



# NHD-5.0-800480FT-CTXL-CTP

# 5.0" EVE2 TFT Module (SPI) - Supports: Display | Touch | Audio

NHD- Newhaven Display 5.0- 5.0" Diagonal

800480- 800xRGBx480 Pixels

FT- Model

C- On-board Controller T- White LED Backlight

X- TFT

L- Full View (MVA), Wide Temperature

CTP- Capacitive Touch Panel

### Newhaven Display International, Inc.

2661 Galvin Ct. Elgin IL, 60124

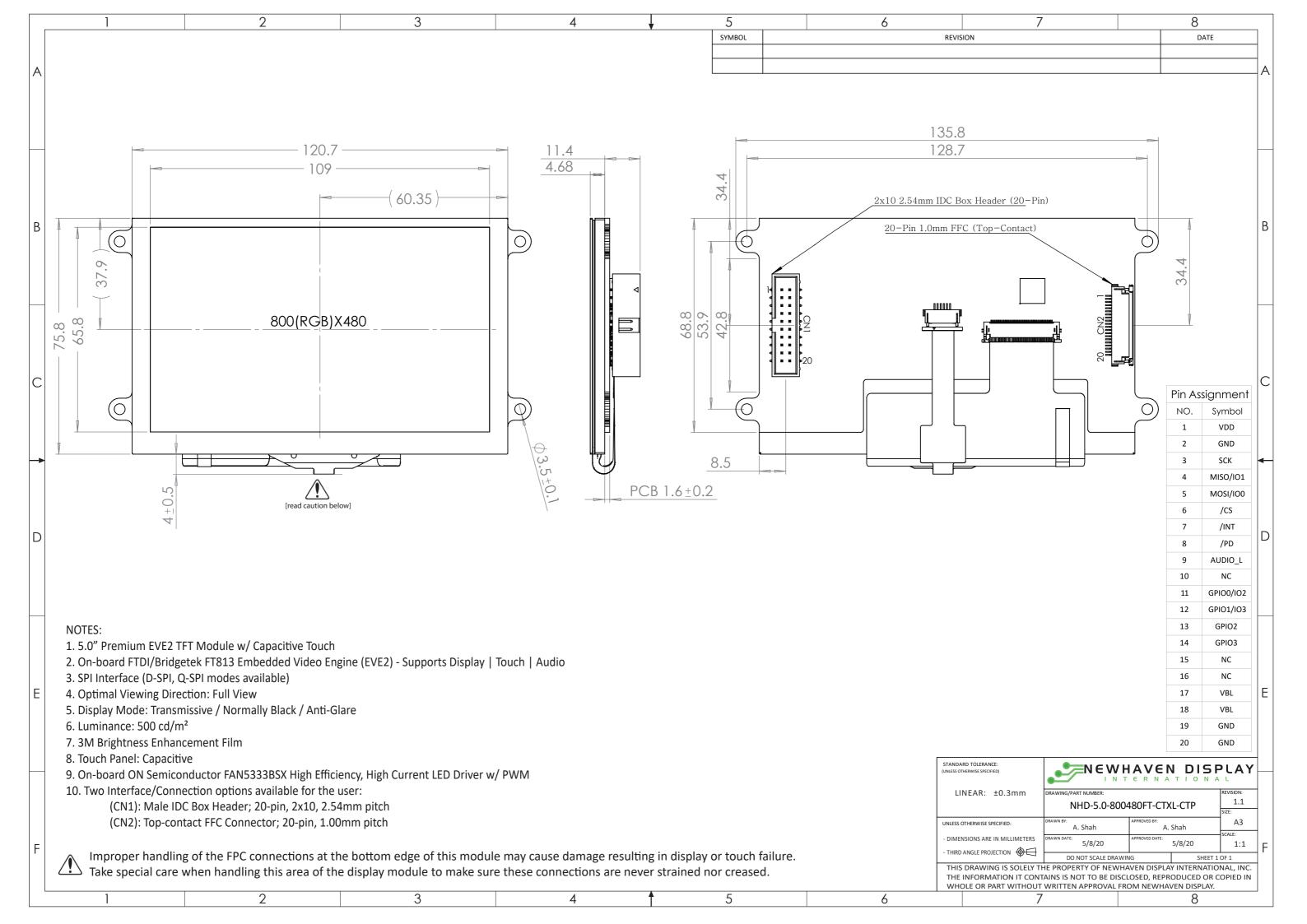
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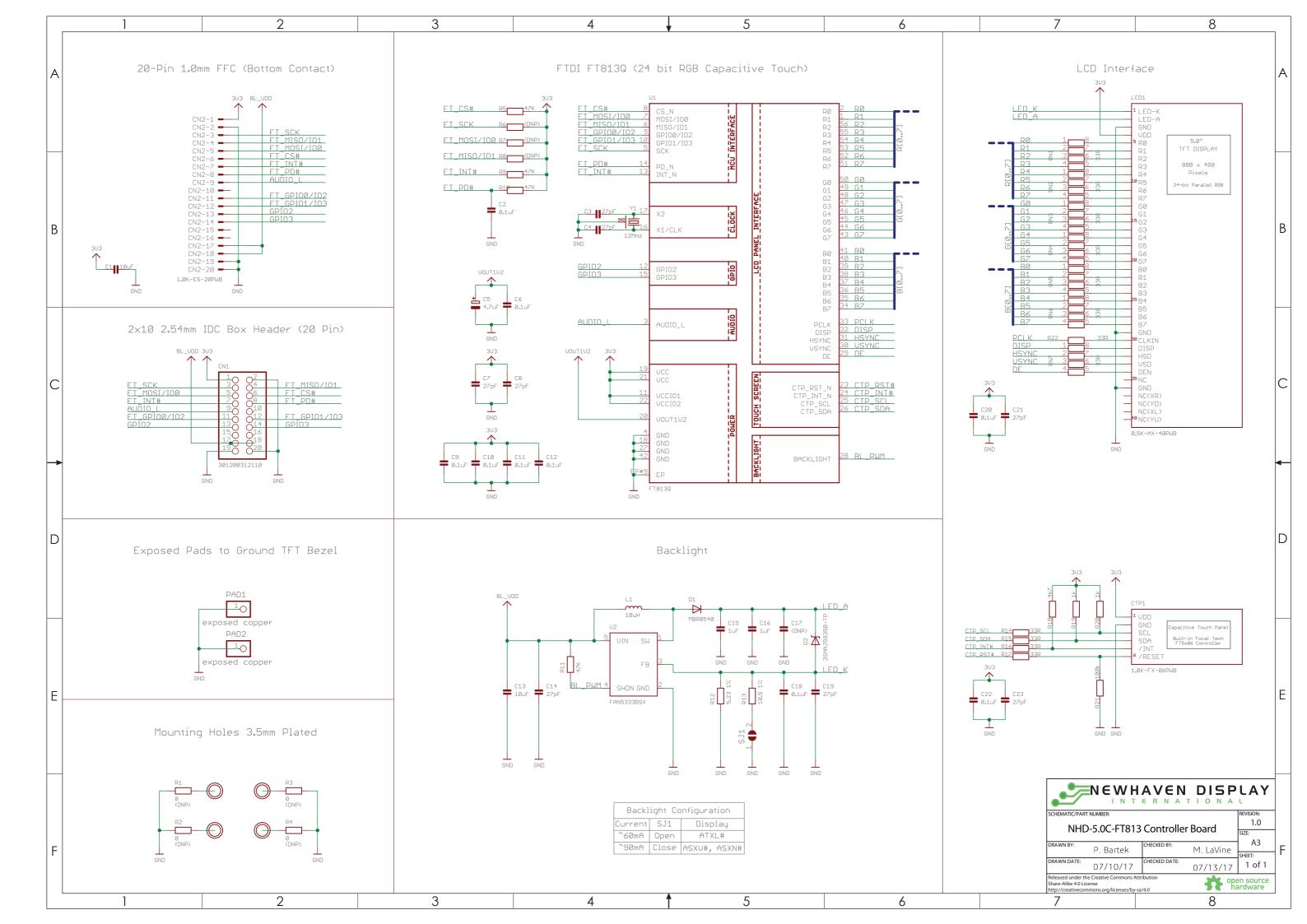
### **Document Revision History**

Revision	Date	Description	Changed by
-	9/27/17	Initial Release	PB, ML
1	5/8/20	Updated Luminance, Viewing Angles, Static Electricity Test	AS
		Conditions and 2D Drawing	

