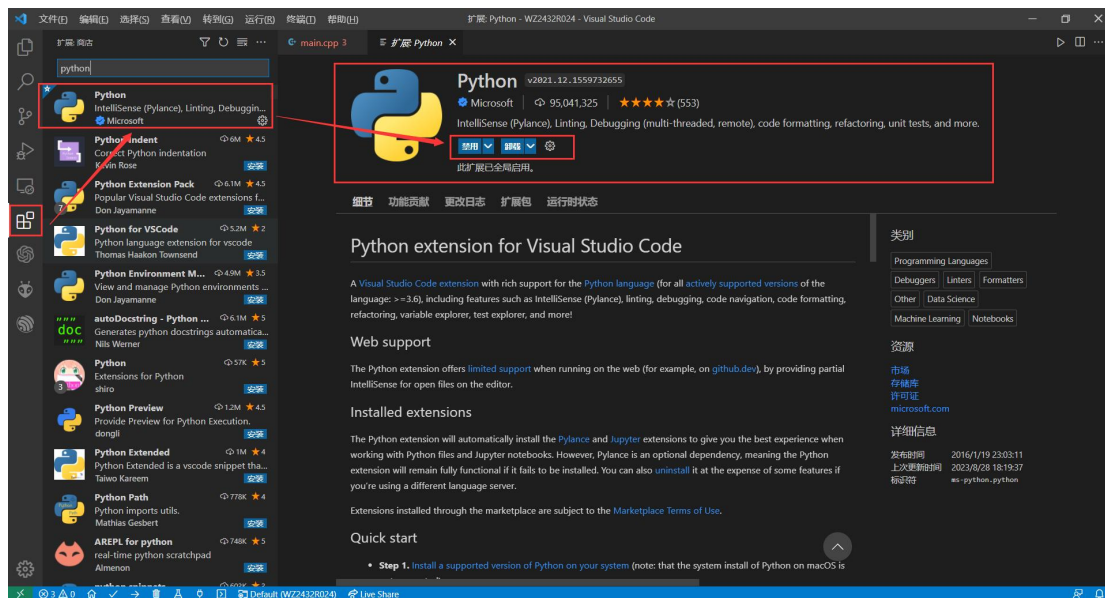


PlatformIO

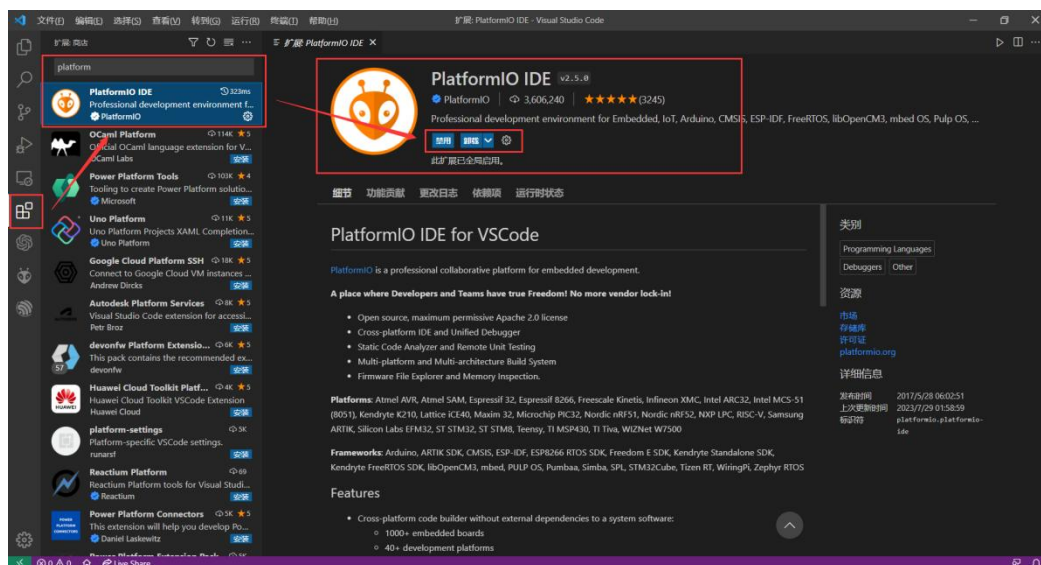
WZ8048C050

Take the WZ8048C070 as an example

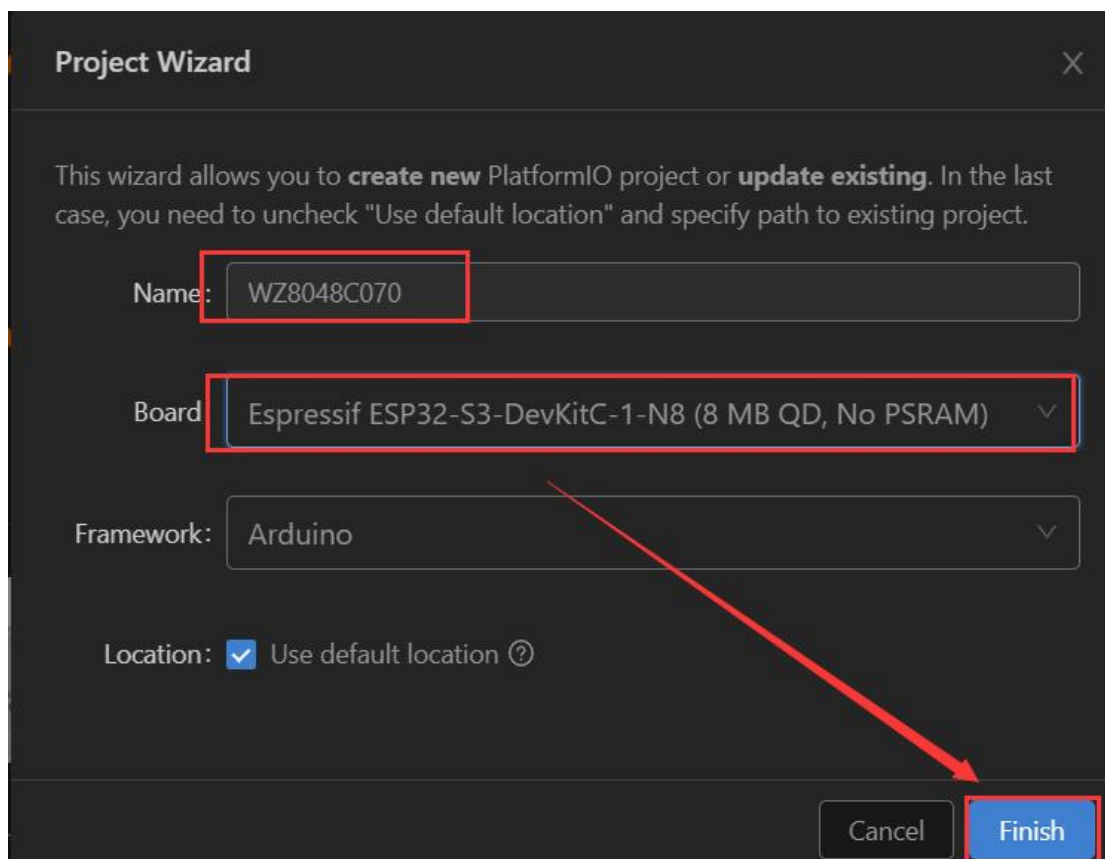
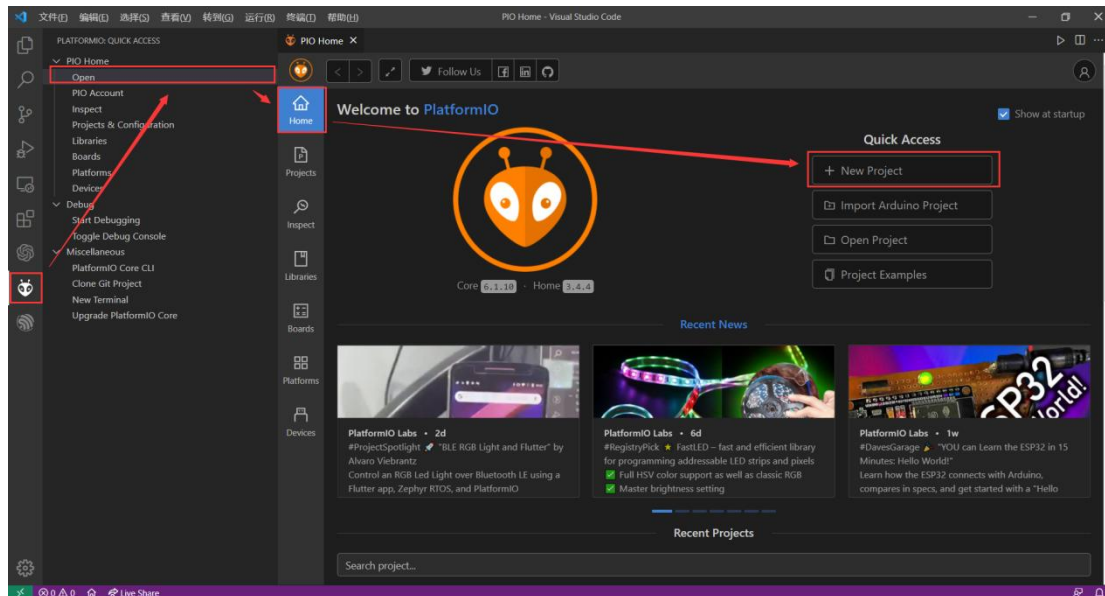
First open the VScode to check if the python is installed

