ITDB02_tinyFAT16 - Add-on library to integrate ITDB02_Graph16 and tinyFAT

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 3.2" TFT LCD Screen Module: ITDB02-3.2 by ITead studio. This library has been designed to use 16bit mode, and it should work with the 2.4" Module in 16bit mode as well, although I do not have one, so this is untested.

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	19 Apr 2011	• initial release
	1.01	06 Sep 2011	• Updated to be compatible with ITDB02_Graph16 v4.2

IMPORTANT:
If you are upgrading from ITDB02_Graph16 v4.0 or lower there are a couple of things you need to change.
- You must include "tinyFAT.h", "ITDB02_Graph16" and "ITDB02_tinyFAT16" 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_Graph16 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>
                        Please see the ITDB02_Graph16 documentation for supported models
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 of
                 ITDB02_Graph16 to convert pictures into compatible arrays. The online-tool can be found on my website.
                 Requires that you have my tinyFAT library installed.
```