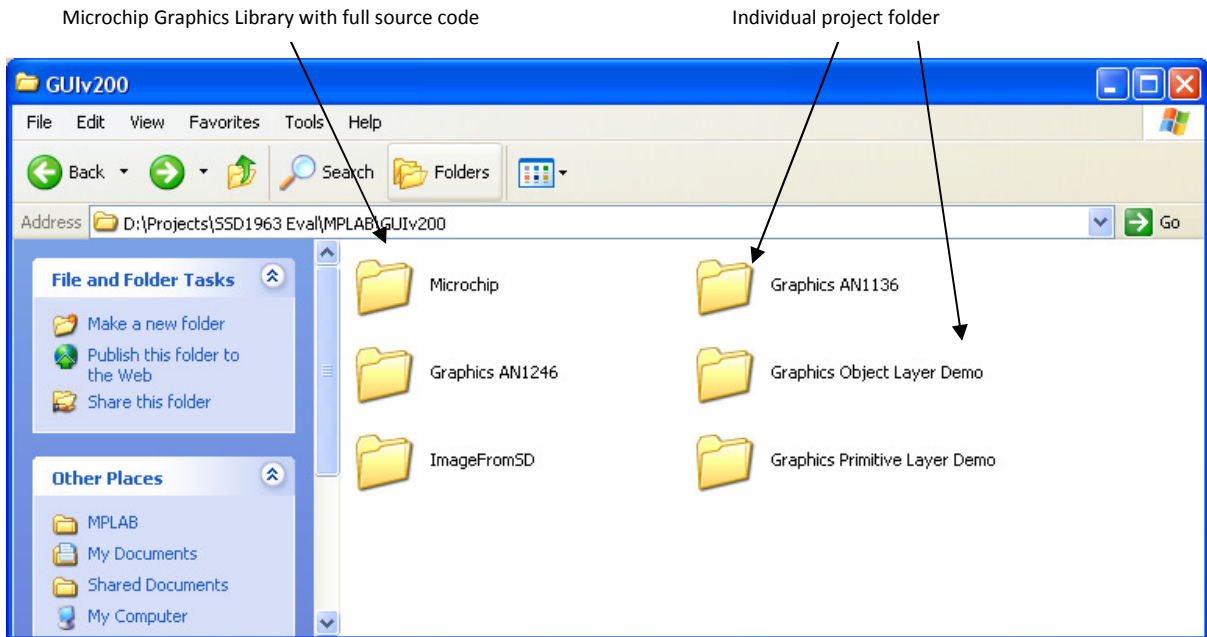


How to use this demo:

1. Make sure the driver for SSD1963 is available from the folder .\GUIv200\Microchip\Graphics\Drivers. The Microchip folder is included with AN1136 demo. Please download GUIv200.rar from Doc 04 at the following hyperlink
<http://www.techtoys.com.hk/Displays/SSD1963EvalRev2A/SSD1963%20Eval%20Board%20Rev2A.htm>