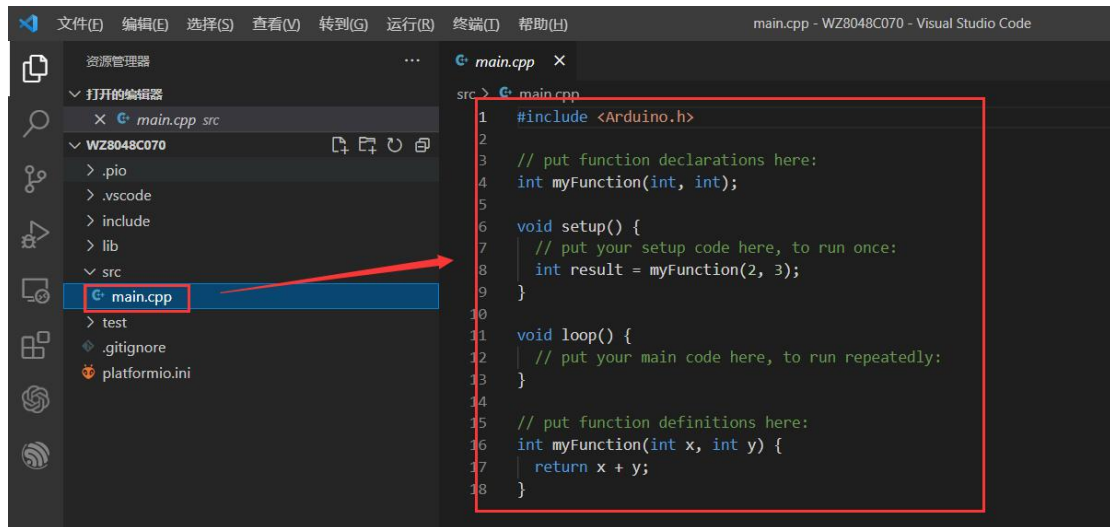


Open the VScode to download the PlatformIO



Create new projects

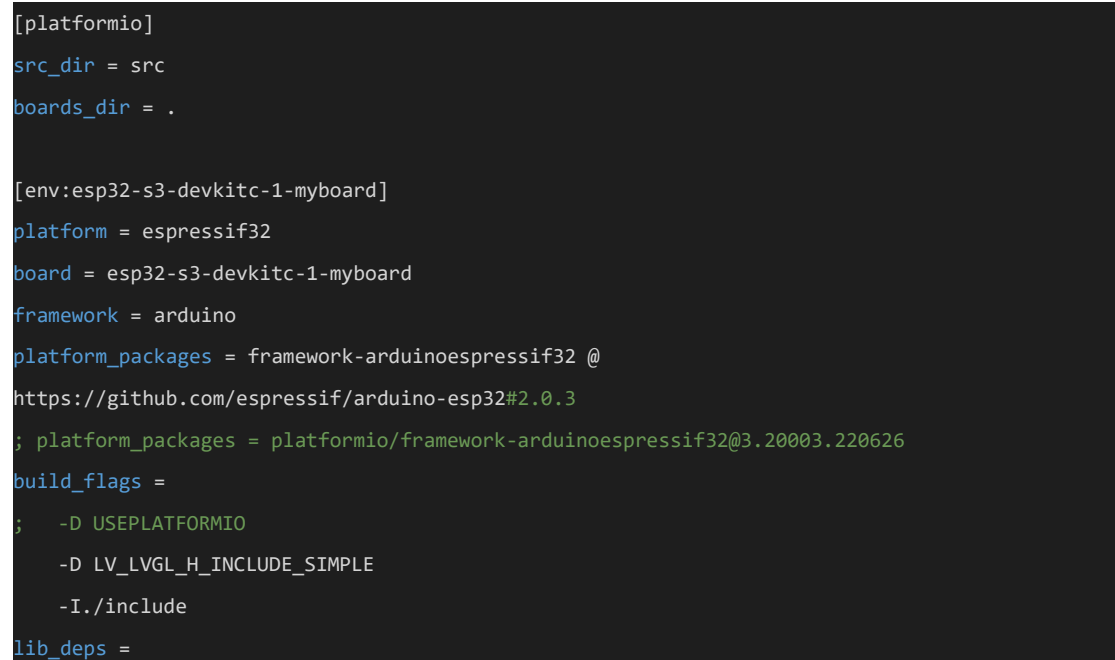




First, place the following picture file into the project directory



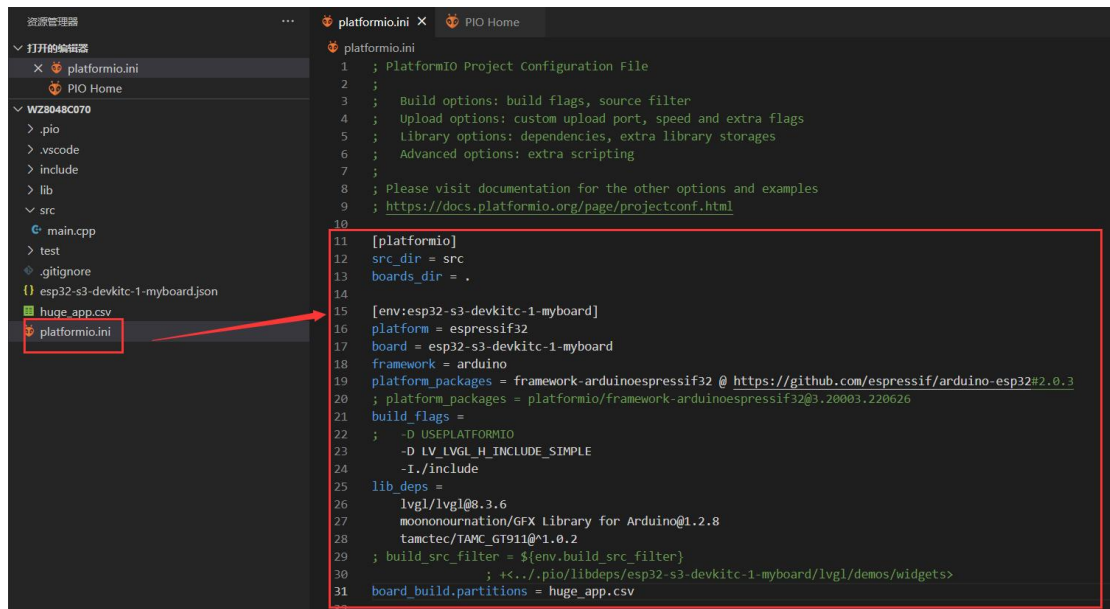
Add the following code to the platformio.ini file



