



## **MiniWin Embedded Window Manager**

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## 1 Introduction

MiniWin is an open source royalty free overlapped window manager for small embedded systems with a touch screen written in MISRA 2012 compliant C99. The hardware interface is separated out into a small hardware abstraction layer making the rest of the system re-targetable to a wide variety of processors. MiniWin will run easily on ARM Cortex M0 or above, PIC32, ESP32, some Arduinos, Raspberry Pi or Renesas RX processors. It will not run on small 8 bit processors, for example PIC 18F.

## 2 Who is MiniWin For?

- Open source projects that need a quick-start user interface
- Small commercial products that do not have the budget to buy a window manager or the manpower to develop one

- Hardware constrained devices that have limited resources but also have limited requirements
- Projects that require a user interface that uses no dynamically allocated memory or recursion.
- Student projects that can build on the supplied example code
- Projects requiring MISRA 2012 compliance.

### 3 Features

- Written specifically for small embedded systems with a LCD display and a touch screen.
- Apart from a small hardware abstraction layer, platform independent.
- Supports multiple overlapped windows with Z ordering.
- Supports display rotation
- Incorporates a flexible graphics library.
- Comes with a set of user interface controls in two sizes - a standard size for use with a touch screen and stylus, and large size for a touch screen with finger input.
- Includes a set of standard dialogs that need no further code written to use.
- Optionally no dynamic memory used - all data structures can be allocated at compile time.
- No recursion.
- No display shadow buffers required.
- Six bitmapped fonts included – five fixed width and one proportional.
- Additional TrueType font rendering capability for fonts of your choice
- A clean easy to use API.
- Comprehensive documentation and example projects.
- Runs in bare metal systems or within a single thread of a RTOS.
- Example projects showing FatFS (USB host, SDIO or SD SPI interface), FreeRTOS integration, and TrueType font rendering
- Requires minimal memory - no off-screen buffering used.
- Compiles without warning with GCC, clang, Visual Studio cl, XC32 and CC-RX compilers.
- Fully compliant with MISRA 2012 coding standard 'required' features.
- Doxygen documentation for every function and type.
- Built-in touch screen calibration capability the first time the window manager is started.
- Code generator to create all your windows and controls from a simple configuration file in JSON format.
- Simulators allowing your projects to be run and debugged on Windows or Linux speeding up the development of the user interface part of your embedded code or start development before hardware is available.

### 4 User Interface Controls

- Button
- Check box
- Scrollable list box with optional icons
- Radio buttons
- Menu bar
- Text label
- Progress bar
- Horizontal scroll bar
- Vertical scroll bar



- Arrows buttons in 4 directions
- Numeric keypad
- Keyboard supporting all ASCII characters
- Scrollable text box for rendering justified text using any TrueType font
- Tabs
- Scrollable tree with single, multiple or no selections and optional icons

These are the standard ones. All controls come in 2 sizes – standard and large. Typically the smaller size is for use with a stylus operated touch screen and the larger size for a finger operated touch screen, but this depends on your display's pixel size. You can easily add more control types of your own design following the implementation pattern of the existing controls.

## 5 MiniWin Windows

- Optional title bar, title, scroll bars and border
- Overlapped with unique Z order, fixed tiled, or a combination
- Operator movable and resizable, or fixed
- User code movable and resizable
- Optional maximise, minimise, resize and close icons
- Minimisable to an icon on the desktop
- Customisable desktop colour or bitmap
- Can have a single system modal window
- Window-aware graphics library for drawing in a window
- Standard or large sized features

You don't have to use overlapped windows at all. If you want fixed dedicated areas of the display with each area being responsive to operator input and having its own message and paint functions, that's possible too. Any window can be created with no border or title bar, and like this it's fixed on the screen (although it can still be changed from user code).

## 6 Developer Utility Applications

MiniWin includes the following utility applications:

- Converter for monochrome bitmap files in .bmp format to C99 source code.
- Converter for 24 bit colour bitmap files in .bmp format to C99 source code.
- Converter for TrueType font files to run-length encoded C99 source file for a single point size
- Code generator to create your window and control code from a JSON format configuration file.

The C99 source code produced by the font/bitmap utilities can be dropped into your project and used straight away by routines in the graphics library. Each utility processes a single input file at a time, so must be run for each input file processed (i.e. .bmp image file or TrueType font file).

The code generator creates the complete source for a buildable MiniWin app and makefiles to build it for Windows and Linux simulators using a variety of compilers. By changing the driver layer the generated code can be targeted at your hardware.

Each utility is located in the `Tools` folder under its own folder where source code and makefiles are found. These utilities can be built from source and run on either Windows or Linux (the font converter for Windows is currently provided as an executable only). The utilities come pre-built for Windows as well as with source code.

These applications are command line console/shell applications. Running an application with no arguments shows their usage. The code generator is described in its own section later in this document.

These utility applications are all simple and do not contain any IDE project files. Instead they are all built on the command line using the makefiles provided. The GCC or clang compilers for Linux, or the GCC, clang or Microsoft cl compilers for Windows are used to build the utilities. For Linux GCC will usually already be available and the makefiles can be used straight away or clang can be installed. For Windows, install Microsoft Visual Studio (which contains the cl compiler), or for using the GCC/clang compilers on Windows it is recommended to use the MSYS2 environment with GCC/clang, as the provided makefiles have been tested with these packages. This can be found here:

<https://www.msys2.org/>

Once MSYS2 is installed you need to install GCC or clang compilers. To install the base-devel and GCC packages using this command in a MSYS2 terminal:

```
pacman -S base-devel
pacman -S gcc
```

Installing clang in MSYS2 in Windows from a MSYS2 shell window:

If using clang instead install the clang package using this command in a MSYS2 terminal...

```
pacman -S base-devel
pacman -S mingw-w64-x86_64-clang
```

You need to add the following to your `PATH` environment variable for either compiler...

```
C:\msys64\usr\bin
C:\msys64\mingw64\bin
```

Following this, to build any utility for Linux or Windows using GCC or clang use this command line from its source folder:

```
make
```

For building any utility for Windows using Microsoft cl compiler in a Visual Studio command console use this command line from its source folder:

```
nmake -f nmakefile
```

Note that the makefile name for cl builds is `nmakefile`. There have been issues reported when using the converter for monochrome bitmaps to C99 source files. The input bitmap file when using this tool *must* be a monochrome bitmap. It will not work if the bitmap file has a colour depth of more than 1 bit

per pixel (bpp). If you are having difficulty creating a 1 bpp file use an online converter to convert your image file to a 1 bpp file, for example...

<https://online-converting.com/image/convert2bmp/>

## 7 Drivers and Examples

MiniWin comes with all source code for the window manager, graphics libraries, sample drivers, user interface components and dialogs. It also comes with 8 example projects - a simple getting started example, a fully comprehensive project showing usage of all MiniWin's user interface controls, an example that integrates the FatFS file system and a USB host driver for a pen drive or a SD card, an example that integrates MiniWin into FreeRTOS real-time operating system, a non-overlapped tiled windows example, a TrueType font justified-text rendering demonstration, an example demonstrating root window capabilities and an example that interfaces with a video camera showing a live video feed in a MiniWin window.

MiniWin comes with these hal layer samples :

- a minimalist (but slow) embedded one for the STM32F407 that uses a generic SPI driven ILI9341 controlled LCD display (see Appendix 5 for connections)
- a hardware accelerated embedded one for the STM32F429DISC1 development board (see Appendix 4 for connections)
- a hardware accelerated embedded example for the LPC54628 development board with NXP part number OM13098 (see Appendix 6 for connections)
- an example for the Renesas Envision development board using an RX65N processor with Renesas part number RTK5RX65N2C00000BR compiled with Renesas CC-RX compiler (see Appendix 7 for connections)
- another for the same Renesas Envision development board compiled with GCC-RX compiler (see Appendix 8 for connections)
- an example for the ESP32 processor on a DevKitC board with an ILI9341 controlled LCD display built with ESP32-IDF development environment (see Appendix 9 for connections)
- a similar example to the previous one for the ESP32 processor on a DevKitC board with an ILI9341 controlled LCD display but built with the Arduino IDE (see Appendix 9 for connections)
- an example for the PIC32 MX processor on a Microchip Curiosity PIC32 MX470 development board with an ILI9341 controlled LCD display (see Appendix 10 for connections)
- an example for the PIC32 MZ processor on a Microchip Curiosity PIC32 MZ EF development board with an ILI9341 controlled LCD display (see Appendix 13 for connections)
- an example for a Raspberry Pi Zero W board that uses a generic SPI driven ILI9341 controlled LCD display (see Appendix 14 for connections)
- an example for a Raspberry Pi Pico board that uses a generic SPI driven ILI9341 controlled LCD display (see Appendix 15 for connections)
- an example for a Atmel SAM3X processor on an Arduino Due board that uses a generic SPI driven ILI9341 controlled LCD display (see Appendix 16 for connections)
- two simulator versions that allows applications to run within a Microsoft Windows window or a Linux X11 window (see Appendices 11 and 12 for requirements)

Each of the example projects can be built for all of the hardware variants (except some of the Raspberry Pi Pico board examples). User interface development using the Windows or Linux simulators reduces

application development time. MiniWin application code developed for either of the simulators can be dropped straight into your embedded project when completed. In the example projects it's the same MiniWin and application code running on all platforms.

All sample projects are built with one of these free compilers/IDE's :

- ST STM32CubeIDE with GCC
- NXP MCUXpresso with GCC
- e2Studio with CC-RX (limited free period) or GCC-RX compilers (free)
- ESP32-IDF build system with GCC and Cmake
- Arduino IDE
- Microchip MPLAB X with the XC32 compiler
- GCC/clang and make for Linux and Windows with MSYS2, or GCC and make for Raspberry Pi OS
- Raspberry Pi Pico SDK using GCC, CMake and make
- Atmel/Microchip Studio with GCC
- Microsoft Visual Studio cl compiler and nmake

The ST, Microchip, Arduino, NXP compilers/IDE's and the ESP32-IDF build system can be obtained for Microsoft Windows or Linux. The Atmel/Microchip Studio IDE and Renesas CC-RX/GCC-RX compiler runs on Windows only. For Raspberry Pi OS and Pico SDK the building is done on a Raspberry Pi.

The simulator examples all build using the same development environment as the utilities described above. This is GCC/clang for Linux, GCC for Raspberry Pi OS, and GCC/clang for Windows running in the MSYS2 development environment, or cl from Microsoft Visual Studio for Windows.

## 8 Customisability

Because MiniWin is fully open source its look and feel is fully customisable. Don't like the look of a user interface component? Simple. Modify its paint function and skin it how you want it to look. More user interface controls and dialog windows can also be added by copying from the standard set provided.

## 9 Dynamic Memory and Recursion

MiniWin, the libraries it uses and included open source code use no dynamic memory (an option for the tree container utility, see below), a feature unique to MiniWin amongst overlapped window managers. All memory must be allocated statically at compile time for the required MiniWin features. This means that the maximum number of windows and controls has to be anticipated by the developer, and sensible handling implemented in the case of these limits being exceeded.

This places restrictions on MiniWin but some embedded application requirements specify no use of dynamic memory, or the MiniWin application may be running on a platform that does not support it. The nature of embedded applications usually means that the required user interface features can be determined during implementation.

The tree container utility that is part of MiniWin can be configured to use a statically allocated memory pool of fixed size decided at compile time, or dynamic memory.

MiniWin code and its 3<sup>rd</sup> party libraries use no recursion ensuring stack safety in small embedded systems with limited memory.

## 10 MISRA Compliance

All source code developed for MiniWin is compliant with all 'required' features of the MISRA 2012 coding standard (with a few exceptions of FreeRTOS calls in the FreeRTOS example as these cannot be made MISRA compliant). This is a unique feature of MiniWin amongst window managers and required considerable effort to achieve. Open source libraries that MiniWin incorporates are used as is, and have not been modified to achieve MISRA compliance (these comprise FreeRTOS, driver libraries/start-up code from silicon vendors, TrueType font library, bitmap font files and the touch screen calibration routine).

All code generated by the MiniWin development tools (bitmap converters and code generator) is also compliant with all MISRA 2012 'required' features.

## 11 Display Size and Rotation

MiniWin allows you to rotate the display as a compile time configuration (see configuration file section later in this document). It is not possible currently to rotate the display at run time to a different layout although this can be added if there is any demand.

The pixel transformations required to implement display rotation are required in the lcd driver. All the supplied platform implementations that MiniWin comes with implement this feature and therefore all example projects can be rotated. The default layout for the supplied hal layers is the natural screen layout. For the displays used by the embedded ST STM32 and ESP32 examples this is portrait, for the NXP LPC and Renesas RX examples it is landscape, and for the Windows and Linux simulators it is portrait.

When display rotation is chosen for the Windows and Linux simulators the window size is adjusted to reflect the change from portrait to landscape or vice-versa but the displayed window is not actually rotated on the computer display as this would make development awkward.

Each display's size for different displays needs to be specified in the `hal_lcd.c` hal source file. This value is the physical size in pixels of the display in use (or being simulated). It is not the size after any rotation is applied. So, for example, the displays attached to the STM32F429DISC1 board has a width of 240 and a height of 320. These values remain the same in this source file regardless of the display rotation value chosen in the configuration file.

The touch screen needs recalibration each time the display rotation in configuration is changed. This is described later in this document.

## 12 Implementing the Hardware Abstraction Layer (hal)

Note: In this document HAL in capitals refers to the ST driver library used for STM32 devices; hal in lower case refers to the hardware interface part of MiniWin.

The hal sub-project (found under folder `hal` in the source code) collects all the drivers required by MiniWin in one location and implements as one low level layer. No other MiniWin code has any hardware dependency. To port the MiniWin code to your hardware you need to implement the drivers found here. The following sections describe what you need to do for each driver.

## 12.1 Delay Driver

**Source file:** `hal_delay.c`, `hal_delay.h`

These functions wait in a busy loop for a specified time. This routine is only used by other drivers under the hal sub-project. If your drivers do not need this capability you do not need to implement these functions, but some LCD and touch screen drivers need delays during initialisation. Do not use these functions from within your application code as you will block the responsiveness of your user interface. It is also imperative not to use these functions from within an interrupt handler or a RTOS task after initialisation. Use the MiniWin tick timer and message handlers instead.

Function: `mw_hal_delay_init`

Any hardware initializations for the delay driver are here.

Function: `mw_hal_delay_ms`

Delay for a specified number of milliseconds.

Function: `mw_hal_delay_us`

Delay for a specified number of microseconds.

## 12.2 Init Driver

**Source file:** `hal_init.c`, `hal_init.h`

This is not a driver in itself but collects together the initialization routines of all the other drivers. If your drivers need initialising in a specific order you can implement this here.

Function: `mw_hal_init`

Calls all other init routines in the hal sub-project.

## 12.3 Timer Driver

**Source file:** `hal_timer.c`, `hal_timer.h`

This driver uses a hardware timer to drive the MiniWin tick counter at 20 Hz.

Function: `mw_hal_timer_init`

Any hardware initializations for the tick timer driver are here.

Function: `mw_hal_timer_fired`

This function is called by a timer interrupt handler and increments the MiniWin timer.

Function: `varies`, timer interrupt handler

This interrupt handler function, which the interrupt routine calls 20 times per second, calls `mw_hal_timer_fired` which increments the MiniWin tick counter on each call.

## 12.4 Non-Volatile Storage Driver

**Source file:** `hal_non_vol.c`, `hal_non_vol.h`

This driver stores settings data in non-volatile memory. This could be a section of internal flash memory, on chip EEPROM, a SD card or an external chip. Currently only the touch screen parameters are stored here. If you do not have or wish to use non-volatile storage you can leave these as stubs and your touch screen will need calibrating on every power up.

Function: `hal_non_vol_init`

Any hardware initialisations for the non-vol driver are here.

Function: `hal_non_vol_load`

This function loads a specified length of data from non-volatile memory into a buffer owned by the caller.

Function: `hal_non_vol_save`

This function saves a specified length of data into non-volatile storage. It is up to the driver to decide where in non-volatile memory to save the data.

## 12.5 Touch Driver

**Source file:** `hal_touch.c`, `hal_touch.h`

This driver detects when the touch screen is pressed and can read the touch screen when requested. It also contains details about if and when touch screen calibration is required as not all touch screens require calibration.

Function: `mw_hal_touch_init`

Any hardware initialisations for the touch driver are here.

Function: `mw_hal_touch_get_state`

This function returns whether the screen is currently being touched or not.

Function: `mw_hal_touch_get_point`

This function gets the current touch point. It should only be called directly after `mw_hal_touch_get_state` has been called (and reported that the screen is currently being touched) to ensure that there is a valid touch point to read. If there is no valid touch point to read then the function returns `false`.

This function must return a filtered stable touch point. If this requires multiple reads to be made and averaged (or otherwise filtered) then this must be performed within this driver function. The function returns the touch point in raw touch digitizer co-ordinates, which may not be the same as pixel coordinates. MiniWin incorporates a calibration routine which removes touch screen non-linearities and also transforms the touch point co-ordinates from raw digitizer co-ordinates (as returned by this function) to pixel co-ordinates.

Function: `mw_hal_touch_is_calibration_required`

This function tells MiniWin whether the user has requested a touch screen recalibration by some hardware method, for example a push-button. If recalibration is required return `true`. This function is called only once by the MiniWin window manager at start-up. This functionality is demonstrated in the embedded driver examples where at start-up a hardware button is checked and if pressed the touch

screen calibration routine is run even if a previous calibration has been performed. For the simulated drivers and for Raspberry Pi OS deleting file `settings.bin` found in the same folder as the executable file achieves the same effect.

## 12.6 LCD Driver

**Source file:** `hal_lcd.c`, `hal_lcd.h`

This driver implements basic write functions to the display device screen and defines the colour type and some colours. It also returns details of the screen size in pixels when requested to the MiniWin window manager or application code.

There is no screen read capability requirement for MiniWin. Memory for display shadow buffers is not required.

**Type:** `mw_hal_lcd_colour_t`

This typedef represents the colour format used by MiniWin and is a 32 bit integer to hold a 24 bit colour representation.

**Defines:** `MW_HAL_LCD_WIDTH` and `MW_HAL_LCD_HEIGHT`

These are the size in pixels of the display device.

**Defines:** `MW_HAL_LCD_BLACK`, etc.

A variety of pre-named colours are defined, the minimum being colours for black and white (`MW_HAL_LCD_BLACK` and `MW_HAL_LCD_WHITE`).

**Function:** `mw_hal_lcd_init`

This function initializes the display device hardware.

**Function:** `mw_hal_lcd_get_screen_width`

This function returns the width of the attached display in pixels. When using the Windows or Linux simulator the values returned by this function can be changed to simulate different sized displays. This value must be the physical width of the display in pixels regardless of any display rotation requirements. Display rotation is set in the configuration file (described later).

**Function:** `mw_hal_lcd_get_screen_height`

This function returns the height of the attached display in pixels. When using the Windows or Linux simulator the values returned by this function can be changed to simulate different sized displays. This value must be the physical height of the display in pixels regardless of any display rotation requirements. Display rotation is set in the configuration file (described later).

**Function:** `mw_hal_lcd_pixel`

This function writes a single pixel with the specified colour to the display device. The `x` and `y` coordinates passed to this function will be within the display's maximum coordinate bounds and do not need further checking here.

If you wish to use the display rotation functionality of MiniWin then you need to implement the coordinate transformations required to achieve that here. If you do not wish to rotate your display but



use the physical layout of your display then no coordinate transformation is required here. See the example projects for how to implement coordinate transformation if you require it.

If your hardware display supports less than 24 bit colour then the passed in colour must be transformed in this function to the format required by the hardware display.

Function `mw_hal_lcd_filled_rectangle`

This function fills a rectangle on the screen with a single colour. The `x` and `y` and `x + width` and `y + height` coordinates passed to this function will already be within the display's maximum coordinate bounds and do not need further checking by code in this function.

If you wish to use the display rotation functionality of MiniWin then you need to implement the coordinate transformations required to achieve that here. If you do not wish to rotate your display but use the physical layout of your display then no coordinate transformation is required here. See the example projects for how to implement coordinate transformation if you require it.

If your hardware display supports less than 24 bit colour then the passed in colour must be transformed in this function to the format required by the hardware display.

Function `mw_hal_colour_bitmap_clip`

This function fills a full colour rectangle on the screen with data from bitmap specified by the caller. The bitmap data must be in the format of 3 bytes per pixel. The image data must start at the top left and proceed across a full row before starting the next row. The co-ordinates of all points within the bitmap's rectangle must be clipped to a caller specified clip rectangle by code in this function. It is only necessary to implement this function if your user code is going need it. The MiniWin window manager, dialogs and user interface components do not require it. The example projects, however, do need it.

If your hardware display supports less than 24 bit colour then the passed in bitmap pixels' colours must be transformed in this function to the format required by the hardware display.

Function `mw_hal_lcd_monochrome_bitmap_clip`

This function fills a monochrome rectangle on the screen with data from bitmap specified by the caller. The bitmap data must be in 8 pixels per byte format, left most pixel in the byte's msb. The image data must start at the top left and proceed across a full row before starting the next row. The co-ordinates of all points within the bitmap's rectangle must be clipped to a caller specified clip rectangle by code in this function. The actual colours to use for the 2 possible colours are specified in the device colour format.

The previous 3 functions can all be implemented using the pixel plotting function above. This reduces the amount of work needed porting the driver to your hardware but at the expense of running more slowly. This technique is used for the STM32F407 hal driver layer so those examples can be copied when porting your own display driver as a quick start.

## 13 Paint Algorithm

MiniWin uses a painting algorithm that is optimized for use on a system without a shadow screen buffer or dual buffers, i.e. all writes to the display memory are shown immediately on the display. To avoid flickering each part of the display is written to only once for each repaint request.

The repaint algorithm used is the singly-combined sorted intersections algorithm. This algorithm has two parts.

When a repaint request is received for a rectangular area the first part the algorithm searches for all window edges that intersect this area. These edges are collected into two arrays, one of horizontal edges, the other of vertical edges. The edges of the rectangle being repainted are also added to the arrays. Then the contents of each array is sorted numerically.

For the second part of the algorithm there is a pair of nested loops that iterates through the array of horizontal edges and for each horizontal edge iterates through the array of vertical edges. For each horizontal/vertical edge intersection the highest Z order of the visible window (including root) at the point is found, along with the window that has this Z order. The paint algorithm is called for this window with a clip area with origin of this intersection point and a width and height of the difference between the current intersection in the edges arrays and the subsequent intersections.

The singly-combined part of the algorithm means that when a rectangle to repaint is found in the inner loop the window's paint function is not called immediately. Instead, the call to the repaint is suspended until the next iteration of the inner loop. If at the next iteration it is found that the subsequent rectangle has the same Z order as the previous then painting is delayed again. If the subsequent rectangle has a different Z order then only now is the previously identified rectangle (or combined rectangles) painted. In this way rectangles along the same row are combined, but rectangles on different rows are not - hence singly-combined.

Additional optimizations take place when deciding on how to repaint a rectangle. If a rectangle is completely within a window that has focus then nothing overlaps it and it is painted completely. If a rectangle is completely overlapped by higher Z order windows then its repaint request is ignored.

## 14 Z Orders

All windows have a Z order. This is the window's position in the stack of windows and determines which window is drawn on which. 0 is the lowest Z order and this value is reserved for the root window. Reasons for a Z ordering change are: a new window is created, a window is removed, a window is sent to the back, a window is sent to the front, a window is minimized, a window is restored, or a window is given focus. Whenever a Z ordering change occurs all the Z orders are rationalized, which means that they go from 1 to the number of currently used windows with no gaps in the numbering. This is done automatically by MiniWin; no user code is required.

The window with the highest Z order is the window with focus. This window is drawn with a different colour title bar (blue by default) from unfocused windows (title bar grey by default). When a window is created or restored it is given the highest Z order and is given focus. When a window loses focus, because it is removed, minimized, or another window is brought to the front the next highest Z ordered window gains focus. A message is sent to a window's message handler whenever it gains or loses focus.

Controls are handled differently. They do not have a Z order compared to other controls in the same window. It is safest if controls are positioned so that they do no overlap as the painting order (and hence which one appears on top of which) is uncontrolled. If a control needs to appear temporarily on top of another control, for example simulating a cascading menu with a pop up list box, then it is up to the user

code to make sure that the underlying control is temporarily made invisible. This may seem as a limitation to using layered pop up controls, but it keeps MiniWin small and simple.

## 15 Multiple Instances of the Same Window

Most windows are used with only a single instance of that window type. In these cases, any data the window needs to store to hold its state can be within the window source file as single instance static data, and the code within the window's message handler and paint function can access the locally stored data.

However, there may be cases where multiple instances of the same window type are required to be displayed. In these cases no window data can be stored within the source file as static data as this would not allow different data for the different instances of the same window type. In these cases each window instance's data needs to be stored externally and a pointer to this data made available to the window's message handler and paint functions. Therefore each window has associated with it a void pointer which is used to store instance data. This pointer is set when the window is created in the `mw_add_window` function. If only a single instance of a window is required and window data is stored in the window's source file as static data then this pointer can be `NULL`.

The example project MiniWinFile uses multiple instances of the same window type to show multiple images and text files, each in its own instance of the same window type.

## 16 Graphics Library

MiniWin comes with a standard graphics library (gl) supporting the normal lines, fonts and shapes as well as polygon and shape rotation. It includes simple patterned lines and texture fills. These library functions can be used to draw window components, or window or control client areas.

All graphics library drawing routines are window aware - you do not have to worry about where your window or control is, if it is overlapped or partly or fully off screen. You just draw to the client area regardless using the client area as your frame of reference. MiniWin performs all window offset translations and clipping required. You will never end up drawing outside of your window or control or scribbling somewhere you shouldn't.

All painting should be done via this graphics library to ensure correct clipping of any graphics function coordinates that fall outside of a window or control.

