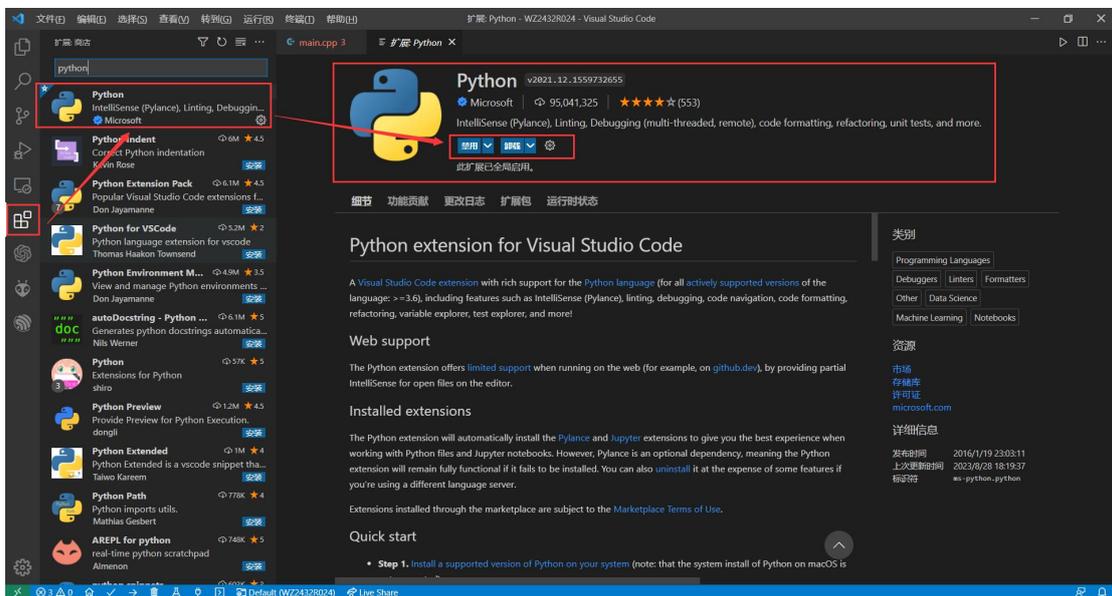


PlatformIO

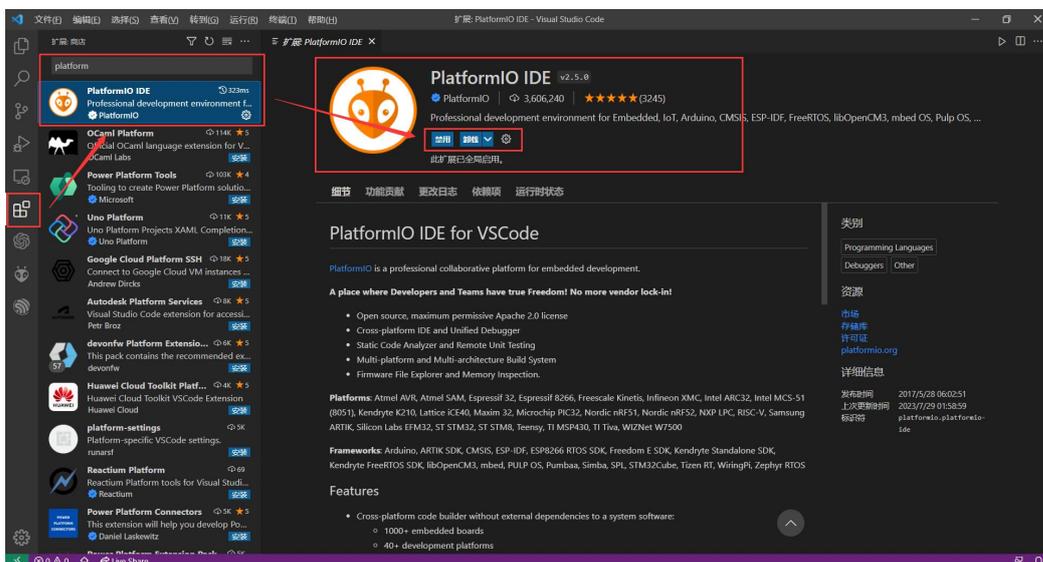
