#include <UTFT.h>

// Declare which fonts we will be using

extern uint8\_t BigFont[];

// 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(BigFont);

myGLCD.clrScr();

int n = 0;

String nums[] = {"1", "4", "7", "2", "5", "8", "3", "6", "9", "GO", "0", "BK"};

for(int x = 0; x < 4; x++)

{

for(int y = 0; y < 3; y++)

{

myGLCD.setBackColor(0, 0, 0);

myGLCD.setColor(255, 255, 255);

myGLCD.fillRect(12 + x \* 77, 12 + y\*76, 77 + 77\* x, 76 + y \* 76);

myGLCD.setBackColor(255, 255, 255);

myGLCD.setColor(0, 0, 0);

if (n != 9 || n != 11)

{

myGLCD.print(nums[n], 37 + x \* 77, 35 + y \* 76);

}

else{

myGLCD.print(nums[n], 32 + x \* 77, 32 + y \* 76);

}

n++;

}

}

}

void loop()

{

int buf[318];

int x, x2;

int y, y2;

int r;

// Clear the screen and draw the frame

}