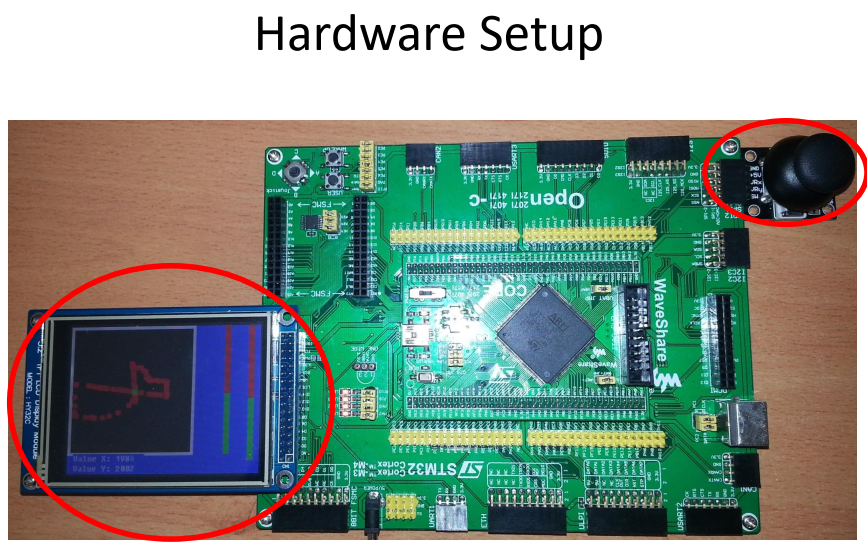
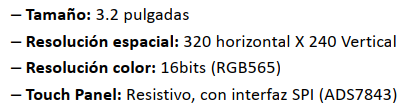
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| Practica 3: |
| Displays LCD gráficos para sistemas empotrados | |
|  |

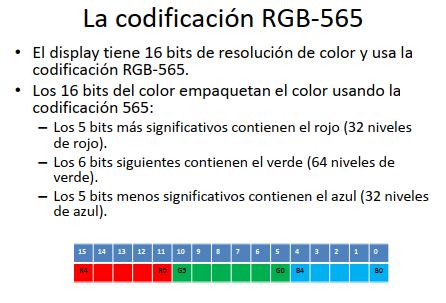
|  |
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| Alejandro Vega  Antonio Portillo |



Desarrollo de práctica

1. Manejo del display





Funciones

uint16\_t color = RGB565CONVERT(R,G,B);