WZ2432R024 or WZ2432R028 or WZ2432R035

Take the WZ2432R024 as an example

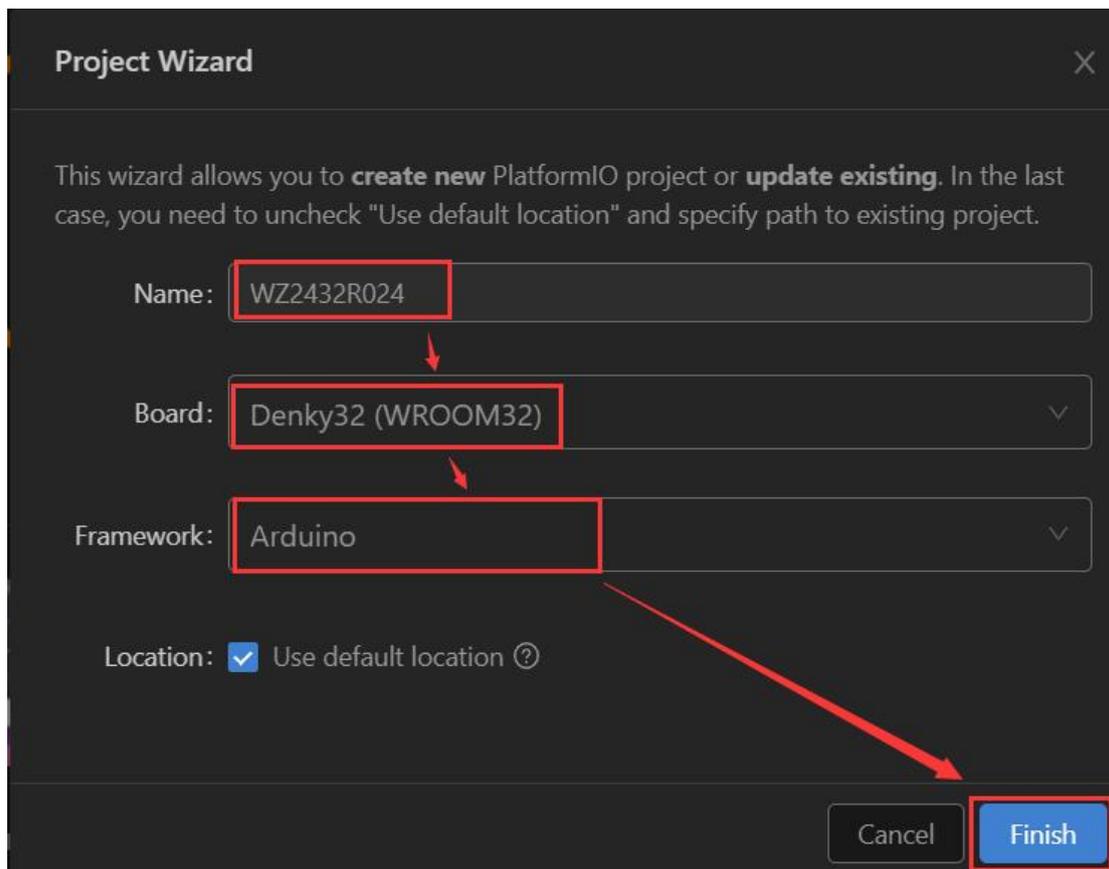
