

UTFT

Arduino and chipKit Universal TFT display library

Manual



PREFACE:

This library is the continuation of my ITDB02_Graph, ITDB02_Graph16 and RGB_GLCD libraries for Arduino and chipKit. As the number of supported display modules and controllers started to increase I felt it was time to make a single, universal library as it will be much easier to maintain in the future.

Basic functionality of this library was originally based on the demo-code provided by ITead studio (for the ITDB02 modules) and NKC Electronics (for the RGB GLCD module/shield).

This library supports a number of 8bit, 16bit and serial graphic displays, and will work with both Arduino and chipKit boards. For a full list of tested display modules and controllers, see the document [**UTFT_Supported_display_modules_&_controllers.pdf**](#).

When using 8bit and 16bit display modules there are some requirements you must adhere to. These requirements can be found in the document [**UTFT_Requirements.pdf**](#). There are no special requirements when using serial displays.

You can always find the latest version of the library at [**http://electronics.henningkarlsen.com/**](http://electronics.henningkarlsen.com/)

If you make any modifications or improvements to the code, I would appreciate that you share the code with me so that I might include it in the next release. I can be contacted through [**http://electronics.henningkarlsen.com/contact.php**](http://electronics.henningkarlsen.com/contact.php).

For version information, please refer to [**version.txt**](#).

Since most people have only one or possibly two different display modules a lot of memory has been wasted to keep support for many unneeded controller chips. As of v1.1 you now have the option to easily remove this unneeded code from the library. By disabling the controllers you don't need you can reduce the memory footprint of the library by several Kb. For more information, please refer to [**memorysaver.h**](#).

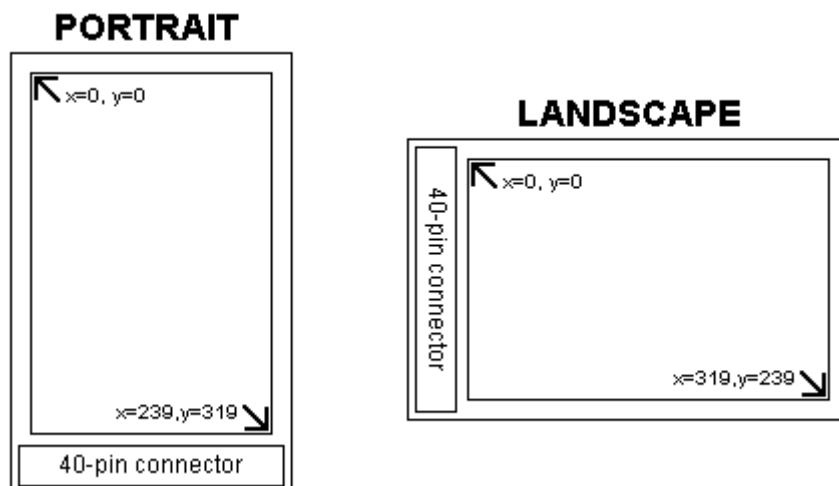
If you are using the "AquaLEDSources All in One Super Screw Shield" on a chipKit Max32, please read the comment in [**HW_PIC32_defines.h**](#)

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DISPLAY ORIENTATION:



DEFINED LITERALS:


Alignment
For use with print(), printNumI() and printNumF()
LEFT: 0 RIGHT: 9999 CENTER: 9998

Orientation
For use with InitLCD()
PORTRAIT: 0 LANDSCAPE: 1

VGA Colors			
Predefined colors for use with setColor() and setBackColor()			
VGA_BLACK	VGA_SILVER	VGA_GRAY	VGA_WHITE
VGA_MAROON	VGA_RED	VGA_PURPLE	VGA_FUCHSIA
VGA_GREEN	VGA_LIME	VGA_OLIVE	VGA_YELLOW
VGA_NAVY	VGA_BLUE	VGA_TEAL	VGA_AQUA


Display model
For use with UTFT()
Please see UTFT_Supported_display_modules_&_controllers.pdf

INCLUDED FONTS:

SmallFont

Charactersize: 8x12 pixels Number of characters: 95

BigFont

Charactersize: 16x16 pixels Number of characters: 95

SevenSegNumFont

Charactersize: 32x50 pixels Number of characters: 10

FUNCTIONS:

UTFT(Model, RS, WR, CS, RST[, ALE]);

The main class constructor when using 8bit or 16bit display modules.

