

Feelelec FY series serial screen

FYU43T4827 User Guide

Production mold	Basic type	remarks
Model	FYU43T4827	Horizontal screen
	FYU43T2748	Vertical screen
Visual area diagonal size	4.3 inch	

Version Information

Date	Update and description	remarks
<i>2018-03-10</i>	<i>Initial Release</i>	<i>First draft</i>

One、parameter

1.1 Module characteristic parameter

Parameter	Data	Description
color	65K (65536) color	16 bit Palette 5R6G5B
Dimensions	123(L)×68(W)×12(H)	
Display size	105.50mm(L)×67.20mm(W)	480×272 Pixel mode
Visible size (A.A.)	95.04mm(L)×53.86mm(W)	480×272 Pixel mode
distinguishability	480×272px	FYU43T4827
	272×480px	FYU43T4827
Touch type	4 line precision resistance	
Number of touches	At least 1 million times	
Backlight mode	LED	
Backlight life (average)	>30,000 hours	
Brightness	280cd/m ²	100 levels of brightness adjustment
Net Weight	79.3g	
Interface mode	Compatible with TTL asynchronous serial communication	Customizable RS232 serial communication, RS485 serial communication
Serial port communication rate	Default 115200bps	Can be adjusted freely between 9600~460800
Viewing angle	Left and right >140°, up and down >120°	Wide field of view
FLASH Memory	Font image storage space	16 MB
Running memory (RAM)	Control/variable storage space	3584 BYTE
Serial command buffer	Serial command buffer	1024 BYTE

1.2 LCD communication port hardware parameters

Pin number	Identification	I/O	Function	Remarks
1	5V	P	LCD power input	
2	TX	O	Serial data sender	LVTTL Logic level
3	RX	I	Serial data receiving end	LVTTL Logic level
4	GND	P	LCD Ground	

1.3 Electrical performance parameters

Parameter	Test Conditions	Minimum	Typical	Maximum	unit
Operating Voltage		4.75	5	7	V
Working current	VCC=+5V, Maximum backlight brightness	-	200	-	mA
	SLEEP mode		35		mA
Recommended working power: 5V 1A DC regulated power supply					

1.4 Working environment and reliability parameters

Parameter	test environment	Minimum	Typical	Maximum	unit
Operating temperature	60% humidity at 5V	-20	25	70	°C
Storage temperature	-	-30	25	85	°C
Working humidity	25°C	10%	60%	90%	RH
Three anti-treatment	-	-	Nothing	-	-

1.5 Interface performance electrical parameters

Parameter	Test Conditions	Minimum	Typical	Maximum	unit
Serial port baud rate	standard	2400	115200	460800	bps
Serial output level (TXD)	Output 1, Iout=1mA	3.0	3.2	-	V
	Output 0, Iout=-1mA	-	0.1	0.2	V
Serial input level (RXD)	Output 1, Iout=1mA	2.0	3.3	5.0	V
	Output 0, Iout=-1mA	-0.7	0.0	1.3	V
Interface level	3.3V/5V TTL level (can be customized RS232, RS485 serial communication)				
Communication mode	8, 1, None				
User interface mode	4Pin_2.54mm With lock				
TF/SD card interface	have (FAT32 file format) supports up to 32G MicroTF/SD card				

Two、 Instruction Set

2.1 Serial command overview

◆ Instruction format specification:

1. All instruction names and parameters are all in ASCII string format, non-binary data, easy to read and debug.
2. All instruction names use lowercase letters (only the instruction name is lowercase, regardless of the parameter size status).

◆ Color format:

The LCD module uses 16-bit true color display, the picture is exquisite, the color is rich, and the data format adopts the standard 565 color format:

65536 color setting method:

	D15	D14	D13	D12	D11		D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
65536 color	R4	R3	R2	R1	R0		G5	G4	G3	G2	G1	G0	B4	B3	B2	B1	B0

For example: pure red = F800 (hexadecimal) / 63488 (decimal), pure blue = 001F (hexadecimal) / 31 (decimal)

Note: The user can debug and obtain the desired color value through software. The color value can only be expressed in decimal value;

◆ Operation instructions:

The instruction set is divided into two parts: the configuration control instruction set and the basic instruction set.

The main difference between the two is that the configuration instruction set is directly object-oriented operation, and the relevant parameters of these objects are all configured in advance in the host computer software, and downloaded together with the picture to the screen memory; the basic instruction set can be understood as the most The underlying instruction set, most operations must contain coordinate, color, font and other parameter information. When the host computer interface editing software cannot fulfill some of your special display requirements, the user uses the basic instructions to achieve the desired display effect, such as clearing the screen. In most cases, these drawing instructions are not needed. Most of the applications can be implemented through the control operations of the interface editing software.

◆ Description:

The instruction end character is two bytes of “0x0D 0x0A”. When the command is sent by the FY HMI system, the terminator is automatically added. When using the universal serial port assistant, ensure that the serial port assistant can automatically append “0x0D 0x0A”, otherwise you need to manually append “0x0D 0x0A”

2.2 Basic instruction set

Instruction	Function	Parameter	Instance	Description
cls	Clear screen	Quantity: 1 parameter 1: Decimal color value	cls 1024 (screen with a decimal 1024 color value)	<ol style="list-style-type: none"> To get the decimal data of a certain color, you can enter the software menu bar "Tools" - "Color Picker". The color parameters in all the instructions in this instruction list all use the decimal color value.
pic	Brush map	Quantity: 3 parameter 1: Starting point x coordinate parameter 2: Starting point y coordinate parameter 3: Image ID	1. pic 50,50,0 (Display the image with the picture ID 0 in the resource file at coordinates (50, 50))	
xpic	Advanced cut	Quantity: 7 parameter 1: Screen start point x coordinate parameter 2: Screen start point y coordinate parameter 3: Area width parameter 4: Area height parameter 5: Image starting point x coordinate parameter 6: Image starting point y coordinate parameter 7: Image ID	1. xpic 50,50,30,20,30,30,0 (Picture 0 start coordinate (30, 30) width 30 height 20 This area is cut to the screen display, the display start coordinate on the screen is (50, 50))	
picq	crop	Quantity: 5 parameter 1: Screen start point x coordinate parameter 2: Screen start point y coordinate parameter 3: Area width parameter 4: Area height parameter 5: Image ID	1. picq 20,50,30,20,0 (Picture 0 starting coordinate (0,0) width 30 height 20 This area is cut to the screen display, the display starting coordinate on the screen is (20, 50))	This command requires the image to be a full-screen image, otherwise the cut image is not what you want. The cut area on the picture overlaps with the display area on the screen.

<p>wristr</p>	<p>Writing instruction</p>	<p>Quantity: 11 parameter 1: Starting point x coordinate parameter 2: Starting point y coordinate parameter 3: Area width parameter 4: Area height parameter 5: Image ID parameter 6: font color parameter 7: Background color (backcolor indicates the image ID when sta is set to cut or picture); parameter 8: Horizontal alignment (0 is left-aligned, 1 is centered, and 2 is right-aligned); parameter 9: Vertical alignment (0 is top aligned, 1 is centered, 2 is bottom aligned); parameter 10: Background fill mode (0 is cut, 1 is monochrome, 2 is picture, 3 is no background, when sta is set to cut or picture, backcolor means picture ID) parameter 11: Character content</p>	<p>1. wristr 0, 0, 200, 40, 0, 63488, 1024, 1, 1, 1, "FY HMI" (Use font 1 to write "FY HMI" in the area of starting coordinates (0,0), width 100, height 30, the font color is 63488, and the background color is 31 (if you do not want to write the background color (ie no background) you can set The sta parameter is 3), the horizontal alignment is centered, and the vertical alignment is also centered.)</p>	<p>1. When the character is written beyond the set w, it will automatically wrap. If the remaining characters are not written after the line is changed to h, it will be ignored. 2. For a description of the color values, see the notes for the cls command.</p>
<p>fill</p>	<p>Area fill</p>	<p>Quantity: 5 parameter 1: Starting point x coordinate parameter 2: Starting point y coordinate parameter 3: Area width parameter 4: Area height parameter 5: Fill color</p>	<p>1. fill 50, 50, 100, 30, 1024 (In the starting coordinate (0,0) width 100, height 30, this area is filled with a color value of 1024)</p>	<p>For a description of the color values, see the notes for the cls command.</p>
<p>line</p>	<p>Draw line</p>	<p>Quantity: 5 parameter 1: Starting point x coordinate parameter 2: Starting point y coordinate parameter 3: End point x coordinate parameter 4: End point y coordinate parameter 5: Line color value</p>	<p>1. line 0, 0, 100, 100, 1024 (Draw a line with a color value of 1024 colors between coordinates (0,0) and coordinates (100,100))</p>	<p>For a description of the color values, see the notes for the cls command.</p>

