



3.5inch TFT Touch Shield User Manual

OVERVIEW

This product is 3.5-inch resistive screen module with a resolution 320x480. It has an internal controller allowing to draw on the display geometric figures, text and pictures by using correspondent functions available via SPI communication interface. STM32 and Arduino examples are provided for easy porting.

PARAMETERS

LCD Type: TFT

LCD Interface: SPI

LCD Controller: ILI9486

Touch Screen Controller: XPT2046

Touch Screen Type: Resistive

Resolution: 320x480 (Pixel)

Color Gradation Exponent: 65536

INTERFACE

Symbol	Arduino PIN	STM32 PIN	Description
5V	5V	5V	5V power input
GND	GND	GND	Ground
SCLK	D13	PA5	SPI clock
MISO	D12	PA6	SPI data input
MOSI	D11	PA7	SPI data output
LCD_CS	D10	PB6	LCD chip select
LCD_BL	D9	PC7	LCD back light
LCD_RST	D8	PA9	LCD reset

LCD_DC	D7	PA8	LCD data/command selection
TP_BUSY	D6	PB10	Touch panel busy
SD_CS	D5	PB4	Micro SD card chip select
TP_CS	D4	PB5	Touch panel chip select
TP_IRQ	D3	PB3	Touch panel interrupt

HOW TO USE

HARDWARE CONFIGURATION

- If there is ICSP interface on Arduino board, set the SPI Config switch onto ICSP position. (default)
- If Arduino board has no ICSP interface, set the SPI Config switch onto the position that SCLK\D13, MISO\D12, MOSI\D11

EXAMPLES

We provide Arduino UNO examples and XNUCLEO-F103RB examples for this screen.

ARDUINO EXAMPLES

1. Download the examples: [3.5inch TFT Touch Shield code.7z](#), and copy the libraries which are in Arduino\lib folder of examples to the libraries folder which is under the installation directory of Arduino IDE.
2. Before running the LCD_ShowBMP code, copy the pictures which is in the PIC folder to SD card.
3. Open the LCD_ShowBMP project with Arduino IDE, download to Arduino board.
4. The Touch code use four sets of calibration values, could support painting operation in four directions. There are five colors which could be selected on the right. The size of paintbrush is 9 pixels by default. Users can also click the AD on screen to calibrate:
Please use the stylus click the cross on the screen. The cross will always move until the screen adjustment is completed.
5. Following the prompt, click the red sign “+” one by one to finish the calibration.

STM32 EXAMPLES

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1. Before running the code that display image. copy the pictures which is in the PIC folder to SD card. Then insert the LCD to NUCLEO or XNUCLEO board.
2. Open the project with MDK, download to the NUCLEO or XNUCLEO development board.
3. The LCD will first show some common functions: Draw dots, draw dotted line and solid line, rectangle, filled rectangle, circle and solid circle. Every figure keeps for 3s. You can change the size of dot, the width of lines and the size of the circles.
4. The Touch code use four sets of calibration values, could support painting operation in four directions. There are five colors which could be selected on the right. The size of paintbrush is 9 pixels by default. Users can also click the AD on screen to calibrate:

Please use the stylus click the cross on the screen. The cross will always move until the screen adjustment is completed.
5. Following the prompt, click the red "+" one by one to finish the calibration.

Note:

Image: 320x480, 24bit, bmp.

SD card: FAT