



eInk FeatherWing Display Stand

Created by Ruiz Brothers



<https://learn.adafruit.com/eink-featherwing-display-stand>

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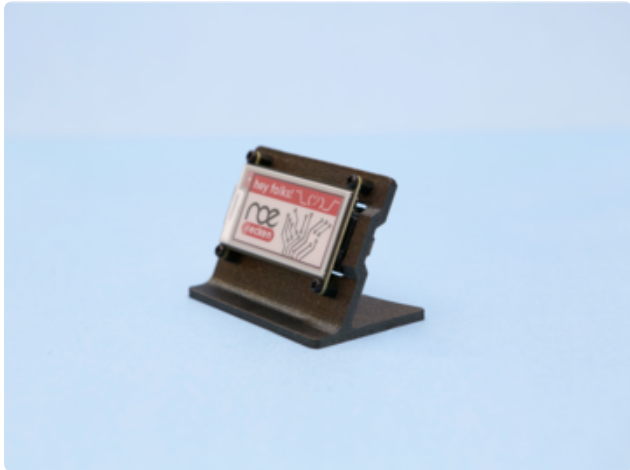
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3D Printing



E-Ink/E-Paper Display

Make a custom name tag with Adafruit's 2.13in tri-color e-Ink FeatherWing! The 2.13in e-paper display features red, black and white. 3D print a stand and display it on your desk. Load crispy clear tricolored bitmap images easily using CircuitPython or Arduino!



3D Printed Stand

Designed to house the Adafruit 2.13in e-ink/e-Paper FeatherWing, this stand is 3D printed without any support material. Use M2.5 standoffs and fasteners to secure the FeatherWing to the 3D printed stand. Download the CAD source files to print or modify the design.



Assembly

Start by inserting four M2.5 x 6mm standoffs into the mounting holes in the 3D printed stand. Use four hex nuts to secure the standoffs. Place the FeatherWing on top of the standoffs and line up the holes. Insert and fasten four M2.5 screws into the mounting tabs on the FeatherWing.

[Download CAD files](#)



CircuitPython Setup

Display bitmap images and text on the 2.13in eInk/epaper display FeatherWing using CircuitPython libraries and example code. Download the UF2 file for your hardware.

Download Circuit Python for Adafruit Boards

Prerequisite Guides

If you're new to Adafruit Feather, CircuitPython or soldering, take a moment to walk through the following guides to get you started.

- [Adafruit eInk epaper Displays \(\)](#)
- [Welcome to CircuitPython \(\)](#)
- [Adafruit Feather M4 Express \(\)](#)



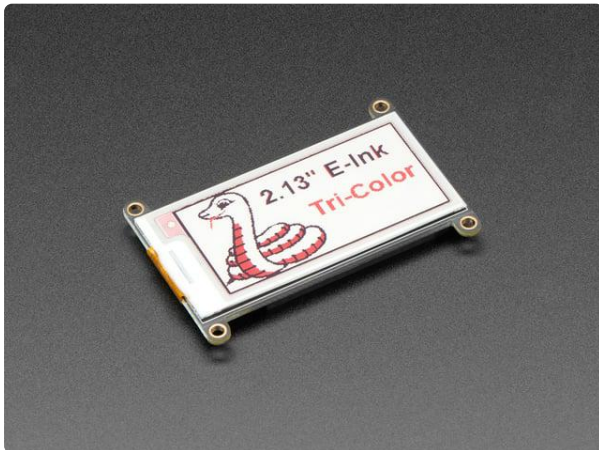
Displaying Bitmaps

Bitmap images (.BMP) can be loaded from either an SD card or the internal flash. Images must be 24-bit, 212px x 104px.

Parts

- [Adafruit 2.13in Tri-Color eInk Display FeatherWing \(\)](#)
- [Adafruit Feather M4 Express \(\)](#)
- [M2.5 Black Nylon Standoff Kit \(\)](#)
- [Flashforge Inventor 3D Printer \(\)](#)

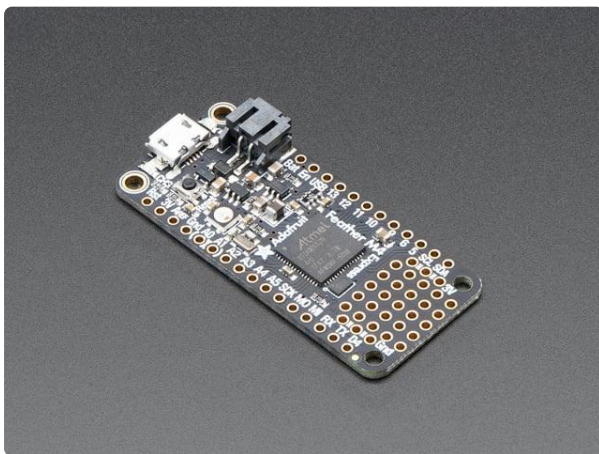
- [Filament for 3D printers \(\)](#)



Adafruit 2.13" Tri-Color eInk / ePaper Display FeatherWing

Easy e-paper finally comes to your Feather, with this breakout that's designed to make it a breeze to add a tri-color eInk display. Chances are you've seen one of those...