The coordinate system used in all graphics commands in gl is that of the item being painted. If a window frame is being painted then the origin coordinate (0, 0) represents the top left corner of the window frame. If a window client area is being painted (0, 0) represents the top left corner of the client area, and for a control (0, 0) represents the top left corner of the control's client area. Controls do not have frames.

Calling a gl function with coordinates beyond the boundaries of the item (window frame, client area, control) being painted (including negative coordinate values) will result in the pixels being automatically clipped. Pixels up to the boundary will be painted, so for example if a line is asked to be drawn where the origin is within the area being painted but the end point is outside the line will be drawn from the origin up to the boundary.

All window and control paint routines pass in a pointer to a `mw_gl_draw_info_t` parameter. This contains information on the frame of reference origin of the area item being painted and the clipping area extents. It is not necessary for the user code to use any values in this data structure, simply pass it on to any function calls in gl.

The gl library uses the concept of a graphics context in its calls. Individual functions are not passed parameters describing the required colour, line style, fill pattern etc. These are set in a graphics context structure that belongs to gl using the gl API. Values in the graphics context are set first and then all subsequent calls to gl functions will use these values. Values that can be set in the graphics context are as follows:

- foreground colour
- background colour
- line pattern
- solid fill colour
- solid fill pattern
- background transparency
- border on or off
- which bitmap font to use (not TrueType font)
- text rotation

The contents of a graphics context are not preserved between subsequent calls to paint functions. It is necessary to set the values at every use. The gl library provides an accessor for a pointer to its internal gl structure so if setting the contents on every paint function call is not suitable the user code can keep a local copy and use `memcpy()` to copy the local copy into gl's copy as an alternative.

## 16.1 Fonts

MiniWin comes with a variety of font capabilities as part of gl. Some of these are always available and others are optional which can be included or excluded by user code configuration, depending on requirements and available program memory on the target device. The font types fall into the following categories:

- Always available bit-mapped
- Optional bit-mapped
- Run-length encoded TrueType with anti-aliasing
- Run-length encoded TrueType without anti-aliasing

These are described in the sections below.

### 16.1.1 Always Available Bit-Mapped

The 9 pixel high fixed width and the 15 pixel high proportional fonts are required by the MiniWin window manager and its components (dialogs and user interface controls), but can also be used from user code for simple text rendering. These are included in every MiniWin project by default and are always available. Text rendered in these fonts is always left justified. Text using these fonts can be drawn rotated up, right, down and left and transparently on the background. In transparent mode the pixels of each letter are drawn in the foreground colour but the pixels in a character's block that do not make up part of the character are not drawn leaving the background intact. In non-transparent mode a

character's block is drawn first as a solid colour block in background colour then the character's pixels are drawn on top. These fonts are the fastest to render. The fonts contain all characters from the ASCII characters set.

Before calling a bitmapped font rendering function in gl the font style, foreground colour, background colour, transparency and text rotation must be set in the graphic's context. The function call to render the text is the following:

```
/**
 * Draw a string of small fixed width characters. Foreground
 * colour, background colour, rotation, bitmap font and transparency
 * controlled by gc.
 *
 * @param draw_info Reference frame origin coordinates and clip region rect
 * @param x Coordinate of the left edge of the rectangle containing the first
 *          character
 * @param y Coordinate of the top edge of the rectangle containing the first
 *          character
 * @param s Pointer to the null terminated string containing ASCII characters
 */
void mw_gl_string(const mw_gl_draw_info_t *draw_info, int16_t x, int16_t y,
const char *s);
```

All example projects use these fonts.

### 16.1.2 Optional Bit-Mapped

The other bit-mapped fonts are 12, 16, 20 or 24 pixel high and fixed width. These are optional and can be removed from the build if not used to save space. There are 4 #defines in `miniwin_config.h` for controlling the inclusion of these optional fonts. Comment out the lines to prevent the unused fonts being included in your build. Attempting to use an unavailable font will result in a run-time assert which will indicate the problem.

Like the always available bit-mapped fonts these can be rendered rotated and transparently if required, contain all the ASCII characters, and are always rendered left justified. The function call is the same as given in the previous section.

The example projects MiniWinTest uses these fonts.

### 16.1.3 Run Length Encoded TrueType Fonts

MiniWin has the capability to render any TrueType font using either monochrome pixel drawing or alternatively using anti-aliasing with the border pixels alpha-blended with the character's background colour. This method of font rendering gives a wide range of options of font size and typeface compared to the bitmapped fonts but at the expense of slower rendering and extra work by the programmer. Text rendered using TrueType fonts can be justified left, right, centre or full. However, this type of font rendering allows no rotation or transparent plotting over an existing background. The text is rendered on a solid colour background that is drawn in the font rendering routine as the text is rendered. The example projects MiniWinTTFonts uses these fonts.

TrueType font files are often large and real-time rendering of the font glyphs from the TrueType font data to alpha blended pixels as they are required takes significant processing power and program code

space – too much for a small embedded device. Therefore in order to use TrueType fonts the font file is pre-processed before compiling to convert the data into C99 data structures containing run-length encoded font data. This increases rendering speed and reduces code space with the downside that the font sizes available must be chosen before compiling, and every different font size takes extra constant data space.

The process of including TrueType text is described in the following sections.

#### *16.1.3.1 Obtaining your TrueType Font*

There are many TrueType fonts (`.ttf` file) available on the internet. Those that come with Microsoft Windows are copyright and cannot be used in a commercial device or published software. There are however many available for free without license restrictions.

#### *16.1.3.2 Building the Font Processing Tool*

For Linux users obtain the `libfreetype6-dev` package. On Ubuntu the command is:

```
apt-get install libfreetype6-dev
```

Go to the MiniWin folder `Tools/FontEncoder` and type

```
make -f makefile_linux.
```

For Windows users the font conversion tool is supplied pre-built under the `Tools\FontEncoder` folder under the MiniWin root folder, named `mcufont.exe`.

#### *16.1.3.3 Processing Your TrueType Font*

For this task you use the font processing tool `mcufont` (Linux) or `mcufont.exe` (Windows) which you built in the previous section. (Examples below use the Linux variant of `mcufont`. Replace this with `mcufont.exe` for Windows). This tool is a command line application, so start a Linux shell or a Windows command prompt. It is easiest if the font's `.ttf` file you are processing is in the same folder as the application. You process one font file at one point size at a time.

Processing a TrueType `.ttf` file to a `.c` file that can be included in your embedded application is a four stage process, all done via different commands to the same font processing tool. At any time you can see the required command line by typing `mcufont` with no parameters.

The first command is to import the `.ttf` file which converts it to a `.dat` file. A typical command is...

```
mcufont import_ttf DejaVuSans.ttf 12
```

The 12 value is the point size the final font will be rendered in. This produces a font with anti-aliasing. To produce a font without anti-aliasing (which renders more quickly and saves constant data memory space but doesn't look so sharp) use...

```
mcufont import_ttf DejaVuSans.ttf 12 bw
```

The next command is to choose which characters from the font you wish to use in your application, as some TrueType fonts contain thousands of characters (currently MiniWin only supports single byte

characters, so this range's endpoint should not be greater than 255). A numerical range (or ranges) is given to choose these values. To choose only ASCII characters for example use 0 – 128 range...

```
mcufont filter DejaVuSans12bw.dat 0-128
```

The next command is to optimize your converted font's data file to the minimum size. This can take a few minutes. An example command is...

```
mcufont rlefont_optimize DejaVuSans12bw.dat
```

Finally export your font data to a run-length encoded C source file...

mcufont rlefont DejaVuSans12bw.dat

This produces a file called `DejaVuSans12.c` which can be dropped into your project's source folder and added to the project.

#### 16.1.3.4 Using your Font

If you look in your font file you have created near the bottom you will find a data structure declared of type `mf_rlefont_s`. For example, in the `DejaVuSans12.c` file it is called `DejaVuSans12`. You need to have an `extern` declaration to this data structure in the source file where you are calling the font rendering function, for example...

```
extern const struct mf rlefont s mf rlefont DejaVuSans12;
```

This extern reference is how you specify the font you wish to use to the text rendering function. You can have multiple fonts and point sizes available in your application if you wish.

Before calling the text rendering function in `gl` you need to set the foreground and background colour in the graphics context. The rotation and transparency values do not need to be set as these are not available for TrueType font rendering in MiniWin. Unlike bitmapped font rendering TrueType fonts are rendered across multiple lines in a box. You therefore specify a containing rectangle rather than just a start position. The function call in `gl` is as follows:

```

/**
 * Render justified true type text in a box
 *
 * @param draw_info Reference frame origin coordinates and clip region rect
 * @param text_rect The rect in the window's client area that the text is to
 *                  be rendered into
 * @param justification The justification to use when rendering the text
 * @param rle_font The true type font to use
 * @param tt_text The text to render
 * @param vert_scroll How many pixel lines to scroll the text up
 */
void mw_gl_tt_render_text(const mw_gl_draw_info_t *draw_info,
    mw_util_rect_t *text_rect,
    mw_gl_tt_font_justification_t justification,
    const struct mf_rlefont_s *rle_font,
    const char *tt_text,
    uint16_t vert_scroll_pixels);

```

## 17 Tree Container Utility

MiniWin has a tree container utility. This is included in MiniWin primarily for use by the tree user interface component (see next section), but it is also generally available for use in any other part of user code if tree structured storage is required. The tree container utility code uses no recursion making it suitable for small embedded systems. The downside however is that the code is low efficiency and will run slowly with large amounts of data.

The memory for the tree container can be allocated in two ways...

- 1) Statically allocated memory pool defined at compile time which cannot be enlarged at run time
- 2) Dynamically allocated in blocks at run time with an initial block allocated dynamically at start up and reallocated to change size as required.

Both of these methods are demonstrated in the example projects.

### 17.1 Tree Nodes

There are two types of tree nodes: nodes that can contain children and nodes that cannot. All nodes have a text label (of user specifiable size) which could also be cast into a pointer to a data type of the user's choice if required.

The node types mentioned above are referred to in the API and code as 'folder' (for those that can contain children) and 'file' (for those that cannot). Although this matches to the concept of a file system tree the folder and file node types can be used to represent tree data that is not a file system.

All nodes of both types have the concept of being selected. This is simply a flag that each node has that can be set or reset on a node by node basis. Options are available as to whether single or multiple nodes can be selected, or selection is not available at all. It is up to the user of the tree to give any meaning to a node's selected status.

Folder nodes have the concept of being open or closed. Again, this is a flag that all folder nodes have. When a search is performed to retrieve children of a folder, only open sub-folders are searched. This is explained in more detail later.

### 17.2 Tree Container Options

Tree container options apply to all nodes in each instance of a tree container. They are set when the tree container is initialised. Not all combinations of options make sense and those that do not are disallowed. Disallowed option combinations are nonsensical ones and attempting to initialise a tree container with nonsensical options will cause an assert in debug mode. An example of a nonsensical combination is specifying both no selection allowed and single node selection.

**Option** `MW_TREE_CONTAINER_NO_SELECT`

This option means that the concept of node selection is not supported for this tree container. An attempt to change the selection status of a node will be ignored.

**Option** `MW_TREE_CONTAINER_SINGLE_SELECT_ONLY`

This option means that zero or one node can be selected at a time. When a node is set as selected any other node that is already selected is set as unselected.



A lack of either of the 2 previous flags means that multiple nodes can be selected at once.

Option `MW_TREE_CONTAINER_FOLDER_SELECT_ONLY`

This option means that only folder nodes can be set as selected.

Option `MW_TREE_CONTAINER_FILE_SELECT_ONLY`

This option means that only file nodes can be set as selected.

A lack of either of the 2 previous flags means that both folder and file nodes can be selected simultaneously.

Option `MW_TREE_CONTAINER_SHOW_FOLDERS_ONLY`

This option means that when doing a query on a tree container to retrieve all the children/sub-children of a folder node only folder nodes will be returned

Option `MW_TREE_CONTAINER_NODE_LABEL_MAX_SIZE`

This option specifies the maximum size of each node's text label string, including terminating `NULL`.

### 17.3 Tree Container Node Options

Option `MW_TREE_CONTAINER_NODE_IS_FOLDER`

This option when set specifies that a node is a folder, or when not set, is a file. This flag is given a value when a node is created and cannot be changed subsequently.

Option `MW_TREE_CONTAINER_NODE_IS_SELECTED`

This option specifies that a node is selected and can be changed at any time.

Option `MW_TREE_CONTAINER_NODE_FOLDER_IS_OPEN`

This option only applies to folder nodes and specifies that it is open when set or closed when not set. The value can be changed at any time.

### 17.4 Creating a Tree Container

A tree container is created in one of two ways through the same API call. The two methods are:

- 1) Use a statically allocated array of nodes of a size fixed at compile time
- 2) Use a dynamically allocated array of nodes which is given a starting size at compile time but can be enlarged at run time

The API call to create the tree container must be called once before any use of the tree container is made. The call is shown below:

```
mw_handle_t mw_tree_container_init(struct mw_tree_container_t *tree,
    mw_tree_container_node_t *nodes_array,
    uint16_t nodes_array_size,
    char *root_folder_path,
    uint8_t root_node_flags,
    uint8_t tree_flags,
    mw_tree_container_no_space_callback_t *no_space_callback,
```

```
char folder_separator);
```

To use this call create a `mw_tree_container_t` variable and an array of `mw_tree_container_node_t` elements. This can either be statically allocated as a normal array or dynamically allocated and the pointer cast to the correct type. The size of the array from either method is given in the 3<sup>rd</sup> parameter.

The root folder path can be any text up to the maximum label size, or none, but must be appended with the folder separator character. The tree and root node flags are as described above.

If the node array is statically allocated or dynamically allocated but can never be enlarged pass `NULL` as the `no_space_callback` parameter. If the node array requires enlarging pass a pointer to a function of `mw_tree_container_no_space_callback_t` type. A simplified example of this function's possible implementation is shown below which expands the node array by 5.

```
void expand_node_array(struct mw_tree_container_t *tree)
{
    uint16_t new_size = mw_tree_container_get_size_node_array(tree) + 5U;
    void *new_array = realloc(mw_tree_container_get_node_array(tree),
new_size * sizeof(mw_tree_container_node_t));

    mw_tree_container_set_new_node_array(tree, (mw_tree_container_node_t
*)new_array, new_size);
}
```

The final parameter is the folder separator which must be the same as the last character of the root folder path. The returned value from this call is the handle of the root folder which is used subsequently to refer to the root folder.

## 17.5 Populating the Tree

Adding folders or files to the tree uses the following API call:

```
mw_handle_t mw_tree_container_add_node(
    struct mw_tree_container_t *tree,
    mw_handle_t parent_folder_handle,
    char *label,
    uint8_t node_flags);
```

Like all calls to the API the first parameter is a pointer to the tree structure variable. The handle of the folder in which this new member will reside is given next, then its label (which can be an empty string). A folder node does not need the folder separator appending to its label. Finally the new node flags as described above. This call can be used to add a folder or a file.

The new node's handle is returned. If a folder is added then the returned handle needs to be retained if any further items are added to that folder in order to identify it.

## 17.6 Retrieving items from the Tree

Retrieving the contents of a tree uses a call back method. The user provides the folder of interest that the contents are required of and the tree container library repeatedly calls back user code for each file

or folder found. The search is recursive (although no recursion is used in the code) – all folders and sub-folders are searched so that all children of a folder are retrieved regardless of their folder depth. The exclusion is folders that are marked as not open which are not searched any further.

The API call to retrieve children of a folder node is as follows:

```
void mw_tree_container_get_all_children(  
    struct mw_tree_container_t *tree,  
    mw_handle_t parent_folder_handle,  
    bool selected_only,  
    mw_tree_container_next_child_callback_t *callback,  
    void *callback_data);
```

The `tree` parameter is as described for previous calls. The `parent_folder_handle` parameter is the handle of the folder to search. Note that there is no call-back for this folder, only its children. If `selected_only` is true then only nodes that have their selected flag set are returned. The `callback` parameter is a pointer to a function that will be called for each found node. The `callback_data` parameter can be any pointer to any data structure that the user requires passing to the call-back function. It is passed untouched to the call-back function. It can be `NULL`, but it is up to the call-back function to ensure that a `NULL` pointer is not de-referenced.

A similar API call exists to get just the count of children without any call-back function being called.

After calling `mw_tree_container_get_all_children` a further API function exists that will return the handle of a node at a specified position that `mw_tree_container_get_all_children` returned, assuming that the tree has not had its contents changed before this subsequent call. The function is this (parameters have the same meaning as `mw_tree_container_get_all_children`):

```
mw_handle_t mw_tree_container_get_handle_from_position(  
    struct mw_tree_container_t *tree,  
    mw_handle_t parent_folder_handle,  
    bool selected_only,  
    uint16_t position);
```

This function is useful if for example a list has been populated via the `mw_tree_container_get_all_children` call and subsequently an item at a known position is selected and the handle of the node at the selected position is required.

Other API functions of the tree container utility are straightforward and are not described here. See the Doxygen documentation for details.

## 18 Standard Controls Overview

There is a set of standard controls available in MiniWin. This set is smaller and simpler than that provided by more sophisticated window managers, but they can be combined to work collaboratively to produce a greater range - for example the list box control can be combined with the standalone vertical scrollbar to produce a scrolling list box. Some extra user code is required to do this, or the code generator can be configured to do it for you.

All of the controls provided by MiniWin come in two sizes – a small size for stylus operated touch screens and a large size for finger operated touch screens. Progress bars and text boxes are created with a size specified in code and there is no small or large concept for these control types.

Each control has its own source and header files. For each control there are a minimum of 3 functions - the control message handler, the control paint function and a utility function to simplify the creation of the control. The controls' message handlers and paint functions must all have the same parameters and return type. These function signatures are declared in `miniwin.h`. Some controls also have additional utility functions to help with their use as required.

Each control has its own data structure storing fields common to all controls, for example visibility, size, currently used and enabled statuses. These data structures are stored in an array of all the controls. The size of this array is specified at compile time in the MiniWin configuration header file. In addition to this common data structure each control type has a control-specific data structure to store instance data unique to each instance of a particular control in use. For example, a button has a single label but a list box has an array of labels, icons and the array size. Each instance data structure is declared in the control's header file and the standard control common data structure contains a `void` pointer to reference it. The fields in the control-specific data structure are initialized when the control is created. Some fields are user code modifiable and some are not; the non-user-code-modifiable fields contain control state and should not be changed by user code. Each control-specific data structure indicates which fields are user code modifiable and which should not be changed in the structure's declaration in the control's header file.

It is possible in MiniWin to have multiple instances of the same control within the system, for example multiple buttons. Each instance requires its own entry in the array of control common structures and also requires its own instance of its control-specific data structure.

When controls are created there are 3 flags that can be specified to alter their appearance and behaviour. These flags and their effects are:

<code>MW_CONTROL_FLAGS_LARGE_SIZE</code>	Create the control as large size if supported
<code>MW_CONTROL_FLAG_IS_ENABLED</code>	Create the control so that it is enabled
<code>MW_CONTROL_FLAG_IS_VISIBLE</code>	Create the control so that it is visible

Controls can only be placed in windows, not in other controls. However, controls can be placed on the root window, and with suitable code, made pop-up. The MiniWinRoot example project shows this usage.

## 19 Enabling and Disabling Controls

Most controls and control like features of a window frame (menu bar, vertical and horizontal scroll bars) can be enabled and disabled. When a control is disabled it accepts no input and is drawn greyed out. For list boxes and the menu bar, as well as the global enable/disable feature, these controls can also have each item enabled and disabled separately. This is done by setting bits in a 16 bit bit field. This means that the maximum number of items in a menu bar or list box is 16.

There are utilities functions in `miniwin_utilities.c` that allow a single bit in a 16 bit bit field to be set or read. There are also macros defined in `miniwin.h` for setting or clearing all bits. If the global

enable flag for list boxes or menu bars is `false` then all items are disabled. If the global flag is `true` then items that also have their bit field bits set are enabled, all others are disabled.

Enabling and disabling text boxes and progress bars has no effect.

## 20 Standard Dialogs

MiniWin contains a set of standard dialogs. These are pre-coded windows that are instantiated with a single function call that can partly customise them. Dialogs are all shown as system modal – that is the operator must respond to them and dismiss them before continuing. Because of this only one dialog can be shown at any time and they are automatically given focus and sent to the top of all other windows when shown. They cannot be resized. They can be closed only by pressing one of the controls, typically an OK and/or Cancel button. Data can be sent to any window from a dialog when the dialog is dismissed.

All dialogs can be created as standard or large size. When created as large size the controls within them are also all created large size. A dialog must be completely on the screen when it is created or else the creation will fail and it won't be shown. The text entry dialog needs care in this respect as the large size keyboard control it creates is large and its width does not fit within a QVGA small dimension of 240 pixels.

The following sections describe the dialogs that exist within MiniWin.

### 20.1 Single Button Message Box

This dialog shows a user code configurable message in a window with a user code configurable title and contains a single button with a user code configurable label. When the dialog is dismissed by the button a message is sent to a specified window.

### 20.2 Double Button Message Box

This dialog shows a user code configurable message in a window with a user code configurable title and contains two buttons with user code configurable labels. When the dialog is dismissed by one of the buttons a message is sent to a specified window containing which button was pressed in its data.

### 20.3 Time Chooser

This dialog allows the user code to set a time in hours and minutes. The initial time to show when the dialog appears can be set. The operator can dismiss the dialog with ok or cancel buttons. When the dialog is dismissed with the ok button a message is sent to a specified window with the operator selected time.

### 20.4 Number Entry

This dialog allows the operator to enter an integer number using an on-screen numeric keypad. In user code the initial number to show when the dialog appears is set and a flag indicating if negative numbers are allowed. If negative numbers are disallowed the – sign on the keypad is disabled. When the dialog is dismissed with the ok button a message is sent to a specified window with a string of the characters entered. It is up to the recipient to interpret this string.

## 20.5 Text Entry

This dialog allows the operator to enter a text string of any ASCII characters up to a maximum length of 20 characters using an on-screen keyboard. In user code the initial text to show when the dialog appears is set. When the dialog is dismissed with the ok button a message is sent to a specified window with the entered text.

## 20.6 Date Chooser

This dialog allows the operator to set a date in year (4 digit), month (1-12) and date (1-31). The initial date to show when the dialog appears can be set. The operator can dismiss the dialog with ok or cancel buttons. When the dialog is dismissed with the ok button a message is sent to a specified window with the operator selected date.

## 20.7 Colour Chooser

This dialog allows the operator to choose a colour using scroll bars to set the red, green and blue components. The chosen colour is shown as a filled rectangle in the dialog and the numerical value of the colour is also shown. The initial colour to show when the dialog appears can be set. The operator can dismiss the dialog with ok or cancel buttons. When the dialog is dismissed with the ok button a message is sent to a specified window with the operator selected colour.

## 20.8 File Chooser

This dialog allows the operator to select a file or a folder. Whether a file or folder is to be chosen is set in user code with a flag. The dialog shows the contents of the starting folder, either files and folders or just folders depending on the option chosen. The folder contents are shown in a list box control with icons representing files and folders alongside each name. If the operator chooses a folder that folder is opened. A back arrow button allows the operator to go back a folder level. This dialog is optional and is only built if `#define MW_FILE_CHOOSER` is defined in the project's `mw_config.h` header file. If this dialog is used then the following functions must be declared and implemented in your `app.h/c`:

```
uint8_t find_folder_entries(char *path,
    mw_ui_list_box_entry *list_box_settings_entries,
    bool folders_only,
    uint8_t max_entries,
    const uint8_t *file_entry_icon,
    const uint8_t *folder_entry_icon);
```

```
char *app_get_root_folder_path(void);
```

See `app.h/c` in the MiniWinFile example project for details.

## 21 MiniWin Messages

The MiniWin window manager works using a message queue for requests for actions from user code or reporting of events to user code. These actions and events happen asynchronously. This means that when a request is made or an event occurs a message is posted to the window manager's message queue and the window manager processes this message at a later time. User code must continually call the window manager's message processing function to get anything done. If the user code fails to call the message processing function the user interface will not respond to input and not repaint any windows or controls. The reason for this design pattern is to keep MiniWin running in a single thread and the code simple.

The MiniWin message queue and message processing function is part of MiniWin. The user code's interaction with this process is to handle messages in their window's message handler and to call the message processing function repeatedly and often from their main loop. User code must handle messages to respond to events and can also post messages of their own to the message queue, either to coordinate with the window manager or to pass messages to other windows and controls in the system.

Messages are processed by the window manager in the order they were posted. For example, if in user code a message is posted to change the text in a label and then the paint control function is called (which is just a utility to post a paint control message), the messages will be processed in that order and the text in the label will be changed before the label is repainted. The processing of the messages will happen asynchronously, i.e. at a later time to the post message function calls. A consequence of this is that debugging is sometimes not straightforward. In the example given the actual painting of the control will not happen within the paint control function call. The solution to this debugging problem is to place a breakpoint on the code where the message is handled.

## 21.1 MiniWin Message Types

The message used by MiniWin are defined in `miniwin.h` and detailed in Appendix 1 in this document. They fall into 6 groups described below :

### 21.1.1 Messages Posted by the Window Manager

These messages can be handled by user code in window and control message handlers but should never be posted by user code as they are posted automatically by the window manager. For example, if user code calls the window manager function to add a new window or the operator shuts a window from the user interface then the window manager will automatically post the window created or window removed message respectively.

### 21.1.2 Messages Posted by Controls in Response to User Interface Input

When the operator interacts with a control the control handler will post a message letting user code know what has happened. These messages are not posted from user code, unless the user creates additional custom controls in which case their control code will post these messages.

### 21.1.3 Messages Posted to Controls to Change Their State or Appearance

These messages are posted from user code to controls to set their state or change their appearance. For example, a label can have its text changed from user code, or a progress bar have its progress state set.

### 21.1.4 Messages Posted by Standard Dialogs

These messages are posted from standard dialogs to user code. They normally indicate that the operator has finished interacting with the dialog and has closed it. Some messages contain data of the operator's choice in the dialog.

