Welcome to the JCZN Workshop!

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Getting Started

Introduction

The objective of this post is to explain how to upload an Arduino program to the JC3636W518 module, from JCZN .

http://www.jczn1688.com/

The ESP32 WiFi and Bluetooth chip is the latest generation of Espressif products. It has a dual-core 32-bit MCU, which integrates WiFi HT40 and Bluetooth/BLE 4.2 technology inside.
ESP32-S3-wroom-1 has a significant performance improvement. It is equipped with a high-performance dual-core Tensilica LX7 MCU. One core handles high speed connection and the other for standalone application development. The dual-core MCU has a 240 MHz frequency and a computing power of 600 DMIPS.
In addition, it supports Wi-Fi HT40, Classic Bluetooth/BLE 4.2, and more GPIO resources.

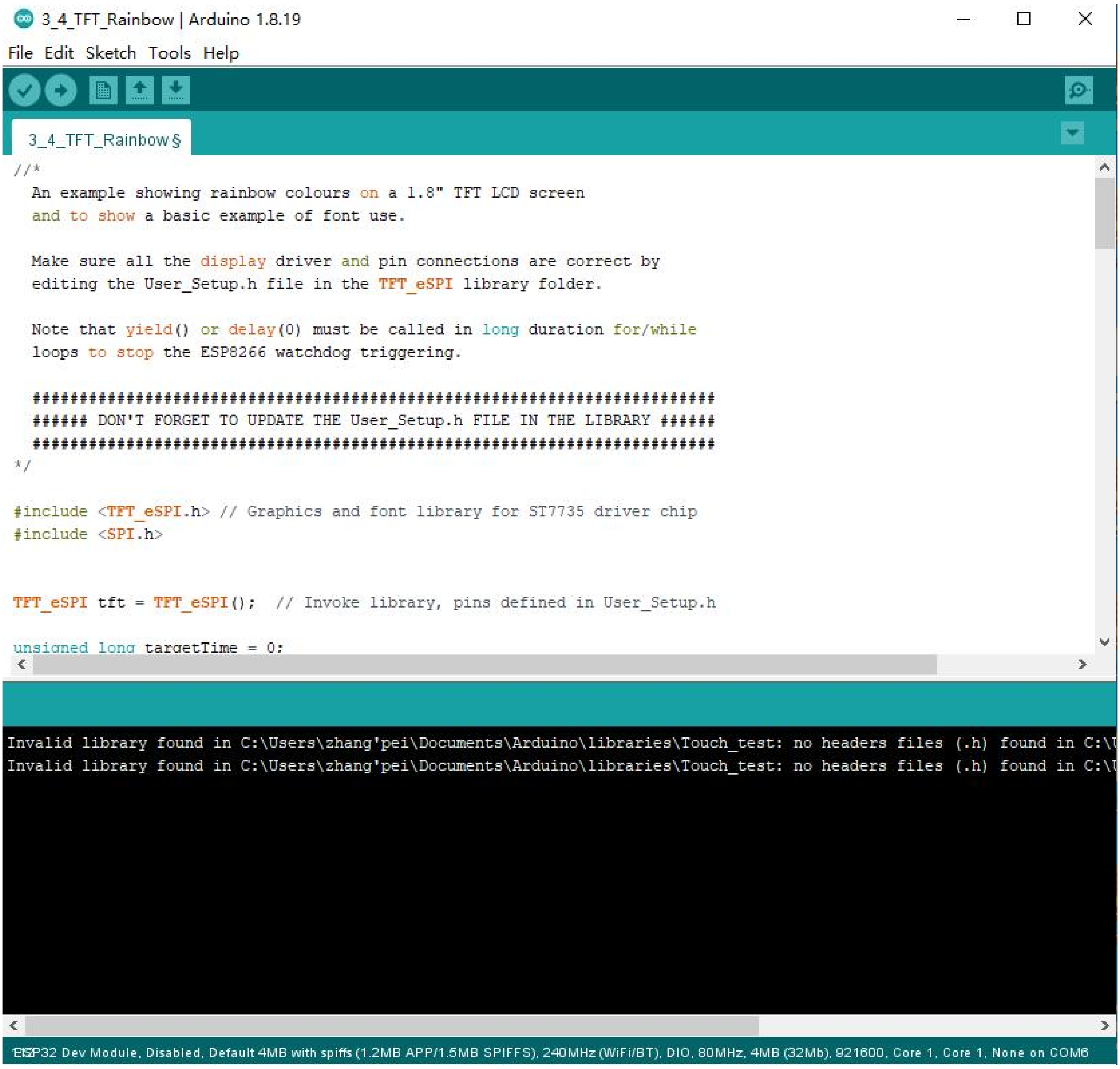
Installing using Arduino IDE

Programming the ESP32
An easy way to get started is by using the familiar Arduino IDE. While this is not necessarily the best environment for working with the ESP32, it has the advantage of being a familiar application, so the learning curve is flattened.
We will be using the Arduino IDE for our experiments.

1，Installing using Arduino IDE
we first need to install version 1.8.19 of the Arduino IDE (or greater),for example, the Arduino installation was in “C/Programs(x86)/Arduino”.
download release link:
https://downloads.arduino.cc/arduino-1.8.19-windows.exe

2，This is the way to install Arduino-ESP32 directly from the Arduino IDE.

Add Boards Manager Entry
Here is what you need to do to install the ESP32 boards into the Arduino IDE:
（1） Open the Arduino IDE.



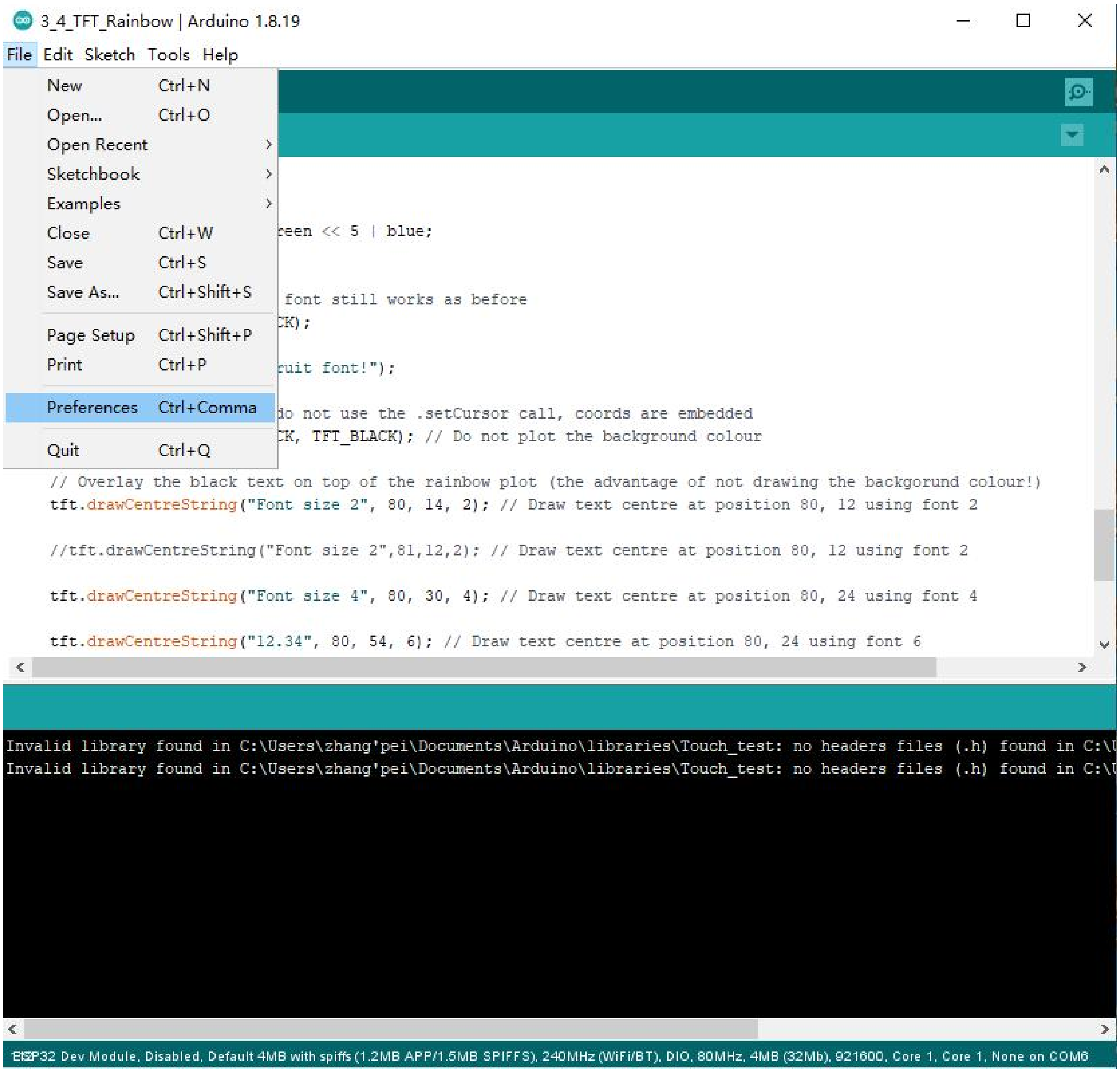
```
//*
  An example showing rainbow colours on a 1.8" TFT LCD screen
  and to show a basic example of font use.

  Make sure all the display driver and pin connections are correct by
  editing the User_Setup.h file in the TFT_eSPI library folder.

  Note that yield() or delay(0) must be called in long duration for/while
  loops to stop the ESP8266 watchdog triggering.

  #########################################################################
  ###### DON'T FORGET TO UPDATE THE User_Setup.h FILE IN THE LIBRARY ######
  #########################################################################
*/

#include <TFT_eSPI.h> // Graphics and font library for ST7735 driver chip
#include <SPI.h>


TFT_eSPI tft = TFT_eSPI();  // Invoke library, pins defined in User_Setup.h

unsigned long targetTime = 0;
```

```
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\
```

ESP32 Dev Module, Disabled, Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WiFi/BT), DIO, 80MHz, 4MB (32Mb), 921600, Core 1, Core 1, None on COM6

(2) Click on the File menu on the top menu bar.

