



life.augmented

Rapid Graphic Prototyping with TouchGFX and STM32 Discovery Platforms





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life.augmented



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Agenda



STM32 Graphics Portfolio



STM32 Graphics Ecosystem



Intro to Embedded Graphics



TouchGFX Introduction



Hands-on with TouchGFX



Wrap-up

Accelerating the HMI of Things

Enabling high-end user experience in embedded devices

Smarter and richer devices requiring Advanced Graphical User Interfaces



What to consider when designing platform with graphics

- What are the tasks of the system
 - System complexity impacts the solution required
 - Acceleration, memory and overall architecture
- Display
 - Size/Resolution and Color Depth
 - Interface (MIPI DSI, LCD-TFT, SPI, parallel 8080/6800)
- Development Resources
 - Graphic Designers
 - Firmware Engineers
 - Hardware Engineers



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Small SPI Display showing Sensor Data

I need a basic STM32 MCU and a few engineers



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Medium DSI LCD with menus and connectivity

I need a high performance STM32 MCU with graphics capability and a full engineering team



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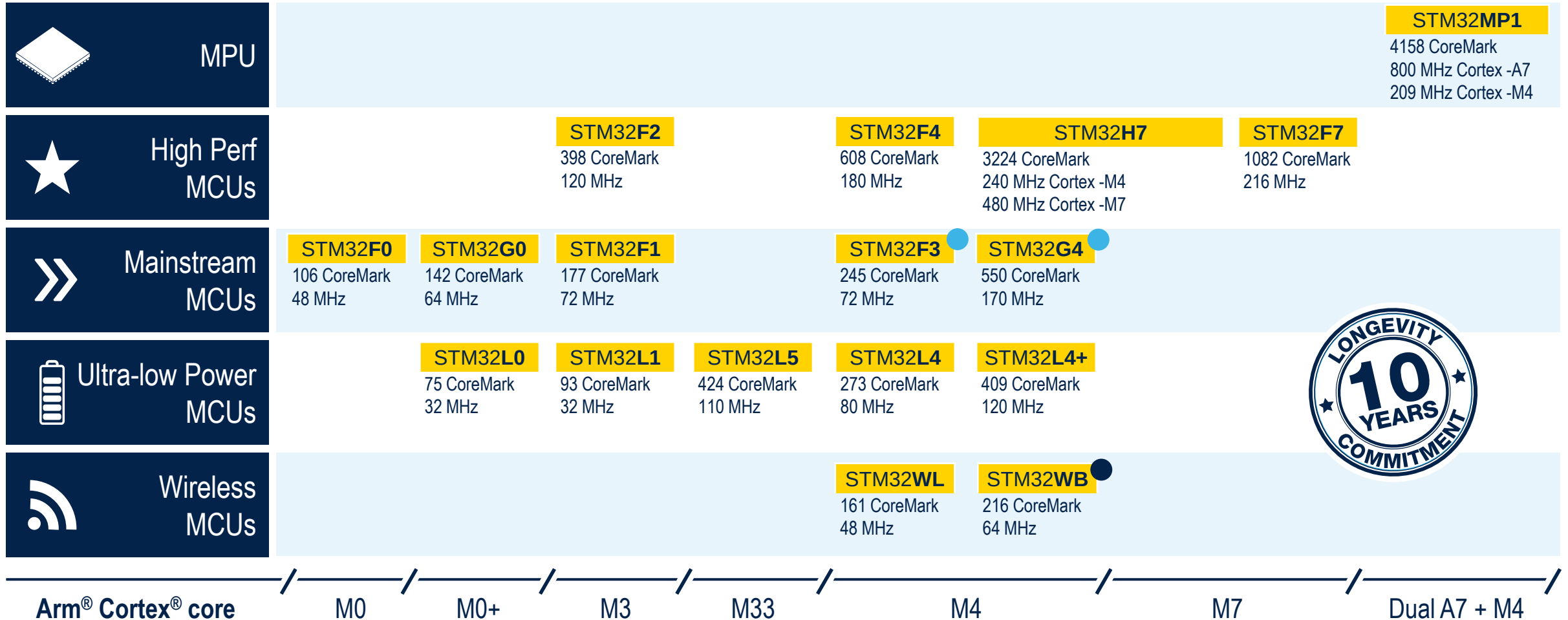
10" TFT LCD with 3D menus, cloud connectivity, and real-time control