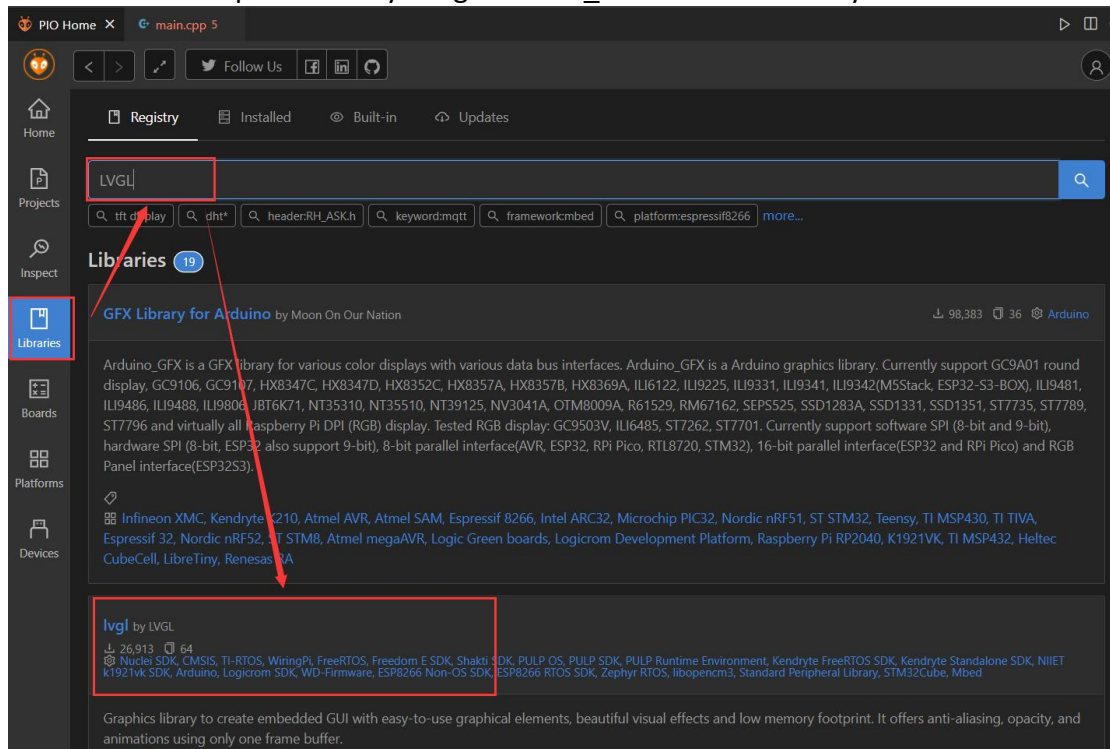
```

lvgl/lvgl@8.3.6
moononouration/GFX Library for Arduino@1.2.8
tamctec/TAMC_GT911@^1.0.2
; build_src_filter = ${env.build_src_filter}
; +<../.pio/libdeps/esp32-s3-devkitc-1-myboard/lvgl/demos/widgets>
board_build.partitions = huge_app.csv