(3) Click on the Preferences menu item. This will open a Preferences dialog box.



```
reen << 5 | blue;

 font still works as before
CK);

ruit font!");

do not use the .setCursor call, coords are embedded
CK, TFT_BLACK); // Do not plot the background colour
    // Overlay the black text on top of the rainbow plot (the advantage of not drawing the backgorund colour!)
    tft.drawCentreString("Font size 2", 80, 14, 2); // Draw text centre at position 80, 12 using font 2

    //tft.drawCentreString("Font size 2",81,12,2); // Draw text centre at position 80, 12 using font 2

    tft.drawCentreString("Font size 4", 80, 30, 4); // Draw text centre at position 80, 24 using font 4

    tft.drawCentreString("12.34", 80, 54, 6); // Draw text centre at position 80, 24 using font 6
```

```
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\U
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\U
```

ESP32 Dev Module, Disabled, Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WiFi/BT), DIO, 80MHz, 4MB (32Mb), 921600, Core 1, Core 1, None on COM6

(4) You should be on the Settings tab in the Preferences dialog box by default.

(5) Look for the textbox labeled “Additional Boards Manager URLs”.

(6) If there is already text in this box add a coma at the end of it, then follow the next step.

(7) Paste the following link into the text box ：

Stable release link:

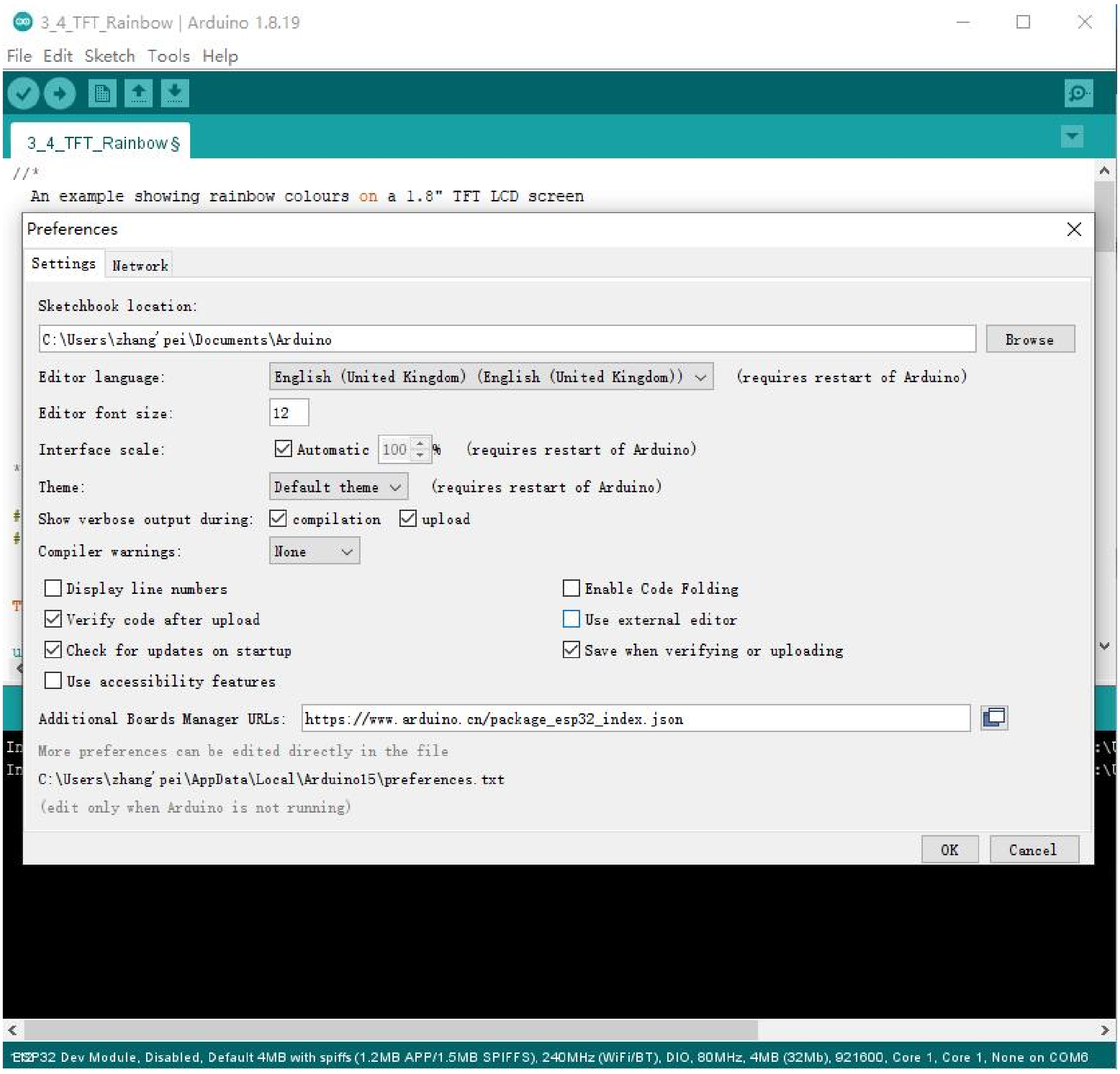
https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json

Development release link:

https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_dev_index.json

(8) Click the OK button to save the setting.

The textbox with the JSON link in it is illustrated here:



```
//*
  An example showing rainbow colours on a 1.8" TFT LCD screen
```

Sketchbook location: C:\Users\zhang'pei\Documents\Arduino

Editor language: English (United Kingdom) (English (United Kingdom)) (requires restart of Arduino)

Editor font size: 12

Interface scale: ☑ Automatic 100 % (requires restart of Arduino)

Theme: Default theme (requires restart of Arduino)

Show verbose output during: ☑ compilation ☑ upload

Compiler warnings: None

☐ Display line numbers ☐ Enable Code Folding

☑ Verify code after upload ☐ Use external editor

☑ Check for updates on startup ☑ Save when verifying or uploading

☐ Use accessibility features

Additional Boards Manager URLs: https://www.arduino.cn/package_esp32_index.json

More preferences can be edited directly in the file

C:\Users\zhang'pei\AppData\Local\Arduino15\preferences.txt

(edit only when Arduino is not running)

ESP32 Dev Module, Disabled, Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WiFi/BT), DIO, 80MHz, 4MB (32Mb), 921600, Core 1, Core 1, None on COM6

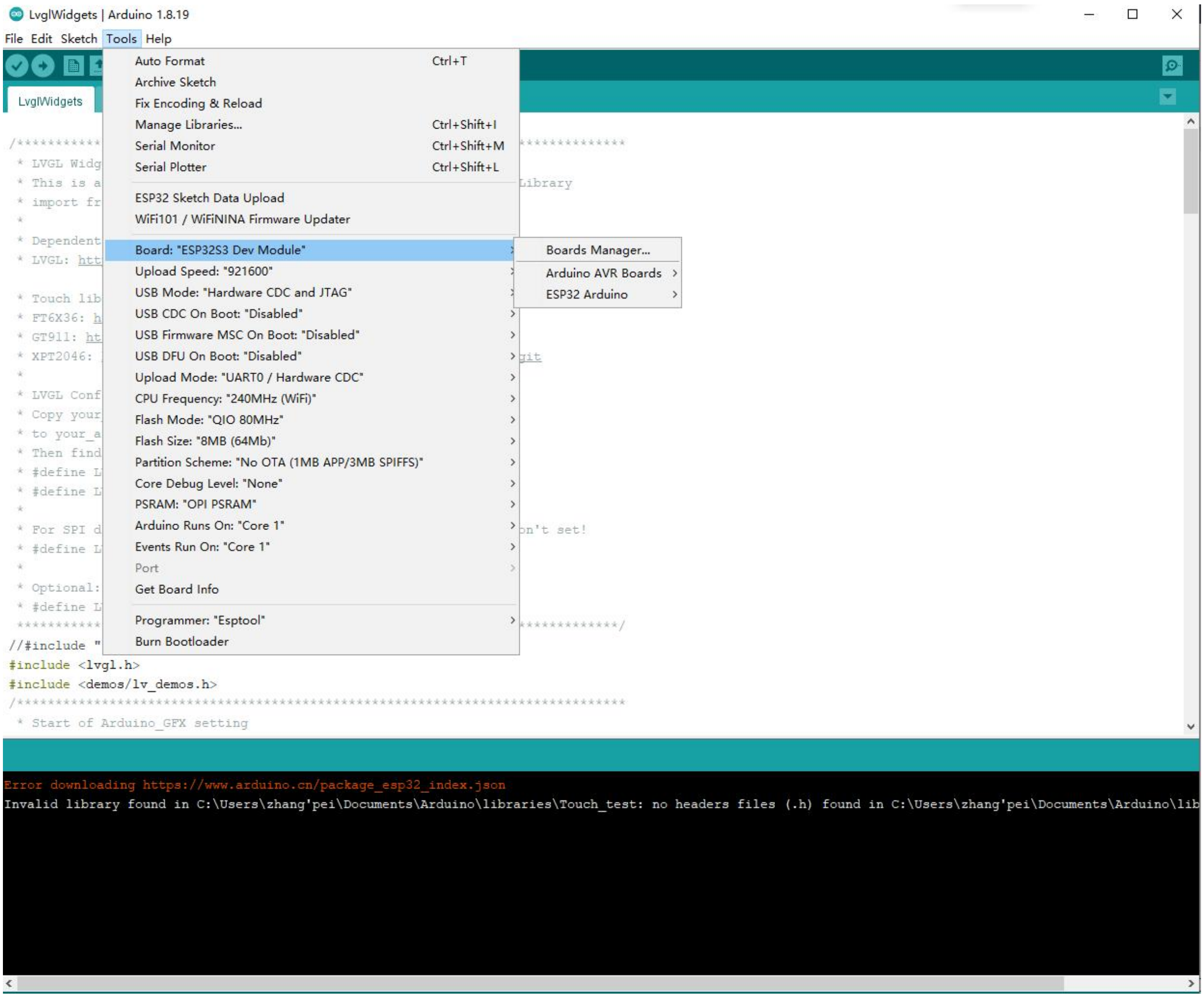
(9) In the Arduino IDE click on the Tools menu on the top menu bar.

