



**4D SYSTEMS**  
*TURNING TECHNOLOGY INTO ART*

**Arduino Display Module Pack  
Featuring 2.8" Serial Display Module  
uLCD-28-PTU-AR**

**DATASHEET**

**Document Date: 4<sup>th</sup> September 2013**  
**Document Revision: 1.2**

# Contents

---

1. Description.....	3
2. Advanced Hardware Options .....	4
3. Arduino Serial Library Functions (For use with Serial/SPE Environment only) .....	5
4. Specifications and Ratings.....	8
5. Legal Notice.....	9
6. Contact Information .....	9

## 1. Description

The 4D Systems Arduino\* Display Module Pack (uLCD-28-PTU-AR) is made up of a uLCD-28-PTU Display Module and an Adaptor to easily connect an Arduino to the 4D Systems Display.

The Pack comprises of:

- uLCD-28-PTU Display Module
- 4D Arduino Adaptor Shield
- 5 way Female-Female Cable

The Arduino Display Module Pack enables an Arduino user to quickly connect the 4D Arduino Adaptor Shield to their Arduino, connect the 5 way cable between the Adaptor and the Display Module, and be connected in seconds to start programming their new 4D Systems Display.

The uLCD-28-PTU can be configured in a number of ways using the 4D Systems Workshop4 IDE, which enable a comprehensive range of serial commands ready to be received from the Arduino, to draw primitives such as lines, rectangles, circles and text, to displaying images, playing sound and logging data to uSD card.

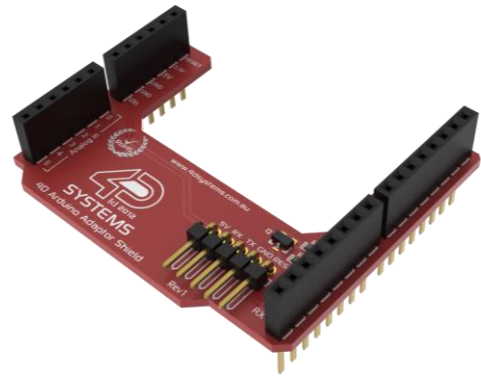
Communication to the Display Module is performed via the Arduino's serial port (RX and TX).

A single digital on the Arduino (D2) is utilised for an external reset for the display.

Power for the display is supplied from the Arduino's 5V bus. No external power is required for the Display Module as all power is supplied from the Arduino, via the Adaptor Shield. A DC Jack may be required to supply the Arduino with power if the USB supply of the PC is insufficient.

For a detailed listing of the capabilities of the display module in this Arduino Pack, please refer to the datasheet for the display itself, available from the 4D Systems website.

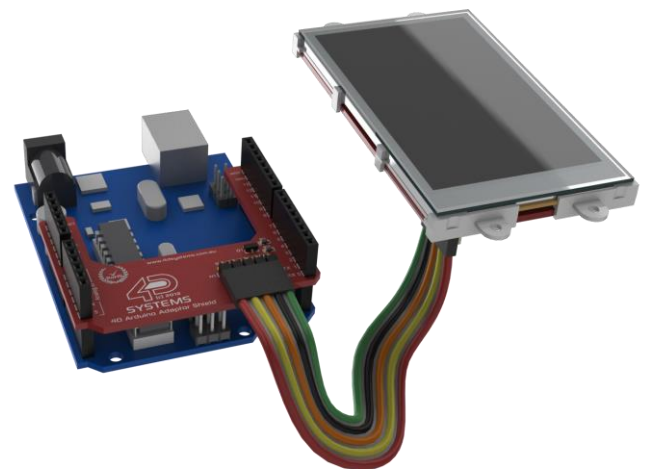
**NOTE (\*):** Arduino remains the property of the Arduino Team. All references to the word Arduino and Arduino Hardware are licensed under the Creative Commons Attribution Share-Alike license.



4D Arduino Adaptor Shield



The uLCD-28-PTU Display Module



Arduino Display Module Pack connected together  
(Note: Arduino not included in Pack)

## 2. Advanced Hardware Options

The display module (uLCD-28-PTU) is a very capable and powerful piece of hardware, which can be reconfigured beyond the boundaries of the Arduino.

With the use of the 4D Systems Workshop4 IDE Software, the display module can be configured and programmed independently of the Arduino environment.

If a user wishes to investigate the capabilities of the uLCD-28-PTU and reconfigure the display module, please refer to the Datasheet for the uLCD-28-PTU, available from the 4D systems website, [www.4dsystems.com.au](http://www.4dsystems.com.au). The user can freely change back to the configuration the module was shipped in if desired, all via the Workshop4 IDE Software.

To take advantage of the 4D Systems Workshop4 Software, a 4D Programming Cable is required, which can be purchased from the 4D Systems website, or from a 4D Systems distributor.

The Workshop4 IDE enables the uLCD-28-PTU display module to be configured using 4 different environments.

