

PervasiveDisplays_Demo Reference Manual

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Chapter 1

Pervasive Displays Ext Gen 2

Library for Pervasive Displays e-paper screens

Developed with [embedXcode+](#)

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Date

Jun 28, 2016

Version

120

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http://embeddedcomputing.weebly.com/lcd_screen-library-suite

See also

ReadMe.txt for references

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

LCD_screen	9
LCD_screen_buffer	11

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

LCD_screen	9
LCD_screen_buffer Generic class for LCD	11

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

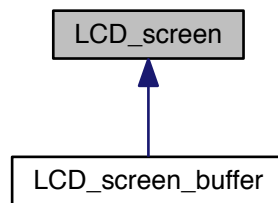
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Chapter 5

Class Documentation

5.1 LCD_screen Class Reference

Inheritance diagram for LCD_screen:



Public Member Functions

- virtual void **begin** ()=0
- virtual String **WhoAml** ()=0
- void **clear** (uint16_t colour=blackColour)
- virtual void **setOrientation** (uint8_t orientation)
- uint8_t **getOrientation** ()
- virtual void **showInformation** (uint16_t x0=0, uint16_t y0=0)
- virtual uint16_t **screenSizeX** ()
- virtual uint16_t **screenSizeY** ()
- virtual void **circle** (uint16_t x0, uint16_t y0, uint16_t radius, uint16_t colour)
- virtual void **arc** (uint16_t x0, uint16_t y0, uint16_t radius, uint16_t start, uint16_t end, uint16_t colour)
- virtual void **line** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
- virtual void **dLine** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint16_t colour)
- virtual void **setPenSolid** (bool flag=true)
- virtual void **triangle** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t x3, uint16_t y3, uint16_t colour)
- virtual void **rectangle** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)

- virtual void **dRectangle** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint16_t colour)
- virtual void **point** (uint16_t x1, uint16_t y1, uint16_t colour)
- virtual void **setFontSize** (uint8_t size)=0
- virtual void **setFontSolid** (bool flag=true)
- virtual uint8_t **fontSizeX** ()=0
- virtual uint8_t **fontSizeY** ()=0
- virtual void **gText** (uint16_t x0, uint16_t y0, String s, uint16_t textColour=whiteColour, uint16_t backColour=blackColour, uint8_t ix=1, uint8_t iy=1)=0
- uint16_t **calculateColour** (uint8_t red, uint8_t green, uint8_t blue)
- void **splitColour** (uint16_t rgb, uint8_t &red, uint8_t &green, uint8_t &blue)
- uint16_t **halveColour** (uint16_t rgb)
- uint16_t **averageColour** (uint16_t rgb1, uint16_t rgb2)
- uint16_t **reverseColour** (uint16_t rgb)
- bool **isReadable** ()
- bool **isStorage** ()
- virtual uint16_t **readPixel** (uint16_t x1, uint16_t y1)
- virtual void **copyPaste** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t dx, uint16_t dy)
- virtual void **copyArea** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint32_t &address)
- virtual void **pasteArea** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint32_t &address, bool option=false)
- bool **isTouch** ()
- bool **getTouch** (uint16_t &x, uint16_t &y, uint16_t &z)
- void **calibrateTouch** ()

