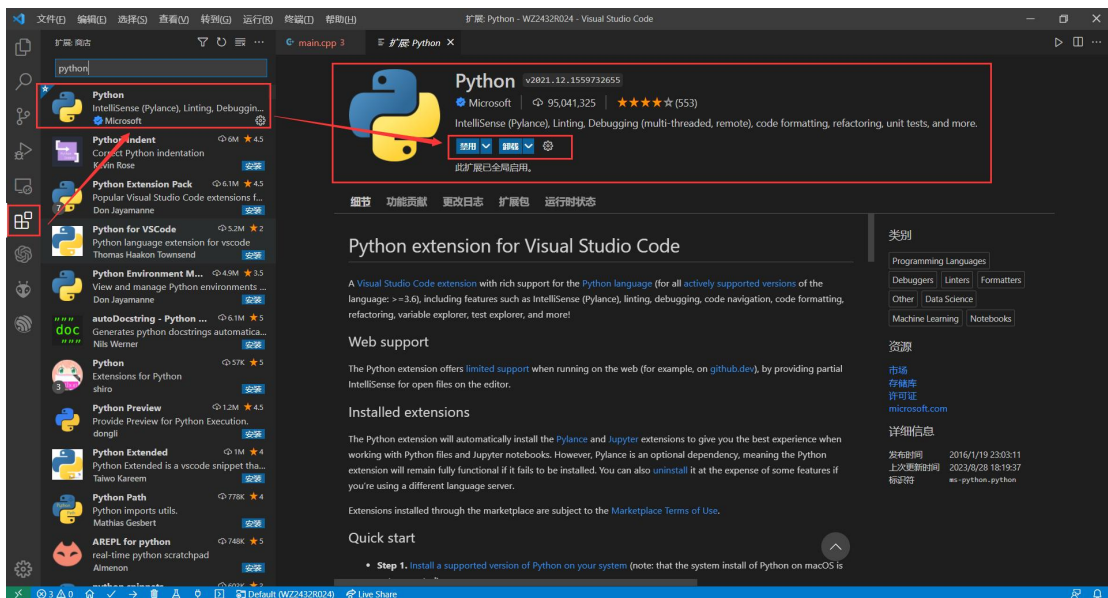


# PlatformIO

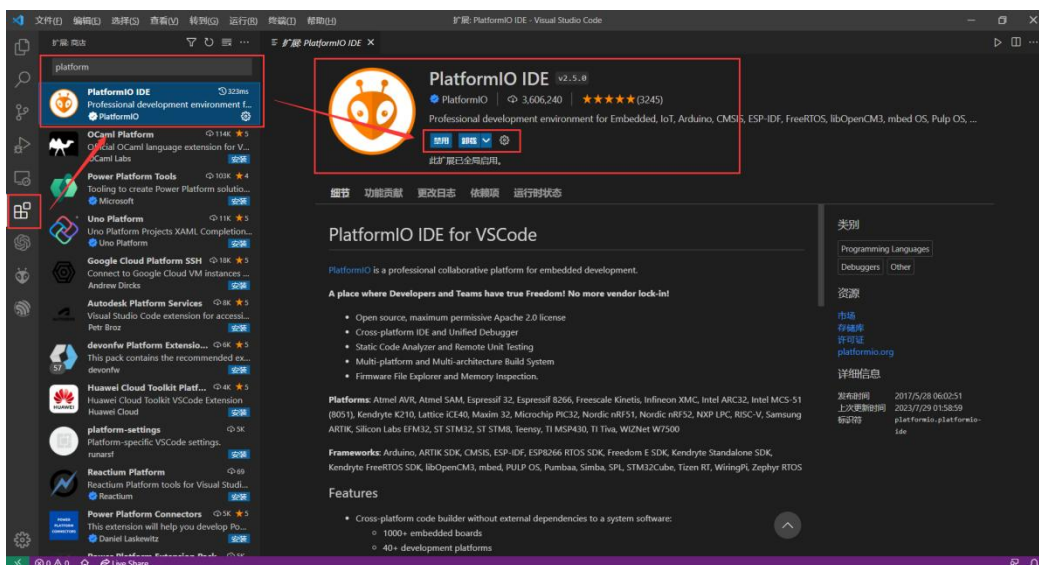
## WZ8048C070 or WZ8048C050

Take the WZ8048C070 as an example

