imall

Chipsmall Limited consists of a professional team with an average of over 10 year of expertise in the distribution of electronic components. Based in Hongkong, we have already established firm and mutual-benefit business relationships with customers from, Europe, America and south Asia, supplying obsolete and hard-to-find components to meet their specific needs.

With the principle of "Quality Parts, Customers Priority, Honest Operation, and Considerate Service", our business mainly focus on the distribution of electronic components. Line cards we deal with include Microchip, ALPS, ROHM, Xilinx, Pulse, ON, Everlight and Freescale. Main products comprise IC, Modules, Potentiometer, IC Socket, Relay, Connector. Our parts cover such applications as commercial, industrial, and automotives areas.

We are looking forward to setting up business relationship with you and hope to provide you with the best service and solution. Let us make a better world for our industry!



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Touch Display 4.3 Development Kit



Developmen	t Kit Options			
Tools Included	PCWHD Compiler	PCDIDE Compiler	Hardware Only*	LCD Board*
Sku	S-201	S-201	53331-1612	53224-1611
Compiler Software	PCWHD	PCDIDE		
Programmer	•	•	•	
Prototyping board	•	•	•	•
Power supply & cables	•	•	•	
Exercise book	•	•	•	
	nly and proto boards.	are intended for quete	omers already owning a	CCS compiler

The new Touch Display 4.3 Development Kit is all that is needed to develop a GUI using the Graphics and Touch Library. Powered by a PIC24EP512GU810 it has a 4.3" 480x272 TFT display with a resistive touchscreen, a 256 megabyte flash, capable of storing hundreds of 480x272 images and custom fonts, a USB connection and 8 digital I/O pins that can be used for external inputs and outputs. No device programmer required - includes onboard programming capabilites.



Included is a software IDE to draw out a GUI and the C library for drawing graphics and handling touch.

- Draw an Image
- Draw a Object
- Handle Touch

Touch Display 4.3 Prototyping Board (Size: 4.75" x 2.63") includes:



• PIC24EP512GU810 Microchip PIC[®] MCU

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- 8 I/O Pins
- 4.3" 480x272 TFT Display with a Resistive Touchscreen
- 256 Megabyte Flash
- USB Connector
- Micro USB Cable

Touch Display 4.3 Development Kit includes:

- Touch Display 4.3 Prototyping Board
- In-Circuit Debugger/Programmer
- Exercise Book
- 9V AC Adapter and Cables
- Development Tools CD with GUI Interface and CCSLoad Software



Interface Designer

A Simple, Fast Solution to Create GUI and Handling Touchscreen Function

CCS introduces a new Graphics and Touch Library and Interface Designer software in the CCS C Compiler. This package has every thing you need to quickly and easily develop a Graphical User Interface (GUI) using a graphics LCD and touchscreen. The package consists of a C library for drawing on an LCD and handling touch input, a software package for designing a GUI to be displayed using the C library, and a development kit to get started with the package very easily.

The C library displays bitmap images that are stored on an external memory device, for example an external flash. The library provides the functions gfx_LoadImage() and gfx_EraseImage() for easily loading and erasing images from the external memory. In addition the graphics library provides a method for loading and displaying custom fonts. The functions gfx_LoadFont() and gfx_EraseFont() are provided to easily load and remove custom fonts. The following is a list of functions in the library used to control what is displayed on the graphics LCD:

- gfx_InitGraphics()
- gfx_DisplayImage()
- gfx_RemoveImage()
- gfx_RemoveAllImages()
- gfx_ClearScreen()
- gfx_RedrawScreen()
- gfx_FillArea()
- gfx_FillAreaAbsolute()
- gfx_DrawLineAbsolute()
- gfx_DrawCircleAbsolute()
- gfx_DisplayString()
- gfx_DisplayStringAbsolute()

For the touch portion of the C library the functions gfx_TouchTask() and gfx_SetTouchCallback() are provided to use it. The gfx_TouchTask() function is a task function that needs to be called at least once per main loop to process touches. The gfx_SetTouchCallback() function is used to set the user function that is called by gfx_TouchTask(). In addition the gfx_InitGraphics() function needs to be called to set the calibration values of the touchscreen.