

TouchGFX

Software framework to enhance user interfaces



Your free STM32 software tool for creating stunning user interfaces on STM32

TouchGFX is a user-friendly graphical C++ software framework for developing embedded user interfaces (UIs) on STM32 microcontrollers.

It is fully integrated in the STM32 ecosystem, and can be implemented using STM32CubeMX, STM32CubeIDE and STM32CubeProgrammer software.

TouchGFX comes with user-friendly features to accelerate your design, such as the drag and drop GUI builder TouchGFX Designer.

TouchGFX GENERATOR

Configure and generate a TouchGFX project

TouchGFX ENGINE

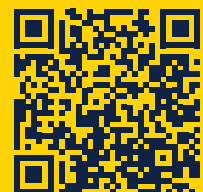
Optimized and hardware-accelerated graphics library

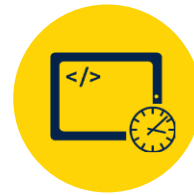
TouchGFX DESIGNER

A drag-and-drop PC GUI builder and simulator

Delivered as: x-cube-touchgfx

Access TouchGFX Documentation





GUI prototyping

Choose your STM32 evaluation board in TouchGFX Designer. With more than 30 widgets, images and text managers, you can get a head start on your prototyping.

Steps for GUI Prototype development

1. Open TouchGFX Designer
2. Select a STM32 evaluation kit
3. Create/select a demo
4. Flash your STM32 evaluation kit

GUI product development

Use the STM32Cube ecosystem to accelerate your development.

Steps for Custom GUI development

1. Start a project in STM32CubeMX and/or STM32CubeIDE
2. Start using the TouchGFX HAL in TouchGFX Generator
3. Develop your GUI in TouchGFX using your preferred IDE
4. Flash your custom hardware

TouchGFX stock

A FREE ASSET LIBRARY TO HELP YOU CREATE A CONSISTENT, PROFESSIONAL-LOOKING UI

TouchGFX Stock includes ready-to-use themes, backgrounds, icons, and visuals. Its license terms allow teams to use the assets for free, even for commercial projects, as long as they run on STM32 devices.



NeoChrom GPU

2.5D accelerator with significant hardware optimizations

TouchGFX now supports the NeoChrom GPU accelerator to make your projects more scalable. This new processing unit optimizes animations such as flips, spins, scaling, and more, vastly increasing the number of frames per second.