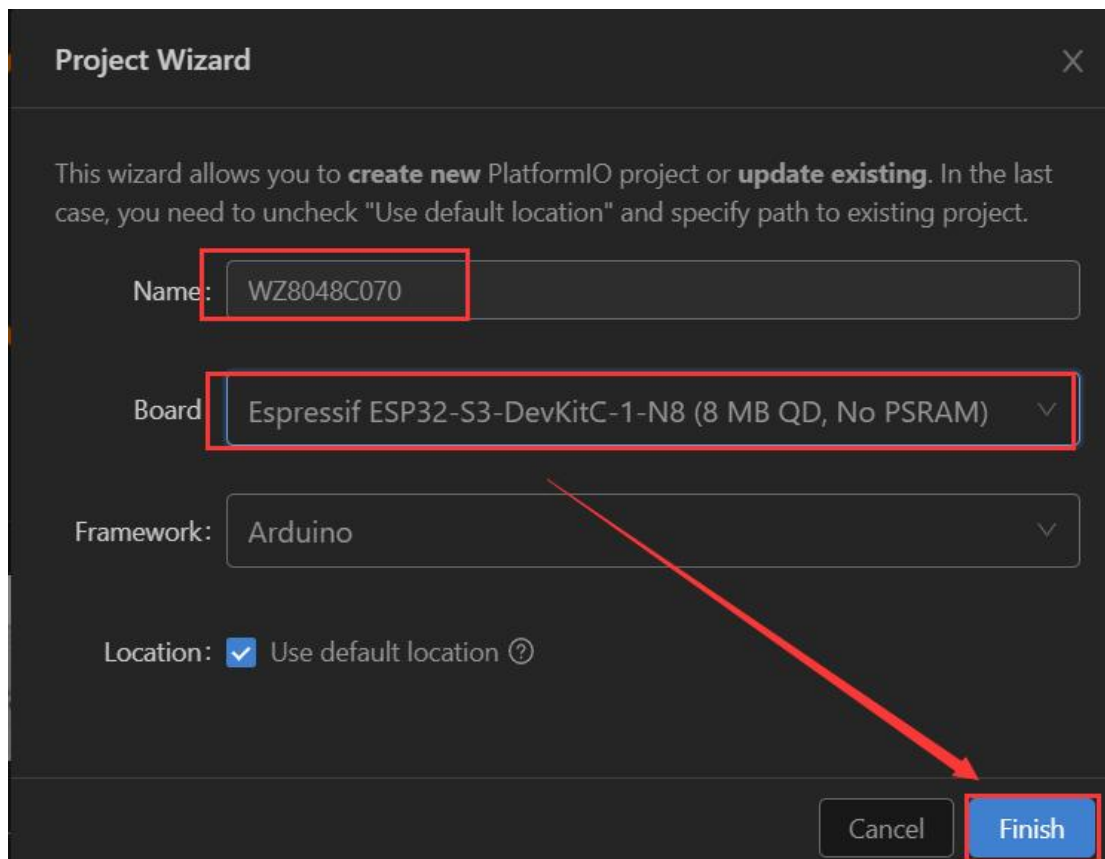
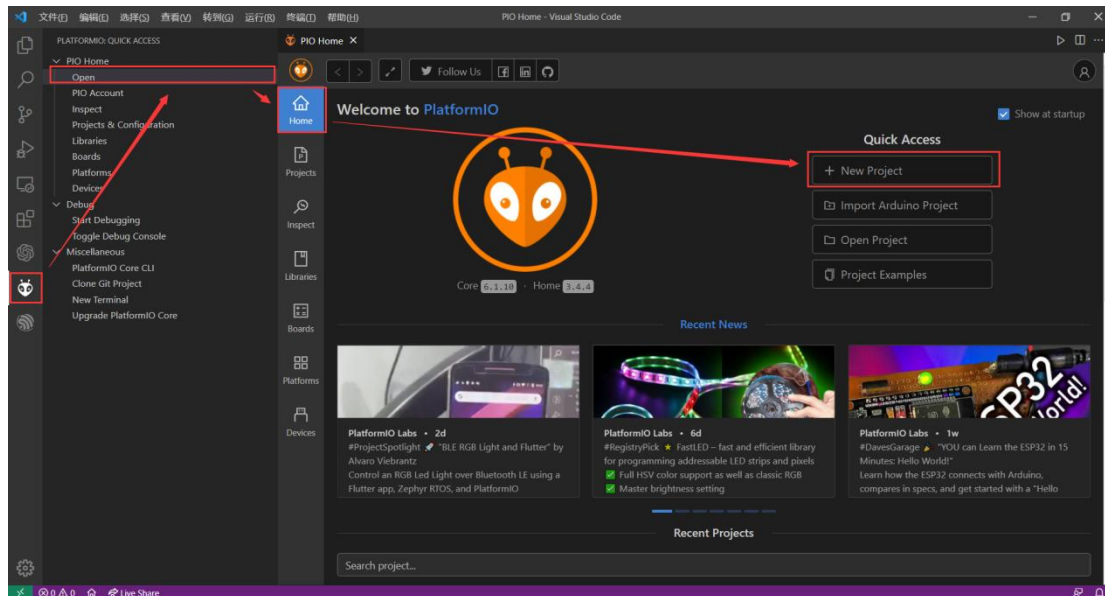
First open the VScode to check if the python is installed

