

Arduino Display Module - 3.2" Touchscreen LCD Product Help and Resources



COMMENTS 34

REVIEWS

Customer Comments

Log in or register to post comments.

EddieDoc / last year / 🖈 1

As of 4/22/2017 the link to the reference manual is broken. I found it here... https://www.sos.sk/microsite_docs/4D%20SYSTEMS/ViSi-Genie-Reference-Manual-REV1.3.pdf





Tech Support Tips/Troubleshooting/Common Issues ————

4D Arduino Adaptor Shield II: Arduino Display Adaptor Module Shield

The 4D Arduino Adaptor Shield II just routes the pins to the the Arduino footprint => [$pg 6 - http://www.4dsystems.com.au/productpages/4D-Arduino-Adaptor-Shield-II/downloads/4D-Arduino-Adaptor-REV2.xx_datasheet_R_1_3.pdf$. There is an additional button that extends the Arduino Reset button to the shield. Additionally, there is a transistor and resistor attached between the reset pin and Arduino's pin 4.

Unfortunately, we do not sell the 4D Arduino Adaptor Shield II individually from the kit.

Arduino Library

There is GitHub repository for the Arduino Library [https://github.com/4dsystems/ViSi-Genie-Arduino-Library].

No Arduino Shield?

If you do not have an Arduino shield, you can still connect the 4D Systems touchscreen LCD to an Arduino microcontroller. To connect to your Arduino microcontroller, you just need a serial UART and power. Try looking at this general tutorial when using a hardware UART => https://learn.sparkfun.com/tutorials/serial-communication#wiring-and-hardware . The example code in the GitHub repository provided links to connect and get started when using the LCD with an Arduino. Try looking at 4D Systems App Note or more information => http://www.4dsystems.com.au/downloads/Application-Notes/4D-AN-00017_R_1_01.pdf .

📲 bfesser / about 5 years ago / 🖈 5

"warranty void if removed" sticker ?? Just who does that company think their target market is?

FMaz / about 5 years ago / ★ 1

They think you want to use a windows-only software in order to be able to use their device anyway...

Member #582626 / about 4 years ago / * 3

Can the icons in the 4D Arduino Display Module - 3.2" Touchscreen LCD software be custom designed by the user? ie. Custom graphics on an on/off switch to insert on the touch screen.

yigiter007 / about 4 years ago / 🛧 2

For the shield that comes with the uLCD-32PTU, it breaks the 5V TX RX GND and RES separately. My question is if i didn't want to use the shield and wanted to connect the display directly would I need to add anything else since there looks to be two resistors and something else Q1.

jabcek / about 2 years ago / ★ 1

Hi, I have the same problems. I would like to connect the LCD without the shield. Have you figured it out yet, is it possible? Please, help.

🐂 🖣 f 🖈 fxmech / about 4 years ago / 🖈 2

Is it possible to control the backlight through a switch or by touching the screen itself? I need the ability to shut the screen off without resetting the functions... like an IPhone when the screen sleeps after inactivity... Just need to be able to cut the brightness on cue

Krish_M / about 4 years ago / ★ 2

Here's a library I made for Eagle.

https://db.tt/Xr7bnoex

David J Barnes / about 4 years ago / 🖈 2

Anyone have any success mounting one of these in an enclosure/case? Any pre-fab cases out there?

skbeez / about 5 years ago / 🖈 2

If I wanted to put this in a case, how would I do it? Do I have to make a custom case?

Member #378512 / about 2 years ago / 🖈 1

It looks like the included shield is meant for an Uno or similar board; what about the Mini? Also, can I use the touchscreen as an input (configure a linear trim pot to send back 0-255 to the board)?

TherapyNotWorking / about 3 years ago * / 🖈 1

Does anyone else have uploading issue with the 4D Arduino Adaptor Shield while connected to Mega 2560? I have to disconnect it to upload or else I get timeouts.

Edit: it was a jumper, I needed to move it to jump D2 and RX (it's in the shield documentation). Well maybe this will help someone and save them some head scratching. Cheers :)

Member #578856 / about 4 years ago / ★ 1

Any idea what the pixel density on the uLCD-32PTU is?

🔲 RiHi / about 4 years ago / ★ 1

anyone used this display with an arduino leonardo? arduino uno works fine ... but no chance with arduino leonardo...

RiHi / about 4 years ago / 🚖 1

use Serial1.begin(115200); ... works fine

Member #512665 / about 4 years ago / 1

one question .. can i program this display without using USB-to-Serial Bridge - µUSB-PA5 ??? can i program this trought arduino?

yigiter007 / about 4 years ago / ★ 1

Can the LCD be connect without the shield to a Arduino Uno? I ask because the project i have has a height restriction. I looked at the datasheet and it doesn't say anything other then to connect it with the shield. Thank you for any replies.

yigiter007 / about 4 years ago / 🖈 1

Can the LCD be connect without the shield to a Arduino Uno? I ask because the project i have has a height restriction. I looked at the datasheet and it doesn't say anything other then to connect it with the shield. Thank you for any replies.

