

Toolchain: Atollic TrueSTUDIO (v5.4.1) for ARM

Install Atollic TrueSTUDIO by following Atollic instruction. Launch Atollic TrueSTUDIO.

Download TouchGFX verions 4.4.1 from this dropbox link

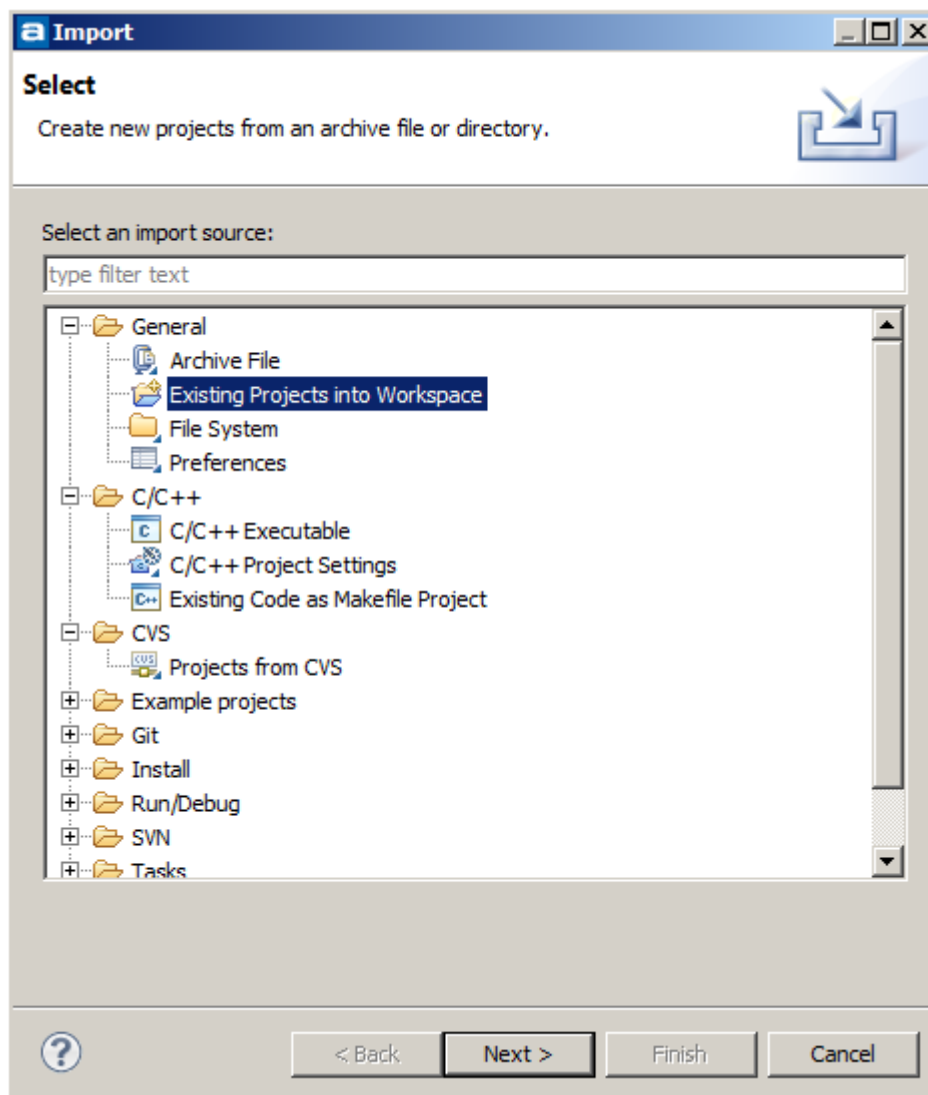
<https://www.dropbox.com/s/yicl37n408ilu1m/touchgfx-release-4.4.1-eval.zip?dl=0>

Download the small demo 2014 ported for SSD2805 from this link:

