

Primer 1

Bere tipko OK. Če je pritisnjena, prižge LED 1, sicer jo ugasne.

main.c:

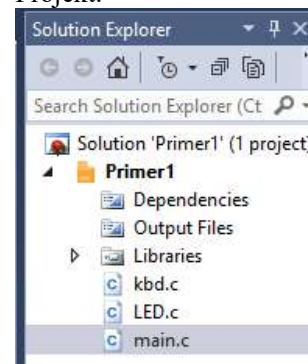
```
#include <avr/io.h>
#include "kbd.h"
#include "LED.h"

int main(void)
{
    LED_Init();
    KBD_Init();
    while (1)
    {
        if (KBD_isKeyStatePressed(BTN_OK))
        {
            LED_10n();
        }
        else
        {
            LED_10ff();
        }
    }
}
```

Datoteke:

Name
Debug
kbd.c
kbd.h
LED.c
LED.h
main.c
Primer1.atstn
Primer1.componentinfo.xml
Primer1.cproj

Projekt:



Primer 2

Bere tipko OK. Kadar pritisnemo tipko, Spremeni stanje LED 1.

main.c:

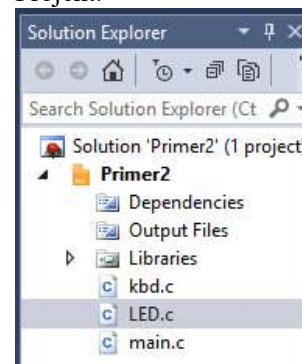
```
#include <avr/io.h>
#include "kbd.h"
#include "LED.h"

int main(void)
{
    char button;
    LED_Init();
    KBD_Init();
    while (1)
    {
        KBD_Read();
        button = KBD_GetKey();
        if (button == BTN_OK)
        {
            LED_1Tgl();
        }
    }
}
```

Datoteke:

Name
Debug
kbd.c
kbd.h
LED.c
LED.h
main.c
Primer2.atstn
Primer2.componentinfo.xml
Primer2.cproj

Projekt:



Primer LCD 1

Aplikacija »Hello world!«.

main.c:

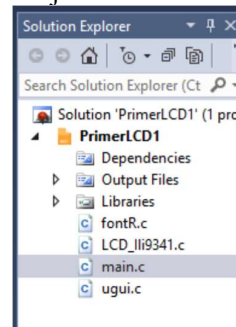
```
#include <avr/io.h>
#include "LCD_Ili9341.h"

int main(void)
{
    LCD_Init();
    printf("Hello world!");
    while (1)
    {
    }
}
```

Datoteke:

Name
Debug
config.h
fontR.c
fontR.h
LCD_Ili9341.c
LCD_Ili9341.h
main.c
PrimerLCD1.atsln
PrimerLCD1.componentinfo.xml
PrimerLCD1.cproj
ugui.c
ugui.h
ugui_config.h

Projekt:



Primer LCD 2

Fonti, barve, izpis spremenljivk.

main.c:

```
#include <avr/io.h>
#include "config.h" //Defines F_CPU. Must be
                  //included before delay.h.
#include <util/delay.h>
#include "LCD_Ili9341.h"

int main(void)
{
    int counter;

    LCD_Init();
    printf("Hello world!\n");

    UG_ConsoleSetForecolor(C_RED);
    UG_ConsoleSetBackcolor(C_YELLOW);
    printf("Hello world!\n");

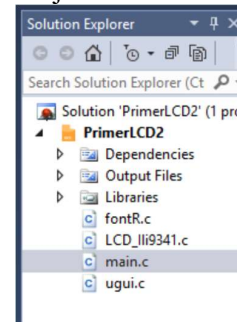
    UG_ConsoleSetForecolor(C_GREEN);
    UG_ConsoleSetBackcolor(C_BLACK);
    //List of enabled fonts can be found in
    //ugui_config.h along with information on
    //how much program space each font requires.
    UG_FontSelect(&RFONT_16X26);
    printf("Hello world!\n ");

    UG_FontSelect(&RFONT_8X12);
    counter = 0;
    while (1)
    {
        printf("%d ",counter);
        counter = counter + 1;
        _delay_ms(300);
    }
}
```

Datoteke:

Name
Debug
config.h
fontR.c
fontR.h
LCD_Ili9341.c
LCD_Ili9341.h
main.c
PrimerLCD2.atstln
PrimerLCD2.componentinfo.xml
PrimerLCD2.cproj
ugui.c
ugui.h
ugui_config.h

Projekt:



Primer LCD 3

Izpis besedila na določeno lokacijo, risanje likov.

main.c:

Datoteke, projekt: enako kot prej

```
#include <avr/io.h>
#include "config.h" //Defines F_CPU. Must be
                   //included before delay.h.
#include <util/delay.h>
#include "LCD_Ili9341.h"

int main(void)
{
    int counter;
    char textString[20]; //max 19 characters

    LCD_Init();
    //reduce console area (for printf) to 1/4 of the screen
    UG_ConsoleSetArea(160,0,320,120);
    UG_FillFrame(160,0,320,120,C_WHITE);
    UG_ConsoleSetForecolor(C_BLUE);
    UG_ConsoleSetBackColor(C_WHITE);
    printf("Console:\n");

    //prepare labels
    UG_SetForecolor(C_GREEN);
    UG_PutString(10,130,"Counter without lead chars:");
    UG_PutString(10,150,"Counter with leading spaces:");
    UG_PutString(10,170,"Counter with leading zeros:");
    UG_SetForecolor(C_WHITE);

    //draw a bit
    UG_FillCircle(30,30,20,C_RED);
    UG_FillFrame(10,60,50,80,C_GREEN);
    UG_FillRoundFrame(10,90,50,120,5,C_BLUE);
    UG_DrawCircle(80,30,20,C_RED);
    UG_DrawFrame(60,60,100,80,C_GREEN);
    UG_DrawRoundFrame(60,90,100,120,5,C_BLUE);
    counter = 0;
    while (1)
    {
        printf("%d ",counter); //to console part of LCD
        //UG_PutString can't print variables.
        //Instead use sprintf to prepare a string first,
        //then print it with UG_PutString.
        sprintf(textString,"%d",counter);
        UG_PutString(270,130,textString);

        sprintf(textString,"%3d",counter);
        UG_PutString(270,150,textString);

        sprintf(textString,"%03d",counter);
        UG_PutString(270,170,textString);

        counter = counter + 1;
        if (counter > 100) counter = 0;
        _delay_ms(300);
    }
}
//More functions for drawing can be found in ugui.h (lines 892 to 915).
```