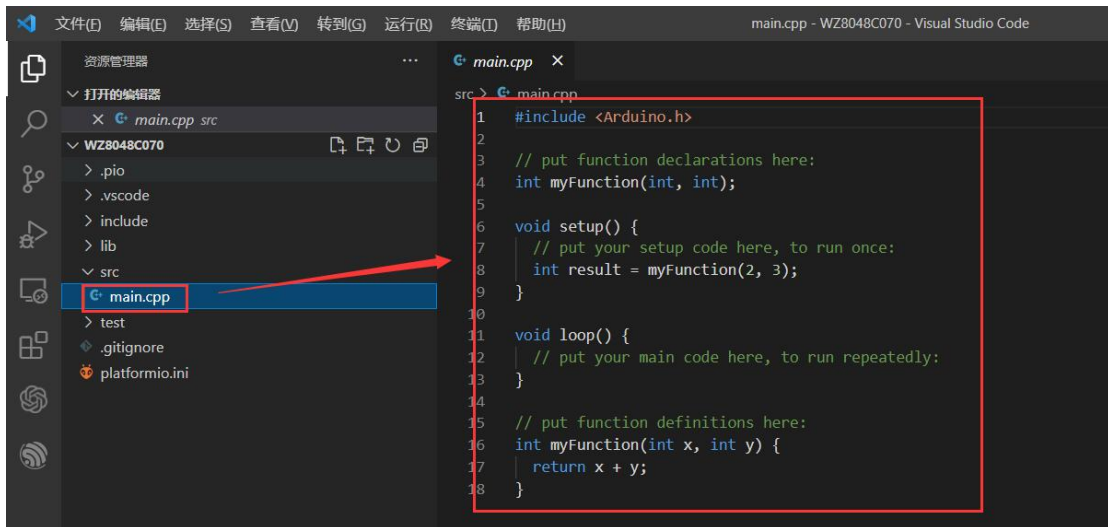


Open the VScode to download the PlatformIO



## Create new projects

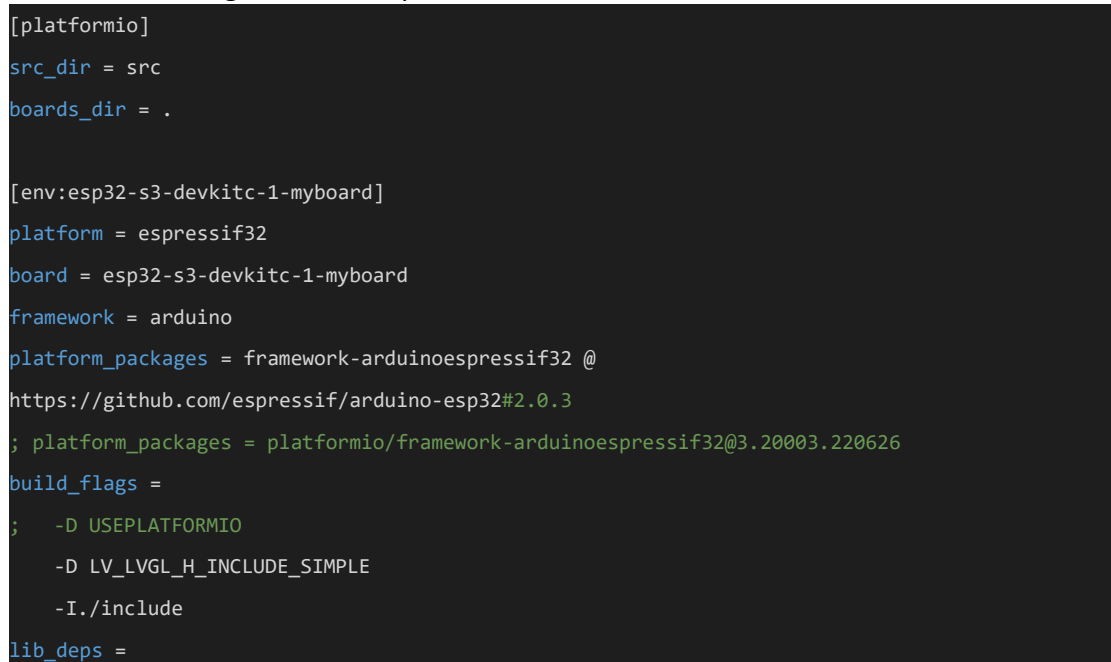




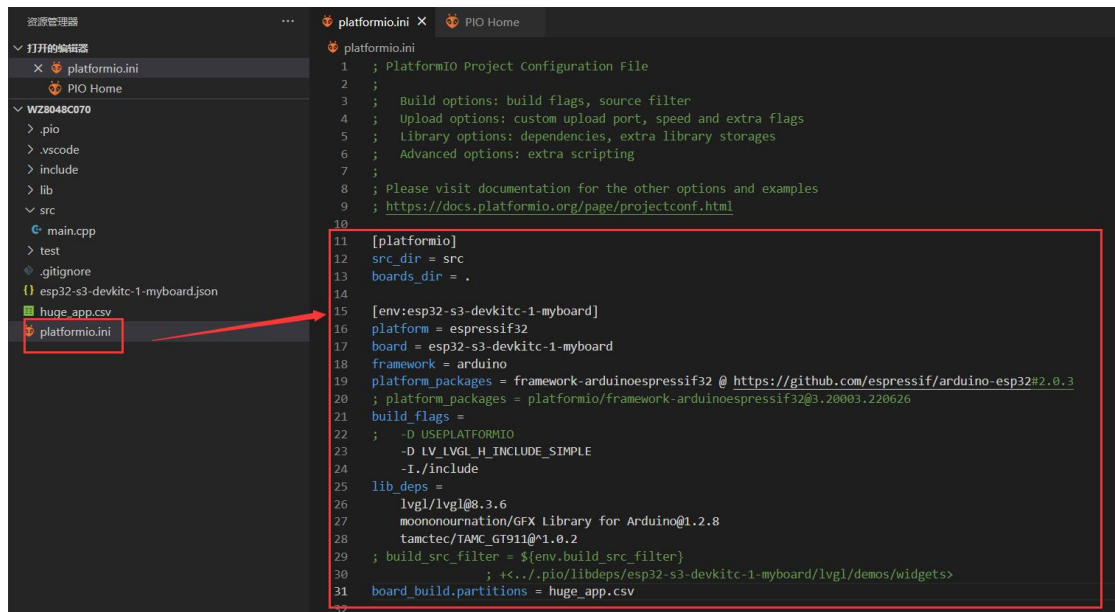
First, place the following picture file into the project directory



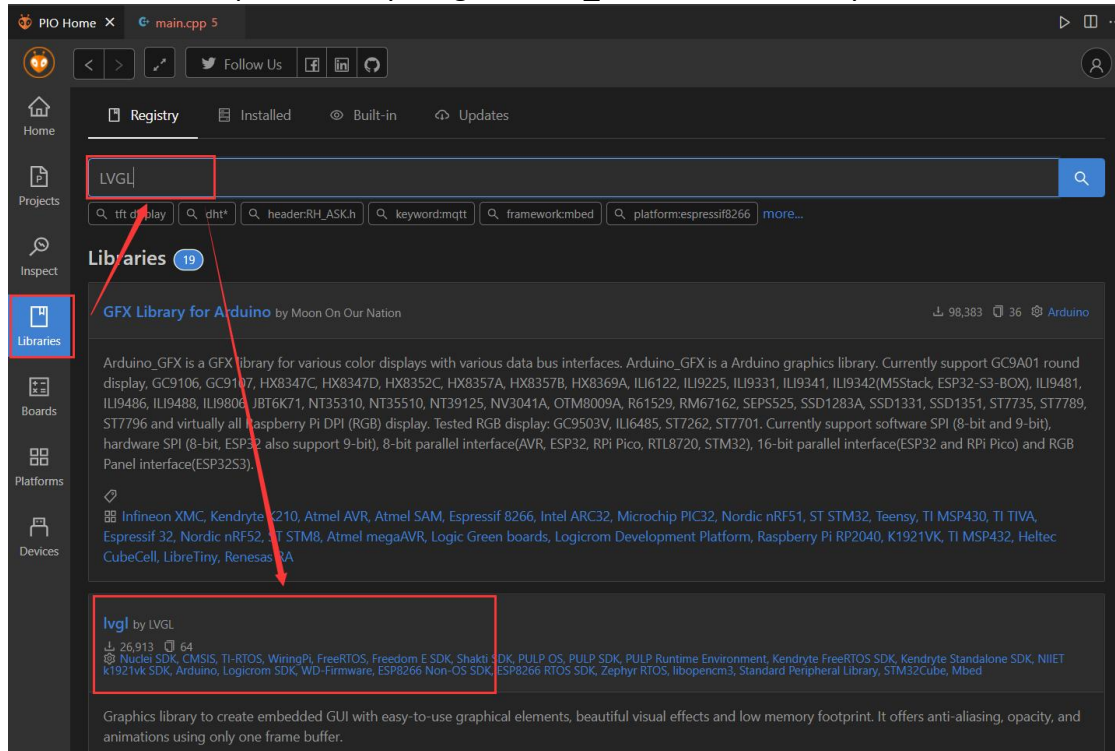
Add the following code to the platformio.ini file



```
lvgl/lvgl@8.3.6
moonounation/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)



Registry Installed Built-in Updates

Home

Projects

Inspect

Libraries

Boards

Platforms

Devices

lvgl by LVGL

Graphics library to create embedded GUI with easy-to-use graphical elements, beautiful visual effects and low memory usage, 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**

**Registry** | Installed | Built-in | Updates

### 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**

- Acinna IMU
- Infineon XMC
- Kendryte K210
- Nuclei
- Atmel AVR
- Atmel SAM
- Espressif 8266
- Freescall Kinetis
- Intel ARC32
- Linux ARM
- Linux i686
- Linux x86\_64
- Native
- Windows x86
- Microchip PIC32
- Nordic nRF51
- NXPLPC
- Silicon Labs EFM32

**Registry** | Installed | Built-in | Updates

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

#### 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**

**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

```
#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)

GFX Library

Libraries 133

**Adafruit GFX Library** by Adafruit ↓ 251,629 📄 2 🔗 Arduino  
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 ↓ 152,824 📄 5 🔗 Arduino  
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 ↓ 98,399 📄 36 🔗 Arduino  
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, ILI93 S3-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