draw	Draw rectangle	Quantity: 5 parameter 1: Starting point x coordinate parameter 2: Starting point y coordinate parameter 3: End point x coordinate parameter 4: End point y coordinate parameter 5: Line color value	1. draw 0, 0, 100, 100, 1024 (Draw a rectangle with (0,0) in the upper left corner, (100,100) in the lower right corner, and RED in color)	1. Draw draws a hollow rectangle. If you need to fill a solid rectangle, use the fill area to fill the instruction directly. 2. For a description of the color values, see the notes for the cls command.
cir	rawing a hollow circle	Quantity: 4 parameter 1: Center x coordinate parameter 2: Center y coordinate parameter 3: Circle radius parameter 4: Line color value	1. cir 100, 100, 30, 1024 (Draw a hollow circle with a radius of 30 with the coordinates (100, 100) as the center, the color value is 1024)	For a description of the color values, see the notes for the cls command.
solcir	Draw a solid circle	Quantity: 4 parameter 1: Center x coordinate parameter 2: Center y coordinate parameter 3: Circle radius parameter 4: Line color value	1. solcir 100, 100, 30, 1024 (Draw a hollow circle with a radius of 30 with the coordinates (100, 100) as the center, the color value is 1024)	For a description of the color values, see the notes for the cls command.

2.3 Configuration control instruction set

Instruction	Function	Parameter	Instance	Description
page	refresh page	Quantity: 1 parameter: Page ID or page name instance	1. page 0 (Refresh the page with ID 0) 2. page main (Refresh the page with the name main)	When you need to jump to other interfaces, you can use the page directive to achieve
ref	Redraw control	Quantity: 1 parameter: Item ID or control name	1. ref 1 (Redraw the control with ID 1) 2. ref textBox0 (Redraw the control whose name is textBox0)	If a control is occluded by the content drawn by the GUI instruction or needs to be displayed after being occluded by another control, you can use ref to redraw.
click	Press/bounce event	Quantity: 2 parameter 1: Item ID or control name parameter 2: Event type, 0 is bounce and 1 is pressed	1. click btn0,0 (activates the pop-up event of the control named btn0) 2. click btn1,1 (activates the press event of the control named btn1)	The control's push/bounce event is automatically activated when touched on the screen. If you want to activate manually without touching it, use the click command.
get	Get value	Quantity: 1 parameter: Variable name	1. get textBox0.txt (returns the txt attribute value of the control textBox0) 2. get number0.val (returns the val attribute value of control number0)	
read	Get variable value / constant value	Quantity: 1 parameter 1: Variable name	1. read textBox0.txt (returns the txt attribute value of the control textBox0) 2. read number0.val get number0.val (returns the val attribute value of control number0) 3. read "123" (Return the constant string "123" ie: 0x31 0x32 0x33) 4. read 123 (Return constant value: 123 ie: 0x7b 0x00 0x00 0x00)	1. When the variable obtained by the read instruction is a string type, the device directly returns the string inner code. If it is a numeric type (such as the val attribute of the progress bar), the device directly returns the variable 4-byte hexadecimal data (int type), the value storage mode is little endian mode (ie, the low bit is first and the high bit is after). 2. When using the read command to get data, the device only sends the data content, there is no start identifier, and there is no terminator.

				3. The read command can be combined with the readh instruction to add a custom flag to tell the microcontroller which variable belongs to which control.
readh	Get a custom hexadecimal byte	Quantity: 1 parameter: The hexadecimal string expression of the character to be sent	1. readh d0 a0 (Let the device send 0xd0 0xa0 two bytes)	1. When using the readh command to send data, the device only sends the specified characters, does not send the start character, does not send a space, does not issue a terminator. 2. Each character in the parameter must have one space and only one space, and the hexadecimal string expression is supported.
vis	Hide/show control	Quantity: 2 parameter 1: Control name or control ID parameter 2: Status (0 is hidden, 1 is displayed)	1. vis button0,0 (hidden button0 control) 2. vis button0,1 (Show button0 control)	The first parameter is 255 for all controls on the current page, for example: vis 255, 0 (hiding all controls on the current page) vis 255, 1 (displays all controls on the current page)
tsw	Control touch enable	Quantity: 2 parameter 1: Control name or control ID parameter 2: Status (0 is hidden, 1 is displayed)	1. tsw button0,0 (Let the control whose name is button0 touch invalid) 2. tsw button0,1 (Let the control with the name button0 be valid)	The first parameter is 255 for all controls on the current page, for example: tsw 255, 0 (all controls on the current page are invalid) tsw 255, 1 (all controls on the current page are valid).
randset	Random number range setting	Quantity: 2 parameter 1: Minimum parameter 2: Maximum	1. randset 0,100 (Set the current random number generation range to a minimum of 0 and a maximum of 100)	1. Before using the random number, you need to use the randset command to set the random number generation range. If not, the default is minimum 0 and maximum 2147483647. After setting the range, each time the system variable rand is read, it will get a random number. 2. Each time the range is set using the randset command, it will remain in effect until the power is restored or the device is reset. 3. The data type of the random number setting

				range is int type (ie: minimum -2147483648, maximum 2147483647).
add	Add data to the curve control	Quantity: 3 parameter 1: Curve control ID number parameter 2: Curve control channel number parameter 3: (maximum 255, minimum 0)	1. add 1, 0, 60 (Add data to channel 0 of the curve control with ID 1)	1. Curve data only supports 8-bit data, with a minimum of 0 and a maximum of 255. 2. Each page supports up to 4 curve controls, and each curve control supports up to 4 channels. Data can be sent continuously, and the control will automatically push the data. In the process of sending data, you can also modify the control properties at any time, such as modifying the foreground or background color of each channel at any time.
addw	Add specified waveform data to the curve control	Quantity: 5 parameter 1: Curve control ID number parameter 2: Curve control channel number parameter 3: Waveform number (0-2) parameter 4: Curve waveform amplitude parameter 5: Curve waveform offset	1. addw 1, 0, 0, 100, 50 (Add a sine wave data with an amplitude of 100 and a bias of 50 to the 0 channel of the curve control with ID 1)	1. The amplitude and offset values only support 8-bit data, with a minimum of 0 and a maximum of 255. 2. There are three waveform numbers: 0-sine wave; 1-square wave; 2: triangular wave;
cle	Clear curve control data	Quantity: 2 parameter 1: Curve control ID number parameter 2: Curve control channel number	1. cle 1, 0 (Clear the 0 channel data of the curve control with ID 1) 2. cle 1, 255 (Clear all channel data for the curve control with ID 1)	1. A channel number of 255 means that all channel data in this curve control is cleared.
addt	Curve data transparent transmission instruction	Quantity: 3 parameter 1: Curve control ID number parameter 2: Curve control channel number parameter 3: The number of points for	1. addt 1, 0, 100 (The curve control with ID 1 enters the data transparent transmission mode, and the number of transparent transmission points is 100 points)	1. Curve data only supports 8-bit data, with a minimum of 0 and a maximum of 255. Single passthrough data volume up to 1024 bytes 2. After the transparent transmission command is issued, the user needs to wait for the response of the device to start transparent transmission

		this passthrough data		<p>of data. After receiving the transparent transmission command, the device needs to transparently transmit the initialization data, which takes about 5ms (if there is still a lot of serial buffer before the transparent transmission instruction is executed) The instruction will be longer.) After the device transparent transmission is ready, it will send a transparent data to the user (OXFE+terminator), indicating that the device is ready, and can start sending transparent data. The transparent data is pure hexadecimal data. The string is no longer used, and the terminator is no longer needed. After the device receives the specified amount of data, the command receiving state is restored. Otherwise, the data is transparently transmitted. After the transparent transmission data is completed, the device will send an end tag to the user (OXFD+terminator).</p> <p>3. The curve will not be refreshed until the specified number of transparent transmissions is completed, and will be automatically refreshed immediately after the transmission is completed.</p>
doevents	Transfer system control to screen refresh	no	1. doevents	<p>1. In the execution of a process with more instructions, or in a long-term loop statement, all control of the system is occupied by this process. Before the process ends, although the corresponding memory data can be read and written normally, the screen is not Will refresh the display, add doevents can transfer control to the screen refresh, after executing the results, the</p>