Protected Member Functions

- virtual void **_fastFill** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)=0
- virtual void **_setPoint** (uint16_t x1, uint16_t y1, uint16_t colour)=0
- virtual void **_getRawTouch** (uint16_t &x0, uint16_t &y0, uint16_t &z0)=0
- virtual void **_setWindow** (uint16_t x0, uint16_t y0, uint16_t x1, uint16_t y1)=0
- virtual void **_writeData88** (uint8_t dataHigh8, uint8_t dataLow8)=0
- void **_displayTarget** (uint16_t x0, uint16_t y0, uint16_t colour)
- void **_swap** (int16_t &a, int16_t &b)
- void **_swap** (uint16_t &a, uint16_t &b)
- void **_swap** (uint8_t &a, uint8_t &b)
- uint16_t **_check** (uint16_t x0, uint16_t xmin, uint16_t xmax)
- void **_triangleArea** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t x3, uint16_t y3, uint16_t colour)
- bool **_inValue** (int16_t value, int16_t valueLow, int16_t valueHigh)
- bool **_inSector** (int16_t valueStart, int16_t valueEnd, int16_t sectorLow, int16_t sectorHigh, int16_t criteriaStart, int16_t criteriaEnd, int16_t criteriaLow, int16_t criteriaHigh, int16_t criteria)
- bool **_inCycle** (int16_t value, int16_t valueLow, int16_t valueHigh)

Protected Attributes

- uint8_t **_fontX**
- uint8_t **_fontY**
- uint8_t **_fontSize**
- uint8_t **_orientation**
- bool **_penSolid**
- bool **_fontSolid**
- bool **_flagRead**
- bool **_flagStorage**
- uint16_t **_screenWidth**

- uint16_t _screenHeigth
- uint8_t _touchTrim
- uint16_t _touchXmin
- uint16_t _touchXmax
- uint16_t _touchYmin
- uint16_t _touchYmax

The documentation for this class was generated from the following files:

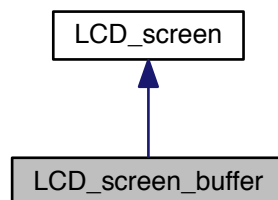
- [LCD_screen.h](#)
- LCD_screen.cpp

5.2 LCD_screen_buffer Class Reference

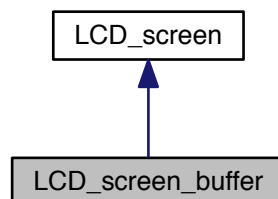
Generic class for LCD.

```
#include <LCD_screen_buffer.h>
```

Inheritance diagram for LCD_screen_buffer:



Collaboration diagram for LCD_screen_buffer:



Public Member Functions

- [LCD_screen_buffer](#) ()
Constructor.

General

- void [clear](#) (uint16_t colour=blackColour)
Clear the screen.

Graphics

- virtual void [line](#) (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
Draw line, rectangle coordinates.
- virtual void [rectangle](#) (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
Draw rectangle, rectangle coordinates.
- virtual void [point](#) (uint16_t x1, uint16_t y1, uint16_t colour)
Draw pixel.

Text

- virtual void [setFontSize](#) (uint8_t size)
Select font size.
- uint8_t [getFontSize](#) ()
Get font size.
- virtual void [setFontSolid](#) (bool flag=true)
Set transparent or opaque text.
- virtual uint8_t [fontSizeX](#) ()
Font size, x-axis.
- virtual uint8_t [fontSizeY](#) ()
Font size, y-axis.
- virtual void [gText](#) (uint16_t x0, uint16_t y0, String s, uint16_t textColour=blackColour, uint16_t backColour=whiteColour, uint8_t ix=1, uint8_t iy=1)
Draw ASCII Text (pixel coordinates) with selection of size.

Protected Member Functions

- virtual void [_setOrientation](#) (uint8_t orientation)=0
- virtual void [_orientCoordinates](#) (uint16_t &x1, uint16_t &y1)=0
- void [_setWindow](#) (uint16_t x0, uint16_t y0, uint16_t x1, uint16_t y1)
- void [_closeWindow](#) ()
- virtual void [_setPoint](#) (uint16_t x1, uint16_t y1, uint16_t colour)=0
- void [_fastFill](#) (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
- void [_writeData88](#) (uint8_t dataHigh8, uint8_t dataLow8)
- void [_getRawTouch](#) (uint16_t &x0, uint16_t &y0, uint16_t &z0)
- void [_triangleArea](#) (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t x3, uint16_t y3, uint16_t colour)
- uint8_t [_getCharacter](#) (uint8_t c, uint8_t i)
- void [_setIntensity](#) (uint8_t intensity)
- void [_setBacklight](#) (bool flag)
- void [_swap](#) (int16_t &a, int16_t &b)
- void [_swap](#) (uint16_t &a, uint16_t &b)
- void [_swap](#) (uint8_t &a, uint8_t &b)
- uint16_t [_check](#) (uint16_t x0, uint16_t xmin, uint16_t xmax)

