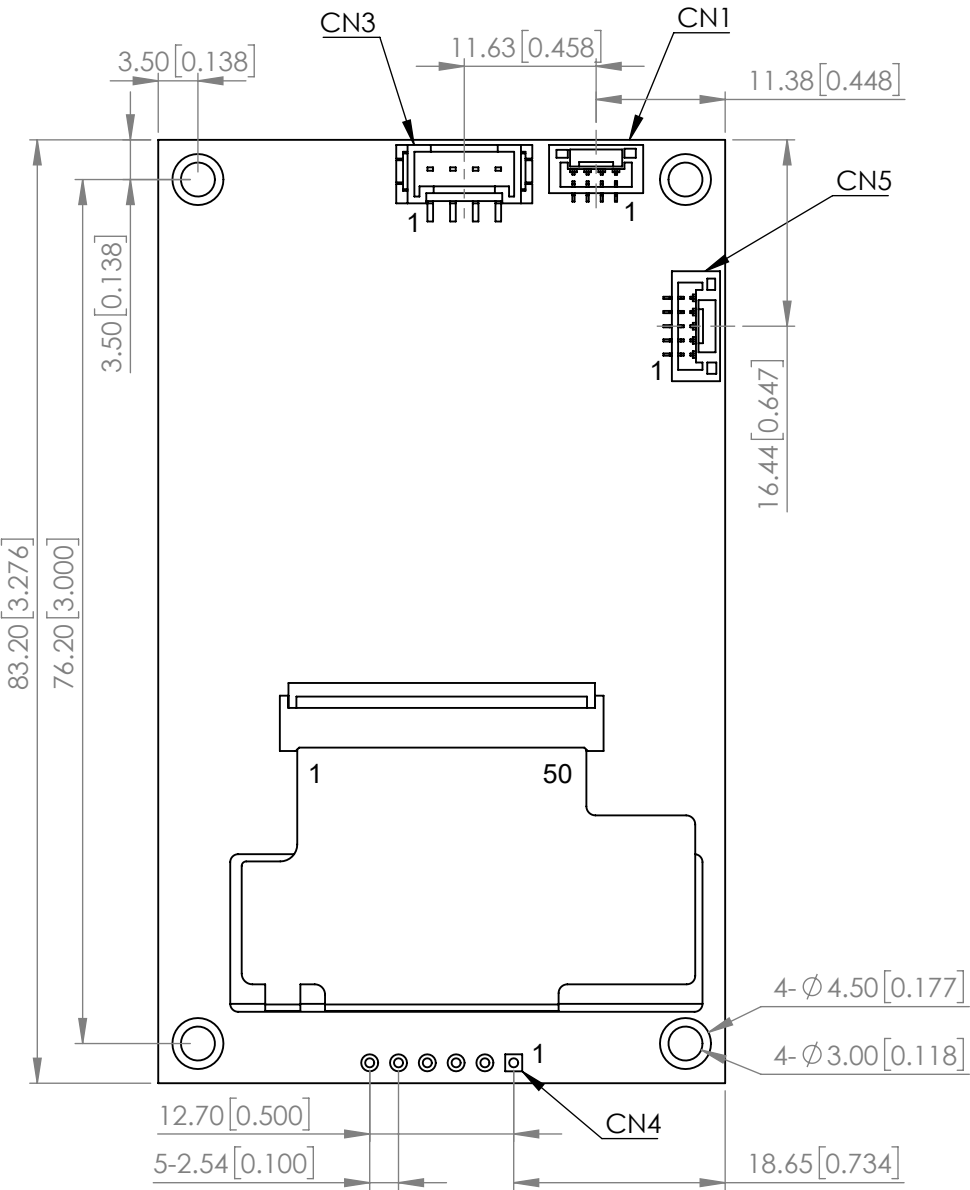
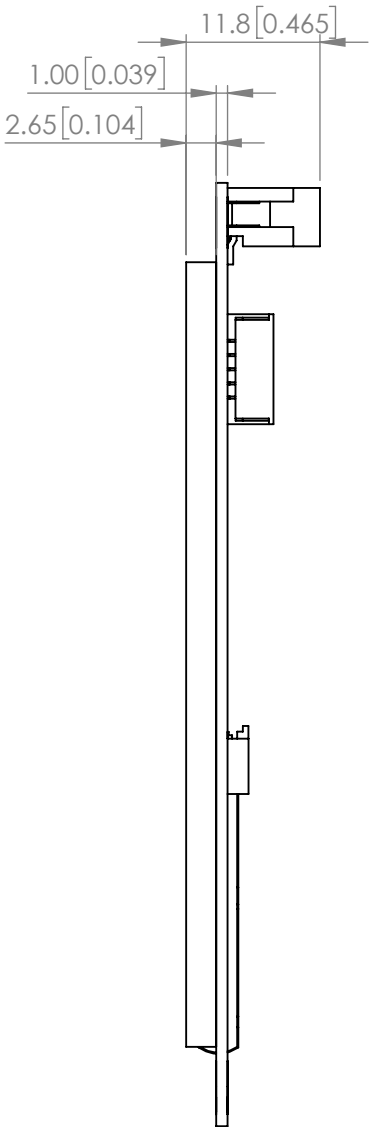
