GUI emWin
Start Guide

V1.00.001

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Support Chips:

M480 Series

Support Platforms:

Non-OS

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1. Introduction

1.1. Introduction

emWin is a graphic library with graphical user interface (GUI). It is designed to provide an efficient, processor- and display controller-independent graphical user interface (GUI) for any application that operates with a graphical display.

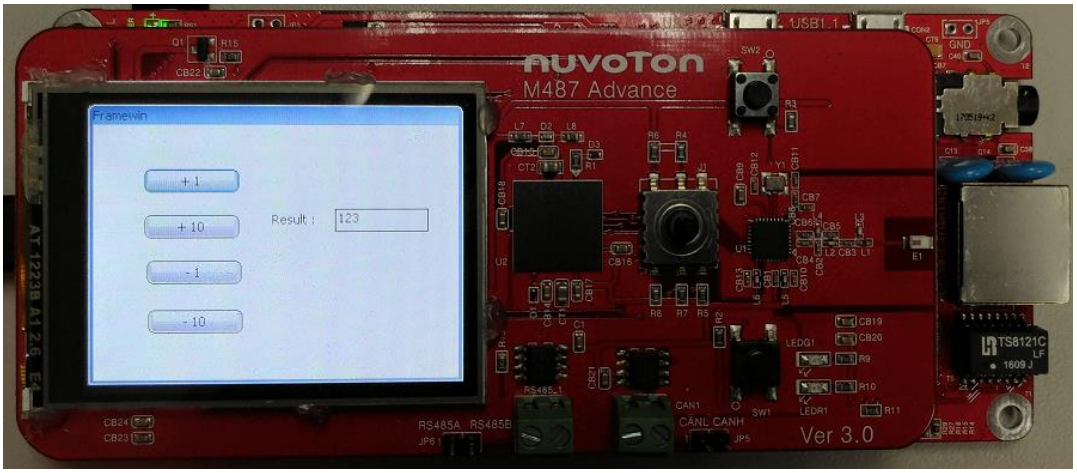

Figure 1.1-1 emWin runs on M480 series.

2. Start emWin

2.1. Step 1: Open project

"emWin_SimpleDemo" is a sample code to demonstrate the emWin GUI system. It contains a frame window, four buttons, a text and a text editor.
We can click button by touch and check the result that shown on the text editor.
Here is the project path and structure:

"\SampleCode\emWin_SimpleDemo" is the emWin sample code path.

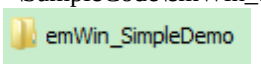

Figure 2.1-1 "emWin_SimpleDemo" sample path.

Sample project structure: \SampleCode\emWin_SimpleDemo\KEIL\emWin_SimpleDemo.uvproj
The scope of BSP is in the blue part.
The scope of emWin is in the red part.

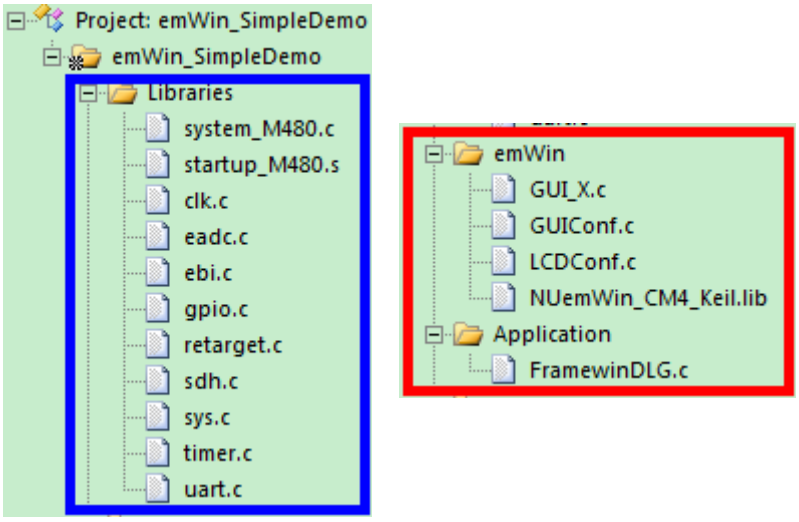

Figure 2.1-2 "emWin_SimpleDemo" project structure.