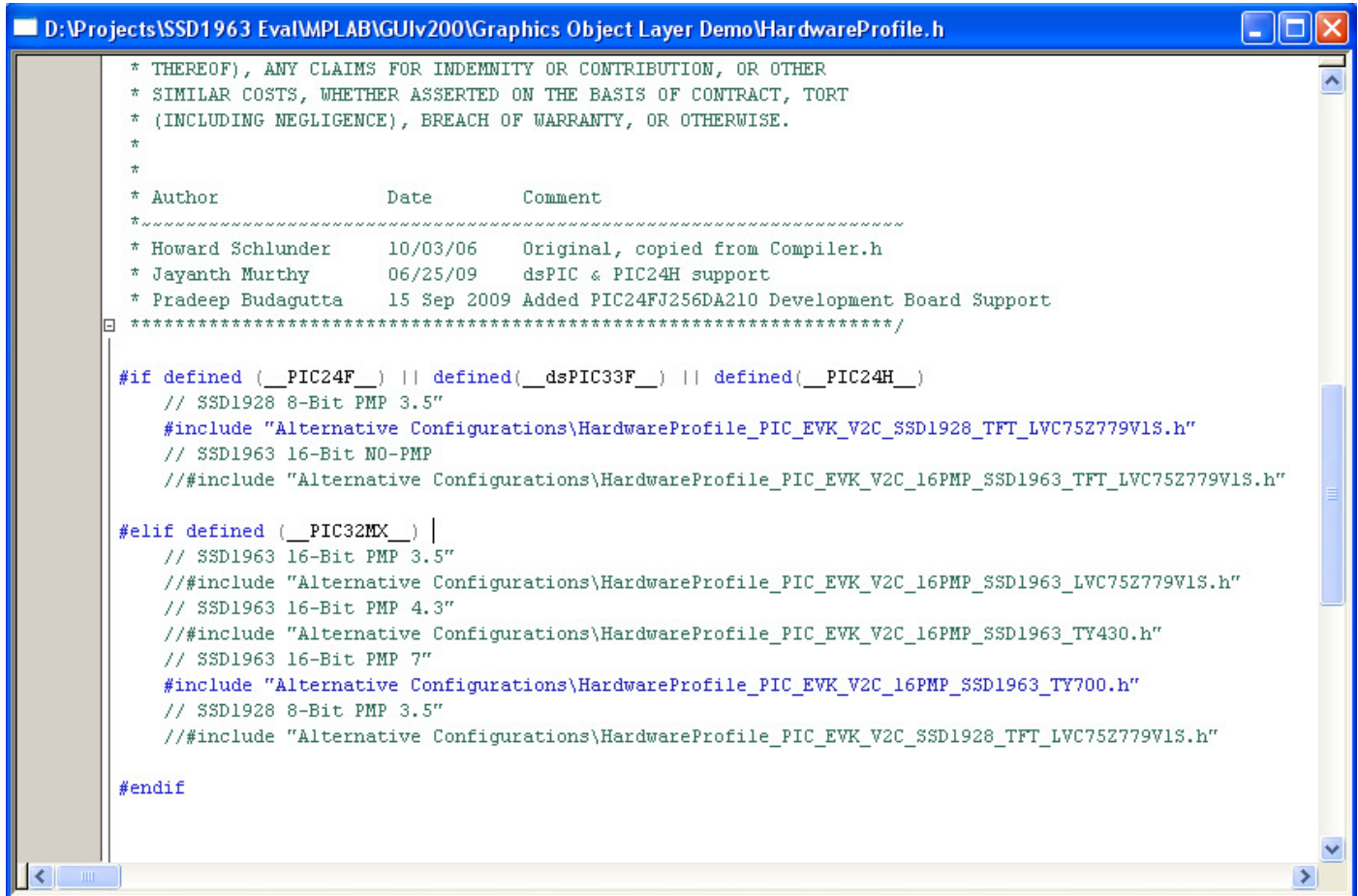
Unzip the folder to any location you find convenient for development. Once you have got the Microchip Graphics Library with SSD1963 driver ready, you may proceed to download other projects and uncompress them to the folder GUIv200 (see picture below)



2. Launch MPLAB (version higher than 8.10 or later)
3. Make sure you have C32 compiler installed with version 1.05 or higher. If not, download a copy from www.Microchip.com
4. Only C32 dialect is supported for now. Select only projects like xxx_xxx PIC32.mcp for PIC32MX360F512L. PIC32 microcontroller supports 16-bit PMP. SSD1963 supports 16bits (565 format) in one write cycle. This makes a perfect match for Microchip Graphics in 16-bit color. In principle, 8-bit addressing is also possible but it will take 3 write cycles for a single pixel in 16-bit color. This leads to a slow panel refresh especially for PIC24 series. However, driver for PIC24 series MCU will be supported for completeness in the future.