				<p>screen will refresh all the changed controls, after the refresh, the control is returned to the current process to continue. Prevent the screen from showing a display state of suspended animation.</p> <p>2. In many cases, <code>doevents</code> are used with the <code>while</code> or <code>for</code> statements. For the use method, please refer to the instance of the <code>while</code> or <code>for</code> statement.</p>
repageid	Get the current page ID number to the serial port	no	1. repageid	When the device receives this command, it will immediately send the ID number of the current page to the serial port. If you want to automatically send the page ID every time you refresh the page, please write the <code>repageid</code> statement in the initialization event of the page.
covx	Variable type conversion	<p>Quantity: 4</p> <p>parameter 1: Source variable</p> <p>parameter 2: Target variable</p> <p>parameter 3: The length of the string (0 is the automatic length, non-zero is the fixed length)</p> <p>parameter 4: Declared value type (0-number; 1-currency; 2-Hex)</p>	<p>1. covx slider0.val, textBox0.txt, 0, 0 (Convert the <code>val</code> variable of <code>slider0</code> into a decimal substring and assign it to the <code>txt</code> variable of text <code>textBox0</code>, the length is automatic)</p> <p>2. covx textBox0.txt, slider0.val, 0, 0 (Converts the <code>txt</code> decimal digit string variable of text <code>textBox0</code> to a numeric value and assigns it to the <code>val</code> numeric variable of the slider <code>slider0</code>, the length is automatic)</p>	<p>1. <code>lenth</code> always indicates the length of the string. When the value is converted to a string, it is the length of the target variable. When the string is converted to a value, it is the length of the source variable.</p> <p>2. If the target variable and the source variable type are the same, the conversion fails.</p>
strlen	String variable character length test	<p>Quantity: 2</p> <p>parameter 1: String variable to test</p> <p>parameter 2: Assign test results to this</p>	1. strlen textBox0.txt, n0.val (Assign the actual character length of the string variable <code>textBox0.txt</code> to <code>n0.val</code>)	1. <code>strlen</code> tests the length in characters, and <code>btlen</code> tests the length in bytes. For example, the length of a Chinese character tested with <code>btlen</code>

		variable		<p>is 2 bytes, and the length tested with strlen is 1 character.</p> <p>2. The variable being tested must be a string type, and the variable to be written must be a numeric type, otherwise an error will be reported.</p>
btlen	String variable byte length test	<p>Quantity: 2</p> <p>parameter 1: String variable to test</p> <p>parameter 2: Assign test results to this variable</p>	<p>1. btlen <code>textBox0.txt, number0.val</code> (Assign the actual byte length of the string variable <code>textBox0.txt</code> to <code>n0.val</code>)</p>	<p>1. <code>btlen</code> tests the length in bytes, and <code>strlen</code> tests the length in characters. For example, the length of a Chinese character tested with <code>btlen</code> is 2 bytes, and the length tested with <code>strlen</code> is 1 character.</p> <p>2. The variable being tested must be a string type, and the variable to be written must be a numeric type, otherwise an error will be reported.</p>
substr	String interception	<p>Quantity: 4</p> <p>parameter 1: Source variable</p> <p>parameter 2: Target variable</p> <p>parameter 3: The starting position of the character in the source variable</p> <p>parameter 4: Intercept string length instance</p>	<p>1. substr <code>textBox0.txt, t1.txt, 0, 2</code> (Through the 0 position in <code>textBox0.txt</code>, 2 characters are assigned to <code>t1.txt</code>)</p>	
touch_j	Touch calibration	no	touch_j (Enter touch calibration function)	All devices have been calibrated at the factory and are generally not required.
ref_stop	Pause screen refresh	no	ref_stop	1. After the screen refresh is paused, all statements will continue to be parsed and executed, and the corresponding attribute assignment operation will also run normally, but

				<p>the controls on the screen will not be refreshed. Modifying any of the properties of any control will not automatically refresh the display (but the attribute is already Was modified normally). The modified control will refresh the display immediately after the device receives the recovery refresh command (ref_star).</p> <p>2. After the refresh is paused, even if the ref instruction is used, it will not be refreshed immediately, until the ref_star instruction is executed, the system will be uniformly refreshed, but all gui drawing instructions (such as drawing points, lines, circles, etc.) are not affected. , will be displayed immediately.</p>
ref_star	Restore screen refresh	no	ref_star	This directive is used in conjunction with ref_stop.
com_stop	Suspend serial command execution	no	com_stop	<p>1. After the serial port instruction is suspended, the device will continue to accept the instruction, but it will not be executed. All of them will be placed in the instruction buffer area. After receiving the “com_star” instruction, the device will start from the time of the paused instruction to all the instructions up to the present. carried out.</p> <p>2. When using the command suspend and resume function, evaluate whether the serial buffer size of your device and the maximum number of instruction cache queues are sufficient to support the number of instructions you need to cache. These two parameters can be found in the parameter list in the equipment specification you</p>

				purchased.
<code>com_star</code>	Restore serial command execution	no	<code>com_star</code>	
<code>code_c</code>	Clear all instructions that have not been executed in the serial command buffer	no	<code>code_c</code>	
<code>rest</code>	Reset	no	<code>rest</code>	

2.4 Serial HMI statement (Can only be written to the control's event when the project is edited)

Statement	Instance	Description
<p>if</p>	<p>1. If the system variable sys0 is equal to "100" then page 0 is refreshed</p> <pre>if(sys0 ==100) { page 0 }</pre>	<p>1. Numerical type variable support: 1. Greater than judgment (>) 2. Less than judgment (<) 3. Equal judgment (==) 4. Not equal to judgment (!=) 5. Greater than or equal to judgment (>=). 6. Less than or equal to judgment (<=).</p> <p>2. String type only supports 1. Equal to judgment (==) 2. Not equal to judgment (!=).</p>
<p>while</p>	<p>1. n0.val has been added to 100 until the screen is not refreshed during the self-adding process until the end of all statements in the whole process</p> <pre>while(number0.val<100) { number0.val++ }</pre> <p>2. n0.val has been automatically added to 100, the screen will continue to refresh the display of the n0 control during the self-addition process.</p> <pre>while(number0.val<100) { number0.val++ doevents }</pre>	<p>1. In the execution of a process with more instructions, or in a long-term loop statement, all control rights of the system are occupied by this process. Before the end of the process, although the corresponding memory data can be arbitrarily read and written normally, The screen will not refresh the display. After adding the doevents, you can transfer control to the screen refresh. After performing the results, the screen will refresh all the changed controls. After the refresh, the control will be returned to the current process to continue. Prevent the screen from showing a display state of suspended animation.</p> <p>2. During the loop of the while statement, the device will not respond to the touch event. The serial port command will receive the buffer, but it will not be executed until all the statements in the current process are executed. Please use it carefully to prevent an infinite loop.</p>
<p>for</p>	<p>1. number0.val is incremented by one each time, and the loop is not repeated until the end of all the statements in the loop process.</p>	<p>1. In the execution of a process with more instructions, or in a long-term loop statement, all control rights of the system are occupied by this process. Before the end of the process, although the corresponding memory data can be arbitrarily read and written normally, The screen will not</p>

	<pre>for(number0.val=0; number0.val<100; number0.val++) { prog0.val= number0.val } 2. var0.val Add one each time, loop 100 times, the screen will continuously refresh the display of prog0 control during the loop for(var0.val=0;var0.val<100;var0.val++) { doevents prog0.val=var0.val }</pre>	<p>refresh the display. After adding the doevents, you can transfer control to the screen refresh. After performing the results, the screen will refresh all the changed controls. After the refresh, the control will be returned to the current process to continue. Prevent the screen from showing a display state of suspended animation.</p> <p>2. During the loop of the for statement, the device will not respond to the touch event. The serial port will receive the buffer, but it will not be executed until all the statements in the current process are executed. Please use it carefully to prevent an infinite loop.</p>
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2.5 Serial HMI system variable list