2.2. Step 2: BSP Initilization

Initialize M480 series non-OS BSP to utilize the device system, e.g., Uart debug port, display output panel, and resistor-type touch panel.

BSP initization descripted in \emWin_SimpleDemo\main.c.

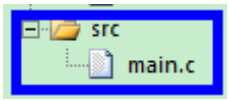

Figure 2.2-1 BSP initialization on main.c.

```
int main(void)
{
//
    // Init System, IP clock and multi-function I/O
    //
    _SYS_Init();
    //
    // Init UART to 115200-8n1 for print message
    //
    UART_Open(UART0, 115200);

    // Enable Timer0 clock and select Timer0 clock source
    //
    CLK_EnableModuleClock(TMR0_MODULE);
    CLK_SetModuleClock(TMR0_MODULE, CLK_CLKSEL1_TMR0SEL_HXT, 0);
    //
    // Initial Timer0 to periodic mode with 1000Hz
    //
    TIMER_Open(TIMER0, TIMER_PERIODIC_MODE, 1000);
    //
    // Enable Timer0 interrupt
    //
    TIMER_EnableInt(TIMER0);
    NVIC_EnableIRQ(TMR0_IRQn);

    //
    // Start Timer0
```

```
    //
    TIMER_Start(TIMER0);

    //SysTick_Config(SystemCoreClock / 1000);
    printf("\n\nCPU @ %d Hz\n", SystemCoreClock);

MainTask();
while(1);
}
```

2.3. Step 3: emWin Initilization

To utilize emWin, we need to initialize emWin. MainTask() will start emWin GUI system.

\emWin_SimpleDemo\main.c:

```
void MainTask(void)
{
GUI_Init();
CreateFramewin();
while (1) {GUI_Delay(500);}
}
```

2.4. Step 4: Build

To start working with the application, we need to utilize Keil MDK to build the project.

Press [F7] to compile the application or click “Rebuild”.

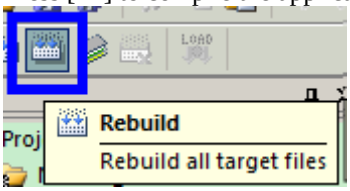

Figure 2.4-1 Build project.

2.5. Step 5: Download and run

Press CTRL + [F5] to download the application and start a debug session. After downloaded, it will halt at main() and we should see the similar screenshow below.

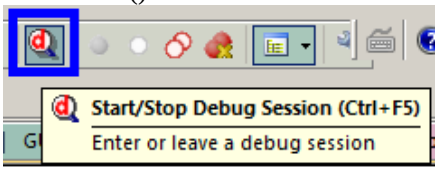

Figure 2.5-1 Download and run application.

