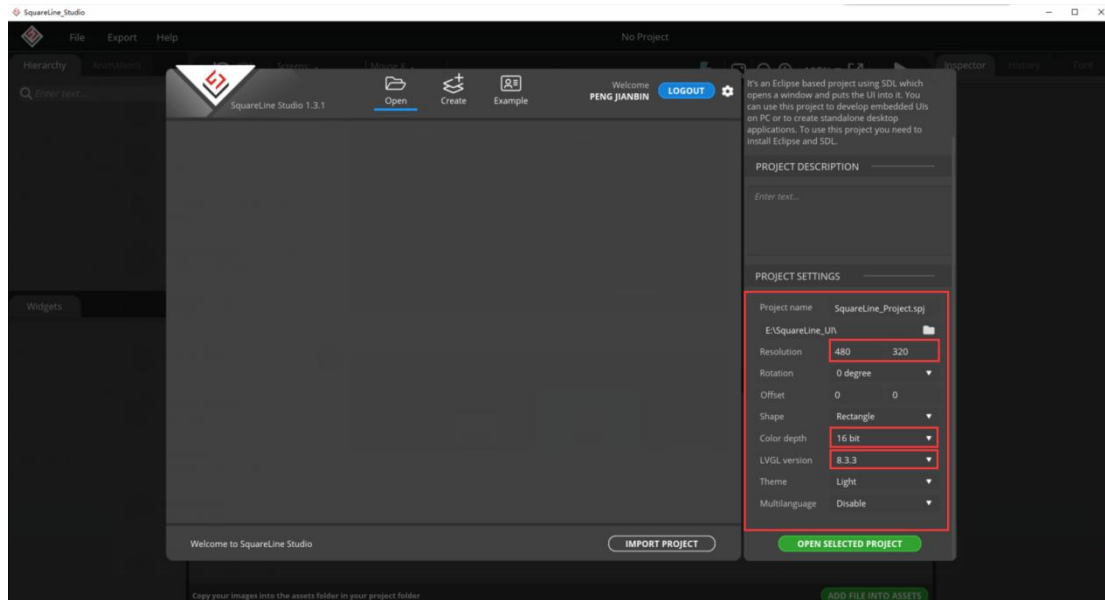
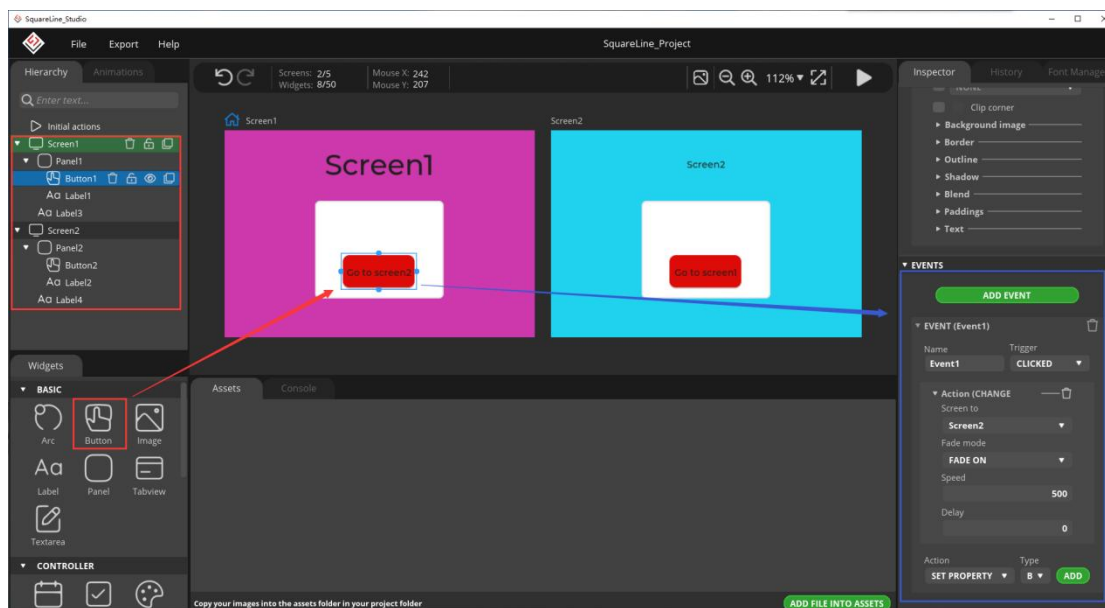