LCD\_Initialization(); //Inicializa el FSMC y el display

LCD\_Clear (Blue); //Limpia la pantalla en azul

LCD\_SetPoint (x, y, color); //Rellena un pixel

LCD\_PutChar (x, y, ‘b’, color, colorFondo); // Mostrar un carácter suelto

LCD\_PrintText(x,y,“cadena”,color, colorFondo); //Mostrar una cadena de texto

LCD\_DrawLine(x1,y1,x2,y2,color) // Pintar una línea

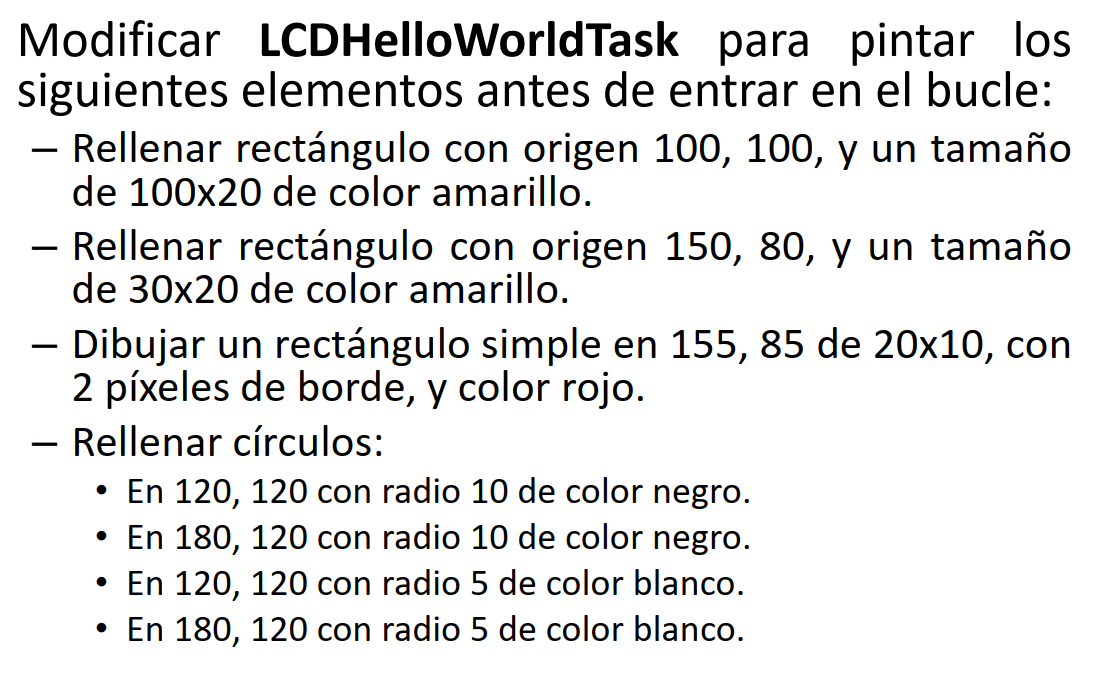
LCD\_DrawRectangle(x,y,ancho,alto,pxborde,color) // Pintar un rectángulo

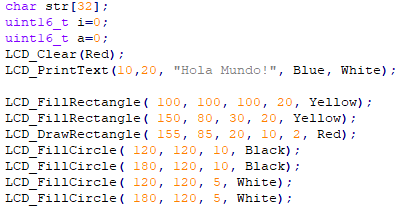
LCD\_DrawCircle(x,y,radio,color) // Pintar un círculo completo con centro en (x, y)

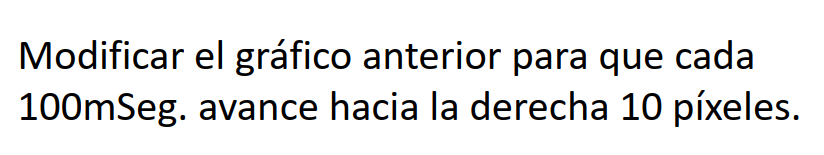
LCD\_FillRectangle(x,y,ancho,alto,color) // Rellenar una rectángulo

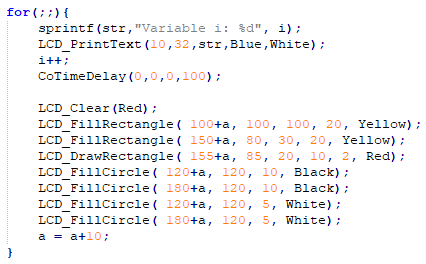
LCD\_FillCircle ( x, y, radio, color) // Rellenar un círculo competo con centro en (x, y):

