M-series TFT User Guide (V1.6.8)

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WINSTAR 華凌光電股份有限公司

1.	How to connect Winstar M-series TFT to your PC
2.	Winstar M-Series clever system kit
3.	Hardware control function
4.	Touch Panel Control function
5.	Firmware Update

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Checklists for Clever system unit



M series TFT

PN: WF35M w/ RTP

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PN : WWTFT-10# USB Transfer Board

USB cable

Clever system kit	Hardware
 1. Winstar .exe 2. FTD2XX_NET.XML 3. FTD2XX_NET.dll 4. USB driver 5. HIDBootLoader_V1_6.exe 	1. M series TFT 2. WWTFT-10# 3. USB cable

Hardware Connection

First, the Pin1 to Pin4 of JP3 connection on WWTFT-10#(USB transfer board) should connect to the Pin1 to Pin4 of CON2 connection on M series module. Once starting, the PC USB port should also connect with the USB transfer board. Then, the module will display "Error No image".



Connection Check

- For the first time installation, the USB driver will install automatically when getting USB transfer board connected with computer. Please make sure the PC can access with the Internet. Otherwise, the USB driver need to set up manually.
- Please select "Start menu"→"Computer" → "Manage" → "Device Manger" → "Ports(COM&LPT)" → USB serial Port (COMx). The message of Ports (COM&LPT) should appear once the connection get success.



P.S. If no found the USB drive, please set up it manually.

M-Series Clever system kit

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- Please copy FTD2XX_NET.XML, FTD2XX_NET.dll and Winstar.exe to your own folder.
- When executing "Winstar.exe" application, it will generate "IMG_SAVE.h" file which records the images download history.





Main Page

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Main Instruction page

ver System User API V1.6.8		_ D X
Vain Instruction Load Image Load Font Library Peripheral Hardware Control TP Version Note		
X Start Y Start Rotation Write to Layer Text Color Background Color 000 0 • Display Layer • Text Color Background Color Font Background Background Background Background E FF B: FF R: FF G: FF B: FF FF B: FF B: FF FF B: C D: D:	Paint Text	▼ Search Comport
X Start Y Start X End Y End 000 000 320 240 Erase •	Clean Block	Control Baud rate
X Start Y Start Rotation Write to Layer X End : 000 Y End : 000 000 000 0 Display Layer Image Name : •	Paint Image	
X Start Y Start Rotation Write to Layer Set Color 000 000 0 Display Layer R: FF G: FF B: FF	Paint Point	Display Icon Layer
X Start Y Start X End Y End Rotation Write to Layer Dot Size Set Color 000 000 000 0 • Display Layer • 01 R: FF G: FF B: FF Transmission Instruction for RS232 - - - - - -	Paint Line Paint Square	
Transmission Instruction for SPI		Update Program
maining Memory Capacity Reac	ly to Link	

Main Page

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Main Instruction page

X Start Y Start Rotation Write to Layer 000 000 0 Display Layer Text Color	Background Color		COM20 Search		1. Select COM port
Font Background R: FF G: FF B: FF	R. FF G. FF B. FF	Paint Text	comport		
Default (Arial 36 Regular) v eff v Text Data :			Control Baud rate		
X Start Y Start X End Y End 000 000 320 240 Erase ~		Clean Block	19200 • te		
X Start Y Start Rotation Write to Layer X End - 000 000 0 > Display Layer > Image Name : Image Name :	Y End: 000	Paint Image			
X Start Y Start Rotation Write to Layer 000 000 0 Display Layer	Set Color R: FF G: FF B: FF	Paint Point	Display icon Layer		
X Start Y Start X End Y End Rotation Write to Layer Dot Size	Set Color	Paint Line	iyer		
000 000 000 000 0 v Display Layer v 01	R FF G FF B FF	Paint Square		•	
Transmission Instruction for SPI			Update Program		
aining Memory Capacity	Rea	dy to Link			
aining Memory Capacity 4031 K Bvie		System Ready			

2. Messages that show system status :

(a)Ready to Link : Wait for connecting

(b)System Ready : Connection is successful

(c)Connection Timeout: Status like failed connection, or timeout...



