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 \rightarrow Import \rightarrow Select Existing Projects into Workspace \rightarrow browse to the location of zip file.

a Import					
Select Create new projects from	s from an archive file or directory.				
Select an import source:					
General Control Control Contr	ects into Workspace utable ect Settings e as Makefile Project n CVS s				
?	< Back Next >	Finish	Cancel		

Document version : 0.1c Written by: John Leung @ www.TechToys.com.hk Date: 19th Oct 2016 Select archive file. Click Finish.

a Import			
Import Projects Select a directory to search	h for existing Eclipse projects.		
 Select root directory: Select archive file: Projects: 	F:\TouchGFX_small_demo2014.zip	<u>v</u>	Browse
TouchGFX_Demo	(TouchGFX_Demo)		Select All Deselect All Refresh
Options Search for nested provide the second projects into we for the second project into we working sets for the second project to working sets;	pjects prkspace ing sets		Select
?	<back next=""> F</back>	inish	Cancel

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

C/C++ - TouchGFX_Demo/src/main.cpp - Atollic TrueSTUDIO fo	r ARM	
File Edit Source Refactor View Navigate Search Project Run V	Window H	Help
i c' d' c' c' c' c' c a la la 💊 🗞 🗞 🗞 🎸	🛉 🖗	9 ⋪ • や ◆ • ⇒ • ช 🚺 🗆 • 🖩 • 😫 🕞 👘
🎦 Project Explorer 🕱 📄 🔄 🖘 🖓 🗖	.c ma	ain.cpp 🔀
⊡ 😂 TouchGFX_Demo	10) /************************************
É၍ Includes	2	*
🗄 🖓 🔑 Libraries	3	* @brief This file is part of the TouchGFX 4.
E CMSIS	4	* Mauthor Draupper Graphics A/S /http://www.tc
🕀 🗁 Device	6	*
E STM32F4xx_StdPeriph_Driver	7	***********
⊡ 🔁 Utilities	8	*
🛱 🖓 🚰 src	9	* @section Copyright
E FreeRTOS	10	* * This file is free out to need is needed for
E TouchGFX	12	* use conv and modify within the terms and cond
	13	* agreement.
main.cpp	14	*
	15	* This is licensed software for evaluation use, a
⊞…lh stm32f4xx_conf.h	16	* with the evaluation license agreement provided
. stm32f4xx_it.c	17	* TouchGFX software.
t±h stm32f4xx_it.h	18	* * The evaluation license appearant can be seen on
to system_stm32f4xx.c	20	* The evaluation license agreement can be seen on *
tiny_printf.c	21	* @section Disclaimer
ti	22	*
	23	* DISCLAIMER OF WARRANTY/LIMITATION OF REMEDIES:
README.txt	24	* no obligation to support this software. Draupne
stm32f4_flash.ld	25	* the software "AS IS", with no express or implie
TouchGFX_Demo.elf.launch	26	* including, but not limited to, any implied warr
	27	* of any proprietary rights of a third party
	29	*
	30	* Draupner Graphics A/S can not be held liable fc
	31	* incidental, or special damages, or any other re
	32	* any third party, arising from your use of this
	33	*
	34	<pre>#include /touchafy/hal/HAL hon></pre>
	36	#incide Couchers/her/her/her/her/
	37	<pre>#include <touchgfx boardconfiguration.hpp="" hal=""></touchgfx></pre>
	38	<pre>#include <common touchgfxinit.hpp=""></common></pre>
	39	

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.*

Properties for TouchGFX_Der	no					
type filter text	Build Variables				¢	• •
Resource Builders C/C++ Build Build Variables Frvironment Group and States	Configuration:	ebug [Active]			Manage Config	gurations
Settings	Name	Type	value			Add
Tool Chain Editor C/C++ General CMSIS-SVD Settings Project References Review Run/Debug Settings Task Repository Testing WikText	TouchGFX	Directory	D: \projects \touc	hgfx-release-4, 4, 1-eval\to	uchgfx	Edit Delete
					Restore Defaults	Apply
?	1				ОК	Cancel

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

😰 Problems 🛛 🖉 Tasks 📮 Console 🐹 🔲 Properties 📲 Include Browser
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 \rightarrow Debug

Customerization of TouchGFX for a MIPI display in Atollic TrueSTUDIO



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!



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