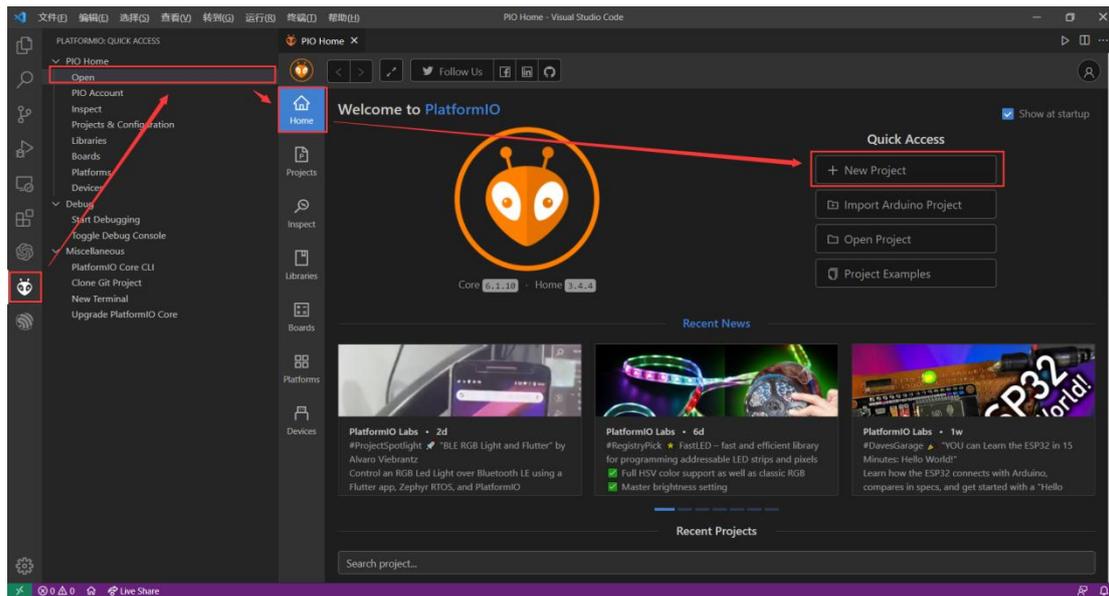
First open the VScode to check if the python is installed

