LCD5110_SPIflash

Add-on Library for LCD5110_Graph and SPIflash

Manual

Introduction:

This library is an add-on to LCD5110_Graph and will not work on its own.
This add-on library also requires the SPIflash library.
Note that this library does not work in combination with the LCD5110_Basic library.

This library adds a simple way to load images from SPI flash chip. The images must be contained within the SPIflash file system. Images can be added to the flash chips using the FlashUploader tool supplied with the SPIflash library.

You can always find the latest version of the library at **http://www.RinkyDinkElectronics.com/**

For version information, please refer to **version.txt.**

EXAMPLE DATASETS USED:

These files can be found in the **/SPIflash/tools/FlashUploader/Example Datasets** folder.

Full name	Short name	Minimum Flash Chip Size (Mbits)
TestImages_Mono.*	MONO.SFD	2 Mbits
TestImages_Mono_Large.*	MONO_L.SFD	2 Mbits

The specific dataset required by an example sketch it will be noted in the opening comments of that sketch.

FUNCTIONS:

LCD5110_SPIflash(LCD5110, SPIflash);
The main class constructor.

Parameters: LCD5110: a reference to an already created LCD5110_Graph object
                 SPIflash: a reference to an already created SPIflash object

Usage: LCD5110_SPIflash myFiles(&myGLCD, &myFlash); // Create an instance of the LCD5110_SPIflash class

Notes: Remember the '&' in front of the LCD5110_Graph and SPIflash object names

loadBitmap (fileID, x, y);
Load a color image from the flash chip and display it on the screen.

Parameters: fileID: ID of the file you want to open for reading
                 x: x-coordinate of the upper, left corner of where to display the image
                 y: y-coordinate of the upper, left corner of where to display the image

Usage: myFiles.loadBitmap(12, 0, 0); // Load the image with fileID 12 and display it

Notes: Image dimensions are stored in the flash chip file system. No checking is done if the image will fit
           on the screen. Drawing images outside the screen may cause unpredictable results.

loadBitmap(fileid, x, y, ox, oy, sx, sy);
Load a section of a color image from the flash chip and display it on the screen.

Parameters: fileID: ID of the file you want to open for reading
                 x: x-coordinate of the upper, left corner of where to display the image
                 y: y-coordinate of the upper, left corner of where to display the image
                 ox: x-coordinate of the upper, left corner of the section in the original image
                 oy: y-coordinate of the upper, left corner of the section in the original image
                 sx: width of the section in pixels
                 sy: height of the section in pixels

Usage: myFiles.loadBitmap(6, 0, 0, 100, 100, 84, 48); // Load the image with fileID 6 and display a part of it

Notes: Original image dimensions are stored in the flash chip file system. No checking is done if the image
           will fit on the screen or if the section you are trying to display is within the bounds of the
           image. Drawing images outside the screen may cause unpredictable results.