# SquareLine\_Studio Tutorial

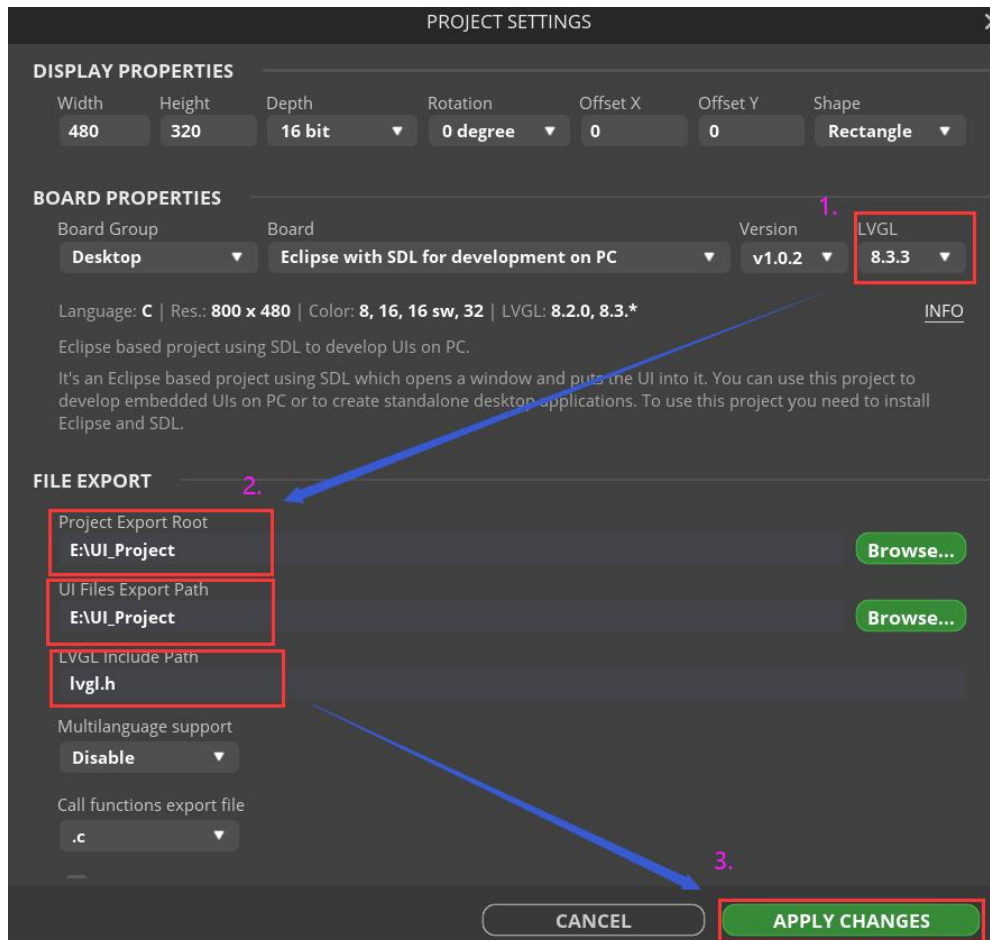
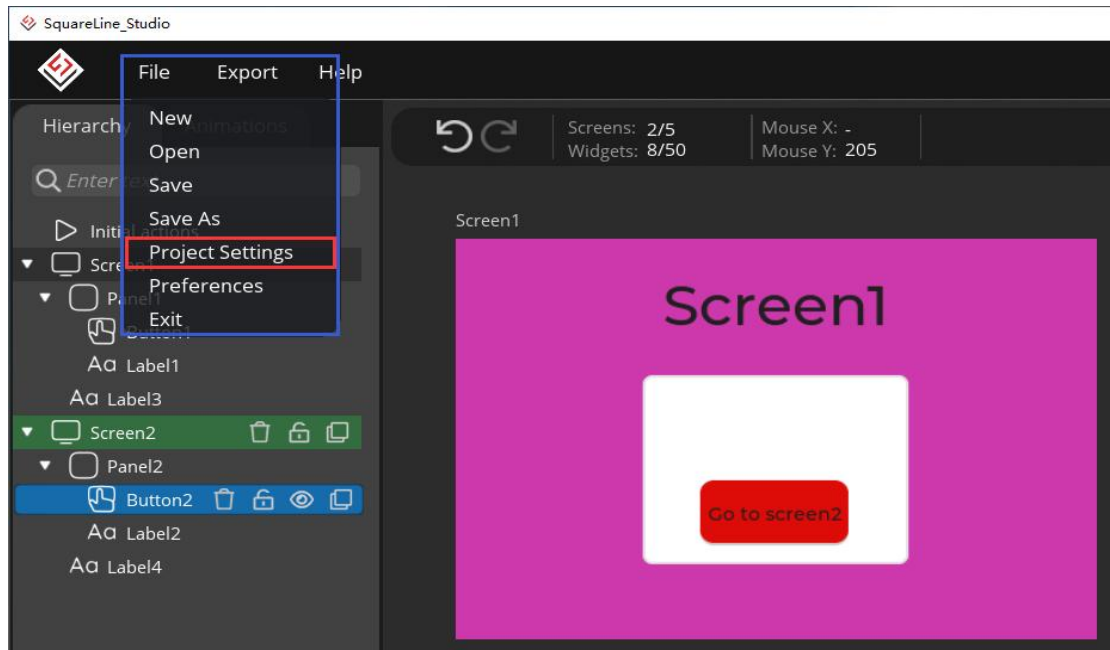
## 1.creat project