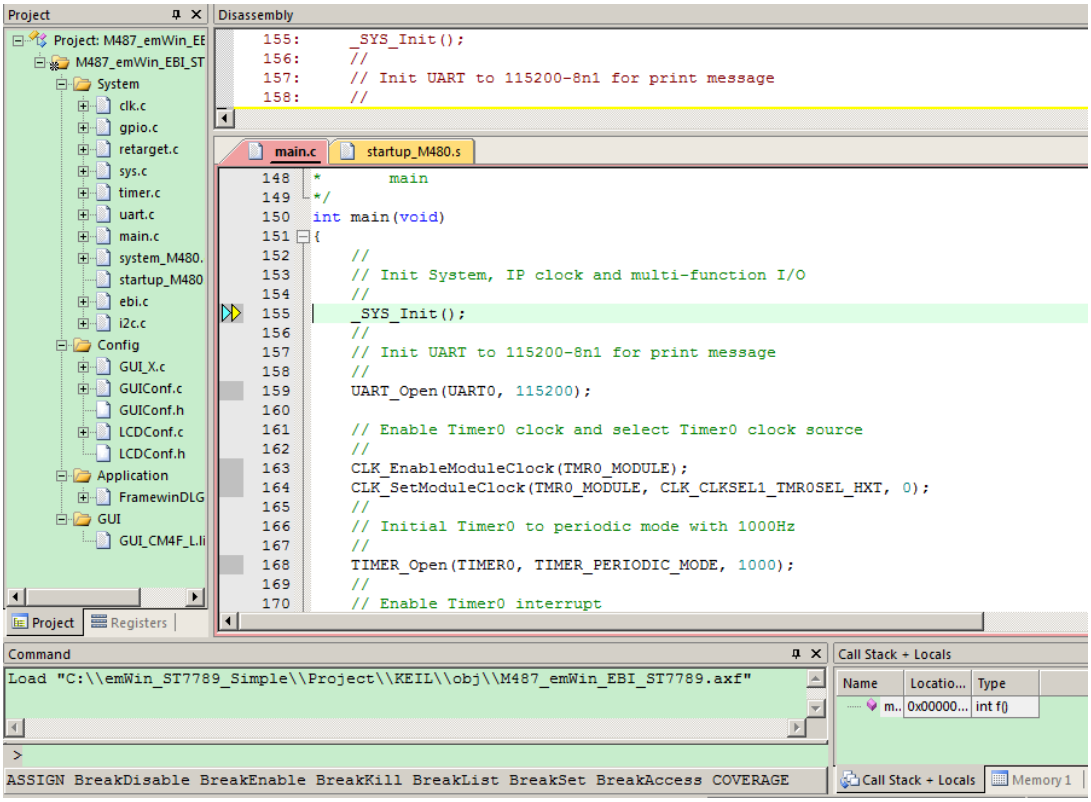

Figure 2.5-2 Debug session.

2.6. Touch screen

For resistor-type touch panel, we can utilize ADC to convert the position of x and y.

\Library\StdDriver\src\eadc.c

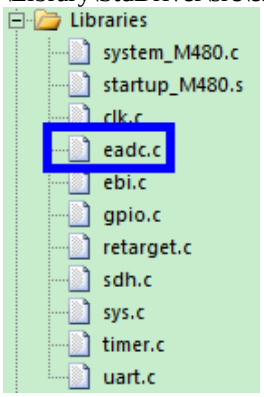

Figure 2.6-1 utilize eadc to convert the position of x and y.

3. Start emWin GUIBuilder

3.1. Step 1: Create widget

To create widget, we can use windows tool “GUIBuilder” to generate to a source file.

\emWin\Tool\GUIBuilder.exe:

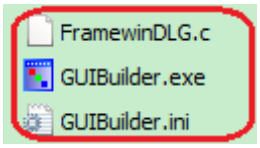

Figure 3.1-1 emWin GUIBuilder.

After execute “File” → “Save…”, we can get the source file called “FramewinDLG.c”.

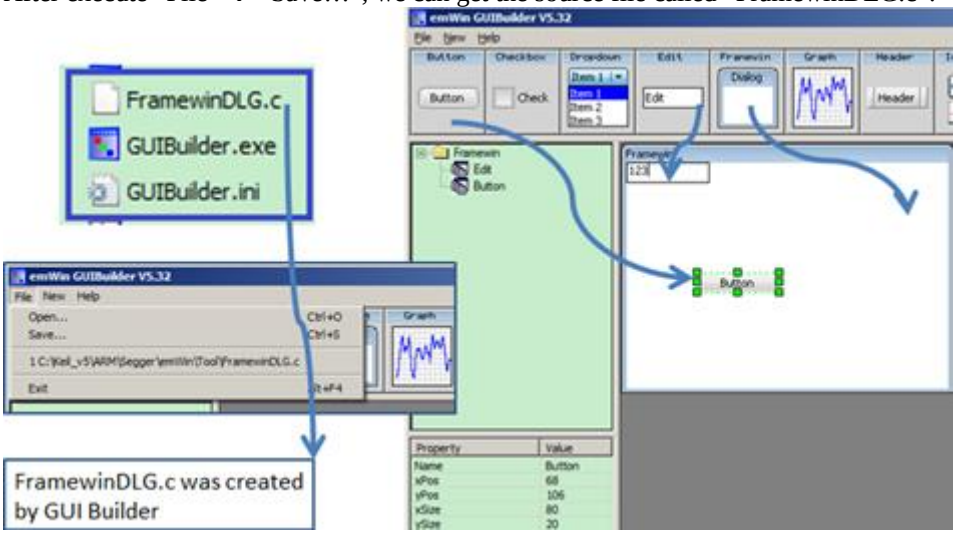

Figure 3.1-2 emWin GUIBuilder can generate a GUI layout and source file.