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	W Clever System User API V1.6.8	
1. Text function	Main Instruction Load Image Load Font Library Peripheral Hardware Control TP Version Note	00100
	X Start Y Start Rotation Write to Layer Text Color Background Color	COM20 V
2. Clean screen	R: FF G: FF B: FF R: FF G: FF B: FF	Comport
	Default (Arial 36 Regular) off Text Data :	Paint Text
3. Draw Image	X Start X Start X End Y End	Control Baud rate
-	2 000 000 320 240 Erase →	Clean Block
4. Draw pixel	X Start Y Start Rotation Write to Layer X End: 000 Y End: 000	
	● 000 0 ▼ Display Layer ▼ Image Name :	Paint Image
5. Draw line	X Start Y Start Rotation Write to Layer Set Color	Daint Daint
and square	000 000 0 V Display Layer V R: FF G: FF B: FF	Display Icon Layer
	Y Start V Start V End V End Potation Write to Lawer Dot Stree Set Color	Paint Line
6 Command area	5 000 000 0 ▼ 01 R: FF G: FF B: B:<	Paint Square
	Transmission Instruction for RS232	
7. Memory space	Transmission Instruction for SPI	Update Program
	C 7Remaining Memory Capacity 4031 K Byte	system Ready

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Load Image page

Steve	er System User API V1.6.8	100							
M	ain Instruction Load Ima	ge Load Font Library	Peripheral Hardware Contr	ol TP Vers	ion Note				
	Picture Address			Width H	eight 00	File Size	Preview List	clear	COM20 ▼ Search Comport
	Picture Preview			Ignor	Select Igr ed Color	nored Color			Control Baud rate
	¥ Avio 208	V Avie 245			Loading	All	Loaded Image List	0	Display Icon Layer
	X AXIS 200	1 1113 243			Select #	AII			
	Loading Progress				Select F	ile			
					Loading I	File			Update Program
Ren	naining Memory Capacit	4031 K Byte					Syster	n Ready	

P.S. First image will be the starting picture

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1. Download single image

Select "Select File" \rightarrow choose image \rightarrow select "Open" \rightarrow select "Loading File" \rightarrow press "OK".



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2. Download images file

Choose "Select All" to select all images at same folder, which is available for download.

👯 Clever System User API V1.6.8					– – X
Main Instruction Load Image Load Font Library Peripheral Hardware	Control TP	Version Note			
Picture Address	Width	Height	File Size	Preview List clear	COM20 -
Browse For Folder	320	240	76800		Search Comport
Picture Preview					
Description Panel	*	red Color	FFFFFF		Control Baud rate
▲ 🖟 Image 64x77					
320x240 320x240(1) (2)	E				
↓ 400272 ↓ Test_Icon (3)	-			Loaded Image List	
Make New Folder	Cancel	Loading	AII		Disaluulaas Laura
X Axis 455 Y Axis 265	(1)	Select	All		Display icon Layer
Loading Progress		Select F	File		
		Loading	File		
					Update Program
Remaining Memory Capacity 4031 K Byte				System Ready	

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3. Remove the image's background

- (1) Mouse over and click the to-be removed color in the preview picture
- (2) "Ignored Color" will show the color code value
- (3) Then select "Loading File". After download, the image without background will show on the screen.

Clever System User API V1.6.8				_ _ ×	
Main Instruction Load Image Load Font Library Peripheral Hardware Co	ntrol TP Version Note	1			
Picture Address C:\Users\user\Desktop\Image\Test_Icon\IA (1).bmp Picture Preview	Width Height 060 038	File Size	Preview List clear	COM20 Search Comport	
	(2) Ignored Colo	nored Color T 641E64		Control Baud rate	
X Axis 15 Y Axis 18 Loading Progress	Loading Select Select I (3) Loading	g All All File	Loaded Image List C:\Users\user\Desktop\Image\Test_Icon\IA.bm	Display Icon Layer	Coad success.
Remaining Memory Capacity 4027 K Byte			System Ready	Update Program	

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Image Name: A list of loaded images are available to use.