#### **Functions and Features**

- 5.0" Premium EVE2 TFT Module w/ Capacitive Touch
- On-board FTDI/Bridgetek FT813 Embedded Video Engine (EVE2)
- Supports Display, Touch, Audio
- SPI Interface (D-SPI/Q-SPI modes available)
- 1MB of Internal Graphics RAM
- Built-in Scalable Fonts
- 24-bit True Color, 800x480 Resolution (WVGA)
- Supports Portrait and Landscape modes
- High Brightness (500 cd/m²)
- On-board ON Semiconductor FAN5333BSX High Efficiency LED Driver w/ PWM
- 4x Mounting Holes, enabling standard M3 or #6-32 screws
- Open-Source Hardware, Engineered in Elgin, IL (USA)





#### **Pin Description**

Pin No.	Symbol	<b>External Connection</b>	Function Description
1	VDD	Power Supply	Input Voltage for TFT and FT81x (3.3V)
2	GND	Power Supply	Ground
3	SCK	MCU	SPI Clock (Input)
4	MISO/IO1	MCU	SPI MISO (Output) / Quad-SPI mode: SPI data line 1
5	MOSI/IO0	MCU	SPI MOSI (Input) / Quad-SPI mode: SPI data line 0
6	/CS	MCU	SPI Chip Select (Input), Active LOW
7	/INT	MCU	Interrupt to host (Output), Active LOW
8	/PD	MCU	Power Down control (Input), Active LOW
9	AUDIO_L	Filter/Amplifier	Audio PWM out (Output)
10	N.C.	-	No Connect
11	GPI00/I02	MCU	General Purpose IOO / SPI Quad mode: SPI data line 2
12	GPIO1/IO3	MCU	General Purpose IO1 / SPI Quad mode: SPI data line 3
13	GPIO2	MCU	General Purpose IO2
14	GPIO3	MCU	General Purpose IO3
15 - 16	N.C.	-	No Connect
17 - 18	VBL	Power Supply	Input Voltage for LED Backlight Driver (3.3V/5V)
19 - 20	GND	Power Supply	Ground

**CN1:** Male IDC Box Header - 20-Pin, 2x10, 2.54mm pitch. **CN2:** FFC Connector - 20-Pin, 1.0mm pitch, Top-contact.

**NOTICE:** It is not recommended to apply power to the board without a display connected. Doing so may result in a damaged LED driver circuit. Newhaven Display does not assume responsibility for failures due to this damage.

#### **Controller Information**

This EVE2 TFT Module is powered by the FTDI/Bridgetek FT813 Embedded Video Engine (EVE2). To view the full FT81x specification, please download it by accessing the link below: <a href="http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS">http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS</a> FT81x.pdf

### **Display Information**

Part Number	Display Type	Luminance Rating	Viewing Angle	Interface
NHD-5.0-800480TF-ATXL#-CTP	Premium MVA	500 cd/m <sup>2</sup>	70° all angles	24-Bit RGB

This product consists of the above TFT display assembled with a PCB which supports all the features of this module. For more details on the TFT display itself, please download the specification at: <a href="http://www.newhavendisplay.com/specs/NHD-5.0-800480TF-ATXL-CTP.pdf">http://www.newhavendisplay.com/specs/NHD-5.0-800480TF-ATXL-CTP.pdf</a>

### **Arduino Application**

If using or prototyping this EVE2 TFT Module with the low-cost, widely popular Arduino platform we highly recommend using our Arduino shield, the NHD-FT81x-SHIELD. Not only does the NHD-FT81x-SHIELD provide seamless connectivity and direct software compatibility for the user, but it also comes with the following useful features on-board:

- logic level shifters to allow the 5V Arduino to communicate with the 3.3V FT81x
- regulators to allow the Arduino to output more current to the EVE2 TFT Module
- audio filter/amplifier circuit to utilize the EVE2 TFT Module's audio output signal
- microSD card slot, which allows expandable storage for data such as images, video, and audio to be stored.

Please visit the NHD-FT81x-SHIELD product webpage for more info.