All variable names use lowercase characters

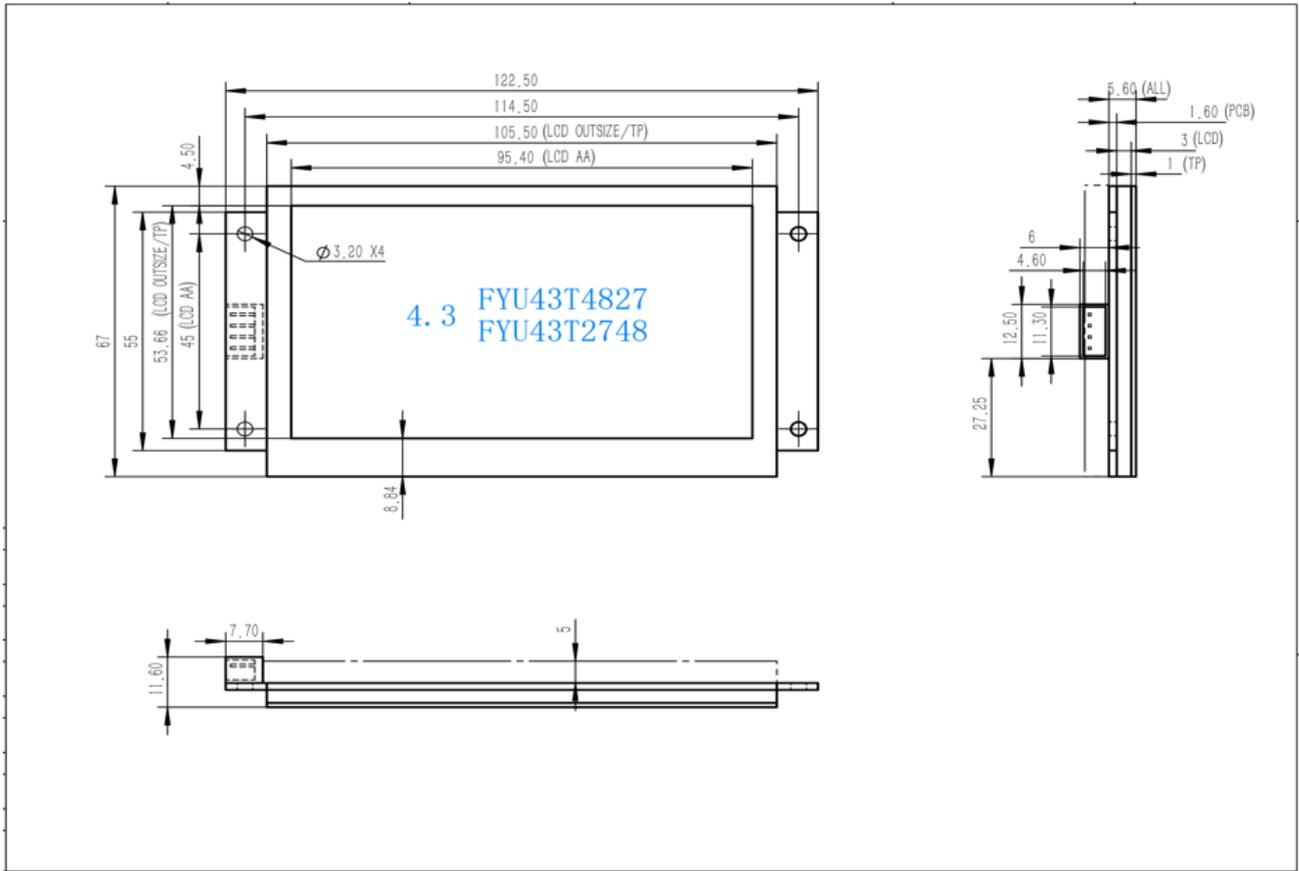
instruction	Function	Instance	Remarks
dp	Current page ID	<ol style="list-style-type: none"> 1. dp=1 (Set the current page to 1, which is equivalent to page 1) 2. read dp(send the face page ID to the serial port) 3. number0.val=dp (The current page ID is assigned to number0.val) 	
presdim	Current backlight brightness value (0-100)	<ol style="list-style-type: none"> 1. presdim=50 2. presdim=presdim +10 	
defdim	Power-on default backlight brightness value (0-100)	<ol style="list-style-type: none"> 1. defdim=50 2. defdim=defdim +10 3. defdim=defdim -10 	
presbaud	Current baud rate value	presbaud=9600	The baud rate supported by the device is :9600

			19200 38400 57600 115200 230400 460800
defbaud	Power-on default baud rate value	defbaud=9600	
spax	Character display horizontal spacing (power-on default is 0)	spax=2	Only valid for characters written by the <code>wristr</code> instruction. The character display spacing of the control is determined by the properties inside the control.
spay	Character display vertical spacing (power-on default is 0)	spay=2	Only valid for characters written by the <code>wristr</code> instruction. The character display spacing of the control is determined by the internal properties of the control.
thc	Brush color when touching a drawing	1. thc=1024	
thdra	Touch drawing function switch	1. thdra=0 (close) 2. thdra=1 (open)	
ussp	No serial data automatic sleep time (unit: second, minimum 3, maximum 65535, power-on default 0)	ussp=30 (30 seconds without serial data automatically enters sleep mode)	
thsp	Automatic sleep time without touch operation (unit: second, minimum 3, maximum 65535, power-on default 0)	thsp=30 (30 seconds without touch operation automatically enters sleep mode)	
thup	Touch the automatic wake-up switch in sleep mode (power-on default 0)	1. thup=0 (Touch does not wake up automatically after sleep) 2. thup=1 (Touch wake up automatically after sleep)	Regardless of whether <code>thup</code> is 0 or 1, the device will send touch coordinates to the serial port when there is a touch operation in sleep mode.
usup	Serial data automatic wake-up switch in sleep mode (power-on default 0)	1. usup=0 (The serial port does not wake up automatically after sleep) 2. usup=1 (Automatic wake-up of the serial port after sleep)	Power-on default is 0, does not customize wake-up, you need to send <code>sleep=0</code> to wake up the screen, if set to 1, the serial port will automatically wake up immediately after receiving any data.

wup	Refresh page settings after wake-up from sleep	<ol style="list-style-type: none"> 1. wup=255 (Power-on default, refresh sleep before wake-up page) 2. wup=2 (Refresh the page specified page after wake-up: 2) 	The device is already in sleep state, and can also perform the wup=X assignment from the serial port.
sleep	Sleep	<ol style="list-style-type: none"> 1. sleep=0 (Exit sleep) 2. sleep=1 (Going to sleep) 	In the sleep state, you can execute the following commands: get, read, readh. It is also possible to execute the assignment statement of sleep=1, wup=X, and support the upper software to be online, other instructions will not be executed. In the case of the enhanced and above series and the extended IO is configured to bind control events, no interrupt events are generated in sleep mode.
bkcmd	Set the data return of the serial command execution success or failure (power-on default is 2)	<ol style="list-style-type: none"> 1. bkcmd=0 (Do not return results) 2. bkcmd=1 (Only return successful results) 3. bkcmd=2 (Only return failed results) 4. bkcmd=3 (Return results if successful or failed) 	This setting only affects the success or failure of the serial command execution. When the command written by the upper software editing interface is executed incorrectly, the error result will be returned. If it succeeds, the execution result will not be returned. This setting also does not affect the return of data when acquiring device control data.
rexy	Get touch coordinate function switch in real time	<ol style="list-style-type: none"> 1. rexy=0 (close) 2. rexy=1 (open) 	After the send function is turned on, the device will acquire the touch coordinates through the serial port when the touch is pressed.
delay	Delay	delay=100 (Let the device pause 100ms)	After executing the delay instruction, the device CPU will not execute any instructions, but will continue to accept the serial port instructions to save to the serial command buffer.
rand	random number	<ol style="list-style-type: none"> 1. presdim=rand (Assign a random number to the backlight brightness) 2. number0.val=rand (Assign a random number to the number0.val variable) 	1. Before using the random number, you need to use the randset command to set the random number generation range. If not set, the default is minimum 0 and maximum 2147483647. After setting the range, each time the system variable rand is read,

