



User-space SPI TFT Python Library - ILI9341

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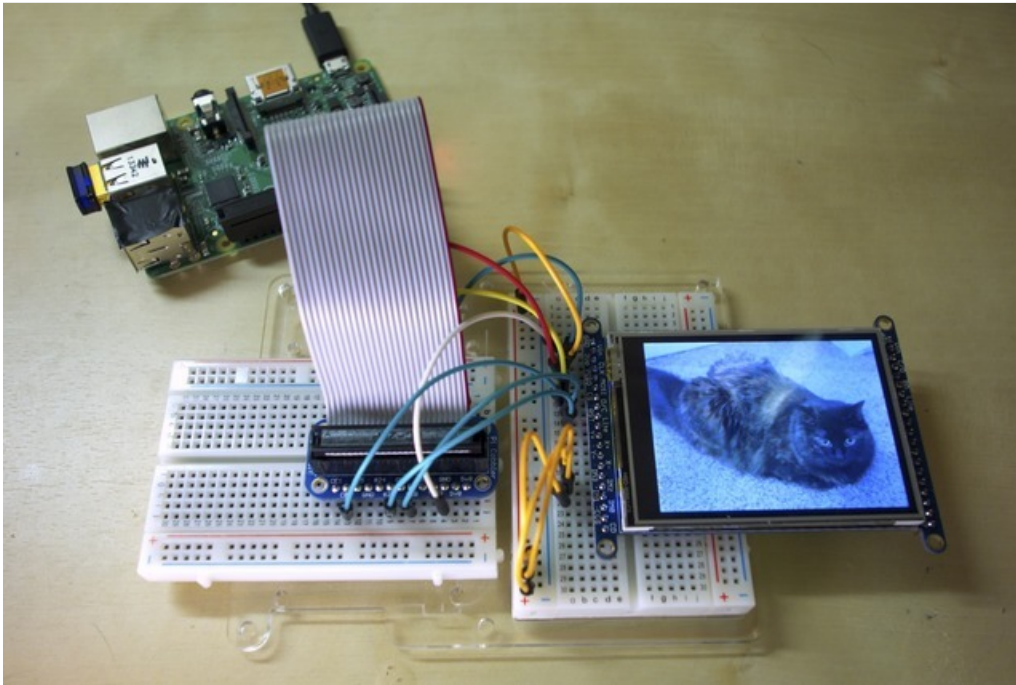


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Overview



Does your Raspberry Pi or BeagleBone Black project need a display that's a little more capable than a [small graphic LCD](https://adafru.it/dLP) or [OLED](https://adafru.it/dLQ)? Perhaps you want to display full color images and text, but don't need a full blown 'shield' like the [PiTFT](http://adafru.it/1601). With the [ILI9341 Python library](https://adafru.it/dLR) and a [2.8" TFT display breakout](http://adafru.it/1770) you can add a large, colorful graphic display to your Raspberry Pi or BeagleBone Black project!

Update 9/2014: This library should work with the [2.2" TFT](http://adafru.it/1480) too! Check out [Matthew's blog post](https://adafru.it/e15) if you are curious to see more details.

This guide will show you how to wire up, install, and use a Python library to control ILI9341-based displays like the 2.8" breakout **in userspace SPI** - that means you don't need a kernel! This library uses an SPI connection and a couple GPIO pins to control the display, leaving many other pins free for your project's needs.

Because this library is implemented in Python there's no need to use a modified kernel or kernel module to use the display. However this means it's a little slower to control the display than kernel framebuffer-based displays like the PiTFT. This Python library is best for displaying images, text, and basic graphics--animation or fast updates (more than ~5-10 frames per second) won't work!

Before you get started it will help to familiarize yourself with the [2.8" TFT breakout guide](https://adafru.it/dLS). You will also want to make sure your Raspberry Pi is running the latest [Raspbian](https://adafru.it/dpb) operating system, and your BeagleBone Black is running the latest [Debian](https://adafru.it/dvh) or Debian-based distribution like Ubuntu.

