What is Visual TFT?

Visual TFT is a standalone application used for rapid development of graphical user interfaces for TFT displays. Software generates code compatible with mikroElektronika compilers: mikroC, mikroBasic and mikroPascal, for all suported MCU architectures: PIC, dsPIC30/33, PIC24, PIC32, AVR,ARM and FT90x. Software implements intuitive environment and many drag-and-drop components which can be used for building applications easily and fast.

Why choose Visual TFT?

Do projects in less time

Drag-n-drop development ensures that you spend less time programming, allowing you to focus on functionality and design

Powerful Touch Input

Introducing Touch Panel input with Graphical GUI in your device, will open a whole new potential for user's interactive participation

Beginners are experts

We combined programming and design worlds in the best possible way. Even total beginners will be able to create amazing GUIs

Natively suppored target hardware
All multimedia boards supported

Visual TFT supports all multimedia boards from mikroElektronika, so you'll have hardware you need to get started. Each board has a hardware pattern, a configuration template with hardware connections for TFT and TouchPanel, and you can do all necessary settings with a single click!

mikromedia for
Tiva C Series

mikromedia for
PIC18FJ

mikromedia for
PIC24
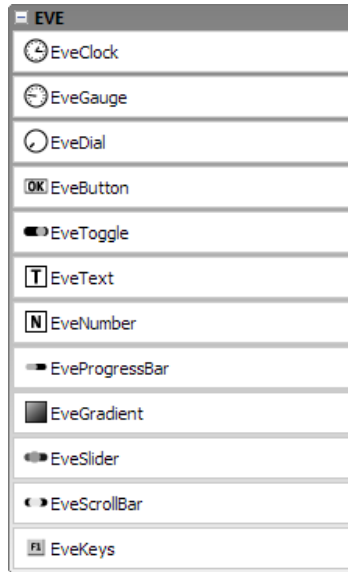
mikromedia for
dsPIC33

mikromedia for
PIC32

mikromedia for
XMEGA

NEW

Support for **FT801/EVE** controller from FTDI Chip

A wide variety of industry sectors are now demanding more sophisticated forms of human-machine interaction and expecting more satisfying user experiences. This is why MikroElektronika teamed up with FTDI Chip® to provide development support for their latest EVE GUI Platform and FT800 family of graphics controllers. EVE integrates display, audio and touch onto a low cost, easy-to-use, single-chip solution. The newly supported FT801 also includes multi-touch support for capacitive screens.

EVE
🕐 EveClock
🕙 EveGauge
🕘 EveDial
OK EveButton
⬤ EveToggle
T EveText
N EveNumber
▬ EveProgressBar
⬛ EveGradient
⬤ EveSlider
◆ EveScrollBar
F1 EveKeys

12 new EVE components

Visual TFT is the first software in the world to provide full support for many of EVE's powerful features like sound, transparency and anti-aliasing. There are 12 new components available for GUI design, which are natively supported in the controller.

EVE's object oriented approach eliminates the traditional frame buffer memory as it renders an image on a line by line basis to 1/16th pixel resolution.

Visual TFT code generated for the FT801 controller relies on FT801 library which has to be installed before project building:

FT800 Library

## Supported controllers and display sizes

Visual TFT supports total of 10 TFT controllers and 5 different display sizes. Visit the Specification tab for more information.

You will love Visual TFT!

We in mikroElektronika always look to turn hard work into a fun experience. How? By making the hard work automatized, and leaving the room for fun. When we were in the process of writting TFT libraries, we figured that it was taking too much time to build good graphical applications, and that most of the process is not so flexible and intuitive. So we began to work on a project to build a rapid development application in form of graphical vector editor where anyone can easily create complex and fully functional TFT GUIs with just a few clicks. We now present you with the Visual TFT - the first software of this kind, where you can enjoy designing TFT applications without worrying about the code.

Hardware templates make settings easy
SingleClick™ settings
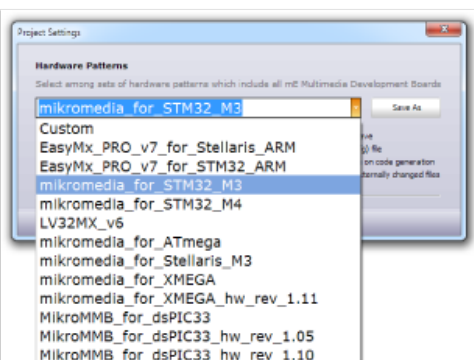
Nobody likes complicated settings and options at the begining of each project. With new hardware templates, single click on a dropdown list item does all the work for you. Everything will be automatically set.

Lots of integrated and additional tools supported
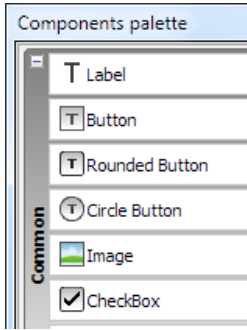## Works with all mikroE compilers

Three major compiler groups are currently supported: mikroC, mikroBasic and mikroPascal for PIC, dsPIC, PIC32, AVR and ARM. This means that no matter what compiler you will write your project in, source code generated by Visual TFT Tool will be integrated smoothly.

Intuitive interface

Don't make me think

Interface is really easy to use, and implements standard intuitive behavior, so you will feel like using any other vector graphic editors. But we have mixed functionalities from both worlds: world of design and world of programming. There are several pallettes of most useful components that you can use in your application. Just drag a component onto a pixel grid display screen and it will be drawn instantly. Use Object Inspector to edit component properties and to assign desired events.

External resources

Store fonts and images on MMC/SD card

Do you need more space for your images and fonts? Do you want to create image slideshows, or to even play a video from MMC/SD Card? With new Resource file feature, Visual TFT software brings you all this and much more. If this option is selected, after code generation, Visual TFT will store all of your images and fonts in the resource file and will optimize them as much as possible for faster utilization. You just have to copy that file onto your MMC/SD card and you are ready to go.

Get your own license card

License Activation Card Option

If you choose to purchase the software with *License Activation Card option* you will receive a Visual TFT box with a License Activation Card. It features product Activation and Registration keys on the

Get activation keys in the E-mail

Electronic License Delivery Option

If you choose Electronic License Delivery option we will instantly send Activation and Registration keys to your E-mail. Just paste them in the Software Activation window and your Visual TFT will be fully