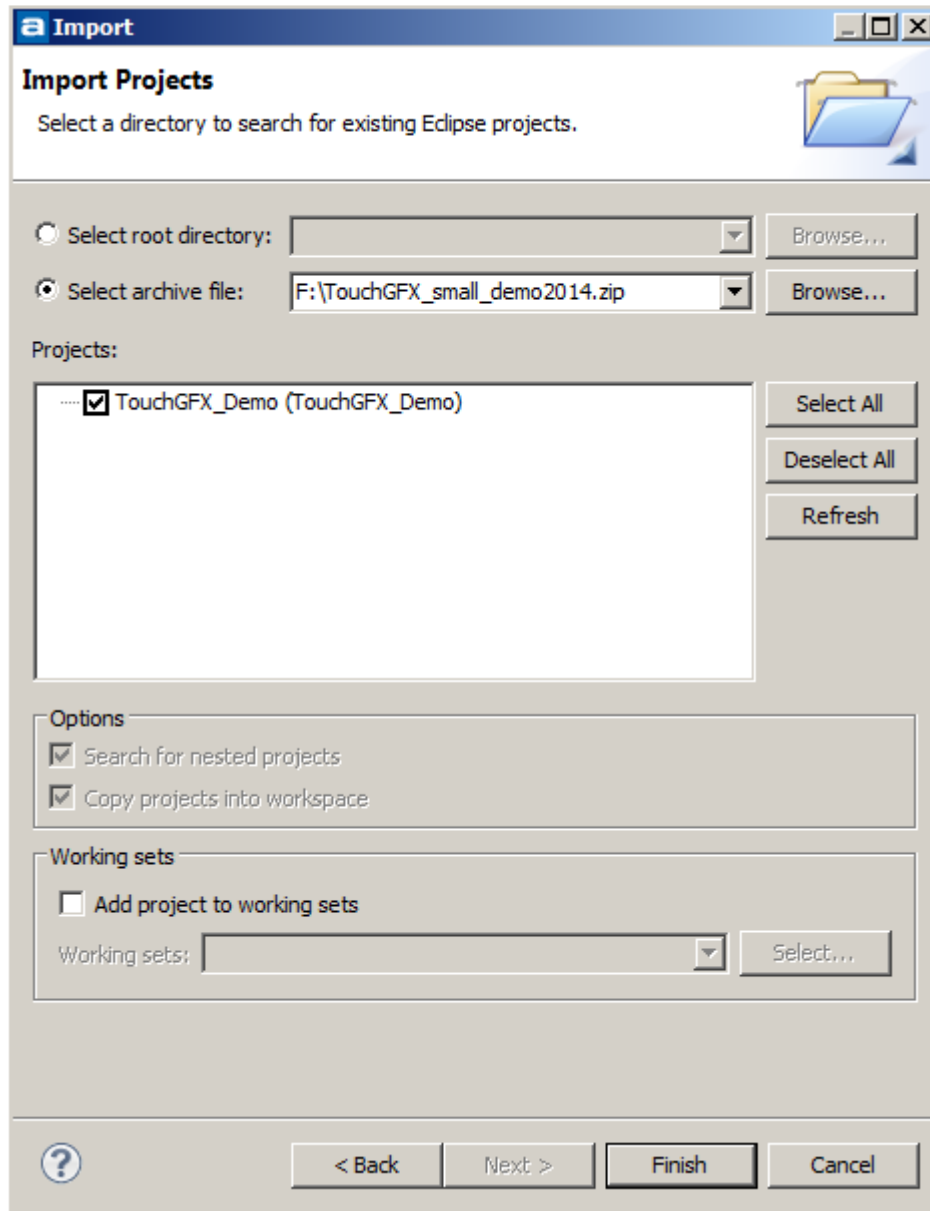
http://www.techtoys.com.hk/Displays/SSD2805EvalRelease3/Firmware/TouchGFX/TouchGFX_small_demo2014.zip

Please notice that there is no spacing in the hyperlink above.

Right click on Project Explorer → Import→Select Existing Projects into Workspace→ browse to the location of zip file.