### 21.1.5 Utility Messages

These messages can be posted from user code. Some can also be posted from window manager code as well. The recipient of these messages can be other windows, other controls or the window manager. Some of the messages, for example paint all windows, are posted from utility function wrappers in the window manager called from user code. In effect, these are posted from user code.

### 21.1.6 User Code Defined Messages

These are free form messages that user code can use for any reason that are posted from user code in one window to user code in another. The message id's of these messages are declared in `miniwin.h`.

## 21.2 MiniWin Message Fields

A MiniWin message has 6 fields. These are described below:

**Message id:** This is the message identifier from the list in `miniwin.h`

**Sender handle:** This is the window handle or control handle of the message poster for messages posted from window or control code.

**Recipient handle:** This is the window handle or control handle of the recipient of messages posted to windows or controls.

**Recipient type:** This is the type of the recipient and can be a window, a control, the window manager or a special value indicating that the message has been cancelled and should be removed.

**Message data:** This is a 32 bit data value sent from the sender to the recipient. Sometimes this value is used as 2 16 bit integers, 4 bytes or a single precision float. It is up to the recipient code to do the appropriate shifting, masking and casting if required.

**Message pointer:** This is a `void*` value sent from the sender to the recipient. It can be a pointer to anything and cast appropriately by the message recipient. The memory pointed to must exist for the lifetime of the message, which means static or global data. Sending a message with a pointer to a local variable which has gone out of scope by the time the recipient receives the message will not end well.

It is not necessary to fill in all of the fields for all messages. The context will indicate when this is not necessary, for example a message to the window manager does not have a recipient handle, and both the message data/pointer field are often not needed. There is a pre-defined value which can be used to indicate an unused field in `miniwin.h` called `MW_UNUSED_MESSAGE_PARAMETER`, but this is simply defined as zero.

## 22 Transferring Data to Message Handler Functions

All communication between windows and controls with each other is done by passing messages. The MiniWin message structure contains a 32 bit data field. This is general purpose and can be used to pass a 32 bit values, 2 16 bit values, 4 bytes or a single precision float. It should not be used to pass a pointer as this field is fixed at 32 bits and the pointer size on your system may be different. Use the pointer field instead.

As no dynamic memory allocations are used in MiniWin, when the pointer field in a message is used, the object pointed to must not be a local variable that goes out of scope after the message is posted - it must be either static if it's a local function scope variable, be a file scope variable or a global variable, or a constant. This restriction does not apply to non-pointer data if the single 32 bit value is used as data as the value is copied into the message.



## 23 MiniWin Memory Pools and Handles

When MiniWin resources (windows, controls and timers) are created they are stored internally in static memory pools. No dynamic data are used. When a resource is no longer used and the MiniWin window manager is informed of this by deleting a window or control or cancelling a timer (or it expiring) the area of the memory pool is returned for later re-use. This all happens within the window manager and no user code action is required.

When a resource is created a handle to that resource is returned from the resource create function call. This handle is used to refer to the resource in all subsequent calls to the window manager from user code or to user code from the window manager. This handle is not a pointer – do not dereference it. All handles are unique and used only once. A handle is typedef'd as a `uint32_t` meaning that there can be over 4 billion of them. Handle numbers can grow large - for example as MiniWin timers are one shot every timer firing creates a new handle. If there is any risk of the more than 4 billion handles change the typedef in `miniwin.h` to a `uint64_t`.

### 23.1 Resource Handles and Id's – For Information Only

This section is a brief description of the internals of the MiniWin window manager and can be skipped.

When calling a MiniWin public function all MiniWin objects are referred to in the public API function call by their handle. However, in the window manager's internal code it is necessary to obtain the position in the array of a particular resource type (window, control or timer). This position in the array is called an id. Inside MiniWin handles are converted to id's. All variables within MiniWin that contain a handle end in the name `_handle` and all variables that contain an id end in the name `_id`.

## 24 Touch Events

WiniMin creates 4 different touch events from operator input on the touch screen. Each message passes the coordinates of the touch location in the corresponding message's data parameter. The x coordinate is in the upper 16 bits and the y coordinate in the lower 16 bits.

**Touch down:** this event has a new location, the point on which the screen has been touched, so this is passed in the message.

**Touch hold down:** this event has a location, the point on which the screen has been touched, so this is passed in the message.

**Touch up:** only the last known touch screen location is known, so this is passed in the message.

**Touch drag:** this also has a new touch location which is passed in the message.

For all touch events there is a time difference which must pass between two touch events being created. This prevents multiple messages being passed for a single operator touch, a touch screen equivalent of key de-bouncing. For drag messages there is a distance difference which must be exceeded between the posting of two touch events. This is to prevent a flood of drag messages being created from the touch point oscillating between two adjacent locations.

Both the touch event time difference and the drag distance difference are customizable in the configuration header file.

When a touch down is made in a window that does not have focus the window receiving the touch down event is given focus and brought to the front. By default, after this, the touch event has been consumed by the giving of focus to the window and the window message function does not receive the touch down event. This behaviour is unsuitable for non-overlapped fixed windows where windows without title bars do not show any sign of having focus to the operator. In this case it is desirable if the touch event in a non-focused window is also passed on to the window's message handler as a standard touch down event. It is possible to configure this behaviour when creating the fixed window by specifying the `MW_WINDOW_FLAG_TOUCH_FOCUS_AND_EVENT` flag. See the fixed windows example project which uses this flag.

## 25 Painting and Client Areas

There are 3 different types of client area in MiniWin - window frames, window client areas and control client areas. Each area has its own frame of reference, which is the coordinate (0, 0) at the top left corner of the respective area. Painting is different for each client area as described below:

**Window frames:** Rendering of window frames is done in window manager code, not in user code. Window frames have some configurable parts and some non-configurable parts. Optional parts are a title bar, a border, a menu bar, a vertical scroll bar and a horizontal scroll bar. If a title bar is specified then on the title bar are a resize control, a title, a minimize icon, a maximize icon and a close window icon. The close window icon is drawn enabled or disabled depending on if the window is created as closeable or not. The resize and maximize icons are drawn enabled or disabled depending on if the window is created as fixed size or not. A message can be sent to the window manager to repaint the window frame. A parameter specifies which components of the window frame to repaint.

**Window client area:** Painting of the window client area is done in a window's paint function in user code. The user code sets values in the gl library's graphics context then calls functions in the gl library passing to the gl call the `draw_info` received in the paint function parameter. The client area is painted before the controls belonging to a window so that the controls will always appear on top. In user code a request can be made to paint a client area completely or only a sub-section of the client by calling a different function that takes the rectangle area to repaint as a parameter. The window manager does not paint the window client area background. It is up to the user code to do this. You will see this being done in all the example project window paint functions.

**Control client area painting:** A control has no frame and the client area covers the whole of the control's area. The painting method is the same as for a window client area except a control cannot contain sub-controls. Like a window client area a request can be made to paint a control completely or only a part.

## 26 Automatic Painting and User Code Painting

The MiniWin window manager does minimal automatic repainting of window frames, client areas and controls. Much of the repainting is under control of user code. The reason for this is that repainting is expensive computationally and needs to be minimized to achieve a smooth responsive flicker free user interface. This is especially important in a window manager like MiniWin that has no display buffering.

The general rule in MiniWin user code development is that when a repaint is required because of something the operator has done then MiniWin will instigate the required repaint. Examples of this are moving, resizing, closing, minimizing and restoring a window. All repaints needed as a result of user code

will need to be instigated in user code by calling a MiniWin utility function to post the required repaint message. An example of this is changing the text a label control displays. The user code posts a message to change the text, then posts a message to paint the control. Forgetting this behaviour is the most common answer to the question “why has my control not changed after I updated one of its values?”

There are many different types of painting request. This is also to minimize computation and flicker. A window frame is requested to paint according to its features (title bar, border, menu bar, 2 scroll bars). A window client area or a control client area can be requested to be painted in their entirety or a subsection defined by a rectangle. Finally a paint all can be requested which paints everything currently displayed. Always use the minimum painting type for the situation. Requesting a paint all at all times may be easy and the least code to write, but it will not give a pleasing operator experience.

## 27 Scroll Bars

There are two types of scroll bars - window frame and control - and each type comes in horizontal and vertical versions. Each type is described below.

**Window frame scroll bars:** these scroll bars are part of the window frame. They are always at the bottom edge (for horizontal scroll bars) or right edge (for vertical scroll bars) of the window just inside the border, if the window has one, and are always the height/width of the window client area. As a window is resized these scroll bars will resize and reposition themselves to remain at their respective edge and full window client area width/height. Window scroll bars have their scroll position set by the operator or programmatically, and can be enabled and disabled via the MiniWin manager API.

**Control scroll bars:** these are user interface controls just like any other. They have a location where they are drawn on a window's client rect and that's where they remain. If a window is resized so that they are no longer within the client rect they are no longer visible. Control scroll bars have their scroll position set by the operator or programmatically by sending them a message, and can be enabled or disabled using the generic MiniWin window manager API for enabling and disabling controls.

Both types of scroll bars do no scroll anything on their own. When the operator scrolls a scroll bar its scroll position is posted as a message as a proportion of its range (always 0 - 255) and nothing else. It is up to the owning window's message handler to handle the message and issue a paint request to perform the correct drawing of its contents, shifted as appropriate according to a scroll bar's position.

### 27.1 Window Scrolling Techniques

There are 3 methods of scrolling window contents. These are listed below along with where examples of the technique can be found in the example projects.

#### 27.1.1 Dynamic Repainting

In this method the window's contents are redrawn immediately when an operator moves a scroll bar. As the scroll bar is scrolled the contents are continually redrawn. The user code handles the

`MW_WINDOW_HORIZ_SCROLL_BAR_SCROLLED_MESSAGE` or

`MW_WINDOW_VERT_SCROLL_BAR_SCROLLED_MESSAGE` messages and kicks off a paint window request immediately. These messages are received repeatedly as the scroll bars are scrolled so that the window contents will be redrawn as the scroll bars are scrolled. This method is suitable for window contents that are quick to draw.

An example of this technique is found in `window_scroll.c` in the MiniWinTest example projects.

### 27.1.2 Delayed Repainting

In this method as the `MW_WINDOW_HORIZ_SCROLL_BAR_SCROLLED_MESSAGE` and `MW_WINDOW_VERT_SCROLL_BAR_SCROLLED_MESSAGE` messages are processed the scroll positions are saved in memory but no window contents redrawing is requested until a `MW_TOUCH_UP_MESSAGE` message is received. The effect of this is that the scrolled window contents do not get redrawn in their new position until the operator has finished scrolling. This technique is suitable for slow to draw window contents like images read directly from a file.

An example of this technique is found in `window_image.c` in the MiniWinFile example projects.

### 27.1.3 Window Drags

In this method no scroll bars are used at all and instead window drag messages `MW_TOUCH_DRAG_MESSAGE` are handled in the window message handler and the window's contents redrawn according to the operator's drag inputs on the display. This is the most intuitive method for moving around the screen from the operator's point of view but is the most difficult to implement. Careful scaling, range checking and handling of window resizing need performing.

An example of this technique is found in `window_text.c` in the MiniWinFile example project.

## 28 Combining Controls

MiniWin contains only a limited set of simple controls to keep its code base small. The user code developer can of course add more controls for more complex functionality, but an alternative is to combine controls. Two examples are described here:

**Cascading menus:** a MiniWin window frame can have a menu bar as part of its window frame but not cascading menus. However, a menu bar item can in its message handler cause a list box to appear immediately below the menu bar item. Each item in this list box could pop up a further list box, giving the impression of cascading menus.

**Scrolling controls:** MiniWin list box, text box and tree controls can have more content than they can show in their client area at any one time. A solution to this is to make them scrolling. None of these controls can be created with its own scroll bar, but they can co-operate with a separate vertical scroll bar control that the user code creates.

To implement this feature these control types are scroll aware. This means that their scroll position can be set from their parent window and the control will take this into account when it paints itself. In addition, these controls will inform their parent window if they actually need to be scrolled depending on their current content. For example, a list box with 4 entries created able to show 6 lines does not need to be scrolled. A text box created 100 pixels high but currently showing text when rendered that is 400 lines high will need to be scrolled.

### 28.1 Scrolling Messages – List Boxes

### 28.1.1 Messages Received

`MW_LIST_BOX_SCROLL_BAR_POSITION_MESSAGE`

This message is sent from the list box's parent window to the list box control and contains the proportion (0 – 255) that a list box should scroll. This is useful when a vertical scroll bar is used to scroll a list box as it is the same value that a scroll bar returns. In the parent window's message handler handle this message from the vertical scroll bar and send the data value on to the list box.

`MW_LIST_BOX_LINES_TO_SCROLL_MESSAGE`

This message is sent from the list box's parent window to the list box control and contains the absolute number of lines the list box should scroll (this is list box lines, not vertical pixels). For example, if a list box can show 4 lines but currently has 6 entries sending a value of 2 will display lines 2, 3, 4 and 5. This is useful when arrow buttons are used to scroll a list box.

### 28.1.2 Messages Sent

`MW_LIST_BOX_SCROLLING_REQUIRED_MESSAGE`

This message is sent from a list box to its parent window both when the list box control is created and when a list box has its array of entries changed. This message indicates if scrolling is necessary and the maximum number of lines the list box can be scrolled. Handle this message in the list box's parent window to enable/disable a scroll bar or arrow buttons and to record the maximum number of lines the list box can be scrolled if arrow buttons are used for scrolling.

## 28.2 Scrolling Messages – Text Boxes

### 28.2.1 Messages Received

`MW_TEXT_BOX_SCROLL_BAR_POSITION_MESSAGE`

This message is sent from the text box's parent window to the text box control and contains the proportion (0 – 255) that a text box should scroll. This is useful when a vertical scroll bar is used to scroll a text box as it is the same value that a scroll bar returns. In the parent window's message handler handle this message from the vertical scroll bar and send the data value on to the text box.

`MW_TEXT_BOX_LINES_TO_SCROLL_MESSAGE`

This message is sent from the text box's parent window to the text box control and contains the absolute number of vertical pixel lines the text box should scroll. For example, if a text box can show 200 pixel lines but currently has text contents that when rendered is 400 pixel lines high sending a value of 50 will render lines of text from 50 to 250. This is useful when arrow buttons are used to scroll a text box.

### 28.2.2 Messages Sent

`MW_TEXT_BOX_SCROLLING_REQUIRED_MESSAGE`

This message is sent from a text box to its parent window both when the text box control is created and when a text box has its contents changed. This message indicates if scrolling is necessary and the maximum number of vertical pixel lines the text box can be scrolled. Handle this message in the text box's parent window to enable/disable a scroll bar or arrow buttons and to record the maximum number of vertical pixel lines the text box can be scrolled if arrow buttons are used for scrolling.

## 28.3 Scrolling Messages – Trees

### 28.3.1 Messages Received

`MW_TREE_SCROLL_BAR_POSITION_MESSAGE`

This message is sent from the tree's parent window to the tree control and contains the proportion (0 – 255) that a tree should scroll. This is useful when a vertical scroll bar is used to scroll a tree as it is the same value that a scroll bar returns. In the parent window's message handler handle this message from the vertical scroll bar and send the data value on to the tree.

`MW_TREE_LINES_TO_SCROLL_MESSAGE`

This message is sent from the tree's parent window to the tree control and contains the absolute number of lines the tree should scroll (this is tree lines, not vertical pixels). For example, if a tree can show 4 lines but currently has 6 nodes visible sending a value of 2 will display nodes 2, 3, 4 and 5. This is useful when arrow buttons are used to scroll a tree.

### 28.3.2 Messages Sent

`MW_TREE_SCROLLING_REQUIRED_MESSAGE`

This message is sent from a tree to its parent window both when the tree control is created and when its data are changed. A change in data could be a change in the node entries in the underlying tree container, or a folder node opened or closed. This message indicates if scrolling is necessary and the maximum number of lines the tree can be scrolled. Handle this message in the tree's parent window to enable/disable a scroll bar or arrow buttons and to record the maximum number of lines the tree can be scrolled if arrow buttons are used for scrolling.

## 29 Operator Window Interaction

If a window has a title bar the operator can move, resize (if enabled), minimize, restore, maximize (if enabled) and close windows (if enabled). A window can be created with a large sized flag set. When this flag is set the title bar and its icons, the menu bar and the window scroll bars (if selected) are all drawn with a larger size.

**Moving a window:** a window is moved by dragging the window's title bar in an area away from the icons.

**Closing a window:** a window is closed by tapping the close icon...



If a window is created as non-closeable then the close icon is greyed out.

**Maximizing a window:** a window is maximized by tapping the maximize icon on the window's title bar...



If a window is created as fixed size then the maximize icon is greyed out. When enabled tapping this icon makes the window the same size as the display.

**Minimizing a window:** a window can be minimized by tapping the minimize icon on the window's title bar...



This reduces the window to an icon at the next location along the bottom of the screen. A closed window icon is a simple grey box with the window's title written across it. Icons cannot be moved on the screen. An operator has no choice where an icon is located; MiniWin chooses the location automatically.

**Restoring a window:** an iconized window can be restored by tapping its icon.

**Resizing a window:** a window can be resized by dragging the resize arrow icon at the left side of the window's title bar...



Only this corner can be used to resize a window. A window's borders cannot be used to resize it as in MiniWin they are too thin to locate the pointer on.

If a window is created as fixed size this icon is greyed out.

When a window is being moved or resized a guide box is drawn to show the effect of the operation. The guide box is drawn as a dashed patterned. When the operation is terminated and the move or resize is complete only then is the window repainted completely.

## 30 MiniWin Example Projects

MiniWin comes with 8 example projects each of which has a variant for all the hal layers. Each project has its own `miniwin_config.h` header file in the `common` folder (but are shared amongst different hardware variants for each project).

All example projects go into the touchscreen calibration routine on first start-up. If the operator completes this successfully the calibration settings are stored in non-volatile memory and calibration does not need to be repeated on subsequent starts.

It is possible for all projects on all platforms to force a recalibration on any start-up. This is always required when changing the rotation of the display in the configuraton file (see the configuration section later). The techniques for forcing a recalibration are listed below for each platform:

#### **Windows, Linux and Raspberry Pi OS**

Delete file `settings.bin`. If running in debug mode this file is found in the project's root folder. If running the executable file directly this file is found in the same folder as the executable file.

#### **ST STM43F429DISC1 Development board**

Hold down USER button on start-up

#### **ST STM32F4DISCOVERY Development board**

Hold down User button on start-up

#### **NXP LPC54628 OM13098 development board**

Hold down User button on start-up.

#### **Microchip Curiosity PIC32 MX470 development board**

Hold down S1 button on start-up.

#### **Microchip Curiosity PIC32 MZ EF development board**

Hold down S1 button on start-up.

#### **Renesas Envision RX65N development board**

Hold down User button on start-up.

#### **ESP32 DevKitC development board (ESP32-IDF and Arduino IDE built)**

Attach a push button as described in Appendix 9 and hold down on start-up.

#### **Raspberry Pi Pico board**

Attach a push button as described in Appendix 15 and hold down on start-up.

#### **Atmel SAM3X on Arduino Due board**

Attach a push button as described in Appendix 16 and hold down on start-up.

The sample projects are listed below.

### [30.1 MiniWinTest](#)

This is a comprehensive example using most of MiniWin's user interface features. The MiniWinTest example project creates a variety of windows to test and demonstrate the MiniWin features. Below is a description of the windows created in the example project and what they demonstrate.

#### **window\_drag.c**

This window demonstrates capturing drag events. It stores the 15 most recent drag points received and draws a line between them all. Additionally it displays details of the touch and drag events in the window.



### **window\_gl.c**

This window demonstrates all the features of the functions found in the gl library except for TrueType font rendering. The features are separated out into multiple paint sections each of which is changed after a second by a timer. The test cycles forever.

### **window\_paint\_rect.c**

This window shows how a window can be partially repainted rather than repainting the whole window every time a section needs repainting.

### **window\_scroll.c**

This window demonstrates window frame scroll bars by allowing a text pattern to be scrolled around horizontally and vertically.

### **window\_tabs.c**

This window demonstrates tabs controls. Two tabs controls are used – an automatic one which resizes to the window client area width when the window is resized and a fixed one which does not resize with the window.

### **window\_yield.c**

This window shows how a long task (plotting 1000 circles) can be split over multiple window message function calls. Restoring, moving or resizing the window restarts the task which shows how to capture these events.

### **window\_test.c**

This window demonstrates most of the user interface controls and the menu bar. It shows how controls with multiple items (menu bar and list box) can have some items enabled and disabled. There are two scroll bars, one for input and one for output with the position of the input one reflected to the output one. It shows how touch events on the client area can be captured. It shows how to simulate cascading menus by appropriately place a list box and also how a list box and a scroll bar can be combined to simulate a scrolling list box.

### **window\_tree.c**

This window demonstrates the tree user interface component. It uses a statically allocated tree container which has a preloaded and fixed number of nodes of folder and file types. The tree container is specified as not supporting selection. The tree user interface component when this option is selected animates briefly the node the user has selected. When a node is selected a label in the window updates with the path of the selected node.

## **30.2 MiniWinSimple**

This project contains the example code as described in detail later in this document to demonstrate a minimalistic application with one window, one pop-up standard dialog and 2 controls.

## **30.3 MiniWinRoot**

This project shows how to use the root window. A single button is created on the root window and has its message handler in the root window message handler. A normally invisible window with no border and no title bar is created that is completely filled by a list box. When the operator touches the root window this window is moved to that touch point and made visible. This simulates a pop-up menu on

the desktop. When the top item is selected in this list box a pop-up colour chooser dialog is shown where the operator can choose a colour. If a colour is chosen and the OK button selected the chosen colour is used as the fill colour for the root window.

In addition the root window background is drawn with a bitmap to demonstrate this capability.

### 30.4 MiniWinFile

This project connects to a pen drive via USB for the STM32F4xx and Renesas CC-RX compiled RX65N examples), a SD card via an SDIO interface for the LPC54628 example, a SD card via an SPI interface for the GCC-RX compiled RX65N, the PIC32, Raspberry Pi Pico and the ESP32 examples, or the Windows/Linux/Raspberry Pi OS file system for the Windows/Linux/Raspberry Pi OS examples, to show folder listings. This allows directories to be traversed and `.txt` text file and `.bmp` image files to be opened and their contents displayed. Multiple windows (up to a fixed limit) are allowed for each file type.

When the app starts two windows are shown – titled “File Tree” and “File Demo”.

In window titled “File Demo” tap the button to open the file system. Folders and files are shown, each type with their own icon. If there are more file/folder entries than can be fitted in to the list box visible lines you can scroll the list box with the up and down arrows. Tap a folder name to open that folder and tap the left arrow to go up a folder. Tap a `.bmp` or a `.txt` file name and then the Open button to open that file. A new window pops up showing the file’s contents. Filenames are shown in the 8-dot-3 format on embedded hardware examples.

In window titled “File Tree” tap the > arrow on the root folder to open it and display its contents. Further sub-folders can be opened in a similar way, scrolling the tree if it becomes too big to fit in the tree’s box. Both files and folders can be selected with multiple selections allowed. A label in the window is updated with the path of the latest selection. Pressing the button labeled “Show” briefly pops up a window listing the selected files and folders. This pop-up window hides itself automatically.

Hidden and system files and folders are not shown in all examples except the ESP32 variant. This is because the ESP32-IDF file API does not support filtering on these file attributes.

#### 30.4.1 File System Integration

For the STM32F4xx and LPC54628 examples under the `BSP` folder are sub-projects containing third party libraries – the FatFS code for file system handling, SDMMC layer for the LPC54628 example, and the ST USB Host library with MSP support to link the FatFS module with the USB driver code in the ST HAL for the STM32F4xx examples.

For the Renesas CC-RX compiled RX65N example similar code is found under the `src\smc_gen` folder created by the e2studio code generator.

For the GCC-RX compiled RX65N and Raspberry Pi Pico examples the FatFS source code is under the `FatFS` folder.

For the ESP32-IDF and Arduino IDE examples file handling is part of the ESP32-IDF API so there is no additional code.

For the PIC32 examples a SPI driver is included in the project's hardware configuration which links to the FatFS module, the source of which is under the `FatFS` folder.

For the Atmel SAM3X running on the Arduino Due board the ASF configurator is used to provide code for both FatFS and a USB MSC class host driver.

For the Windows/Linux simulators and the Raspberry Pi OS example the operating system's file system is used.

### 30.4.2 Multiple Window Instances

This project is an example of multiple window instances of the same window code – for displaying text files and for displaying image files. Multiple text and image windows can be shown at the same time. These windows contain no data in their source code files but instead use external instance data to store window state data. The image/text data are read from the file every time these windows are repainted. Although this is slow it avoids needing to allocate memory dynamically.

## 30.5 MiniWinFixedWindows

This project contains the code for a fixed tiled windows example. The main window displays 6 windows, each as an icon and with no title bar or border. These windows accept only one event: a touch down. Some of the windows then bring up a further full screen window with no border or title bar. The 6 windows on the home screen have the flag set upon their window creation that a touch down event in a window that does not have focus gives the window focus and is also passed on to the window as a touch down event.

Currently although this project builds and runs for the LPC54628 and RX65N examples the displayed elements do not fit correctly on the screen as the code is supplied because these devices' boards' LCD's have a vertical resolution of only 272 pixels. The fix is to change the display rotation for this project from 0 to 90 degrees in this project's configuration file. This fixes the problem but then causes the same problem for the ST examples as the configuration file is shared. You can have one or the other working at the same time but not both.

## 30.6 MiniWinTTFonts

This project contains the code for a demonstration of MiniWin's TrueType fonts example. The two yellow background windows show the same font in two modes – one with anti-aliasing and alpha-blending, the other in plain pixel mode, so that a comparison can be made between the appearance and rendering speed of the two modes. The anti-aliased alpha blended mode gives a better appearance but at the expense of slower rendering, especially when scrolling text.

