

## Notes

- 320x240x16bits needs enormous amount of data and cpu power to get something on the screen, don't expect live video @25fps. Take a look at the video to get an idea of the performance <http://www.youtube.com/watch?v=sw6tmo5WcNI>
- To get the display compatible with the Bascom 8bit BGC (Bascom Graphics Color) files, the 8bits color are upscaled to 16bits. Therefore the colors are maybe not always correct, you can adjust this in the lookup table.
- The size of the BGC are limited to 255x255 pixels.
- The 24bit colors of the BMP files are downscaled to 16bits by simply dropping the LSB.
- Jumpers setting of the display board are a bit strange, make the soldering connection is a logic 0 and removing the solder is a logic 1.
- The touch controller needs *Polarity =low* and *Phase =0* for the spi communication, the Sd cards needs *Polarity =high* and *Phase =1*. To overcome this problem in the readtouch function's the Polarity and Phase are changed at the beginning of the function and changed back at the end.
- Display works on 3.3V so use a level converter or an AVR that can run on 3.3V
- Add the *Spiin = 255* option to the Config Spi line in Config\_mmc.bas if your using the touch and sd-reader, else it won't work.
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