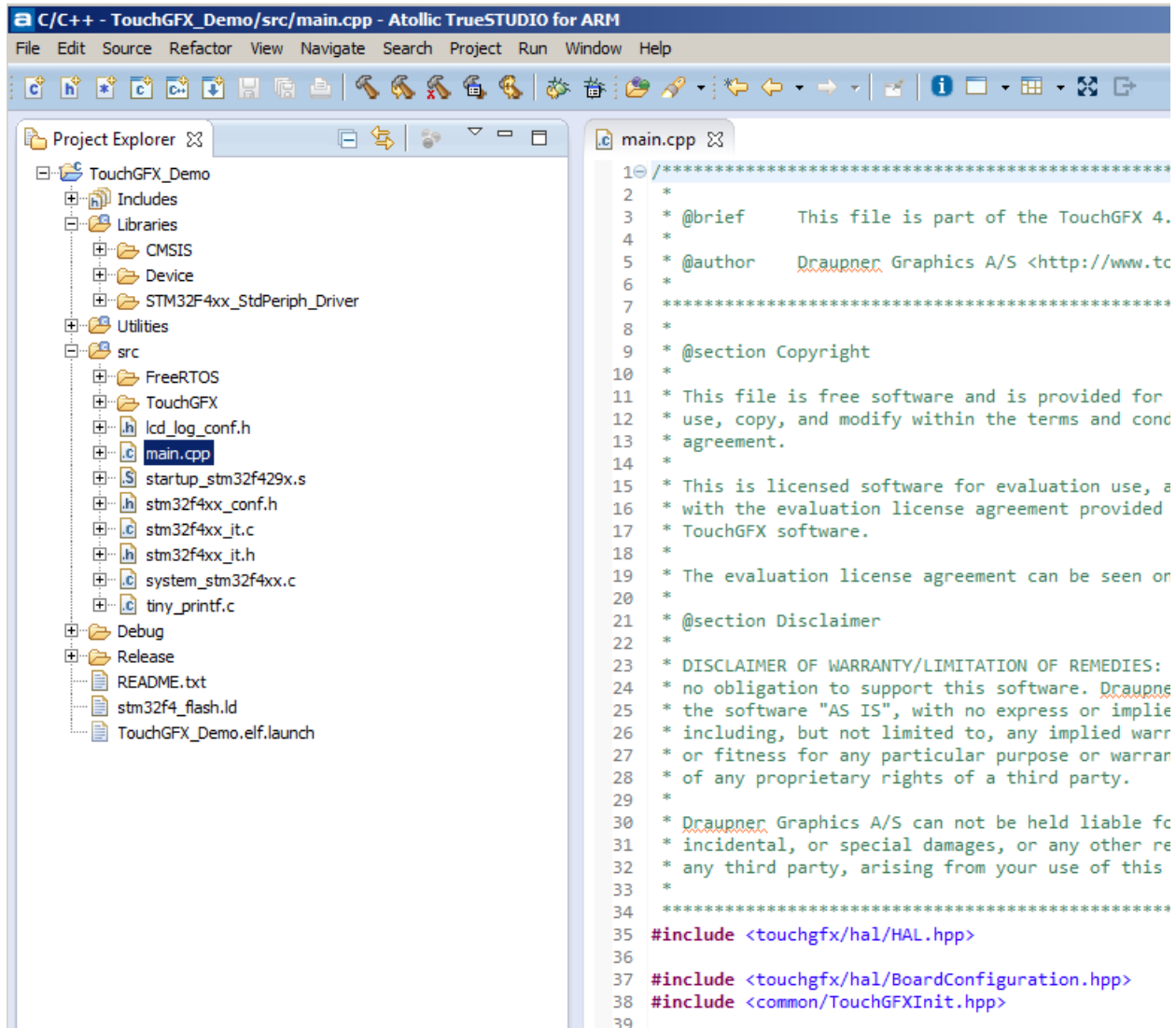


Select archive file. Click Finish.



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Hopefully if everything is working as expected, you will see a project like this:



The screenshot displays the Atollic TrueSTUDIO IDE interface. The top menu bar includes File, Edit, Source, Refactor, View, Navigate, Search, Project, Run, Window, and Help. The Project Explorer on the left shows a project named 'TouchGFX_Demo' with the following structure:

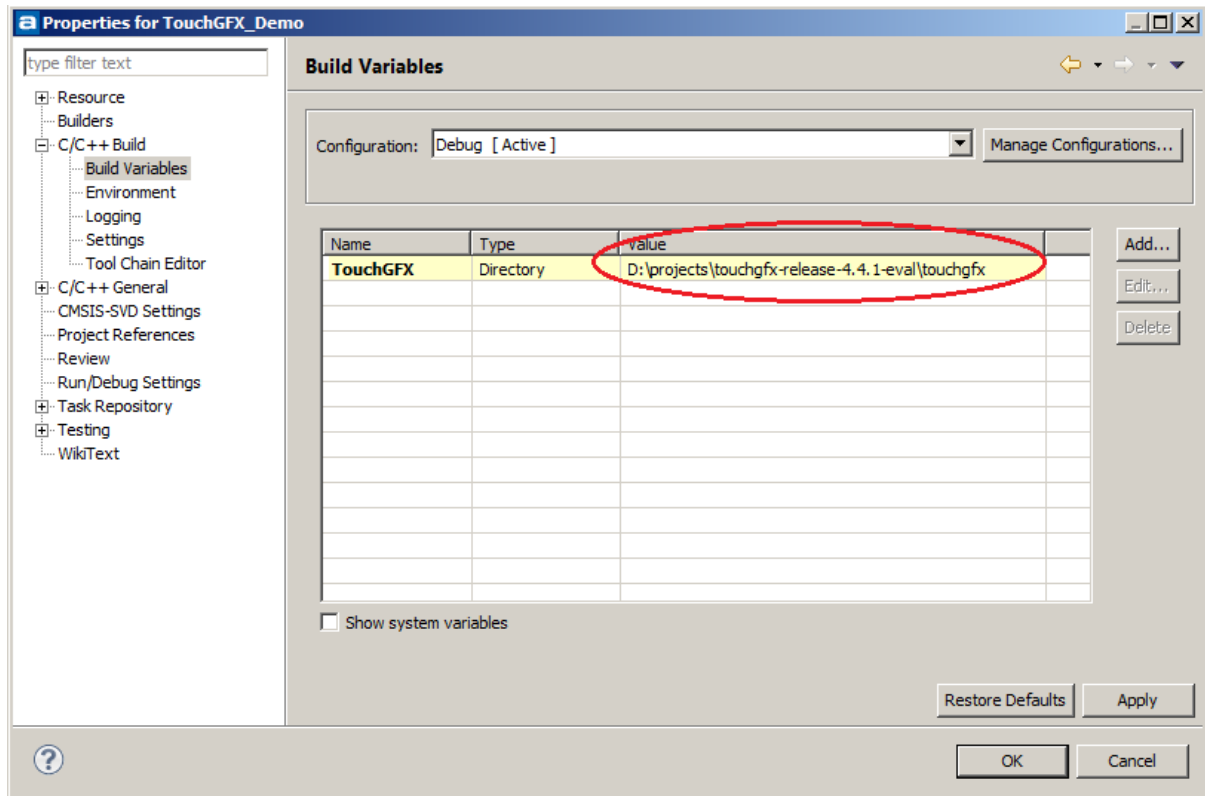
- Includes
- Libraries
 - CMSIS
 - Device
 - STM32F4xx_StdPeriph_Driver
- Utilities
- src
 - FreeRTOS
 - TouchGFX
 - lcd_log_conf.h
 - main.cpp
 - startup_stm32f429x.s
 - stm32f4xx_conf.h
 - stm32f4xx_it.c
 - stm32f4xx_it.h
 - system_stm32f4xx.c
 - tiny_printf.c
- Debug
- Release
- README.txt
- stm32f4_flash.ld
- TouchGFX_Demo.elf.launch

The main.cpp file is open in the editor, showing the following content:

```
1 1/*****
2  *
3  * @brief   This file is part of the TouchGFX 4.
4  *
5  * @author  Draupner Graphics A/S <http://www.tc
6  *
7  *****/
8  *
9  * @section Copyright
10 *
11 * This file is free software and is provided for
12 * use, copy, and modify within the terms and cond
13 * agreement.
14 *
15 * This is licensed software for evaluation use, a
16 * with the evaluation license agreement provided
17 * TouchGFX software.
18 *
19 * The evaluation license agreement can be seen on
20 *
21 * @section Disclaimer
22 *
23 * DISCLAIMER OF WARRANTY/LIMITATION OF REMEDIES:
24 * no obligation to support this software. Draupne
25 * the software "AS IS", with no express or implic
26 * including, but not limited to, any implied warr
27 * or fitness for any particular purpose or warran
28 * of any proprietary rights of a third party.
29 *
30 * Draupner Graphics A/S can not be held liable fo
31 * incidental, or special damages, or any other re
32 * any third party, arising from your use of this
33 *
34 *****/
35 #include <touchgfx/hal/HAL.hpp>
36
37 #include <touchgfx/hal/BoardConfiguration.hpp>
38 #include <common/TouchGFXInit.hpp>
39
```

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The next step is to make sure the toolchain know where TouchGFX is installed. Right click on the project title and select Properties. Browse to the directory of touchgfx with path as shown below. *Your environment could be different.*