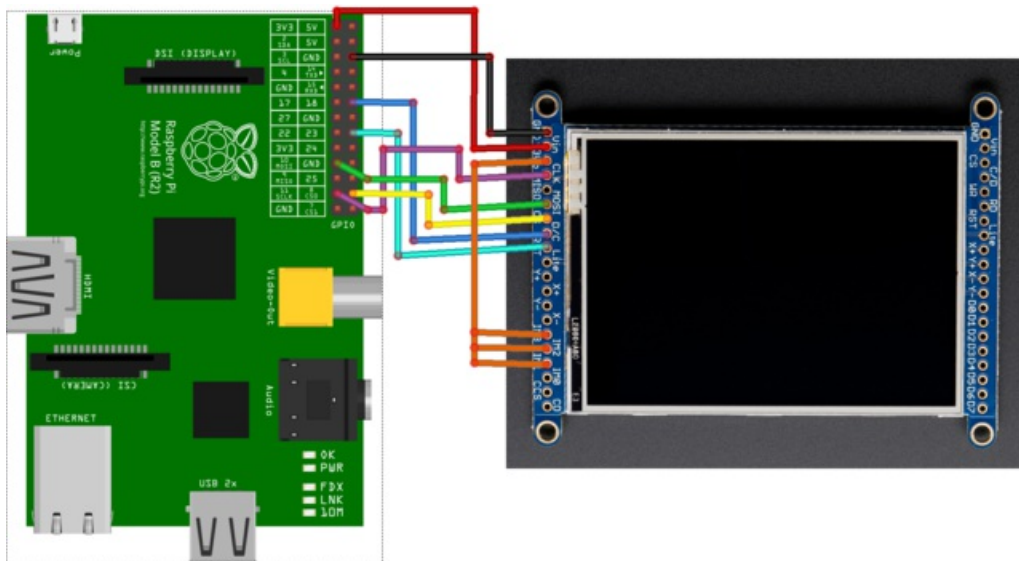
If you haven't used a Raspberry Pi or BeagleBone Black, be sure to follow the [Learn Raspberry Pi series](https://adafru.it/dpe) or [BeagleBone Black SSH guide](https://adafru.it/dEN) to understand the basic usage of each board and how to connect to a command terminal.

Wiring

NOTE: There are two interfaces on the 2.8" TFT breakout, a [8-bit parallel interface](https://adafru.it/dLT) and a [SPI serial interface](https://adafru.it/dLU). This guide uses the SPI serial interface--make sure you connect your development board to the SPI interface side of the breakout! You'll also need to either connect the IM0 IM1 and IM2 pins to 3V or close the solder jumpers on the back!

Raspberry Pi

Wire your TFT breakout to a Raspberry Pi as follows:



fritzing

Make these connections with jumper wires:

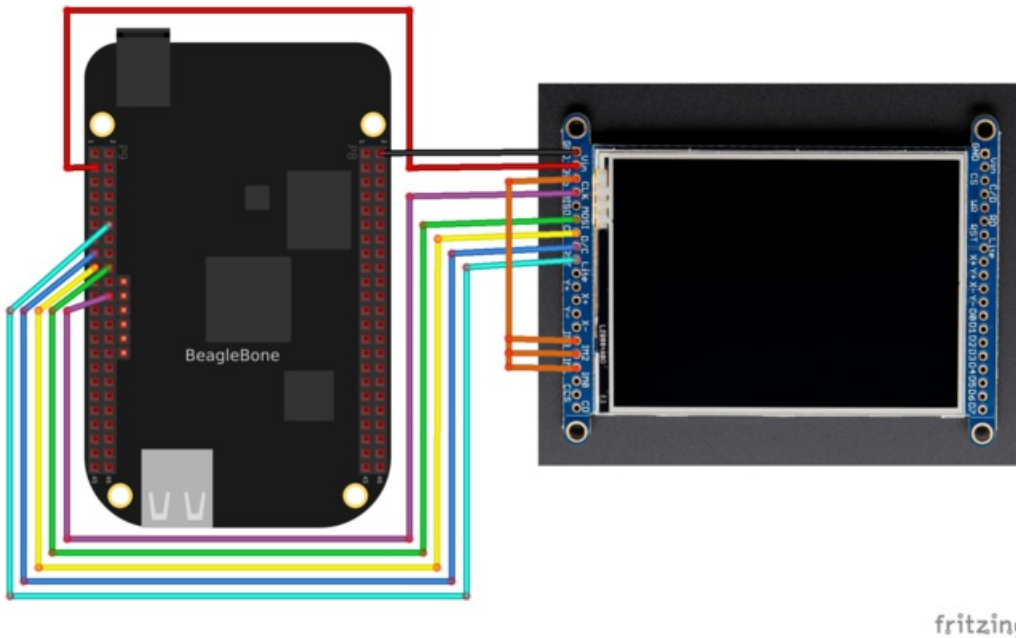
- Raspberry Pi 3.3V power to TFT Vin.
- Raspberry Pi ground to TFT GND.
- Raspberry Pi SCLK to TFT CLK.
- Raspberry Pi MOSI to TFT MOSI.
- Raspberry Pi CE0 to TFT CS.
- Raspberry Pi GPIO 18 to TFT D/C.
- Raspberry Pi GPIO 23 to TFT RST.
- TFT 3Vo to TFT IM3, IM2, and IM1 - These connections will put the display in SPI mode and are optional if you've [bridged the display jumpers to permanently put the display in SPI mode](https://adafru.it/dLU).

Most Raspberry Pi's should have SPI enabled already, but if yours doesn't **make sure you've enabled SPI access on the Raspberry Pi**. To check if SPI is enabled you should see a `/dev/spidev0.0` and `/dev/spidev0.1` devices if you run the command `ls /dev/spi*` in a terminal on the Pi.

If you don't see these devices then [follow the steps here to run raspi-config](https://adafru.it/dEO), but instead of enabling I2C select the SPI option to enable the SPI access on the Raspberry Pi. Then follow that up by [updating the kernel module blacklist](https://adafru.it/BJZ) to make sure the SPI module is commented out and not blacklisted. After making the changes reboot your Pi and run the `ls` command above again to **be sure you can see the `/dev/spidev0.0` and `/dev/spidev0.1` devices before continuing!**

BeagleBone Black

Wire your TFT breakout to the BeagleBone Black as follows:



Make these connections with jumper wires (if you aren't familiar with pin numbers on the BeagleBone Black, [check out this guide for more information \(https://adafru.it/dCI\)](https://adafru.it/dCI)):

- BeagleBone Black 3.3V power pin P9_3 to TFT Vin.
- BeagleBone Black ground pin P8_2 to TFT GND.
- BeagleBone Black SCLK pin P9_22 to TFT CLK.
- BeagleBone Black MOSI pin P9_18 to TFT MOSI.
- BeagleBone Black CE0 pin P9_17 to TFT CS.
- BeagleBone Black pin P9_15 to TFT D/C.
- BeagleBone Black pin P9_12 to TFT RST.
- TFT 3Vo to TFT IM3, IM2, and IM1 - These connections will put the display in SPI mode and are optional if you've [bridged the display jumpers to permanently put the display in SPI mode \(https://adafru.it/dLU\)](https://adafru.it/dLU).

Like with the Raspberry Pi, the wiring above assumes using a hardware SPI interface on the BeagleBone Black, specifically `/dev/spidev1.0`. Before you can use this SPI interface you must [enable a device tree overlay \(https://adafru.it/dp6\)](https://adafru.it/dp6) to turn on the SPI pin functionality. The easiest way to enable this device tree overlay is to configure the BeagleBone Black to load the overlay automatically on boot.