The other windows show the text box control which can render TrueType fonts. One window shows a fixed text box, a second with a scroll bar and a third with up/down arrows. The text displayed can be changed with a button from too big to all fit in the text box (requiring scrolling) to too small to overflow the text box.

## 30.7 MiniWinFreeRTOS

This project integrates MiniWin into FreeRTOS. In these examples MiniWin runs in a single thread and 2 other threads are instantiated to perform other duties below:

- 1) Flash a LED. On the ST Discovery boards, the Microchip Curisoty board and the LPC54628 development board one of the board user LED's is used for this purpose. On the Windows and Linux builds a small yellow square to the right of the MiniWin root window is shown in the MiniWin window. On the Raspberry Pi Zero the board LED which is usually assigned to show disc activity is reassigned to allow it to be flashed from the application. On the PIC32 boards LED2 is flashed. On the Renesas Envision and the ESP32 DevKitC boards there is no spare LED to flash.
- 2) Read accelerometer values from the on-board MEMS accelerometer and display angle arrows and text for X, Y and Z, each in their own window, along with an offset setting button. The way the example projects work for the hardware variants differs slightly because of hardware differences.

The STM32F429IDISC1 board has a gryrometer which senses angular accelerations. These can be integrated over time to give angular rotations about X, Y and Z axes. However, there is no code to calibrate the gyroscope output and hence the arrows will drift over time. Pressing the button in each window will reset the reading to zero.

The STM32F4DISCOVERY and the LPC54628 boards have linear accelerometers which sense linear accelerations, including gravity. These can be used to calulate angular rotations about X and Y but not Z axes when the board is not accelerating relative to the earth. The Z axis rotation cannot be calculated and therefore the Z axis arrow does not move.

On the Windows build there is no accelerometer or gryrometer but the mouse is moved up and down across the Windows desktop to simulate X and Y rotations and the keyboard left and right arrows are used to simulate the Z rotation.

On the Linux build there is also no accelerometer or gryrometer but the arrow keys and the 'l' and 'r' keys are used to simulate rotations.

On the Renesas Envision, Raspberry Pi Zero W, Arduino Due, Microchip Curiosity and the ESP32 DevKitC boards there is no accelerometer so slowly changing values are simulated.

The version of FreeRTOS used in the STM32F4xx integration examples is 10.1.1 and in the LPC54628 example is 10.0.1. This is a few versions on from the FreeRTOS integration examples found in the STM32 Cube package from ST. Later FreeRTOS code was obtained from the FreeRTOS website and the port partly changed slightly to work on the ST Discovery boards. The LPC54628 example is unchanged from that supplied with the MCUXpresso SDK.

e2studio for Renesas devices has the ability to integrate FreeRTOS from within the IDE. However, this method was not chosen as the generated code is not compatible with the FreeRTOS example application code supplied in the MiniWinFreeRTOS\_common folder. Instead FreeRTOS source was obtained independently (version 10.2.0) and manually integrated using the standard hardware porting layer from Renesas. If further details on this method are required please use the contact form on the MiniWin website.

The ESP32-IDF development environment incorporates FreeRTOS already.

Microchip MPLAB X Harmony 3 code configurator has the capability to generate FreeRTOS code and this is used unchanged.

Atmel/Microchip Studio ASF configurator allows version 10.0 of FreeRTOS to be generated but the configurator supplied FreeRTOS configuration file needed amending.

The FreeRTOS examples all use fully static memory allocation by setting the appropriate values in the configuration files and providing the required hook functions needed for a static memory implementation (except ESP-IDF example where this is already done). All FreeRTOS dynamic memory allocation code is removed when using this configuration.

In order for the MiniWinFreeRTOS example to run under Linux, Windows and Raspberry Pi OS the FreeRTOS Windows/Linux ports are not used as they were found to be based on a too old version of FreeRTOS and are unreliable. Instead quick and dirty FreeRTOS simulation layers are used using Linux pthreads and the Windows API. These are not full port of the FreeRTOS API, only the functionality required by the example application. Do not base any of your code on these samples, they are for example simulation purposes only.

FreeRTOS has not yet been ported to the Raspberry Pi Pico's processor so there is no example for that board. There will be when the OS port is available.

## 30.8 MiniWinCamera

This example interfaces a video camera and shows a video stream in a MiniWin window. The video image is sized to QQVGA which is 160 by 120 pixels.

Each example project uses a camera driver. For the simulator example projects running on Windows and Linux this uses OpenCV. You need to have the OpenCV library installed on your computer to build these examples.

### 30.8.1 Installing OpenCV on Windows for cl Compiler

Download and install OpenCV for Windows from here:

<https://opencv.org/releases>

You need to set an OpenCV environment variable pointing to your OpenCV installation location:

```
set OPENCV_DIR=C:\opencv
```

To run the MiniWinCamera project you need to set the location of the OpenCV pre-built DLL library found in the OpenCV installation like this:

```
set PATH=%OPENCV_DIR%\build\x64\vc15\bin;%PATH%
```

The makefile at the time of writing uses a path containing the version of OpenCV current at the time (455). You may need to alter this if you have a later version. Edit nmakefile for the correct path.

### 30.8.2 Installing OpenCV on Windows for GCC Compiler

If you wish to build the MiniWinCamera example project with GCC you need to install this extra package:

```
pacman -S mingw-w64-x86_64-opencv
```

### 30.8.3 Installing OpenCV on Windows for GCC Compiler

Currently, this does not build.

### 30.8.4 Installing OpenCV on Windows for Linux

Use this command to install the OpenCV library:

```
sudo apt install libopencv-dev
```

### 30.8.5 Installing OpenCV on Windows for Embedded Variants

For the embedded example projects the camera driver is completely within the project in file `camlib.c`. The interface to the camera driver is consistent across all hardware variants.

Some of the embedded hardware variants' processors have a digital camera interface peripheral, but not all do, or if the processor has the capability, the pins are not available on the development board or clash with other peripherals. Therefore the embedded processors' camera drivers have all been written to access the camera using bit banging. This is slow, but allows the camera to be accessed by all embedded hardware variants with the same or similar code shared across all versions. In addition, interrupts need to be disabled during reading the camera with this method which causes the MiniWin tick timer to stop for short periods (these examples demonstrate how to integrate MiniWin with external hardware, not examples on how to write a camera driver.)

### 30.8.6 Camera Library Platforms

The following platforms are supported so far:

#### 30.8.6.1 Windows

The Windows simulator connects to a built in camera that can be accessed by the OpenCV library. When running this example the OpenCV libraries take a considerable time to initialise. You may have to wait 5 seconds for the image to appear. Video rendering is slow as the Miniwin Windows LCD driver is simplistic.

#### 30.8.6.2 Linux

The Linux simulator uses a built in camera that can be accessed by the OpenCV library. This has been tested in Ubuntu running in Virtual Box with the camera device shared from host to client. When running this example the OpenCV libraries take a considerable time to initialise. You may have to wait 5 seconds for the image to appear. Video rendering is slow as the Miniwin Linux LCD driver is simplistic.

#### 30.8.6.3 STM43F429

STM32F429DISC1 board. This is using an OV7670 camera module without a hardware buffer. Because of pin clashes on the board it is not possible to use the on-chip DCMI peripheral. Instead the camera is read with bit banging which makes it slow. See Appendix for connections.

#### *30.8.6.4 STM32F407*

STM32F4DISCOVERY board. This is using an OV7670 camera module without a hardware buffer. To keep the camera driver the same as the STM32F429 example the camera is read via bit banging. The simplistic LCD driver for this example also makes the image rendering very slow. See Appendix for connections.

#### *30.8.6.5 LPC54628*

OM13098 board. This is using an OV7670 camera module without a hardware buffer. This board's processor does not have a digital camera interface so bit banging is used instead which makes it slow. See Appendix for connections.

#### *30.8.6.6 RX65N using GCC-RX and CC-RX*

Renesas Envision board. This is using an OV7670 camera module without a hardware buffer. This board's processor does have a digital camera interface which may be used in the future. At the moment bit banging is used instead which makes it slow. See Appendix for connections.

#### *30.8.6.7 ESP32 DevKitC using ESP32-IDF and Arduino IDE*

This is using an OV7670 camera module without a hardware buffer. This board's processor does have a digital camera interface and a manufacturer supplied library which may be used in the future. At the moment bit banging is used instead which makes it slow. See Appendix for connections.

#### *30.8.6.8 Microchip PIC32MX470F512H*

This is using an OV7670 camera module without a hardware buffer. Bit banging is used instead which makes it slow. See Appendix for connections.

#### *30.8.6.9 Microchip Curiosity PIC32 MZ EF board*

This is using an OV7670 camera module without a hardware buffer. Bit banging is used instead which makes it slow. See Appendix for connections.

#### *30.8.6.10 Atmel SAM3X Arduino Due board*

This is using an OV7670 camera module without a hardware buffer. Bit banging is used instead which makes it slow. See Appendix for connections.

#### *30.8.6.11 Raspberry Pi Zero W Board*

The Raspberry Pi Zero W example project uses a USB camera that can be accessed by the OpenCV library. When running this example the OpenCV libraries take a considerable time to initialise. You may have to wait 5 seconds for MiniWin to start. Video rendering is slow as the Miniwin Linux LCD driver bitmap plotting routine is simplistic.

#### *30.8.6.12 Raspberry Pi Pico board*

Not yet available.

### *30.9 Example Projects for Microsoft Windows and Linux*

The example project built to run on Microsoft Windows or Linux are not proper well behaved Microsoft Windows/X11 applications. MiniWin runs more slowly on Microsoft Windows/Linux compared to real hardware. Making an event driven window manager (MiniWin) run within an event driven window manager (Microsoft Windows or X11) is not a simple task, and various dodgy hacks are required to make

it appear to work. Do not base any Windows or X11 code you may write on how things are done in the simulators.

### 30.10 Example Projects for Raspberry Pi OS

The application must be run as root and SPI must be enabled. To do this go to:

```
Menu|Preferences|Raspberry Pi Configuration
Interfaces tab
Set SPI enabled
Restart your Raspberry Pi
```

The GPIO lines and the SPI interface on the Raspberry Pi Zero board are driven using direct register access on the BCM2835 peripheral chip. Using the standard SPI and GPIO kernel drivers within Raspberry Pi OS degrades performance.

### 30.11 Example Projects for Raspberry Pico SDK

There are the standard folder and build files for building applications for this target. From each project's `build` folder type these lines:

```
cmake .
make
```

### 30.12 STM32CubeIDE/NXP MCUXpresso/Renesas e2 Studio/Atmel(Microchip) Studio/Microchip MPLAB X Linked Folders

None of the example projects contain the MiniWin source code within them. They all use the linked folder feature in STM32CubeIDE/NXP MCUXpresso/e2 Studio/MPLAB X/Atmel Studio to link to the MiniWin shared source folder (STM32CubeIDE, NXP MCUXpresso and Renesas e2 Studio are based on Eclipse so the feature derives from there).

Similarly, the common application code for each application appears only once even though there are multiple builds for each application (for each hal driver implementation). The application code appears under the "ProjectName" \_Common folder under the root MiniWin installation folder. These folders are linked to in the project files using the linked folder feature.

### 30.13 ESP32-IDF Components

For each project the required miniwin and project files are added to the main component . Files are listed in `main/CMakeList.txt` files in each project. The ESP-IDF build system builds MiniWin and each project from this list of files and paths. The MiniWin part of the main component is almost the same for all example projects. Each project has a `sdkconfig` file already configured. See the `readme.txt` file under each project folder regarding excessively long paths.

The ESP32 IDF build system provides its own `main()` function in its library code. The `main.c` file found in the common folder for each example project is not used. Instead an `app_main.c` file is used for a similar purpose found under the `main` component which instantiate the `void app_init()` and `app_main_loop_process()` functions described in the next section.



The ESP32 system can have a task watchdog enabled (this is the default), although it is disabled in the MiniWin example projects. If this watchdog is enabled then periodically user code must relinquish control to FreeRTOS with a `vTaskDelay()` call to allow the idle task to run and kick its watchdog. Without this the watchdog will time out and reset the processor. Code to do this is in place already in the ESP32 example applications in function `app_main_loop_process()`.

The ESP32-IDF build system uses long path names which can overflow the maximum Windows limit of 260 characters and cause a build error. See the `readme.txt` in each project for a solution if you encounter this problem.

### 30.14 Other Required Project Files

All example projects (except Arduino IDE examples, see later) have a `src` folder which contains files particular to that target build of that project. All projects have an `app.c/h` pair of files. In these files it is needed to declare/define the following 2 functions:

```
void app_init(void);
```

This function is called by the `main` function in `main.c` (in the "ProjectName" \_Common folder). In this function's implementation perform application initializations that are not part of MiniWin, for example setting the system clock for the embedded builds.

```
void app_main_loop_process(void);
```

This function is called repeatedly from `main` in an endless loop and is used to implement main loop processing required by your particular embedded application.

In the file example file handling functions are implemented in `app.c` in order to separate out file handling code from the common application code because file handling code is target platform dependent.

### 30.15 Board Support Package Code

The ST and NXP examples have a folder called `BSP`. For these examples this folder contains all the board support code required for start-up, drivers from the ST HAL/NXP SDK and middleware for file handling and USB or SDIO hosting for the file example project.

The Renesas CC-RX compiled examples have a folder called `smc_gen` under the `src` folder which is created by the code generator within e2 Studio. This folder contains the start-up and FIT drivers required by the example applications. Each project contains a `.scfg` file which contains the hardware configuration used in e2 Studio to generate the driver code. You will need to download the appropriate FIT modules for the RX65N processor. This can be done within e2 Studio.

The Renesas GCC-RX examples have a folder called `generate` under the main project folder which is created by the code generator within e2 Studio. This folder contains the start-up and interrupt handlers required by the example applications.

The ESP32 example projects do not need this code as it is supplied by the ESP32-IDF framework.

The Microchip Curiosity board projects all use the MPLAB X Harmony 3 plugin to generate the board support code which is stored in the standard MPLAB X project format folders.

The Atmel SAM3X Arduino Due board projects all use the ASF configurator to generate the board support code which is stored in the standard Atmel/Microchip Studio project format folders.

The Windows, Linux and Raspberry Pi OS example projects do not need this code as the services required are supplied by the operating system (apart from the FreeRTOS examples, where the `BSP` folder contains the FreeRTOS for Windows source or the FreeRTOS Linux/Raspberry Pi OS simulation source).

### 30.16 Arduino IDE Example Projects

The Arduino IDE is unlike all other IDE's. It is highly restrictive in where it expects source and header files to be and the locations cannot be changed in the IDE. For example, it expects all code to be in the root folder of the project or under a `src` folder. This does not fit at all with the MiniWin code layout where common code (both example project and window manager) is in folders not under the root project folder. It is also not possible to set a path variable to direct the compiler where to look for header files.

To overcome this limitation the required source and header files are made to look like they are in the location expected by Arduino IDE without their actually being there. To achieve this a `src` folder is created under the project root folder and filled with hard symbolic links to make the required files appear in place.

The number of links that needs to be created is large. To achieve this for all example projects there is a `setup.bat` file that must be run before the `.ino` Arduino file is opened in the Arduino IDE.

The Arduino development environment for the ESP32 provides its own drivers and libraries which are wrappers around the ESP32-IDF native drivers. However, as the driver hal layer was reused from the ESP32-IDF example projects the native ESP32-IDF drivers and FreeRTOS implementation have been used. They may be moved to the Arduino equivalents at a later date.

Not all the standard `<example_project>_Common` source files can be used, for example the MiniWin supplied `main.c` as Arduino IDE projects do not need this file. An Arduino IDE project has in its `.ino` file a `setup()` and a `loop()` function and these are used instead. Similarly the `app.h/c` files look different from all the other projects.

This arrangement is not ideal and it will be non-trivial for the user to create new MiniWin projects using the Arduino IDE with the current code layout. To overcome this MiniWin would need duplication into a new code base and the files significantly rearranged to make an Arduino library. This can be done in the future if there is sufficient demand.

The hardware connections for all Arduino IDE projects are the same as those used for the ESP32-IDF projects and are described in Appendix 9.

## 31 Standard Controls Details

### 31.1 Button

**Initialisation:** User code needs to set the label text.

**Resources required:** A timer for the short period between a button being drawn as down and redrawn as up. This timer is then released.

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_WINDOW\_TIMER\_MESSAGE to redraw a pressed button, MW\_TOUCH\_DOWN\_MESSAGE when a button is pressed.

**Messages sent:** MW\_BUTTON\_PRESSED\_MESSAGE when the button is pressed. No data is returned in the button pressed message.

## 31.2 Check Box

**Initialisation:** User code needs to set the label text. The check box state is automatically set to false on creation.

**Resources required:** None

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_TOUCH\_DOWN\_MESSAGE, MW\_CHECK\_BOX\_SET\_CHECKED\_STATE\_MESSAGE. Data contains the state of the check box, 0 or 1.

**Messages sent:** MW\_CHECKBOX\_STATE\_CHANGE\_MESSAGE when check box state changes. Data contains 1 for checked or 0 for unchecked.

## 31.3 Keypad

**Initialisation:** User code needs to set the is\_only\_positive flag to allow or disallow negative numbers.

**Resources required:** A timer is required to animate the flashing cursor.

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_WINDOW\_TIMER\_MESSAGE, MW\_TOUCH\_DOWN\_MESSAGE

**Messages sent:** MW\_KEY\_PRESSED\_MESSAGE Data contains the ASCII value of the pressed key ( '0' to '9', '-' or '\b' ).

## 31.4 Keyboard

**Initialisation:** None.

**Resources required:** A timer is required for as long as the containing window has focus to animate the flashing cursor.

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_WINDOW\_TIMER\_MESSAGE, MW\_TOUCH\_DOWN\_MESSAGE.

**Messages sent:** MW\_KEY\_PRESSED\_MESSAGE Data contains the ASCII value of the pressed key (Any visible ASCII character, ' ' or '\b' ).

## 31.5 Label

**Initialisation:** User code needs to set the label text.

**Resources required:** None

**Sizes:** Small and large

**Messages processed:** MW\_LABEL\_SET\_LABEL\_TEXT\_MESSAGE. Data contains a pointer to the new label text that is copied into the control's memory.

**Messages sent:** None.

### 31.6 List Box

**Initialisation:** User code needs to set the number of lines the list box has, the array of list box entries and the bit field identifying which items in the list box are enabled or disabled. A list box entry is a structure containing a pointer to a string and a pointer to an icon data structure. The icon is a monochrome 8x8 pixel for a small list box or a 16x16 pixel for a large list box. If no icon is needed for a list box line then the icon pointer should be `NULL`.

**Resources required:** A timer for the short period between a list box item being drawn as down and redrawn as up. This timer is then released.

**Sizes:** Small and large

**Messages processed:** `MW_CONTROL_CREATED_MESSAGE`, `MW_TOUCH_DOWN_MESSAGE`, `MW_WINDOW_TIMER_MESSAGE` to redraw a pressed line, `MW_LIST_BOX_SCROLL_BAR_POSITION_MESSAGE` to receive an associated scroll bar proportion scrolled message (0 – 255), `MW_LIST_BOX_LINES_TO_SCROLL_MESSAGE` to receive an absolute number of lines to scroll the text, or `MW_LIST_BOX_SET_ENTRIES_MESSAGE` to receive a pointer to new entries data to render.

**Messages sent:** `MW_LIST_BOX_SCROLLING_REQUIRED_MESSAGE` at start-up and also when new entries to display message is received to indicate to parent window that not all the entries fits in the list box and scrolling or arrow buttons will be required and the maximum number of lines the list box can be scrolled, `MW_LIST_BOX_ITEM_PRESSED_MESSAGE`. Data contains the number of the list box item pressed, starting at 0.

### 31.7 Progress Bar

**Initialisation:** User code needs to set the progress percentage.

**Resources required:** None.

**Sizes:** User code defined on creation

**Messages processed:** `MW_PROGRESS_BAR_SET_PROGRESS_MESSAGE`. Data contains the progress as a percentage.

**Messages sent:** None.

### 31.8 Radio Button

**Initialisation:** User code needs to set the number of buttons and labels array. The chosen button is automatically set to 0 on creation.

**Resources required:** None

**Sizes:** Small and large

**Messages processed:** `MW_CONTROL_CREATED_MESSAGE`, `MW_TOUCH_DOWN_MESSAGE`, `MW_RADIO_BUTTON_SET_SELECTED_MESSAGE`. Data contains the number of the selected radio button starting from 0.

**Messages sent:** `MW_RADIO_BUTTON_ITEM_SELECTED_MESSAGE`. Data contains the number of the selected radio button starting from 0.

### 31.9 Horizontal Scroll Bar

**Initialisation:** None. The scroll position is automatically set to 0 on creation.

**Resources required:** None.

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_TOUCH\_DOWN\_MESSAGE, MW\_TOUCH\_DRAG\_MESSAGE, MW\_SCROLL\_BAR\_SET\_SCROLL\_MESSAGE. Data contains the scroll position scaled to be a range of 0 - 255.

**Messages sent:** MW\_CONTROL\_HORIZ\_SCROLL\_BAR\_SCROLLED\_MESSAGE. Data contains the scroll position scaled from 0 to 255.

### 31.10 Vertical Scroll Bar

**Initialisation:** None. The scroll position is automatically set to 0 on creation.

**Resources required:** None.

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_TOUCH\_DOWN\_MESSAGE, MW\_TOUCH\_DRAG\_MESSAGE, MW\_SCROLL\_BAR\_SET\_SCROLL\_MESSAGE. Data contains the scroll position scaled to be a range of 0 - 255.

**Messages sent:** MW\_CONTROL\_VERT\_SCROLL\_BAR\_SCROLLED\_MESSAGE. Data contains the scroll position scaled from 0 to 255.

### 31.11 Arrow Button

**Initialisation:** User code needs to set the arrow direction.

**Resources required:** A timer for the short period between an arrow button being drawn as down and redrawn as up. This timer is then released.

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_WINDOW\_TIMER\_MESSAGE to redraw a pressed button, MW\_TOUCH\_DOWN\_MESSAGE when an arrow button is pressed, MW\_TOUCH\_HOLD\_DOWN\_MESSAGE or MW\_TOUCH\_DRAG\_MESSAGE when an arrow button is held down.

**Messages sent:** MW\_ARROW\_PRESSED\_MESSAGE when the arrow button is pressed. The data returned in the arrow button pressed message is the arrow button's direction.

### 31.12 Text Box

**Initialization:** User code needs to set the run-length encoded font, justification, foreground colour, background colour and text.

**Resources required:** The font data in program or data memory

**Sizes:** Not applicable

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_TEXT\_BOX\_SCROLL\_BAR\_POSITION\_MESSAGE to receive an associated scroll bar proportion scrolled message (0 – 255), MW\_TEXT\_BOX\_LINES\_TO\_SCROLL\_MESSAGE to receive an absolute number of pixel lines to scroll the text, or MW\_TEXT\_BOX\_SET\_TEXT\_MESSAGE to receive a pointer to new text data to render.

**Messages sent:** MW\_TEXT\_BOX\_SCROLLING\_REQUIRED\_MESSAGE at start-up and also when new text to render message is received. To indicate to parent window that not all the text fits in the text box and scrolling or arrow buttons will be required and the maximum number of lines the list box can be scrolled.

### 31.13 Tabs

**Initialisation:** User code needs to set the number of tabs, array of tabs' labels, foreground and background colours and if the tabs control is automatic. The background colour is the fill colour used in

the small gap above the tabs' borders. The foreground colour is the fill colour of the tabs. Automatic tabs are the width of the containing window's client area and resize with the window client area width when the window is resized. They are always fixed location at client area coordinate 0, 0. Non-automatic tabs can be placed anywhere in the client area and do not resize when the window size changes. The chosen tab of both types is automatically set to 0 on creation. Tabs controls do not hide or make visible any controls. When a tab is chosen a tab chosen message is sent to the parent window and it is up to user code to handle this message and hide and make visible other controls as necessary to implement the tab change.

**Resources required:** None

**Sizes:** Small and large

**Messages processed:** MW\_TOUCH\_DOWN\_MESSAGE,  
MW\_CONTROL\_PARENT\_WINDOW\_RESIZED\_MESSAGE.

**Messages sent:** MW\_TAB\_SELECTED\_MESSAGE. Data contains the number of the selected tab starting from 0 representing the left tab.

**Additional API:** This control has an additional API call to find out from a tabs control which tab is currently selected. This information needs to be known when a tabs control is made visible to find out which further controls need to be made visible depending on which tab is currently selected.

### 31.14 Tree

**Initialisation:** User code needs to set the number of lines the tree control has and pointers to monochrome bitmap data of the appropriate size (8x8 for small, 16x16 for large) for the file and folder icons to use, or NULL if icons are not used (both must be set or both must be NULL). A node array needs to be allocated, either statically or dynamically. The tree container object within the tree control's instance data structure needs initialising by calling the tree container initialisation function passing in the address of this tree container object, a pointer to the node array described above, the array size in (in entries, not bytes), the root folder path, root folder flags, tree global flags, a callback function to expand a dynamically allocated array (or NULL if this feature is not used), and the folder separator character. See the section in this document on the tree container utility for further details or the file example project.

**Resources required:** A timer for the short period between a selected tree item being drawn as down and redrawn as up when node selection is disabled. This timer is then released.

**Sizes:** Small and large

**Messages processed:** MW\_CONTROL\_CREATED\_MESSAGE, MW\_TOUCH\_DOWN\_MESSAGE,  
MW\_WINDOW\_TIMER\_MESSAGE to redraw a selected node (only when selection is disabled),  
MW\_TREE\_SCROLL\_BAR\_POSITION\_MESSAGE to receive an associated scroll bar proportion scrolled message (0 – 255), MW\_TREE\_LINES\_TO\_SCROLL\_MESSAGE to receive an absolute number of lines to scroll the text, or MW\_TREE\_CONTAINER\_DATA\_CHANGED\_MESSAGE when either the underlying tree container's data has changed or a folder node has been opened or closed.

