

How to achieve sub-screen serial picture function

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Summary	

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1. Scope

Documentation for budget, basic, business type, object linking and other serial-screen products.

2. Development Environment version

2.1 VisualTFT Software version: V3.0.0.827 And above

View version: Open VisualTFT Click Help -> About VisualTFT You can view the current software version number

The latest version can be found at <http://www.qz-dc.com/> Download



2.2 Serial screen hardware version: V2.22.959.XXX And above

View version: (1) Check the version number sticker on the back screen

(2) VisualTFT The version number of the screen after a successful connection, the lower right corner of the display

3. Functional Overview

Sub-screen feature is on one screen, a small screen pops up, you can see small changes in addition to the interface section. example

Such as a dialog box, no sub-picture function, RTC controls to stop updating, there are sub-picture function, RTC controls continue to be updated

Figure 3-1 FIG sprite function.

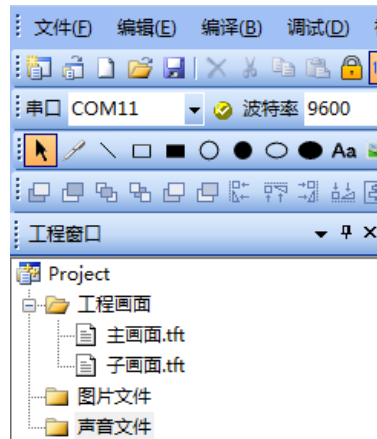


Map 3-1 Sub-picture function

4. Technical realization

4.1 How Serial no touch screen to achieve the sub-picture function

1 ,turn on Visual TFT Software, two new screens, named main picture, sub-picture, FIG. 4-1 Creating shown in the picture.



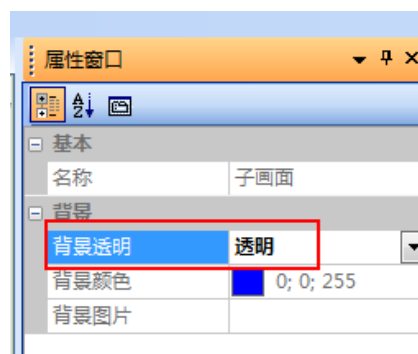
Map 4-1 Creating Screens

2 , The configuration of the main screen, the user can configure and control the desired background in the main screen according to the needs, the present document RTC Controls, for example, as 4-2 Main screen configuration shown in FIG.



Map 4-2 Main screen configuration

3 Arranged sub-picture attribute window, transparent background → Transparent, as 4-3 Sub-picture attribute configuration shown in FIG.



Map 4-3 Sub-picture attribute configuration

4 After the sprite property window configuration is complete, the user can configure the art graphics and controls in the sub-screen on demand,

Figure 4-4 As shown in the sub-screen configuration.



Map 4-4 Sub-screen configuration

5 After engineering configuration, in conjunction with MCU sub-picture switching function. Send commands to the screen by the microcontroller serial port EE B1 0A 00 01 FF FC FF FF ,can be seen RTC Controls update, as 4-5 The simulation results shown.



Map 4-5 Simulation results

4.2 How to achieve sub-screen with touch screen function serial

1 , Serial touch screen is divided into resistive touch, capacitive touch, both to achieve the sub-picture function consistent method, can be combined to achieve sub-screen button control functions.

2 Disposed main screen: the screen and in that the difference between serial no touch with a touch screen need to add a serial control button.



Map 4-6 Main screen configuration

Button control properties Configuration: Written Documentation → Is; font → GB2312-32 * 32 ; When the pop-up text → Sprite; touch purposes → Switching screen; destination screen → Sprite; sprite → , As shown 4-7 Button property configuration shown in FIG.

	文字状态	是
	字体	GB2312-32*32
	弹起时的颜色	255; 255; 255
	按下时的颜色	255; 255; 255
	弹起时的文字	子画面
	按下时的文字	
	触控用途	切换画面
	目标画面	子画面
	子画面	是
	密码保护	否

Map 4-7 Button Properties Configuration

- 3 Sprite configuration: Reference serial no touch screen the sub-screen configuration, two configurations consistent.
- 4 , Simulation: Build the correct, click on the 'sub-screen' button to see a simulation run results shown in Figure
- 4-8 The simulation results are shown.



Map 4-8 Simulation results



5. Command parsing

This command is used to switch the sub-picture.

Instruction format: EE] [B1 0A Screen_id FF FC FF FF

Parameter Description:

EE: header

B1 0A: switching instruction sprite

Screen_id (2 bytes): sprite number

FF FC FF FF: end of frame

The sub-picture ID → 1, the instruction is: EE B1 0A 00 01 FF FC FF FF.