I need a STM32MP1 running Linux, a full team, and maybe a ST Partner





STM32 MCU and MPU Roadmap



● Optimized for mixed-signal applications ● Cortex-M0+ Radio co-processor



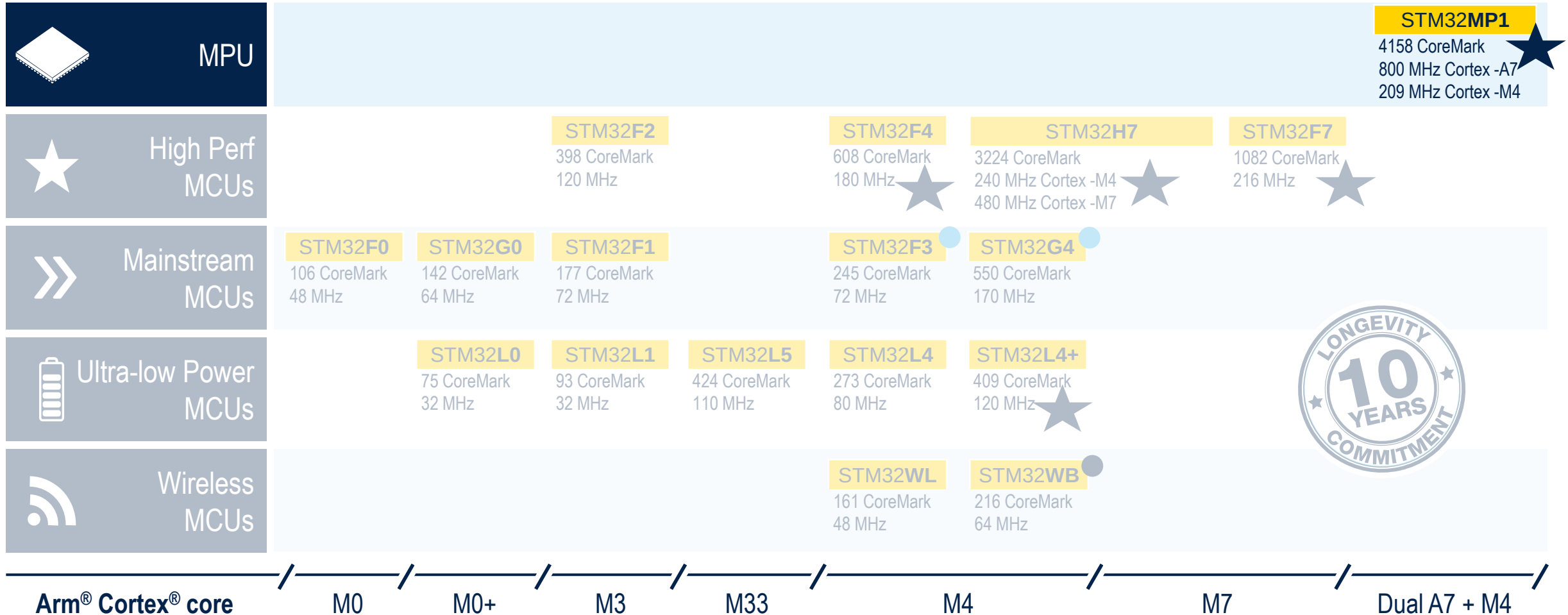
STM32 Devices with Graphics Acceleration



● Optimized for mixed-signal applications ● Cortex-M0+ Radio co-processor



STM32 Devices with Graphics Acceleration



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Advanced HMI with graphics and video on top of real time applications