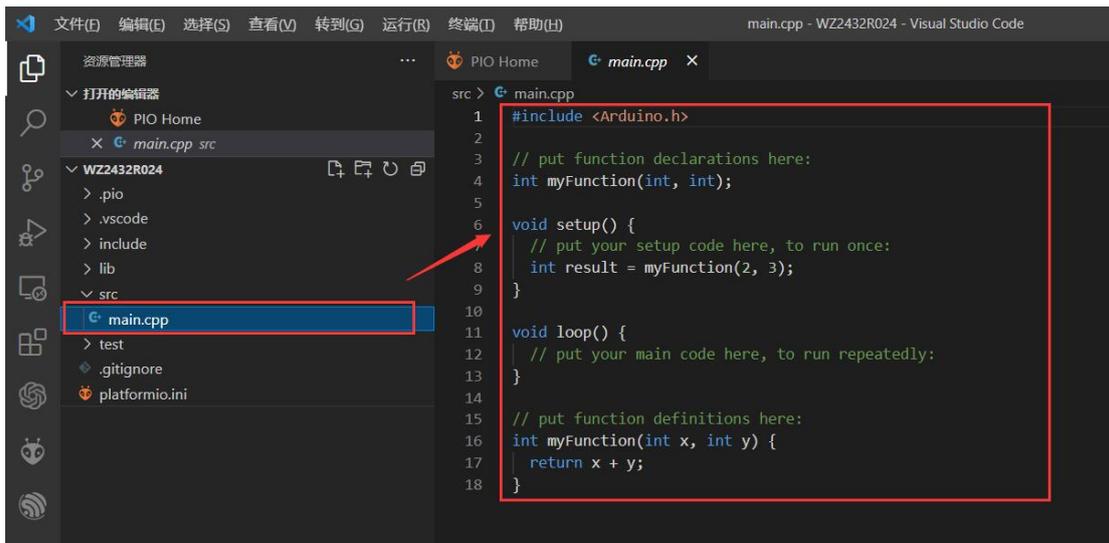


Open the VScode to download the PlatformIO

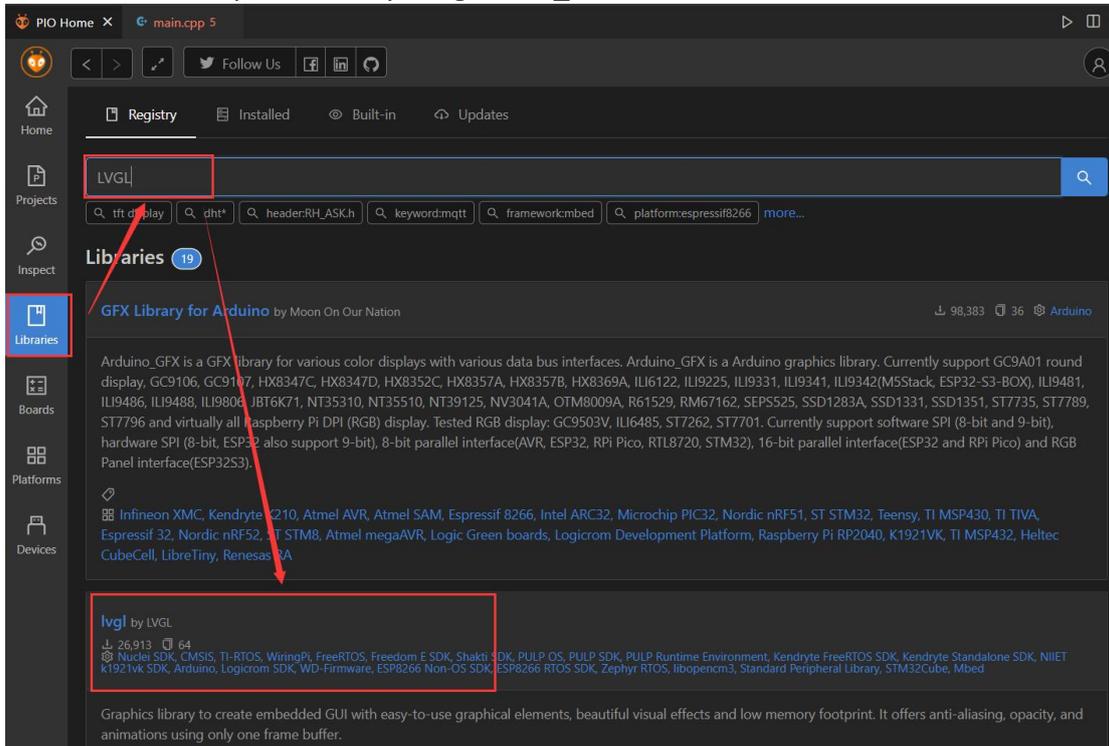


Create new projects





Download the required library (lvgl、TFT_eSPI)