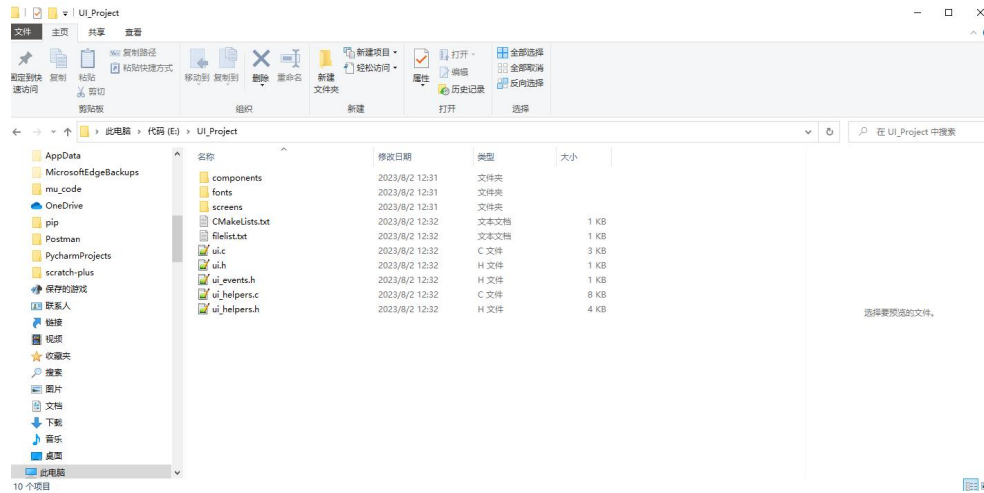
## 2.Create your own interface



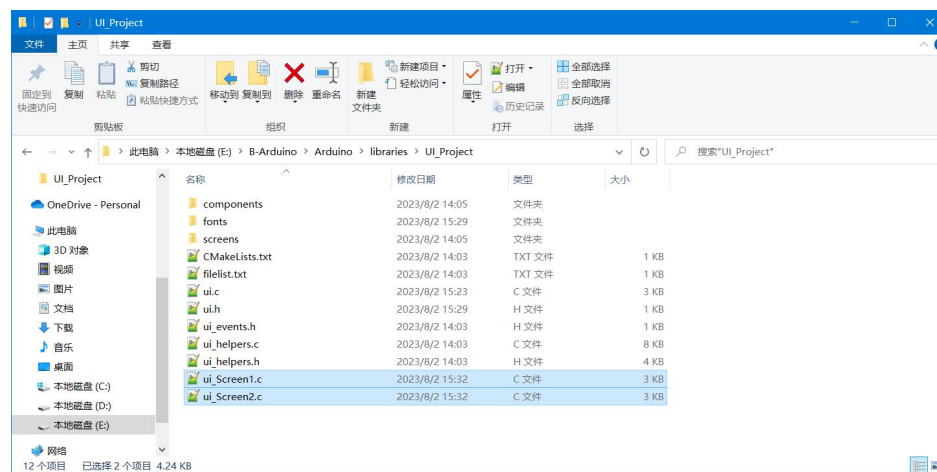
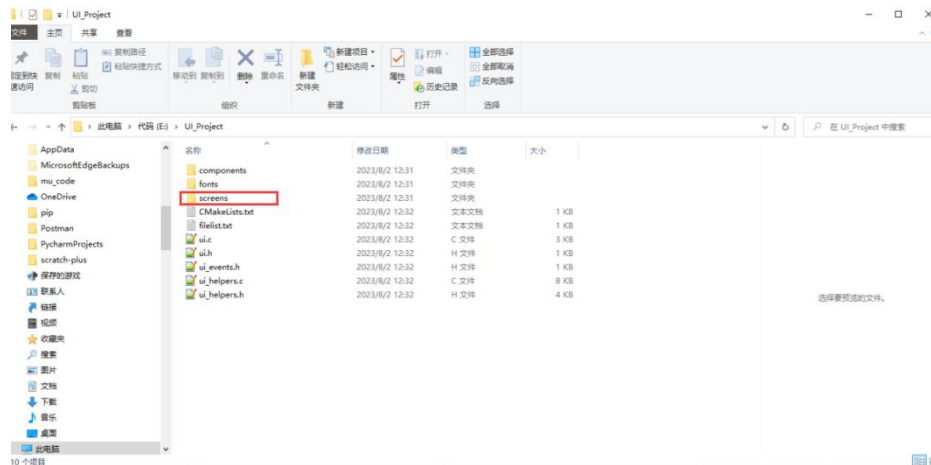
### 3.Project Setting



