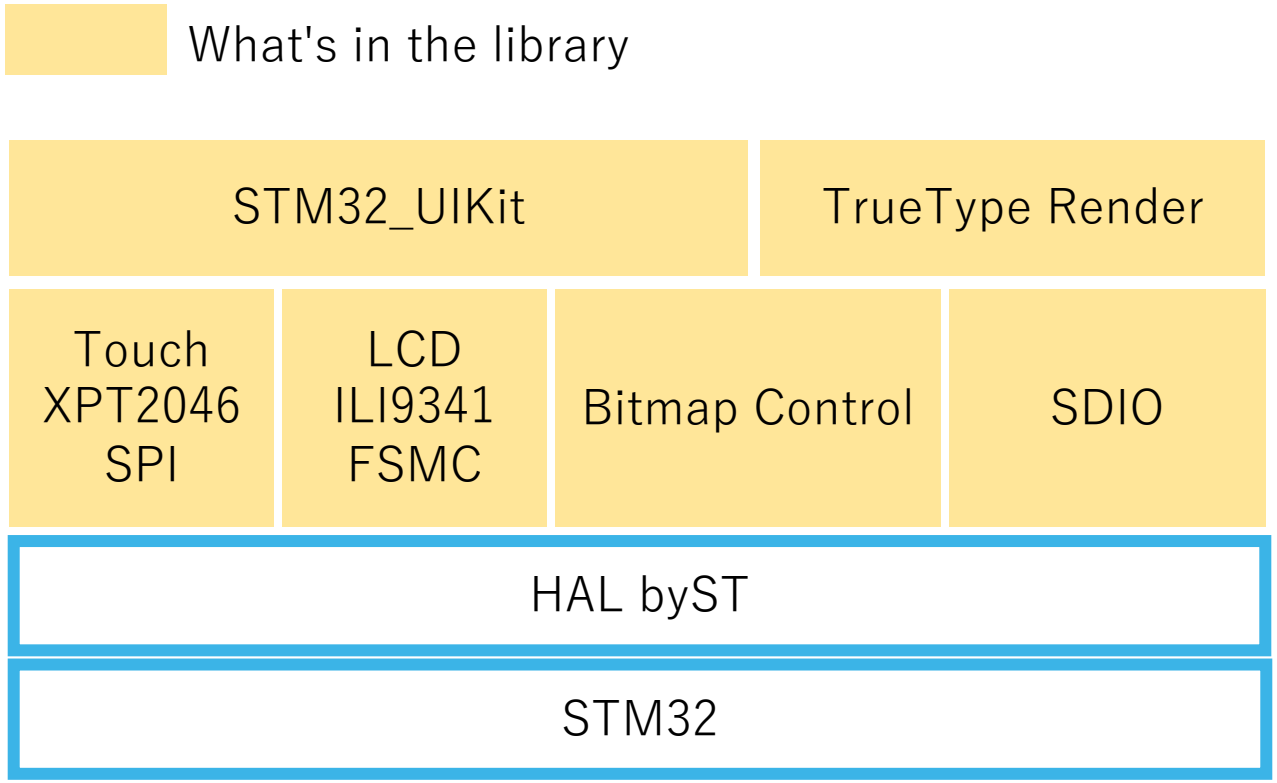
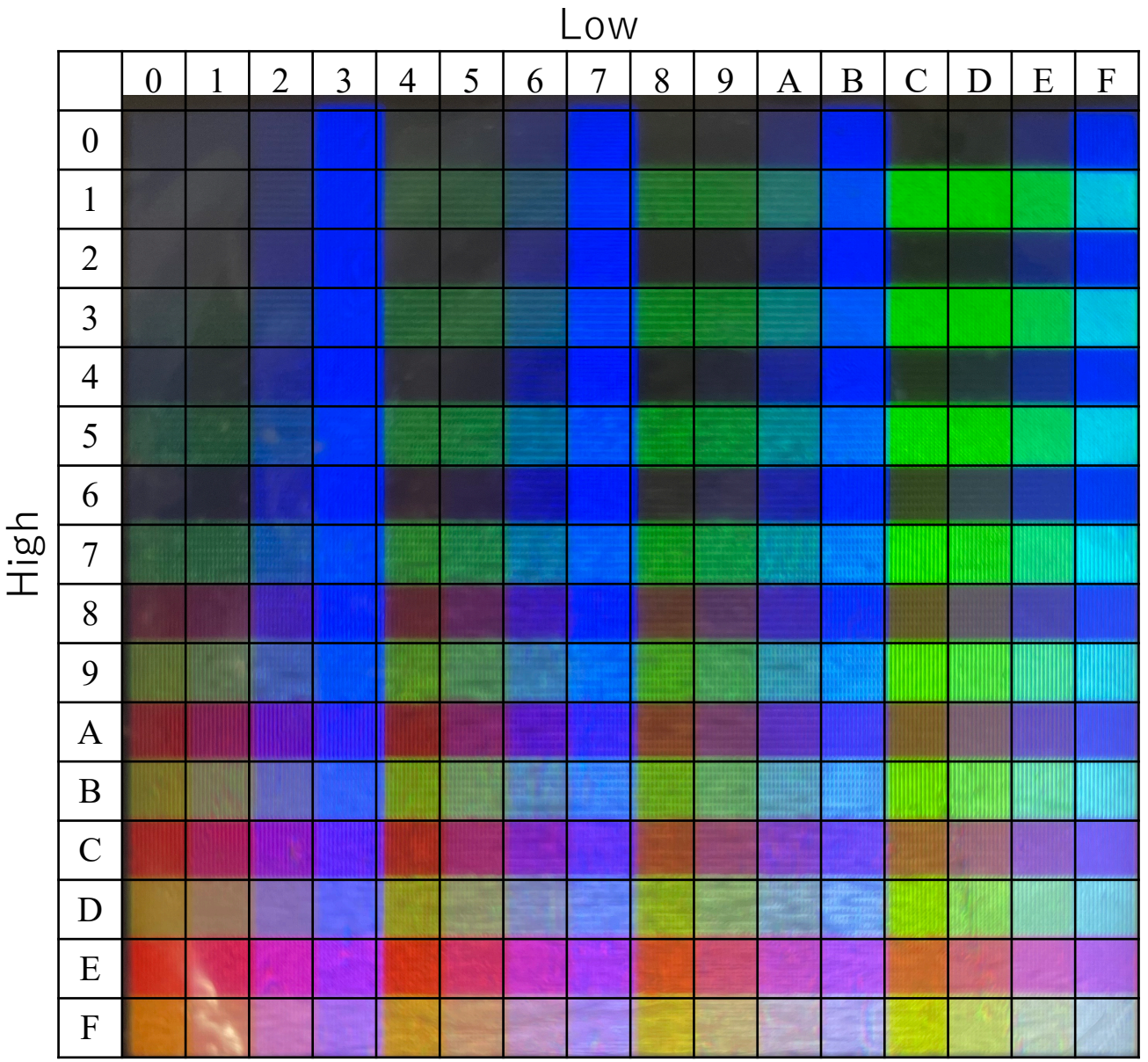
STM32_UIKit & TrueType Render, Structure