```



Download the required library (lvgl、TAMC_GT911、GFX Library for Arduino)



lvgl by LVGL

Graphics library to create embedded GUI with easy-to-use graphical elements, beautiful visual effects and low memory footprint, and animations using only one frame buffer.

Installation

8.3.6 released 3 months ago [Add to Project](#) | [More info](#)

Examples | Installation | Headers | Changelog

lv_example_chart_1

lv_example_chart_1

```
#include "../lv_examples.h"
#if LV_USE_CHART && LV_BUILD_EXAMPLES

void lv_example_chart_1(void)
{
    /*Create a chart*/
    lv_obj_t * chart;
    chart = lv_chart_create(lv_scr_act());
}
```

Add project dependency

lvgl/lvgl@8.3.6

Projects\WZ8048C070

You can manage your projects in the "Projects" section: create a new or add existing.

Information

- > Registry and Specification
- > External resources

Cancel **Add**

The screenshot shows the Arduino IDE Libraries Manager interface. The 'lvgl' library by LVGL is selected. The installation progress bar is at 100%. A red box highlights a 'Congrats!' message in the top right corner, indicating successful installation. A red arrow points from the 'Add to Project' button to the message.

lvgl by LVGL

Graphics library to create embedded GUI with easy-to-use graphical elements, beautiful visual effects, opacity, and animations using only one frame buffer.

Installation

8.3.6 released 3 months ago [Add to Project](#) | [More info](#)

Examples | **Installation** | **Headers** | **Changelog**

lv_example_chart_1

lv_example_chart_1

```
#include "../lv_examples.h"
#if LV_USE_CHART && LV_BUILD_EXAMPLES

void lv_example_chart_1(void)
{
    /*Create a chart*/
    lv_obj_t * chart;
    chart = lv_chart_create(lv_scr_act());
    lv_obj_set_size(chart, 200, 150);
    lv_obj_center(chart);
    lv_chart_set_type(chart, LV_CHART_TYPE_LINE); /*Show lines and points too*/

    /*Add two data series*/
}
```

Tags

graphics gui embedded tft lvgl

Platforms

Aceinna IMU Infineon XMC Kendryte K210 Nuclei Atmel AVR Atmel SAM Espressif 8266 Freescale Kinetis Intel ARC32 Linux ARM Linux i686 Linux x86_64 Native Windows x86 Microchip PIC32 Nordic nRF51 NXP LPC Silicon Labs EFM32

The screenshot shows the Arduino IDE Libraries Manager interface with search results for 'GT911'. The 'TAMC_GT911' library by TAMC is highlighted. A red box highlights the search bar and the 'TAMC_GT911' library entry. A red arrow points from the search bar to the library entry.

GT911

tft display dht* header:RH_ASK.h keyword:mqtt framework:mbed platform:espressif8266 more...

Libraries 10

LovyanGFX by lovyano3 [11,965](#) [29](#) [Arduino](#), [ESP8266 Non-OS SDK](#), [ESP8266 RTOS SDK](#), [Zephyr RTOS](#), [Espidf](#)

TFT LCD Graphics driver with touch for ESP32, ESP8266, SAMD21, SAMD51, RP2040

lcd, tft, fx, lgfx, esp32, esp8266, samd21, samd51, m5stack, m5stackcore2, m5stickc, m5stickcplus, odroid-go, ttgo t-watch, ttgo t-wristband, esp-wrover-kit, wioterminal, wifiboy, makepython, hx8357

Atmel SAM, Espressif 8266, Native, Espressif 32

TAMC_GT911 by TAMC [671](#) [1](#) [Arduino](#)

Arduino library for GT911. Arduino library for GT911 Touch Panel

display Espressif 32


[Registry](#) [Installed](#) [Built-in](#) [Updates](#)

TAMC_GT911

 by TAMC

Arduino library for GT911. Arduino library for GT911 Touch Panel

Installation

1.0.2 released 2 years ago  [Add to Project](#) | [More info](#)

[Examples](#) [Installation](#) [Headers](#) [Changelog](#)

TouchPrint

TAMC_GT911

TouchPrint

```
#include "TAMC_GT911.h"

#define TOUCH_SDA 4
#define TOUCH_SCL 5
#define TOUCH_INT 25
#define TOUCH_RST 26
#define TOUCH_WIDTH 320
#define TOUCH_HEIGHT 240

TAMC_GT911 tp = TAMC_GT911(TOUCH_SDA, TOUCH_SCL, TOUCH_INT, TOUCH_RST, TOUCH_WIDTH, TOUCH_HEIGHT);

void setup() {
```

Add project dependency

tamctec/TAMC_GT911@^1.0.2

Projects\WZ8048C070

You can manage your projects in the "Projects" section: create a new or add existing.

Information

> Registry and Specification

> External resources

Cancel

Add

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Boards

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RegistryInstalledBuilt-inUpdates

TAMC_GT911

by TAMC

Arduino library for GT911. Arduino library for GT911 Touch Panel

Installation

1.0.2 released 2 years ago

Add to Project

More info

ExamplesInstallationHeadersChangelog

TouchPrint

TouchPrint

#include "TAMC_GT911.h"

#define TOUCH_SDA 4

#define TOUCH_SCL 5

#define TOUCH_INT 25

#define TOUCH_RST 26

Tags

display

Platforms

Espressif 32

Frameworks

Arduino

Authors

TAMC (maintainer)

Congrats!

Resolving esp32-s3-devkitc-1-myboard dependencies... TAMC_GT911@1.0.2 is already installed Already up-to-date.