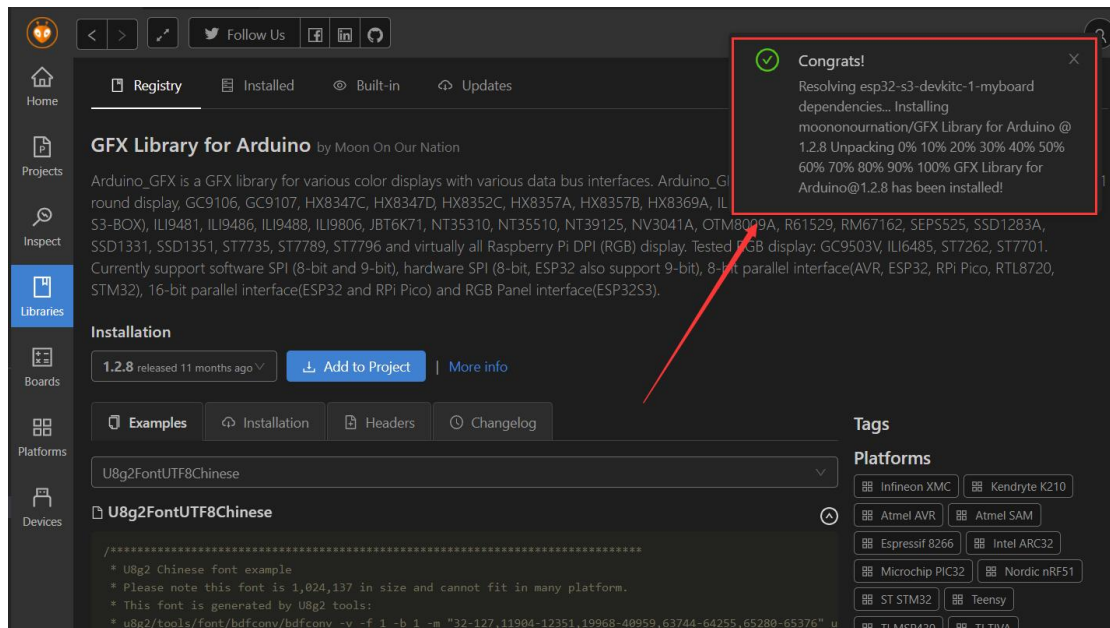
Projects\WZ8048C070

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

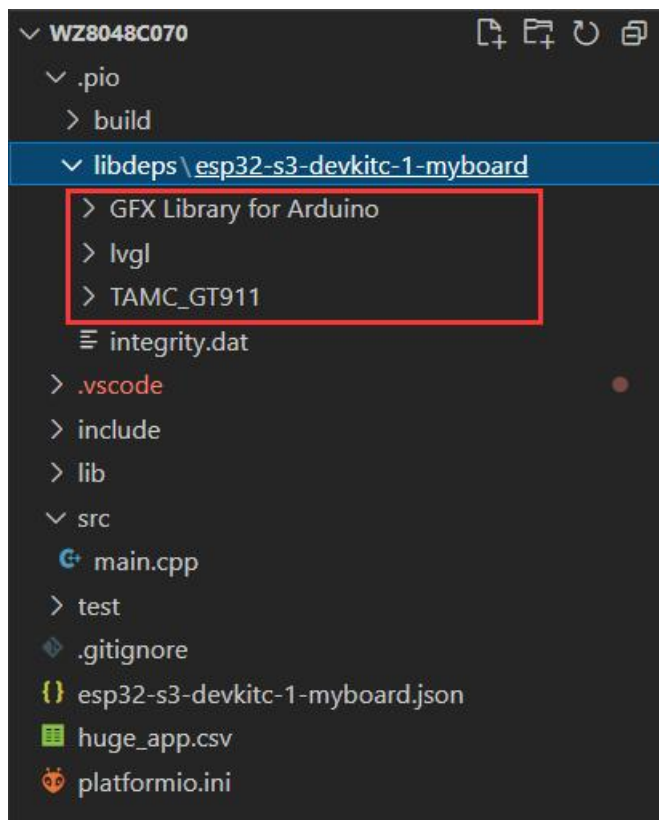
#### Information

- > Registry and Specification