Interface	Cycle	D[23]	D[22]	D[21]	D[20]	D[19]	D[18]	D[17]	D[16]	D[15]	D[14]	D[13]	D[12]	D[11]	D[10]	D[9]	D[8]	D[7]	D[6]	D[5]	D[4]	D[3]	D[2]	D[1]	D[0]	
24 bits	1 st	R7	R0	R5	R4	R3	R2	R1	R0	G7	G6	G5	G4	G3	G2	G1	G0	B7	B6	B5	B4	B3	B2	B1	B0	
18 bits	1 st							R5	R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0	
16 bits (565 format)	1 st									R5	R4	R3	R2	R1	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0
16 bits	1 st									R7	R6	R5	R4	R3	R2	R1	R0	G7	G6	G5	G4	G3	G2	G1	G0	
	2 nd									B7	B6	B5	B4	B3	B2	B1	B0	R7	R6	R5	R4	R3	R2	R1	R0	
	3 rd									G7	G6	G5	G4	G3	G2	G1	G0	D7	D6	D5	D4	D3	D2	D1	D0	
12 bits	1 st													R7	R6	R5	R4	R3	R2	R1	R0	G7	G6	G5	G4	
	2 nd													G3	G2	G1	G0	B7	B6	B5	B4	B3	B2	B1	B0	
9 bits	1 st																	R5	R4	R3	R2	R1	R0	G5	G4	G3
	2 nd																	G2	G1	G0	B5	B4	B3	B2	B1	B0
8 bits	1 st																	R7	R6	R5	R4	R3	R2	R1	R0	
	2 nd																	G7	G6	G5	G4	G3	G2	G1	G0	

5. Under the project workspace, open the file HardwareProfile.h. Select the TFT panel you want to use. Example below shows a selection for the 7" TFT panel TY700TFT800480.



```
* THEREOF), ANY CLAIMS FOR INDEMNITY OR CONTRIBUTION, OR OTHER
* SIMILAR COSTS, WHETHER ASSERTED ON THE BASIS OF CONTRACT, TORT
* (INCLUDING NEGLIGENCE), BREACH OF WARRANTY, OR OTHERWISE.
*
*
* Author          Date          Comment
* ~~~~~
* Howard Schlunder  10/03/06   Original, copied from Compiler.h
* Jayanth Murthy    06/25/09   dsPIC & PIC24H support
* Pradeep Budagutta 15 Sep 2009 Added PIC24FJ256DA210 Development Board Support
* ~~~~~/

#if defined (__PIC24F__) || defined(__dsPIC33F__) || defined(__PIC24H__)
// SSD1928 8-Bit PMP 3.5"
#include "Alternative Configurations\HardwareProfile_PIC_EVK_V2C_SSD1928_TFT_LVC752779V1S.h"
// SSD1963 16-Bit NO-PMP
//#include "Alternative Configurations\HardwareProfile_PIC_EVK_V2C_16PMP_SSD1963_TFT_LVC752779V1S.h"

#elif defined (__PIC32MX__) |
// SSD1963 16-Bit PMP 3.5"
//#include "Alternative Configurations\HardwareProfile_PIC_EVK_V2C_16PMP_SSD1963_LVC752779V1S.h"
// SSD1963 16-Bit PMP 4.3"
//#include "Alternative Configurations\HardwareProfile_PIC_EVK_V2C_16PMP_SSD1963_TY430.h"
// SSD1963 16-Bit PMP 7"
#include "Alternative Configurations\HardwareProfile_PIC_EVK_V2C_16PMP_SSD1963_TY700.h"
// SSD1928 8-Bit PMP 3.5"
//#include "Alternative Configurations\HardwareProfile_PIC_EVK_V2C_SSD1928_TFT_LVC752779V1S.h"

#endif
```

6. Put up the hardware, of course. Please consult the User Guide for this.
7. Finally, re-compile the project by using *Build All (Ctrl+F10)*. You are now ready for download / debug the project.