			<p>a random number will be obtained.</p> <p>2. Each time the range is set using the randset command, it will remain in effect until the power is restored or the device is reset.</p>
<p>sys0</p> <p>sys1</p> <p>sys2</p>	Built-in numerical variables	<p>1. sys0=10</p> <p>2. sys1=40</p> <p>3. sys2=60</p> <p>4. number0.val=sys2</p>	<p>Sys0, sys1, sys2 The three numeric variables are global types, no definition, no creation, and any page can be used at any time. The power-on default is 0, it can be read, it can be assigned, and the data type is int type (ie: minimum -2147483648, maximum 2147483647). Recommended when passing values between pages. Using built-in numeric variables to do operations is faster than using control property variables.</p>
tch0-tch3	Touch coordinates	<p>1. get tch0: Current touch coordinate X</p> <p>2. get tch1: Current touch coordinate Y</p> <p>3. get tch2: Coordinate X when last pressed</p> <p>4. get tch3: The coordinates of the last press y</p>	<p>The touch coordinates can only be read, and cannot be assigned. When not pressed, the real-time coordinate data is 0.</p>
addr	Device address	<p>1. addr=1 (Set the device address to 1)</p> <p>2. addr=0x01 (Set the device address to 1)</p>	<p>1. The effective address range is 1-254 (that is, 0x01-0xfe), 0 is no address, 255 is a broadcast address, and the broadcast address can only be used for broadcast data. A device cannot be configured as a broadcast address. The factory default address is 0. That is, there is no address.</p> <p>2. When sending an instruction to an address-capable device, you need to add the address data before the instruction. The transmission format is address data: instruction data, for example: 1: ref 0 (string transmission) or 31 3A 72 65 66 20 30 0D 0A (HEX is sent, 0D 0A is the terminator)</p> <p>3. There is power-off saving function after configuration</p>

Three, Dimensional drawing



Four、FY HMI software

4.1、Environmental requirements for installation

The software is suitable for WIN7/WIN8/WIN10 32-bit and 64-bit systems, and the disk space requirement is more than 10M. Before installing this software, please confirm that the .NET Framework 4.0 patch is installed on the computer. If the patch is not installed on this machine, please install the .NET Framework 4.0 patch before installing the software.

4.2、Software Installation

1. Visit the official website of Feiyi Technology to download FY HMI software. [download](#)
2. start installation. Unzip the downloaded zip file to get FY HMI.exe, double-click FY HMI.exe to start installing the software. The welcome screen is shown in Figure 4-1:

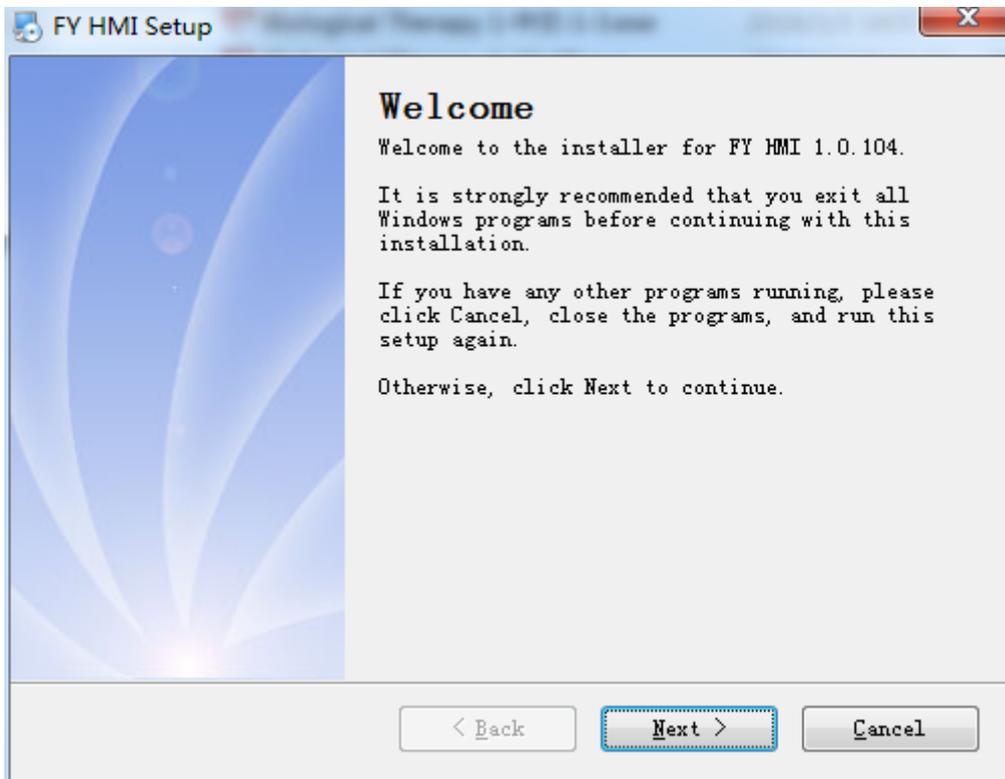


Figure 4-1

Click Next to proceed with the installation and select the default installation path until the installation is complete. If you are prompted to install the USB driver during the installation process, select “Always install”. If you use your own USB to serial interface device, please download the driver and install it yourself.

3. After the installation is complete, automatically add software shortcuts on the desktop, click to display the software interface, as shown in Figure 4-2:

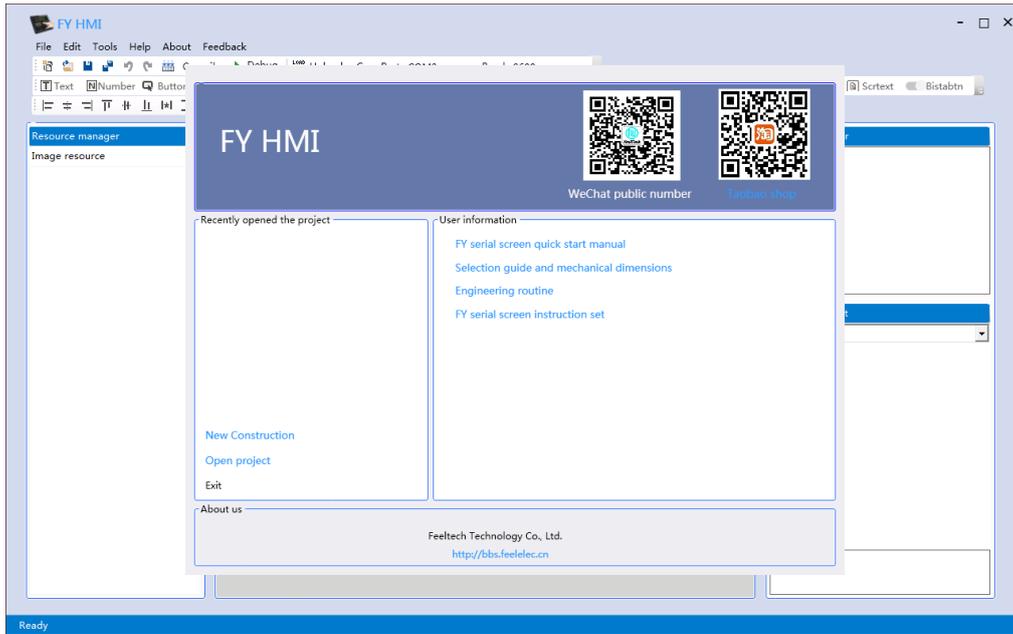


Figure 4-2

4.3. Introduction to the main software interface and the establishment of the first project

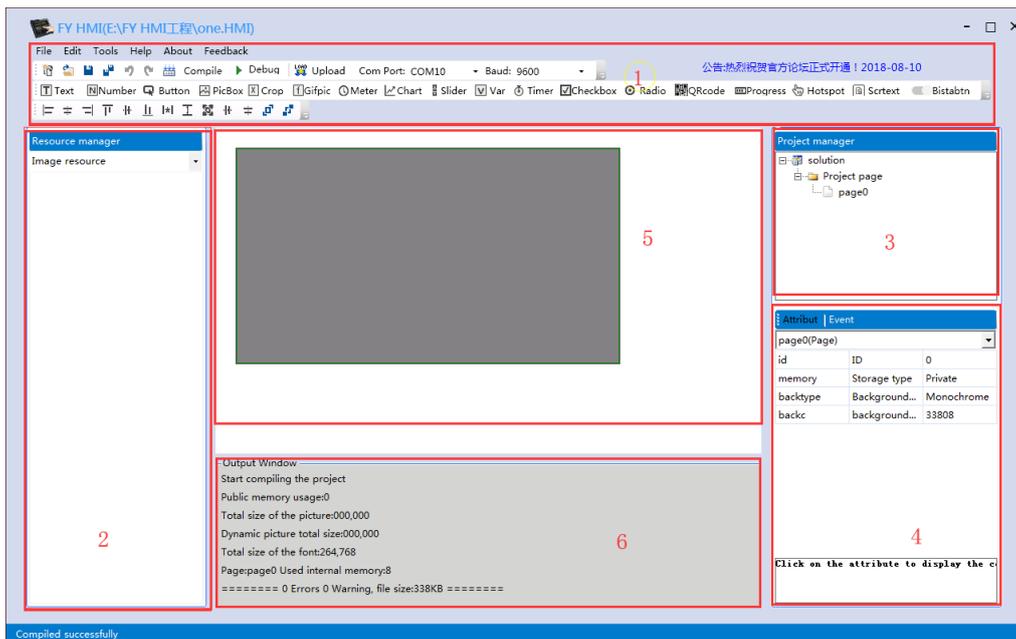


Figure 4-3

1. The main components of the main interface of the software

- 1) Navigation bar: consists of four toolbars;
- 2) Resource manager: consists of picture resources, animation resources, and font resources (select different resources through the drop-down menu);
- 3) Project Manager: Display and operate the pages in the project;
- 4) Attribute event box: set and view the attribute value of the control by the attribute, add processing event;

-
- 5) Layout editing window: display and edit user design interface;
 - 6) Output window: compile output information display;
2. Create the first project (take the "FYU43T4827" model as an example)
- 1) First step new project: Click "New Project" on the start interface, as shown in Figure 4-4, select the storage path and name for the project; if the project has been opened to enter the main interface, you can select "File" from the toolbar. "->" "New" way to create a new project.

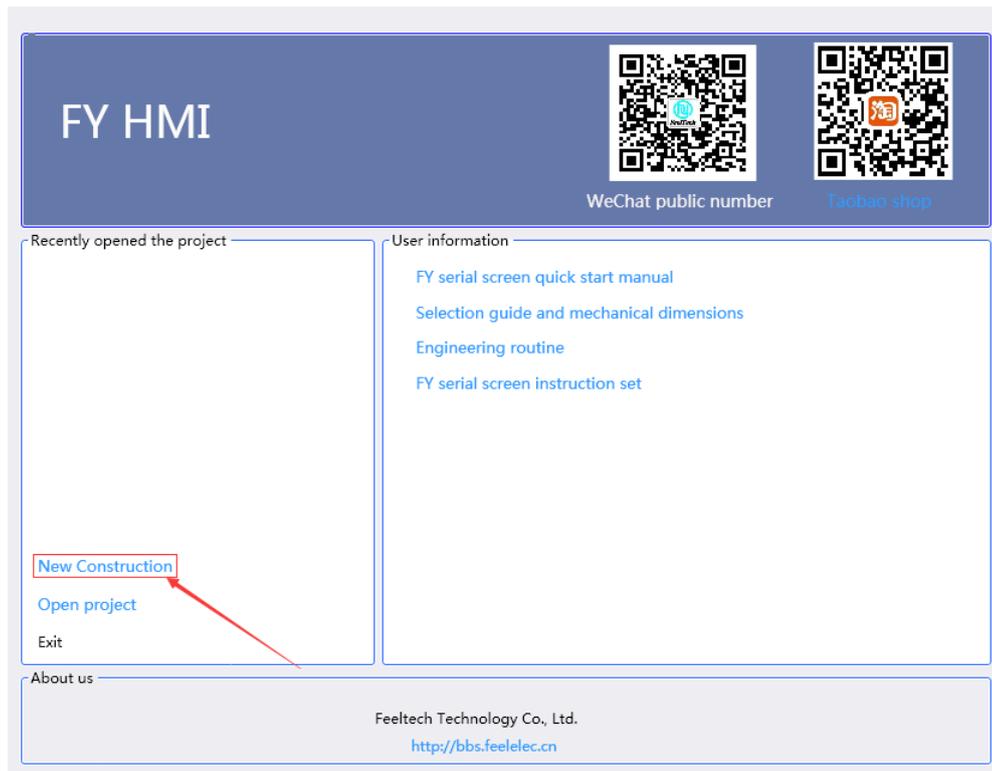


Figure 4-4

- 2) Step 2: Set the model for the LCD. The model should be the same as the LCD model used. Here, the device series selects "Basic", the device display is set to landscape, and the model selection is "FYU43T4827", as shown in Figure 4-5. As shown; click the "confirm" button after the selection is complete. Enter the main interface (Note: You can select "Tools" -> "Project Configuration" in the toolbar to open the configuration device model interface, modify the device model selected by the project)

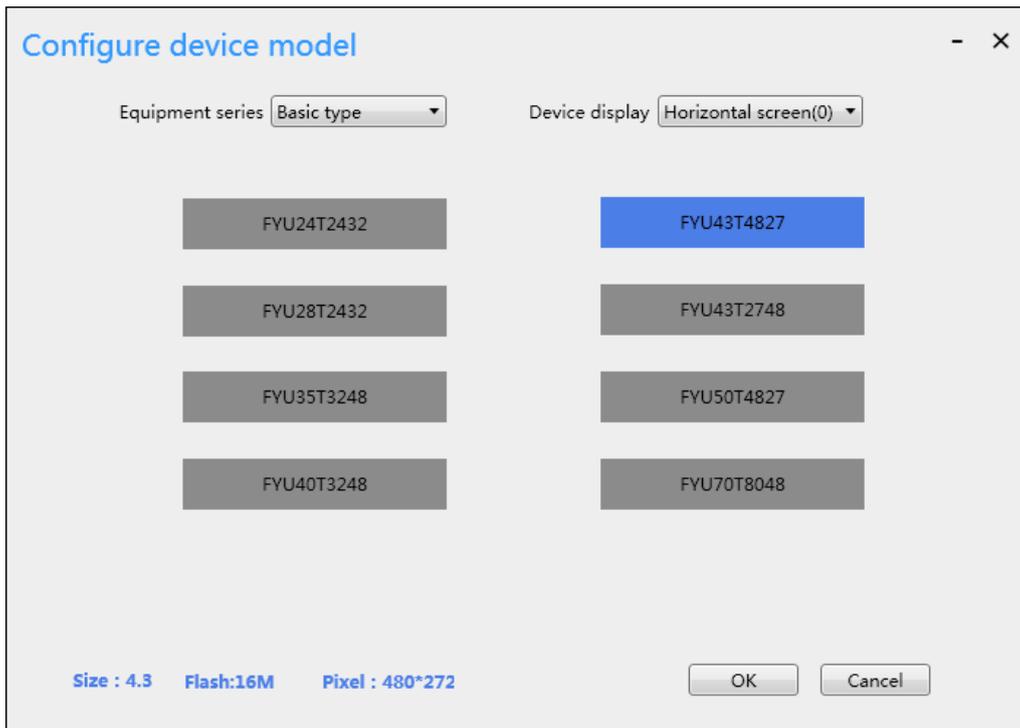


Figure 4-5

3) Step 3: Design the LCD page

- a) Add a page to the project manager and add the required image resource, font resource, and animation resource in the resource manager; as shown in Figure 4-6.
- b) Click the control icon or text in the toolbar to add the required controls; as shown in the control toolbar of Figure 4-7;
- c) Set the attributes and associated events in the attribute event box; please refer to Figure 4-8 and Figure 4-9 for details.