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GFX Library

tft displaydht*headerRH_ASK.hkeyword:mqttframework:mbedplatform:espressif8266more...

Libraries133

Adafruit GFX Library

by Adafruit

251,6292Arduino

Adafruit GFX graphics core library, this is the 'core' class that all our other graphics libraries derive from. Install this library in addition to the display library for your hardware.

display

Infineon XMC, Kendryte K210, Atmel AVR, Atmel SAM, Espressif 8266, Intel ARC32, Microchip PIC32, Nordic nRF51, ST STM32, Teensy, TI MSP430, TI TIVA, Espressif 32, Nordic nRF52, ST STM8, Atmel megaAVR, Logic Green boards, Logicrom Development Platform, Raspberry Pi RP2040, K1921VK, TI MSP432, Heltec CubeCell, LibreTiny, Renesas RA

Adafruit SSD1306

by Adafruit

152,8245Arduino

SSD1306 oled driver library for monochrome 128x64 and 128x32 displays

display

Infineon XMC, Kendryte K210, Atmel AVR, Atmel SAM, Espressif 8266, Intel ARC32, Microchip PIC32, Nordic nRF51, ST STM32, Teensy, TI MSP430, TI TIVA, Espressif 32, Nordic nRF52, ST STM8, Atmel megaAVR, Logic Green boards, Logicrom Development Platform, Raspberry Pi RP2040, K1921VK, TI MSP432, Heltec CubeCell, LibreTiny, Renesas RA

GFX Library for Arduino

by Moon On Our Nation

98,39936Arduino

Arduino_GFX is a GFX library for various color displays with various data bus interfaces. Arduino_GFX is a Arduino graphics library. Currently support GC9A01 round display, GC9106, GC9107, HX8347C, HX8347D, HX8352C, HX8357A, HX8357B, HX8369A, ILI6122, ILI9225, ILI9331, ILI9341, ILI9342(M5Stack, ESP32-S3-BOX), ILI9481,

Registry Installed Built-in Updates

GFX Library for Arduino

by Moon On Our Nation

Arduino_GFX is a GFX library for various color displays with various data bus interfaces. Arduino_GFX is a Arduino graph round display, GC9106, GC9107, HX8347C, HX8347D, HX8352C, HX8357A, HX8357B, HX8369A, ILI6122, ILI9225, ILI93S3-BOX), ILI9481, ILI9486, ILI9488, ILI9806, JBT6K71, NT35310, NT35510, NT39125, NV3041A, OTM8009A, R61529, RM SSD1331, SSD1351, ST7735, ST7789, ST7796 and virtually all Raspberry Pi DPI (RGB) display. Tested RGB display: GC95. Currently support software SPI (8-bit and 9-bit), hardware SPI (8-bit, ESP32 also support 9-bit), 8-bit parallel interface(STM32), 16-bit parallel interface(ESP32 and RPI Pico) and RGB Panel interface(ESP32S3).

Installation

1.2.8 released 11 months ago [Add to Project](#) | [More info](#)

Examples Installation Headers Changelog

U8g2FontUTF8Chinese

U8g2FontUTF8Chinese

```
/*
 * U8g2 Chinese font example
 * Please note this font is 1,024,137 in size and cannot fit in many platform.
 * This font is generated by U8g2 tools:
 * u8g2/tools/font/bdfconv/bdfconv -v -f 1 -b 1 -m "32-127,11904-12351,19968-40959,63744-64255,65280-65376" u
 */
```

Add project dependency

moononouration/GFX Library for Arduino@1.2.8

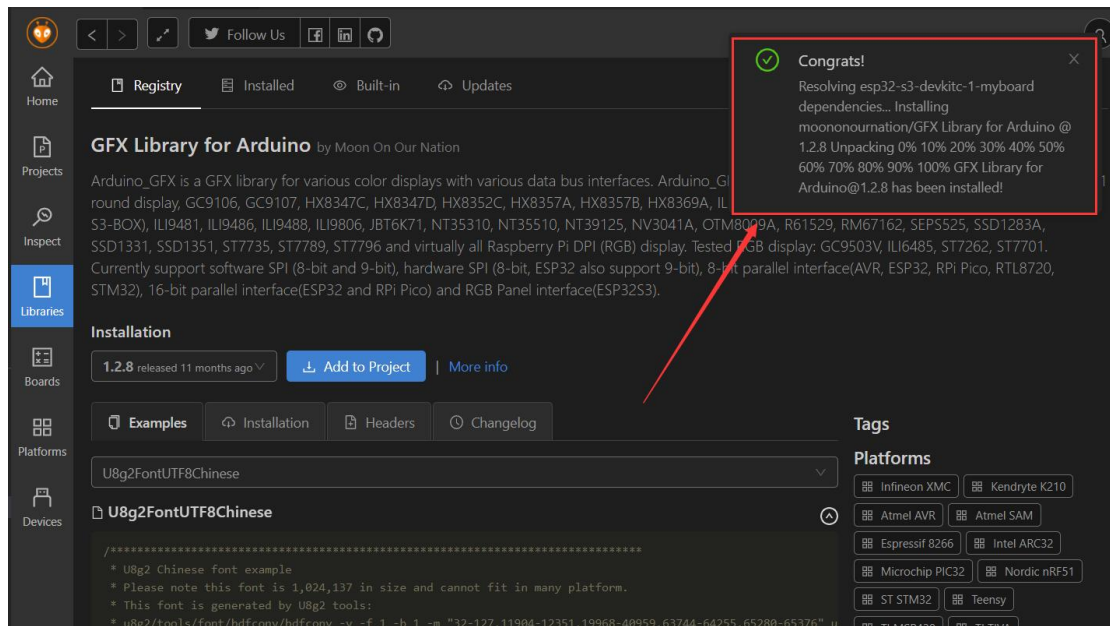
Projects\WZ8048C070

You can manage your projects in the "Projects" section: create a new or add existing.

