

display-dma2d

User Manual



MICROEJ[®]

Reference:	TLT-XXX-MAN-display-dma2d-display-dma2d
Version:	5.0.0
Revision:	XXX

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Table of Contents

1. Data Structure Documentation	1
1.1. DRAWING_DMA2D_blending_t Struct Reference	1
1.1.1. Detailed Description	1
1.2. DRAWING_DMA2D_memcpy Struct Reference	1
1.2.1. Detailed Description	2
2. File Documentation	3
2.1. bsp/ui/inc/ui_drawing_dma2d_configuration.h File Reference	3
2.1.1. Detailed Description	3
2.1.2. Macro Definition Documentation	3
Index	4

Chapter 1. Data Structure Documentation

1.1. DRAWING_DMA2D_blending_t Struct Reference

Data Fields

- uint8_t *
- uint8_t *
- uint32_t
- uint32_t
- jchar
- jchar
- jint
- jint
- jint
- jint
- jint
- jint
- jint
- uint32_t
- uint32_t

1.1.1. Detailed Description

Definition at line 85 of file ui_drawing_dma2d.c.

The documentation for this struct was generated from the following file:
bsp/ui/src/ui_drawing_dma2d.c

1.2. DRAWING_DMA2D_memcpy Struct Reference

Data Fields

- uint8_t *
- uint8_t *
- uint16_t

- uint16_t

1.2.1. Detailed Description

Definition at line 87 of file ui_drawing_dma2d.h.

The documentation for this struct was generated from the following file:
bsp/ui/inc/ui_drawing_dma2d.h

Chapter 2. File Documentation

2.1. bsp/ui/inc/ui_drawing_dma2d_configuration.h File Reference

This file provides the configuration of ui_drawing_dma2d.c.

Macros

- #define DMA2D_CONFIGURATION_VERSION (1)

Compatibility sanity check value. This define value is checked in the implementation to validate that the version of this configuration is compatible with the implementation.

- #define (0U)
- #define (1U)
- #define (DRAWING_DMA2D_CACHE_MANAGEMENT_DISABLED)

2.1.1. Detailed Description

This file provides the configuration of ui_drawing_dma2d.c.

Refer to the VEE Porting Guide > Graphics User Interface > C Module documentation to have more information about the features of this C module, how to use it and how to configure it.

Author. MicroEJ Developer Team

2.1.2. Macro Definition Documentation

2.1.2.1. DMA2D_CONFIGURATION_VERSION

```
#define DMA2D_CONFIGURATION_VERSION (1)
```

Compatibility sanity check value. This define value is checked in the implementation to validate that the version of this configuration is compatible with the implementation.

This value must not be changed by the user of the CCO. This value must be incremented by the implementor of the CCO when a configuration define is added, deleted or modified.

Definition at line 33 of file ui_drawing_dma2d_configuration.h.

Index

B

bsp/ui/inc/ui_drawing_dma2d_configuration.h, 3

D

DMA2D_CONFIGURATION_VERSION

ui_drawing_dma2d_configuration.h, 3

DRAWING_DMA2D_blending_t, 1

DRAWING_DMA2D_memcpy, 1

U

ui_drawing_dma2d_configuration.h

DMA2D_CONFIGURATION_VERSION, 3