(10) Scroll down to the Board: entry

(11) A submenu will open when you highlight the Board: entry.

(12) At the top of the submenu is Boards Manager. Click on it to open the Boards Manager dialog box.

(13)I n the search box in the Boards Manager enter “esp32”.


LvglWidgets | Arduino 1.8.19
File Edit Sketch Tools Help
LvglWidgets
Auto Format Ctrl+T
Archive Sketch
Fix Encoding & Reload
Manage Libraries... Ctrl+Shift+I
Serial Monitor Ctrl+Shift+M
Serial Plotter Ctrl+Shift+L
ESP32 Sketch Data Upload
WiFi101 / WiFiNINA Firmware Updater
Port
Get Board Info
Burn Bootloader
Boards Manager...
Arduino AVR Boards
ESP32 Arduino

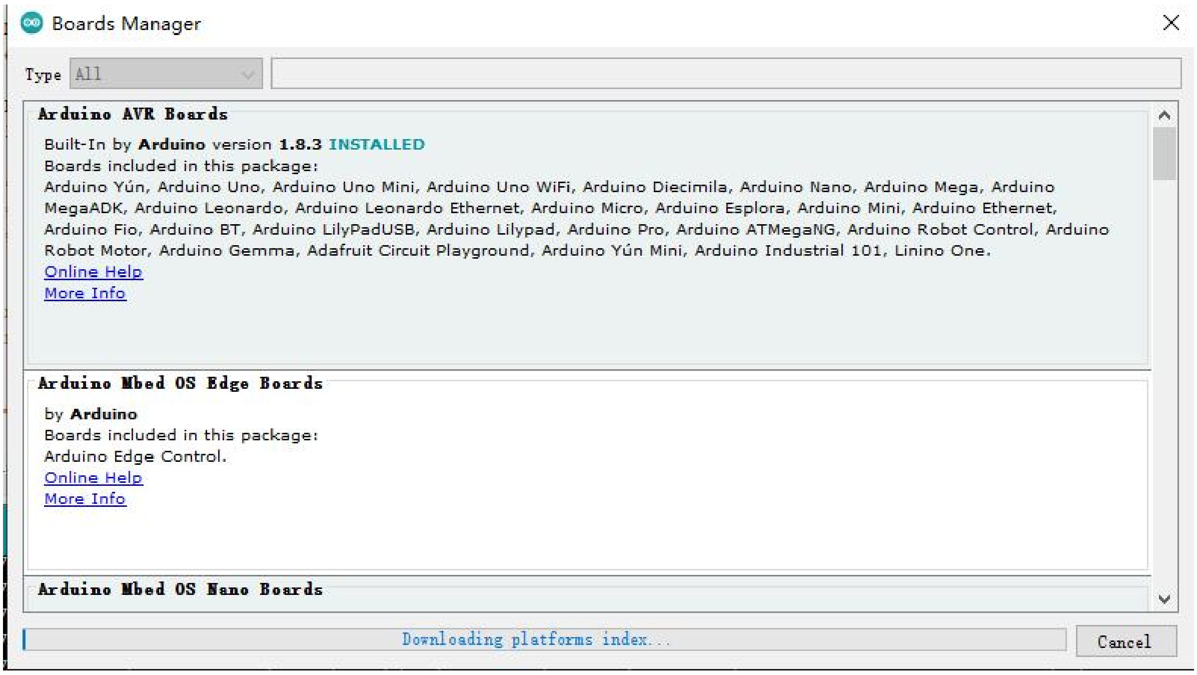
Board: "ESP32S3 Dev Module"
Upload Speed: "921600"
USB Mode: "Hardware CDC and JTAG"
USB CDC On Boot: "Disabled"
USB Firmware MSC On Boot: "Disabled"
USB DFU On Boot: "Disabled"
Upload Mode: "UART0 / Hardware CDC"
CPU Frequency: "240MHz (WiFi)"
Flash Mode: "QIO 80MHz"
Flash Size: "8MB (64Mb)"
Partition Scheme: "No OTA (1MB APP/3MB SPIFFS)"
Core Debug Level: "None"
PSRAM: "OPI PSRAM"
Arduino Runs On: "Core 1"
Events Run On: "Core 1"
Programmer: "Esptool"

```
#include <lvgl.h>
#include <demos/lv_demos.h>
/*******************************************************************************
 * Start of Arduino_GFX setting
```

```
Error downloading https://www.arduino.cn/package_esp32_index.json
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\Users\zhang'pei\Documents\Arduino\lib
```

(14) You should see an entry for “esp32 by Espressif Systems”. Highlight this entry and click on the Install button.

This will install the ESP32 boards into your Arduino IDE



Boards Manager

Arduino AVR Boards

Built-In by **Arduino** version **1.8.3** INSTALLED
Boards included in this package:
Arduino Yún, Arduino Uno, Arduino Uno Mini, Arduino Uno WiFi, Arduino Diecimila, Arduino Nano, Arduino Mega, Arduino MegaADK, Arduino Leonardo, Arduino Leonardo Ethernet, Arduino Micro, Arduino Esplora, Arduino Mini, Arduino Ethernet, Arduino Fio, Arduino BT, Arduino LilyPadUSB, Arduino Lilypad, Arduino Pro, Arduino ATMegaNG, Arduino Robot Control, Arduino Robot Motor, Arduino Gemma, Adafruit Circuit Playground, Arduino Yún Mini, Arduino Industrial 101, Linino One.
Online Help
More Info