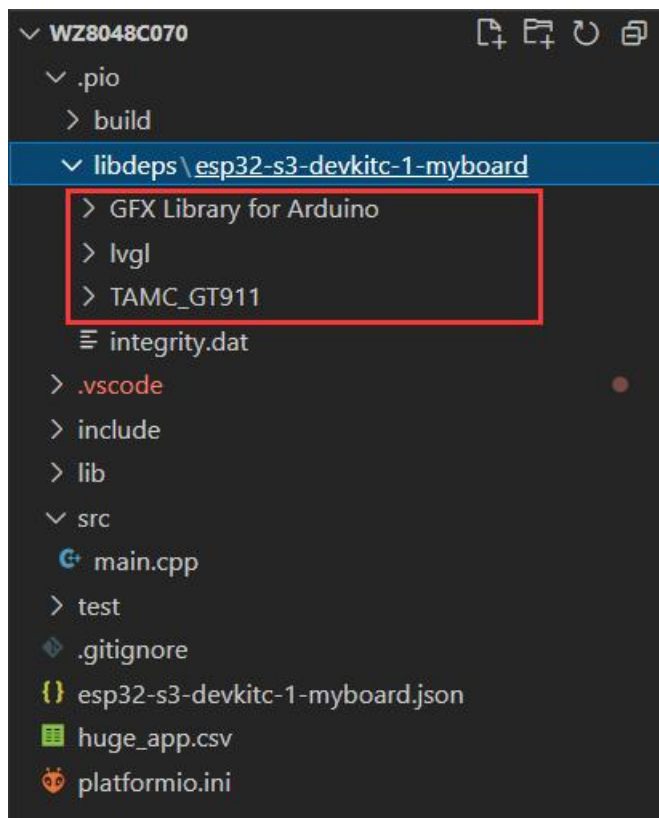
Information

- > Registry and Specification
- > External resources

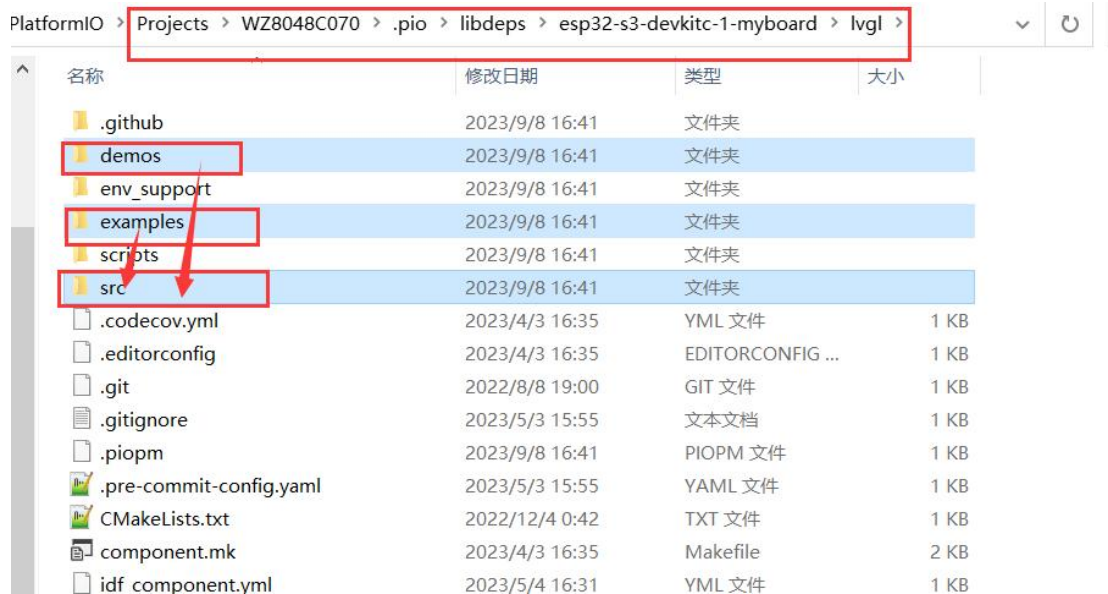
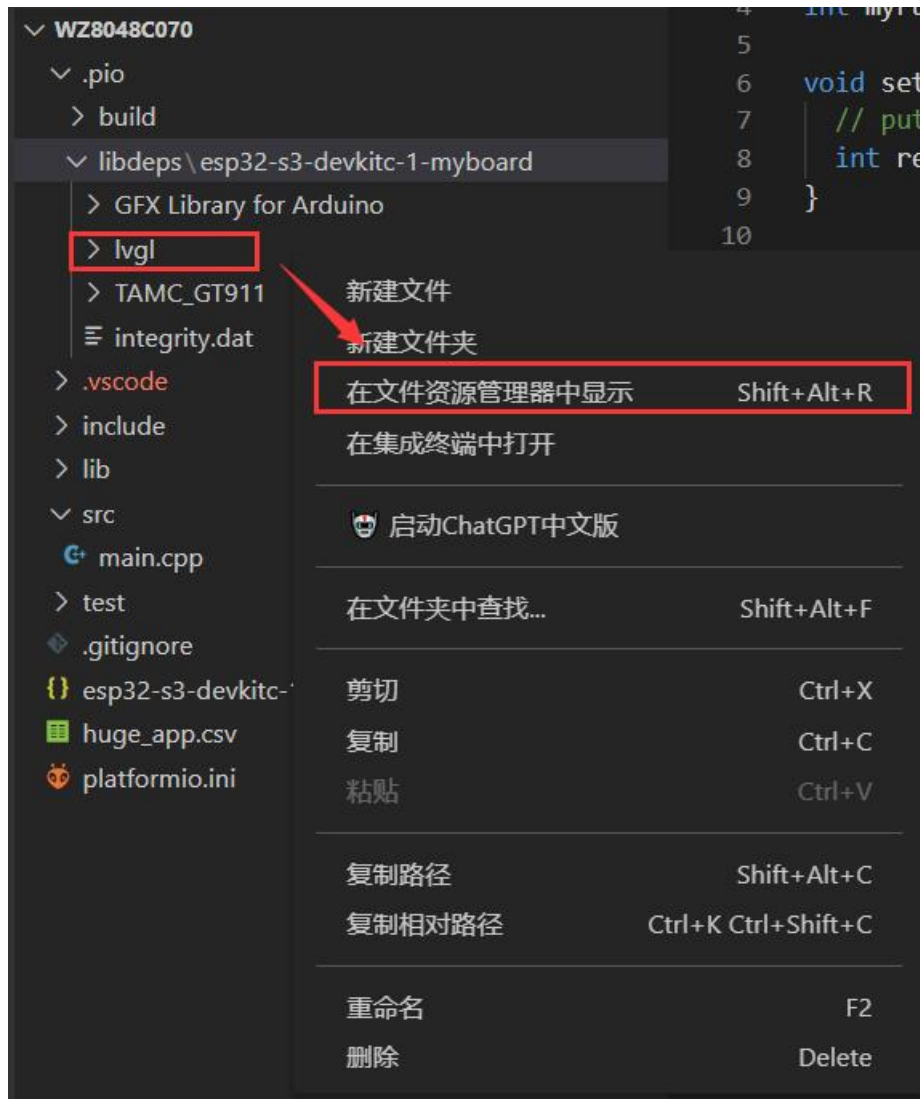
Cancel **Add**