2. Ejercicio 1

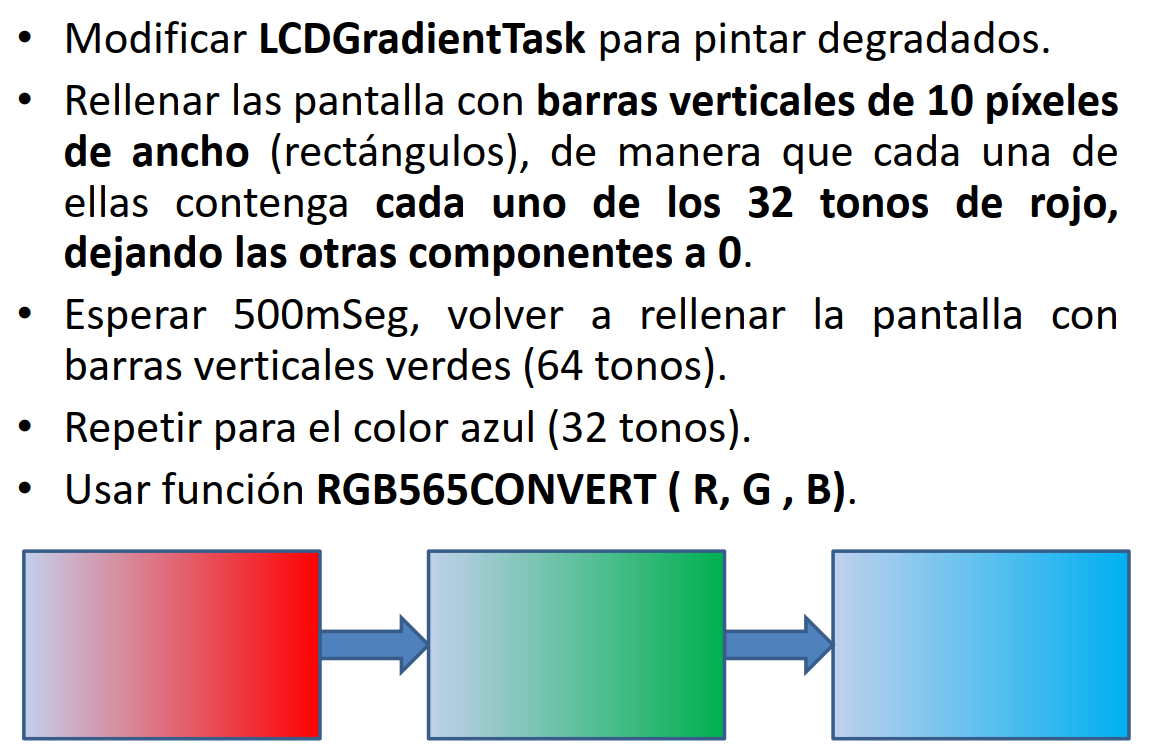


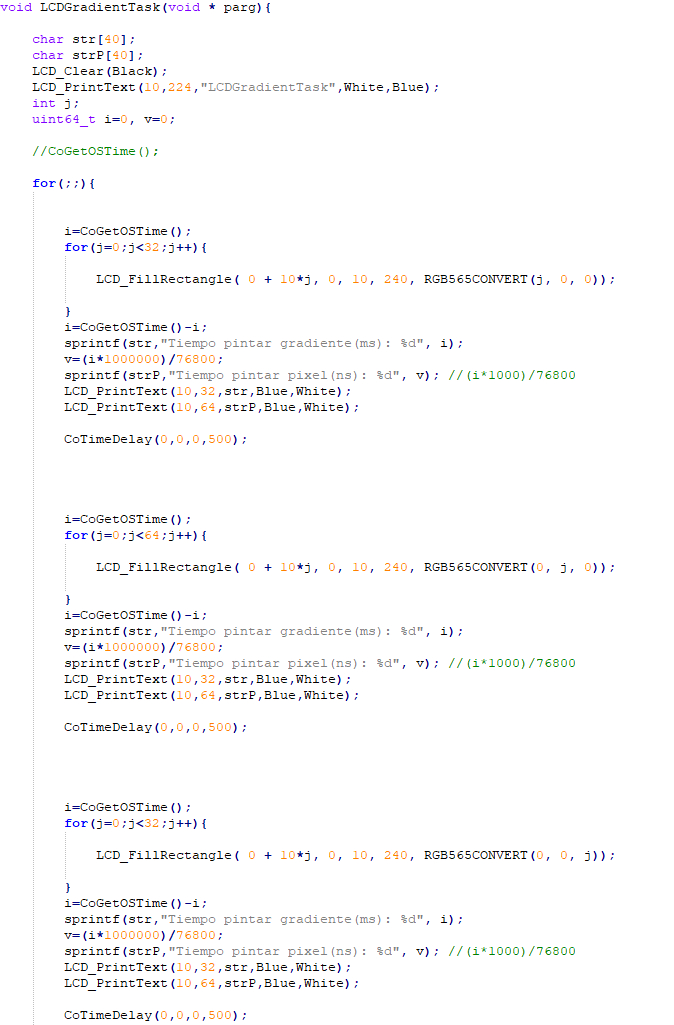




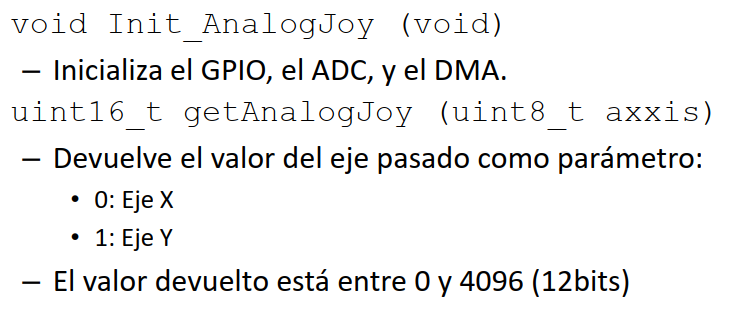


2. Ejercicio 2

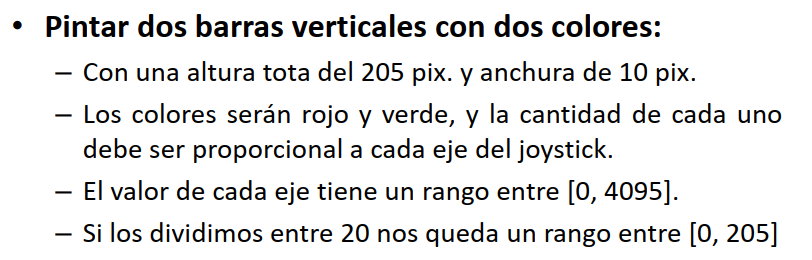