- > External resources

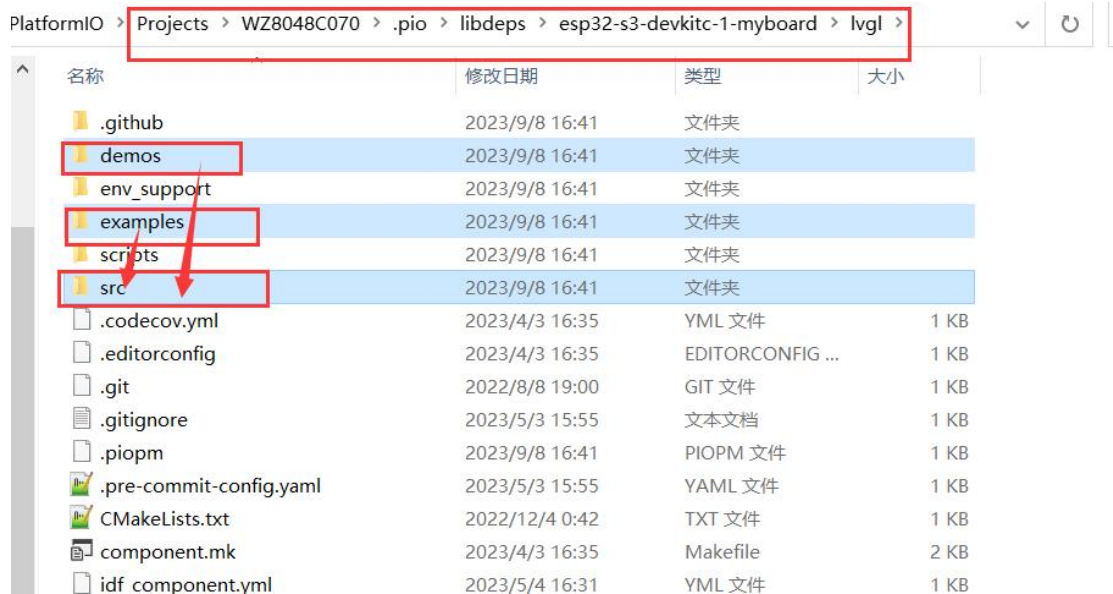
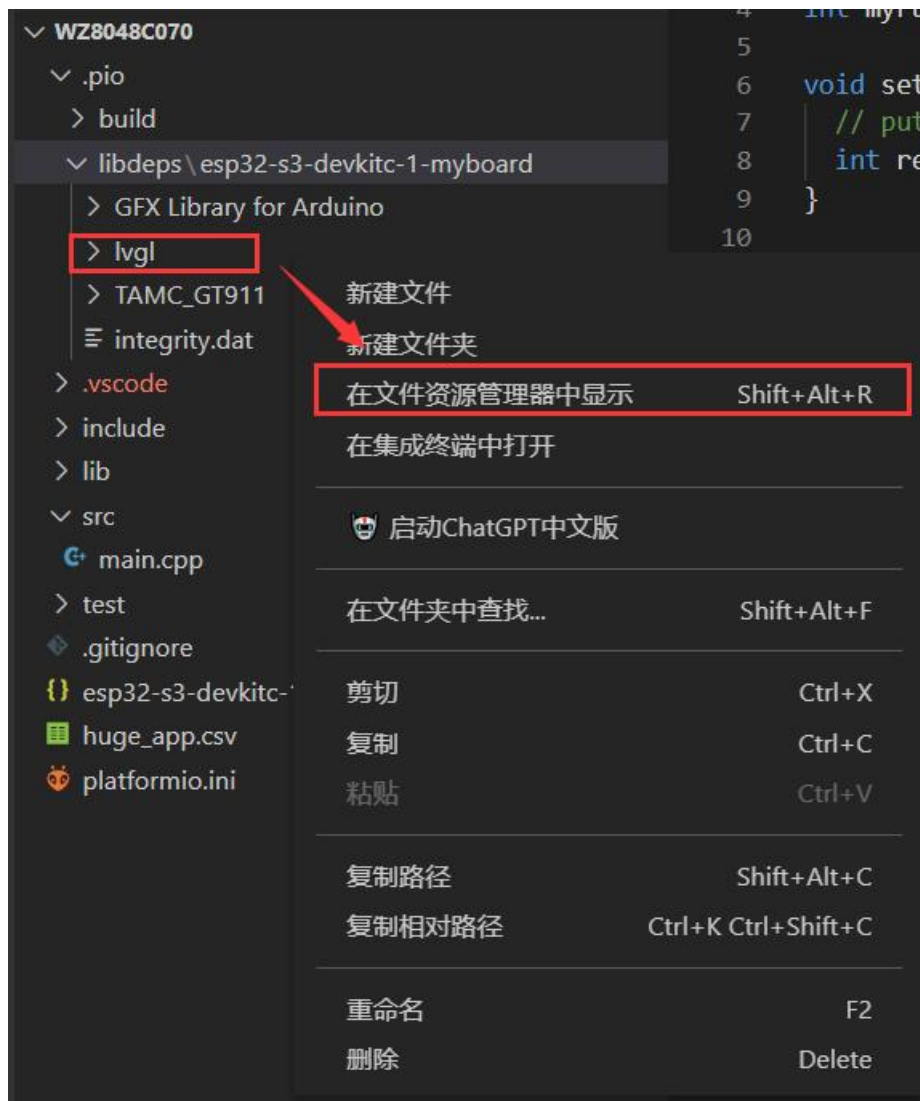
Cancel **Add**



We can see that the library has been added successfully!