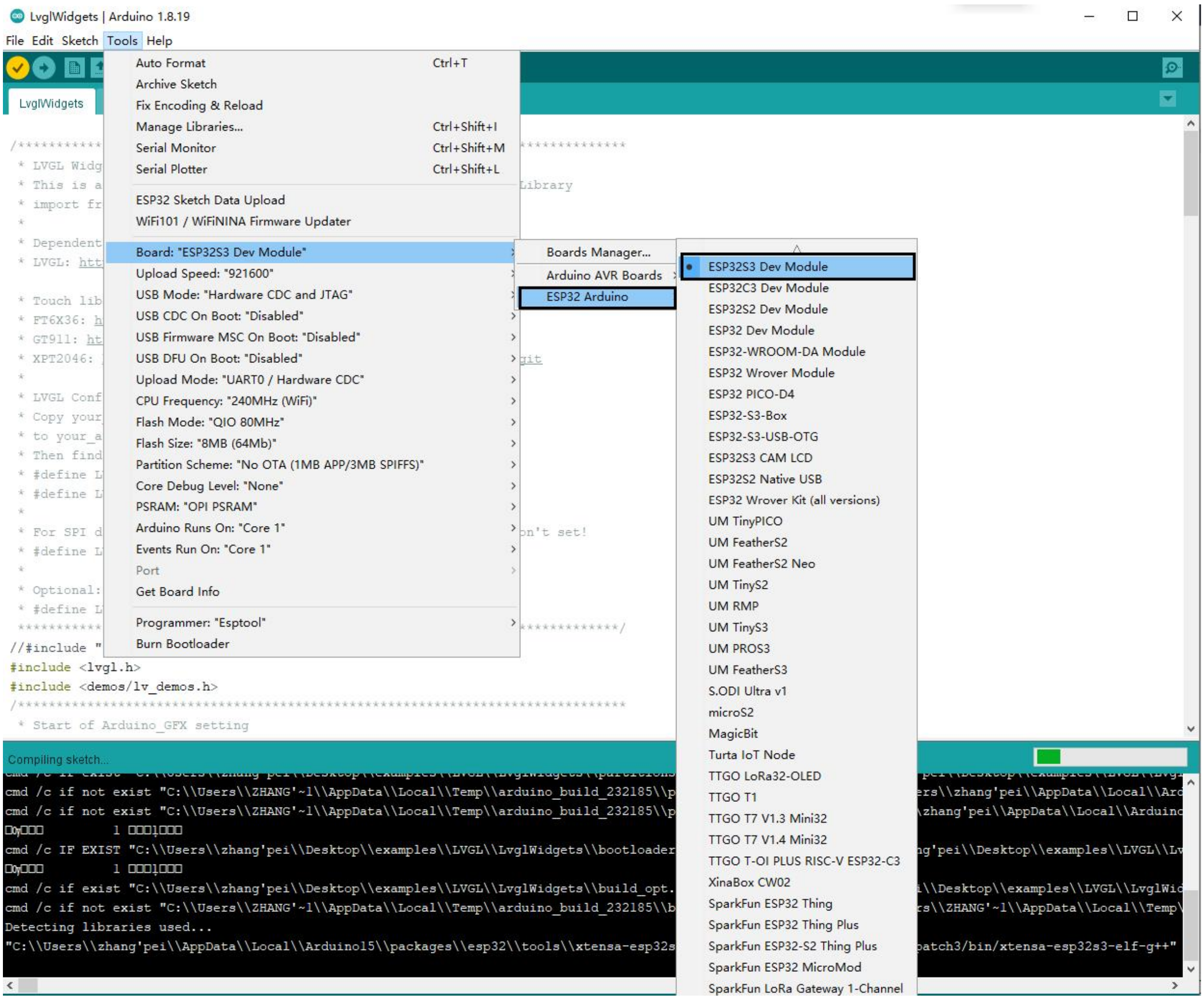
Arduino Mbed OS Edge Boards

by **Arduino**
Boards included in this package:
Arduino Edge Control.
Online Help
More Info

Arduino Mbed OS Nano Boards

Downloading platforms index...

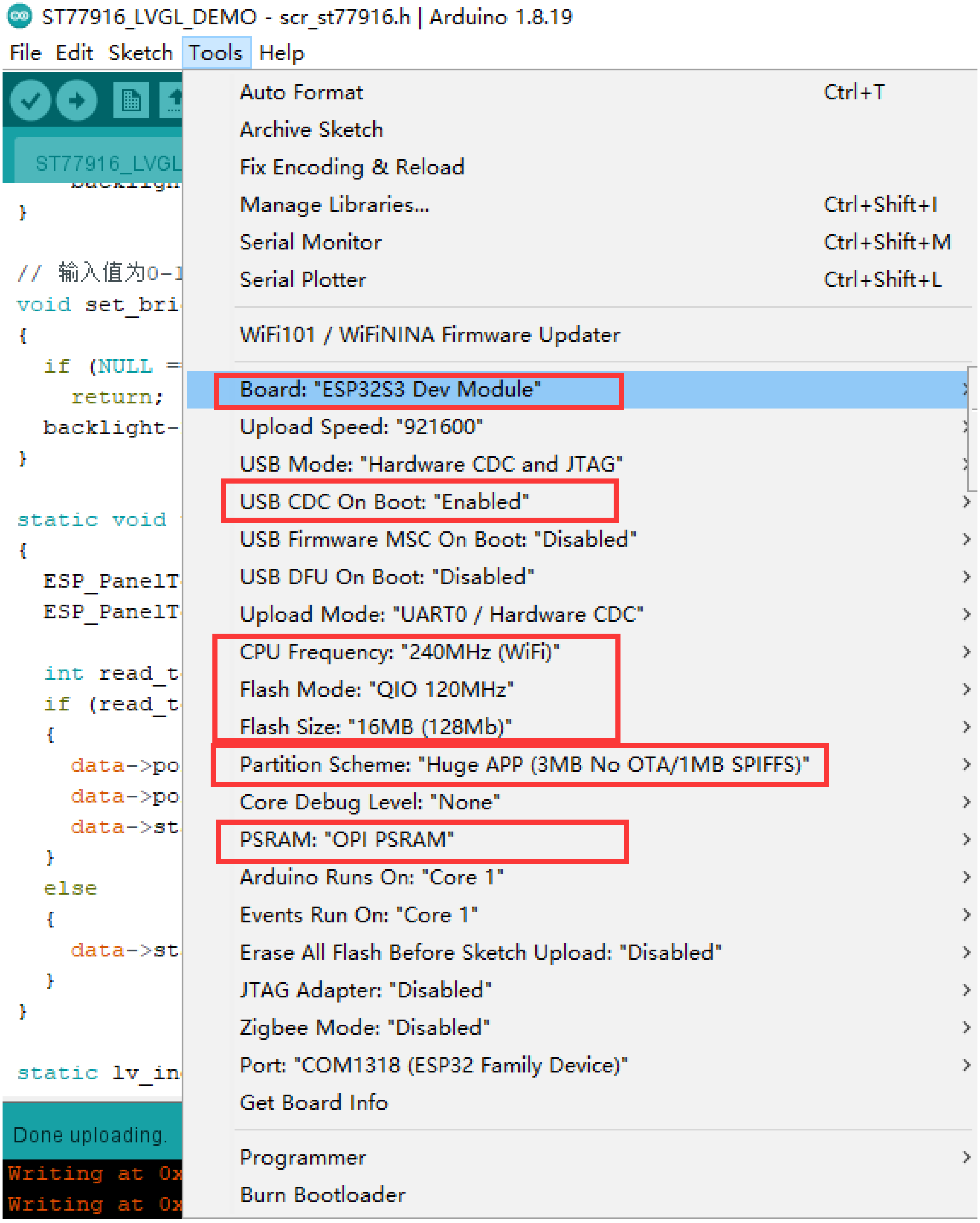
Once the installation completes, we need to select the correct board options for the "ESP32 Arduino" board. In the board type, in the tools tab, we choose “ESP32S3 Dev Module”.



Board: "ESP32S3 Dev Module"
Upload Speed: "921600"
USB Mode: "Hardware CDC and JTAG"
USB CDC On Boot: "Disabled"
USB Firmware MSC On Boot: "Disabled"
USB DFU On Boot: "Disabled"
Upload Mode: "UART0 / Hardware CDC"
CPU Frequency: "240MHz (WiFi)"
Flash Mode: "QIO 80MHz"
Flash Size: "8MB (64Mb)"
Partition Scheme: "No OTA (1MB APP/3MB SPIFFS)"
Core Debug Level: "None"
PSRAM: "OPI PSRAM"
Arduino Runs On: "Core 1"
Events Run On: "Core 1"
Programmer: "Esptool"

```
#include <lvgl.h>
#include <demos/lv_demos.h>
/*******************************************************************************
 * Start of Arduino_GFX setting
```

```
cmd /c if not exist "C:\\Users\\ZHANG'~1\\AppData\\Local\\Temp\\arduino_build_232185\\p
cmd /c if not exist "C:\\Users\\ZHANG'~1\\AppData\\Local\\Temp\\arduino_build_232185\\p
cmd /c IF EXIST "C:\\Users\\zhang'pei\\Desktop\\examples\\LVGL\\LvglWidgets\\bootloader
cmd /c if exist "C:\\Users\\zhang'pei\\Desktop\\examples\\LVGL\\LvglWidgets\\build_opt.
cmd /c if not exist "C:\\Users\\ZHANG'~1\\AppData\\Local\\Temp\\arduino_build_232185\\b
Detecting libraries used...
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s
```