HD video decode
with Dual Arm Cortex-A7 @ 800 MHz

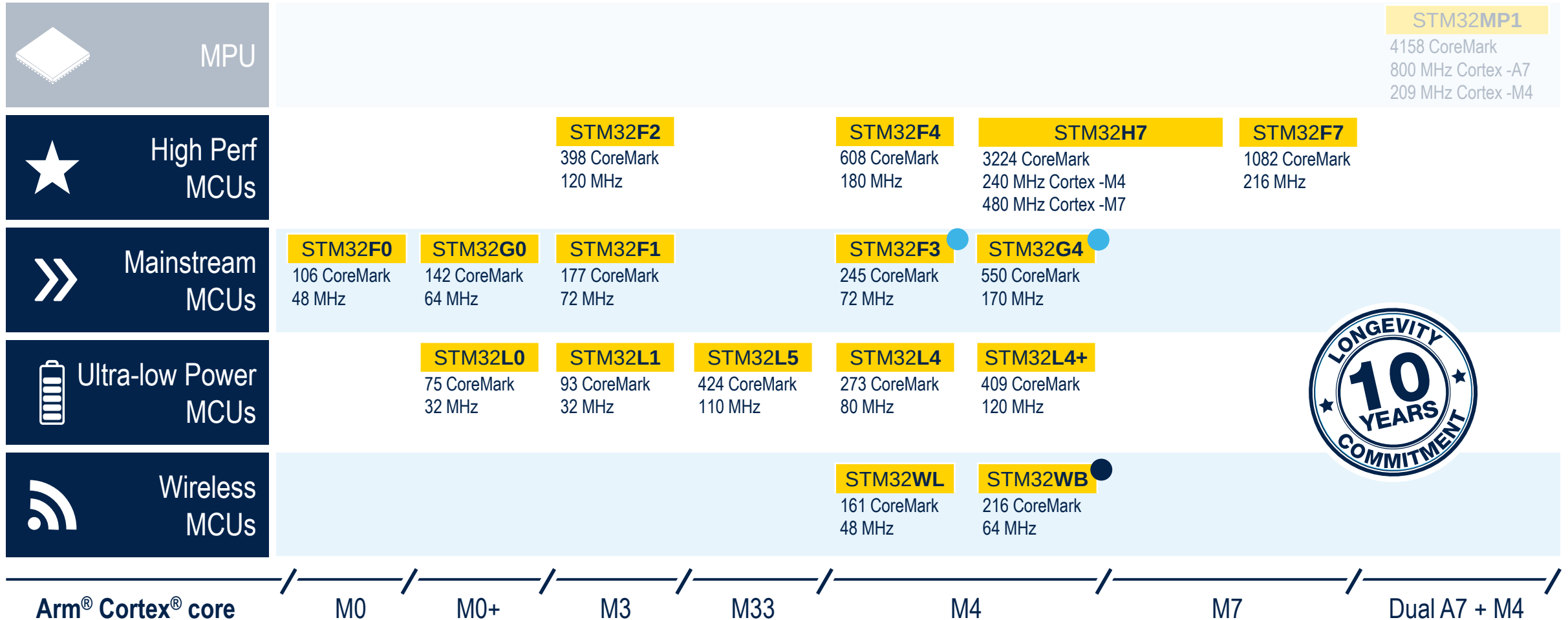
Better user experience
powered by advanced OpenGL 3D GPU

Wide range of partners ready to support
you on many topics:
Graphics, HW & SW Services...

Seamless and flexible combination of
audio and real time processing
with Cortex-A + Cortex-M architecture