Parameters: Model: See the separate document for the supported display modules
 RS: Pin for Register Select
 WR: Pin for Write
 CS: Pin for Chip Select
 RST: Pin for Reset
 ALE: **<optional>** Only used for latched 16bit shields
 Pin for Latch signal

Usage: UTFT myGLCD(ITDB32S,19,18,17,16); // Start an instance of the UTFT class

UTFT(Model, SDA, SCL, CS, RST[, RS]);

The main class constructor when using serial display modules.

Parameters: Model: See the separate document for the supported display modules
 SDA: Pin for Serial Data
 SCL: Pin for Serial Clock
 CS: Pin for Chip Select
 RST: Pin for Reset
 RS: **<optional>** Only used for 5pin serial modules
 Pin for Register Select

Usage: UTFT myGLCD(ITDB18SP,11,10,9,12,8); // Start an instance of the UTFT class

InitLCD([orientation]);

Initialize the LCD and set display orientation.

Parameters: Orientation: **<optional>**
 PORTRAIT
 LANDSCAPE (default)

Usage: myGLCD.initLCD(); // Initialize the display

Notes: This will reset color to white with black background. Selected font will be reset to *none*.

getDisplayXSize();

Get the width of the screen in the current orientation.

Parameters: None
Returns: Width of the screen in the current orientation in pixels
Usage: Xsize = myGLCD.getDisplayXSize(); // Get the width

getDisplayYSize();

Get the height of the screen in the current orientation.

Parameters: None
Returns: Height of the screen in the current orientation in pixels
Usage: Ysize = myGLCD.getDisplayYSize(); // Get the height

lcdOff();

Turn off the LCD. No commands will be executed until a lcdOn(); is sent.

Parameters: None
Usage: myGLCD.lcdOff(); // Turn off the lcd
Notes: This function is currently only supported on PCF8833-based displays

lcdOn();

Turn on the LCD after issuing a lcdOff()-command.

Parameters: None
Usage: myGLCD.lcdOn(); // Turn on the lcd
Notes: This function is currently only supported on PCF8833-based displays

setContrast(c);

Set the contrast of the display.

Parameters: c: Contrast-level (0-64)
Usage: myGLCD.setContrast(64); // Set contrast to full (default)
Notes: This function is currently only supported on PCF8833-based displays

clrScr();	
Clear the screen. The background-color will be set to black.	
Parameters:	None
Usage:	myGLCD.clrScr(); // Clear the screen

fillScr(r, g, b);	
Fill the screen with a specified color.	
Parameters:	r: Red component of an RGB value (0-255) g: Green component of an RGB value (0-255) b: Blue component of an RGB value (0-255)
Usage:	myGLCD.fillScr(255,127,0); // Fill the screen with orange

fillScr(color);	
Fill the screen with a specified pre-calculated RGB565 color.	
Parameters:	color: RGB565 color value
Usage:	myGLCD.fillScr(VGA_RED); // Fill the screen with red

setColor(r, g, b);	
Set the color to use for all draw*, fill* and print commands.	
Parameters:	r: Red component of an RGB value (0-255) g: Green component of an RGB value (0-255) b: Blue component of an RGB value (0-255)
Usage:	myGLCD.setColor(0,255,255); // Set the color to cyan

setColor(color);	
Set the specified pre-calculated RGB565 color to use for all draw*, fill* and print commands.	
Parameters:	color: RGB565 color value
Usage:	myGLCD.setColor(VGA_AQUA); // Set the color to aqua

getColor();	
Get the currently selected color.	
Parameters:	None
Returns:	Currently selected color as a RGB565 value (word)
Usage:	Color = myGLCD.getColor(); // Get the current color

setBackColor(r, g, b);	
Set the background color to use for all print commands.	
Parameters:	r: Red component of an RGB value (0-255) g: Green component of an RGB value (0-255) b: Blue component of an RGB value (0-255)
Usage:	myGLCD.setBackColor(255,255,255); // Set the background color to white

