

Re: Best approach, LCD on ARM7

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Peter wrote:

Henrik @ work wrote:

For a new project, we have almost decided on AT91SAM7X256 for a variety of reasons. Primarily due to its rich peripheral set and previous knowledge of Atmel Chips.

But we need to implement a LCD display, preferably 320x240 pixels into our system and we would like some advice on the best way to do this. With respect to both hardware and software development. I.e how to get a grip on this. would we use LCD controller or do direct IO from the processor?

We're using the LCD library from Simplify Technologies http://www.simplify-technologies.de/gui_library/index.html which has been great – it's not (or wasn't!) licensed on a 'per product' basis which makes it cheaper if you want to use it in multiple projects.

I'm interested to know what people suggest for the HW side of things – we're looking at adding a LCD to a Atmel SAM7 chip without an external address bus and, so far, haven't come up with any good ideas. There don't seem to be any 320x240 SPI based controllers around – one suggestion was to put it in a FPGA and write some logic to convert between SPI & an "address bus" based FGPGA video controller.

Peter

For HW, why not look at the SAM9 series or the new AVR-32 series from Atmel? LCD controller is built in.

regards
DR

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