STM32 MCU and MPU Roadmap

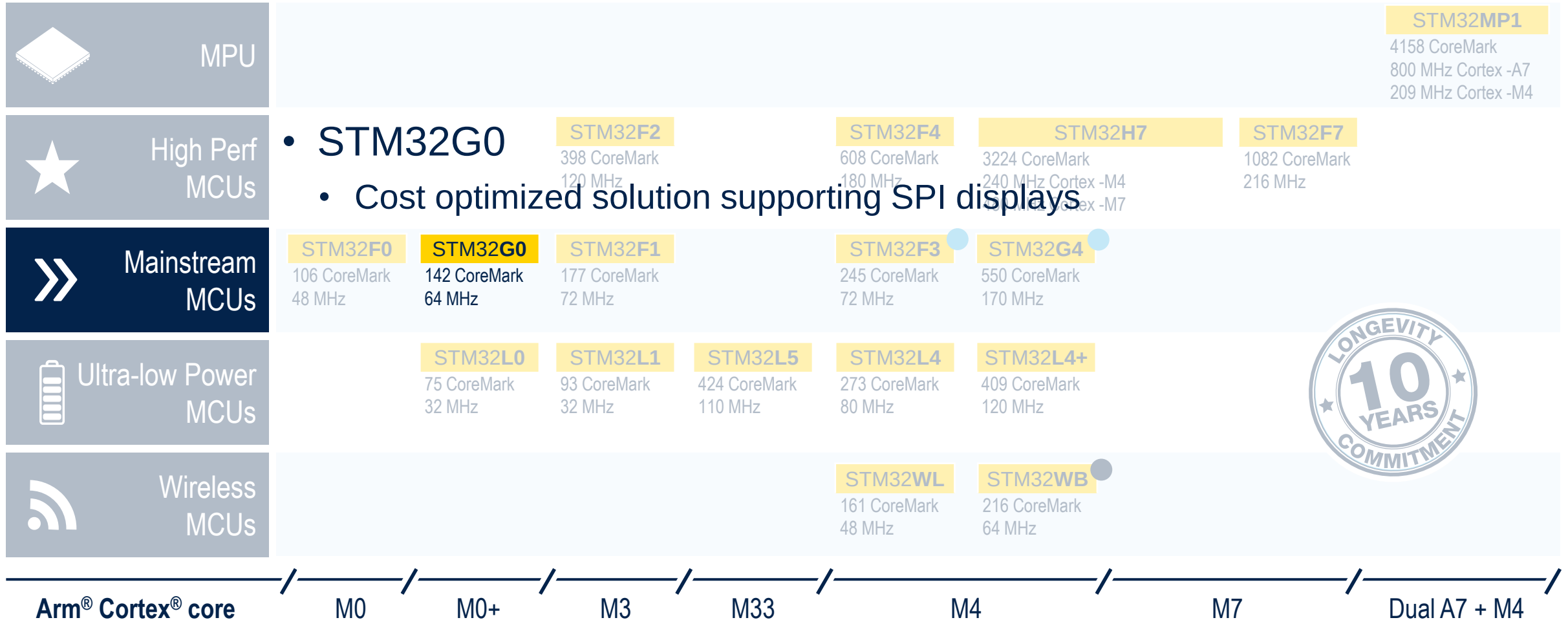


● Optimized for mixed-signal applications

● Cortex-M0+ Radio co-processor



Other STM32 Options for Graphics

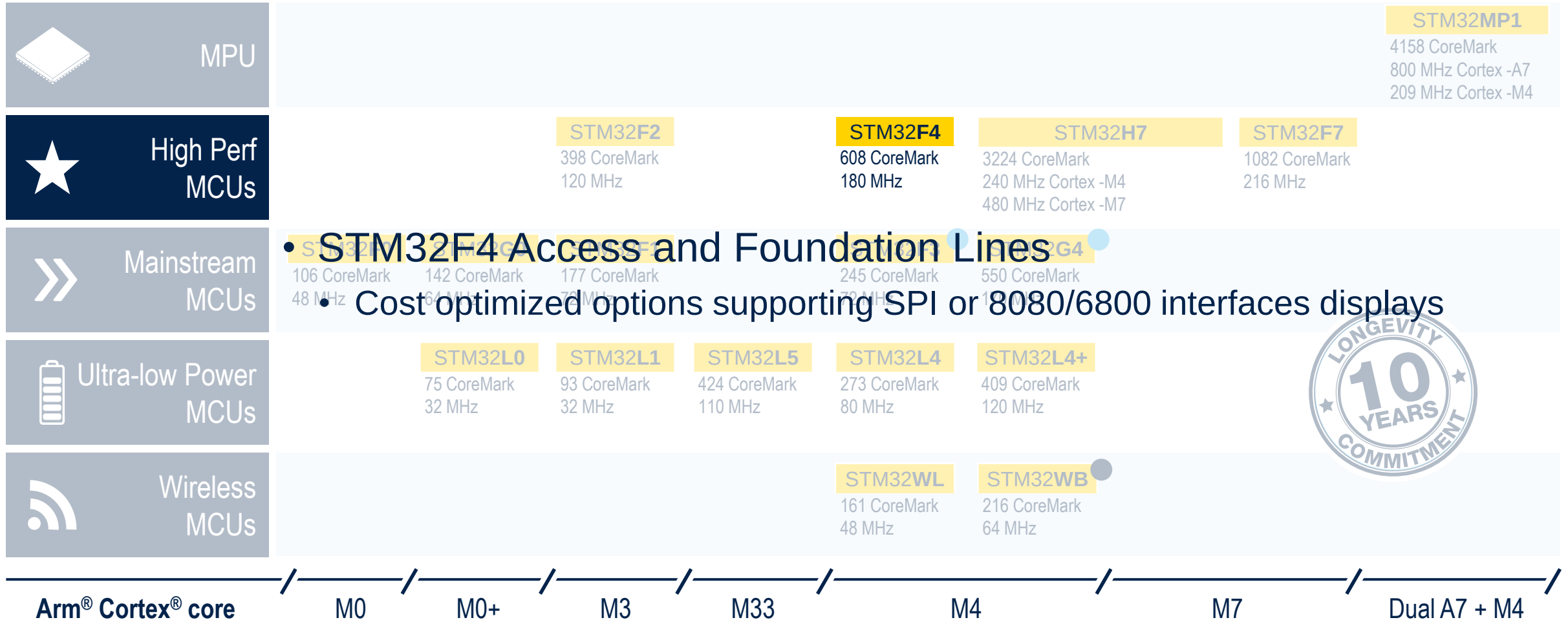