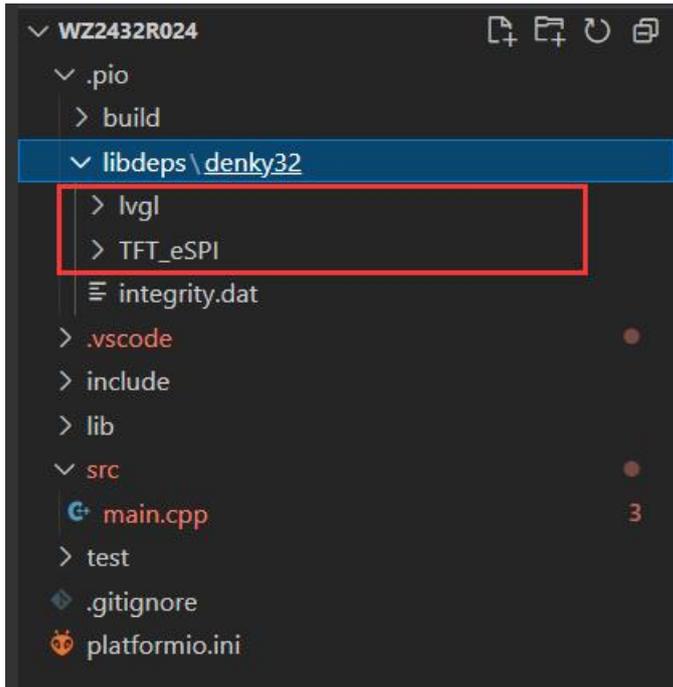


The screenshot shows the IDE's library manager interface. The left sidebar contains navigation options: Home, Projects, Inspect, Libraries (highlighted), Boards, Platforms, and Devices. The main area displays the 'lvgl' package by LVGL. The version '8.3.6' is highlighted with a red box, and a red arrow points from it to the 'Add to Project' button, which is also highlighted with a red box. Below the package name, there are tabs for 'Examples', 'Installation', 'Headers', and 'Changelog'. The 'Examples' tab is active, showing a code snippet for 'lv_example_chart_1'.

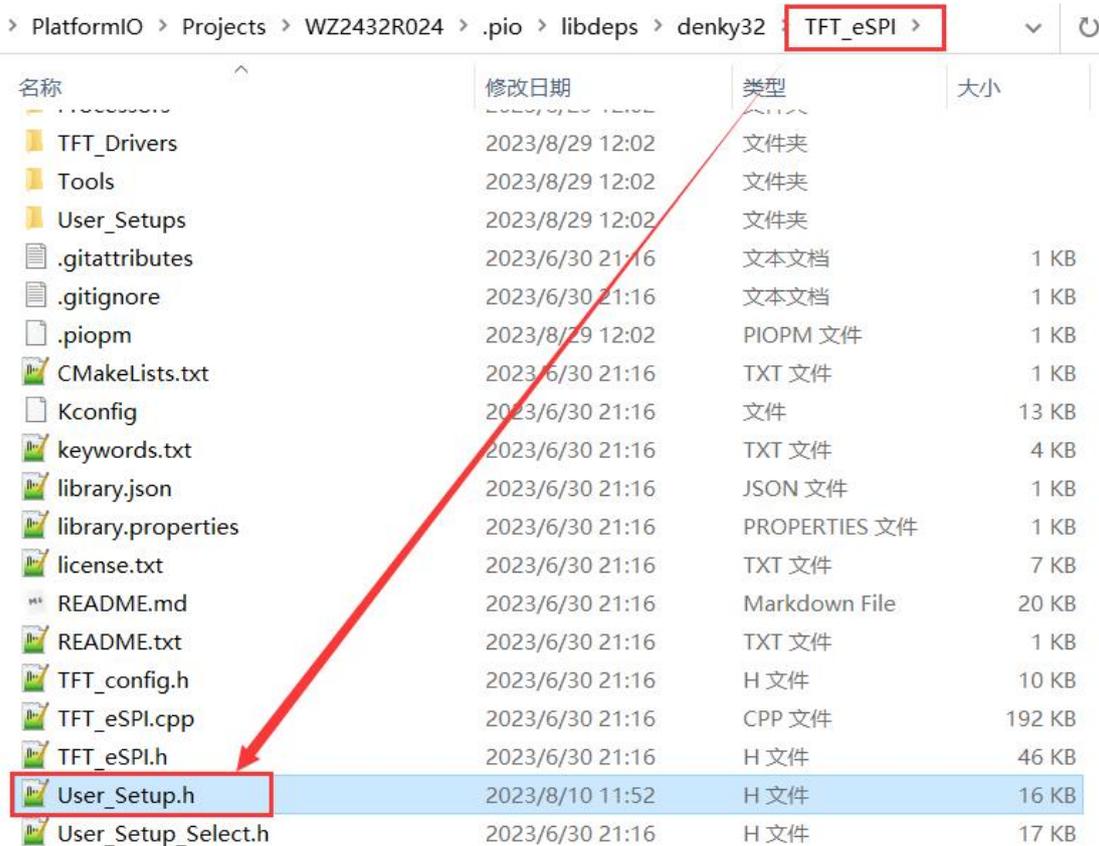
```
#include "../lv_examples.h"
#if LV_USE_CHART && LV_BUILD_EXAMPLES

void lv_example_chart_1(void)
{
    /*Create a chart*/
    lv_obj_t * chart;
    chart = lv_chart_create(lv_scr_act());
```