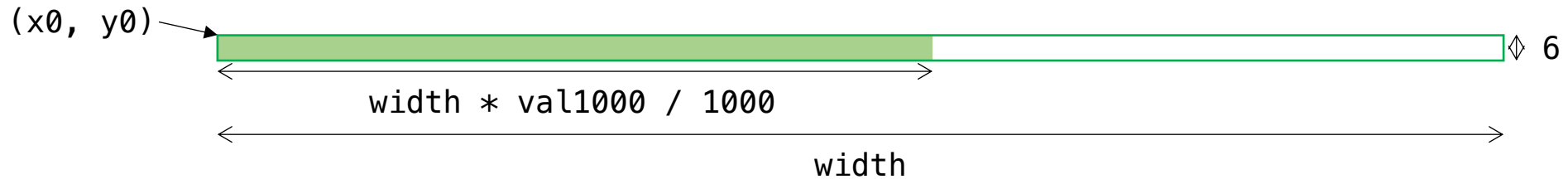


8bit Color Map

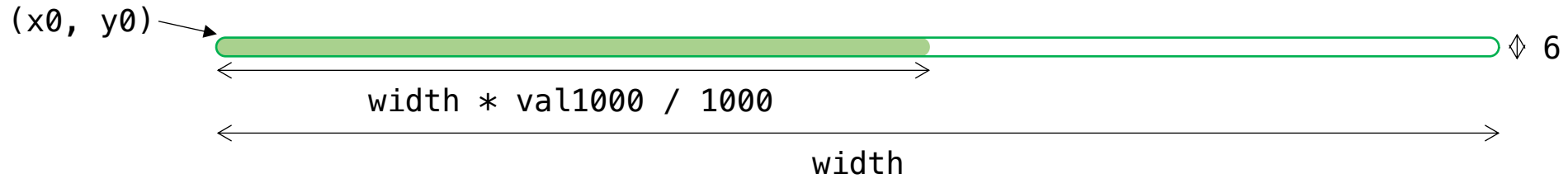


STM32_UIKit Component – Progress bar

```
void stm32uikit_rectProgress(uint16_t x0, uint16_t y0, uint16_t width, uint16_t val1000)
```

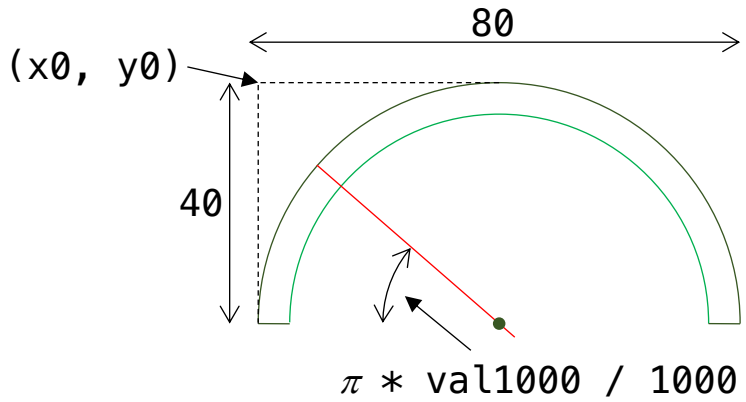



```
void stm32uikit_roundProgress(uint16_t x0, uint16_t y0, uint16_t width, uint16_t val1000)
```



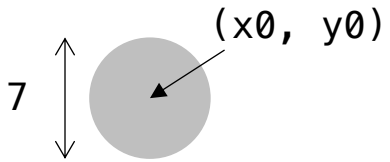
STM32_UIKit Component – Analog Meter

```
void stm32uikit_analogMeter(uint16_t x0, uint16_t y0, uint16_t val1000)
```

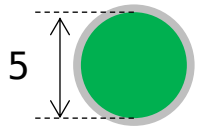


STM32_UIKit Component – Status

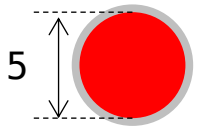
```
void stm32uikit_status(uint16_t x0, uint16_t y0, uint16_t status)
```