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Other STM32 Options for Graphics



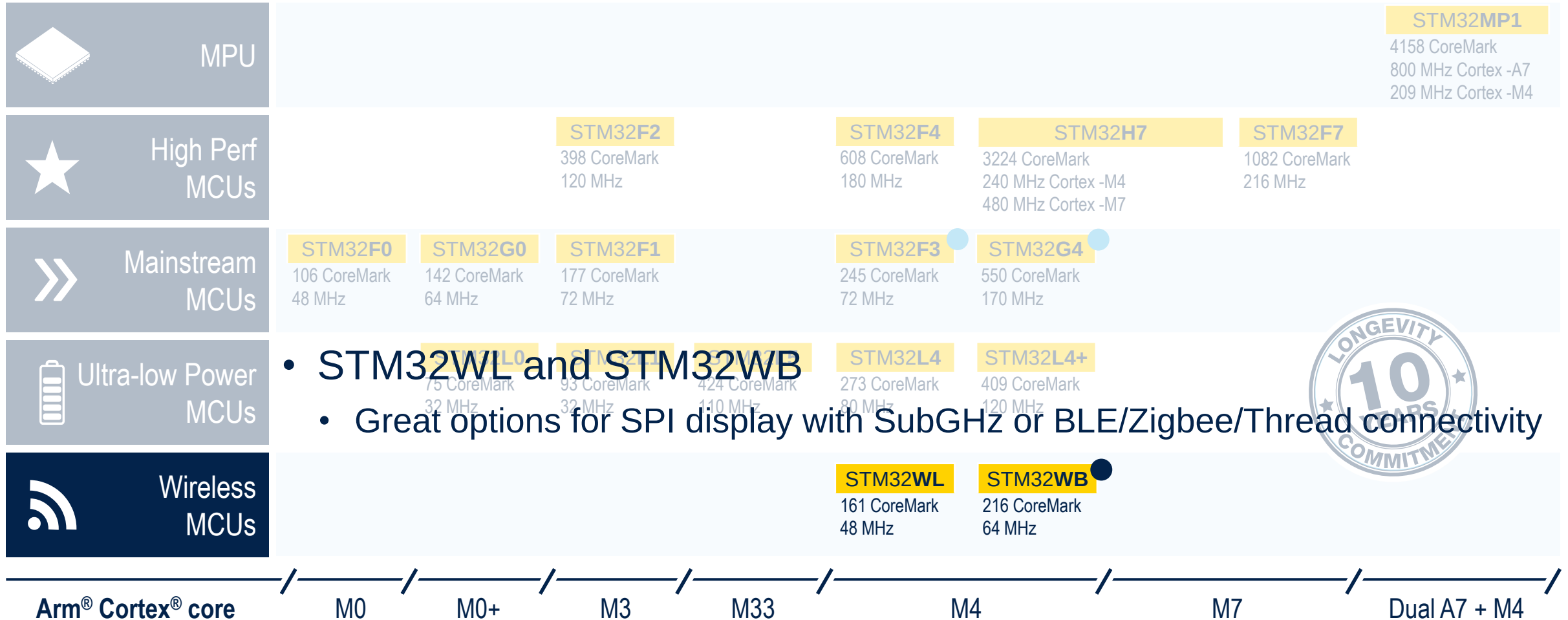
- **STM32F4 Access and Foundation Lines**
- Cost optimized options supporting SPI or 8080/6800 interfaces displays