**Messages sent:** MW\_TREE\_SCROLLING\_REQUIRED\_MESSAGE at start-up and also when a data changed message is received to indicate to parent window that not all the nodes fit in the tree and scrolling or arrow buttons will be required.

MW\_TREE\_ITEM\_PRESSED\_MESSAGE data contains the number of the tree item pressed, starting at 0,

MW\_SCROLLED\_CONTROL\_NEEDS\_PAINTING\_HINT\_MESSAGE message. During scroll bar scrolling many messages may be sent from the scroll bar's parent window to the control that is being scrolled which do not actually require the scrolled control to be repainted yet. This leads to flickering of the

scrolled control. This message is sent by the scrolled control (in this case the tree control) to the parent window to indicate that a repaint is now required because the contents of the tree to display have changed. If the parent window initiates a tree control repaint on receiving this message rather than on the vertical scroll bar's position changed message then the scrolling will be much smoother. See the file example project for an example of its use.

## 32 Source Code Layout

The source code tree is quite complicated so is explained here:

**Renesas:** This contains project files and application code specific to example applications that run on Renesas processors (currently RX65N) and are built using the Renesas e2 Studio IDE and the Renesas CC-RX or GCC-RX compilers. Under this folder is a sub-folder for each targeted Renesas processor/compiler, `RX65N` or `RX65N_GCC` and under each of these a further sub-folder for each application example. In these folders are e2 Studio project files and the start-up code for that application. Under the `src` folder are source files that are both application and hardware variant specific. In the root folder for each RX-CC compiler project is a `.scfg` file used to configure the hardware.

**Espressif:** This contains project files and application code specific to example applications that run on ESP32 processors and are built using the ESP supplied IDF build system. Under this folder is a sub-folder for each targeted ESP32 development board (DevKitC). Under this folder is a further sub-folder for each application example. In these folders are the main and the component CMake files, the SDK configuration file for that application and under the `main` folder source files that are both application and hardware variant specific. ESP32 applications do not use a `main.c` file but instead have a similar `app_main.c` file, found under the `main` folder.

**NXP:** This contains project files, BSP and application code specific to example applications that run on NXP processors and are built using the NXP MCUXpresso IDE. Under this folder is a sub-folder for each targeted NXP processor (LPC54628). Under this folder are further sub-folder for each application example. In these folders are MCUXpresso project files, the required BSP for that application and under the `src` folder source files that are both application and hardware variant specific.

**ST:** This contains project files, BSP and application code specific to example applications that run on ST processors and are built using the STM32CubeIDE. Under this folder are 2 sub-folders for each targeted processor (STM32F407 and STM32F429). Under these folders are further sub-folder for each application example. In these folders are STM32CubeIDE project files, the required BSP for that application and under the `src` folder source files that are both application and hardware variant specific.

**Microchip:** This contains project files and application code specific to example applications that run on Microchip processors and are built using the MPLAB X. Under this folder are 2 sub-folders for each targeted processor (PIC32MX470F512H and PIC32MZ2048EFM100). Under these folders are further sub-folder for each application example. In these folders are MPLAB X project files, the required BSP for that application and under the `src` folder source files that are both application and hardware variant specific.

**Atmel:** This contains project files and application code specific to example applications that run on Atmel processors and are built using the Atmel/Microchip Studio. Under this folder are sub-folders for



each targeted processor (ATSAM3X8E). Under these folders are further sub-folders for each application example. In these folders are MPLAB X project files, the required BSP for that application and under the `src` folder source files that are both application and hardware variant specific.

**Arduino:** This contains project files and application code specific to example applications that run on Arduino IDE supported boards (currently ESP32 based DevKitC) and are built using the Arduino IDE. Under this folder is a sub-folder for each targeted Arduino board, DevKitC, and under each of this a further sub-folder for each application example. In these folders are a `setup.bat` file which must be run before the Arduino IDE is started, hardware configuration code needed by the example application in the `app` folder, and the Arduino IDE `.ino` file. When the `setup.bat` file is run a `src` directory is created that creates hard links to the source and header files in the MiniWin folder structure. This `src` folder can be safely deleted as it only contains links created by the `setup.bat` file.

**RaspberryPi:** This contains project files and application code specific to example applications that run on Raspberry Pi boards and are built using make and GCC natively on the Raspberry Pi. Under this folder are sub-folders for each targeted board (Zero W and Pico). Under this folder is a further sub-folder for each application example. This contains project files that are built using make and GCC. In Raspberry Pi OS GCC will always be available. For the Pico you will need to install the Pico SDK. **Important note: when building any Raspberry Pi example application, always perform a clean first. You may get compile errors otherwise.**

**Simulation:** This contains project files for example applications that are built to run on a computer as a simulation rather than on embedded hardware. Under this folder are sub-folders for each targeted simulation platform (Windows and Linux). Under these folders are further sub-folders for each application example. These sub-folders each contain a makefile/nmakefile to build the example application using GCC/clang/Visual Studio cl. For Linux GCC will always be available, but the X11 development package may need to be installed first. For Debian/Ubuntu based Linux distributions use this command to install the X11 development package:

```
sudo apt-get install libx11-dev
```

For Windows a GCC/clang or Visual Studio development environment is required. For GCC/clang under Windows the MSYS2 environment has been used to test all the examples. See the utilities build instructions above for MSYS2 configuration. In addition to the makefiles/nmakefiles there are Eclipse project files allowing the target simulation example applications to be imported, built and debugged within e2Studio, STM32CubeIDE or MCUXpresso using GCC/clang. This still requires MSYS2 environment to be available. **Important note: when building any Linux or Windows example application, whether from the command line or within an IDE, always perform a clean first. You may get compile errors otherwise.**

**MiniWin:** This contains the MiniWin embedded window manager source code which is common to all example applications for all platforms and processors. It contains the following sub-folders:

<code>bitmaps</code>	Bitmaps and their C99 file encodings used by MiniWin
<code>dialogs</code>	Standard dialogs provided by MiniWin
<code>docs</code>	All documentation
<code>gl</code>	The graphics library incorporated in MiniWin including fonts



<b>hal</b>	The hardware abstraction layer of drivers for all the currently supported processors and platforms
<b>templates</b>	Templates of required application files
<b>ui</b>	Standard user interface controls. User code can add to this for further controls if required

Folder **hal** contains source files common to all hal implementations and then further source files in sub-folders for different currently supported platforms and processors. Each set of drivers for a particular target builds only for that target. Other different target files compile to nothing through the use of `#defines`.

In addition the following source files are in the `MiniWin` folder:

<b>calibrate.h/c</b>	Third party touch screen calibration routines
<b>miniwin_debug.h/c</b>	Implementation of assert functionality, debug build only
<b>miniwin_message_queue.h/c</b>	Simple message queue code for MiniWin messages
<b>miniwin_settings.h/c</b>	Simple non-volatile storage routines for settings
<b>miniwin_touch.h/c</b>	Interface between touch driver code under hal and the touch client code in MiniWin
<b>miniwin_tree_container.h/c</b>	Tree container storage utility
<b>miniwin_utilities.h/c</b>	Generic utility routines
<b>miniwin.h/c</b>	The main window manager code

**MiniWinTest\_Common:** This contains application source files for the comprehensive MiniWinTest example that are common to all platform/processor variants.

**MiniWinSimple\_Common:** This contains the application example source files described later in this document.

**MiniWinFixedWindows\_Common:** As above but for the fixed windows example project.

**MiniWinRoot\_Common:** As above but for the root window example project.

**MiniWinFile\_Common:** As above but for the file example project.

**MiniWinTTFonts\_Common:** As above but for the TrueType font rendering example project.

**MiniWinFreeRTOS:** As above but for the FreeRTOS integration example project.

**MiniWinCamera:** As above but for the video camera integration example project.

**Tools:** This contains the utility applications that are part of MiniWin that are built for Linux or Windows using GCC/clang or cl. This folder contains the following sub-folders:

**BMPConv24Colour:** This is a command line utility for converting a Windows 24 bit per pixel `.bmp` file to a 3 bytes per per pixel C99 source file. It uses EasyBMP.

**BMPConvMono:** This is a command line utility for converting a Windows 2 bit per pixel `.bmp` file to an 8 pixels per byte C99 source file. It uses EasyBMP.

**CodeGen:** This contains the MiniWin code generator utility. It is described later in this document.

**FontEncoder:** This is a command line utility for converting a TrueType font file to a run-length encoded C99 source file. It comes as part of the mcufonts library. For Windows it is supplied pre-built.

**EasyBMP:** This is source code for a third party Windows `.bmp` file handling library. It is used by the utility applications, not MiniWin.

## 33 User Code Configuration

MiniWin can be configured by changing default settings found in header file `MiniWin/templates/miniwin_config.h_template`. For your project you should copy this file and rename it `miniwin_config.h` and put it in a folder where the compiler can find it. You can customise the values found in this file. There are 8 sections to this file:

### 33.1 Memory Allocation

All data structures in MiniWin are statically allocated at compile time (with the exception of the tree container which can optionally be allocated statically at compile time or dynamically using `malloc/realloc`. See the tree container section of this document for details). This section configures how many items to allocate memory for. Use this section to define the maximum number of windows, controls, message queue entries and timers. The memory used by a window or control can be reused if the item is no longer required.

Timers can be reused after they expire. Timers are used by animated controls (for example a button press/release animation, but only for a very short timer) and flashing cursors. User code can use timers for its own purposes as well.

Dialogs need one window slot and one to many control slots when they are showing, but these resources are released when the dialog is dismissed.

The number of messages required depends on the complexity of the system being developed and needs experimentation to find out the required size.

In debug mode any occurrence of a resource running out will trigger an assert failure enabling instant discovery of what went wrong. The message queue utility in file `miniwin_message_queue.c` also has under debug builds a high water mark of message queue usage in variable `max_queue_usage` which can be used to get an estimate of how much message queue is being used.

### 33.2 Display Rotation

In this section you can select the display rotation. There are 4 `#defines` for the supported 4 rotations. One and only one must be selected and the other 3 commented out. For example, the following configuration rotates the display 90 degrees to the right:

```
/* #define MW_DISPLAY_ROTATION_0 */  
#define MW_DISPLAY_ROTATION_90  
/* #define MW_DISPLAY_ROTATION_180 */  
/* #define MW_DISPLAY_ROTATION_270 */
```

### 33.3 Sizes

Set the window title bar size. The title bar must be big enough to contain the title text and icons. If the title bar size is changed from default then the icons and text may need to be redesigned.

### 33.4 User Interface Colours

Customize the look of your windows here. The colours are defined in the LCD hal layer.

### 33.5 Timings

Customize the feel of your touch screen response here to prevent touch bounce, and the look of animated controls and window minimization/restoration. The MiniWin system timer is also defined here. Changing the system timer value will alter the effect of all other timings which are defined in units of system ticks.

### 33.6 Bitmapped Fonts

There are 6 bitmapped fonts available as standard in MiniWin – 5 fixed width and one proportional width. The smallest fixed width (9 pixels high) and the proportional width (15 pixels high) are required by the MiniWin window manager and are always built in. The other 4 fixed width (12, 16, 20 and 24 pixels high) are optional. These can be included in the build or excluded by commenting in or out `#defines` in the configuration header file.

The `#defines` are:

```
#define MW_FONT_12_INCLUDED  
#define MW_FONT_16_INCLUDED  
#define MW_FONT_20_INCLUDED  
#define MW_FONT_24_INCLUDED
```

### 33.7 Dialogs

The file chooser dialog is an option. This is because it requires extra functions to be implemented to interact with the file system. See the dialogs section in this document for details. Inclusion of the file chooser dialog is controlled by this `#define`:

```
#define MW_DIALOG_FILE_CHOOSER
```

### 33.8 Other

The drag threshold prevents slight movement on touch screen taps sending drag events.

The busy text is displayed when the user interface is locked because of a long processing task.

## 34 MiniWin Asserts

The MiniWin window manager, supporting code and example projects all use the MiniWin assert macro. Under debug build when `NDEBUG` is *not* defined (usually this is not defined for debug builds) a failed

assert will show a blue screen of death with details of the function and line number where the assert failed along with a simple text message. On release builds the assert macro compiles to nothing.

In debug builds if you run out of resources (message queue space, window or control slots and timers), attempt to use an un-included font, or something bad is attempted via the public API (i.e. removing a window with a bad window handle, specifying a null pointer when not allowed) you will get an assert with an explanation making it easy to solve. On release builds these failures that can be ignored by the window manager will be, and will not cause an assert, allowing the window manager to continue.

If any asserts failures are seen that are not caused by running out of resources, or bad user code calling the public API, please report the problem via the website.

On the Raspberry Pi Pico SDK the default build is release which means that `NDEBUG` is defined disabling asserts. To enable asserts in `miniwin_debug.h` add this line before the `#include` lines:

```
#undef NDEBUG
```

## 35 MiniWin Naming Convention

All public identifiers (functions, types, globals and constants) in the MiniWin project are prefixed with `mw_` or `MW_`. This is to help prevent name clashes with other user code identifiers. Static functions and variables and file-local constants do not have the `mw_` or `MW_` prefix. This helps to distinguish between public and non-public identifiers.

## 36 Quick-Start MiniWin Application Guide

This section describes how to create a single window with 2 standard controls: a button and a label. Pressing the button brings up a one button message box. Dismissing the dialog box changes the text of the label. Touching the window's client area outside the controls draws a circle using gl on the client area. Before you can implement this example, if you are not using one of the supplied hal versions, you need to implement your hal functions, as described earlier, for your board.

Once you have implemented you hal functions, or if you are using one of the supplied hal layers, you need to create a new project and copy in or point to the folder of the MiniWin source. Add the paths to the `MiniWin` and `MiniWin/gl/fonts/truetype/mcufont` folders to your list of include folders to search in your IDE (or add it to the command line list if you are building on the command line).

1. Copy `/MiniWin/templates/miniwin_config.h_template` to a project folder of yours where the compiler can find it and rename it `miniwin_config.h`. Create a new header file for your window called `window_simple.h`. Add these 2 function prototypes to your header file:

```
void window_simple_paint_function(mw_handle_t window_handle,
                                  const mw_gl_draw_info_t *draw_info);

void window_simple_message_function(const mw_message_t *message);
```

2. Create a new source file for your window called `window_simple.c`. Add this `#include` and data structure declaration and definition to your source file. This window is designed not to have multiple instances simultaneously showing so therefore the window's data is stored in the window's source file.

```

#include "miniwin.h"
#include "miniwin_user.h"
#include "miniwin_simple.h"

typedef struct
{
    int16_t circle_x;        // x coordinate of where to draw circle
    int16_t circle_y;        // y coordinate of where to draw circle
    bool draw_circle;        // if to draw circle
} window_simple_data_t;

static window_simple_data_t window_simple_data;

```

### 3. Add stub functions to window\_simple.c

```

void window_simple_paint_function(mw_handle_t window_handle,
                                  const mw_gl_draw_info_t *draw_info)
{
}

void window_simple_message_function(const mw_message_t *message)
{
}

```

4. Copy miniwin\_user.c\_template and miniwin\_user.h\_template example files from the /MiniWin/templates folder to your source folder and rename them miniwin\_user.c and miniwin\_user.h. In miniwin\_user.c add your new header file to the lists of includes and the following variable declarations under the global and local variables section, which are handles to the window and controls you are creating, and instance data for the controls:

```

#include "window_simple.h"

/*****
*** GLOBAL VARIABLES ***
*****/

mw_handle_t window_simple_handle;
mw_handle_t button_handle;
mw_handle_t label_handle;

/*****
*** LOCAL VARIABLES ***
*****/

static mw_ui_label_data_t label_data;
static mw_ui_button_data_t button_data;

```

### 5. In miniwin\_user.h add the following extern declarations:

```

extern mw_handle_t window_simple_handle;
extern mw_handle_t button_handle;
extern mw_handle_t label_handle;

```

6. In function `mw_user_init()` in `miniwin_user.c` add the following code. This creates the window and controls and adds the controls to the window.

```
void mw_user_init(void)
{
    mw_util_rect_t r;

    mw_util_set_rect(&r, 15, 50, 220, 180);
    window_simple_handle = mw_add_window(&r,
        "SIMPLE",
        window_simple_paint_function,
        window_simple_message_function,
        NULL,
        0,
        MW_WINDOW_FLAG_HAS_BORDER | MW_WINDOW_FLAG_HAS_TITLE_BAR |
            MW_WINDOW_FLAG_CAN_BE_CLOSED |
            MW_WINDOW_FLAG_IS_VISIBLE,
        NULL);

    (void)mw_util_safe_strcpy(label_data.label,
        MW_UI_LABEL_MAX_CHARS, "Not yet set");
    label_handle = mw_ui_label_add_new(80,
        10,
        84,
        window_simple_handle,
        MW_CONTROL_FLAG_IS_VISIBLE | MW_CONTROL_FLAG_IS_ENABLED,
        &label_data);

    (void)mw_util_safe_strcpy(button_data.button_label,
        MW_UI_BUTTON_LABEL_MAX_CHARS, "TEST");
    button_handle = mw_ui_button_add_new(10,
        10,
        window_simple_handle,
        MW_CONTROL_FLAG_IS_VISIBLE | MW_CONTROL_FLAG_IS_ENABLED,
        &button_data);

    mw_paint_all();
}
```

7. Copy the appropriate `app.c_template`, `main.c_template`, `app.h_template` and `main.h_template` example files from the `/MiniWin/templates` folder to your source folder. Rename them `app.c`, `main.c`, `app.h` and `main.h`.

Function `app_init()` is for any initialisations that need to be performed for your particular hardware, for example setting up the system clock. Function `app_main_loop_process()` is for any other code your embedded application needs to call to implement its behaviour. In this example it can be empty.

This is a good time to build and test your application. You should see a single window appear with an empty client area other than the 2 controls. You will be able to move, minimize, maximize, resize, restore and close this window. The window's client area won't be repainted at this stage.

The next stage is to implement the message handling and paint functionality in your window.

8. Give your window's client area a background, as by default it has none. You need to draw a filled rectangle with no border in function `window_simple_paint_function()`. Just pass on the `mw_gl_draw_info_t` parameter to any gl function that needs it:

```
mw_gl_set_fill(MW_GL_FILL);
mw_gl_set_solid_fill_colour(MW_HAL_LCD_WHITE);
mw_gl_set_border(MW_GL_BORDER_OFF);
mw_gl_clear_pattern();
mw_gl_rectangle(draw_info,
                0,
                0,
                mw_get_window_client_rect(window_handle).width,
                mw_get_window_client_rect(window_handle).height);
```

While you're here add the code to draw the circle at the touched point in the same function after the background drawing code above, although at the moment you are not handling the touch message in your message handler. That's next.

```
if(window_simple_data.draw_circle)
{
    mw_gl_set_fg_colour(MW_HAL_LCD_BLACK);
    mw_gl_set_solid_fill_colour(MW_HAL_LCD_YELLOW);
    mw_gl_set_line(MW_GL_SOLID_LINE);
    mw_gl_set_border(MW_GL_BORDER_ON);
    mw_gl_circle(draw_info, window_simple_data.circle_x,
                window_simple_data.circle_y, 25);
}
```

9. Now start adding some message handling in your message handler function `window_simple_message_function()`. First of all create a switch statement. You want to handle the `MW_WINDOW_CREATED_MESSAGE`. It's called once when a window is created, and is a good place for initializations:

```
switch (message->message_id)
{
case MW_WINDOW_CREATED_MESSAGE:
    window_simple_data.draw_circle = false;
    break;

default:
    break;
}
```

10. Add code to handle a touch down event and store the touch point. The touch point comes in the message's data parameter, x coordinate in the left 2 bytes, y in the right 2 bytes:

```
case MW_TOUCH_DOWN_MESSAGE:
    temp_uint32 = message->message_data >> 16;
    window_simple_data.circle_x = (int16_t)temp_uint32;;
    window_simple_data.circle_y = (int16_t)message->message_data;
    window_simple_data.draw_circle = true;
    mw_paint_window_client(message->recipient_handle);
    break;
```

You will need this variable defined for the above code:

```
uint32_t temp_uint32;
```

As the window's client area has been touched we want to redraw it to draw the circle. Don't call your paint routine directly, call the utility function that posts a repaint message to the message queue.

11. Now add code to respond to the button press message. When this message is received you want to pop up a single button dialog with customised text, as done below. You can check that the sender of the button pressed message is our button, although we only have one button in this example application, so it's not strictly necessary as it couldn't be any other button.

```
case MW_BUTTON_PRESSED_MESSAGE:
    if (message->sender_handle == button_handle)
    {
        (void)mw_create_window_dialog_one_button(20,
            50,
            150,
            "Title",
            "This is a message",
            "Yep",
            false,
            message->recipient_handle);
    }
    break;
```

This function call to create the pop up dialog is non-blocking, i.e. it returns straightaway. The specified window (in this case your only window) gets a message when it's dismissed, so catch that and use it to change the label's text on your window by posting it a message.

Posting messages is fundamental to how the user code interacts with the window manager and other windows in MiniWin so the parameters to this post message example will be discussed in detail following the code snippet below.

```
case MW_DIALOG_ONE_BUTTON_DISMISSED_MESSAGE:
    mw_post_message(MW_LABEL_SET_LABEL_TEXT_MESSAGE,
        message->recipient_handle,
        label_handle,
        MW_UNUSED_MESSAGE_PARAMETER,
        (void *) "Hello world!",
        MW_CONTROL_MESSAGE);
    mw_paint_control(label_handle);
    break;
```

`MW_LABEL_SET_LABEL_TEXT_MESSAGE`

This is the message type you are sending to the label control. It is from `miniwin.h` where you will find it and many others. It tells the message recipient (the label control in this case) what the message is about and what the message's data fields contain.

`message->recipient_handle`

This is the sender of the message about to be posted. The sender of this new message is the recipient of the message just received that is being processed. It might seem confusing to see recipient in the sender



field, but it's a common pattern in MiniWin. It's because in processing a just received message you are posting a new one.

`label_handle`

This is the recipient of the new message you are posting. In this case you are sending a message to your label control which you refer to by its handle returned by MiniWin when you created the control.

`MW_UNUSED_MESSAGE_PARAMETER`

You are not sending anything in the `uint32_t` data field in this example so this field can be anything but use this `#define` to indicate that it is unused.

`(void *)"Hello world!"`

This is the pointer field of the message which contains this message's data. Remember that it is essential that whatever is pointed to by this field will still exist when the message is received, so no pointers to local variables. In this case it's a pointer to constant data.

`MW_CONTROL_MESSAGE`

This indicates to MiniWin that the recipient of this message is a control.

You need to get this label repainted after changing its text so call

`mw_paint_control(label_handle).`

12. That's it. Build and run. You'll find this example's source code under the `MiniWinSimple_Common` and hardware target folders.

## 37 MiniWin Code Generator

MiniWin contains a code generator that takes much of the legwork out of creating the user interface part of your project. Instead of creating the files for your windows and writing the code to create your controls you can instead specify what user interface components you want in a configuration file, run the generator, and you have a complete project created for you, including build files and any platform specific code for the Linux or Windows simulators or Arduino IDE targetting the ESP32 based DevKitC board. When using the simulator, once you are ready to move your project on to your embedded hardware you replace the Windows/Linux platform specific code with that for your target device. The user interface code the generator creates is platform independent, so it will look and work the same on your target hardware as it does in the simulator.

The configuration file is written in JSON, a simple, widely used and human readable data transfer language (it's like a simpler XML). The JSON configuration file is parsed using an open source JSON parser and the generator produces well documented standard C99 code identical to that found in the example projects. A `makefile` is produced for Linux or Windows which can be used to build the generated code (in addition for Windows target a Visual Studio `nmakefile` is produced). For Arduino IDE a `.ino` sketch file and a configuration file (`setup.bat`) are produced. There are many example JSON configuration files to look at, copy and build on. You can get your first MiniWin application running in the simulator or Arduino board to your design with your layout of controls in minutes. The generated code is clear and commented where you need to add your code to implement your application's behaviour. There are no opaque `#defines` in the generated code (remember the hideous code that MFC generated?) - it's all straight forward easy to understand C99. Once it's up and running you can get the generated project into an IDE and debug it. Instructions for doing this within Eclipse are given later.

All generated code produced by the MiniWin code generator is MISRA 2012 compliant for all 'required' features.

### 37.1 Building the Code Generator

The code generator comes as source code (and a pre-built binary for Windows). The source code is found in the `Tools/CodeGen` folder. In this folder along with the source code are the `makefile/nmakefile` used for Windows and Linux.

For building with GCC/clang the MSYS2 environment is recommended for Windows. See the utilities section above for details. For Linux GCC will already be available but clang may need to be installed. For building with Microsoft's cl compiler a Visual Studio installation is required.

To build the CodeGen application for Windows or Linux using GCC/clang use this command line:

```
make
```

To build the CodeGen application for Windows using cl use this command line:

```
nmake -f nmakefile
```

This will create you `CodeGen` for Linux or `CodeGen.exe` for Windows.

### 37.2 Running the Code Generator - Overview

The code generator is run with the following command lines when the generator has been compiled for Linux :

```
./CodeGen <config_file.json>
```

and this command line when the generator has been compiled for Windows :

```
CodeGen <config_file.json>
```

After running the code generator using one of the example JSON file (or your own), if using the same output folder, it is better to delete the generator's output folder completely before generating code for a different example configuration file (for the supplied example configuration files the output folder is always called `MiniWinGen`). The reason for this is that the generated `makefile` for building your generated project uses wildcards to find its C source files. If there are any C source files left over from the previous generation that are not required for the subsequent one you may get build errors when building the generated code.

The generation process overwrites any previous output files when running the generator again to the same output folder. If you have hand edited any of the generated files and want to keep your changes move your code somewhere else, or otherwise it will be overwritten when you run the generator again.