#### **Electrical Characteristics**

Item	Symbol	Condition	Min.	Тур.	Max.	Unit
Operating Temperature Range	$T_OP$	Absolute Max	-20	ı	+70	°C
Storage Temperature Range	$T_{ST}$	Absolute Max	-30	1	+80	°C
Supply Voltage	$V_{DD}$	-	3.0	3.3	3.6	V
Supply Current	$I_{DD}$	$V_{DD} = 3.3V$	-	100	-	mA
"H" Level Input	V <sub>IH</sub>	-	2.0	-	-	V
"L" Level Input	$V_{IL}$	-	-	-	0.8	V
"H" Level Output	Voh	-	V <sub>DD</sub> -0.4	-	-	V
"L" Level Output	Vol	-	-	ı	0.4	V
Supply Voltage for LED Backlight Driver	$V_{BL}$	-	2.8	3.3	5.5	V
Cumply Current for LED Backlight Driver	I <sub>BL</sub>	V <sub>BL</sub> = 3.3V	-	590	-	mA
Supply Current for LED Backlight Driver	I <sub>BL</sub>	$V_{BL} = 5.0V$	-	260	-	mA
Backlight PWM Frequency	$f_{PWM}$	-	250	-	1000	Hz

#### **Optical Characteristics**

	Ite	m	Symbol	Condition	Min.	Тур.	Max.	Unit
	Тор		φΥ+		-	70	-	0
Optimal	Bottom Left		φΥ-	CR ≥ 10	-	70	-	0
Viewing			θХ-		-	70	-	0
Angles	Righ	t	θХ+		-	70	-	0
Contrast Ratio		CR	-	400	500	-	-	
Luminance		Lv	-	400	500	-	cd/m <sup>2</sup>	
Response Time Rise + Fall		T <sub>R</sub> + T <sub>F</sub>	T <sub>OP</sub> = 25°C	-	20	30	ms	

### **Capacitive Touch Panel Material Characteristics**

Property	Value	Unit
IC	FT5306DE4	-
ITO Glass thickness	0.55	mm
Cover Lens Thickness	0.70	mm
Surface Hardness	≥6	Н
Light transmission	≥83%	-
Operating Humidity	20~90	RH
Storage Humidity	20~90	RH

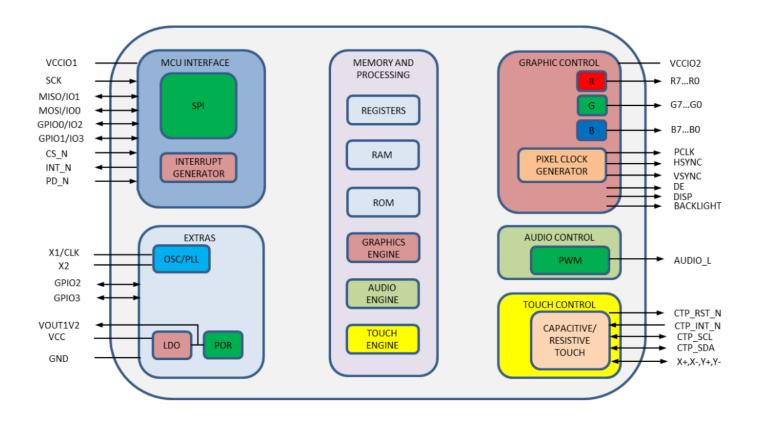
### **Backlight Driver Configuration**

The Backlight Driver Enable signal is connected to the FT81x backlight control pin. This signal is controlled by two registers: REG\_PWM\_HZ and REG\_PWM\_DUTY. **REG\_PWM\_HZ** specifies the PWM output frequency – the range available on the FT81x is 250 to 10000Hz, however the on-board backlight driver's max PWM frequency is 1000Hz. Therefore, for proper use of the PWM function available on this module, the PWM frequency should not exceed 1000Hz. **REG\_PWM\_DUTY** specifies the duty cycle – the range is 0 to 128. A value of 0 turns the backlight completely off, while a value of 128 provides maximum backlight brightness.

For the above register definitions, please refer to pages 80-81 of the official FT81x Series Programmers Guide: <a href="http://www.ftdichip.com/Support/Documents/ProgramGuides/FT81X">http://www.ftdichip.com/Support/Documents/ProgramGuides/FT81X</a> Series Programmer Guide.pdf

### FT81x Block Diagram

FT81x with EVE (Embedded Video Engine) technology simplifies the system architecture for advanced Human Machine Interfaces (HMIs) by providing support for display, touch, and audio as well as an object oriented architecture approach that extends from display creation to the rendering of the graphics.