● Optimized for mixed-signal applications ● Cortex-M0+ Radio co-processor



Other STM32 Options for Graphics



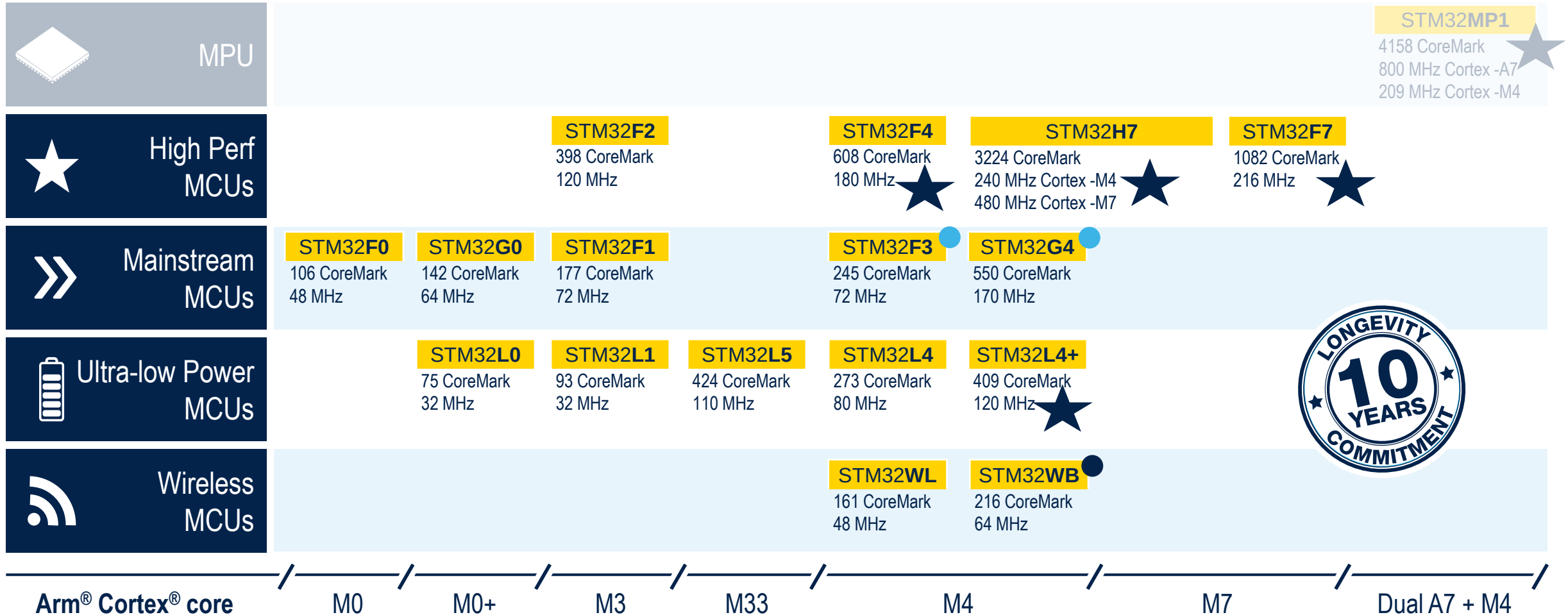
- STM32WL and STM32WB
 - Great options for SPI display with SubGHz or BLE/Zigbee/Thread connectivity

● Optimized for mixed-signal applications

● Cortex-M0+ Radio co-processor



STM32 Devices with Graphics Acceleration



● Optimized for mixed-signal applications

● Cortex-M0+ Radio co-processor

Latest STM32 MCUs with Advanced Graphics

Cost Optimized – Feature Enhanced!



