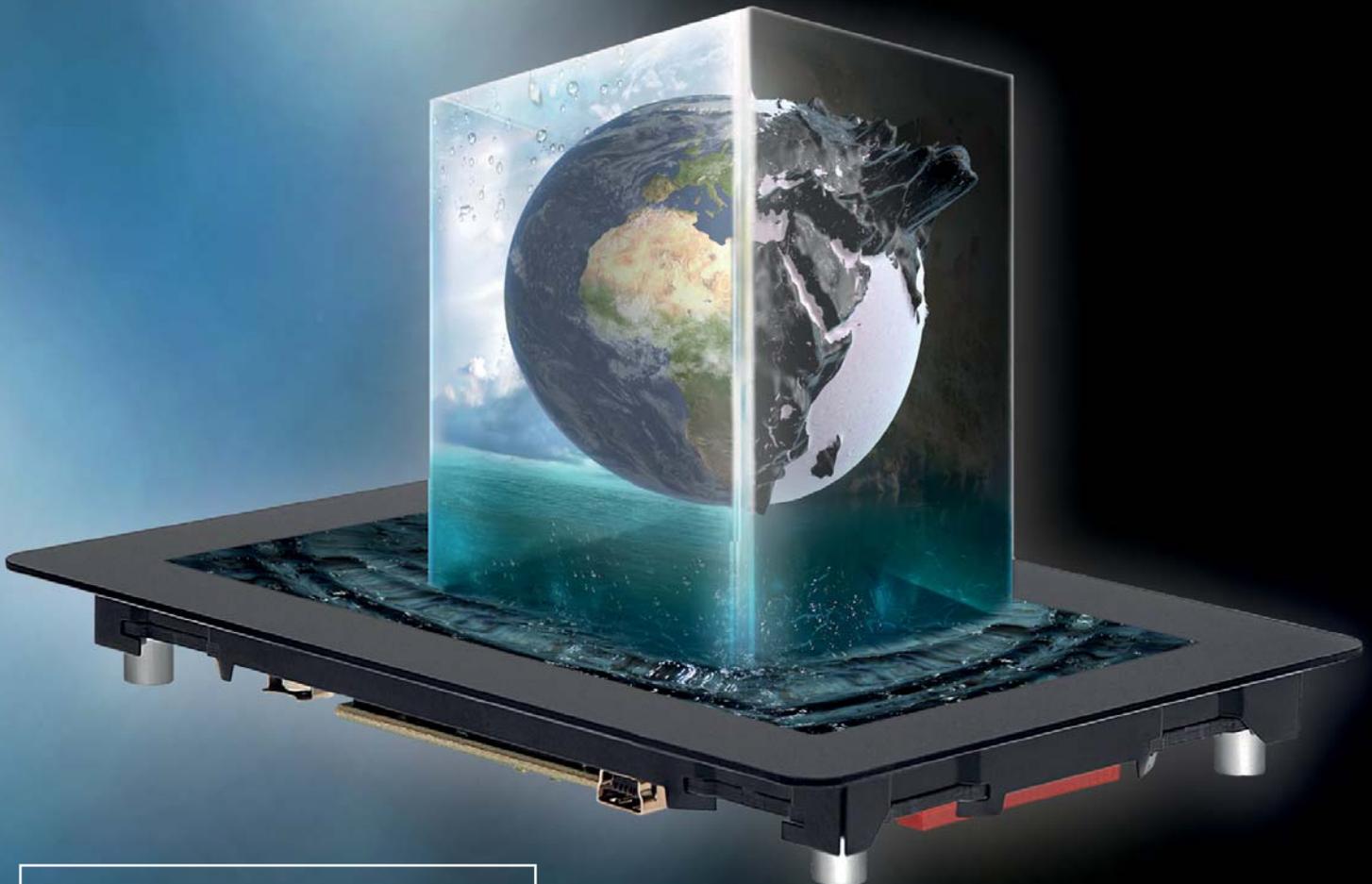


# EA uniTFT050 - 5" MULTIFUNCTION TFT



- Resistive or PCAP (Multitouch)
- Object oriented screen layout
- Vectorized character set:  
ASCII and Unicode
- Extreme fast rendering with  
up to 50fps
- Alpha blending, moving objects
- 7 Interfaces:  
USB, 2xI<sup>2</sup>C, 2xSPI, 2xRS-232



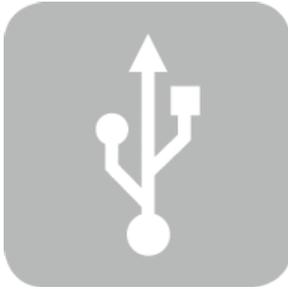
Search for "UNITFT"



## PLAYING WITH OBJECTS

TFT displays became indispensable in the industrial and medical sectors as well as in the everyday life. Color displays simplify operation and enhance any device. Especially optically benefit small and large applications from the use of a color display. What's also important is an attractive screen layout - what counts are clarity and modern design.