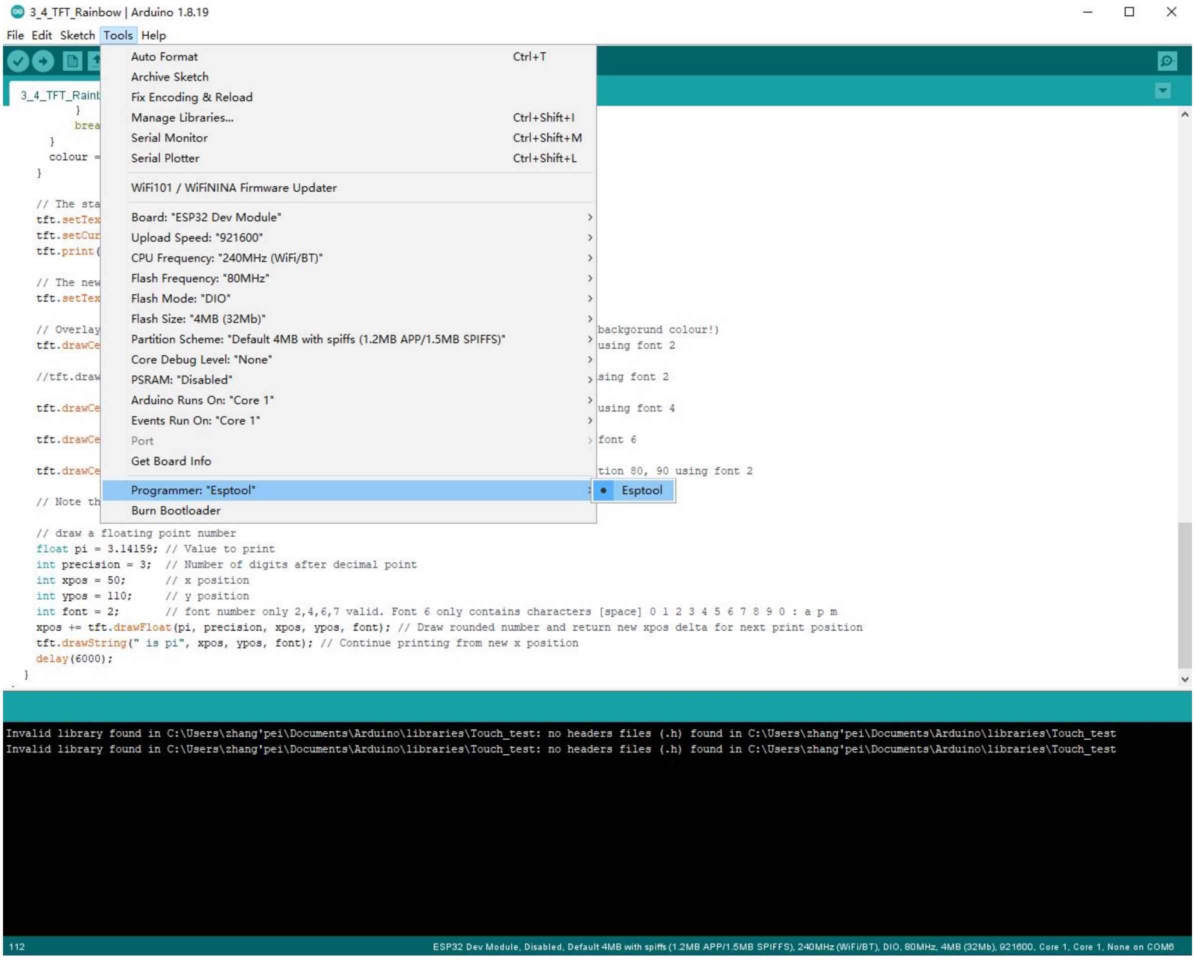


ST77916_LVGL_DEMO - scr_st77916.h | Arduino 1.8.19

Board: "ESP32S3 Dev Module"
Upload Speed: "921600"
USB Mode: "Hardware CDC and JTAG"
USB CDC On Boot: "Enabled"
USB Firmware MSC On Boot: "Disabled"
USB DFU On Boot: "Disabled"
Upload Mode: "UART0 / Hardware CDC"
CPU Frequency: "240MHz (WiFi)"
Flash Mode: "QIO 120MHz"
Flash Size: "16MB (128Mb)"
Partition Scheme: "Huge APP (3MB No OTA/1MB SPIFFS)"
Core Debug Level: "None"
PSRAM: "OPI PSRAM"
Arduino Runs On: "Core 1"
Events Run On: "Core 1"
Erase All Flash Before Sketch Upload: "Disabled"
JTAG Adapter: "Disabled"
Zigbee Mode: "Disabled"
Port: "COM1318 (ESP32 Family Device)"

Done uploading.

Set and In the programmer entry of the same tab, we choose “esptool”.


3_4_TFT_Rainbow | Arduino 1.8.19
File Edit Sketch Tools Help
3_4_TFT_Rainb
Auto Format Ctrl+T
Archive Sketch
Fix Encoding & Reload
Manage Libraries... Ctrl+Shift+I
Serial Monitor Ctrl+Shift+M
Serial Plotter Ctrl+Shift+L
WiFi101 / WiFiNINA Firmware Updater
Port
Get Board Info
Burn Bootloader
Esptool

Board: "ESP32 Dev Module"
Upload Speed: "921600"
CPU Frequency: "240MHz (WiFi/BT)"
Flash Frequency: "80MHz"
Flash Mode: "DIO"
Flash Size: "4MB (32Mb)"
Partition Scheme: "Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS)"
Core Debug Level: "None"
PSRAM: "Disabled"
Arduino Runs On: "Core 1"
Events Run On: "Core 1"
Programmer: "Esptool"

```
  // draw a floating point number
  float pi = 3.14159; // Value to print
  int precision = 3;  // Number of digits after decimal point
  int xpos = 50;      // x position
  int ypos = 110;     // y position
  int font = 2;       // font number only 2,4,6,7 valid. Font 6 only contains characters [space] 0 1 2 3 4 5 6 7 8 9 0 : a p m
  xpos += tft.drawFloat(pi, precision, xpos, ypos, font); // Draw rounded number and return new xpos delta for next print position
  tft.drawString(" is pi", xpos, ypos, font); // Continue printing from new x position
  delay(6000);
}
```

```
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test
Invalid library found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test: no headers files (.h) found in C:\Users\zhang'pei\Documents\Arduino\libraries\Touch_test
```

112   ESP32 Dev Module, Disabled, Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS), 240MHz (WiFi/BT), DIO, 80MHz, 4MB (32Mb), 921600, Core 1, Core 1, None on COM6

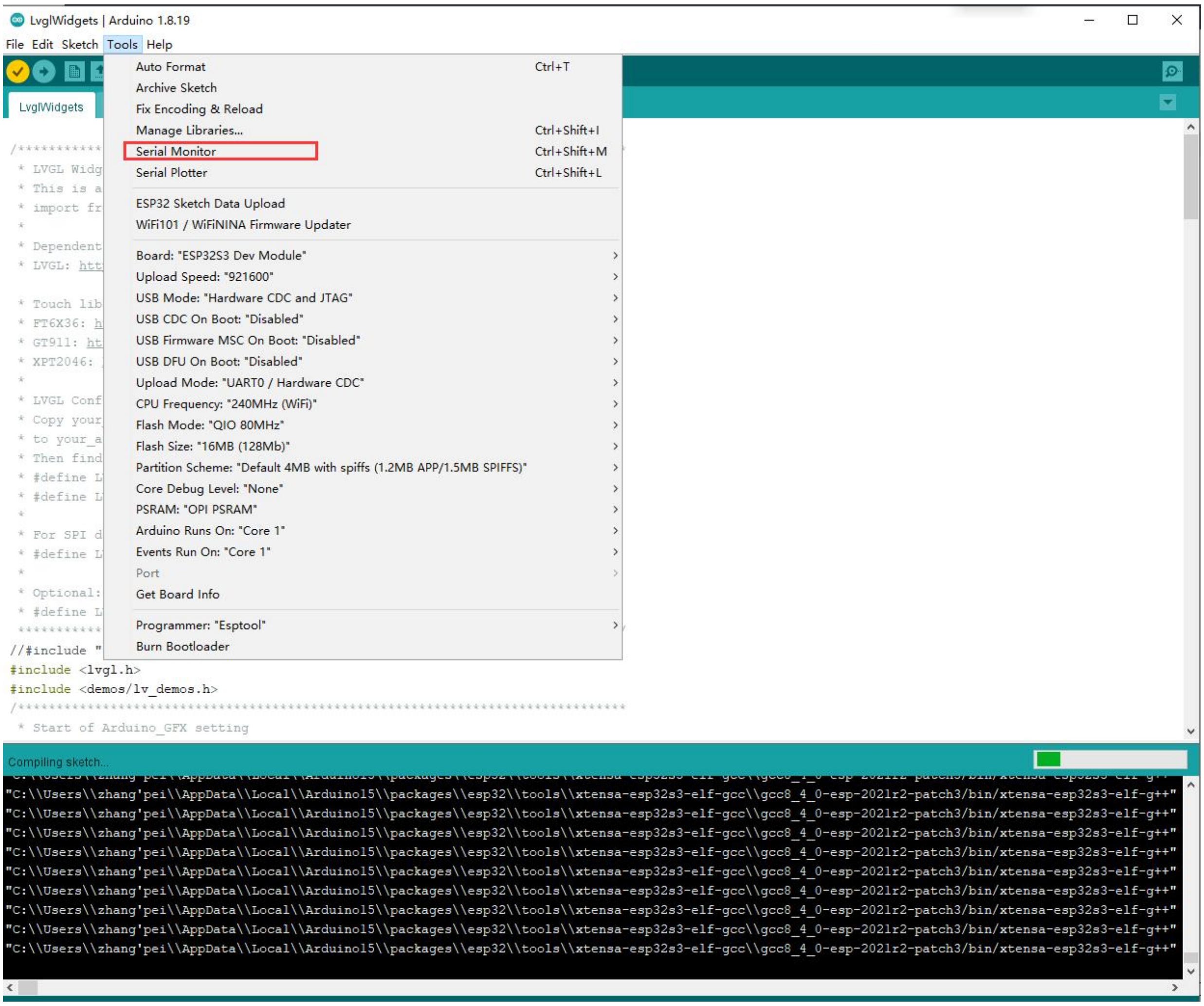
It’s important to note that after the code is uploaded, the device will start to run it. So, if we want to upload a new program, wee need to reset the power of the device, in order to guarantee that it enters flashing mode again.

First program

Since this platform is based on Arduino, we can use many of the usual functions. As an example for the first program, the code bellow starts the Serial port and prints “hello from ESP32” every second.

```
void setup() {
   Serial.begin(115200);
}

void loop() {
   Serial.println("hello from ESP32");
   delay(1000);
}
```

If everything is working fine, we will see the output in the serial console shown.