**STM32H72x
STM32H73x**

High Performance

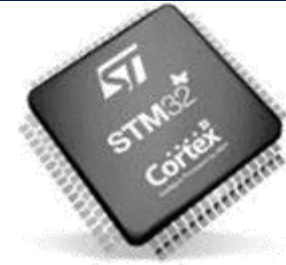
- Cortex® M7 at 550MHz

Advanced Graphics Features

- Chrom-ART™
- TFT controller

External Memory Options

- Dual Octo-SPI with XiP
- Flexible Memory Controller



**STM32H7Ax
STM32H7Bx**

BoM Optimized with 1.4MB Internal RAM

- Supports 480x320 24bit without external RAM

Advanced Graphics Features

- Chrom-ART™
- JPEG Codec
- TFT controller
- Chrom-GRC™

Large choice of packages

- QFP, BGA and CSP
- Graphics support starting from QFP 64 pins

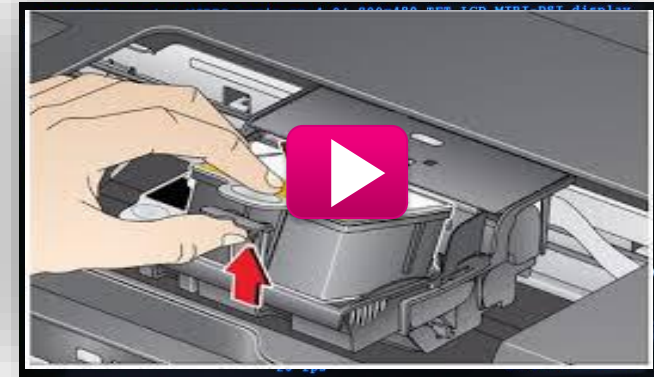
STM32 MCU Graphics Optimizations

- Chrom-ART Accelerator
 - Direct Memory Access, reducing CPU usage
 - Alpha Blending
- Hardware JPEG Codec
 - Accelerated JPEG Decode for Videos
- Chrom-GRC
 - Optimized memory usage for non-rectangular LCDs



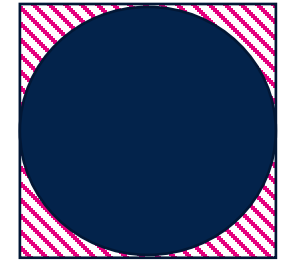
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 Saved Memory

- For **360x360 round display**
 - @16bpp ~**205kBytes** (vs 253kBytes)
 - @24bpp ~**307kBytes** (vs 380kBytes)
- For **400x400 round display**
 - @16bpp: **250kBytes** (vs 312kBytes)
 - @24bpp: **372kBytes** (vs 469kBytes)



Free Graphics Framework and Tools

TouchGFX – Unbeatable GUI performance on STM32



Maximum Performance

The TouchGFX technology enables you to achieve the highest level of smartphone GUI performance on STM32 devices

Create Anything

The structure and flexibility of TouchGFX gives the Developer control to easily create unique UI designs

Easy to Use

TouchGFX combines a WYSIWYG designer, auto code generation and a PC simulator with the efficiency and flexibility of the C++ language



Extended Graphics Ecosystem

Advanced graphics services and support – ST approved

- Extended Support
- Porting
- Application Development
- Onsite Development
- Training
- Hardware Development
- Full Turnkey Solutions
- Electronic Manufacturing
- User Experience
- Graphic Design