000 00	0											
	U U	•	Display Lay	yer 🔻		Text Color		Bac	kground Co			Search Comport
Font				Background	R: 00	G: 00 B:	00	K. FF	3. 00	B. FF	Paint Text	
Times New R	Roman 48 Regi	ılar -	•	on 🔻	Text Data	Hello						
X Start Y S	Start X End	Y End										Control Baud
000 00	320	240	Erase	•							Clean Block	
X Start Y S	Start X End	Y End	Rotation	Write to Layer							Deleting	
000 00	00 320	240	0 -	Display Layer	•	Image Name	004.bmp 003.jpg)		•	Paint inage	
X Start Y S	Start		Rotation	Write to Layer			5.jpg IA.bmp)			Paint Point	
000 00	00		0 -	Display Layer	•			R: FF (G: FF	B: FF		Display Icon I
X Start Y S	Start X End	Y End	Rotation	Write to Layer		Dot Size			Set Color		Paint Line	
000 00	000	000	0 •	Display Layer	-	01		R: FF (G: FF	B: FF	Paint Square	
Transmission	Instruction for F	RS232	19 0x02 0x04 0	x31 0x13 0x10 0v00		V00 0v00 0v00 0	0x00 0xEE 0	200 0vEE 'U' 'a				

Select the image you prefer, then choose "Display Layer" and press "Paint Image".

🔛 Clever System User API V1.6.8		_ _ ×
Main Instruction Load Image Load Font Library Peripheral Hardware Control TP Version Note X Start Y Start Rotation Write to Layer Text Color Background Color 000 000 0 Image Display Layer Text Color Background Color Font Background R: 00 G: 00 B: FF Times New Roman 48 Regular on Text Data : Hello Hello Hello	Paint Text	COM20 Search Comport Control Baud rate 19200
000 000 320 240 Erase Image Name : (1) (2) X Start Y Start X End Y End Rotation Write to Layer (1) (2) 000 000 320 240 0 Image Name : 004.bmp Image Name : 004.bmp	Paint Image	



Load Font Library

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Load Font page



Load Font Library

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Font: A list of loaded fonts are available to use.

X Start Y Start Rotation Write to Layer Text Color Background Color 000 0 • Display Layer Text Color Background Color Font Background • • • • Default (Arial 36 Regular) • • • • • Default (Arial 36 Regular) • • • • • •	COM20 Search Comport
Times New Roman 48 Regular X Start Y Start X Start Y Start X End Y End 000 000 320 240 Erase	Control Baud rate
X Start Y Start X End Y End Rotation Write to Layer 000 000 000 0 Image Name :	
X Start Y Start Rotation Write to Layer Set Color Paint Point 000 000 0 Display Layer R: FF G: FF B: FF Paint Point	Display Icon Layer
X Start Y Start X End Y End Rotation Write to Layer Dot Size Paint Line 000 000 000 0 • Display Layer 01 R: FF G: FF B: FF Paint Square	
Transmission instruction for SPI Remaining Memory Capacity 3562 K Byte System Ready	Update Program

Display Memory Layer Structure

Main Instruction L	.oad Image	Load Font Library	Peripheral Hardware	Control	TP	Version Note
X Start Y Star	rt Ro	write	to Layer			Text Color
Font		Disp Icon Bacl	blay Layer Layer kground	R	FF (G: FF B:
Default (Arial 36	Regular)	Eras	e on the second	Tex	t Data :	

Frame buffer(SRAM)	
Display Layer	Images and Texts will display on the TFT screen.
Icon Layer	Edit image and texts in this layer only
Background Layer	Default background image

Display Memory Layer Structure

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Key-in words in Text Data area, then select "Display Layer" and press "Paint text"

Clever System User API V1.6.8		<u> </u>
Main Instruction Load Image Load Font Library Peripheral Hardware Control TP Version Note X Start Y Start Rotation Write to Layer Text Color Background Color 000 000 0 Image Image Image Image Image 000 000 0 Image Image Image Image Image 000 000 0 Image Image <th>(2)</th> <th>COM20</th>	(2)	COM20
Font Background Default (Arial 36 Regular) ▼	Paint Text	



Display Memory Layer Structure

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■ Icon layer purpose: Show all icon or words in assigned locations at once.