We can see that the library has been added successfully!



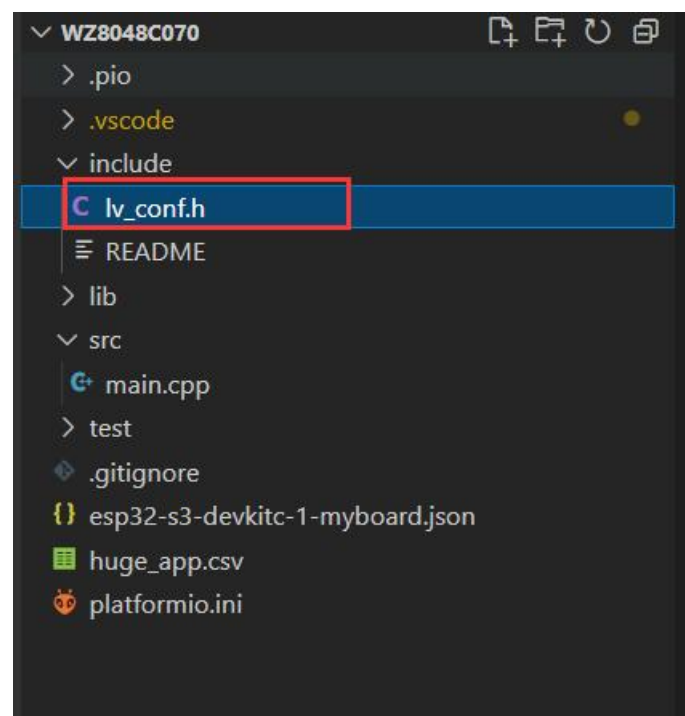
Next, we want to configure the lvgl library, right-click to open the folder directory, and put the demo and examples folders into the src folder!



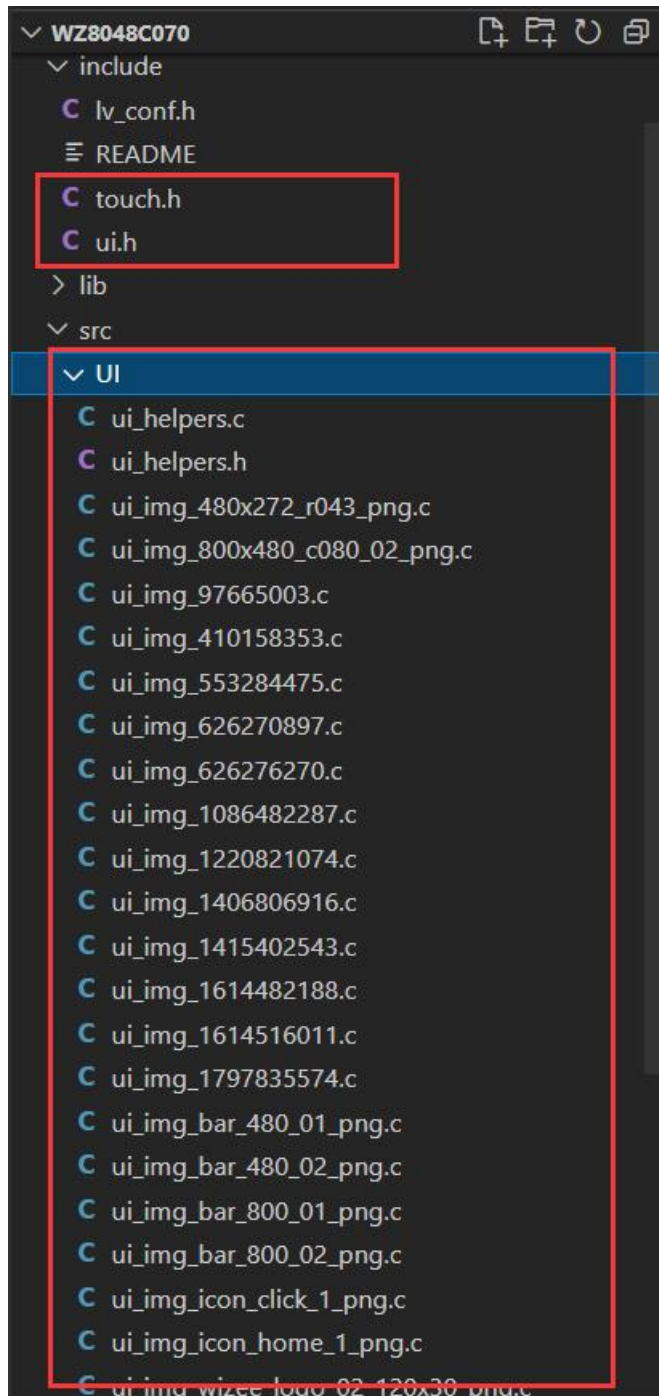
projects > WZ8048C070 > .pio > libdeps > esp32-s3-devkitc-1-myboard > lvgl > src >

名称	修改日期	类型	大小
core	2023/9/8 16:41	文件夹	
demos	2023/9/8 16:57	文件夹	
draw	2023/9/8 16:41	文件夹	
examples	2023/9/8 16:57	文件夹	
extra	2023/9/8 16:41	文件夹	
font	2023/9/8 16:41	文件夹	
hal	2023/9/8 16:41	文件夹	
misc	2023/9/8 16:41	文件夹	
widgets	2023/9/8 16:41	文件夹	
lv_api_map.h	2023/4/3 16:35	H 文件	2 KB
lv_conf_internal.h	2023/5/4 16:32	H 文件	74 KB
lv_conf_kconfig.h	2023/5/3 15:55	H 文件	7 KB
lvgl.h	2023/4/3 16:35	H 文件	1 KB