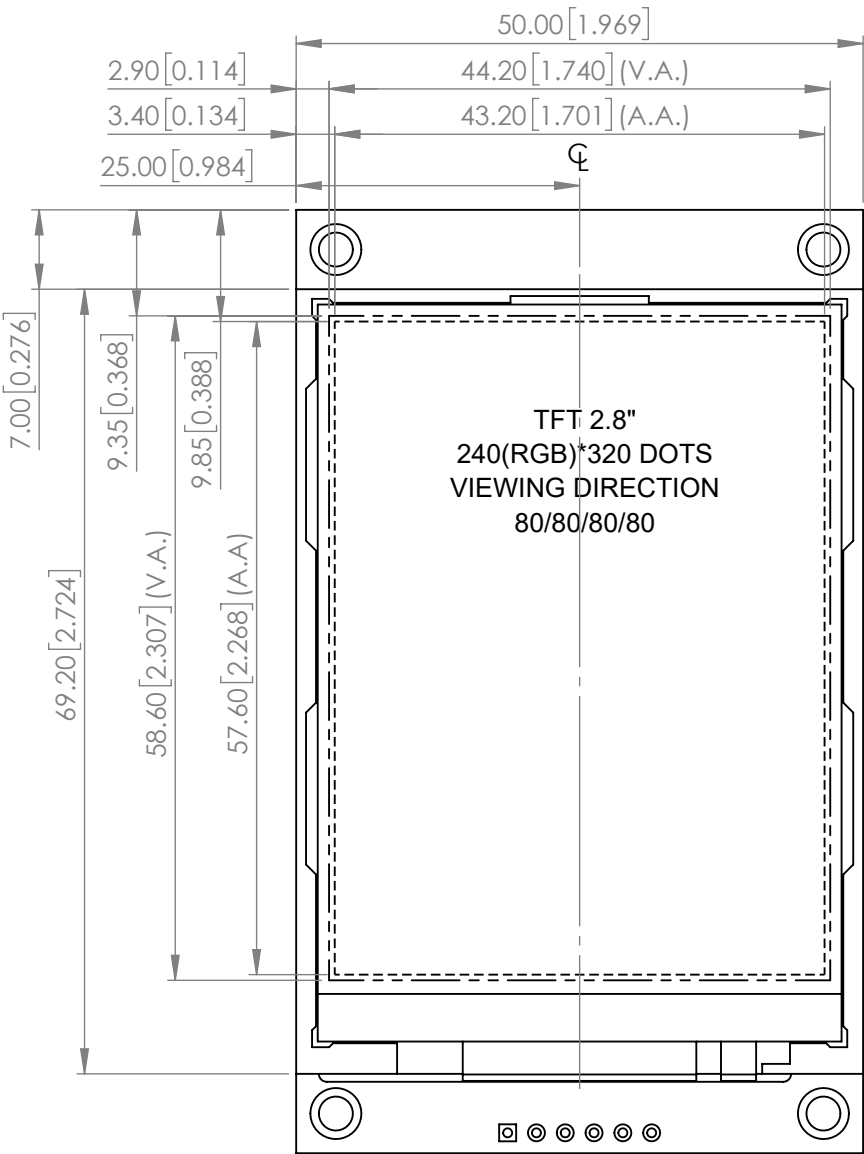