LvglWidgets | Arduino 1.8.19
File Edit Sketch Tools Help
LvglWidgets
Auto Format Ctrl+T
Archive Sketch
Fix Encoding & Reload
Manage Libraries... Ctrl+Shift+I
Serial Monitor Ctrl+Shift+M
Serial Plotter Ctrl+Shift+L
ESP32 Sketch Data Upload
WiFi101 / WiFiNINA Firmware Updater
Port
Get Board Info
Burn Bootloader

Board: "ESP32S3 Dev Module"
Upload Speed: "921600"
USB Mode: "Hardware CDC and JTAG"
USB CDC On Boot: "Disabled"
USB Firmware MSC On Boot: "Disabled"
USB DFU On Boot: "Disabled"
Upload Mode: "UART0 / Hardware CDC"
CPU Frequency: "240MHz (WiFi)"
Flash Mode: "QIO 80MHz"
Flash Size: "16MB (128Mb)"
Partition Scheme: "Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS)"
Core Debug Level: "None"
PSRAM: "OPI PSRAM"
Arduino Runs On: "Core 1"
Events Run On: "Core 1"
Programmer: "Esptool"

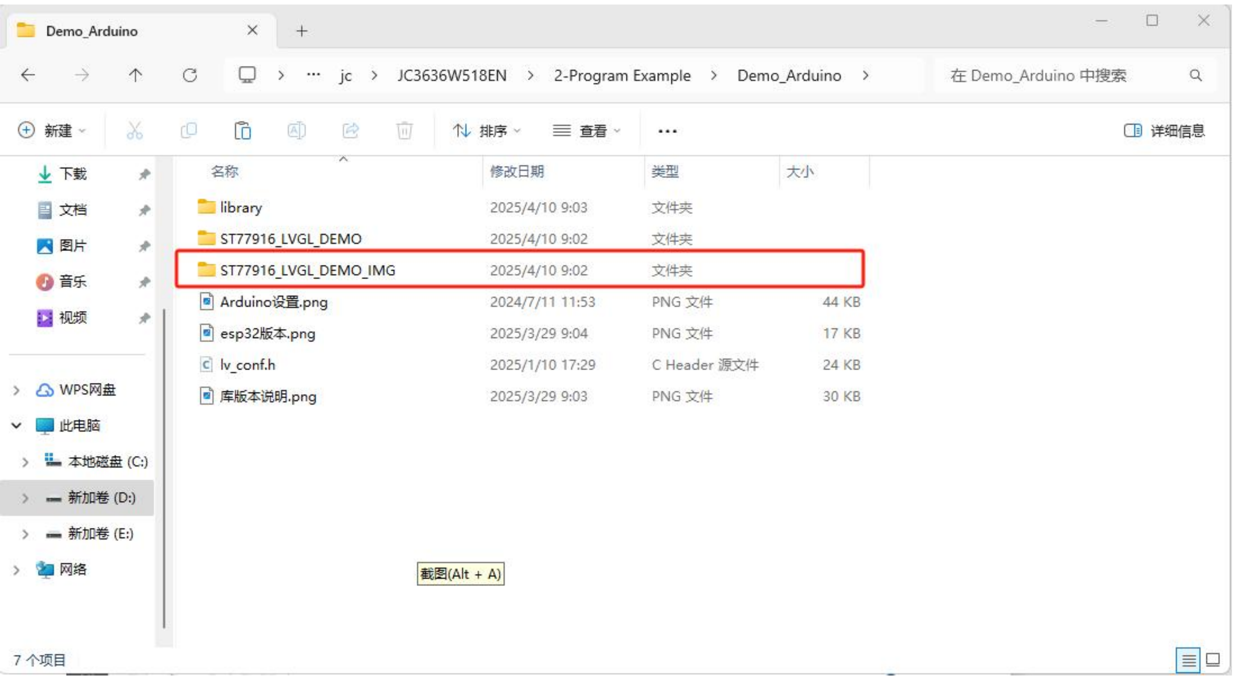
```
/***********
 * LVGL Widg
 * This is a
 * import fr
 *
 * Dependent
 * LVGL: htt

 * Touch lib
 * FT6X36: h
 * GT911: ht
 * XPT2046:
 *
 * LVGL Conf
 * Copy your
 * to your_a
 * Then find
 * #define L
 * #define L
 *
 * For SPI d
 * #define L
 *
 * Optional:
 * #define L
 ***********
//#include "
#include <lvgl.h>
#include <demos/lv_demos.h>
/******************************************************************************
 * Start of Arduino_GFX setting
```

```
Compiling sketch...
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
"C:\\Users\\zhang'pei\\AppData\\Local\\Arduino15\\packages\\esp32\\tools\\xtensa-esp32s3-elf-gcc\\gcc8_4_0-esp-2021r2-patch3/bin/xtensa-esp32s3-elf-g++"
```

Again thank you for so much concern.. Hopefully, it's the beginning of a wonderful relationship!

Sample program usage

At present, only a preliminary explanation and introductory use are given to the samples displayed on the screen, and the corresponding examples in the data center are found, as shown in the figure：



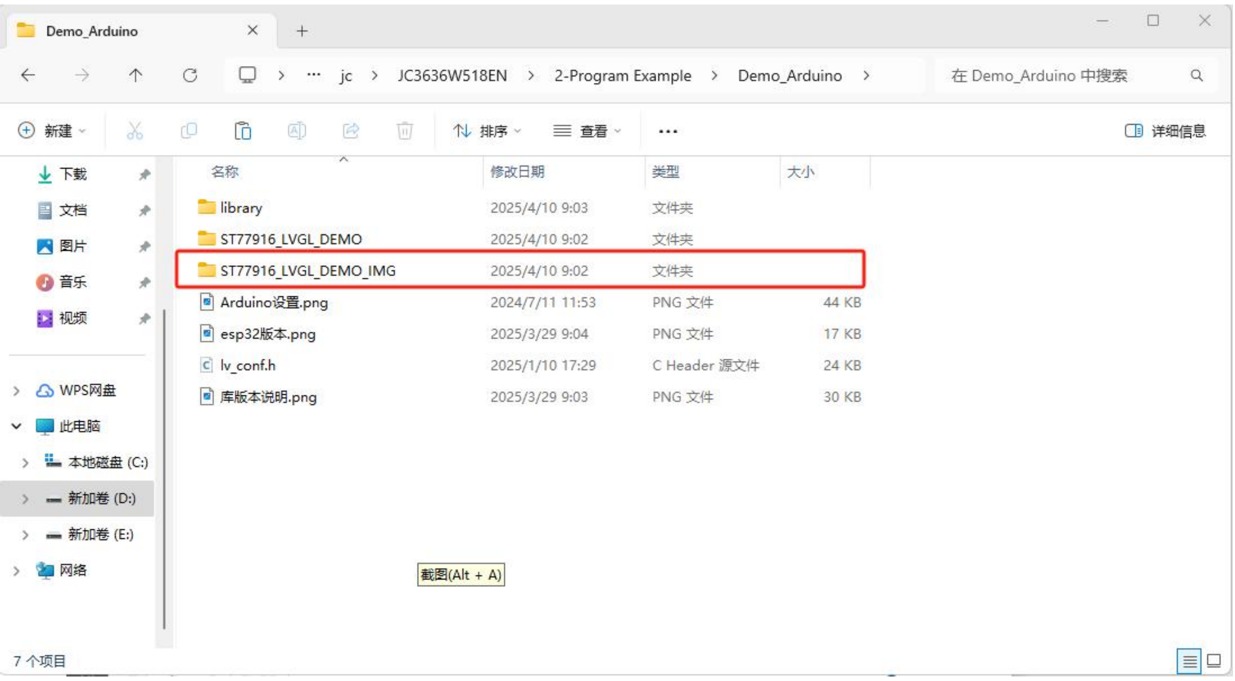
名称	修改日期	类型	大小
library	2025/4/10 9:03	文件夹	
ST77916_LVGL_DEMO	2025/4/10 9:02	文件夹	
ST77916_LVGL_DEMO_IMG	2025/4/10 9:02	文件夹	
Arduino设置.png	2024/7/11 11:53	PNG 文件	44 KB
esp32版本.png	2025/3/29 9:04	PNG 文件	17 KB
lv_conf.h	2025/1/10 17:29	C Header 源文件	24 KB
库版本说明.png	2025/3/29 9:03	PNG 文件	30 KB

The examples in the red circle are all based on the ESP32_Display_Panel library and ESP32_IO_Expander library and LVGLlibrary.

About the use of touch and LVGL:

Find the data center ST77916_LVGL_DEMO_IMG

As shown：



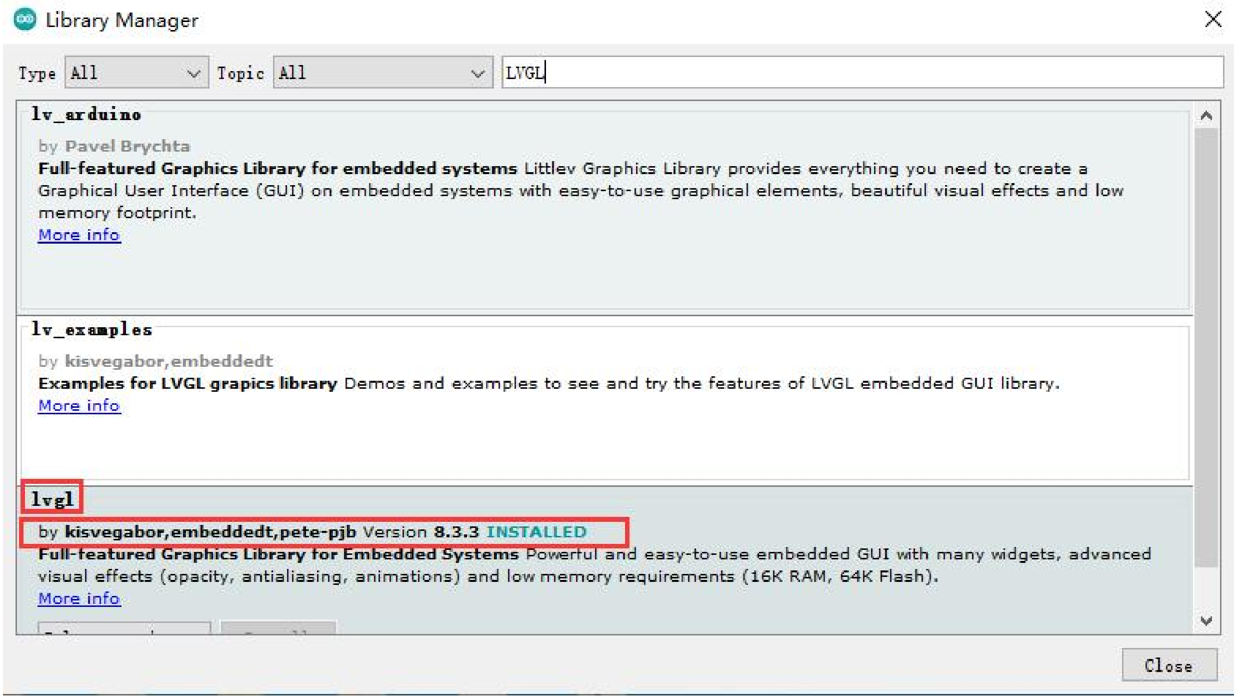
名称	修改日期	类型	大小
library	2025/4/10 9:03	文件夹	
ST77916_LVGL_DEMO	2025/4/10 9:02	文件夹	
ST77916_LVGL_DEMO_IMG	2025/4/10 9:02	文件夹	
Arduino设置.png	2024/7/11 11:53	PNG 文件	44 KB
esp32版本.png	2025/3/29 9:04	PNG 文件	17 KB
lv_conf.h	2025/1/10 17:29	C Header 源文件	24 KB
库版本说明.png	2025/3/29 9:03	PNG 文件	30 KB

Download three library files .

Requires Arduino 3.0.1 and above

Install the ESP32_Screen (1.0.1) library and
ESP32_IO_Expander(1.1.0)library
LVGL installation library 8.4.0 and below

One -Lvgl



Library Manager

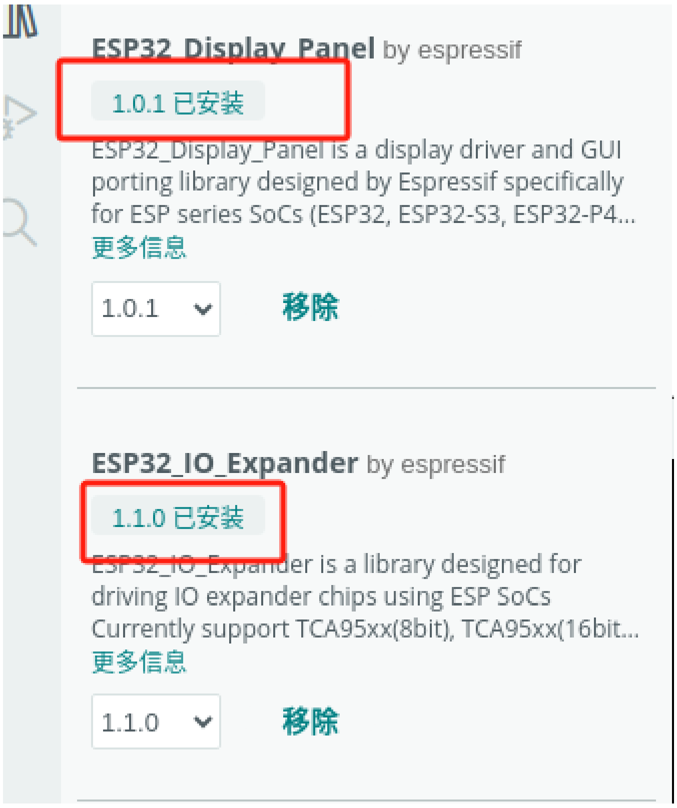
Type All Topic All LVGL

lv_arduino
by Pavel Brychta
Full-featured Graphics Library for embedded systems Littlev Graphics Library provides everything you need to create a Graphical User Interface (GUI) on embedded systems with easy-to-use graphical elements, beautiful visual effects and low memory footprint.
More info

lv_examples
by kisvegabor,embeddedt
Examples for LVGL grapics library Demos and examples to see and try the features of LVGL embedded GUI library.
More info

lvgl
by **kisvegabor,embeddedt,pete-pjb** Version **8.3.3** INSTALLED
Full-featured Graphics Library for Embedded Systems Powerful and easy-to-use embedded GUI with many widgets, advanced visual effects (opacity, antialiasing, animations) and low memory requirements (16K RAM, 64K Flash).
More info

Two -ESP32_Display_Panel and Three -ESP32_IO_Expander

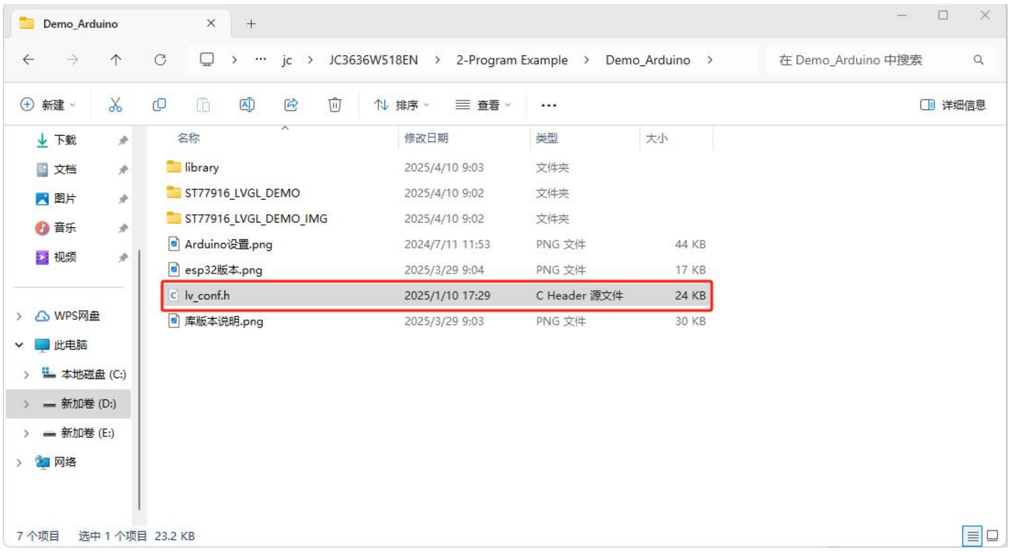


ESP32_Display_Panel by espressif
1.0.1 已安装
ESP32_Display_Panel is a display driver and GUI porting library designed by Espressif specifically for ESP series SoCs (ESP32, ESP32-S3, ESP32-P4...
更多信息
1.0.1 移除

ESP32_IO_Expander by espressif
1.1.0 已安装
ESP32_IO_Expander is a library designed for driving IO expander chips using ESP SoCs Currently support TCA95xx(8bit), TCA95xx(16bit...
更多信息
1.1.0 移除

Copy the lv_conf.h of the data center .