### 37.2.1 Running the Code Generator for Simulator Target

Under the `Simulation/<Target>` folder the code generator creates a new project folder (`<NewProjectName>` in the diagram below). `<Target>` will be a `Windows` or a `Linux` folder depending if you specified to build for the Windows or Linux simulator. There will be a `src` folder containing platform specific source code particular to the Linux or a Windows simulator build. Also a new project common folder (`<NewProjectName>_Common` in the diagram below) will be created parallel to existing project common folders containing non-platform specific source code common to all generator builds.

The generated makefiles expect the `MiniWin` folder to be available as in the diagram below. If you have a different arrangement you will need to modify the makefile paths yourself.

```
MiniWin/
    ...

Tools/
    CodeGen/
        CodeGen.exe or CodeGen
        config_file.json
        ...

<NewProjectName>_Common/
    main.c
    ...
    ...

Simulation/
    Linux/ or Windows/
        <NewProjectName>/
            src/
                app.c
                app.h
            makefile
            nmakefile (Windows configuration only)
```

### 37.2.2 Running the Code Generator for Arduino/DevKitC target

Currently only Windows is supported for this process. Under the `Arduino/DevKitC` folder the code generator creates a new project folder (`<NewProjectName>` in the diagram below). There will be an `app` folder containing platform specific source code particular to the build. Also a new project common folder (`<NewProjectName>_Common` in the diagram below) will be created parallel to existing project common folders containing non-platform specific source code common to all generator builds. A configuration Windows batch file will also be created, `setup.bat`.

The generator and `setup.bat` configuration batch file expect the `MiniWin` folder to be available as in the diagram below. If you have a different arrangement you will need to modify the code generator and `setup.bat` paths yourself.

```
MiniWin/
    ...

Tools/
```

```

    CodeGen/
        CodeGen.exe
        confile_file.json
        ...

<NewProjectName>_Common/
    main.c
    ...
    ...

Arduino/
    DevKitC/
        <NewProjectName>/
            app/
                app.c
                app.h
            <NewProjectName>.ino
            setup.bat

```

### 37.3 Example Code Generator Configuration Files

In the `CodeGen` folder is a collection of example configuration files. These are all in JSON format, which is human readable. These example files all generate a project by running the code generator followed by the JSON configuration file name, as described earlier in this section.

#### 37.3.1 Building and Running Code Generator Examples for Linux

To build the examples for Linux you may need to modify the example configuration JSON files and edit this line :

```
"TargetType": ". . .",
```

with this line, which specifies the Linux target type :

```
"TargetType": "Linux",
```

Go to generated folder `Simulation/Linux/MiniWinGen` and type :

```
make
```

To run the example under the Linux simulator in folder `Simulation/Linux/MiniWinGen` type :

```
./MiniWinGen
```

#### 37.3.2 Building and Running Code Generator Examples for Windows

To build the examples for Windows you may need to modify the example configuration JSON files and edit this line :

```
"TargetType": ". . .",
```

with this line, which specifies the Windows target type :

```
"TargetType": "Windows",
```

If using GCC/clang go to the generated folder `Simulation\Windows\MiniWinGen` and type :

```
make
```

If using cl in a Visual Studio command prompt go to the generated folder `Simulation\Windows\MiniWinGen` and type...

```
nmake -f nmakefile
```

To run the example under the Windows simulator in folder `Simulation\Windows\MiniWinGen` type :

```
MiniWinGen
```

### 37.3.3 Building and Running Code Generator Examples for Arduino/DevKitC

To build the examples for Arduino/DevKitC you may need to modify the example configuration JSON files and edit this line :

```
"TargetType": ". . .",
```

with this line, which specifies the Arduino/DevKitC target type :

```
"TargetType": "Arduino/DevKitC",
```

Go to generated folder `Arduino/DevKitC/MiniWinGen` and run `setup.bat`.

From generated folder `Arduino/DevKitC/MiniWinGen` open Arduino IDE file `MiniWinGen.ino` and build and run the sketch in the normal way. Arduino IDE must already be configured to build and run sketches for the ESP32 based DevKitC board.

The `setup.bat` batch file creates many Windows hard links to make the MiniWin source files appear in the place that the Arduino IDE expects them under the `src` folder. It is safe to delete this folder and run `setup.bat` again.

## 37.4 Debugging Simulated Generated Code under Windows using GCC

Generated code can be imported into an Eclipse based IDE and built and debugged as a makefile project using the makefile created by the code generator. This process has been tested with STM32CubeIDE but will be similar to other Eclipse based IDE's.

From the STM32CubeIDE main menu choose.. :

File|New|Makefile project with existing code

In the Import Existing Code dialog...

Enter `MiniWinGen` in the Project Name box

Click the Browse button and browse to the `Simulation\Windows\MiniWinGen` folder which contains the generated makefile

Un-tick the C++ check box

In the Toolchain for Indexer Settings choose Cygwin GCC  
Click Finish

Select the `MiniWinGen` project in the Project Explorer pane. From the main menu choose Project|Properties then...

- Expand C/C++ General
- Choose Paths and Symbols
- Choose Symbols tab
- Select GNU C
- Click Add... button
- In the Name box enter `_WIN32` then click OK
- Choose Source Location tab
- Click Link Folder button
- Check Link to folder in the file system check box
- In the text box to the left of the Browse button enter `..\..\..\MiniWin`
- Click OK button
- Click Link Folder button again
- Check Link to folder in the file system check box
- In the text box to the left of the Browse button enter `..\..\..\MiniWinGen_Common`
- Click OK button
- Click Apply and Close

From the main menu choose Project|Clean then...

- Tick the box for MiniWinGen
- Click Clean

From the main menu choose Project|Build Project

From the main menu choose Run|Debug as|Local C/C++ Application

When debugging has started you will get a `main() at main.c` editor appear stating the source cannot be found. Click the Edit Source Lookup Path... button then...

- In the Edit Source Lookup Path dialog click Add...
- In the Add Source dialog click Path Mapping then OK
- Click Add
- Under Compilation path: enter `/C/`
- Under Local file system path: click the browse button ...
- Browse to root of C drive, click Select Folder which should show `C:\` where the browse button was.
- Click OK, OK

You should now see source and be able to debug the MiniWin simulation application.

### 37.5 Code Generator Configuration File Format

Important: the JSON configuration file you pass to the code generator must be error-free valid JSON. A handy tip is before running the code generator with any JSON you have written, check that your JSON is well formed and error free by validating it with an on-line JSON validator. Here is an example that you can copy and paste your JSON in to and press validate...

<https://jsonlint.com/>

If you validation fails have a look at the Common Errors section of that webpage. The most common error is an extra comma where it should not be. You can get away with that in C but not in JSON.

If you are new to JSON, it is very simple and you will be able to grasp most of it in 10 minutes. It was invented for transferring data between webpages and servers, but ignore that bit. It's great for simple configuration files too. Here's a quick tutorial...

<https://beginnersbook.com/2015/04/json-tutorial/>

### 37.6 Configuration File Format Overview

This section describes the layout of the JSON configuration file. These examples are in pseudo JSON for clarity and are not valid JSON.

The top-level layout of the JSON configuration file is this...

```
{
    project wide setting
    array of windows
    [
        ...
    ]
}
```

There are multiple project wide settings and they all come at the same level.

Within the array of windows you can have multiple entries, one for each window in your project. Each window entry has multiple settings particular to that window...

```
{
    project wide setting 1,
    project wide setting 2,
    array of windows
    [
        {
            window 1 setting 1,
            window 1 setting 2,
            ...
        },
        {
            window 2 setting 1,
```

```

        window 2 setting 2,
        ...
    }
]
}

```

You can also specify controls that belong to your windows (as in window 1 below), or have no controls for a particular window (window 2 below). Each window has its own list of controls for each type of control, for example buttons or labels, and you can have one or multiple controls of each type in a window (i.e. a window with 3 buttons), so these appear as arrays too...

```

{
    project wide setting 1,
    project wide setting 2,
    array of windows
    [
        {
            window 1 setting 1,
            window 1 setting 2,
            array of buttons
            [
                {
                    ...
                },
                {
                    ...
                }
            ],
            array of labels
            [
                {
                    ...
                }
            ]
        },
        {
            window 2 setting 1,
            window 2 setting 2
        }
    ]
}

```

Each instance of each control type has settings too. These vary by control type. For example, a label just has location and text but a list box will have an array of entries as well as location and size. This completes the configuration file layout...

```

{
    project wide setting 1,

```



```

project wide setting 2,
array of windows
[
  {
    window 1 setting 1,
    window 1 setting 2,
    array of buttons
    [
      {
        button 1 in window 1 setting 1,
        button 1 in window 1 setting 2
      },
      {
        button 2 in window 1 setting 1,
        button 2 in window 1 setting 2
      }
    ],
    array of labels
    [
      {
        label 1 in window 1 setting 1,
        label 1 in window 1 setting 2
      }
    ]
  },
  {
    window 2 setting 1,
    window 2 setting 2
  }
]
}

```

### 37.7 Configuration File Format Details

All JSON entries in the configuration file start with a key name in quotes followed by a colon. After the colon is an object for that key. The object may be a direct value (string, integer or boolean), an array of direct values, a sub-object in { } containing more key/object pairs, or an array of sub-objects each in { } containing more key/object pairs.

In the following sections each entry is described in the following format:

Key name.

Optional or mandatory, with default value if optional.

Setting purpose.

Object type (direct value, array of direct values, sub-object or array of sub-objects)

Allowed values and any further information.

### 37.7.1 General Application Settings

`"TargetType"`

**Mandatory.**

The target to generate the project hardware specific files for. This also specifies the location the target specific files will be in.

Direct value string.

`"Windows"` , `"Linux"` or `"Arduino/DevKitC"` for the appropriate target to build and run the generated code.

`"TargetName"`

**Mandatory.**

The name of the project to generate. This name is used for the folder where the generated files are placed.

Direct value string.

This must be a valid folder name for the host operating system.

`"LargeSize"`

Optional, defaults to `"false"` .

If the controls and window scroll bars for all windows and controls are to be created large sized or standard sized.

Direct value boolean.

`"true"` or `"false"`.

`"MaxWindowCount"`

Optional, defaults to number of specified windows + 2.

The number of spaces to reserve in the array of windows.

Direct value number.

Must be at least 1 greater than the number of windows that will be in concurrent use as root window always takes 1 space. Any dialog shown will take an additional 1 window.

`"MaxControlCount"`

Optional, defaults to number of specified controls + 5.

The number of spaces to reserve in the array of controls.

Direct value number.

Any dialog shown will take additional control spaces, typically less than 5.

`"MaxTimerCount"`

Optional, defaults to 8.

The number of spaces to reserve in the array of timers.

Direct value number.

User interface components that are animated or show a cursor will need a timer each while they are shown.

`"MaxMessageCount"`

Optional, defaults to 80.

The number of spaces to reserve in the message queue.

Direct value number.

Larger systems may need more than 80.

`"CalibrateText"`

Optional, defaults to `"Touch centre of cross"`.

The text to show on the start-up calibration screen.

Direct value string.

No further information.

`"BusyText"`

Optional, defaults to `"BUSY. . ."`.

The text to show on when displaying that the user interface is busy.

Direct value string.

No further information.

### 37.7.2 Window Settings

`"Windows"`

Mandatory.

Details of MiniWin windows to generate code for.

Array of sub-objects.

This array must contain at least one entry which must be a sub-object.

`"Name"`

Mandatory.

Name of this window which is used to create this window's variable names.

Direct value string.

This must be a legal C99 variable name and must be different for every window.

`"Title"`

Mandatory.

Title string displayed in the this window's title bar.

Direct value string.

Any text. Text too long will be truncated when the window is created.

`"X"`

Mandatory.

X position on the display the window will be created at.

Direct value integer.

Any positive integer less than the width of the display in pixels.

`"Y"`

Mandatory.

Y position on the display the window will be created at.

Direct value integer.

Any positive integer less than the height of the display in pixels.

`"Width"`

Mandatory.

Width in pixels the window will be created with.

Direct value integer.

Any positive integer but if the value is too small the window will fail to be created when the code runs.

The minimum value depends on whether the window's optional features like borders and title bar.

`"Height"`

**Mandatory.**

Height in pixels the window will be created with.

Direct value integer.

Any positive integer but if the value is too small the window will fail to be created when the code runs.

The minimum value depends on whether the window's optional features like borders and title bar.

`"Border"`

Optional, defaults to `"false"`.

If the window is created with a border.

Direct value boolean.

`"true"` or `"false"`.

`"TitleBar"`

Optional, defaults to `"false"`.

If the window is created with a title bar.

Direct value boolean.

`"true"` or `"false"`.

`"CanClose"`

Optional, defaults to `"false"`.

If the window is created with a greyed out window close icon.

Direct value boolean.

`"true"` or `"false"`.

`"FixedSize"`

Optional, defaults to `"false"`.

If the window is created with greyed out window resize and maximise icons.

Direct value boolean.

`"true"` or `"false"`.

`"VerticalScrollBar"`

Optional, defaults to `"false"`.

If the window is created with a window vertical scroll bar.

Direct value boolean.

`"true"` or `"false"`.

`"HorizontalScrollBar"`

Optional, defaults to `"false"`.

If the window is created with a window horizontal scroll bar.

Direct value boolean.

`"true"` or `"false"`.

`"VerticalScrollBarEnabled"`

Optional, defaults to `"false"`.

If the window vertical scroll bar (if enabled by previous setting) is created enabled or disabled.

Direct value boolean.

`"true"` or `"false"`.

`"HorizontalScrollBarEnabled"`

Optional, defaults to `"false"`.

If the window horizontal scroll bar (if enabled by previous setting) is created enabled or disabled.

Direct value boolean.

`"true"` or `"false"`.

`"MenuBar"`

Optional, defaults to `"false"`.

If the window is created with a menu bar.

Direct value boolean.

`"true"` or `"false"`.

`"MenuBarEnabled"`

Optional, defaults to `"false"`.

If the window is created with a menu bar this controls the menu bar's global enable flag on window creation.

Direct value boolean.

`"true"` or `"false"`.

`"MenuItems"`

Mandatory if menu bar is enabled for this window, else superfluous.

Labels for the menu bar items.

Direct value string array.

The number of entries in the array specifies the size of the menu.

`"Visible"`

Optional, defaults to `"false"`.

If the window is created visible or hidden.

Direct value boolean.

`"true"` or `"false"`.

`"Minimised"`

Optional, defaults to `"false"`.

If the window is created minimised.

Direct value boolean.

`"true"` or `"false"`.

`"Buttons"`, `"Labels"`, `"ScrollBarsVert"`, `"ScrollBarsHoriz"`, `"RadioBoxes"`,  
`"ListBoxes"`, `"ScrollingListBoxes"`, `"CheckBoxes"`, `"Arrows"`, `"ProgressBars"`,  
`"CollingListBoxes"`, `"Tabs"`, `"TextBoxes"` or `"Trees"`.

Optional defaulting to no entries.

Controls belonging to this window.

Array of sub-objects.

See description of sub-object in next section.

### 37.7.3 Control Settings

All controls have the following settings so these are not itemised in the individual descriptions.

`"Name"`

**Mandatory.**

The name of this control.

Direct value string.

This value is used to create the variable names used in the C99 code to refer to this control. The value must be a legal C99 variable name and must be unique for all controls of this type across the project.

`"X"`

**Mandatory** except in `"Tabs"` when `"Auto"` is `true`.

X position on the display the control will be created at.

Direct value integer.

Any positive integer less than the width of the display in pixels.

`"Y"`

**Mandatory** except in `"Tabs"` when `"Auto"` is `true`.

Y position on the display the control will be created at.

Direct value integer.

Any positive integer less than the height of the display in pixels.

`"Visible"`

**Optional**, defaults to `"false"`.

If the control is created visible or hidden.

Direct value boolean.

`"true"` or `"false"`.

`"Enabled"`

**Optional**, defaults to `"false"`.

If the control is created enabled or greyed out.

Direct value boolean.

`"true"` or `"false"`.

#### *37.7.3.1 Button*

`"Label"`

**Mandatory.**

Text of the label displayed within the button.

Direct value string.

If the text is too long it is truncated when the button is created.

#### *37.7.3.2 Label*

`"Label"`

**Mandatory.**

Text displayed within the label.

Direct value string.

If the text is too long for the label width it is truncated when the label is created.

`"Width"`

**Mandatory.**

Width in pixels of the space for the label to be displayed in.

Direct value integer.

If the width is too short for the label the label it is truncated when the label is created.

#### *37.7.3.3 Vertical Scroll Bar*

"Height"

Mandatory.

Height in pixels of a vertical scroll bar.

Direct value integer.

This is for a control scroll bar, not a window scroll bar.

#### *37.7.3.4 Horizontal Scroll Bar*

"Width"

Mandatory.

Width in pixels of a horizontal scroll bar.

Direct value integer.

This is for a control scroll bar, not a window scroll bar.

#### *37.7.3.5 Radio Buttons*

"Width"

Mandatory.

Width in pixels for the buttons and their labels.

Direct value integer.

Labels too long for the width will be truncated when the control is created.

"Labels"

Mandatory.

The labels for the radio buttons.

Direct value string array.

The number of entries in the array specifies the number of radio buttons to show.

#### *37.7.3.6 List Box and Scrolling List Box*

"Width"

Mandatory.

Width in pixels for the list box.

Direct value integer.

Labels too long for the width will be truncated when the control is created.

"Lines"

Mandatory.

Number of lines high the list box will be created. This value is not in pixels.

Direct value integer.

The number of lines should be greater than or equal to the number of labels (non-scrolling list box).

The number of lines can be less than the number of labels as scrolling is provided (scrolling list box).

"Labels"

Mandatory.

The labels for the list box lines.

Direct value string array.

The number of entries in the array can be more or less than the number of lines but excess labels will not be shown (non-scrolling list box).

The number of entries in the array can be more or less than the number of lines as the entries can be scrolled (scrolling list box).

#### *37.7.3.7 Arrow*

"Direction"

Mandatory.

Direction of arrow to draw with the arrow button.

Direct value string.

"Up", "Left", "Down" or "Right".

#### *37.7.3.8 Check Box*

"Label"

Mandatory.

Text displayed alongside the check box.

Direct value string.

If the text is too long for the allowed width it is truncated when the check box is created.

#### *37.7.3.9 Progress Bar*

"Width"

Mandatory.

Width in pixels of a progress bar.

Direct value integer.

No further details.

"Height"

Mandatory.

Height in pixels of a progress bar.

Direct value integer.

No further details.

#### *37.7.3.10 Text Box and Scrolling Text Box*

"Width"

Mandatory.

Width in pixels of a text box.

Direct value integer.

No further details.

"Height"

Mandatory.

Height in pixels of a text box.

Direct value integer.

No further details.

"Justification"

Mandatory.

Justification used to render the text.



Direct value string.

"Left", "Right", "Centre" or "Full".

"BackgroundColour"

Mandatory.

The background colour the text will be rendered using.

Direct value string.

This can be a value defined in `hal_lcd.h` or a C99 hex constant, for example "0xFF00FF".

"ForegroundColour"

Mandatory.

The foreground colour the text will be rendered using.

Direct value string.

This can be a value defined in `hal_lcd.h` or a C99 hex constant, for example "0xFF00FF".

"Font"

Mandatory.

The TrueType font data structure used to render the text.

Direct value string.

This must be a the C99 name of a data structure already available in your project as created by the font encoder tool.

#### *37.7.3.11 Tabs*

"Width"

Mandatory when "Auto" is false, otherwise ignored.

Width in pixels of all the tabs.

Direct value integer.

No further details.

"Labels"

Mandatory.

The labels for the tabs.

Direct value string array.

The number of entries in the array must be the same as the number of tabs.

"Auto"

Mandatory.

If "true" the tabs control is fixed at the top left of the parent window's client area, is the width of the client area, and resizes with the window to remain the full client area width. If "false" can be anywhere in the client area and does not resize.

Direct value boolean.

No further details.

"BackgroundColour"

Mandatory.

The fill colour of the small area above the tabs' borders .

Direct value string.

This can be a value defined in `hal_lcd.h` or a C99 hex constant, for example "0xFF00FF".

`"ForegroundColour"`

**Mandatory.**

The fill colour of the tabs.

Direct value string.

This can be a value defined in `hal_lcd.h` or a C99 hex constant, for example `"0xFF00FF"`.

#### *37.7.3.12 Tree and Scrolling Tree*

`"Width"`

**Mandatory.**

Width in pixels for the tree.

Direct value integer.

Node paths/names too long for the width will be truncated.

`"Lines"`

**Mandatory.**

Number of lines high the tree will be created. This value is not in pixels.

Direct value integer.

This value cannot be less than 1.

`"StaticAllocated"`

**Mandatory.**

If the nodes array is statically allocated (`"true"`) or dynamically allocated (`"false"`).

Direct value boolean.

`"true"` or `"false"`.

`"NodeArraySize"`

**Mandatory**

The size of the statically allocated array if statically allocated or the size of the initial `malloc` (in nodes) if dynamically allocated.

Direct value integer.

This value cannot be less than 1.

`"FolderSeparator"`

**Mandatory**

The character used to separate folders when retrieving the path of a node from a tree.

Direct value string.

This value must be 1 character long exactly.

`"RootFolderPath"`

**Mandatory**

The path of the root folder. Must end in separator character. Can be just the separator character which implies an empty root folder label.

Direct value string.

This value must be a minimum of 1 character long.

`"Icons"`

Optional, defaults to `"false"`.

If to show icons for folder or file next to each node in the tree control.

Direct value boolean.

"true" or "false".

"FolderIcon"

Optional, defaults to the standard MiniWin folder icon bitmap.

The variable name of the array containing the bitmap for the folder icon.

Direct value string.

If specified the bitmap must be monochrome 8x8 for small controls or 16x16 for large controls.

"FileIcon"

Optional, defaults to the standard MiniWin file icon bitmap.

The variable name of the array containing the bitmap for the file icon.

Direct value string.

If specified the bitmap must be monochrome 8x8 for small controls or 16x16 for large controls.

"NodeSelect"

Optional, defaults to "Multi".

The type of node selection allowed by the user in this tree control.

Direct value string.

Allowable values are "Single" or "Multi".

"NodeTypeSelect"

Optional, defaults to "All".

The types of nodes that can be selected in the tree control.

Direct value string.

Allowable values are "FilesOnly", "FoldersOnly" or "All".

"FoldersOnly"

Optional, defaults to "false".

If to show only folder in the tree control, not displaying files.

Direct value boolean.

"true" or "false".

"RootFolderIsOpen"

Optional, defaults to "false".

If to show the root folder as open (true) or closed (false) on start up.

Direct value boolean.

"true" or "false".

"RootFolderIsSelected"

Optional defaulting to "false".

If to show the root folder as selected (true) or not selected (false) on start up.

Direct value boolean.

"true" or "false".

## 37.8 Code Generator Error Messages

Usage: CodeGen <config file>

You have typed the command line incorrectly.

Could not open input file

The JSON configuration file specified could not be opened.

There was a JSON parsing error: xxx

The JSON configuration file contains badly formed JSON. Use a JSON verifier website to find out the problem.

No target type specified

The JSON configuration file does not specify a target type.

Target type not supported

The JSON configuration file does not specify the target types as Windows or Linux.

No target name specified

The JSON configuration file does not specify a target name. This value is used to create the generated files output folder.

No windows found

The JSON configuration file does not specify at least one window.

Not enough space for all the specified windows.

You have specified more windows than the value in maximum window count.

Could not make ...

Could not make an output folder. Either the target name is illegal for the OS or you do not have permission.

Could not create file ...

Could not make an output file. Either the target name is illegal for the OS or you do not have permission.

Could not find ... Continuing anyway. You will need to supply your own ...

The MiniWin source tree is not in a folder parallel to where you are running the code generator and hence the template files could not be found. Generation will continue but you will have to provide or manually copy the template files.

No font name specified for text box ...

Mandatory text box value missing

No (or blank) ... value for window

Mandatory value for a window is missing, blank or in the wrong format.

Menu bar specified for window ... but no menu items specified

You specified a menu bar for a window but didn't include the menu bar items setting.

No (or blank) ... for ... in window ...

Mandatory value for a control is missing, blank or in the wrong format.

Unknown/Unrecognised value for ...

A control value was supplied, in the correct format, not blank but is not an allowed value.

Duplicate identifier found

You have given 2 windows the same name or two controls of the same type the same name.

Second automatic tabs control in window ...

You have specified 2 tabs controls with Automatic set to true in the same window. Only 1 per window is allowed.

No allocation type specified for tree ...

You must specify whether the nodes array is statically or dynamically allocated for a tree control.

No node array size specified for tree ...

You must specify a nodes array size for a tree control.

No root folder path specified for scrolling tree ...

You must specify a root folder path for a tree control, even if it just the folder separator character.

Tree folder separator not length 1 for tree ...

The folder separator specified for a tree control must be a single character.

Tree root folder cannot be empty for tree ...

The root folder path of a tree control cannot be empty. The minimum folder path is a folder separator character.

Tree root folder must end in separator character for tree ...

The tree control's root folder path must end in the same character as specified for the folder separator,

Too small Lines value for tree ...

The number of lines shown in a tree control cannot be less than 1.

Too small NodeArraySize values for tree ...

The nodes array size of a tree control cannot be less than 1.

Tree illegal options for tree ...

The global options for a tree control are not allowed. Not all combinations are allowed. See the tree container section for details.

Tree root folder illegal options for tree ...

The root folder options for a tree control are not allowed. Not all combinations are allowed. See the tree container section for details.

## 38 Known Issues

Some of the example applications are laid out badly on the LCD for the LPC54628/Renesas Envision development board, in particular the fixed windows examples. While this example compiles and runs for these hardware variants it can't really be used. If you are using either of these development boards the fix is to change display rotation from 0 degrees to 90 degrees in this project's configuration file.

Only ASCII characters supported at the moment.

The font handling is a bit disorganised with functionality being added in a manner that has made the API inconsistent, for example TrueType fonts cannot be rotated or drawn transparently.

The gl library requires features from ISO C99 that are supported in newlib but not in redlib. This means that the larger newlib library has to be used to build MiniWin applications. This will be fixed if there is any demand for it.

