3.5inch Arduino Display-UNO



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Product Video

Product Picture





Product Description

- Supports development boards such as Arduino UNO and Mega2560 for plug-in use without wiring
- 480X320 resolution, clear display, support for touch function
- Support 16-bit RGB 65K color display, display rich colors
- 8-bit parallel bus, faster than serial SPI refresh
- On-board 5V/3.3V level shifting IC, compatible with 5V/3.3V operating voltage
- Easy to expand the experiment with SD card slot
- Provides an Arduino library with a rich sample program
- Military-grade process standards, long-term stable work
- Provide underlying driver technical support

Name	Parameter
Display Color	RGB 65K color
SKU	MAR3501 (have touch screen) /MAR3502(have no touch screen)
Screen Size	3.5(inch)
Туре	TFT
Driver IC	IL19486
Resolution	480*320 (Pixel)
Module Interface	8-bit parallel interface
Active Area	73.44*48.96(mm)
Module PCB Size	85.49*55.63(mm)
Operating Temperature	-20°C~70°C
Storage Temperature	-40°C~70°C
Operating Voltage	5V/3.3V
Power Consumption	TBD
Product Weight(Package containing)	44g(have touch screen), 55g(have no touch screen)

Product Parameters

Interface Definition



Number	Pin Label	Pin Description
1	LCD_RST	LCD bus reset signal, low level reset
2	LCD_CS	LCD bus chip select signal, low level enable
3	LCD_RS	LCD bus command / data selection signal, low level: command, high level: data
4	LCD_WR	LCD bus write signal
5	LCD_RD	LCD bus read signal
6	GND	Power ground
7	5V	5V power input
8	3V3	3.3V power input, this pin can be disconnected
9	LCD_D0	LCD 8-bit data Bit0
10	LCD_D1	LCD 8-bit data Bit1
11	LCD_D2	LCD 8-bit data Bit2
12	LCD_D3	LCD 8-bit data Bit3
13	LCD_D4	LCD 8-bit data Bit4
14	LCD_D5	LCD 8-bit data Bit5
15	LCD_D6	LCD 8-bit data Bit6
16	LCD_D7	LCD 8-bit data Bit7
17	SD_SS	SD card SPI bus chip select signal, low level en
18	SD_DI	SD card SPI bus MOSI signal
19	SD_DO	SD card SPI bus MISO signal
20	SD_SCK	SD card SPI bus clock signal

Product Documentation

- 3.5 inch Arduino UNO Module User Manual (http://www.lcdwiki.com/res/MAR3501/3.5inch_Arduino_8BIT_Modul e_MAR3501_User_Manual_EN.pdf)
- 3.5 inch Arduino UNO Module Size Picture (http://www.lcdwiki.com/images/8/84/MAR3502-size.PNG)
- 3.5 inch TFT Specifications (http://www.lcdwiki.com/res/MAR3501/QD-TFT3502%20specification_v1.1.pdf)
- 3.5 inch QD-TFT3501 TFT LCD Schematic and PCB Package Library (http://www.lcdwiki.com/res/MAR3501/Alti um_3.5_44pin_QD-TFT3501_Package_library.zip)
- Driver IC ILI9486 Data sheet (http://www.lcdwiki.com/res/MAR3501/datasheet_ILI9486.pdf)

Connect to Arduino



Arduino UNO direct insertion picture

Arduino Mega2560 direct insertion picture

How to use on Arduino

• Step 1: Download the test program

- 1. Download the Arduino test program from the Program Download column
- 2. For a description of the relevant test procedures, please refer to the test program documentation in the package

• Step 2: Connect the Arduino development board

- 1. Plug the module directly into the Arduino development board (**Do not plug in?**)
- 2. After the module is plugged in, power on the Arduino board

• Step 3: Copy the dependent library

- 1. Make sure the Arduino IDE is installed on your computer (if it is not installed: Arduino IDE download URL (https://w ww.arduino.cc/en/Main/Software))
- 2. After installing the Arduino IDE, you need to copy the dependent library to the Arduino project directory as follows:
 - (1) Decompress the downloaded test package

(2) Copy the dependent libraries in the **Install libraries** directory in the package (shown below) to the **libraries** folder

of the Arduino project directory (**Don't know the Arduino project directory?** (http://www.lcdwiki.com/ res/PublicFile/Arduino_IDE_Use_Illustration_EN.pdf))

Demo_Arduino
Example
Install libraries
Dependent library directory
LCDWIKI_GUI
LCDWIKI_KBV
TouchScreen

- Step 4: Compile and download the program to the development board
- 1. Open the sample in the Example directory of the package to test, compile and download (**Don't know how to compile and download?** (http://www.lcdwiki.com/res/PublicFile/Arduino_IDE_Use_Illustration_EN.pdf))
- Step 5: Observe the running of the program
- 1. After the program is downloaded, run it directly and observe the running status. If it can be displayed normally, the program runs

successfully, as shown in the following figure (take the colligate_test test program as an example):



Program Download

3.5inch_Arduino_8BIT_Module_ILI9486_MAR3501_V1.1 (http://www.lcdwiki.com/res/Program/Arduino/3.5inch/UN O_8BIT_ILI9486_MAR3501_V1.1/3.5inch_Arduino_8BIT_Module_ILI9486_MAR3501_V1.1.zip)

Reference Materials

- Arduino IDE software use illustration (http://www.lcdwiki.com/res/PublicFile/Arduino_IDE_Use_Illustration_EN.pd f)
- C51 Keil and stc-isp software use illustration (http://www.lcdwiki.com/res/PublicFile/C51_Keil%26stc-isp_Use_Illus tration_EN.pdf)
- STM32 keil software use illustration (http://www.lcdwiki.com/res/PublicFile/STM32_Keil_Use_Illustration_EN.pdf)
- PCtoLCD2002 software use illustration (http://www.lcdwiki.com/res/PublicFile/PCtoLCD2002_Use_Illustration_EN. pdf)
- Image2Lcd software use illustration (http://www.lcdwiki.com/res/PublicFile/Image2Lcd_Use_Illustration_EN.pdf)
- Chinese and English display modulo settings (http://www.lcdwiki.com/Chinese_and_English_display_modulo_setting s)

Common Software

- PCtoLCD2002 (http://www.lcdwiki.com/res/software/PCtoLCD2002.zip)
- Image2Lcd (http://www.lcdwiki.com/res/software/Image2Lcd.zip)

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