W	Clever System User API V1.6.8			
	Main Instruction Load Image Load Font Lib	rary Peripheral Hardware Control TP Version	Note	
	X Start Y Start Rotation	Write to Layer Icon Layer	Background Color	COM20 Search
	Font Default (Arial 36 Regular) ▼	R: 00 G: 00 Background on Text Data : Hello	B: 00 R: FF G: 80 B: FF	Paint Text
				Control Raud rate
	Frame buffer(SRAM)		3. After send command " write to Display layer"	Hello Hello
	Display Layer		(3)	
	Icon Layer	Hello Hello	2.Key-in words in Text E "Icon Layer" and press "	Data area, then select Paint text"
	Background Layer			
			1. Original Background	
			1. Original Background	



Hardware Control Page

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Peripheral Hardware Control page

Sleep mode : On=sleep mode Off =normal mode

PWM signal : Frequency from100~300KHz

Brightness Adjustment : adjust range 0~100

TP Calibration : touch panel calibration

Command area

Щ. с	Main Instruction Load Image Load Font Library Peripheral Hardware Control TP Version Note
1	Sleep Mode Off Set Mode
2	PWM Freq PWM Duty Cycle 0 0→0Hz, 100→300kHz 0
3	Brightness Adjust 100
4	TP Calibration Transmission Instruction for RS232
5	Transmission Instruction for SPI
R	Remaining Memory Capacity 3558 K Byte

Hardware Control Page

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- Peripheral Hardware Control page
- Select "Erase Flash" to Erase All flash memory.

	COM20 Comport	
PWM Freq PWM Duty Cycle 0 0→0Hz, 100→300kHz 0 Image: Send mark Send mark	Control Baud rate	
Brightness Adjust 100 Clean All Graphic Data!!!! (2)	Erase s	Success.
Transmission Instruction for RS232		
Remaining Memory Capacity 3558 K Byte	Update Program	



Touch Panel Calibration

Select "TP Calibration", three black blocks will show on the screen.

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Main Instruction Load Image Load Font Library Peripheral Hardware Control TP Version Note Sleep Mode Off Set Mode Image Imag	COM20 - Search Comport
PWM Freq PWM Duty Cycle 0 0→0Hz, 100→300kHz 0 Image: Send Send	Control Baud rate
Brightness Adjust 100	
TP Calibration Transmission Instruction for RS232	Display Icon Layer
Transmission Instruction for SPI Remaining Memory Capacity 3558 K Byte System Ready	Update Program

Touch Panel Calibration

Select "TP Calibration", three black blocks will show on the screen.
Touch the left upper first, then touch the middle, and touch the right below position. Then you will finish the TP calibration.



p.s. If you touch one of three black blocks, it will turn to green block.

Touch Panel Control Function

TP page

The Picture Preview will show the blocks of touch position when you touch the panel.
 For example: drawing the circle on the module then the picture preview will show the circle.





Step 1~3: Change Hardware

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- 1. USB transfer board:
 - (1) Short JP2 pin1 & Pin2, short Pin5 & Pin6.
 - (2) Short JP4
- 2. JP3 (Pin1~Pin7) of WWTFT-10# connects with CON2 (Pin1~Pin7) of M series module.
- 3. Connect to PC USB port and then power on USB transfer board and M-series.





