGGBB"]
        },
        "kvParam": {
          "nozzle_temperature": 200,
          "hot_plate_temp": 60
        }
      }
    ]
  }
}

```

5.3 FilamentDB Responsibilities

- Mount LittleFS
- Load JSON into PSRAM-backed `JsonDocument`
- Parse and validate structure
- Populate in-memory cache (`std::vector<FilamentProfile>`)
- Expose read-only accessors

5.4 Memory Strategy

- JSON document allocated in PSRAM via custom allocator
- Parsed data copied into compact internal structures
- JSON document discarded after load

6. Filament Library Screen

6.1 Purpose

Displays all available filament profiles in a grid layout optimized for a 4.3" touchscreen.

6.2 Layout

- Title bar (top)
- Back button (top-left)
- Scrollable grid (bottom)

6.3 Grid Rules

- Fixed column count: **4 columns**
- Rows computed dynamically:

```
rows = ceil(filamentCount / 4)
```

- Max rows capped to prevent excessive memory usage

6.4 Grid Cell Contents

Each filament cell displays: - Color swatch - Brand (top) - Filament name (bottom)

6.5 Behavior

- Grid auto-resizes based on filament count
 - Touching a cell selects filament (future behavior hook)
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7. UI Manager

7.1 Responsibilities

- Screen creation lifecycle
- Screen transitions
- Centralized LVGL event handling

7.2 Navigation

- Splash → Main
 - Main → Library
 - Library → Select / Back
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8. Error Handling & Diagnostics

8.1 Filesystem Errors

- Mount failure → splash error
- Missing JSON → splash error

8.2 JSON Errors

- Parse failure → abort load
- Missing keys → logged warning, safe defaults

8.3 Memory Safety

- Heap usage logged during DB load
 - PSRAM allocator used for large JSON
 - Avoid long-lived JSON references
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9. Constraints

- Internal RAM is limited (~320 KB)
 - PSRAM availability varies by board
 - LVGL object creation must occur after LVGL init
 - No blocking operations in `loop()`
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10. Future Extensions

- RFID filament auto-detection
 - Filament usage tracking
 - Network sync with printer/host
 - Material filtering and search
 - Per-filament tuning UI
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11. Non-Goals (Current Phase)

- Printer motion control
 - G-code generation
 - Real-time printer telemetry
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12. Status

Document Status: Draft (v1.0)

This FSD reflects the current architecture and implementation state and is intended to stabilize development going forward.