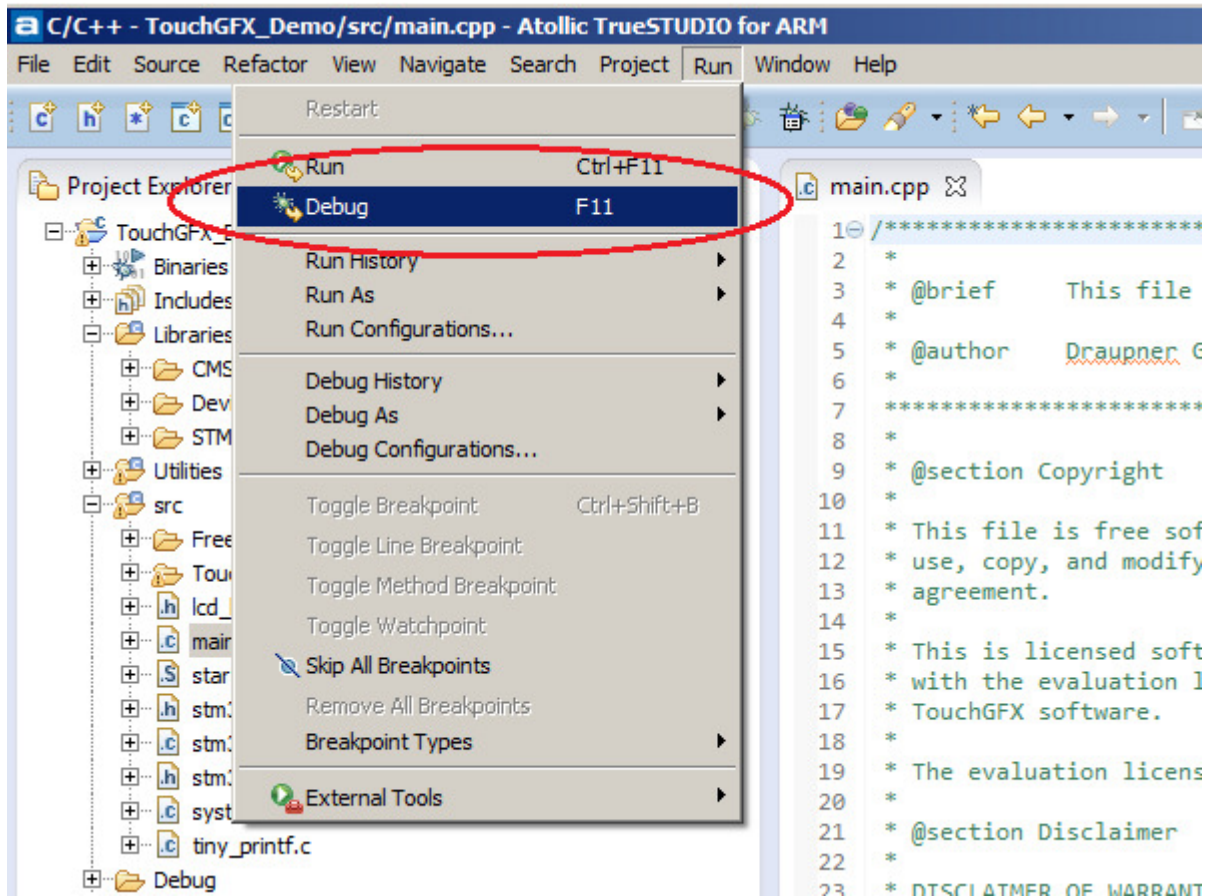


Now, click on Project menu→Build Project. Make sure no error is around.

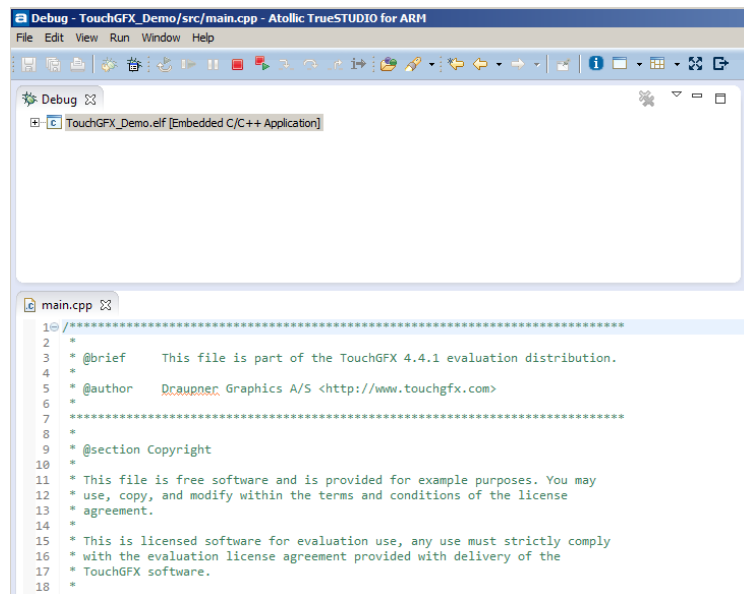
```
CDT Build Console [TouchGFX_Demo]
text    data    bss    dec    hex filename
2071308  188    21216 2092712 1feea8 TouchGFX_Demo.elf
Print size information done
Generate listing file
Output sent to: TouchGFX_Demo.elf.list
Generate listing file done
Generate build reports done
|
13:59:16 Build Finished (took 42s.108ms)
```