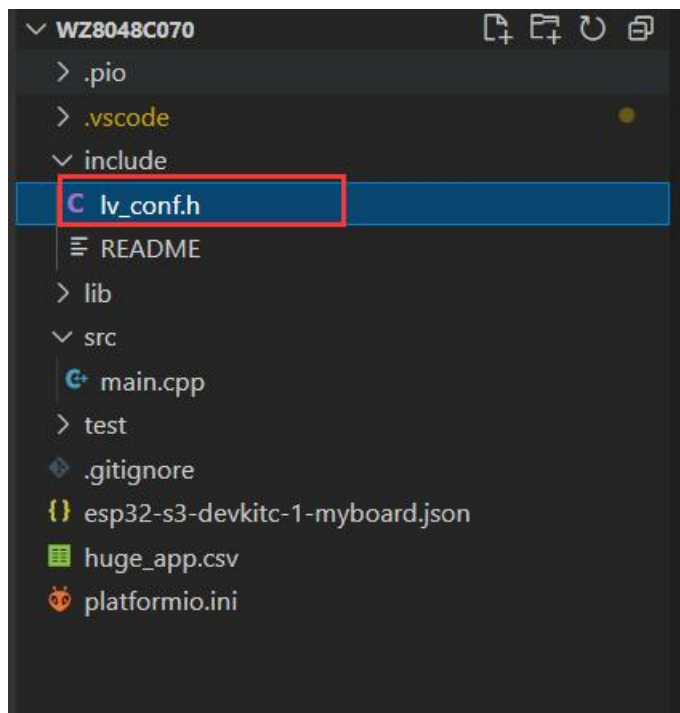
Next, we want to configure the lvgl library, right-click to open the folder directory, and put the demo and examples folders into the src folder!



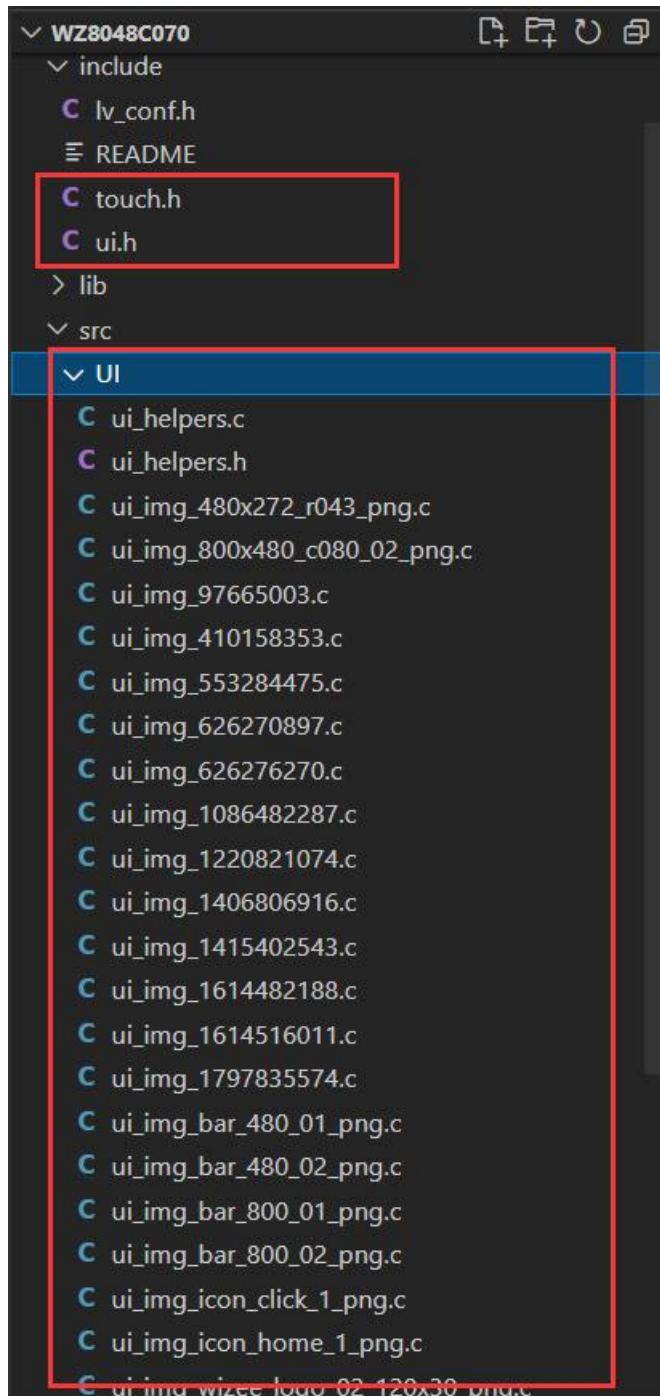
projects > WZ8048C070 > .pio > libdeps > esp32-s3-devkitc-1-myboard > lvgl > src >