## 39 Third Party Software

MiniWin uses the following open source third party software:

Touch screen calibration, copyright Carlos E. Vidades 2001

EasyBMP, version 1.06 , Paul Macklin 2006

ST HAL driver libraries and BSP

NXP SDK driver library and BSP

Microchip Harmony 3 driver library and BSP

Renesas FIT driver library and BSP

GCC-RX generated start-up code

ESP32-IDF libraries and build system

FatFS, version R0.12c, copyright ChaN 2017

FreeRTOS, version 10 published by Amazon

mcufont, Petteri Aimonen

FreeType, version 2.9.1 (required by mcufont font processing tool)

JSON11

OpenCV version 4.30

BCM2835 library for Raspberry Pi, see <https://www.airspayce.com/mikem/bcm2835/>

Raspberry Pi Pico SDK

Atmel Advanced Software Framework (ASF) SDK

## 40 Glossary of Terms

**Operator** - the person using the application you develop by interacting with the windows via the touch screen.

**HAL/hal** – hardware abstraction layer. HAL in capitals refers to the set of drivers produced by ST for STM32 ARM processors; hal in lower case refers to the MiniWin interface to the hardware on the board it is running on and for the STM32 examples uses the ST HAL.

**BSP** – Board Support Package. All the code required to support the system on the embedded examples. Contains drivers and start-up code.

**Middleware** – A library that is used by an application but does not interact with the hardware directly, instead using the BSP to access the hardware. An example is the FatFS file system library.

**User Code** - code you the developer writes as opposed to code that is supplied as part of the MiniWin window manager.

**Window** - rectangular area on the screen comprising a window frame, the client area within the window frame and controls within the client area.

**Window Frame** - The parts of the window outside of the client area comprising title bar, border, menu bar and scroll bars. All parts are optional.

**Icons** - Small bitmaps drawn on a window's title bar for window control purposes. Also a minimized window shown as a rectangle at the bottom of the root window.

**Root Window** - the background behind all the windows. Also called the desktop.

**Z Order** - the position of a window relative to all others. A high Z order window is drawn on top of a lower one. The root window always has Z order 0.

**Client Area** - The area inside the window frame that the user code draws on and which receives touch down, up and drag events. All controls in a window are limited to the client area. Also a control has a client area but no frame, so it is the same as the limits of the control.

**Clipping** - ignoring a pixel location that is requested to be drawn if it falls outside the client area.

**Dialog** – a standard window that is part of the MiniWin window manager for simple common operator interaction, for example a message box with a dismiss button.

**Modal** – an optional property of a window that means that while it is showing no other window can receive operator input. All MiniWin standard dialogs are modal.

**Handle** – a reference to a MiniWin resource created by MiniWin, i.e. window, control or handle. The handle is used in all later API calls to MiniWin to refer to the resource. A handle is unique and never reused. It is not a pointer.

**JSON** – a simple human readable text based configuration file format.

## 41 Appendix 1 – MiniWin Flags

This section lists flags that the user can set when creating windows or controls. These flags should only be set when creating a window or control. Some of the flags are not intended to be set by the user. These are also listed in the following sections.

### 41.1 Window Flags

#### 41.1.1 User Settable Flags

**MW\_WINDOW\_FLAG\_HAS\_BORDER**

Indicates that a window is to be created with a border.

**MW\_WINDOW\_FLAG\_HAS\_TITLE\_BAR**

Indicates that a window is to be created with a title bar.

**MW\_WINDOW\_FLAG\_CAN\_BE\_CLOSED**

Indicates that a window is to be created with an enabled close icon.

**MW\_WINDOW\_FLAG\_IS\_VISIBLE**

Indicates that a window is to be created visible.

**MW\_WINDOW\_FLAG\_IS\_MINIMISED**

Indicates that a window is to be created minimised.

**MW\_WINDOW\_FLAG\_IS\_MODAL**

Indicates that a window is to be created modal.

**MW\_WINDOW\_FLAG\_HAS\_VERT\_SCROLL\_BAR**

Indicates that a window is to be created with a vertical scroll bar.

**MW\_WINDOW\_FLAG\_HAS\_HORIZ\_SCROLL\_BAR**

Indicates that a window is to be created with horizontal scroll bar.

**MW\_WINDOW\_FLAG\_HAS\_MENU\_BAR**

Indicates that a window is to be created with a menu bar.

**MW\_WINDOW\_FLAG\_MENU\_BAR\_ENABLED**

Indicates that a menu bar, if existing, is to be created enabled.

**MW\_WINDOW\_FLAG\_VERT\_SCROLL\_BAR\_ENABLED**

Indicates that a vertical scroll bar, if existing, is to be created enabled.

**MW\_WINDOW\_FLAG\_HORIZ\_SCROLL\_BAR\_ENABLED**

Indicates that a horizontal scroll bar, if existing, is to be created enabled.

**MW\_WINDOW\_FLAG\_TOUCH\_FOCUS\_AND\_EVENT**

Indicates that a touch in a non-focused window gives it focus and generates a touch down event.

**MW\_WINDOW\_FLAG\_LARGE\_SIZE**

Indicates that a window's menu bar and scroll bars are to be created large sized.



#### MW\_WINDOW\_FLAG\_FIXED\_SIZE

Indicates that a window cannot be resized or maximised.

#### 41.1.2 Non-User Settable Flags

##### MW\_WINDOW\_FLAG\_IS\_USED

Indicates that a window is used. This flag is controlled by the window manager.

##### MW\_WINDOW\_FLAG\_MENU\_BAR\_ITEM\_IS\_SELECTED

Indicates that a menu bar, if existing, has an item selected. This flag is controlled by the window manager.

### 41.2 Control Flags

#### 41.2.1 User Settable Flags

##### MW\_CONTROL\_FLAG\_IS\_VISIBLE

Indicates that a control is to be created visible.

##### MW\_CONTROL\_FLAG\_IS\_ENABLED

Indicates that a control is to be created enabled.

##### MW\_CONTROL\_FLAG\_LARGE\_SIZE

Indicates that a control is to be created large size.

#### 41.2.2 Non-User Settable Flags

##### MW\_CONTROL\_FLAG\_IS\_USED

Indicates that a control is used. This flag is controlled by the window manager.

## 42 Appendix 2 - MiniWin Messages

This section lists all the messages defined within MiniWin and the contents of each message's data and pointer fields.

### 42.1 Messages Posted by the Window Manager

#### MW\_WINDOW\_CREATED\_MESSAGE

Message sent to window as soon as it is created and before it is painted

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_WINDOW\_REMOVED\_MESSAGE

Message sent to window just before it is removed

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_WINDOW\_GAINED\_FOCUS\_MESSAGE

Message sent to a window when it gains focus

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_WINDOW\_LOST\_FOCUS\_MESSAGE

Message sent to a window when it loses focus

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_WINDOW\_RESIZED\_MESSAGE**

Message to a window when it has been resized

**message\_data:** Upper 16 bits = window new width, lower 16 bits = window new height

**message\_pointer:** Unused

**MW\_WINDOW\_MOVED\_MESSAGE**

Message to a window when it has been moved

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_WINDOW\_MINIMISED\_MESSAGE**

Message to a window when it has been minimised

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_WINDOW\_RESTORED\_MESSAGE**

Message to a window when it has been restored

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_WINDOW\_VISIBILITY\_CHANGED\_MESSAGE**

Message to a window when its visibility has changed

**message\_data:** 1 if made visible, 0 if made invisible

**message\_pointer:** Unused

**MW\_WINDOW\_VERT\_SCROLL\_BAR\_SCROLLED\_MESSAGE**

Message to a window when a window vertical scroll bar has been scrolled

**message\_data:** new vertical scroll position 0 - 255 as a proportion of scroll bar length

**message\_pointer:** Unused

**MW\_WINDOW\_VERT\_SCROLL\_BAR\_SCROLL\_ENDED\_MESSAGE,**

Message to a window when a window vertical scroll bar scrolling has ended

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_WINDOW\_HORIZ\_SCROLL\_BAR\_SCROLLED\_MESSAGE**

Message to a window when a window horizontal scroll bar has been scrolled

**message\_data:** new vertical scroll position 0 - 255 as a proportion of scroll bar length

**message\_pointer:** Unused

**MW\_WINDOW\_HORIZ\_SCROLL\_BAR\_SCROLL\_ENDED\_MESSAGE,**

Message to a window when a window horizontal scroll bar scrolling has ended

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_CONTROL\_CREATED\_MESSAGE

Message sent to control as soon as it is created and before it is painted

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_CONTROL\_REMOVED\_MESSAGE

Message sent to control just before it is removed

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_CONTROL\_GAINED\_FOCUS\_MESSAGE

Message sent to all controls in a window when parent window gains focus or control made visible

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_CONTROL\_VISIBILITY\_CHANGED\_MESSAGE

Message to a control when its visibility has changed

**message\_data:** 1 if made visible, 0 if made invisible

**message\_pointer:** Unused

#### MW\_CONTROL\_LOST\_FOCUS\_MESSAGE

Message sent to all controls in a window when parent window loses focus or control made invisible

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_CONTROL\_RESIZED\_MESSAGE

Message sent to a control when it has been resized

**message\_data:** Upper 16 bits = control new width, lower 16 bits = control new height

**message\_pointer:** Unused

#### MW\_CONTROL\_PARENT\_WINDOW\_RESIZED\_MESSAGE

Message sent to a control when its parent window has been resized

**message\_data:** Upper 16 bits = parent window's new width, lower 16 bits = parent window's new height

**message\_pointer:** Unused

#### MW\_TOUCH\_DOWN\_MESSAGE

Message sent to a window or control when it receives a touch down event

**message\_data:** Upper 16 bits = x coordinate, lower 16 bits = y coordinate

**message\_pointer:** Unused

#### MW\_TOUCH\_HOLD\_DOWN\_MESSAGE

Message sent to a window or control when it receives a touch hold down event

**message\_data:** Upper 16 bits = x coordinate, lower 16 bits = y coordinate

**message\_pointer:** Unused

#### MW\_TOUCH\_UP\_MESSAGE

Message sent to a window or control when it receives a touch up event

**message\_data:** The handle of the original window or control where the touch down occurred  
**message\_pointer:** Unused

#### MW\_TOUCH\_DRAG\_MESSAGE

Message sent to a window or control when it receives a drag event  
**message\_data:** Upper 16 bits = x coordinate, lower 16 bits = y coordinate  
**message\_pointer:** Unused

#### MW\_MENU\_BAR\_ITEM\_PRESSED\_MESSAGE

Response message from a menu bar that an item has been pressed  
**message\_data:** The menu bar item selected, zero based  
**message\_pointer:** Unused

#### MW\_TIMER\_MESSAGE

Message sent to a window or control when a timer has expired  
**message\_data:** The handle of the timer that has just expired  
**message\_pointer:** Unused

### 42.2 Messages Posted by Controls in Response to User Interface Input

#### MW\_BUTTON\_PRESSED\_MESSAGE

Response message from a button that it has been pressed  
**message\_data:** Unused  
**message\_pointer:** Unused

#### MW\_CHECKBOX\_STATE\_CHANGE\_MESSAGE

Response message from a check box that its state has changed  
**message\_data:** 1 if check box checked, 0 if check box unchecked  
**message\_pointer:** Unused

#### MW\_RADIO\_BUTTON\_ITEM\_SELECTED\_MESSAGE

Response message from a radio button that its state has changed  
**message\_data:** The selected radio button 0 based  
**message\_pointer:** Unused

#### MW\_LIST\_BOX\_ITEM\_PRESSED\_MESSAGE

Response message from a list box that an item has been pressed  
**message\_data:** The selected list box line 0 based  
**message\_pointer:** Unused

#### MW\_LIST\_BOX\_SCROLLING\_REQUIRED\_MESSAGE

Message posted by a list box to its parent window indicating if scrolling is required, i.e. too many lines to display at once  
**message\_data:** upper 16 bits: 1 if scrolling required, 0 if scrolling not required; lower 16 bits: the maximum lines that can be scrolled  
**message\_pointer:** Unused

#### MW\_CONTROL\_VERT\_SCROLL\_BAR\_SCROLLED\_MESSAGE

Response message from a vertical control scroll bar that it has been scrolled

**message\_data:** Unused

**message\_pointer:** Unused

MW\_CONTROL\_VERT\_SCROLL\_BAR\_SCROLL\_ENDED,

Response message from a vertical control scroll bar when scrolling has ended

**message\_data:** Unused

**message\_pointer:** Unused

MW\_CONTROL\_HORIZ\_SCROLL\_BAR\_SCROLLED\_MESSAGE

Response message from a horizontal control scroll bar that it has been scrolled

**message\_data:** new horizontal scroll position from 0 to 255 as a proportion of the scroll bar

**message\_pointer:** Unused

MW\_CONTROL\_HORIZ\_SCROLL\_BAR\_SCROLL\_ENDED,

Response message from a horizontal control scroll bar when scrolling has ended

**message\_data:** Unused

**message\_pointer:** Unused

MW\_ARROW\_PRESSED\_MESSAGE

Response message from a arrow that it has been pressed

**message\_data:** The arrow direction

**message\_pointer:** Unused

MW\_KEY\_PRESSED\_MESSAGE

ASCII value of key pressed, can be backspace

**message\_data:** The ASCII code of the pressed key

**message\_pointer:** Unused

MW\_TEXT\_BOX\_SCROLLING\_REQUIRED\_MESSAGE

Message posted by a text box to its parent window indicating if scrolling is required, i.e. too much text to display in the box at once

**message\_data:** upper 16 bits: 1 if scrolling required, 0 if scrolling not required; lower 16 bits: the maximum lines that can be scrolled in pixels

**message\_pointer:** Unused

MW\_TAB\_SELECTED\_MESSAGE

A tab has been selected

**message\_data:** The number of the tab that has been selected, 0 based, 0 at left

**message\_pointer:** Unused

MW\_TREE\_NODE\_SELECTED\_MESSAGE,

A tree node has been selected

**message\_data:** The handle of the selected node

**message\_pointer:** Unused

MW\_TREE\_NODE\_DESELECTED\_MESSAGE,

A tree node has been deselected

**message\_data:** The handle of the deselected node

**message\_pointer:** Unused

**MW\_TREE\_SCROLLING\_REQUIRED\_MESSAGE,**

Message posted by a tree to its parent window indicating if scrolling is required, i.e. too many visible nodes to display in the box at once

**message\_data:** upper 16 bits: 1 if scrolling required, 0 if scrolling not required; lower 16 bits: the maximum lines that can be scrolled

**message\_pointer:** Unused

**MW\_TREE\_FOLDER\_OPENED\_MESSAGE,**

Message posted by a tree to its parent window indicating that a tree folder node has been opened

**message\_data:** Handle of the folder

**message\_pointer:** Unused

**MW\_TREE\_FOLDER\_CLOSED\_MESSAGE,**

Message posted by a tree to its parent window indicating that a tree folder node has been closed

**message\_data:** Handle of the folder

**message\_pointer:** Unused

**MW\_SCROLLED\_CONTROL\_NEEDS\_PAINTING\_HINT\_MESSAGE,**

A control needs repainting by its owning window

**message\_data:** Unused

**message\_pointer:** Unused

### 42.3 Messages Posted to Controls from User Code

**MW\_LABEL\_SET\_LABEL\_TEXT\_MESSAGE**

Set the label's text by passing a pointer to a character buffer

**message\_data:** Unused

**message\_pointer:** Pointer to the label's new text

**MW\_CHECK\_BOX\_SET\_CHECKED\_STATE\_MESSAGE**

Set a check box's checked state

**message\_data:** 1 to set check box checked or 0 to set it unchecked

**message\_pointer:** Unused

**MW\_PROGRESS\_BAR\_SET\_PROGRESS\_MESSAGE**

Set a progress bar's progress level as a percentage

**message\_data:** Percentage to set progress bar's progress from 0 - 100

**message\_pointer:** Unused

**MW\_SCROLL\_BAR\_SET\_SCROLL\_MESSAGE**

Set a scroll bar's scroll position

**message\_data:** Set a scroll bar's scroll position from 0 - 255

**message\_pointer:** Unused

#### MW\_LIST\_BOX\_LINES\_TO\_SCROLL\_MESSAGE

Set how many lines to scroll a list box through the list box's lines

**message\_data:** Number of lines to scroll zero based

**message\_pointer:** Unused

#### MW\_LIST\_BOX\_SCROLL\_BAR\_POSITION\_MESSAGE

Send the position of a scroll bar associated with a list box to the list box

**message\_data:** Scroll bar position, 0 - 255

**message\_pointer:** Unused

#### MW\_LIST\_BOX\_SET\_ENTRIES\_MESSAGE

Set new entries and entry count for a list box

**message\_data:** Number of entries in new array of entries

**message\_pointer:** Pointer to array of entries

#### MW\_TREE\_LINES\_TO\_SCROLL\_MESSAGE,

Set how many lines to scroll a tree through the tree's visible nodes

**message\_data:** Number of lines to scroll zero based

**message\_pointer:** Unused

#### MW\_TREE\_SCROLL\_BAR\_POSITION\_MESSAGE,

Send the position of a scroll bar associated with a tree to the tree

**message\_data:** Scroll bar position, 0 - UINT8\_MAX

**message\_pointer:** Unused

#### MW\_RADIO\_BUTTON\_SET\_SELECTED\_MESSAGE

Set a radio button's chosen button

**message\_data:** The button to set zero based

**message\_pointer:** Unused

#### MW\_TEXT\_BOX\_SET\_TEXT\_MESSAGE

Set the scrollable text box's text by passing a pointer to a character buffer

**message\_data:** Unused

**message\_pointer:** Pointer to the scrollable text box's new text

#### MW\_TEXT\_BOX\_SCROLL\_BAR\_POSITION\_MESSAGE

Send the position of a scroll bar associated with a text box to the text box

**message\_data:** Scroll bar position, 0 - 255

**message\_pointer:** Unused

#### MW\_TEXT\_BOX\_LINES\_TO\_SCROLL\_MESSAGE

Set how many lines to scroll a text box

**message\_data:** Number of lines to scroll in pixels

**message\_pointer:** Unused

## 42.4 Messages Posted by Standard Dialogs

#### MW\_DIALOG\_ONE\_BUTTON\_DISMISSED\_MESSAGE

One button dialog has been dismissed

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_DIALOG\_TWO\_BUTTONS\_DISMISSED\_MESSAGE

Two button dialog has been dismissed

**message\_data:** 0 if left button pressed, 1 if right button pressed

**message\_pointer:** Unused

#### MW\_DIALOG\_TIME\_CHOOSER\_OK\_MESSAGE

Time chooser dialog has been dismissed by ok button

**message\_data:** Mask with 0x00ff for minutes, mask with 0xff00 for hours

**message\_pointer:** Unused

#### MW\_DIALOG\_TIME\_CHOOSER\_CANCEL\_MESSAGE

Time chooser dialog has been dismissed by cancel button

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_DIALOG\_DATE\_CHOOSER\_OK\_MESSAGE

Date chooser dialog has been dismissed by ok button

**message\_data:** Mask with 0xffff0000 for 4 digit year, mask with 0x0000ff00 for month (1-12), mask with 0x000000ff for date (1-31)

**message\_pointer:** Unused

#### MW\_DIALOG\_DATE\_CHOOSER\_CANCEL\_MESSAGE

Date chooser dialog has been dismissed by cancel button

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_DIALOG\_FILE\_CHOOSER\_FILE\_OK\_MESSAGE

File chosen in file chooser dialog

**message\_data:** Unused

**message\_pointer:** Pointer to char buffer holding path and file name

#### MW\_DIALOG\_FILE\_CHOOSER\_FOLDER\_OK\_MESSAGE

Folder chosen in file chooser dialog

**message\_data:** Unused

**message\_pointer:** Pointer to char buffer holding path name

#### MW\_DIALOG\_FILE\_CHOOSER\_CANCEL\_MESSAGE

File chooser dialog was canceled with no file or folder chosen

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_DIALOG\_TEXT\_ENTRY\_OK\_MESSAGE

Text entry dialog ok message



**message\_data:** Unused

**message\_pointer:** Pointer to char buffer holding entered text

**MW\_DIALOG\_TEXT\_ENTRY\_CANCEL\_MESSAGE**

Text entry dialog cancel message

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_DIALOG\_NUMBER\_ENTRY\_OK\_MESSAGE**

Number entry dialog ok message

**message\_data:** Unused

**message\_pointer:** Pointer to char buffer holding entered number as text including '-' if entered by user

**MW\_DIALOG\_NUMBER\_ENTRY\_CANCEL\_MESSAGE**

Number entry dialog cancel message

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_DIALOG\_COLOUR\_CHOOSER\_OK\_MESSAGE**

Colour chooser dialog ok message

**message\_data:** Chosen colour in 24 bit RGB format

**message\_pointer:** Unused

**MW\_DIALOG\_COLOUR\_CHOOSER\_CANCEL\_MESSAGE**

Colour chooser dialog cancel message

**message\_data:** Unused

**message\_pointer:** Unused

## 42.5 Utility Messages

**MW\_WINDOW\_PAINT\_ALL\_MESSAGE**

System message to paint everything

**message\_data:** Unused

**message\_pointer:** Unused

**MW\_WINDOW\_FRAME\_PAINT\_MESSAGE**

System message to get a window's frame painted

**message\_data:** Combination of MW\_WINDOW\_FRAME\_COMPONENT\_TITLE\_BAR,  
MW\_WINDOW\_FRAME\_COMPONENT\_BORDER,  
MW\_WINDOW\_FRAME\_COMPONENT\_MENU\_BAR,  
MW\_WINDOW\_FRAME\_COMPONENT\_VERT\_SCROLL\_BAR,  
MW\_WINDOW\_FRAME\_COMPONENT\_HORIZ\_SCROLL\_BAR

**message\_pointer:** Unused

**MW\_WINDOW\_CLIENT\_PAINT\_MESSAGE**

System message to call a window's client area paint function

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_WINDOW\_CLIENT\_PAINT\_RECT\_MESSAGE

System message to call a window's client area paint rect function

**message\_data:** Unused

**message\_pointer:** Pointer to a mw\_util\_rect\_t structure

#### MW\_CONTROL\_PAINT\_MESSAGE

System message to call a control's paint function

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_CONTROL\_PAINT\_RECT\_MESSAGE

System message to call a control's paint rect function

**message\_data:** Unused

**message\_pointer:** Pointer to a mw\_util\_rect\_t structure

#### MW\_WINDOW\_EXTERNAL\_WINDOW\_REMOVED

Message to a window when another window has been removed that is not the window receiving the message. Use this message when a window is removed as a result of user code and another window needs to know

**message\_data:** Unused

**message\_pointer:** Unused

#### MW\_USER\_1\_MESSAGE

Message to a window for any user-defined purpose

**message\_data:** Any user meaning

**message\_pointer:** Any user meaning

#### MW\_USER\_2\_MESSAGE

Message to a window for any user-defined purpose

**message\_data:** Any user meaning

**message\_pointer:** Any user meaning

#### MW\_USER\_3\_MESSAGE

Message to a window for any user-defined purpose

**message\_data:** Any user meaning

**message\_pointer:** Any user meaning

#### MW\_USER\_4\_MESSAGE

Message to a window for any user-defined purpose

**message\_data:** Any user meaning

**message\_pointer:** Any user meaning

#### MW\_USER\_5\_MESSAGE

Message to a window for any user-defined purpose

**message\_data:** Any user meaning

**message\_pointer:** Any user meaning

## 43 Appendix 3 – Additional Hardware

This Appendix describes additional hardware used by the MiniWin example applications on the various hardware platforms that do not have the required devices already integrated on the development boards.

### 43.1 LCD Panel with Touch Screen and SD Card socket

For development boards without an integrated LCD panel a generic external ILI9341 240 x 320 pixel display is used. These displays are readily and cheaply available on ebay and look like the picture below:



It is necessary to use a panel with 2 driver chips fitted for both the LCD and the touch sensor (some do not have the touch sensor chip fitted) and to have the SD card socket fitted. The 2 SPI driver chips are an ILI9341 for the LCD display and a generic one for the touch panel's resistive sensor.

### 43.2 Camera

For the embedded variants on the MiniWinCamera example projects a cheap OV7670 camera module without a hardware buffer is used. These are available from ebay for a few £\$€ and look like this:

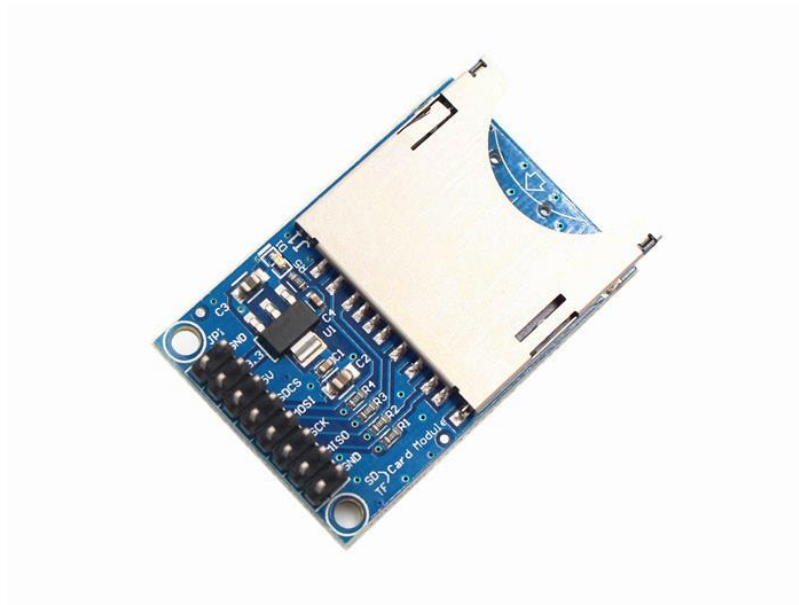


For the Raspberry Pi Zero W MiniWinCamera example project a cheap generic USB webcam is used. This is because the Raspberry Pi camera module that plugs into the connector on the board is expensive. A generic webcam can be bought for a few £\$€ on Ebay, like this...