#### **Serial Host Interface**

By default the SPI slave operates in the SINGLE channel mode with MOSI as input from the master and MISO as output to the master. DUAL and QUAD channel modes can be configured through the SPI slave itself. To change the channel modes, write to register REG\_SPI\_WIDTH. Please refer to the table below:

REG_SPI_WIDTH[1:0]	Channel Mode	Data Pins	Max Bus Speed
00	SINGLE (default)	MISO, MOSI	30MHz
01	DUAL	100, 101	30MHz
10	QUAD	100, 101, 102, 103	25MHz
11	Reserved	-	-

For more details on the FT81x SPI interface, please refer to pages 13-15 of the official FT81x Datasheet: <a href="http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS">http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS</a> FT81x.pdf

For the REG\_SPI\_WIDTH register definition, please refer to page 87 of the official FT81x Series Programmers Guide: <a href="http://www.ftdichip.com/Support/Documents/ProgramGuides/FT81X">http://www.ftdichip.com/Support/Documents/ProgramGuides/FT81X</a> Series Programmer Guide.pdf

### **TFT Timing Characteristics**

Shown below are the FT81x registers that control the TFT's timing (clock and sync signals), along with the values recommended to use for this EVE2 TFT Module:

#### **Horizontal Timing**

Register	Value
REG_HSIZE	800
REG_HCYCLE	928
REG_HOFFSET	88
REG_HSYNC0	0
REG_HSYNC1	48

#### **Vertical Timing**

Register	Value
REG_VSIZE	480
REG_VCYCLE	525
REG_VOFFSET	32
REG_VSYNC0	0
REG_VSYNC1	3

#### **Clock Settings**

Register	Value
REG_PCLK	2
REG_SWIZZLE	0
REG_PCLK_POL	0
REG_CSPREAD	1
REG_DITHER	1

### **Graphics Engine**

The graphics engine executes the display list once for every horizontal line. It executes the primitive objects in the display list and constructs the display line buffer. The horizontal pixel content in the line buffer is updated if the object is visible at the horizontal line.

Main features of the graphics engine are:

- The primitive objects supported by the graphics processor are: lines, points, rectangles, bitmaps (comprehensive set of formats), text display, plotting bar graph, edge strips, and line strips, etc.
- Operations such as stencil test, alpha blending and masking are useful for creating a rich set of effects such as shadows, transitions, reveals, fades and wipes.
- Anti-aliasing of the primitive objects (except bitmaps) gives a smoothing effect to the viewer.
- Bitmap transformations enable operations such as translate, scale and rotate.
- Display pixels are plotted with 1/16th pixel precision.
- Four levels of graphics states
- Tag buffer detection

The graphics engine also supports customized built-in widgets and functionalities such as jpeg decode, screen saver, calibration etc. The graphics engine interprets commands from the MPU host via a 4 Kbyte FIFO in the FT81x memory at RAM\_CMD. The MPU/MCU writes commands into the FIFO, and the graphics engine reads and executes the commands. The MPU/MCU updates the register REG\_CMD\_WRITE to indicate that there are new commands in the FIFO, and the graphics engine updates REG\_CMD\_READ after commands have been executed.

Main features supported are:

- Drawing of widgets such as buttons, clock, keys, gauges, text displays, progress bars, sliders, toggle switches, dials, gradients, etc.
- JPEG and motion-JPEG decode
- Inflate functionality (zlib inflate is supported)
- Timed interrupt (generate an interrupt to the host processor after a specified number of milliseconds)
- In-built animated functionalities such as displaying logo, calibration, spinner, screen saver and sketch
- Snapshot feature to capture the current graphics display

For a complete list of graphics engine display commands and widgets, please refer to Chapter 4 of the official FT81x Series Programmers Guide:

http://www.ftdichip.com/Support/Documents/ProgramGuides/FT81X Series Programmer Guide.pdf

### **Touch-Screen Engine**

The Capacitive Touch Screen Engine (CTSE) of the FT813 communicates with the external Capacitive Touch Panel Module (CTPM) through an I2C interface. The CTPM will assert its interrupt line when there is a touch detected. Upon detecting CTP\_INT\_N line active, the FT813 will read the touch data through I2C. Up to 5 touches can be reported and stored in FT813 registers.