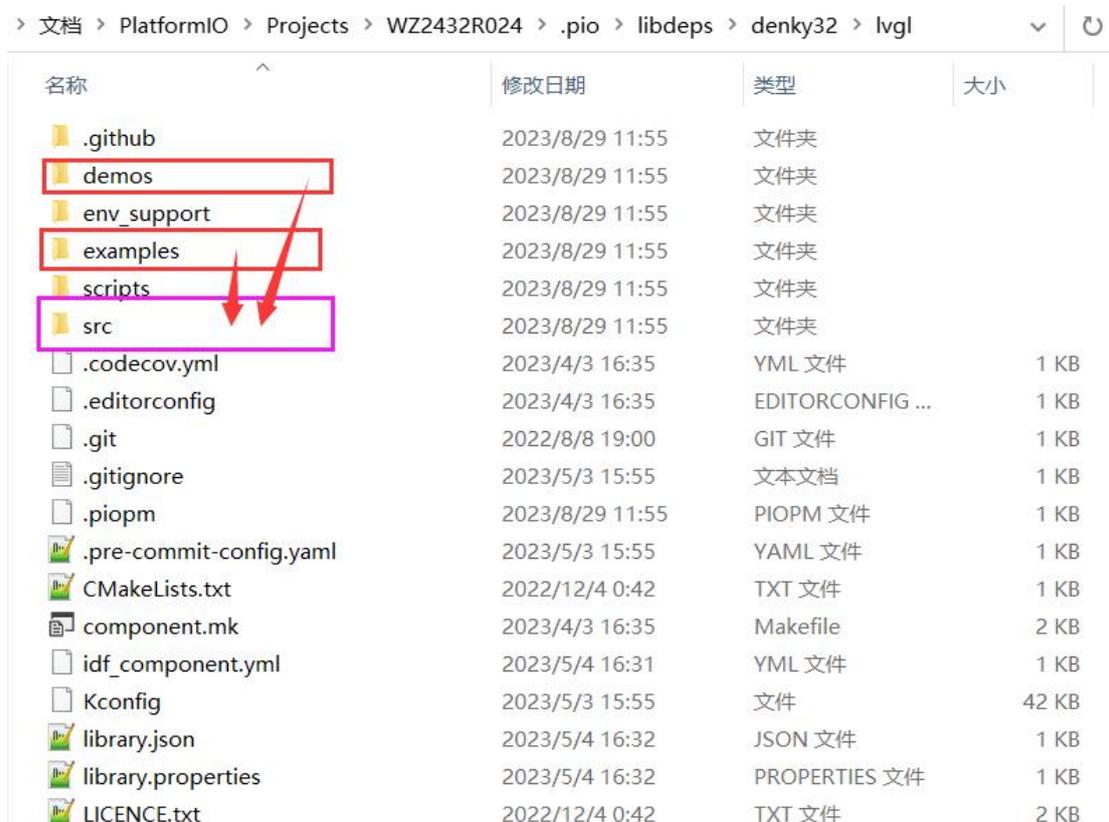
The screenshot shows the 'Add project dependency' dialog box. The top input field contains 'lvgl/lvgl@8.3.6' and is highlighted with a red box. A red arrow points from this field to the 'Projects' dropdown menu, which is also highlighted with a red box and contains the text 'Projects\WZ2432R024'. Below the dropdown, there is an 'Information' section with two expandable items: 'Registry and Specification' and 'External resources'. At the bottom right, there are two buttons: 'Cancel' and 'Add', with the 'Add' button highlighted by a red box. A red arrow points from the 'Add' button back to the 'lvgl/lvgl@8.3.6' input field.