setBackColor(color);	
Set the specified pre-calculated RGB565 background color to use for all print commands.	
Parameters:	color: RGB565 color value
Usage:	myGLCD.setBackColor(VGA_LIME); // Set the background color to lime

getBackColor();	
Get the currently selected background color.	
Parameters:	None
Returns:	Currently selected background color as a RGB565 value (word)
Usage:	BackColor = myGLCD.getBackColor(); // Get the current background color

drawPixel(x, y);	
Draw a single pixel.	
Parameters:	x: x-coordinate of the pixel y: y-coordinate of the pixel
Usage:	myGLCD.drawPixel(119,159); // Draw a single pixel

drawLine(x1, y1, x2, y2);	
Draw a line between two points.	
Parameters:	x1: x-coordinate of the start-point y1: y-coordinate of the start-point x2: x-coordinate of the end-point y2: y-coordinate of the end-point
Usage:	myGLCD.drawLine(0,0,239,319); // Draw a diagonal line

drawRect(x1, y1, x2, y2);	
Draw a rectangle between two points.	
Parameters:	x1: x-coordinate of the start-corner y1: y-coordinate of the start-corner x2: x-coordinate of the end-corner y2: y-coordinate of the end-corner
Usage:	myGLCD.drawRect(119,159,239,319); // Draw a rectangle

drawRoundRect(x1, y1, x2, y2);	
Draw a rectangle with slightly rounded corners between two points. The minimum size is 5 pixels in both directions. If a smaller size is requested the rectangle will not be drawn.	
Parameters:	x1: x-coordinate of the start-corner y1: y-coordinate of the start-corner x2: x-coordinate of the end-corner y2: y-coordinate of the end-corner
Usage:	myGLCD.drawRoundRect(0,0,119,159); // Draw a rounded rectangle

fillRect(x1, y1, x2, y2);	
Draw a filled rectangle between two points.	
Parameters:	x1: x-coordinate of the start-corner y1: y-coordinate of the start-corner x2: x-coordinate of the end-corner y2: y-coordinate of the end-corner
Usage:	myGLCD.fillRect(119,0,239,159); // Draw a filled rectangle

fillRoundRect(x1, y1, x2, y2);	
Draw a filled rectangle with slightly rounded corners between two points. The minimum size is 5 pixels in both directions. If a smaller size is requested the rectangle will not be drawn.	
Parameters:	x1: x-coordinate of the start-corner y1: y-coordinate of the start-corner x2: x-coordinate of the end-corner y2: y-coordinate of the end-corner
Usage:	myGLCD.fillRoundRect(0,159,119,319); // Draw a filled, rounded rectangle

drawCircle(x, y, radius);	
Draw a circle with a specified radius.	
Parameters:	x: x-coordinate of the center of the circle y: y-coordinate of the center of the circle radius: radius of the circle in pixels
Usage:	myGLCD.drawCircle(119,159,20); // Draw a circle with a radius of 20 pixels

fillCircle(x, y, radius);	
Draw a filled circle with a specified radius.	
Parameters:	x: x-coordinate of the center of the circle y: y-coordinate of the center of the circle radius: radius of the circle in pixels
Usage:	myGLCD.fillCircle(119,159,10); // Draw a filled circle with a radius of 10 pixels

print(st, x, y[, deg]);

Print a string at the specified coordinates. An optional background color can be specified. Default background is black. You can use the literals LEFT, CENTER and RIGHT as the x-coordinate to align the string on the screen.

Parameters: st: the string to print
 x: x-coordinate of the upper, left corner of the first character
 y: y-coordinate of the upper, left corner of the first character
 deg: <optional>
 Degrees to rotate text (0-359). Text will be rotated around the upper left corner.

Usage: myGLCD.print("Hello, World!",CENTER,0); // Print "Hello, World!"

Notes: CENTER and RIGHT will not calculate the coordinates correctly when rotating text.
 The string can be either a char array or a String object

printNumI(num, x, y[, length[, filler]]);

Print an integer number at the specified coordinates. An optional background color can be specified. Default background is black. You can use the literals LEFT, CENTER and RIGHT as the x-coordinate to align the string on the screen.