<https://www.adafruit.com/product/4128>



Adafruit Feather M4 Express - Featuring ATSAMD51

It's what you've been waiting for, the Feather M4 Express featuring ATSAMD51. This Feather is fast like a swift, smart like an owl, strong like a ox-bird (it's half ox,...

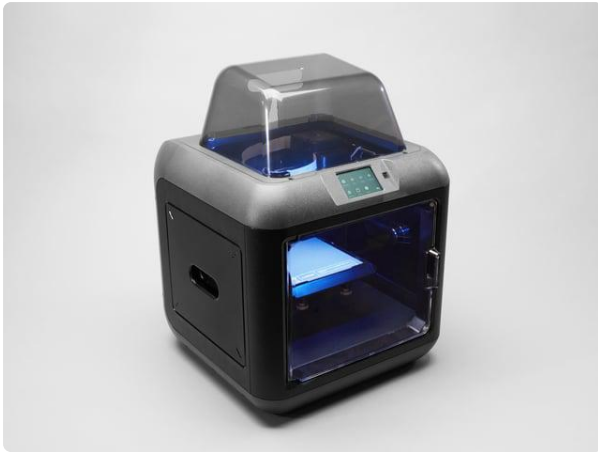
<https://www.adafruit.com/product/3857>



Black Nylon Machine Screw and Stand-off Set – M2.5 Thread

Totaling 380 pieces, this M2.5 Screw Set is a must-have for your workstation. You'll have enough screws, nuts, and hex standoffs to fuel your maker...

<https://www.adafruit.com/product/3299>



[Monoprice Inventor II 3D Printer with Touchscreen and WiFi](https://www.adafruit.com/product/3897)

The Monoprice Inventor II 3D Printer Touchscreen with WiFi is a perfect entry-level 3D printer with small footprint and reliable performance. It comes equipped with...

<https://www.adafruit.com/product/3897>



[Filament for 3D Printers in Various Colors and Types](https://www.adafruit.com/product/2080)

Having a 3D printer without filament is sort of like having a regular printer without paper or ink. And while a lot of printers come with some filament there's a good chance...

<https://www.adafruit.com/product/2080>

CircuitPython Code

Library Installation

You'll need to install the [Adafruit CircuitPython EPD \(\)](#) library on your CircuitPython board.

First make sure you are running the [latest version of Adafruit CircuitPython \(\)](#) for your board.

Next you'll need to install the necessary libraries to use the hardware--carefully follow the steps to find and install these libraries from [Adafruit's CircuitPython library bundle \(\)](#). Our introduction guide has [a great page on how to install the library bundle \(\)](#) for both express and non-express boards.

You'll need to manually install the necessary libraries from the bundle:

- adafruit_epd
- adafruit_bus_device

- adafruit_framebuf.mpy

Before continuing, make sure your board's lib folder or root filesystem has the library files and folders listed above copied over.

Next [connect to the board's serial REPL](#) () so you are at the CircuitPython >>> prompt.



Adafruit EPD Bitmap Example

Here's the complete example of how to display a bitmap image on your display. Note that any .bmp image you want to display must be exactly 212 pixels by 104 pixels and 24-bit. We will be using the image below. Click the button below to download the image and save it as blinka.bmp on your CIRCUITPY drive.