3.2. Step 2: Handle widget event

In “FramewinDLG.c”, we can add code to utilize widget event, e.g., initialization, button click, release and change the content data of text editor.

\emWin_SimpleDemo\Application\FramewinDLG.c:

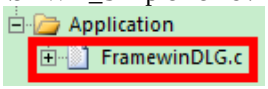

Figure 3.2-1 emWin GUI application source file.

```
switch (pMsg->MsgId) {
case WM_INIT_DIALOG:
//
// Initialization of 'Edit'
//
value = 123;
sprintf(sBuf,"%d    ", value);
hItem = WM_GetDialogItem(pMsg->hWin, ID_EDIT_0);
EDIT_SetText(hItem, sBuf);

// USER START (Optionally insert additional code for further widget
initialization)
// USER END
break;
case WM_NOTIFY_PARENT:
Id    = WM_GetId(pMsg->hWinSrc);
NCode = pMsg->Data.v;
switch(Id) {
case ID_BUTTON_0: // Notifications sent by '+ 1'
switch(NCode) {
case WM_NOTIFICATION_CLICKED:
// USER START (Optionally insert code for reacting on notification message)
// USER END
sysprintf("clicked\n");
break;
case WM_NOTIFICATION_RELEASED:
// USER START (Optionally insert code for reacting on notification message)
```

```
value += 1;
sprintf(sBuf,"%d    ", value);
hItem = WM_GetDialogItem(pMsg->hWin, ID_EDIT_0);
EDIT_SetText(hItem, sBuf);
sysprintf("released\n");
// USER END
break;
```

4. How to change display panel

4.1. Step 1: emWin display

emWin LCDConf.c declare the resolution of the display panel.

\ThirdParty\emWin\Config\LCDConf.c

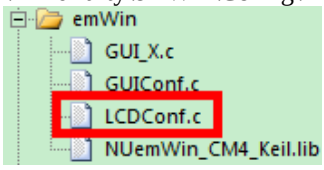

Figure 4.1-1 emWin display define.

```
/*********************************************************************
*
*      Layer configuration
*
**********************************************************************
*/
//
// Physical display size
//
#define XSIZE_PHYS 240
#define YSIZE_PHYS 320
```

In \ThirdParty\emWin\Config\LCDConf.c, we need to assign MPU-type render approach:

```
//
// Orientation
//
Config.Orientation = GUI_MIRROR_X | GUI_MIRROR_Y | GUI_SWAP_XY;
GUIDRV_FlexColor_Config(pDevice, &Config);
//
// Set controller and operation mode
//
```

```
PortAPI.pfWrite16_A0  = LCD_WR_REG;
PortAPI.pfWrite16_A1  = LCD_WR_DATA;
PortAPI.pfWriteM16_A1 = LcdWriteDataMultiple;
PortAPI.pfReadM16_A1  = LcdReadDataMultiple;
GUIDRV_FlexColor_SetFunc(pDevice, &PortAPI, GUIDRV_FLEXCOLOR_F66709,
GUIDRV_FLEXCOLOR_M16C0B16);
```

```
/*-----------------------------------------------*/
// Write control registers of LCD module
//
/*-----------------------------------------------*/
void LCD_WR_REG(uint8_t cmd)
{
   EBI0_WRITE_DATA16(0x00030000, dat);
}
```

```
/*-----------------------------------------------*/
// Read data from SRAM of LCD module
//
/*-----------------------------------------------*/
uint8_t LCD_RD_DATA(void)
{
   return EBI0_READ_DATA16(0x00030000);
}
```

4.2. Step 2: BSP display

BSP ebi.c defines the driver interface and utilize MPU-type LCD as an output device.

\Library\StdDriver\src\ebi.c

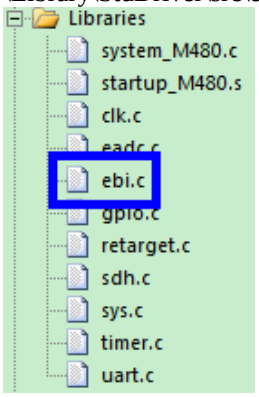

Figure 4.2-1 BSP EBI interface for MPU-type LCD.

5. Revision History

Version	Date	Description
V1.00.001	Mar. 30, 2018	● Created

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