Parameters: num: the value to print (-2,147,483,648 to 2,147,483,647) *INTEGERS ONLY*
 x: x-coordinate of the upper, left corner of the first digit/sign
 y: y-coordinate of the upper, left corner of the first digit/sign
 length: <optional>
 minimum number of digits/characters (including sign) to display
 filler: <optional>
 filler character to use to get the minimum length. The character will be inserted in front of the number, but after the sign. Default is ' ' (space).

Usage: myGLCD.print(num,CENTER,0); // Print the value of "num"

printNumF(num, dec, x, y[, divider[, length[, filler]]]);

Print a floating-point number at the specified coordinates. An optional background color can be specified. Default background is black.

You can use the literals LEFT, CENTER and RIGHT as the x-coordinate to align the string on the screen.

WARNING: Floating point numbers are not exact, and may yield strange results when compared. Use at your own discretion.

Parameters: num: the value to print (See note)
 dec: digits in the fractional part (1-5) *0 is not supported. Use printNumI() instead.*
 x: x-coordinate of the upper, left corner of the first digit/sign
 y: y-coordinate of the upper, left corner of the first digit/sign
 divider: <Optional>
 Single character to use as decimal point. Default is '.'
 length: <optional>
 minimum number of digits/characters (including sign) to display
 filler: <optional>
 filler character to use to get the minimum length. The character will be inserted in front of the number, but after the sign. Default is ' ' (space).

Usage: myGLCD.print(num, 3, CENTER,0); // Print the value of "num" with 3 fractional digits

Notes: Supported range depends on the number of fractional digits used.
 Approx range is +/- 2*(10^{9-dec})

setFont(fontname);

Select font to use with print(), printNumI() and printNumF().

Parameters: fontname: Name of the array containing the font you wish to use

Usage: myGLCD.setFont(BigFont); // Select the font called BigFont

Notes: You must declare the font-array as an external or include it in your sketch.

getFont();

Get the currently selected font.

Parameters: None

Returns: Currently selected font

Usage: CurrentFont = myGLCD.getFont(); // Get the current font

getFontXsize();

Get the width of the currently selected font.

Parameters: None

Returns: Width of the currently selected font in pixels

Usage: Xsize = myGLCD.getFontXsize (); // Get font width

getFontYsize();

Get the height of the currently selected font.

Parameters: None

Returns: Height of the currently selected font in pixels

Usage: Ysize = myGLCD.getFontYsize (); // Get font height

drawBitmap (x, y, sx, sy, data[, scale]);

Draw a bitmap on the screen.

Parameters: x: x-coordinate of the upper, left corner of the bitmap
 y: y-coordinate of the upper, left corner of the bitmap
 sx: width of the bitmap in pixels
 sy: height of the bitmap in pixels
 data: array containing the bitmap-data
 scale: <optional>
 Scaling factor. Each pixel in the bitmap will be drawn as <scale>x<scale> pixels on screen.

Usage: myGLCD.drawBitmap(0, 0, 32, 32, bitmap); // Draw a 32x32 pixel bitmap

Notes: You can use the online-tool "ImageConverter 565" or "ImageConverter565.exe" in the Tools-folder to
 convert pictures into compatible arrays. The online-tool can be found on my website.
 Requires that you #include <avr/pgmspace.h> when using an Arduino other than Arduino Due.

drawBitmap (x, y, sx, sy, data, deg, rox, roy);

Draw a bitmap on the screen with rotation.

Parameters: x: x-coordinate of the upper, left corner of the bitmap
 y: y-coordinate of the upper, left corner of the bitmap
 sx: width of the bitmap in pixels
 sy: height of the bitmap in pixels
 data: array containing the bitmap-data
 deg: Degrees to rotate bitmap (0-359)
 rox: x-coordinate of the pixel to use as rotational center relative to bitmaps upper left corner
 roy: y-coordinate of the pixel to use as rotational center relative to bitmaps upper left corner

Usage: myGLCD.drawBitmap(50, 50, 32, 32, bitmap, 45, 16, 16); // Draw a bitmap rotated 45 degrees around
 its center

Notes: You can use the online-tool "ImageConverter 565" or "ImageConverter565.exe" in the Tools-folder to
 convert pictures into compatible arrays. The online-tool can be found on my website.
 Requires that you #include <avr/pgmspace.h> when using an Arduino other than Arduino Due.