Protected Attributes

- uint32_t **_msEnergy**
- uint32_t **_chronoEnergy**
- bool **_stateEnergy**
- bool **_flagIntensity**

5.2.1 Detailed Description

Generic class for LCD.

5.2.2 Member Function Documentation

5.2.2.1 uint8_t LCD_screen_buffer::fontSizeX () [virtual]

Font size, x-axis.

Returns

horizontal size of current font, in pixels

Implements [LCD_screen](#).

5.2.2.2 uint8_t LCD_screen_buffer::fontSizeY () [virtual]

Font size, y-axis.

Returns

vertical size of current font, in pixels

Implements [LCD_screen](#).

5.2.2.3 uint8_t LCD_screen_buffer::getFontSize ()

Get font size.

Returns

font size, default = 0 = small, 1 = large

5.2.2.4 void LCD_screen_buffer::gText (uint16_t x0, uint16_t y0, String s, uint16_t textColour = blackColour, uint16_t backColour = whiteColour, uint8_t ix = 1, uint8_t iy = 1) [virtual]

Draw ASCII Text (pixel coordinates) with selection of size.

Parameters

<i>x0</i>	point coordinate, x-axis
<i>y0</i>	point coordinate, y-axis
<i>s</i>	text string
<i>textColour</i>	16-bit colour, default = black
<i>backColour</i>	16-bit colour, default = white
<i>ix</i>	x-axis font size multiplier, default = 1
<i>iy</i>	y-axis font size multiplier, default = 1

More: ColoursImplements [LCD_screen](#).

5.2.2.5 `void LCD_screen_buffer::line (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)` [virtual]

Draw line, rectangle coordinates.

Parameters

<i>x1</i>	top left coordinate, x-axis
<i>y1</i>	top left coordinate, y-axis
<i>x2</i>	bottom right coordinate, x-axis
<i>y2</i>	bottom right coordinate, y-axis
<i>colour</i>	16-bit colour

Reimplemented from [LCD_screen](#).

5.2.2.6 `void LCD_screen_buffer::point (uint16_t x1, uint16_t y1, uint16_t colour)` [virtual]

Draw pixel.

Parameters

<i>x1</i>	point coordinate, x-axis
<i>y1</i>	point coordinate, y-axis
<i>colour</i>	16-bit colour

More: Coordinates, ColoursReimplemented from [LCD_screen](#).

5.2.2.7 `void LCD_screen_buffer::rectangle (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)`
[virtual]

Draw rectangle, rectangle coordinates.

Parameters

<i>x1</i>	top left coordinate, x-axis
<i>y1</i>	top left coordinate, y-axis
<i>x2</i>	bottom right coordinate, x-axis
<i>y2</i>	bottom right coordinate, y-axis
<i>colour</i>	16-bit colour

More: Coordinates, Colours

Reimplemented from [LCD_screen](#).

5.2.2.8 void LCD_screen_buffer::setFontSize (uint8_t *size*) [virtual]

Select font size.

Parameters

<i>size</i>	default = 0 = small, 1 = large
-------------	--------------------------------

Warning

Definition for this method is compulsory.

Implements [LCD_screen](#).

5.2.2.9 void LCD_screen_buffer::setFontSolid (bool *flag* = true) [virtual]

Set transparent or opaque text.

Parameters

<i>flag</i>	default = 1 = opaque = solid, false = transparent
-------------	---

Warning

Definition for this method is compulsory.

Reimplemented from [LCD_screen](#).

