**SCAKAGE FOR TFT LCD 2.8” INTERFACING WITH ARDUINO UNO**

**Most important part is this identifier 9341 number of TFT LCD**

**(By Mr. Adeeb Raza)**

#include <Adafruit\_TFTLCD.h>

#include <Adafruit\_GFX.h>

#include <TouchScreen.h>

#define LCD\_CS A3

#define LCD\_CD A2

#define LCD\_RW A1

#define LCD\_RD A0

#define LCD\_RESET A4

#define TS\_MINX 161

#define TS\_MINY 133

#define TS\_MAXX 930

#define TS\_MAXY 882

#define YP A2

#define XM A3

#define YM 8

#define XP 9

#define BLACK 0x0000

#define BLUE 0x001F

#define RED 0xF800

#define GREEN 0x07E0

#define CYAN 0x07FF

#define MAGENTA 0xF81F

#define YELLOW 0xFFE0

#define WHITE 0xFFFF

Adafruit\_TFTLCD tft(LCD\_CS, LCD\_CD, LCD\_RW, LCD\_RD, LCD\_RESET);

TouchScreen ts=TouchScreen(XP, YP, XM, YM, 300);

boolean buttonEnabled = true;

void setup() {

 Serial.begin(9600);

 Serial.print("Starting Screen Calibration....");

 tft.reset();

 tft.begin(0x9341); //9341 is identifier number of TFT LCD

 tft.setRotation(1);

 tft.fillScreen(BLACK);

 //Draw White Frame

 tft.drawRect(0,0,319,240,WHITE);

 //Print "ADEEB RAZA"

 tft.setCursor(40,30);

 tft.setTextColor(RED);

 tft.setTextSize(4);

 tft.print("ADEEB RAZA");

 // Print "Welcomes" text

 tft.setCursor(70, 80);

 tft.setTextColor(GREEN);

 tft.setTextSize(4);

 tft.print("WELCOMES");

 // Print "You" text

 tft.setCursor(120, 130);

 tft.setTextColor(BLUE);

 tft.setTextSize(4);

 tft.print("YOU");

 //Create Red Button for "Thanks"

 tft.fillRect(60,180,200,40, RED);

 tft.drawRect(60,180,200,40, WHITE);

 tft.setCursor(100,188);

 tft.setTextColor(WHITE);

 tft.setTextSize(3);

 tft.print("Thanks");

 //Create Red Button for "ON"

 tft.fillRect(5,180,40,40, YELLOW);

 tft.drawRect(5,180,40,40, WHITE);

 tft.setCursor(14,193);

 tft.setTextColor(BLUE);

 tft.setTextSize(2);

 tft.print("ON");

 //Create Red Button for "OFF"

 tft.fillRect(274,180,38,40, RED);

 tft.drawRect(275,180,38,40, WHITE);

 tft.setCursor(278,192);

 tft.setTextColor(BLUE);

 tft.setTextSize(2);

 tft.print("OFF");

 //Create Red Button for "Exit"

 tft.fillRect(130,6,33,15, YELLOW);

 tft.drawRect(130,6,33,15, RED);

 tft.setCursor(135,10);

 tft.setTextColor(RED);

 tft.setTextSize(1);

 tft.print("Exit");

}

void loop() {

 TSPoint p = ts.getPoint(); //Get touch point

 if (p.z > ts.pressureThreshhold){

 Serial.print(" X = "); Serial.print(p.x);

 Serial.print(" tY = "); Serial.print(p.y);

 Serial.print("\n");

 p.x = map(p.x, TS\_MAXX, TS\_MINX, 0 ,320);

 p.y = map(p.y, TS\_MAXY, TS\_MINY, 0 ,240);

 if(p.x>60 && p.x<260 && p.y>180 && p.y>220 && buttonEnabled){

 buttonEnabled =false;

 pinMode(XM, OUTPUT);

 pinMode(YP, OUTPUT);

 //ERASE the Screen

 tft.fillScreen(BLACK);

 //Draw Frame

 tft.drawRect(0,0, 319,240, WHITE);

 tft.setCursor(50,50);

 tft.setTextColor(WHITE);

 tft.setTextSize(3);

 tft.print("Thank you for\n\n Watching");

 }

 delay(10);

 }

 }

-----: End Of Programme :------