STM32 Partner Graphics Software Options

Advanced graphics software ported for STM32 hardware



Embedded
Wizard



MICROEJ®



Latest Graphic Hardware Platforms

STM32H7B3I-DK



STM32L4R9I-DISCO



STM32H735G-DK



X-NUCLEO-GFX01M1



Hands-on Requirements

STM32H7B3I-DK



STM32H7B3I-DK

Hands-on Requirements

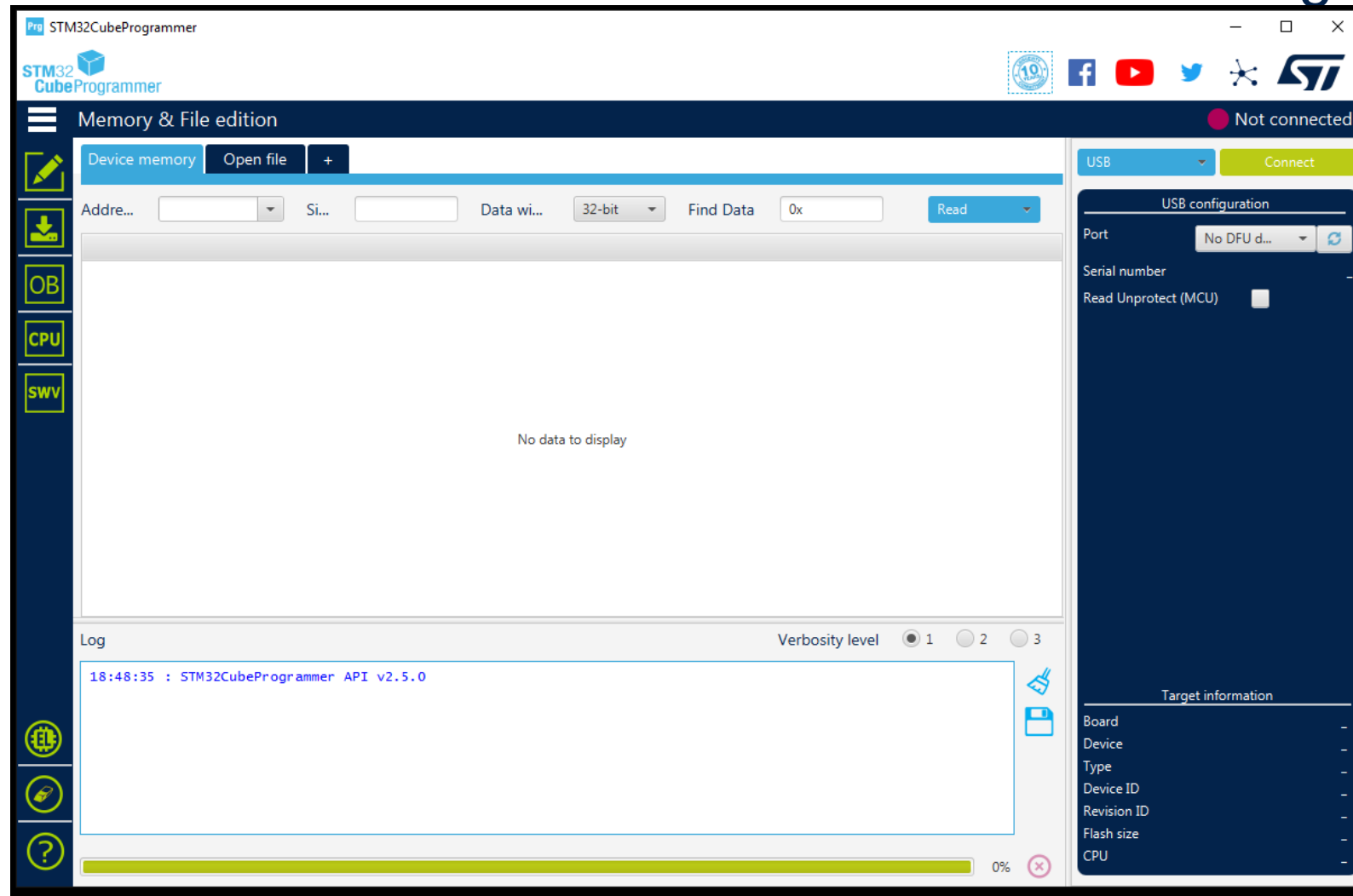
TouchGFX Designer 4.15.0



Search for “X-Cube-TouchGFX” on ST.com
Follow readme.txt to install TouchGFX Designer

Hands-on Requirements

STM32CubeProgrammer 2.5.0



Search for "STM32CubeProg" on ST.com
Select version 2.5.0

Hands-on Requirements

Any Text Editor



Agenda



STM32 Graphics Portfolio



STM32 Graphics Ecosystem

Intro to Embedded Graphics



TouchGFX Introduction



Hands-on with TouchGFX



Wrap-up

Thank you