For more details on the FT813 Touch-Screen Engine, please refer to pages 32-35 of the official FT81x Datasheet: http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS FT81x.pdf

### **Audio Engine**

The FT81x provides mono audio output through a PWM output pin, AUDIO\_L. It outputs two audio sources, the sound synthesizer and audio file playback.

This pin is designed to be passed into a simple filter circuit and then passed to an amplifier for best results. Please refer to the example schematic in the Audio Filter and Amplifier Reference Circuit section on the next page.

#### **Sound Synthesizer**

A sound processor, AUDIO ENGINE, generates the sound effects from a small ROM library of waves table. To play a sound effect listed in Table 4.3, load the REG\_SOUND register with a code value and write 1 to the REG\_PLAY register. The REG\_PLAY register reads 1 while the effect is playing and returns a '0' when the effect ends. Some sound effects play continuously until interrupted or instructed to play the next sound effect. To interrupt an effect, write a new value to REG\_SOUND and REG\_PLAY registers; e.g. write 0 (Silence) to REG\_SOUND and 1 to PEG\_PLAY to stop the sound effect.

The sound volume is controlled by register REG\_VOL\_SOUND. The 16-bit REG\_SOUND register takes an 8-bit sound in the low byte. For some sounds, marked "pitch adjust" in the table below, the high 8 bits contain a MIDI note value. For these sounds, a note value of zero indicates middle C. For other sounds the high byte of REG\_SOUND is ignored.

#### **Audio Playback**

The FT81x can play back recorded sound through its audio output. To do this, load the original sound data into the FT81x's RAM, and set registers to start the playback. The registers controlling audio playback are:

REG\_PLAYBACK\_START: The start address of the audio data.
REG\_PLAYBACK\_LENGTH: The length of the audio data, in bytes.
REG\_PLAYBACK\_FREQ: The playback sampling frequency, in Hz.

REG PLAYBACK FORMAT: The playback format, one of LINEAR SAMPLES, uLAW SAMPLES, or

ADPCM SAMPLES.

REG\_PLAYBACK\_LOOP: If '0', the sample is played once. If '1', the sample is repeated indefinitely.

REG\_PLAYBACK\_PLAY: A write to this location triggers the start of audio playback, regardless of

writing '0' or '1'. Read back '1' when playback is ongoing, and '0' when

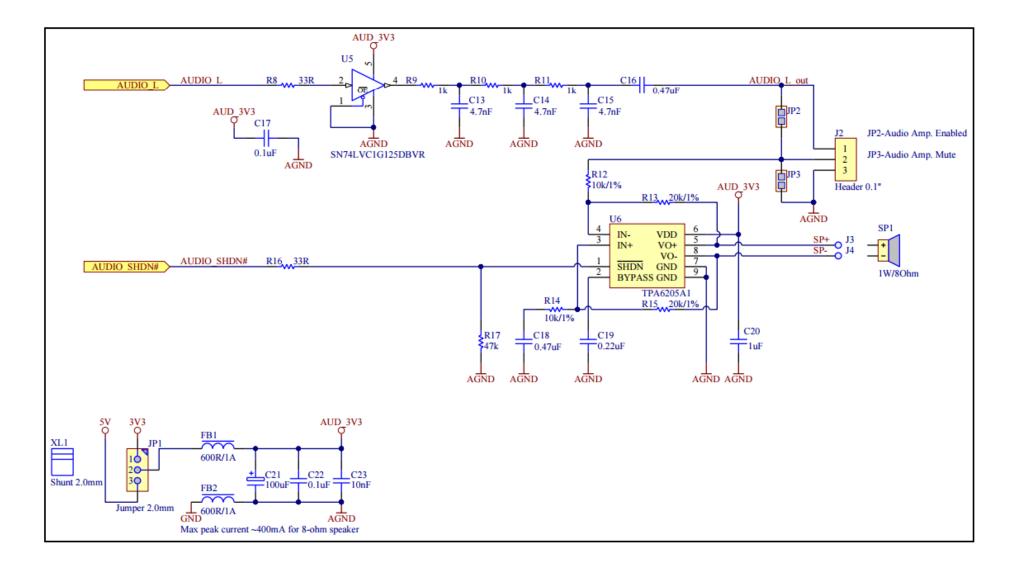
playback finishes.