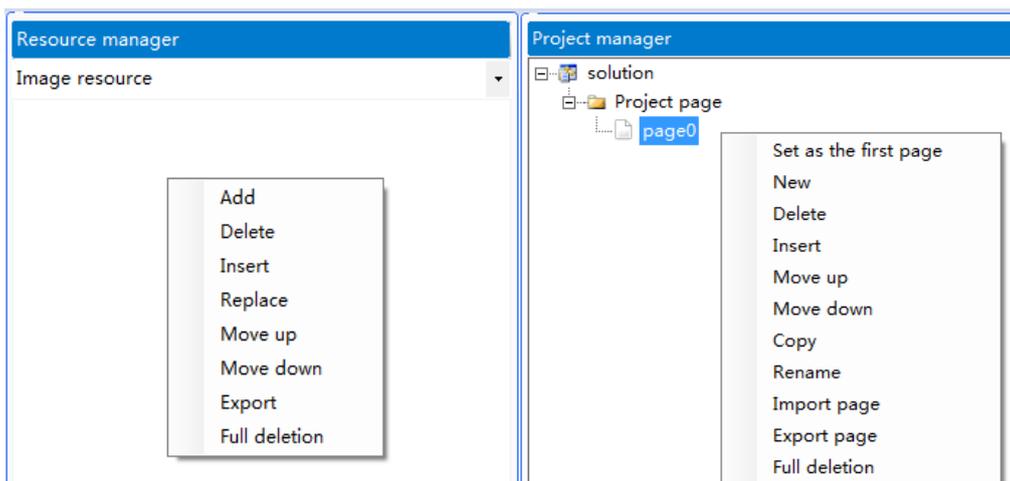


Figure 4-6



Figure 4-7

Attribut Event Attribut, Event Toggle button		
main(Page) ← Control name		
id	ID	0
memory	Storage type	Private
backtype	Background type	PictureBox
pic	Background picture	0
Control property name	attribute meaning	attribute value

Figure 4-8

Attribut Event		
main(Page)		
beforeload	Pre-initial event	
afterload	Post initial event	
down	Press event	
up	Bouncing event	
Event name	Event meaning	Event code edit Columns

Figure 4-9

4) Step 4: Save the project

Fives、 Serial screen and PC online communication

5.1、 Hardware connection

Connect the LCD screen to the computer through USB-TTL. The connection mode is shown in Figure 5-1. The serial port of the module is TTL level 232 port. The power supply voltage is 5V. The power supply current is 1A.



Figure 5-1

5.2、 Power on the device

After power-on, the serial port screen displays the factory engineering interface, as shown in Figure 5-2:



Figure 5-2

5.3、 Online communication and simulation operation

1. The first step of compiling the file: compile the open project file (click the "Compile" button in the navigation bar), and the compilation result is displayed in the output window;

2. The second step is to open the debugging interface: Click the “Start Debugging” button to enter the debugging window, where the LCD screen can be simulated. As shown in Figure 5-3:

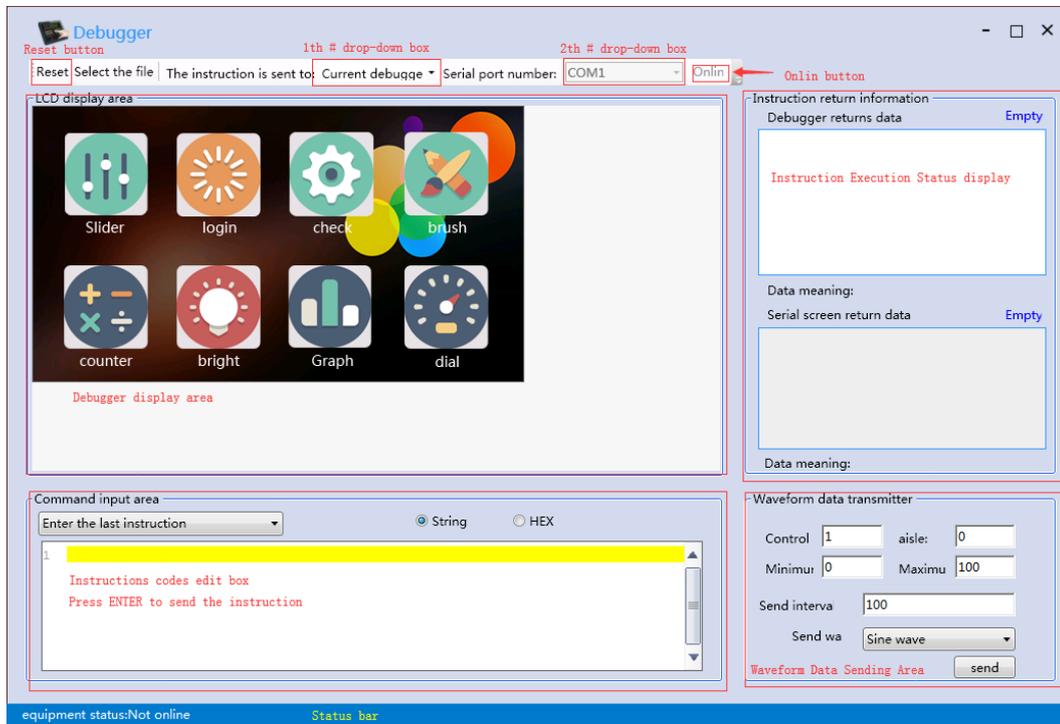


Figure 5-3

3. The third step is to connect the device: No. 1 drop-down box (the drop-down box has three options: 1. current simulator, 2. local serial port, emulator and serial port) set to “native serial port” or “emulator and The serial port can be connected to the hardware device. The number 2 drop-down box is set to the corresponding serial port number. After the setting is completed, click the link; the connection status will be displayed at the bottom of the observation window.
 - 1) Displayed when the connection is successful:

Online success! Serial port number:COM10, the current baud rate of the device:9600,Equipment model:FYU43T4827,Flash capacity:16777216(16MB)
 - 2) Displayed when the connection fails:

Online failure!Forced interruption!
4. The fourth step is to operate the LCD screen by command operation:
 - 1) Mode 1 FYHMI debugging interface operation: After the debugging interface is online successfully, you can enter the command at the command input window and press Enter to execute the command; the simulator execution effect is shown in Figure 5-4; the LCD device execution effect is shown in Figure 5. -5 is shown;

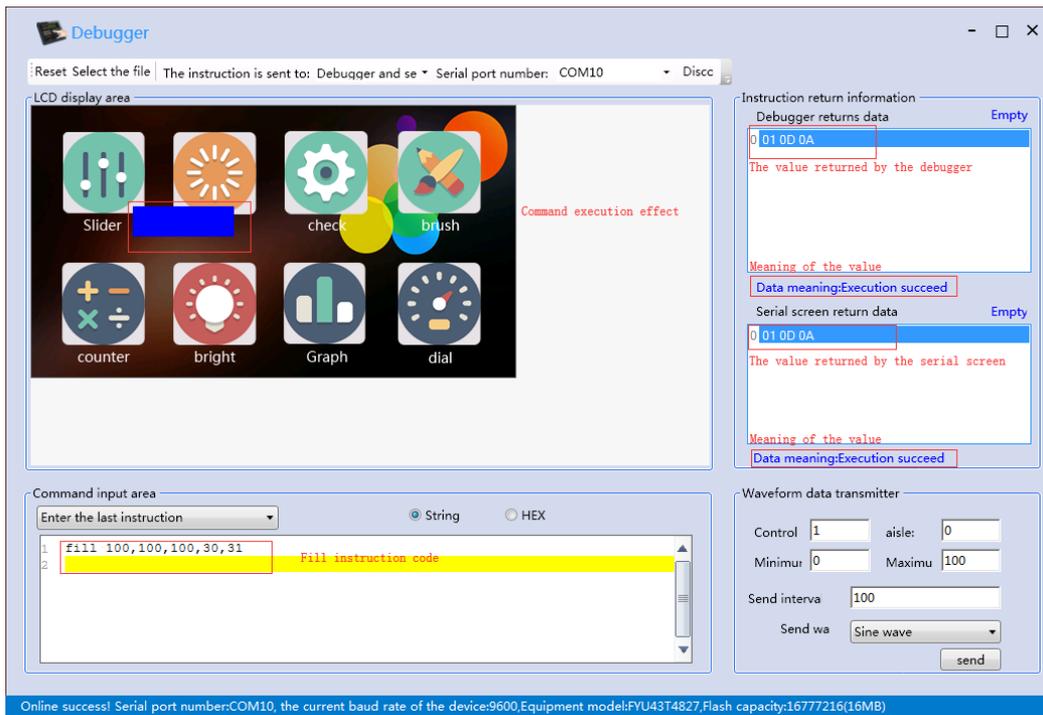


Figure 5-4



Figure 5-5

2) Mode 2 Universal serial port assistant operation (Note: Please make sure that the serial port number and baud rate used are correct, the default baud rate is 9600):

When using the general-purpose serial port assistant, set the serial port number and baud rate to be the same as the LCD screen. Since the command terminator is "0x0D 0x0A" two bytes, you need to ensure that the serial port assistant can automatically add "0x0D 0x0A". When using the serial port assistant shown in Figure 2-6, you need to check "Send new line" and check "HEX display"; the LCD screen display effect is shown in Figure 2-5.