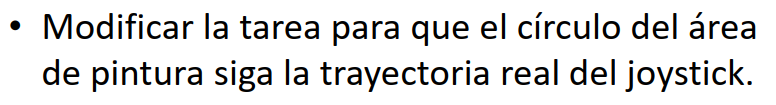
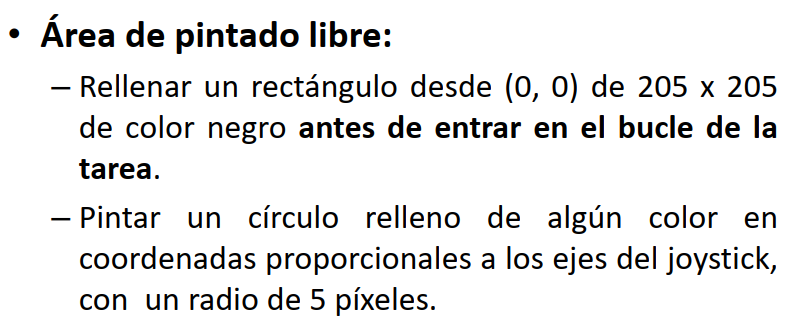


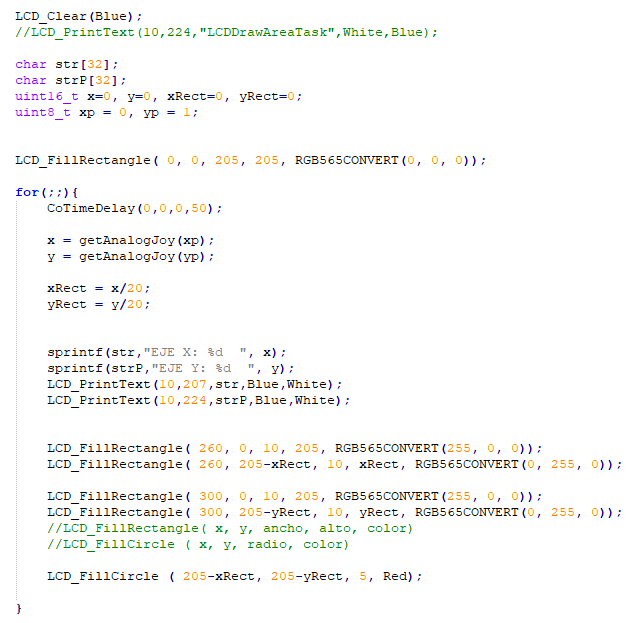
4. Driver del joystick analógico



5. Ejercicio 3







6. Ejercicio 4