PRELIMINARY

PART NUMBER		LCT-H240320M28W-G2	REV	X2
REV	E.C.N. NUMBER AND REVISION COMMENTS			DATE
X2	-			03.27.24



*UNLESS OTHERWISE SPECIFIED TOLERANCES PER DECIMAL PRECISION ARE: X=±1 (±0.039), X.X=±0.5 (±0.020), X.XX=±0.25 (±0.010), X.XXX=±0.127 (±0.005). LEAD SIZE=±0.05 (±0.002), LEAD LENGTH=±0.75 (±0.030). MIN= ^{+DECIMAL PRECISION}_{-0.00} MAX.= ^{+0.00}_{-DECIMAL PRECISION}



425 N. GARY AVE.
CAROL STREAM, IL 60188
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WEB : WWW.LUMEX.COM

2.8" IPS TFT, 50(W)*83.2(H)*11.8(D)mm, 240(RGB)*320 DOTS, TRANSMISSIVE/POSITIVE, CAN bus/UART/4-WIRE SPI INTERFACE.

THE SPECIFICATIONS MAY CHANGE AT ANY TIME WITHOUT NOTICE.

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DATE : 2024.03.12

DRAWN BY : E.C.

PAGE : 1 OF 5

CHKD BY : T.S.

SCALE : NTF

APRVD BY : --

UNIT : mm [INCH]

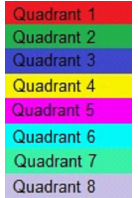


Easy TFT COMMAND LIST

FONTs AND PAGE COMMANDs			
CODE	FUNCTION	INSTRUCTION OF USING UART	API
0x10	Write an ASCII Character or String without designated background page	1. at10=(Font size, X coordinate, Y coordinate, ASCII String) 2. 200ms delay Font zise: 0: 8x8 fonts 1: 8x16 fonts 2: 16x32 fonts 3: 32x64 fonts 4: 48x70 fonts 	printf("at10=(3,%d,%d,%3d)", X,Y,Speed); or printf("at10=(3,%d,%d,%6.3f)", X,Y,Exchange-Rate); or printf("at10=(4,20,30,%3d V)", Voltage); or printf("at10=(%d,%d,%s)", X,Y,String); Delay_ms(200) ;
0x20	Write an ASCII Character or String with designated background page	1. at20=(Page number, Font size, X coordinate, Y coordinate, ASCII String) 2. 200ms delay Font zise: 0: 8x8 fonts 1: 8x16 fonts 2: 16x32 fonts 3: 32x64 fonts 4: 48x70 fonts 	printf("at20=(%d,3,%d,%d,%3d)", Speed,X,Y,Speed); or printf("at20=(%d,3,%d,%d,%6.3f)", Page,X,Y,Exchange-Rate); or printf("at20=(%d,4,20,30,%3d V)", Page,Voltage); or printf("at20=(%d,%d,%d,%s)", Page,X,Y,String); Delay_ms(200) ;
0xfc	Change Background display to designated page	1. atfc=(page number 0~100) 2. 200ms delay	printf("atfc=(%d)",Page number); Delay_ms(200) ;
0xd2	Clear front page display	1. atd2=() 2. 200ms delay	printf("atd2=()"); Delay_ms(200) ;
0xc0	Setup the color of fonts for quardrant 1 to 8	1. atc0=(Hight byte of color code 0~255, Low byte of color code 0~255) 2. 200ms delay Remark: 16 bits Color code: 0x0000 ~ 0xFFFF Hight byte : 0~255 Low bytes : 0~255 	printf("atc0=(%d,%d)",High byte,Low byte); Delay_ms(200) ;
0xc1	Setup the color of fonts for quardrant 1 to 4	1. atc1=(Hight byte of color code 0~255, Low byte of color code 0~255) 2. 200ms delay Remark: 16 bits Color code: 0x0000 ~ 0xFFFF Hight byte : 0~255 Low bytes : 0~255 	printf("atc1=(%d,%d)",High byte,Low byte); Delay_ms(200) ;

