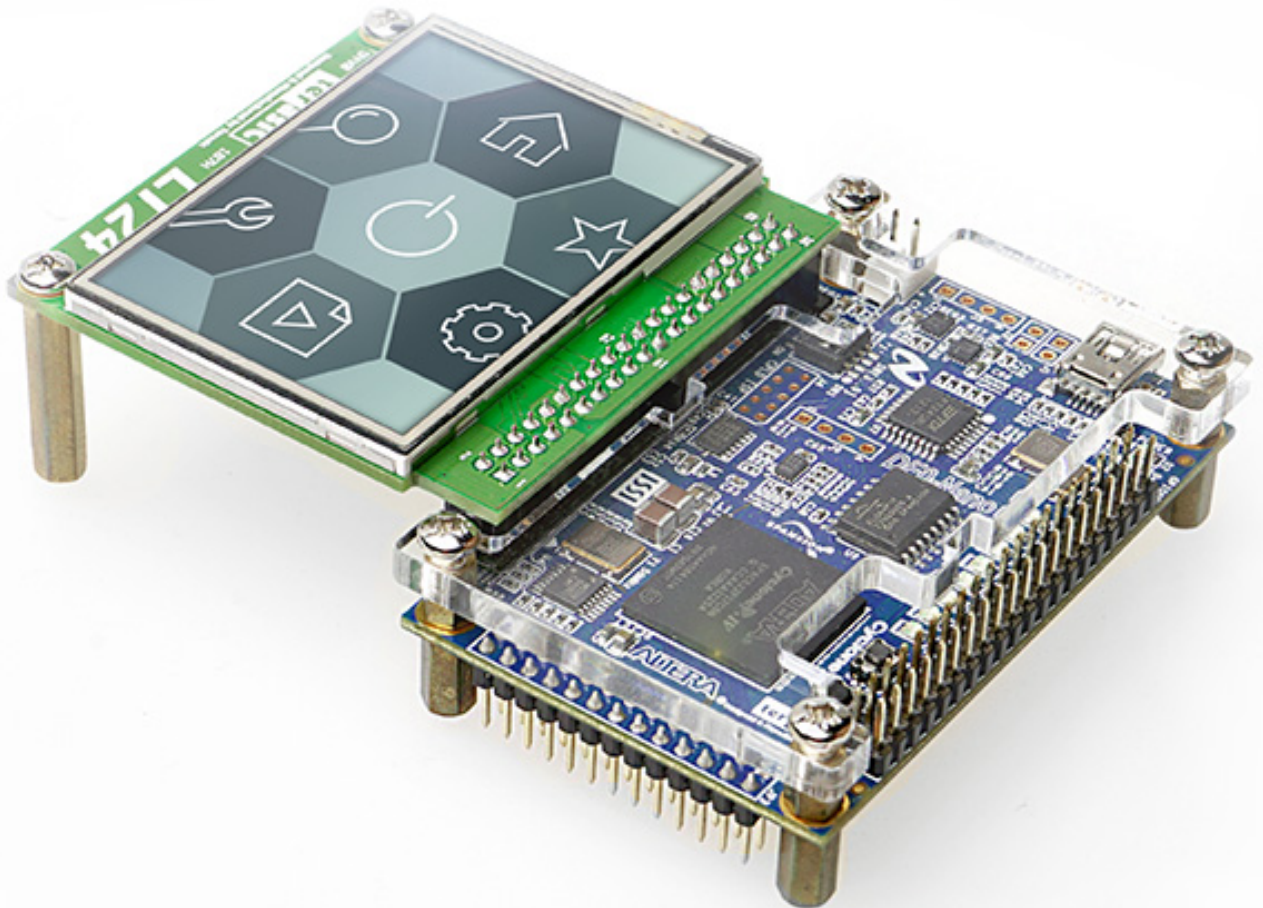


Knižnica pre obsluhu displeja, uľahčujúca tvorbu GUI bola aktualizovaná na verziu 2.9

Popis sme zverejnili tu: [uGFX: GUI pre Vaše embedded aplikácie](#)