- The **Designer** environment enables the user to write 4DGL code in its natural form to program the display module.
- A visual programming experience, suitably called **ViSi**, enables click-and-place type placement of objects to assist with 4DGL code generation and allows the user to visualise how the display will look while being developed.
- An advanced environment called **ViSi-Genie** doesn't require any 4DGL coding at all, it is all done automatically for you. Simply lay the display out with the objects you want, set the events to drive them and the code is written for you automatically. ViSi-Genie provides the latest rapid development experience from 4D Systems.
- A **Serial** environment is also provided to transform the display module into a slave serial module, allowing the user to control the display from any host microcontroller or device with a serial port.

**Designer** and **ViSi** allow the user to program and write their own protocol to communicate between the Arduino and the Display Module.

**ViSi-Genie** has a set protocol as outlined in the documentation associated with it (Available from the Workshop4 Product page of the website), and 4D Systems has developed an Arduino Library specifically for the ViSi-Genie environment, to enable a rapid development platform for users. The library is available for download from the display modules product page.

The **Serial** environment loads an application (SPE) onto the display module which enables commands from the Arduino to communicate directly with the display module and get it to perform specific actions. 4D Systems has developed a library specifically for this environment also, which is available for download from the display modules product page.

### 3. Arduino Serial Library Functions (For use with Serial/SPE Environment only)

The following is a list of Arduino functions available to use with the 4D Systems Arduino Serial Library. These commands are only relevant if the display is configured to use the Serial Environment. They are not relevant for the other three environments available with the Workshop4 IDE.

For detailed information on each of these functions, please refer to the Arduino Library itself available from the samples menu of the 4D Systems Workshop 4 Software or from the 4D Systems Github Repository. Please also refer to the product page and to the Application Notes, available from the 4D Systems website, [www.4dsystems.com.au](http://www.4dsystems.com.au)

#### Graphics Functions:

- gfx\_Cls()
- gfx\_ChangeColour(oldColour, newColour)
- gfx\_Circle(x, y, radius, colour)
- gfx\_CircleFilled(x, y, radius, colour)
- gfx\_Line(x1, y1, x2, y2, colour)
- gfx\_Rectangle(x1, y1, x2, y2, colour)
- gfx\_RectangleFilled(x1, y1, x2, y2, colour)
- gfx\_Polyline(n, vx, vy, colour)
- gfx\_Polygon(n, vx, vy, colour)
- gfx\_Triangle(x1, y1, x2, y2, x3, y3, colour)
- gfx\_Orbit(angle, distance)
- gfx\_PutPixel(x, y, colour)
- gfx\_GetPixel(x, y)
- gfx\_MoveTo(xpos, ypos)
- gfx\_LineTo(xpos, ypos)
- gfx\_SetClipRegion()
- gfx\_Ellipse(x, y, xrad, yrad, colour)
- gfx\_EllipseFilled(x, y, xrad, yrad, colour)
- gfx\_Button(state, x, y, buttonColour, textColour, font, textWidth, textHeight, text)
- gfx\_Panel(state, x, y, width, height, colour)
- gfx\_Slider(mode, x1, y1, x2, y2, colour, scale, value)
- gfx\_ScreenCopyPaste(xs, ys, xd, yd, width, height)
- gfx\_TriangleFilled(x1, y1, x2, y2, x3, y3, colr)
- gfx\_PolygonFilled(n, vx, vy, colr)
- gfx\_Get(mode)
- gfx\_ClipWindow(x1, y1, x2, y2)
- gfx\_Set(function, value)
- gfx\_Set shortcuts:**
  - gfx\_BGcolour(colour)
  - gfx\_Clipping(mode)
  - gfx\_TransparentColour(colour)
  - gfx\_Transparency(mode)
  - gfx\_FrameDelay(delay)
  - gfx\_ScreenMode(delay)
  - gfx\_OutlineColour(colour)
  - gfx\_Contrast(value)
  - gfx\_LinePattern(pattern)
  - gfx\_BevelWidth(mode)
  - gfx\_BevelShadow(value)

#### Touch Screen Functions:

- touch\_DetectRegion(x1, y1, x2, y2)
- touch\_Set(mode)
- touch\_Get(mode)

**Text and String Functions:**

- charwidth('char')
- charheight('char')
- putstr(pointer)
- txt\_Set(function, value)

**txt\_Set shortcuts:**

- txt\_FGcolour(colour)
- txt\_BGcolour(colour)
- txt\_FontID(id)
- txt\_Width(multiplier)
- txt\_Height(multiplier)
- txt\_Xgap(pixelcount)
- txt\_Ygap(pixelcount)
- txt\_Opacity(mode)
- txt\_Bold(mode)
- txt\_Italic(mode)
- txt\_Inverse(mode)
- txt\_Underlined(mode)
- txt\_Attributes(value)
- txt\_Wrap(value)

**Image Control Functions:**

- img\_SetPosition(handle, index, xpos, ypos)
- img\_Enable(handle, index)
- img\_Disable(handle, index)
- img\_Darken(handle, index)
- img\_Lighten(handle, index)
- img\_SetWord(handle, index, offset, word)
- img\_GetWord(handle, index, offset)
- img\_Show(handle, index)
- img\_SetAttributes(handle, index, value)
- img\_ClearAttributes(handle, index, value)
- img\_Touched(handle, index)