### 43.3 SD Card Socket

For some embedded variants of the MiniWinFile example projects a file system on a SD card is accessed via SPI connections. If no other SD card socket is available then an external socket is required.



## 44 Appendix 4 – STM32F429I-DISC1 Board Connections

This Appendix describes the connections necessary to run all the projects using the ST STM32F429-DISC1 development board.

### 44.1 Display and Touch Screen

No connections required. The display panel and touch screen are integrated.

### 44.2 File System

A USB flash memory drive with a FAT32 file system needs connecting to the micro-USB socket on the board labelled USB USER. A male micro-USB to female USB A adapter is needed.

### 44.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	STM32F429I-DISC1 Board
3.3V	3V
DGND	GND
SCL	PB6
SDA	PB7
VS	PC11
HS	PA5
PLK	PB4
XLK	PF6
D7	PG9
D6	PE6

D5	PE5
D4	PE4
D3	PE3
D2	PE2
D1	PG3
D0	PG2
RET	NC
PWDN	NC

The camlib library uses the following resources:

GPIO pins on port A:	PA5
GPIO pins on port C:	PC11
GPIO pins on port E:	PE2, PE3, PE4, PE5, PE6
GPIO pins on port G:	PG2, PG3, PG9

160 \* 120 \* 2 bytes of RAM

TIM10 and TIM10C channel 1 on PF6

I2C1 on PB6 and PB7 during call of library function camlib\_init().

## 45 Appendix 5 – STM32F4DISCOVERY Board Connections

This Appendix describes the connections necessary to run all the projects using the ST STM32F4DISCOVERY development board.

### 45.1 Display and Touch Screen

An external ILI9341 based display panel with integrated touch screen is used as described in section 43.1. The connections required are as below:

Touch

ILI9341	STM32F4DISCOVERY Board
---------	------------------------

T_IRQ	PD9
T_DO	PC11
T_DIN	PC12
T_CS	PD10
T_CLK	PC10

LCD

ILI9341	STM32F4DISCOVERY Board
---------	------------------------

MISO	PC2
LED	3V
SCK	PB13

MOSI	PB15
DC	PD7
RESET	PD6
CS	PD8
GND	GND
VCC	3V

## 45.2 File System

A USB flash memory drive with a FAT32 file system needs connecting to the micro-USB socket on the board labelled CN5. A male micro-USB to female USB A adapter is needed.

## 45.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	STM32F4DISCOVERY Board
3.3V	3V
DGND	GND
SCL	PB6
SDA	PB7
VS	PC0
HS	PC3
PLK	PC1
XLK	PB8
D7	PA7
D6	PA6
D5	PA5
D4	PA4
D3	PA3
D2	PA2
D1	PA1
D0	PA0
RET	NC
PWDN	NC

The camlib library uses the following resources:

GPIO pins on port A:	PA0, PA1, PA2, PA3, PA4, PA5, PA6, PA7
GPIO pins on port C:	PC, PC1, PC3

160 \* 120 \* 2 bytes of RAM

TIM10 and TIM1OC channel 1 on PB8

I2C1 on PB6 and PB7 during call of library function camlib\_init().

## 46 Appendix 6 – NXP OM13098 Board Connections

This Appendix describes the connections necessary to run all the projects using the NXP OM13098 development board.

### 46.1 Display and Touch Screen

No connections required. The display panel and touch screen are integrated.

### 46.2 File System

This uses a SD card with a FAT32 file system in the slot on the board.

### 46.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	LPC54628	OM13098 Connector/Pin
3.3V	3.3V	J10-12
DGND	GND	J10-16
SCL	P1-18	J9-2
SDA	P1-17	J9-4
VS	P3-27	J13-13
HS	P3-28	J13-16
PLK	P3-29	J13-14
XLK	P2-2	J9-6
D7	P3-26	J13-15
D6	P3-22	J9-11
D5	P3-21	J9-13
D4	P3-20	J9-9
D3	P3-19	J10-2
D2	P3-18	J10-4
D1	P3-17	J13-18
D0	P3-16	J12-3
RET	NC	NC
PWDN	NC	NC

The camera driver uses the following resources:

GPIO pins on port 1:	17, 18
GPIO pins on port 2:	2
GPIO pins on port 3:	16, 17, 18, 19, 20, 21, 22, 26, 27, 28, 29

160 \* 120 \* 2 bytes of RAM

CTIMER1 and channel CT1\_MAT1 on P2-2



I2C8 on P1-17 and P1-18 during call of library function camlib\_init().

## 47 Appendix 7 – Renesas Envision Board Connections using CC-RX Compiler

This Appendix describes the connections necessary to run all the projects using the Renesas Envision development board using the CC-RX compiler.

### 47.1 Display and Touch Screen

The display and touch screen are integrated on the board.

### 47.2 File System

This uses a USB pen drive with a FAT32 file system attached to the USB socket on the board.

### 47.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	RX65N	Renesas Envision Connector/Pin
3.3V	3.3V	CN14-6
DGND	GND	CN14-5
SCL	P52	CN14-3
SDA	P50	CN14-2
VS	PB6	CN14-10
HS	PB7	CN14-9
PLK	PJ5	CN14-1
XLK	P55	CN14-8
D7	P51	CN14-4
D6	PC6	CN14-7
D5	PC5	CN5-6
D4	PC4	CN5-4
D3	P33	CN13-3
D2	P32	CN13-2
D1	PC1	CN12-5
D0	PC0	CN12-8
RET	-	NC
PWDN	-	NC

The camlib library uses the following resources:

GPIO pins on port 3:	2, 3
GPIO pins on port 5:	1
GPIO pins on port B:	6, 7
GPIO pins on port C:	0, 1, 4, 5, 6
GPIO pins on port J:	5

160 \* 120 \* 2 bytes of RAM

TMR3 and channel TM03 on P55.

SCI2 on P50 and P52 during call of library function camlib\_init().

## 48 Appendix 8 – Renesas Envision Board Connections using GCC-RX Compiler

This Appendix describes the connections necessary to run all the projects using the Renesas Envision development board using the GCC-RX compiler.

### 48.1 Display and Touch Screen

The display and touch screen are integrated on the board.

### 48.2 File System

This uses an external SD card reader as shown in section 43.3 attached to the Pmod connector (CN14) on the Renesas Envision Kit to access the SD card with a FAT32 file system via SPI with a 3.3V power supply taken from the board. The SD card readers with a SPI interface are available on ebay for a few £\$€.

The following connections are needed :

Pmod CN14	SD Card Reader
1	CS/
2	MOSI
3	MISO
4	SCK
5	GND
6	+3.3V

### 48.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	RX65N	Renesas Envision Connector/Pin
3.3V	3.3V	CN14-6
DGND	GND	CN14-5
SCL	P52	CN14-3
SDA	P50	CN14-2
VS	PB6	CN14-10
HS	PB7	CN14-9
PLK	PJ5	CN14-1

XLK	P55	CN14-8
D7	P51	CN14-4
D6	PC6	CN14-7
D5	PC5	CN5-6
D4	PC4	CN5-4
D3	P33	CN13-3
D2	P32	CN13-2
D1	PC1	CN12-5
D0	PC0	CN12-8
RET	-	NC
PWDN	-	NC

The camera driver uses the following resources:

GPIO pins on port 3:	2, 3
GPIO pins on port 5:	1
GPIO pins on port B:	6, 7
GPIO pins on port C:	0, 1, 4, 5, 6
GPIO pins on port J:	5

160 \* 120 \* 2 bytes of RAM

TMR3 and channel TM03 on P55.

SCI2 on P50 and P52 during call of library function camlib\_init().

## 49 Appendix 9 – ESP32-DevKitC Board Connections

This Appendix describes the connections necessary to run all the projects using the ESP32-DevKitC development board. These connections are the same whether the code is built using ESP-IDF or Arduino IDE.

### 49.1 Display and Touch Screen

An external ILI9341 based display panel with integrated touch screen is used as described in section 43.1. The connections are as below:

Touch	
ILI9341	DevKitC
T_IRQ	G5
T_DO	G25
T_DIN	G23
T_CS	G17
T_CLK	G19
LCD	
ILI9341	DevKitC

MISO	G25
LED	3.3V
SCK	G19
MOSI	G23
DC	G21
RESET	G18
CS	G22
GND	GND
VCC	3.3V

In addition a simple push button is connected between port pin G16 and ground to signal when pressed that a screen recalibration is required.

## 49.2 File System

The SD card reader on the ILI9341 display panel is used. The connections are as below:

ILI9341	DevKitC
SD_CS	G13
SD_MOSI	G15
SD_MISO	G2
SD_SCK	G14

## 49.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	DevKitC	
3.3V	3.3V	
DGND	GND	
SCL	G27	
SDA	G26	
VS	G2	
HS	SM (G39)	
PLK	G4	
XLK	G12	
D7	G15	
D6	G14	
D5	RXD (G3)	(See note below)
D4	SP (G36)	
D3	G35	
D2	G34	
D1	G33	
D0	G32	
RET	-	

PWDN -

The camera driver uses the following resources:

GPIO pins: G2, G3, G4, G14, G15, G32, G33, G34, G35, G36, G39

160 \* 120 \* 2 bytes of RAM

LEDC timer 0 and LED channel 0 on pin G12.

I2C channel 0 on G26 and G27 during call of library function camlib\_init().

**During flashing of the DevKitC board the connection between the camera's D5 and the board's RXD pin must be removed.**

This camera driver is slow and requires the watchdog to be switched off and task switching disabled when reading a frame. This may affect other functionality of the ESP32 processor, like WiFi and Bluetooth. This example is not indented to be a useful camera driver but instead only to demonstrate MiniWin. If a proper camera driver is required it is suggested to use the one supplied by Espressif which can be found here:

<https://github.com/espressif/esp32-camera>

## 50 Appendix 10 – Microchip Curiosity PIC32 MX470 Board Connections

This Appendix describes the connections necessary to run all the projects using the Microchip Curiosity PIC32 MX470 development board.

### 50.1 Display and Touch Screen

An external ILI9341 based display panel with integrated touch screen is used as described in section 43.1. The connections are as below:

Touch

ILI9341	PIC32MX470F512H	Curiosity Board
T_IRQ	RD8	J10/PWM
T_DO	RG7/SDO2	J10/MISO
T_DIN	RG8/SDI2	J10/MOSI
T_CS	RG9	J10/CS
T_CLK	RG6/SCK2	J10/SCK

LCD

ILI9341	PIC32MX470F512H	Curiosity Board
MISO	RG7/SDI2	J10/MISO
LED	-	J10/+3.3V

SCK	RG6/SCK2	J10/SCK
MOSI	RG8/SDO2	J10/MOSI
DC	RB11	J10/AN
RESET	RB15	J10/RST
CS	RD0	J10/INT
GND	-	J10/GND
VCC	-	J10/+3.3V

## 50.2 File System

The SD card reader on the ILI9341 display panel is used. The connections are as below:

ILI9341	PIC32MX470F512H	Curiosity Board
SD_CS	RD4	J5/CS
SD_MOSI	RD5/SDO1	J5/MOSI
SD_MISO	RD3/SDI1	J5/MISO
SD_SCK	RD2/SCK1	J5/SCK

## 50.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	PIC32MX470F512H	Curiosity Board
3.3V	3.3V	J5/+3.3V
DGND	GND	J5/GND
SCL	RD10	J5/SCL
SDA	RD9	J5/SDA
VS	RB4	J5/AN
HS	RE3	J5/RST
PLK	RF1	J5/RX
XLK	RB14	J5/PWM
D7	RD5	J5/MOSI
D6	RD4	J5/CS
D5	RD3	J5/MISO
D4	RD2	J5/SCK
D3	RD1	J5/INT
D2	RE2	J17/RE2
D1	RE1	J17/RE1
D0	RE0	J17/RE0
RET	-	NC
PWDN	-	NC

The camera driver uses the following resources:

GPIO pins on port B: 4, 14

GPIO pins on port D: 1, 2, 3, 4, 5  
GPIO pins on port E: 0, 1, 2, 3  
GPIO pins on port F: 1

160 \* 120 \* 2 bytes of RAM

TMR3 and OCMP1 compare output channel.

I2C1 on RD9 and RD10 during call of `app_init()`.

## 51 Appendix 11 – Windows Simulator Connections

This Appendix describes the connections necessary to run all the projects using the Windows simulator.

### 51.1 Display and Touch Screen

This uses the host computer's display and mouse.

### 51.2 File System

This uses the host computer's file system.

### 51.3 Camera

This uses the first video camera that is found and must be supported by the OpenCV library.

## 52 Appendix 12 – Linux Simulator Connections

This Appendix describes the connections necessary to run all the projects using the Linux simulator.

### 52.1 Display and Touch Screen

This uses the host computer's display and mouse.

### 52.2 File System

This uses the host computer's file system.

### 52.3 Camera

This uses the first video camera that is found and must be supported by the OpenCV library. If running in VirtualBox the camera must be shared from host to guest.

## 53 Appendix 13 – Microchip Curiosity PIC32 MZ EF Board Connections

This Appendix describes the connections necessary to run all the projects using the Microchip Curiosity PIC32 MZ EF development board.

### 53.1 Display and Touch Screen

An external ILI9341 based display panel with integrated touch screen is used as described in section 43.1. The connections are as below:

Touch

ILI9341	PIC32MZ2048EFM100	Curiosity Board
T_IRQ	RF12	J10/INT
T_DO	RG0/SDI2	J10/MISO
T_DIN	RG7/SDO2	J10/MOSI
T_CS	RD5	J10/CS
T_CLK	RG6/SCK2	J10/SCK
LCD		

ILI9341	PIC32MZ2048EFM100	Curiosity Board
MISO	RD5/SDI2	J10/MISO
LED	-	J10/+3.3V
SCK	RG6/SCK2	J10/SCK
MOSI	RG7/SDO2	J10/MOSI
DC	RA1	J10/AN
RESET	RA5	J10/RST
CS	RF2	J10/PWM
GND	-	J10/GND
VCC	-	J10/+3.3V

### 53.2 File System

The SD card reader on the ILI9341 display panel is used. The connections are as below:

ILI9341	PIC32MZ2048EFM100	Curiosity Board
SD_CS	RD4	J5/CS
SD_MOSI	RD3/SDO1	J5/MOSI
SD_MISO	RD14/SDI1	J5/MISO
SD_SCK	RD1/SCK1	J5/SCK

### 53.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	PIC32MZ2048EFM100	Curiosity Board
3.3V	3.3V	J5/+3.3V
DGND	GND	J5/GND
SCL	RA14	J5/SCL1
SDA	RA15	J5/SDA1
VS	RD3	J5/MOSI
HS	RD4	J5/CS
PLK	RB4	J5/AN



XLK	RE8	J5/PWM
D7	RA6	J17/RA6
D6	RA9	J5/RST
D5	RA4	J17/RA4
D4	RA3	J10/SDA2
D3	RC4	J14/6
D2	RC3	J10/RX
D1	RC2	J14/5
D0	RC1	J14/4
RET	-	NC
PWDN	-	NC

The camera driver uses the following resources:

GPIO pins on port A:	3, 4, 6, 9
GPIO pins on port B:	4
GPIO pins on port C:	1, 2, 3, 4
GPIO pins on port D:	3, 4
GPIO pins on port E:	8

160 \* 120 \* 2 bytes of RAM

TMR3 and OCMP1 compare output channel.

I2C1 on RA14 and RA15 during call of `app_init()`.

## 54 Appendix 14 – Raspberry Pi Zero W Board Connections

This Appendix describes the connections necessary to run all the projects using the Raspberry Pi Zero W board.

### 54.1 Display and Touch Screen

An external ILI9341 based display panel with integrated touch screen is used as described in section 43.1. The connections are as below:

Touch

ILI9341	J8 Header pin number	Raspberry Pi Zero W pin name
T_IRQ	Pin 35	GPIO19
T_DO	Pin 21	MISO
T_DIN	Pin 19	MOSI
T_CS	Pin 24	CE0_N
T_CLK	Pin 23	SCLK

LCD

ILI9341	J8 Header pin number	Raspberry Pi Zero W pin name
MISO	Pin 21	MISO
LED	Pin 1	Power
SCK	Pin 23	SCLK
MOSI	Pin 19	MOSI
DC	Pin 38	GPIO20
RESET	Pin 40	GPIO21
CS	Pin 26	CE1_N
GND	Pin 39	Ground
VCC	Pin 1	Power

## 54.2 File System

This uses the host computer's file system.

## 54.3 Camera

This uses a USB port.

# 55 Appendix 15 – Raspberry Pi Pico Board Connections

This Appendix describes the connections necessary to run all the projects using the Raspberry Pi Zero W board.

## 55.1 Display and Touch Screen

An external ILI9341 based display panel with integrated touch screen is used as described in section 43.1. The connections are as below:

Touch

ILI9341	Pin number	Raspberry Pi Pico pin name
T_IRQ	Pin 9	GPIO 6
T_DO	Pin 21	GPIO 16
T_DIN	Pin 25	GPIO 19
T_CS	Pin 22	GPIO 17
T_CLK	Pin 24	GPIO 18

LCD

ILI9341	Pin number	Raspberry Pi Pico pin name
MISO	Pin 21	GPIO 16
LED	Pin 36	3V3_OUT
SCK	Pin 24	GPIO 18
MOSI	Pin 25	GPIO 19
DC	Pin 19	GPIO 14
RESET	Pin 20	GPIO 15

CS	Pin 17	GPIO 13
GND	Pin 38	GND
VCC	Pin 36	3V3_OUT

In addition a simple push button is connected between pin 26 (GPIO 20) and ground to signal when pressed that a screen recalibration is required.

## 55.2 File System

The SD card reader on the ILI9341 display panel is used. The connections are as below:

ILI9341	Pin number	Raspberry Pi Pico pin name
SD_CS	Pin 12	GPIO 9
SD_MOSI	Pin 15	GPIO 11
SD_MISO	Pin 11	GPIO 8
SD_SCK	Pin 14	GPIO 10

## 55.3 Camera

Not yet available.

# 56 Appendix 16 – Atmel/Microchip ATSAM3X8E on Arduino Due Connections

This Appendix describes the connections necessary to run all the projects using the Arduino Due development board.

## 56.1 Display and Touch Screen

An external ILI9341 based display panel with integrated touch screen is used as described in section 43.1. The connections are as below:

### Touch

ILI9341	ATSAM3X8E	Arduino Due Board
T_IRQ	PA7	DIGITAL 31
T_DO	PA25	SPI MISO
T_DIN	PA26	SPI MOSI
T_CS	PA29/PWM4	PWM4
T_CLK	PA27	SPI SCK

### LCD

ILI9341	ATSAM3X8E	Arduino Due Board
MISO	PA25	SPI MISO
LED	-	3V3
SCK	PA27	SPI SCK

MOSI	PA26	SPI MOSI
DC	PD9	DIGITAL 30
RESET	PA15	DIGITAL 24
CS	PA28/PWM10	PWM10
GND	-	GND
VCC	-	3V3

#### Recalibration

A push button is required to be connected between PA14 on connector DIGITAL pin number 23 and GND.

### 56.2 File System

The native USB connection is used to plug in a USB pen drive.

### 56.3 Camera

A digital camera as shown in section 43.2 is required.

The following connections are required:

OV7670	ATSAM3X8E	Arduino Due Board
3.3V	-	3V3
DGND	-	GND
SCL	PA18	SCL1
SDA	PA17	SDA1
VS	PC3	DIGITAL 35
HS	PC5	DIGITAL 37
PLK	PC1	DIGITAL 33
XLK	PC22	PWM 8
D7	PD7	PWM 11
D6	PD6	DIGITAL 29
D5	PD5	RX3
D4	PD4	TX3
D3	PD3	DIGITAL 28
D2	PD2	DIGITAL 27
D1	PD1	DIGITAL 26
D0	PD0	DIGITAL 25
RET	-	NC
PWDN	-	NC

The camera driver uses the following resources:

GPIO pins on port C:	1, 3, 5
GPIO pins on port D:	0, 1, 2, 3, 4, 5, 6, 7

160 \* 120 \* 2 bytes of RAM

PWM channel 5 and pin C22.

I2C1 on A17 and A18 during call of `app_init()`.

## 57 Hints and Tips

No time to read the manual? This section provides a few hints that are easy to find that are otherwise hidden in the document above.

### 57.1 Setting up Ubuntu

Installing git on Ubuntu:

```
sudo apt install git
```

Cloning the repo on Ubuntu or Windows:

```
git clone https://github.com/miniwinwm/miniwinwm.git
```

Installing make on Ubuntu:

```
sudo apt install make
```

Installing GCC on Ubuntu:

```
sudo apt install gcc  
sudo apt install g++
```

Installing clang on Ubuntu:

```
sudo apt install clang
```

Installing X11 library on Ubuntu for building simulation projects:

```
sudo apt install libx11-dev
```

Installing OpenCV library on Ubuntu for building camera simulation project:

```
sudo apt install libopencv-dev
```

Building any simulation project or tool with GCC/clang in Ubuntu:

```
make
```

Cleaning any simulation project or tool with GCC/clang in Ubuntu:

```
make clean
```

## 57.2 Setting up MSYS2

Obtaining MSYS2:

<https://www.msys2.org/>

Installing GCC in MSYS2 in Windows from a MSYS2 shell window:

```
pacman -S base-devel
pacman -S gcc
pacman -S mingw-w64-x86_64-gdb
```

Installing clang in MSYS2 in Windows from a MSYS2 shell window:

```
pacman -S base-devel
pacman -S mingw-w64-x86_64-clang
pacman -S mingw-w64-x86_64-gdb
```

Setting paths in MSYS2 before using GCC/clang in Windows:

```
C:\msys64\usr\bin
C:\msys64\mingw64\bin
```

If you wish to build the MiniWinCamera example project with GCC or clang you need to install this extra package:

```
pacman -S mingw-w64-x86_64-opencv
```

Building any simulation project or tool with GCC/clang in Windows/MSYS2:

```
make
```

Cleaning any simulation project or tool with GCC/clang in Windows/MSYS2:

```
make clean
```

## 57.3 Setting up Visual Studio cl

Using Visual Studio command line tools to build in Windows:

- Start a Visual Studio X64 Native Tools command prompt (found under the Visual Studio application folder in Start menu).
- Do all command line building from this command prompt.

Building any simulation project (except MiniWinCamera, see below) or tool with Visual Studio cl in Windows:

```
nmake -f nmakefile
```

Cleaning any simulation project or tool with Visual Studio cl in Windows:

```
nmake -f nmakefile clean
```

To build the MiniWinCamera example project there are some additional steps needed:

Download and install OpenCV for Windows from here:

<https://opencv.org/releases>

You need to set an OpenCV environment variable pointing to your OpenCV installation location:

```
set OPENCV_DIR=C:\opencv
```

To run the MiniWinCamera project you need to set the location of the OpenCV pre-built DLL library found in the OpenCV installation like this:

```
set PATH=%OPENCV_DIR%\build\x64\vc15\bin;%PATH%
```

The makefile at the time of writing uses a path containing the version of OpenCV current at the time (455). You may need to alter this if you have a later version. Edit nmakefile for the correct path.

## 57.4 Setting up Raspberry Pi Zero W

The development environment for native compiling (GCC, make) is a standard part of Raspberry Pi OS. The SPI interface needs enabling in Preferences|Raspberry Pi Configuration|interfaces.

The examples must be run with admin privileges, i.e.:

```
sudo ./MiniWinSimple
```

To build the camera example you need to install the OpenCV development package:

```
sudo apt install libopencv-dev
```

## 57.5 Setting up Raspberry Pi Zero Pico SDK

The build process for a Raspberry Pi Pico is done on another Raspberry Pi with Linux, for example the Zero W. To install the Pico SDK follow instructions in this document:

<https://datasheets.raspberrypi.com/pico/getting-started-with-pico.pdf>

To build each project in its project `build` folder use these commands:

```
cmake .  
make
```

While holding down the BOOTSEL button plug in the micro USB cable between the Pico and the development machine. When a Pico file explorer window appears on the development machine drag

the .uf2 file into it from the project folder of the development machine. Once copied the explorer window will automatically close and the Pico application start running.

## 57.6 Programming Arduino Due Board with Microchip/Atmel Studio

If you do not have a JTAG or SWD debugger probe to program the ATSAM3X8E processor on the Arduino Due board used in the Atmel example projects you can set up Microchip/Atmel Studio to program this device using only a micro USB cable by following these steps:

- 1) Download and install the free BOSSA application from this location

<http://www.shumatech.com/web/products/bossa>

- 2) In the BOSSA installation folder C:\Program Files (x86)\BOSSA create a text file named DueProgrammer.txt with this content:

```
mode %1:1200,n,8,1,p
"C:\Program Files (x86)\bossa\bossac.exe" --port=%1 -i -e -w -v -b %2 -R
```

- 3) Plug in the USB cable to the USB port on the Due board labelled Native USB. Press and hold the ERASE button for 2 seconds. Press and release the RESET button.
- 4) A new COM port will appear on your computer. Use Window's Device Manager to find its number. In the example below COM4 is used but yours may be different.
- 5) In Microchip/Atmel Studio go to Tools|External Tools. If you have no existing external tool defined it creates an empty one for you called [New Tool 1]. Otherwise click Add.
- 6) For Title enter text Due Programmer.
- 7) For Command enter C:\Program Files (x86)\BOSSA\DueProgrammer.bat
- 8) For Arguments enter COM4 \$(TargetDir)\$(TargetName).bin
- 9) For Initial Directory enter \$(TargetDir)
- 10) Untick Close on Exit. Tick Use Output Window
- 11) Click OK

You can now build you example project. When it has built plug in the USB cable to the USB port on the Due board labelled Native USB. Press and hold the ERASE button for 2 seconds. Press and release the RESET button. In Microchip/Atmel Studio you now use the menu item Tools|Due Programmer to program the code onto the processor.