Figure 5-6

5.4、Project download

After the hardware connection is successful, the compiled project file is downloaded to the hardware device for running, and the serial port online download and the TF/SD card offline download are supported.

1. Serial port download(At this time, the SD card slot cannot be inserted):



Figure 5-7

- 1) Set the serial port number and baud rate at the toolbar position as shown in Figure 5-7;
- 2) Click the download button to start downloading the project to the device; during the download process, the download information is displayed at the bottom of the form, as shown in the figure:

a) before downloading: Try to go onlineCOM3:9600

b) during the download process:

File size:162491 Downloaded:20480 download speed:10240 Estimated time remaining:13second

c) After the download is complete: Download completed! Total time:0hour0minute4second

1. TF/SDcard download(**Recommended, faster update**):

In the toolbar, choose File -> Compile Folder. As shown in Figure 5-8, open the directory where the .tft file is located, as shown in Figure 5-9. Select the required .tft file and copy it to TF. /SD card. (Note: There can only be one ".tft" file in TF/SD, and the

file name cannot contain special symbols)

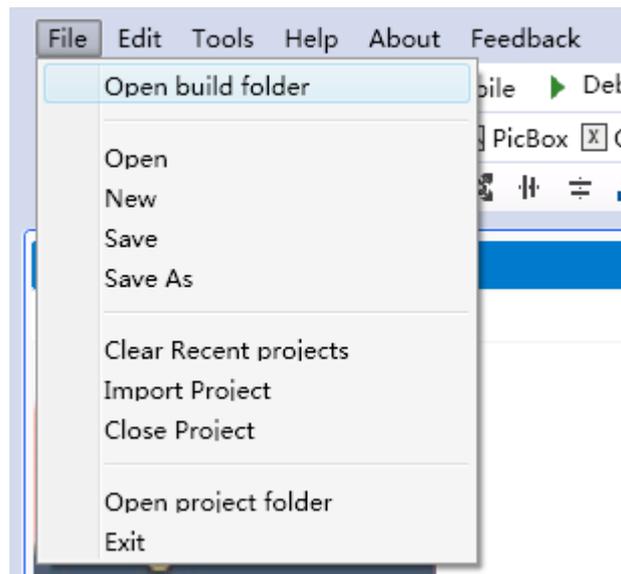


Figure 5-8

名称	修改日期	类型	大小
480272.tft	2018/8/27 9:46	TFT文件	1,427 KB
suanfa.tft	2018/8/25 16:30	TFT文件	339 KB

Figure 5-9

Six、 Other

6.1、 Start interface quick link

The interface is mainly composed of 3 parts:

1. Open the project recently: Open the software, start the interface to display the most recent project, right click on the project name, and quickly open the project;
2. User common data: including "FY serial screen quick start manual", "selection guide and mechanical dimension drawing", "material case", "FY serial screen instruction set", left click to open local file (make sure the installation directory exists) This file); to view the most recent data, select "Help" -> "User Data Download" in the toolbar to download the latest information.
3. About Us: You can scan our QR code to follow our WeChat public account or Taobao store, or click on the link to go directly to our Taobao store or official website;

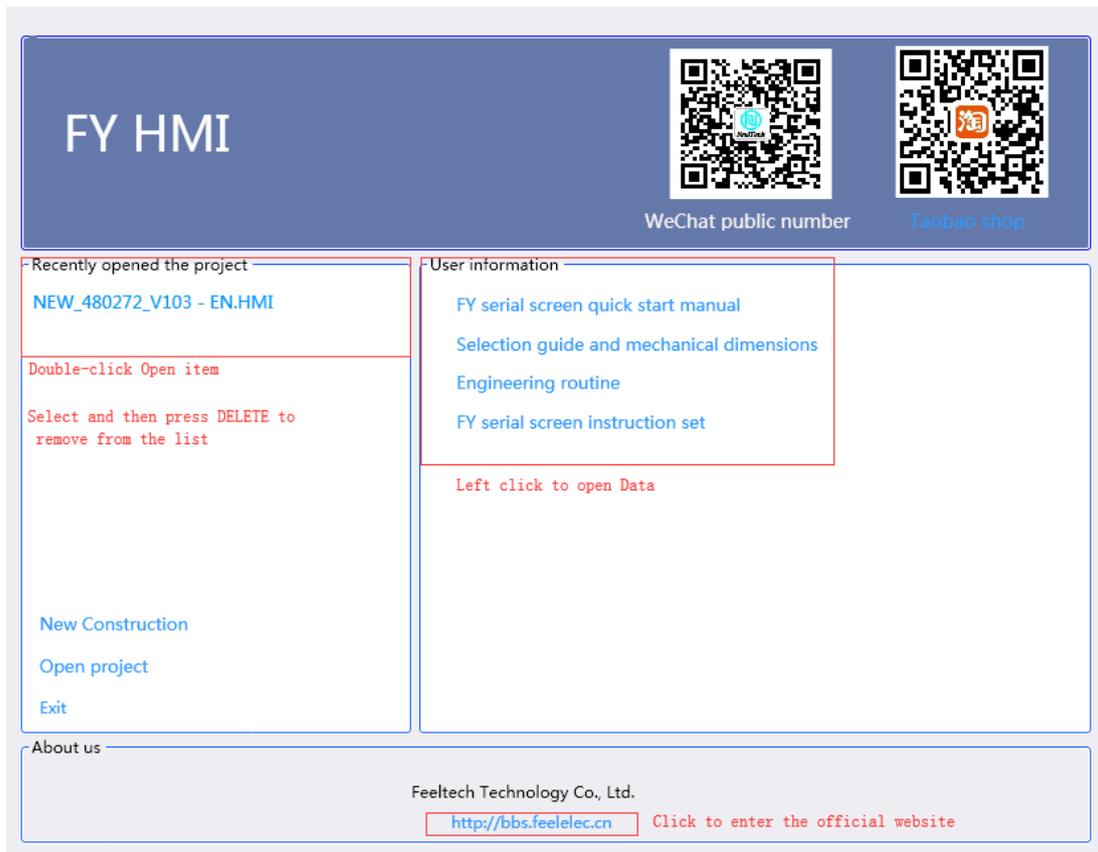


Figure 6-1

6.2、Product selection table

size	proportion	model	Effective display size	color	distinguishability	BRT (cd/m ²)	Operating Voltage (V)	Working current (mA)	SLEEP mode (mA)	Operating temperature (°C)	FLASH storage	Serial command buffer	Main frequency
2.4	4:3	FYU24T2432	48.96*36.72	65K	320*240	280	4.75-6	100mA 5V	35mA 5V	-20/+70	4MB	1024BYTE	72M
2.8	4:3	FYU28T2432	57.6*43.2	65K	320*240	280	4.75-6	150mA 5V	35mA 5V	-20/+70	4MB	1024 BYTE	72M
3.5	4:3	FYU32T4832	73.44*48.96	65K	480*320	280	4.75-6	18mA 5V	35mA 5V	-20/+70	16MB	1024 BYTE	72M
4.0	4:3	FYU40T4832	73.44*48.96	65K	480*320	280	4.75-6	18mA 5V	35mA 5V	-20/+70	16MB	1024 BYTE	72M
4.3	16:9	FYU43T4827	95.04*53.86	65K	480*272	280	4.75-6	200mA 5V	35mA 5V	-20/+70	16MB	1024 BYTE	72M
4.3	16:9	FYU43T2748	95.04*53.86	65K	480*272	280	4.75-6	200mA 5V	35mA 5V	-20/+70	16MB	1024 BYTE	72M
5.0	16:9	FYU50T4827	108*64.8	65K	480*272	280	4.75-6	250mA 5V	40mA 5V	-20/+70	16MB	1024 BYTE	108M
7.0	16:9	FYU70T8048	154.08*85.92	65K	800*480	280	4.75-6	400mA 5V	40mA 5V	-20/+70	16MB	1024 BYTE	108M

Seven、 About us

7.1、 Statement

Thank you for choosing FY series products. If you have any objections or questions about the documentation, please feel free to contact us. Of course, if there are any errors or misunderstandings in the documentation, please feel free to give us criticism and suggestions, we will correct and improve in time.

7.2、 Contact us

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WeChat public number Welcome attention