**Media Functions (SD/SDHC memory Card):**

- media\_Init()
- media\_SetAdd(HIword, LOword)
- media\_SetSector(HIword, LOword)
- media\_RdSector(Destination\_Address)
- media\_WrSector(Source\_Address)
- media\_ReadByte()
- media\_ReadWord()
- media\_WriteByte(byte\_val)
- media\_WriteWord(word\_val)
- media\_Flush()
- media\_Image(x, y)
- media\_Video(x, y)
- media\_VideoFrame(x, y, frameNumber)

**Serial (UART) Communications Functions:**

- setbaud(rate)

**FAT16 File Functions:**

- file\_Error()
- file\_Count(filename)
- file\_Dir(filename)
- file\_FindFirst(fname)
- file\_FindNext()
- file\_Exists(fname)
- file\_Open(fname, mode)
- file\_Close(handle)
- file\_Read(destination, size, handle)
- file\_Seek(handle, HiWord, LoWord)
- file\_Index(handle, Hisize, Losize, recordnum)
- file\_Tell(handle, &HiWord, &LoWord)
- file\_Write(Source, size, handle)
- file\_Size(handle, &HiWord, &LoWord)
- file\_Image(x, y, handle)
- file\_ScreenCapture(x, y, width, height, handle)
- file\_PutC(char, handle)
- file\_GetC(handle)
- file\_PutW(word, handle)
- file\_GetW(handle)
- file\_PutS(source, handle)
- file\_GetS(\*String, size, handle)
- file\_Erase(fname)
- file\_Rewind(handle)
- file\_LoadFunction(fname.4XE)
- file\_Run(fname..4XE, arglistptr)
- file\_Exec(fname..4XE, arglistptr)
- file\_LoadImageControl(fname1, fname2, mode)
- file\_Mount()
- file\_Unmount()
- file\_PlayWAV

**Sound Control Functions:**

- Snd\_Volume(var)
- Snd\_Pitch(pitch)
- Snd\_BufSize(var)
- Snd\_Stop()
- Snd\_Pause()
- Snd\_Continue()
- Snd\_Playing()

**Timer Functions:**

- sys\_Sleep(units)

## 4. Specifications and Ratings

### RECOMMENDED OPERATING CONDITIONS

Parameter	Conditions	Min	Typ	Max	Units
Supply Voltage (VCC)		4.5	--	5.5	V
Operating Temperature		-10	--	+70	°C

### ORDERING INFORMATION

**Order Code:** uLCD-28-PTU-AR

**Package:** 138mm x 100mm x 30mm

**Packaging:** Module sealed in antistatic foam padded 4D Systems Box



## 5. Legal Notice

### Proprietary Information

The information contained in this document is the property of 4D Systems Pty. Ltd. and may be the subject of patents pending or granted, and must not be copied or disclosed without prior written permission.

4D Systems endeavours to ensure that the information in this document is correct and fairly stated but does not accept liability for any error or omission. The development of 4D Systems products and services is continuous and published information may not be up to date. It is important to check the current position with 4D Systems. 4D Systems reserves the right to modify, update or make changes to Specifications or written material without prior notice at any time.

All trademarks belong to their respective owners and are recognised and acknowledged.

### Disclaimer of Warranties & Limitation of Liability

4D Systems makes no warranty, either expressed or implied with respect to any product, and specifically disclaims all other warranties, including, without limitation, warranties for merchantability, non-infringement and fitness for any particular purpose.

Information contained in this publication regarding device applications and the like is provided only for your convenience and may be superseded by updates. It is your responsibility to ensure that your application meets with your specifications.

In no event shall 4D Systems be liable to the buyer or to any third party for any indirect, incidental, special, consequential, punitive or exemplary damages (including without limitation lost profits, lost savings, or loss of business opportunity) arising out of or relating to any product or service provided or to be provided by 4D Systems, or the use or inability to use the same, even if 4D Systems has been advised of the possibility of such damages.

4D Systems products are not fault tolerant nor designed, manufactured or intended for use or resale as on line control equipment in hazardous environments requiring fail – safe performance, such as in the operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, direct life support machines or weapons systems in which the failure of the product could lead directly to death, personal injury or severe physical or environmental damage ('High Risk Activities'). 4D Systems and its suppliers specifically disclaim any expressed or implied warranty of fitness for High Risk Activities.

Use of 4D Systems' products and devices in 'High Risk Activities' and in any other application is entirely at the buyer's risk, and the buyer agrees to defend, indemnify and hold harmless 4D Systems from any and all damages, claims, suits, or expenses resulting from such use. No licenses are conveyed, implicitly or otherwise, under any 4D Systems intellectual property rights.

## 6. Contact Information

For Technical Support: [support@4dsystems.com.au](mailto:support@4dsystems.com.au)

For Sales Support: [sales@4dsystems.com.au](mailto:sales@4dsystems.com.au)

Website: [www.4dsystems.com.au](http://www.4dsystems.com.au)

Copyright 4D Systems Pty. Ltd. 2000-2013.