Now connect everything. Go to Run→Debug

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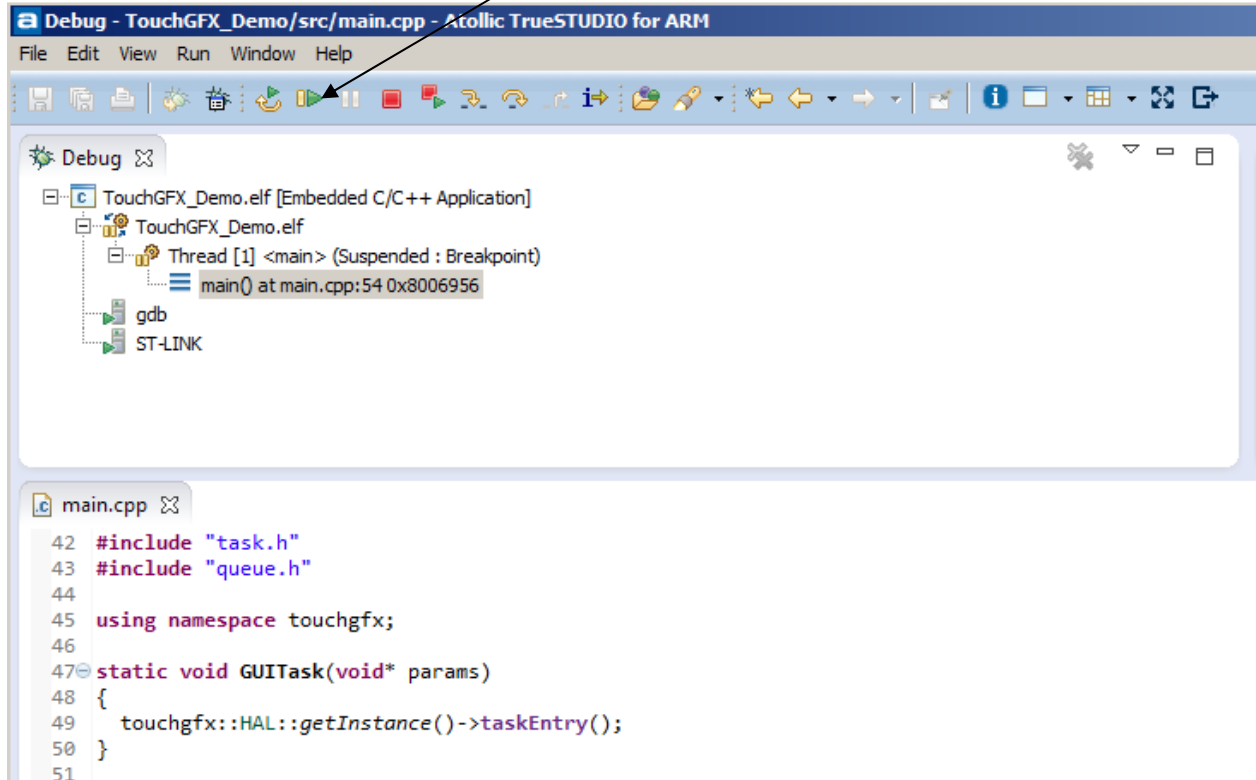


Afterwards you will see a screen like this. It seems the workstation has hanged up to me because there is no progress bar, no timer, etc. For my workstation, it takes more than 1 minute to enter into another active page!



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Our patience has something in return. A Resume button is now available.



Click on this button to view the demo running on a 1.54" 240x240 MIPI display