The documentation for this class was generated from the following files:

- [LCD_screen_buffer.h](#)
- [LCD_screen_buffer.cpp](#)

Chapter 6

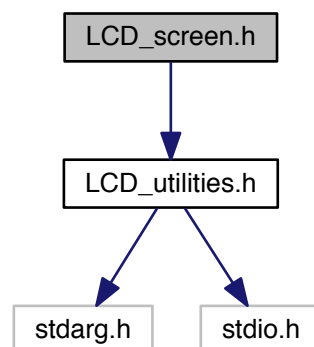
File Documentation

6.1 LCD_screen.h File Reference

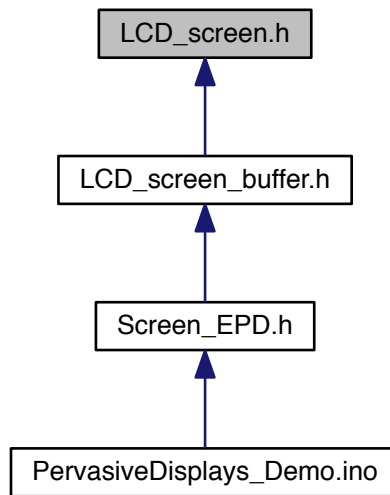
Class library header.

```
#include "LCD_utilities.h"
```

Include dependency graph for LCD_screen.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [LCD_screen](#)

Macros

- `#define LCD_SCREEN_RELEASE 114`

Variables

- `const uint16_t blackColour = 0b0000000000000000`
- `const uint16_t whiteColour = 0b1111111111111111`
- `const uint16_t redColour = 0b1111100000000000`
- `const uint16_t greenColour = 0b0000011111100000`
- `const uint16_t blueColour = 0b0000000000011111`
- `const uint16_t yellowColour = 0b1111111111100000`
- `const uint16_t cyanColour = 0b0000011111111111`
- `const uint16_t orangeColour = 0b1111101111100000`
- `const uint16_t magentaColour = 0b1111100000001111`
- `const uint16_t violetColour = 0b1111100000011111`
- `const uint16_t grayColour = 0b0111101111101111`
- `const uint16_t greyColour = 0b0111101111101111`
- `const uint16_t darkGrayColour = 0b0011100111100111`

6.1.1 Detailed Description

Class library header.

Generic LCD class library

Project [LCD_screen](#)

Developed with [embedXcode](#)

Author

Rei VILO
embedXcode.weebly.com

Date

Dec 10, 2013

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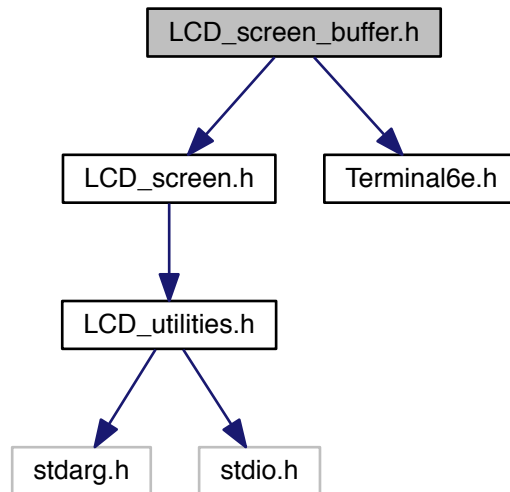
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.txt for references