REG\_VOL\_PB: Playback volume, 0-255.

The mono audio formats supported are 8-bits PCM, 8-bits uLAW and 4-bits IMA-ADPCM. For ADPCM\_SAMPLES, each sample is 4 bits, so two samples are packed per byte, the first sample is in bits 0-3 and the second is in bits 4-7. The current audio playback read pointer can be queried by reading the REG\_PLAYBACK\_READPTR. Using a large sample buffer, looping, and this read pointer, the host MPU/MCU can supply a continuous stream of audio.

For more details on the FT81x Audio Engine, please refer to pages 30-32 of the official FT81x Datasheet: <a href="http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS">http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS</a> FT81x.pdf

### **Audio Filter and Amplifier Reference Circuit**



This is a reference schematic from FTDI, which can be used to successfully filter and amplify the audio signals coming from the NHD EVE2 TFT Module.

### **Additional Information/Resources**

#### FT81x Datasheet:

FTDI/Bridgetek FT81x Embedded Video Engine (EVE2) http://www.ftdichip.com/Support/Documents/DataSheets/ICs/DS FT81x.pdf

#### **Programmers Guide:**

FT81x Series Programmers Guide

http://www.ftdichip.com/Support/Documents/ProgramGuides/FT81X Series Programmer Guide.pdf

#### **NHD GitHub Page:**

NHD EVE2 TFT Module Example Projects <a href="https://github.com/NewhavenDisplay/EVE2-TFT-Modules">https://github.com/NewhavenDisplay/EVE2-TFT-Modules</a>

#### **EVE2 Software Examples:**

FT81x Example Projects

http://www.ftdichip.com/Support/SoftwareExamples/FT800 Projects.htm

#### FTDI/Bridgetek Utilities:

Screen Designer

http://www.ftdichip.com/Support/Utilities.htm#ESD3

**Image Converters** 

http://www.ftdichip.com/Support/Utilities.htm#EVEImageConverters

**Audio Converter** 

http://www.ftdichip.com/Support/Utilities.htm#EVEAudioConverter

**Font Converter** 

http://www.ftdichip.com/Support/Utilities.htm#EVEFontConverter

#### FT80x to FT81x Migration Guide:

FT80x to FT81x Migration Guide

http://www.ftdichip.com/Support/Documents/AppNotes/AN 390%20FT80x%20To%20FT81x%20Migration%20Guide.pdf

## **Quality Information**

Test Item	Content of Test	Test Condition	Note
High Temperature storage	Endurance test applying the high storage	+80°C , 96hrs	2
	temperature for a long time.		
Low Temperature storage	Endurance test applying the low storage	-30°C , 96hrs	1,2
	temperature for a long time.		
High Temperature	Endurance test applying the electric stress	+70°C, 96hrs	2
Operation	(voltage & current) and the high thermal		
	stress for a long time.		
Low Temperature	Endurance test applying the electric stress	-20°C , 96hrs	1,2
Operation	(voltage & current) and the low thermal		
	stress for a long time.		
High Temperature /	Endurance test applying the electric stress	+60°C, 90% RH, 96hrs	1,2
<b>Humidity Operation</b>	(voltage & current) and the high thermal		
	with high humidity stress for a long time.		
Thermal Shock resistance	Endurance test applying the electric stress	-20°C,30min -> 25°C,5min -	
	(voltage & current) during a cycle of low	>70°C,30min = 1 cycle	
	and high thermal stress.	10 cycles	
Vibration test	Endurance test applying vibration to	10-55Hz , 15mm amplitude.	3
	simulate transportation and use.	60 sec in each of 3 directions X,Y,Z	
		For 15 minutes	
Static electricity test	Endurance test applying electric static	Air: 8kV, 150pF, 330Ω, 5 times	
	discharge.	Contact: 4kV, 150pF, 330Ω, 5 times	

Note 1: No condensation to be observed.

Note 2: Conducted after 4 hours of storage at 25°C, 0%RH.

**Note 3:** Test performed on product itself, not inside a container.

### **Precautions for using LCDs/LCMs**

See Precautions at www.newhavendisplay.com/specs/precautions.pdf

### **Warranty Information**

See Terms & Conditions at <a href="http://www.newhavendisplay.com/index.php?main\_page=terms">http://www.newhavendisplay.com/index.php?main\_page=terms</a>

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