JP2

Step 4: Select Update program

4. Open Winstar clever system kit, Select "Update Program" can open HIDBootLoader_V1_6.exe directly.

un c	ever System User API V1.6.8		= • ×
	Main Instruction Load Image Load Font Library Peripheral Hardware Control	TP Version Note	
	X Start Y Start Rotation Write to Layer		-
	000 000 v Display Layer v	Text Color Background Color	Search
	Font Background	FF G FF B FF R FF G FF B FF	Comport
	Default (Arial 36 Regular) - Text	t Data	
	นากกันการแหน่งหมายเกิดการแหน่งและแหน่งการแหน่งการแหน่งการแก้งการการ		Control Baud rate
	X Start Y Start X End Y End	Clean Block	19200 👻
	000 000 320 240 Erase ~		
	The second	VT-1 AND VT-2 AND	
	X Start Y Start Rotation Write to Layer	Paint Image	c
	X Start Y Start Rotation Write to Layer	Set Color	
	000 000 Display Layer	* Paint Point	Display Icon Layer
	The second se	Set Color Paint Line	
Winstar USB Bootloader V1.6			
Open Wof File			Update
			Program
Program/Verify		Ready to Link	
	1		
Device attached.			

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Step 5: download.wof file

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5. Select "Open Wof File", select the wof file you want to update and open it.



Step 6 Program/Verify and Restart WINSTAR

- 6 : Select "Program/Verify", start to update firmware.
- 7 : Change back JP2 & JP4 to the original position then able to restart the module and clever system kit.

Winstar USB Bootloader V1.6				x
Open Wof File Program/Verify				
Device attached.				
	_	<u> </u>	JP4	
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Contact Information

WINSTAR

華凌光電股份有限公司 WINSTAR Display Co.,Ltd.

www.winstar.com.tw

Headquarters

406 台中市北屯區敦化路一段509號10樓 10F, No. 509, Sec.1, Dunhua Rd.,Beitun Dist., Taichung City 406, Taiwan (R.O.C.) TEL/+886-4 2297 2288 FAX/+886-4 2297 0066 E-mail / sales@winstar.com.tw

Taiwan-Taipei Branch 236新北市土城區中央路2段211號3樓 No.211-3F, Sec. 2, Jhongyang Rd., Tucheng City, New Taipei City, Taiwan R.O.C. TEL/+886-2 8262 9192 FAX/+886-2 8262 4725 E-mail / sales@winstar.com.tw

• China-Beijing Branch

中國北京海淀區學院南路38号智慧大廈2304B No.2304B, ZHIHUIDASHA, No. 38 Xue-Yuan South Rd., Haidian District, Beijing, China TEL/+86-10-6222-1589 FAX/+86-10-6222-7565 China-Dongguan, Branch 廣東省東莞市大嶺山鎮向東工業區 Xiangdong Industrial District, Dalingshan Town, Dongguan City, Guangdong, China TEL/+86-769 8278 8236
 FAX/+86-769 8278 8235

China-Chang Jiang Su Plants 江蘇省常熟市辛庄鎮台資工業區 Taiwan Industrial Park, Xin Zhuang Town, Chang Shu City, Jiang Su Province, China TEL/+86-512 5248 8236 E-mail/ china@winstar.com.tw

China-Hubei Branch

湖北省武汉市东湖开发区光谷时代广场B座2512号 No. 2512, Block B, Optics Valley Times Square, East Lake High-tech Development Zone, Wuhan City, Hubei Province, China TEL/ +86-27-59362559/8/7 FAX/ +86-27-59598157

THANK YOU FOR LISTENING

謝謝 Danke 감사합니다 Merci благодарю Вас Gracias ευχαριστω Dank u ありがとう Obrigado



WWW.WINSTAR.COM.TW

10F, No. 509, Sec.1, Dunhua Rd.,Beitun Dist., Taichung City 406, Taiwan (R.O.C.) TEL : 886-4-22972288

FAX: 886-4-22970066

Responsibility on Environmental Protection

Winstar considered that our responsibility on environmental protection; our manufacturing process completely follows RoHS, SVHC of EU REACH and WEEE standard since 2006, as well as our relative supplier was asked to be cooperated with same regulation.