bitmaps.zip

Upload The Code

Copy and paste the code below into a new text document (we recommend using [Mu](#) () as your editor, which is designed for CircuitPython). Save the file to the CIRCUITPY drive and name it as code.py.

```
# SPDX-FileCopyrightText: 2019 Noe Ruiz for Adafruit Industries
#
# SPDX-License-Identifier: MIT

import digitalio
import busio
import board
from adafruit_epd.epd import Adafruit_EPD
from adafruit_epd.il0373 import Adafruit_IL0373

# create the spi device and pins we will need
spi = busio.SPI(board.SCK, MOSI=board.MOSI, MISO=board.MISO)
ecs = digitalio.DigitalInOut(board.D9)
dc = digitalio.DigitalInOut(board.D10)
srcs = None
rst = None
busy = None

# give them all to our driver
print("Creating display")
display = Adafruit_IL0373(104, 212, spi, # 2.13" Tri-color display
                          cs_pin=ecs, dc_pin=dc, sramcs_pin=srcs,
                          rst_pin=rst, busy_pin=busy)
```

```

display.rotation = 3

FILENAME = "blinka.bmp"

def read_le(s):
    # as of this writing, int.from_bytes does not have LE support, DIY!
    result = 0
    shift = 0
    for byte in bytearray(s):
        result += byte << shift
        shift += 8
    return result

class BMPError(Exception):
    pass

def display_bitmap(epd, filename):
    # pylint: disable=too-many-locals, too-many-branches
    try:
        f = open("/") + filename, "rb")
    except OSError:
        print("Couldn't open file")
        return

    print("File opened")
    try:
        if f.read(2) != b'BM': # check signature
            raise BMPError("Not BitMap file")

        bmpFileSize = read_le(f.read(4))
        f.read(4) # Read & ignore creator bytes

        bmpImageoffset = read_le(f.read(4)) # Start of image data
        headerSize = read_le(f.read(4))
        bmpWidth = read_le(f.read(4))
        bmpHeight = read_le(f.read(4))
        flip = True

        print("Size: %d\nImage offset: %d\nHeader size: %d" %
              (bmpFileSize, bmpImageoffset, headerSize))
        print("Width: %d\nHeight: %d" % (bmpWidth, bmpHeight))

        if read_le(f.read(2)) != 1:
            raise BMPError("Not singleplane")
        bmpDepth = read_le(f.read(2)) # bits per pixel
        print("Bit depth: %d" % (bmpDepth))
        if bmpDepth != 24:
            raise BMPError("Not 24-bit")
        if read_le(f.read(2)) != 0:
            raise BMPError("Compressed file")

        print("Image OK! Drawing...")

        rowSize = (bmpWidth * 3 + 3) & ~3 # 32-bit line boundary

        for row in range(bmpHeight): # For each scanline...
            if flip: # Bitmap is stored bottom-to-top order (normal BMP)
                pos = bmpImageoffset + (bmpHeight - 1 - row) * rowSize
            else: # Bitmap is stored top-to-bottom
                pos = bmpImageoffset + row * rowSize

            # print ("seek to %d" % pos)
            f.seek(pos)
            rowdata = f.read(3*bmpWidth)
            for col in range(bmpWidth):
                b, g, r = rowdata[3*col:3*col+3] # BMP files store RGB in BGR
                if r < 0x80 and g < 0x80 and b < 0x80:
                    epd.pixel(col, row, Adafruit_EPDM.BLACK)

```



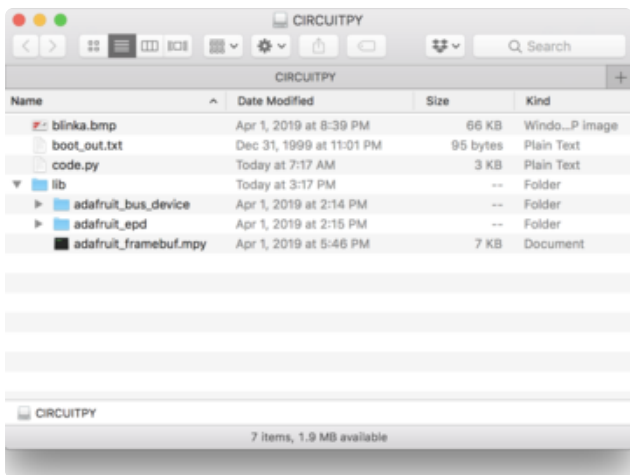
```

elif r >= 0x80 and g >= 0x80 and b >= 0x80:
    pass # epd.pixel(row, col, Adafruit_EPDM.WHITE)
elif r >= 0x80:
    epd.pixel(col, row, Adafruit_EPDM.RED)
except OSError:
    print("Couldn't read file")
except BMPError as e:
    print("Failed to parse BMP: " + e.args[0])
finally:
    f.close()
print("Finished drawing")

# clear the buffer
display.fill(Adafruit_EPDM.WHITE)
display_bitmap(display, FILENAME)
display.display()

```

How To: Installing Mu Python Code Editor



CIRCUITPY USB Drive

Reference the screenshot image for the files and folders that should be on your CIRCUITPY drive.