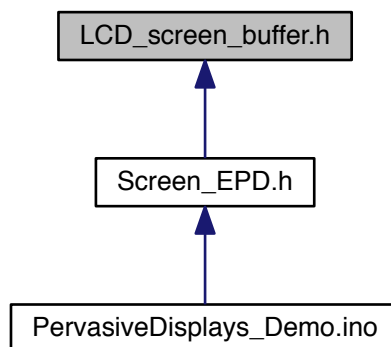
6.2 LCD_screen_buffer.h File Reference

Class library header.

```
#include "LCD_screen.h"  
#include "Terminal6e.h"  
Include dependency graph for LCD_screen_buffer.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- class `LCD_screen_buffer`
Generic class for LCD.

Macros

- `#define LCD_SCREEN_BUFFER_RELEASE 302`
Library release number.
- `#define MAX_FONT_SIZE 1`
Biggest font size.

6.2.1 Detailed Description

Class library header.

Generic LCD with buffer class library

Project `LCD_screen` Library Suite

Developed with `embedXcode`

Author

Rei VILO

<http://embedXcode.weebly.com>

Date

Aug 03, 2016

Version

302

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See also

ReadMe.txt for references

6.2.2 Macro Definition Documentation

6.2.2.1 `#define MAX_FONT_SIZE 1`

Biggest font size.

Based on the MCU, by default=0

6.3 LCD_utilities.h File Reference

Library header for [LCD_screen](#)

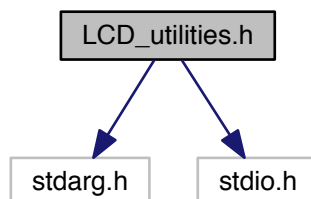
Project [LCD_screen](#)

Developed with [embedXcode](#)

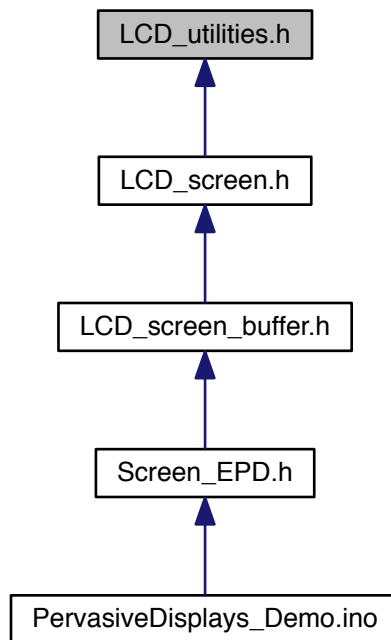
```
#include "stdarg.h"
```

```
#include "stdio.h"
```

Include dependency graph for LCD_utilities.h:



This graph shows which files directly or indirectly include this file:



Macros

- `#define LCD_UTILITIES_RELEASE 102`

Functions

- `int32_t cos32x100` (`int32_t` degreesX100)
- `int32_t sin32x100` (`int32_t` degreesX100)
- `String utf2iso` (`String s`)
- `String htoa` (`uint32_t` number, `uint8_t` size=0)
- `String btoa` (`uint16_t` number, `uint8_t` size=8)
- `String ttoa` (`uint32_t` number, `uint8_t` size=0)
- `String i32toa` (`int32_t` number, `int32_t` unit=1, `uint8_t` decimal=0, `uint8_t` size=0)
- `String formatString` (`const char *format,...`)

6.3.1 Detailed Description

Library header for [LCD_screen](#)

Project [LCD_screen](#)

Developed with [embedXcode](#)

Author

Rei VILO
embedXcode.weebly.com

Date

Sep 18, 2013

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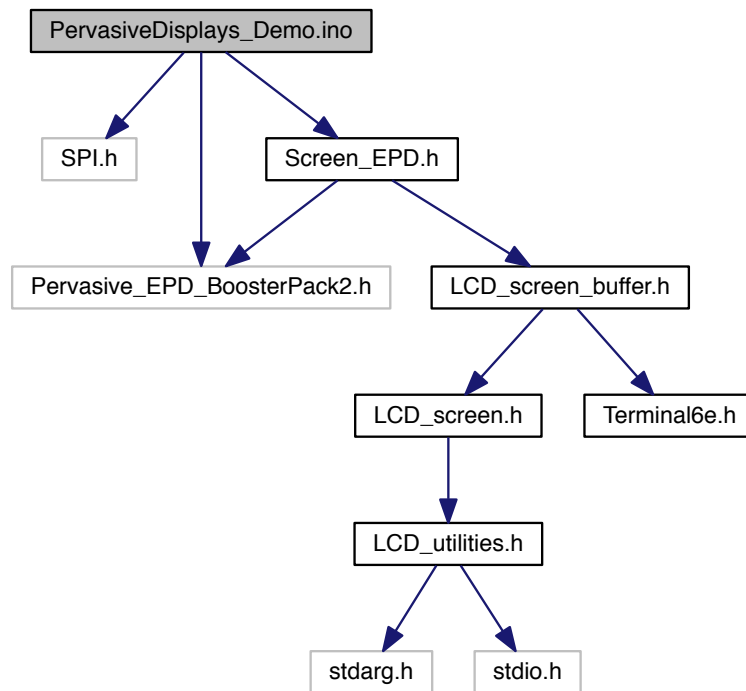
.txt for references

6.4 PervasiveDisplays_Demo.ino File Reference

Main sketch.

