// UTFT\_Demo\_320x240

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//

// This program is a demo of how to use most of the functions

// of the library with a supported display modules.

//

// This demo was made for modules with a screen resolution

// of 320x240 pixels.

//

// This program requires the UTFT library.

//

#include <UTFT.h>

// Declare which fonts we will be using

extern uint8\_t SmallFont[];

// Set the pins to the correct ones for your development shield

// ------------------------------------------------------------

// My chipKit Uno32/uC32 shield : <display model>,38,39,40,41

// My chipKit Max32 shield : <display model>,82,83,84,85

// AquaLEDSource All in One Super Screw Shield : <display model>,82,83,84,85

//

// Remember to change the model parameter to suit your display module!

UTFT myGLCD(ITDB32S,82,83,84,85);

void setup()

{

randomSeed(analogRead(0));

// Setup the LCD

myGLCD.InitLCD();

myGLCD.setFont(SmallFont);

}

void loop()

{

int buf[318];

int x, x2;

int y, y2;

int r;

// Clear the screen and draw the frame

myGLCD.clrScr();

myGLCD.setBackColor(255, 0, 0);

myGLCD.setColor(0, 255, 0);

myGLCD.fillRect(12, 12, 77, 76);

myGLCD.fillRect(89,12,154,76);

myGLCD.fillRect(166,12,231,76);

myGLCD.fillRect(243,12,308,76);

myGLCD.fillRect(12,88,77,152);

myGLCD.fillRect(89,88,154,152);

myGLCD.fillRect(166,88,231,152);

myGLCD.fillRect(243,88,308,152);

myGLCD.fillRect(12,164,77,228);

myGLCD.fillRect(89,164,154,228);

myGLCD.fillRect(166,164,231,228);

myGLCD.fillRect(243,164,308,228);

myGLCD.setColor(0,0,255);

delay (10000);

}