This is where the concept of the new uniTFT displays ELECTRONIC ASSEMBLY is about. There are a number visually stunning objects available, which can be adjusted by simple means to the individual needs. With the graphical editor screen pages are easily created using drag-and-drop operation. The properties of each object are edited at any time, actions (for example, for touch keys) are definable.



### USB AND OTHER INTERFACES

The new EA uniTFT provides various interfaces to the outside world. For flashing and debugging or for normal operation an USB interface is available. Also SPI, RS232 and I<sup>2</sup>C bus interface are onboard. If external devices or actuators need to be operated, 3 further, declared as the master interfaces SPI, RS-232 and I<sup>2</sup>C bus can be used for this.

4 analog inputs and PWM outputs enable processing of analog signals, 16 digital I/Os (up to 128 expandable) assume varied control tasks. A video input provides direct images which appear on the display or may be stored on the integrated micro SD card (up to 32GB).

## OBJECTS, VARIABLES, CALCULATING

All imaginable objects can be placed anywhere, moved and deleted. Windows fonts are stored directly on the display, font zoom and rotation are lossless at any time. Thanks to automatic ASCII and Unicode switching, different systems are flexible supported; Chinese characters included. Elegant effects for showing or hiding objects or blowing in are already integrated.

Stylesheets organize a consistently uniform design. Images as JPG, PNG and SVG (also transparent) can be integrated, format for sound is MP3. Together with the integrated, battery-backed time base, events may be documented along with a time stamp. Control processes may run completely autonomously without external computer.

ZEICHNEN / GRAFISCHE PRIMITIVE

Bezeichnung	Befehlscode	Beschreibung
Rechteck(abgerundet)	#GRR	Definiert abgerundetes Rechteck in Object-Id in Abhängigkeit von Drawstyle-ar, PosX, PosY, Anchor, Width, Height, Radius, BorderWidth, Angle
Polylinie zeichnen	#GPL	Definiert Polylinie in Object-Id in Abhängigkeit von Drawstyle-ar und den entsprechenden PosX, PosY, PosX2, PosY2, PosX3, PosY3
Polygon(gefüllt)	#GPF	Definiert gefülltes Polygon in Object-Id in Abhängigkeit von Drawstyle-ar und den entsprechenden PosX sowie PosY Punkten. Letzter Punkt wird automatisch mit Startpunkt verbunden.
Polylinie/Polygon addieren	#GPA	Addiert zusätzliche PosX und PosY zu Object-Id
Polypath Segment	#GPP	Definiert gefülltes Polygon in Object-Id in Abhängigkeit von Drawstyle-ar, PosX und PosY sowie den folgenden Segmenten. Dadurch sind runde Formen möglich.
Polygon(geometrisch)	#GPG	Definiert Polygon in Object-Id in Abhängigkeit von Drawstyle-ar, PosX, PosY, Anchor, Radius, NumberCorners, BorderWidth, Angle
Polygon(Stem)	#GGS	Definiert sternförmiges Polygon in Object-Id in Abhängigkeit von Drawstyle-ar, PosX, PosY, Anchor, Radius1, Radius2, CountPoints, BorderWidth, Angle
Kreis/Ellipse	#GET	Definiert kreis- bzw. ellipsenförmiges Polygon in Object-Id in Abhängigkeit von Drawstyle-ar, PosX, PosY, Anchor(0..9), Radius1(Pixel), Radius2(Pixel), Borderwidth(0..100) und Angle(0..360)
Bogen	#GEA	Definiert gebogenes Polygon in Object-Id in Abhängigkeit von Drawstyle-ar, PosX, PosY, Anchor(0..9), Radius1(Pixel), Radius2(Pixel), StartAngle(0..360), StopAngle(0..360), Borderwidth(0..100) und Angle(0..360)
Pie	#GEP	Definiert Polygon in Object-Id in Abhängigkeit von Drawstyle-ar, PosX, PosY, Anchor(0..9), Radius1(Pixel), Radius2(Pixel), StartAngle(0..360), StopAngle(0..360) und Angle(0..360)



### THE TOUCHPANEL: RESISTIVE OR MULTITOUCH PCAP

Thanks to the high level of integration this display makes it easy to create a simple and clear user interface. A variety of powerful functions assist in the programmer. Individual key sizes and configurations are possible. When keys is pressed, it will be highlighted and any action can be done (setting a port, sending some data or switch to a new screen. Also settings with a slider (linear) or knob (circle) are implemented and can be operated by touchpanel.

The extensive functionality makes this display a complete, versatile HMI, which is at the same time designed extremely compact. The resistive touch panel can also be operated with a stylus or with thick gloves; the PCAP version even works properly behind a 4 mm thick glass plate or with thin gloves.

## DESIGNER FOR WINDOWS

With a graphics tool, a program written individually for the possibilities of this display, screen layouts and user interfaces are created in a flash. All properties of an object are adjusted quickly and easily as well as the standard stylesheets are modified. The built-in simulator immediately shows the result and a „deploy“ function provides an easy download to the display.



The operating temperature range of the display is specified for -20 .. + 70 ° C. A long availability and high quality standards are evidence of the target markets, automotive and medical.