status = 0



status = 1



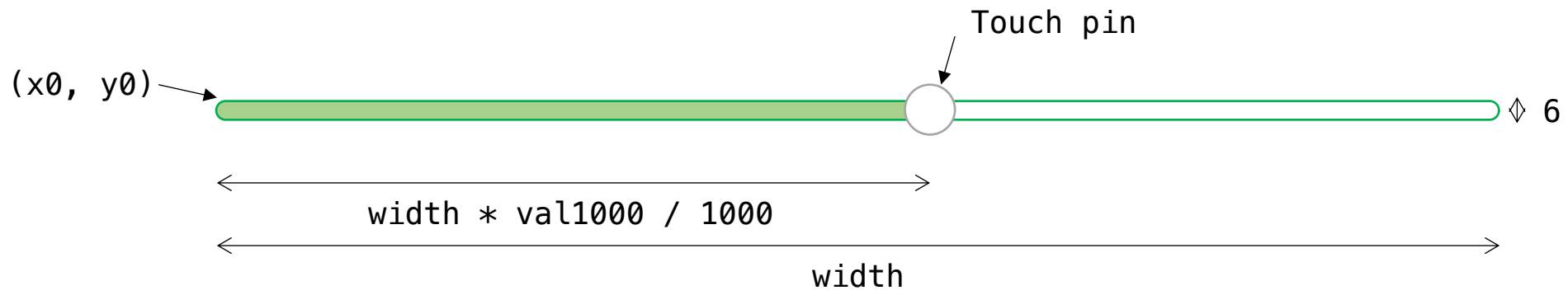
status = 2

STM32_UIKit Component – Slide bar

```
uint8_t stm32uikit_sllideBar(Coordinate_t touch, uint16_t x0, uint16_t y0, uint16_t width, uint16_t *val1000)
```

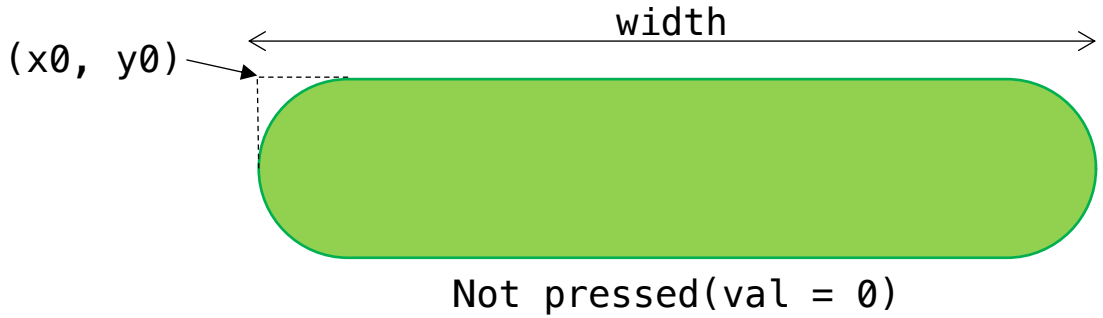
```
Touched point
typedef struct {
   uint16_t x;
   uint16_t y;
   uint16_t z;
} Coordinate_t;
```

```
If the value1000 changes, the return value = 1 (otherwise 0).
```



STM32_UIKit Component – Button

```
void stm32uikit_roundButton(Coordinate_t touch, uint16_t x0, uint16_t y0, uint16_t width, uint8_t *val)
```



Not pressed(val = 0)

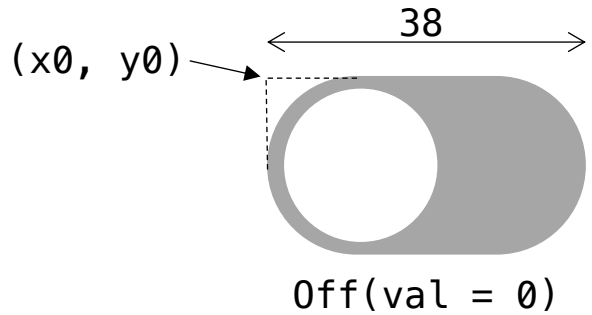
Pressed(val = 1)

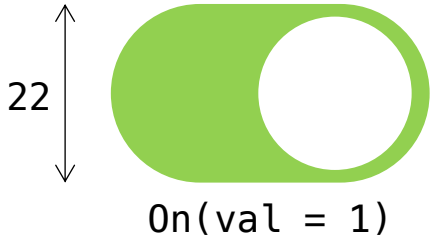
Touched point

```
typedef struct {
   uint16_t x;
   uint16_t y;
   uint16_t z;
} Coordinate_t;
```

STM32_UIKit Component – Switch

```
void stm32uikit_switch(Coordinate_t touch, uint16_t x0, uint16_t y0, uint8_t *val)
```





Touched point

```
typedef struct {
   uint16_t x;
   uint16_t y;
   uint16_t z;
} Coordinate_t;
```