

TouchGFX Designer software tool for easy GUI creation and code generation on STM32 microcontrollers



Features

- Structure: easy creation of multiple screen contents and associated transitions
- Widgets: wide selection of customizable widgets, such as a swipe container and cycle progress, for effortless GUI creation
- Skins:
 - Set of ready-to-use graphical skins enabling consistent prototyping with no need for a graphical designer
 - No restriction to the use of custom graphics
- Interactions: dynamic interactions for the creation of user-friendly applications
- Custom container:
 - Creation of custom reusable application control
 - Easy platform development with unified look and feel
- Text handling:
 - Fonts and typographies specified and managed in one single place
 - Full translation service
 - Full support of multiple alphabets and scripts such as Latin, Cyrillic, Arabic, Chinese, and Japanese
- Code Generation:
 - TouchGFXDesigner generates and maintains performant C++ code
 - Tool-generated code entirely separated from user code
 - All types of code extensions possible for unique animations as well as system interconnections
 - Support of several integrated development environments such as IAR Embedded Workbench®, Arm® Keil®, and GCC-based IDEs

Product status link

[TouchGFXDesigner](#)



Description

TouchGFX is an advanced free-of-charge graphic software framework optimized for STM32 microcontrollers. Taking advantage of STM32 graphic features and architecture, TouchGFX accelerates the HMI-of-things revolution through the creation of stunning, smartphone-like graphic user interfaces.

The TouchGFX framework includes the TouchGFX Designer ([TouchGFXDesigner](#)), an easy-to-use, drag-and-drop-based graphic-building PC tool, and the TouchGFX engine, a powerful and optimized graphic core. TouchGFX makes GUI development easy, combining WYSIWYG simulator and automatic code generation. It covers all steps from early design sketches to exclusive end-products, through quick iterations over finished prototypes.

TouchGFX Designer is available as a standalone software tool, allowing easy and fast graphic evaluation and proof of concept. The TouchGFX framework, including TouchGFX Designer, is distributed within STM32Cube™ MCU Packages. It is fully compatible with the STM32CubeMX initialization and code generation tool for the seamless co-development of graphic and main application in an unified project environment.

1 Ordering information

TouchGFXDesigner is available for free download from the www.st.com website.

2 License

TouchGFXDesigner is delivered under the *Mix Ultimate Liberty+OSS+3rd-party V1* software license agreement (SLA0048).

For more details about the license agreement of each component, refer to the release note.

TouchGFXDesigner supports STM32 32-bit microcontrollers based on the Arm[®] Cortex[®]-M processor.



Note: Arm is a registered trademark of Arm Limited (or its subsidiaries) in the US and/or elsewhere.

Revision history

Table 1. Document revision history

Date	Version	Changes
26-Nov-2018	1	Initial release.

IMPORTANT NOTICE – PLEASE READ CAREFULLY

STMicroelectronics NV and its subsidiaries (“ST”) reserve the right to make changes, corrections, enhancements, modifications, and improvements to ST products and/or to this document at any time without notice. Purchasers should obtain the latest relevant information on ST products before placing orders. ST products are sold pursuant to ST’s terms and conditions of sale in place at the time of order acknowledgement.

Purchasers are solely responsible for the choice, selection, and use of ST products and ST assumes no liability for application assistance or the design of Purchasers’ products.

No license, express or implied, to any intellectual property right is granted by ST herein.

Resale of ST products with provisions different from the information set forth herein shall void any warranty granted by ST for such product.

ST and the ST logo are trademarks of ST. All other product or service names are the property of their respective owners.

Information in this document supersedes and replaces information previously supplied in any prior versions of this document.

© 2018 STMicroelectronics – All rights reserved