```
#include <SPI.h>
#include "Pervasive_EPD_BoosterPack2.h"
#include "Screen_EPD.h"
```

Include dependency graph for PervasiveDisplays_Demo.ino:



Functions

- Screen_EPD **myScreen** ([eScreen_EPD_eTC_271_Mb](#))
- void **setup** ()
- void **loop** ()

6.4.1 Detailed Description

Main sketch.

<#details#>

Developed with [embedXcode+](#)

Author

Rei VILO

<http://embeddedcomputing.weebly.com>

Date

Jun 28, 2016

Version

120

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See also

ReadMe.txt for references

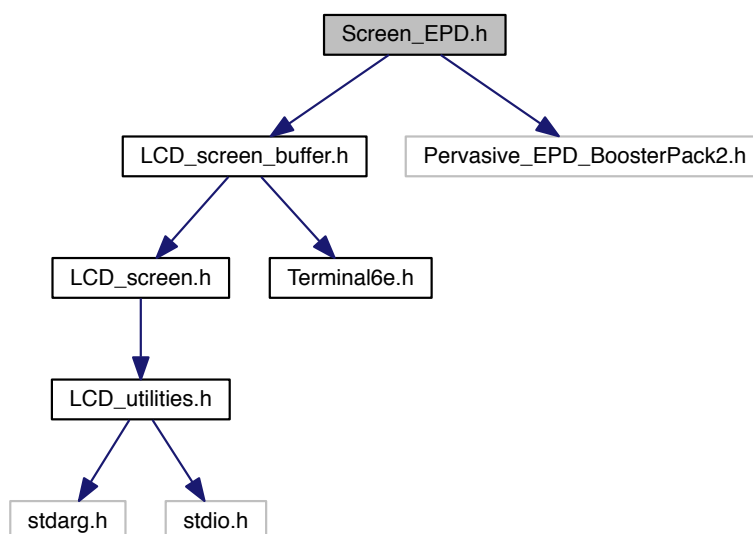
6.5 Screen_EPD.h File Reference

Library header

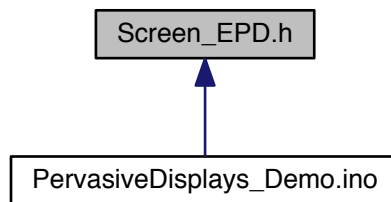
Project LCD_screen Library SuiteDeveloped with [embedXcode](#)