Member #503399 / about 4 years ago / ★ 1

Is it compatible with Arduino Due?

miked13 / about 4 years ago / 🖈 1

I just got mine in the mail for christmas and it's missing the arduino breakout board =(

M-Short / about 4 years ago / ★1

Hi, send us an email@techsupport@sparkfun.com and we'll get you taken care of.

Member #391963 / about 4 years ago / **★** 1

Hi, I was actually wondering which of these retail options (uLCD-32-PTU-GFX, uLCD-32-PTU-AR or the uLCD-32PTU starter kit) would be most suitable for programming the screen using VisiGenie and subsequently using it as a standalone module (without interfacing with an Arduino, etc) for interacting with sensors, etc?

```
ender22 / about 4 years ago / ★ 1
```

Is there a max length to the connecting ribbon cable? would 4 feet be ok?

What is the recommended replacement cable/connectors?

Thanks! -Rob

Member #460050 / about 4 years ago * / 🖈 1

Can DEV-09718 (FTDI Cable 5V) be used to program the LCD? This cable is based on FT232RQ which is mentioned as required breakout.

Toni_K / about 4 years ago / ★1

As the FTDI cable has the same pinout as our FTDI basic, it will likely lock up your screen as well. I've seen customers use them with some work arounds and pin swapping, but generally your best bet is to just get the FT232RQ board.

```
Member #125555 / about 5 years ago / 🖈 1
```

So what does it take to get this up and running? I ordered one and thought I would, as a newbie, read up on their site for the install instructions. Installed the Workshop software fine. The process for installing the Arduino library was interesting. I pathed to the ZIP file from the Sketch- Import Library...but it wouldn't, so I just unzipped the file in the Library sub directory. Now in the PDF with the install guide, it mentions installing the cable driver, which goes to a busted link on 4D Can you educate me on this section...and what's next? Pretty excited to take a crack at this.

bau / about 5 years ago / ★ 1

This is a totally viable concept - have the LCD do the heavy lifting. I just would like to ask whether that pretty bad lag is caused by the baud rate or the Arduino or the LCD itself? Is there any way to improve on latency? May be the code is doing just too many things including reading objects from the display?

Scott216 / about 5 years ago / 🖈 1

The spec sheet doesn't have the physical dimensions. What the overall size and what's the display area size?

Kamiquasi / about 5 years ago / 🖈 1

That's because the datasheet is only for the kit :) Datasheet for the display, at this time: uLCD-32-PTU.

From that datasheet: Screen Dimensions: 54.34 x 77.70 x 3.70mm Viewing Area: 48.60 x 64.80mm Resolution: 240 x 320 Pixel Pitch: 0.2025 x 0.2025mm

rei_vilo / about 5 years ago / 🖈 1

Please find my review at http://forum.sparkfun.com/viewtopic.php?f=14&t=34339 done on Dec 18, 2012.

AdamTolley / about 5 years ago / 📌 1

Resolution: 240 x 320 for the uLCD-32-PTU by the way.

Mitch.Tolson / about 5 years ago / 🖈 1

The datasheet link wont resolve. Rather, the link times out.

🏹 🏓 Nick Poole / about 5 years ago / 🖈 2

Tmoved the datasheet to our server. The link worked fine here, I think the traffic was hard on them.

SUBSCRIBE TO NEWSLETTER





In 2003, CU student Nate Seidle blew a power supply in his dorm room and, in lieu of a way to order easy replacements, decided to start his own company. Since then, SparkFun has been committed to sustainably helping our world achieve electronics literacy from our headquarters in Boulder, Colorado.

No matter your vision, SparkFun's products and resources are designed to make the world of electronics more accessible. In addition to over 2,000 open source components and widgets, SparkFun offers curriculum, training and online tutorials designed to help demystify the wonderful world of embedded electronics. We're here to help you start something.

About Us About SparkFun SparkFun Education ♂ Feeds Jobs Contact Help Customer Service Shipping Return Policy FAQ Chat With Us

Community

Programs Become a Community Partner • Community Stories Custom Kit Requests Tell Us About Your Project Sell Your Widget on SparkFun Become a SparkFun Distributor Large Volume Sales

Forum SparkFun IRC Channel Take the SparkFun Quiz SparkFun Kickstarter Projects Distributors What's on your mind?

For which department?

General

Please include your email address if you'd like us to respond to a specific question.

email address

SUBMIT