Changelog:

- Added config vars GINPUT_TOUCH_CALIBRATION_FONT1 and GINPUT_TOUCH_CALIBRATION_FONT2
- Added config vars GINPUT_TOUCH_CALIBRATION_TITLE and GINPUT_TOUCH_CALIBRATION_ERROR
- Fixed ensuring the clock is fully started in STM32LTDC based boards
- Added support for negative baseline_x in fonts
- Fixed some word wrapping issues
- Fixed drawing of 3x3 pixel boxes
- Fixed issue in RTX5/CMSIS2 port which resulted in hanging delays/threads
- Added GFX_COMPAT_V2 to maintain source compatibility with V2.x programs. It is turned on by default.

- Added GFX_COMPAT_OLDCOLORS to allow V2.x Red, Green, Blue color names. It is turned on by default.
- Added GFX_RED, GFX_BLUE, GFX_GREEN etc to replace V2.x Red, Gree, Blue color names
- Added GFXON/GFXOFF to replace V2.x TRUE/FALSE for configuration options.
- Added types gl8, gU8 .. gl32, gU32 to replace V2.x int8_t etc
- Added type gBool to replace V2.x bool_t, and values gTrue/gFalse to replace TRUE/FALSE
- Added type gDelay to replace V2.x delaytime_t and values gDelayNone/gDelayForever to replace TIME_IMMEDIATE/TIME_INFINITE
- Added type gTicks to replace V2.x systemticks_t
- Added type gThread to replace V2.x gfxThreadHandle and macros GFX_THREAD_FUNCTION/STACK to replace DECLARE_THREAD_FUNCTION & DECLARE_THREAD_STACK
- Added type gThreadreturn to replace V2.x threadreturn_t and pseudo function gfxThreadReturn() to replace THREAD_RETURN()
- Added type gThreadpriority to replace V2.x threadpriority_t and values gThreadpriorityLow/Normal/High to replace LOW_/NORMAL_/HIGH_PRIORITY
- Added type gPoint to replace V2.x point and point_t
- Added type gCoord to replace V2.x coord_t
- Added type gPixel to replace V2.x pixel_t
- Added type gColor to replace V2.x color_t
- Added type gColorformat to replace V2.x colorformat
- Added type gFont to replace V2.x font_t
- Added type gPowermode to replace V2.x powermode_t, and values gPowerXXX replace powerXXX
- Added type gjustify to replace V2.x justify_t, and values gjustifyXXX replace justifyXXX
- Added type gFontmetric to replace V2.x fontmetric_t, and values gFontXXX replace fontXXX
- Added type gOrientation to replace V2.x orientation_t, and values gOrientationX replace GDISP_ROTATE_X
- Added type gSem to replace V2.x gfxSem, and values gSemMaxCount replace MAX_SEMAPHORE_COUNT
- Added type gMutex to replace V2.x gfxMutex
- Added macros JUSTIFYMASK_HORIZONTAL, JUSTIFYMASK_VERTICAL to replace V2.x macros JUSTIFYMASK_LEFTRIGHT, JUSTIFYMASK_TOPBOTTOM
- Added types gPtr, gPtrDiff and gAny
- Added type gMemSize and config macro GFX_MEM_LT64K
- Added type gFileSize
- Added gl64 and gU64 when the compiler supports it. GFX_TYPE_64 macro is defined as GFXON if it does.
- Fixed headers to ensure size_t, NULL are always defined. size_t is not used as it may be 64bit.

- Added gfxRealloc() to Qt port
- Fixed UC1610 driver private area initialisation
- Fixed ST7735 driver and added kapacuk changes
- Added keyboard support to radio buttons (by Steffan)
- Added internal use only GFX_COMPILESTAGE (used to control compilation)
- Added support for ChibiOS Kernel V5
- Added WS29EPD WaveShare E-Paper display
- Fixed GQUEUE full synchronous function signatures
- Removed label widget auto-sizing during redraw. It will still auto-size during creation
- Fixed realloc bug for RAW32 (and derivatives)

Odkazy

[Stránka projektu](#)