```
#include "LCD_screen_buffer.h"  
#include "Pervasive_EPD_BoosterPack2.h"
```

Include dependency graph for Screen_EPD.h:



This graph shows which files directly or indirectly include this file:



Macros

- `#define Screen_EPD_RELEASE 120`
Library release number.

Enumerations

- `enum eScreen_EPD_t {`
`eScreen_EPD_eTC_144_Mb, eScreen_EPD_eTC_190_Mb, eScreen_EPD_eTC_200_Mb, eScreen_EPD_eTC_260_Mb,`
`eScreen_EPD_eTC_271_Ma, eScreen_EPD_eTC_271_Mb, eScreen_EPD_iTC_215, eScreen_EPD_iTC_287,`
`eScreen_EPD_iTC_420, eScreen_EPD_iTC_287_BWR, eScreen_EPD_iTC_420_BWR }`
List of supported Persvasice Displays.

6.5.1 Detailed Description

Library header

Project `LCD_screen` Library Suite

Developed with `embedXcode`

- SPECIAL EDITION FOR ENERGIA

Author

Rei VILO

<http://embeddedcomputing.weebly.com>

Date

Oct 06, 2016

Version

120

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See also

ReadMe.txt for references

6.5.2 Enumeration Type Documentation**6.5.2.1 enum eScreen_EPD_t**

List of supported Persvasice Displays.

Enumerator

eScreen_EPD_eTC_144_Mb eScreen_EPD_eTC_144_Mb
eScreen_EPD_eTC_190_Mb eScreen_EPD_eTC_190_Mb
eScreen_EPD_eTC_200_Mb eScreen_EPD_eTC_200_Mb
eScreen_EPD_eTC_260_Mb eScreen_EPD_eTC_260_Mb
eScreen_EPD_eTC_271_Ma eScreen_EPD_eTC_271_Ma
eScreen_EPD_eTC_271_Mb eScreen_EPD_eTC_271_Mb
eScreen_EPD_iTC_215 eScreen_EPD_iTC_215
eScreen_EPD_iTC_287 eScreen_EPD_iTC_287
eScreen_EPD_iTC_420 eScreen_EPD_iTC_420
eScreen_EPD_iTC_287_BWR eScreen_EPD_iTC_287_BWR
eScreen_EPD_iTC_420_BWR eScreen_EPD_iTC_420_BWR

6.6 Terminal12e.h File Reference

Extended font library Terminal 12 x 16

Developed with [embedXcode](#)

.

Macros

- `#define TERMINAL12E_FONT_RELEASE 102`

6.6.1 Detailed Description

Extended font library Terminal 12 x 16

Developed with [embedXcode](#)

.

Author

Rei VILO

<http://embeddedcomputing.weebly.com>

Date

May 26, 2012

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See also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0
MikroeElektronika 2011 <http://www.mikroe.com>

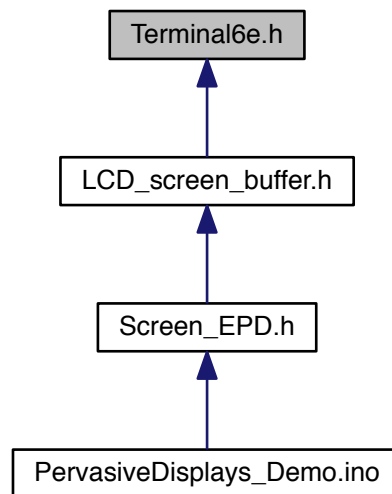
6.7 Terminal6e.h File Reference

Extended font library Terminal 6 x 8

Developed with [embedXcode](#)

.

This graph shows which files directly or indirectly include this file:



Macros

- `#define TERMINAL6E_FONT_RELEASE 102`

6.7.1 Detailed Description

Extended font library Terminal 6 x 8

Developed with [embedXcode](#)

.

Author

Rei VILO
<http://embeddedcomputing.weebly.com>

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See also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0
MikroeElektronika 2011 <http://www.mikroe.com>

6.8 Terminal8e.h File Reference

Extended font library Terminal 8 x 12

Developed with [embedXcode](#)

.

Macros

- `#define` **TERMINAL8E_FONT_RELEASE** 102

6.8.1 Detailed Description

Extended font library Terminal 8 x 12

Developed with [embedXcode](#)

.

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See also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0

MikroeElektronika 2011 <http://www.mikroe.com>

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