## 4. Enter the generated file directory



## 5. Move the files of Screens to the previous directory



## 6. Modify the Header file of the file----#include "ui.h"

```
1 // This file was generated by SquareLine Studio
2 // SquareLine Studio version: SquareLine Studio 1.3.1
3 // LVGL version: 8.3.3
4 // Project name: SquareLine_Project
5
6 #include "ui.h"
7
8 void ui_Screen1_screen_init(void)
9 {
10     ui_Screen1 = lv_obj_create(NULL);
11     lv_obj_clear_flag(ui_Screen1, LV_OBJ_FLAG_SCROLLABLE); // Flags
12     lv_obj_set_style_bg_color(ui_Screen1, lv_color_hex(0xC839AA), LV_PART_MAIN | LV_STATE_DEFAULT);
13     lv_obj_set_style_bg_opa(ui_Screen1, 255, LV_PART_MAIN | LV_STATE_DEFAULT);
14
15     ui_Panell = lv_obj_create(ui_Screen1);
16     lv_obj_set_width(ui_Panell, 199);
17     lv_obj_set_height(ui_Panell, 151);
18     lv_obj_set_x(ui_Panell, -1);
19     lv_obj_set_y(ui_Panell, 24);
20     lv_obj_set_align(ui_Panell, LV_ALIGN_CENTER);
21     lv_obj_clear_flag(ui_Panell, LV_OBJ_FLAG_SCROLLABLE); // Flags
22
23     ui_Button1 = lv_btn_create(ui_Panell);
24     lv_obj_set_width(ui_Button1, 111);
25     lv_obj_set_height(ui_Button1, 50);
26     lv_obj_set_x(ui_Button1, -1);
27     lv_obj_set_y(ui_Button1, 34);
28     lv_obj_set_align(ui_Button1, LV_ALIGN_CENTER);
29     lv_obj_add_flag(ui_Button1, LV_OBJ_FLAG_SCROLL_ON_FOCUS); // Flags
30     lv_obj_clear_flag(ui_Button1, LV_OBJ_FLAG_SCROLLABLE); // Flags
31     lv_obj_set_style_bg_color(ui_Button1, lv_color_hex(0xDD0C0C), LV_PART_MAIN | LV_STATE_DEFAULT);
32     lv_obj_set_style_bg_opa(ui_Button1, 255, LV_PART_MAIN | LV_STATE_DEFAULT);
33 }
```

## 7. Add a Header file to your code

```
LVGL_SPI_ FT6236.cpp FT6236.h
1 #include <Arduino.h>
2 #include <lvgl.h>
3 #define LGFX_USE_V1
4 #include <LovyanGFX.hpp>
5 #include <stdbool.h>
6 #include "FT6236.h"
7 #include <ui.h>
8 /*
9     If you want to use the LVGL examples,
10     make sure to install the lv_examples Arduino library
11     and uncomment the following line.
12 */
13 #include <examples/lv_examples.h>
14 #include <demos/lv_demos.h>
15
16 const int i2c_touch_addr = TOUCH_I2C_ADD;
17
```

## 8. Initialize UI interface in Setup

```
void setup()
{
  Serial.begin( 115200 ); /* prepare for possible serial debug */

  tft.begin();           /* TFT init */
  tft.setRotation( 3 ); /* Landscape orientation, flipped */
  tft.fillRect(TFT_BLACK);
  delay(500);
  pinMode(LCD_BL, OUTPUT);
  digitalWrite(LCD_BL, HIGH);
  touch_init();

  lv_init();
  lv_disp_draw_buf_init( &draw_buf, buf, NULL, screenWidth * screenHeight / 5 );

  /*Initialize the display*/
  static lv_disp_drv_t disp_drv;
  lv_disp_drv_init( &disp_drv );
  /*Change the following line to your display resolution*/
  disp_drv.hor_res = screenWidth;
  disp_drv.ver_res = screenHeight;
  disp_drv.flush_cb = my_disp_flush;
  disp_drv.draw_buf = &draw_buf;
  lv_disp_drv_register( &disp_drv );

  /*Initialize the (dummy) input device driver*/
  static lv_indev_drv_t indev_drv;
  lv_indev_drv_init( &indev_drv );
  indev_drv.type = LV_INDEV_TYPE_POINTER;
  indev_drv.read_cb = my_touchpad_read;
  lv_indev_drv_register( &indev_drv );

  ui_init();
}
/* Create simple label */
lv_example_get_started_4();
```



9. After compiling and burning the program, you can see the following interface