Next, we want to configure the TFT _ eSPI library to replace the User_Setup.h in the library with the file we provide



Next, we want to configure the lvgl library, right-click to open the folder directory, and put the demo and examples folders into the src folder!



atformIO > Projects > WZ2432R024 > .pio > libdeps > denky32 > lvgl > src >

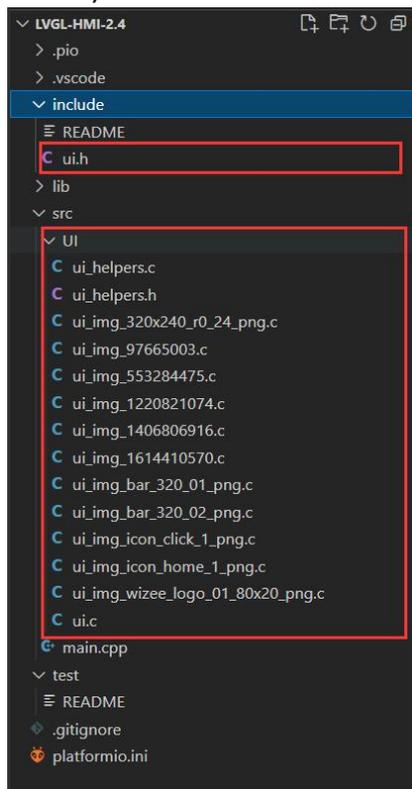
名称	修改日期	类型	大小
core	2023/8/29 11:55	文件夹	
demos	2023/8/29 12:20	文件夹	
draw	2023/8/29 11:55	文件夹	
examples	2023/8/29 12:20	文件夹	
extra	2023/8/29 11:55	文件夹	
font	2023/8/29 11:55	文件夹	
hal	2023/8/29 11:55	文件夹	
misc	2023/8/29 11:55	文件夹	
widgets	2023/8/29 11:55	文件夹	
lv_api_map.h	2023/4/3 16:35	H 文件	2 KB
lv_conf_internal.h	2023/5/4 16:32	H 文件	74 KB
lv_conf_kconfig.h	2023/5/3 15:55	H 文件	7 KB
lvgl.h	2023/4/3 16:35	H 文件	1 KB

Place the lv_conf.h file under this directory again

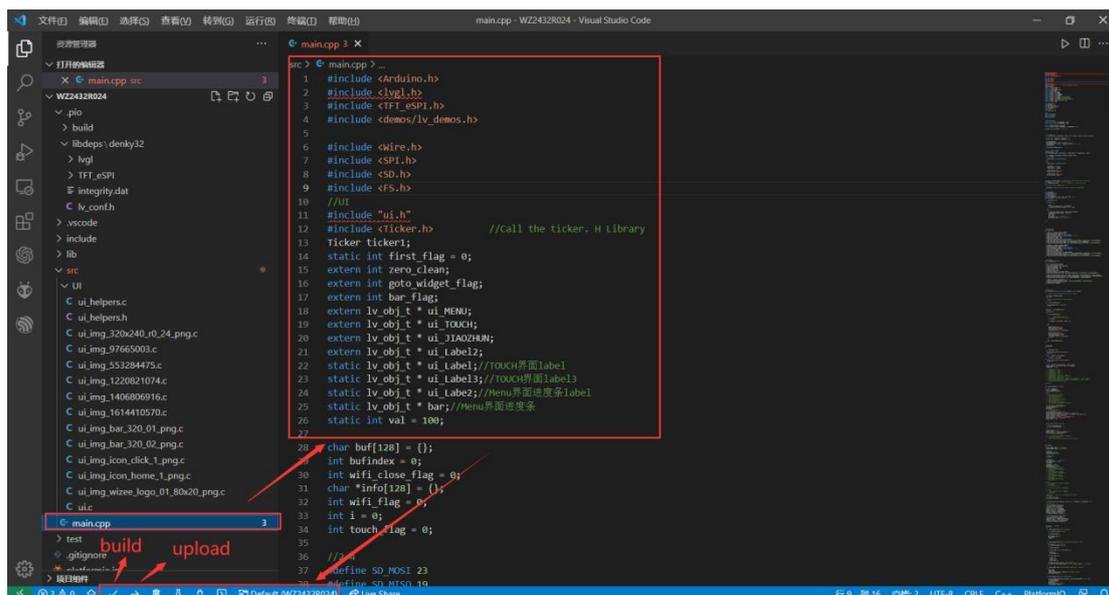
文档 > PlatformIO > Projects > WZ2432R024 > .pio > libdeps > denky32 >