Place the lv_conf.h file under the /include directory

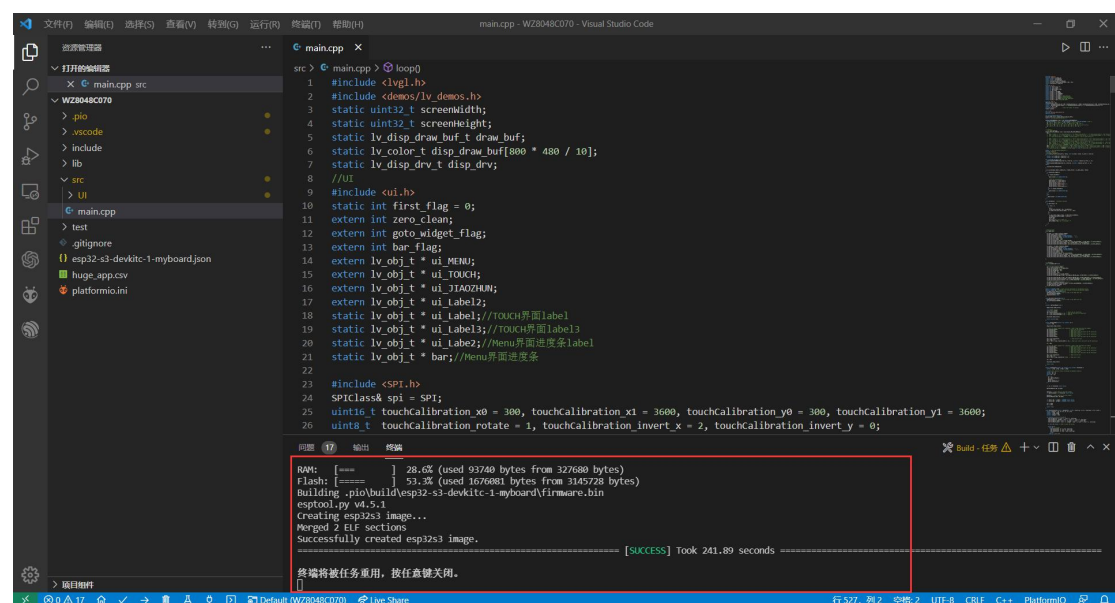
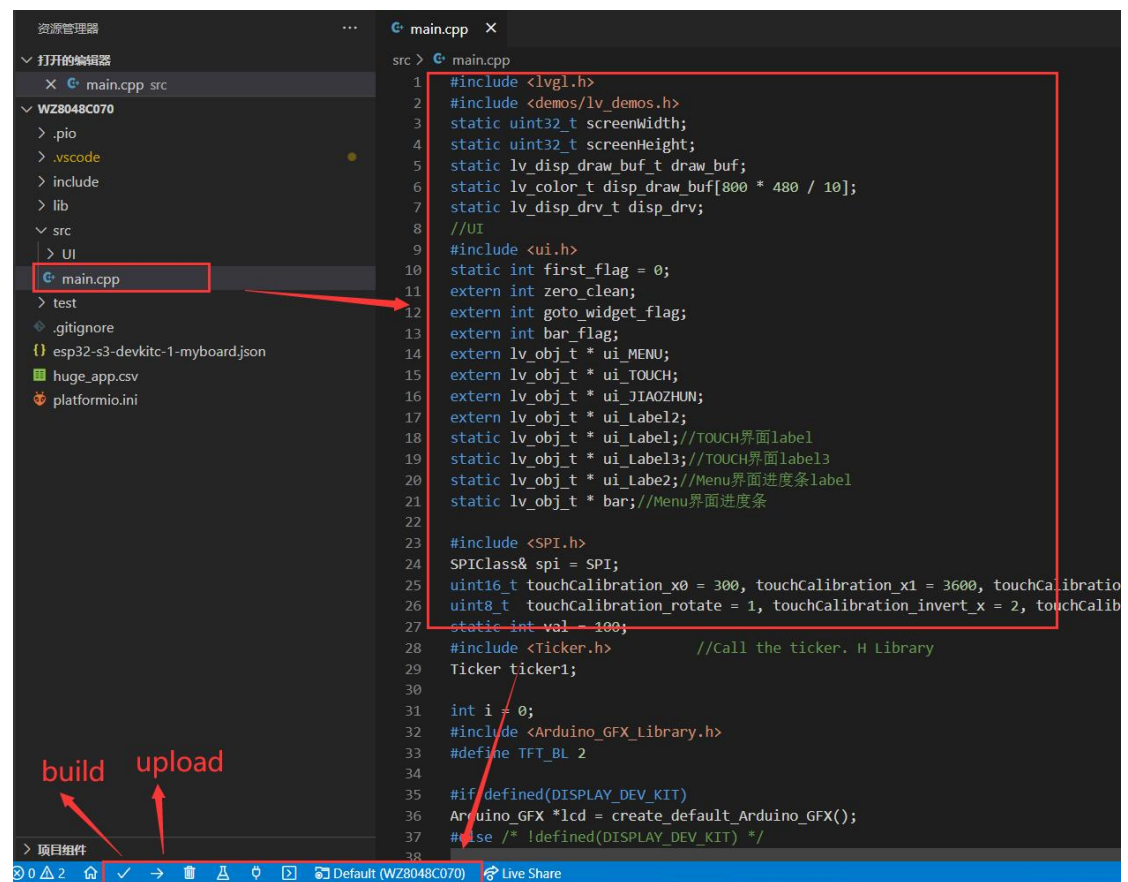


Next, let's configure our own UI files (the UI files are generated from the SquareLine Studio)



In the UI folder that will be generated. The c file is placed in the /src folder, and in the generated UI folder. Place the h file in the /include folder

At this time, we will complete all the configuration, write the code and start compiling the program



Next we began to burn the program, finished!

