

## ITDB02\_tinyFAT - Add-on library to integrate ITDB02\_Graph and tinyFAT

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Basic functionality of this library are based on the demo-code provided by ITead studio. You can find the latest version of the library at <http://www.henningkarlsen.com/electronics>

This library has been made especially for the 2.4" TFT LCD Screen Modules: ITDB02-2.4 and ITDB02-2.4D by ITead studio. This library has been designed to use 8bit mode, so it will not work with the 3.2" Module.

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://www.henningkarlsen.com/electronics/contact.php>

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Version:	1.0	Apr 19 2011	• initial release
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### IMPORTANT:

If you are upgrading from ITDB02\_Graph v4.01 or lower there are a couple of things you need to change.

- You must include "`tinyFAT.h`", "`ITDB02_Graph`" and "`ITDB02_tinyFAT`" in your sketch
- All references to the class `ITDB02` must be changed to `ITDB02tf`

No other changes should be necessary. All functions available to the ITDB02 class is also available in the ITDB02tf class. Please see the `ITDB02_Graph` documentation for a description of those functions.

## Functions:

**ITDB02tf(RS, WR, CS, RST[, Model]);**

The main class of the interface.

Parameters:      RS:      Arduino pin for Register Select  
                  WR:      Arduino pin for Write  
                  CS:      Arduino pin for Chip Select  
                  RST:     Arduino pin for Reset  
                  Model: <optional>  
                          ITDB24 (default)  
                          ITDB24D

Usage:            ITDB02tf myGLCD(19,18,17,16); // Start an instance of the ITDB02 class

**loadBitmap (x, y, sx, sy, filename);**

Load a bitmap from a SD card and display it 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  
                  filename: name of the file to load from the SD card

Usage:            myGLCD.loadBitmap(50, 50, 32, 32, "ICON.RAW"); // Load ICON.RAW from the SD card and display it

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 have my tinyFAT library installed, and have enabled integration.