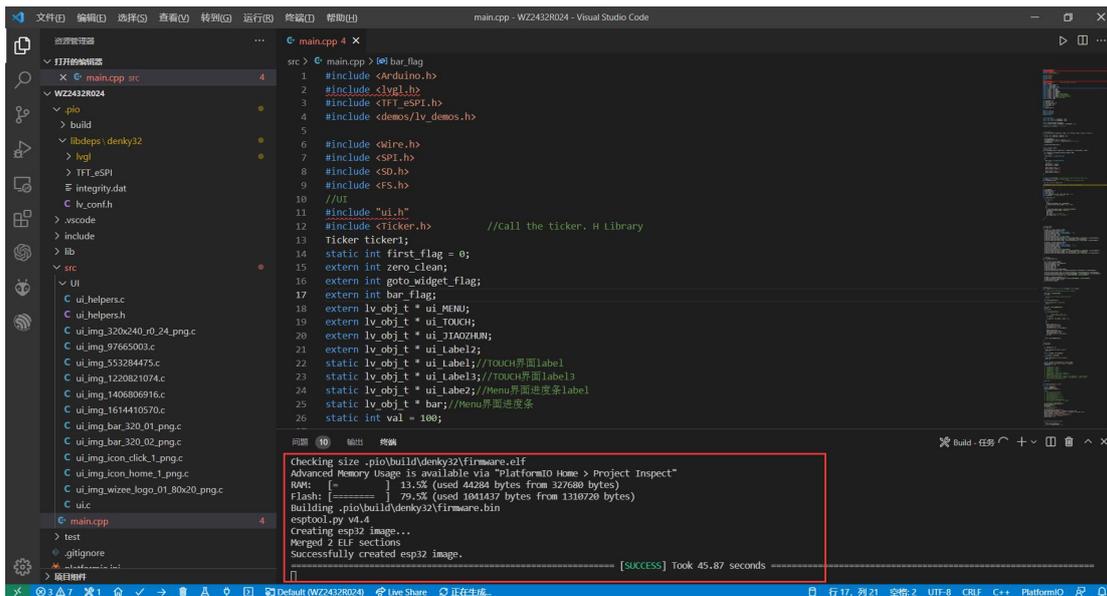
名称	修改日期	类型	大小
lvgl	2023/8/29 11:55	文件夹	
TFT_eSPI	2023/8/29 12:02	文件夹	
integrity.dat	2023/8/29 12:02	DAT 文件	1 KB
lv_conf.h	2023/8/25 17:25	H 文件	26 KB

Next, let's configure our own UI files (the UI files are generated from the SquareLine Studio)



In the UI folder that will be generated. The c file is placed in the /src folder, and in the generated UI folder. Place the h file in the /include folder
At this time, we will complete all the configuration, write the code and start compiling the program





Next we began to burn the program, finished!