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Easy TFT COMMAND LIST

FONTs AND PAGE COMMANDs			
CODE	FUNCTION	INSTRUCTION OF USING UART	API
0xc2	Setup the color of fonts for quardrant 5 to 8	1. atc2=(Hight byte of color code 0~255, Low byte of color code 0~255) 2. 200ms delay Remark: 16 bits Color code: 0x0000 ~ 0xFFFF Hight byte : 0~255 Low bytes : 0~255 	printf("atc2=(%d,%d)",High byte,Low byte); Delay_ms(200) ;
0xc3	Setup the color of fonts for designated quardrant	1. atc3=(Hight byte of color code 0~255, Low byte of color code 0~255) 2. 200ms delay Remark: 1. quardrant#:1~8 2. 16 bits Color code: 0x0000 ~ 0xFFFF Hight byte : 0~255 Low bytes : 0~255 	printf("atc3=(%d,%d)",High byte,Low byte); Delay_ms(200) ;

SYSTEM CONTROL COMMANDs			
CODE	FUNCTION	INSTRUCTION OF USING UART	API
0xf2	Setup backlight brightness	1. atf2=(backlight brightness 1~100) 2. 200ms delay	printf("atf2=(%d)",brightness); 200ms delay;
0xf3	Erase correspond falsh memory page	1. atf3=(page number 0~199) 2. 200ms delay	printf("atf3=(%d)",Page number); 200ms delay;
0xf7	Turn front page display 90 degree left	1. atf7=(0 or 1) 2. 200ms delay	printf("atf7=(1)",turn_flag; 200ms delay;

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				PART NUMBER	LCT-H240320M28W-G2	REV	X2
Easy TFT COMMAND LIST							
GRAPHIC COMMANDs							
CODE	FUNCTION	INSTRUCTION OF USING UART			API		
0x90	Draw a line	1. at90=(X0 coordinate, Y0 coordinate, X1 coordinate, Y1 coordinate) 2. 200ms delay			printf("at90=(%d,%d,%d,%d)",X0 coordinate,Y0 coordinate,X1 coordinate,Y1 coordinate); 200ms delay;		
0x91	Draw a Rectangle	1. at91=(X0 coordinate, Y0 coordinate, X1 coordinate, Y1 coordinate) 2. 200ms delay			printf("at91=(%d,%d,%d,%d)",X0 coordinate,Y0 coordinate,X1 coordinate,Y1 coordinate); 200ms delay;		
0x92	Draw a solid Rectangle	1. at92=(X0 coordinate, Y0 coordinate, X1 coordinate, Y1 coordinate) 2. 200ms delay			printf("at92=(%d,%d,%d,%d)",X0 coordinate,Y0 coordinate,X1 coordinate,Y1 coordinate); 200ms delay;		
0x94	Draw a Circle	1. at94=(X coordinate, Y coordinate,Radius) 2. 200ms delay			printf("at94=(%d,%d,%d)",X coordinate,Y coordinate,Radius); 200ms delay;		
0x95	Draw a solid Circle	1. at95=(X coordinate, Y coordinate,Radius) 2. 200ms delay			printf("at95=(%d,%d,%d)",X coordinate,Y coordinate,Radius); 200ms delay;		
0x96	Draw a tip upward Triangle	1. at96=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at96=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x97	Draw a tip upward solid Triangle	1. at97=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at97=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x98	Draw a tip downward Triangle	1. at98=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at98=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x99	Draw a tip downward solid Triangle	1. at99=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at99=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x9a	Draw a tip leftward Triangle	1. at9a=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at9a=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x9b	Draw a tip leftward solid Triangle	1. at9b=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at9b=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x9c	Draw a tip rightward Triangle	1. at9c=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at9c=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x9d	Draw a tip rightward solid Triangle	1. at9d=(X coordinate, Y coordinate, Height) 2. 200ms delay			printf("at9d=(%d,%d,%d)",X coordinate,Y coordinate,Height); 200ms delay;		
0x9e	Draw a pixel	1. at9e=(X coordinate, Y coordinate) 2. 200ms delay			printf("at9e=(%d,%d)",X coordinate,Y coordinate); 200ms delay;		
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					SCALE : NTF		APRVD BY : --
					UNIT : mm [INCH]		