

Objectives of the seminar

This seminar provides an 8 hour training on the basics of the graphic display controller (GDC) “Lime” (MB86276) and its API. The participants will learn how to program the graphics engine and will be able to manipulate the examples given in order to obtain their own results by utilizing equipment and software provided by FME (evaluation boards, programming environment, displays).

The seminar includes an introduction and overview of the current available GDCs.

Who should attend?

SW designers, application engineers

What prerequisites are required?

Basic knowledge of embedded systems

C- Programming

Seminar contents:

- Introduction on Graphic Display Controllers
 - The FME Graphics Competence Center
 - Overview on available GDCs
- Introduction to “Lime” and GDC API
 - Overview of Lime features
 - General HW- and SW- configurations
 - Basics on the GDC API: initialization, layers, commands, primitives (including practical examples)
 - Drawing basic figures: lines, triangles, rectangles, circles, text, etc.
- Exercises(*)
 - Initialization of the API
 - Colours and Lines
 - Modification of coordinates
 - Bitmaps
 - Texture-mapping
 - Editing bitmaps as textures
 - Video-Output demo.
- Questions & Answers

(*)The exercises will be introduced by the teacher. Then the participants should solve or complete them by themselves (a complete setup comprising Lime board, PC, Debug-SW, output monitor is provided).

If there is enough time, the participants will be encouraged to modify or even extend some selected exercises, and by this exploit the use cases feasible with Lime.

[Supplemental Info](#)

Questions? training@fme.fujitsu.com