



FLAT DISPLAY TECHNOLOGY CORPORATION

Smart Graphic Module

How To Make A Touch Switch Function

On The SGM



Smart Graphic Module

1. Explain SGM Response Touch Information

0xF2 0x09 0xFB 0x71 0x00 0x00 0x54 0x00 0xD4 0x94 0xF8

Respond Touch information command : 0x71

Touch Event : 0x00

00 : Touch "Release" event

01 : Touch "Press" event

X Pixel Position : 0x00 0x54

Y Pixel Position : 0x00 0xD4

2. X,Y Value Meaning, Use 7" TFT-LCD Panel (Resolution 800 x 480) To Explain

(X , Y) = (0 , 0)

(X , Y) = (799 , 0)



(X , Y) = (0 , 479)

(X , Y) = (799 , 479)



Smart Graphic Module

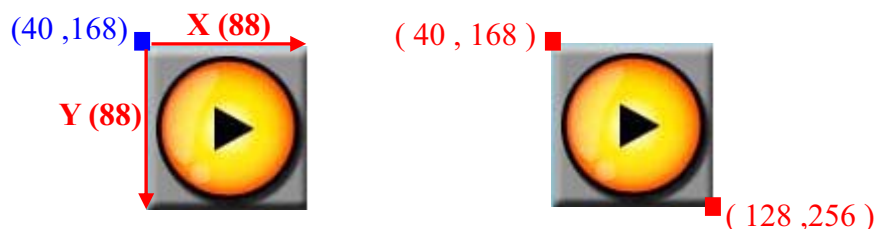
2. Make Switchs Example By Easy Graphic Arranger

(1) Place switchs on the screen by Easy Graphic Arranger, see each switch position on the Icon Information



See Above Switch 1 Example

Counting Switch 1 X,Y range value >



Client's MCU program to analyze response touch information of SGM.

Check X,Y value range is

X value : $40 \leq X \leq 128$ and Y Value : $168 \leq Y \leq 256$

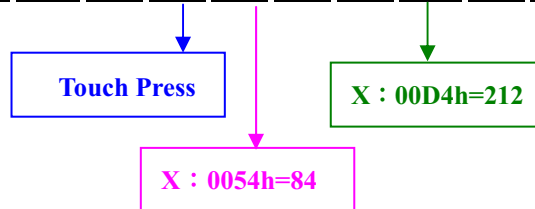
This situation is user to touch switch1,So client's MCU program do the switch 1 job.



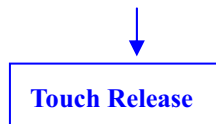
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Note : Touch respond information Example

Touch Press Event : 0xF2 0x09 0xFB 0x71 0x01 0x00 0x54 0x00 0xD4 0x95 0xF8



Touch Release Event : 0xF2 0x09 0xFB 0x71 0x00 0x00 0x54 0x00 0xD4 0x94 0xF8





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4. Coding Flow chart for Switch 1 Function

Occur Touch Event
(SGM Respond information for Touch Event)