As shown：

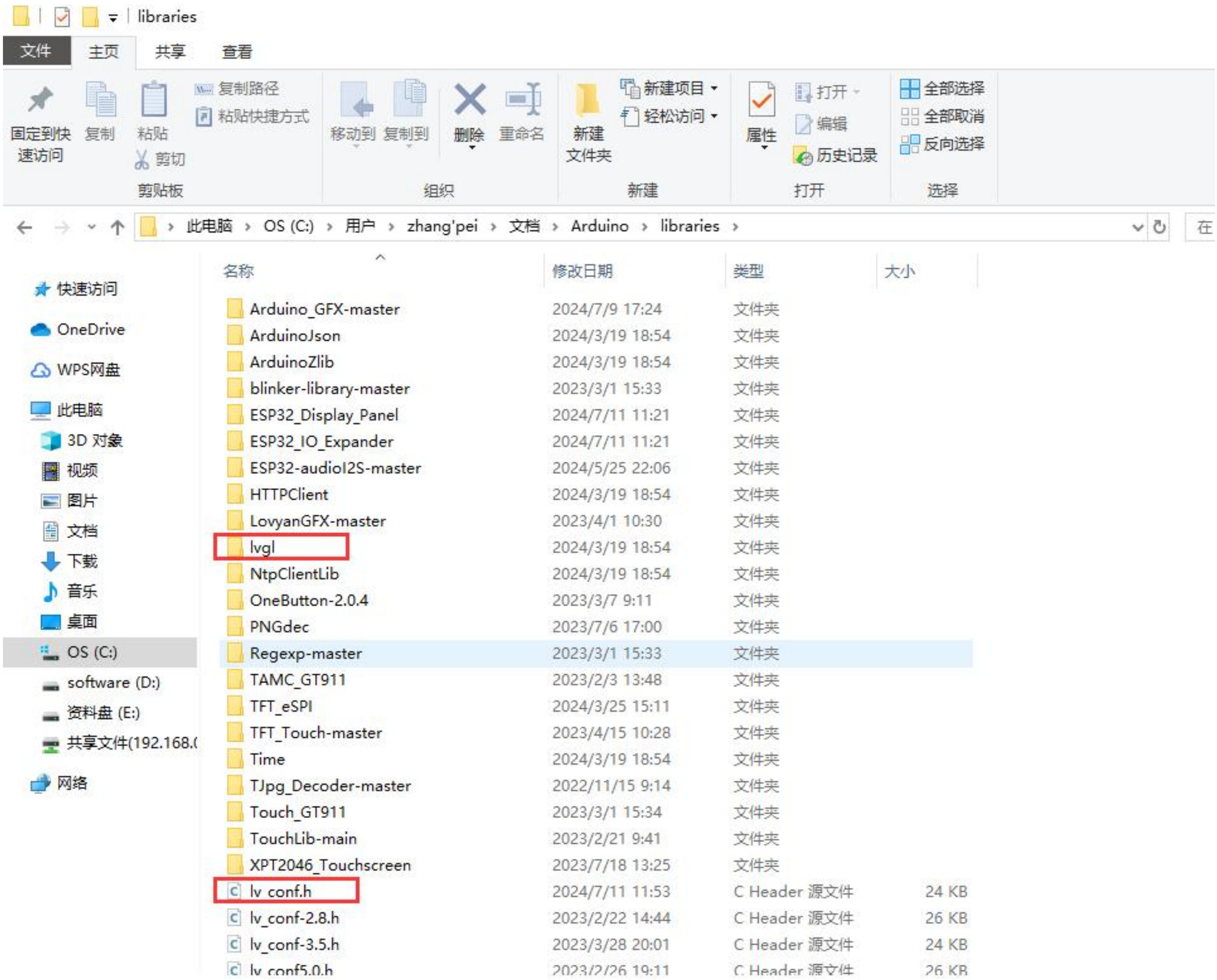


名称	修改日期	类型	大小
library	2025/4/10 9:03	文件夹	
ST77916_LVGL_DEMO	2025/4/10 9:02	文件夹	
ST77916_LVGL_DEMO_IMG	2025/4/10 9:02	文件夹	
Arduino设置.png	2024/7/11 11:53	PNG 文件	44 KB
esp32版本.png	2025/3/29 9:04	PNG 文件	17 KB
lv_conf.h	2025/1/10 17:29	C Header 源文件	24 KB
库版本说明.png	2025/3/29 9:03	PNG 文件	30 KB

7 个项目 选中 1 个项目 23.2 KB

Put this file under the arduino library file, it must be in the same root directory as the library lvgl .

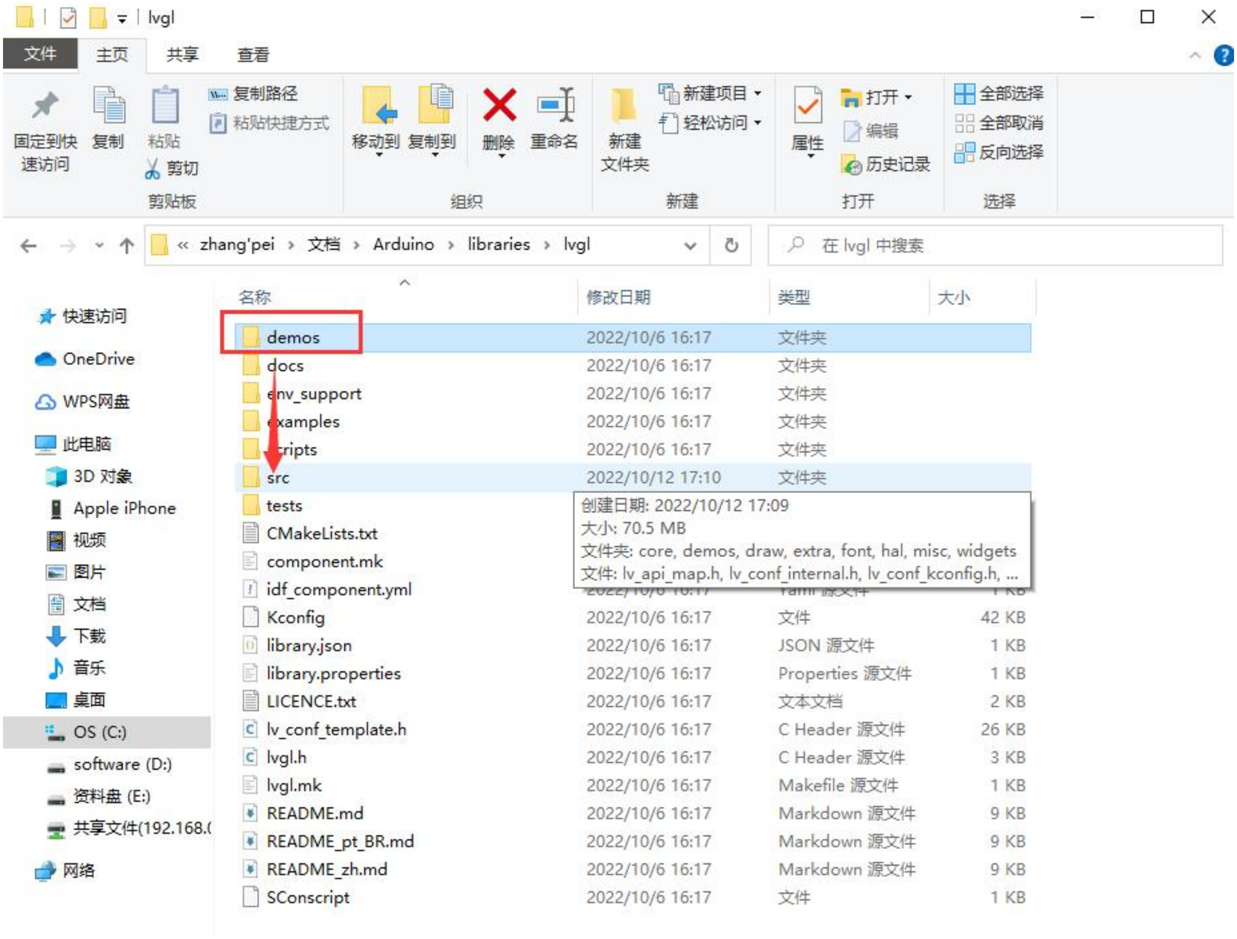
As shown：



名称	修改日期	类型	大小
Arduino_GFX-master	2024/7/9 17:24	文件夹	
ArduinoJson	2024/3/19 18:54	文件夹	
ArduinoZlib	2024/3/19 18:54	文件夹	
blinker-library-master	2023/3/1 15:33	文件夹	
ESP32_Display_Panel	2024/7/11 11:21	文件夹	
ESP32_IO_Expander	2024/7/11 11:21	文件夹	
ESP32-audioI2S-master	2024/5/25 22:06	文件夹	
HTTPClient	2024/3/19 18:54	文件夹	
LovyanGFX-master	2023/4/1 10:30	文件夹	
lvgl	2024/3/19 18:54	文件夹	
NtpClientLib	2024/3/19 18:54	文件夹	
OneButton-2.0.4	2023/3/7 9:11	文件夹	
PNGdec	2023/7/6 17:00	文件夹	
Regexp-master	2023/3/1 15:33	文件夹	
TAMC_GT911	2023/2/3 13:48	文件夹	
TFT_eSPI	2024/3/25 15:11	文件夹	
TFT_Touch-master	2023/4/15 10:28	文件夹	
Time	2024/3/19 18:54	文件夹	
TJpg_Decoder-master	2022/11/15 9:14	文件夹	
Touch_GT911	2023/3/1 15:34	文件夹	
TouchLib-main	2023/2/21 9:41	文件夹	
XPT2046_Touchscreen	2023/7/18 13:25	文件夹	
lv_conf.h	2024/7/11 11:53	C Header 源文件	24 KB
lv_conf-2.8.h	2023/2/22 14:44	C Header 源文件	26 KB
lv_conf-3.5.h	2023/3/28 20:01	C Header 源文件	24 KB
lv_conf5.0.h	2023/2/26 19:11	C Header 源文件	26 KB

Three-Lvgl demos The file is copied to the SRC folder

As shown：



名称	修改日期	类型	大小
demos	2022/10/6 16:17	文件夹	
docs	2022/10/6 16:17	文件夹	
env_support	2022/10/6 16:17	文件夹	
examples	2022/10/6 16:17	文件夹	
scripts	2022/10/6 16:17	文件夹	
src	2022/10/12 17:10	文件夹	
tests			
CMakeLists.txt			
component.mk			
idf_component.yml			
Kconfig	2022/10/6 16:17	文件	42 KB
library.json	2022/10/6 16:17	JSON 源文件	1 KB
library.properties	2022/10/6 16:17	Properties 源文件	1 KB
LICENCE.txt	2022/10/6 16:17	文本文档	2 KB
lv_conf_template.h	2022/10/6 16:17	C Header 源文件	26 KB
lvgl.h	2022/10/6 16:17	C Header 源文件	3 KB
lvgl.mk	2022/10/6 16:17	Makefile 源文件	1 KB
README.md	2022/10/6 16:17	Markdown 源文件	9 KB
README_pt_BR.md	2022/10/6 16:17	Markdown 源文件	9 KB
README_zh.md	2022/10/6 16:17	Markdown 源文件	9 KB
SConscript	2022/10/6 16:17	文件	1 KB

创建日期: 2022/10/12 17:09
大小: 70.5 MB
文件夹: core, demos, draw, extra, font, hal, misc, widgets
文件: lv_api_map.h, lv_conf_internal.h, lv_conf_kconfig.h, ...

After compiling, you can run LVGL and touch normally.