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

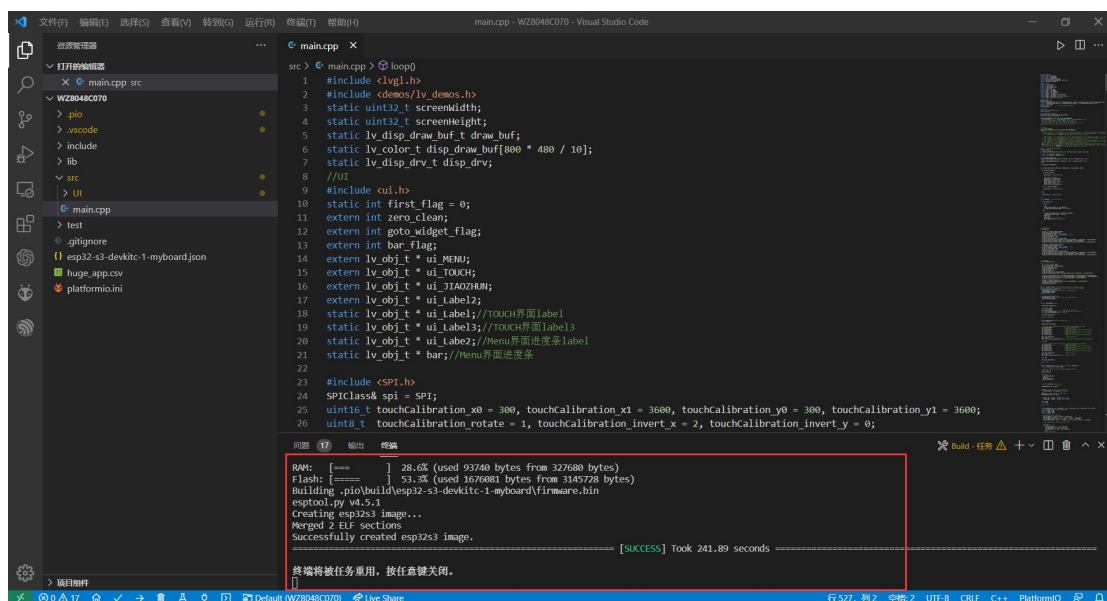
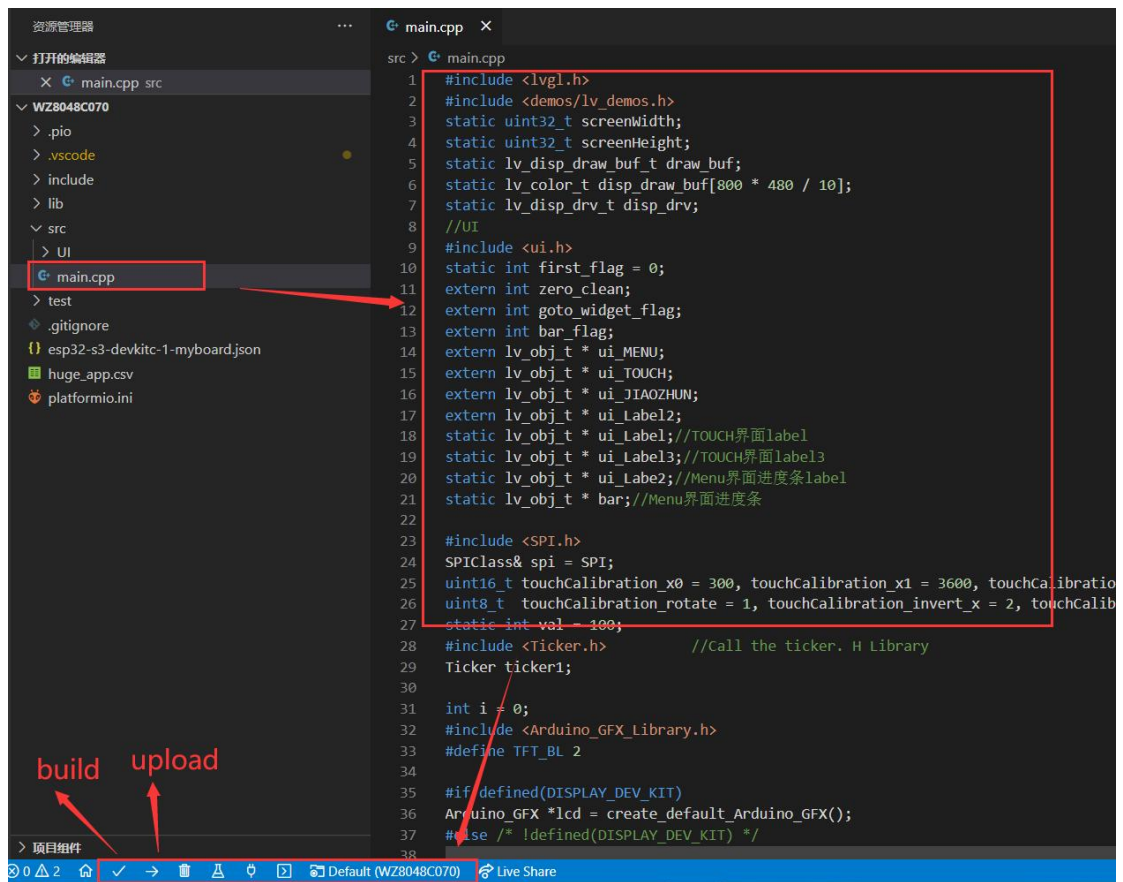


Next, let's configure our own UI files (the UI files are generated from the SquareLine Studio)



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!