With the BeagleBone Black connected to your computer over USB, open the USB mass storage drive named 'boot' and edit the file `uEnv.txt` on the drive. Add the following line to the file:

```
optargs=capemgr.enable_partno=BB-SPIDEV0
```

NOTE: Be careful editing the `uEnv.txt` file on Windows, as changing the line endings can cause your BeagleBone Black not to boot and require an OS reinstall! The safest option is to connect to the BeagleBone Black in a command window and [follow the steps at the end of this page to mount and edit uEnv.txt on the BeagleBone Black \(https://adafru.it/dEK\)](https://adafru.it/dEK).

Reboot your device and you should see the files `/dev/spidev1.0` and `/dev/spidev1.1` now exist.

Usage

Dependencies

Before installing the character LCD library you'll need to make sure a few dependencies are installed by following the steps below. Make sure your development board has access to the internet so the software can be downloaded.

Raspberry Pi

On the Raspberry Pi execute the following commands in a terminal/SSH session:

```
sudo apt-get update
sudo apt-get install build-essential python-dev python-smbus python-pip python-imaging python-numpy git
sudo pip install RPi.GPIO
```

You can ignore any warnings about dependencies already being installed.

BeagleBone Black

On the BeagleBone Black execute the following commands in a terminal/SSH session:

```
sudo apt-get update
sudo apt-get install build-essential python-dev python-smbus python-pip python-imaging python-numpy git
sudo pip install Adafruit_BBIO
```

Installation

Once the dependencies above have been installed you can install the TFT module by executing the following commands on the device:

```
cd ~
git clone https://github.com/adafruit/Adafruit_Python_ILI9341.git
cd Adafruit_Python_ILI9341
sudo python setup.py install
```

These commands will clone the [GitHub repository with the library source \(https://adafru.it/dLR\)](https://adafru.it/dLR) and then execute the `setup.py` script to install the library.

Usage

Once the library is installed you can find a few examples of its usage in the `examples` subdirectory.

If you're using a Raspberry Pi and have wired it according to this guide, you can immediately run the example. However if you're using a BeagleBone Black or changed the wiring, first open `image.py` in a text editor (like nano) and uncomment/comment the lines towards the top that set the TFT pins.

To run the `image.py` example execute:

```
cd examples
sudo python image.py
```

You should see the TFT display a cat picture:



To help understand the usage of the library, I'll walk through the code of the `image.py` example below.

```
import Image

import Adafruit_ILI9341 as TFT
import Adafruit_GPIO as GPIO
import Adafruit_GPIO.SPI as SPI
```

These import commands will pull in modules which the example depends on, in particular the [Python Imaging Library \(https://adafru.it/dvB\)](https://adafru.it/dvB) and TFT library.

```
# Raspberry Pi configuration.
DC = 18
RST = 23
SPI_PORT = 0
SPI_DEVICE = 0

# BeagleBone Black configuration.
# DC = 'P9_15'
# RST = 'P9_12'
# SPI_PORT = 1
# SPI_DEVICE = 0
```

The next lines configure the pins which are connected to the TFT breakout. You can see how the pins and SPI device are configured separately for the Raspberry Pi and BeagleBone Black.

```
# Create TFT LCD display class.
disp = TFT.ILI9341(DC, rst=RST, spi=SPI.SpiDev(SPI_PORT, SPI_DEVICE, max_speed_hz=64000000))

# Initialize display.
disp.begin()
```

The first line create an instance of the ILI9341 class and pass in the appropriate pins and SPI configuration. Notice the SPI connection is created with a maximum speed of 64mhz (although in reality the Pi and BeagleBone Black are limited to lower speeds like 24-32mhz).

The second line initializes the TFT display. Make sure to call this function once before you make other calls to the display object!

```
# Load an image.  
# Make sure the image is 320x240 pixels!  
print 'Loading image...'  
image = Image.open('cat.jpg')  
  
# Resize the image and rotate it so it's 240x320 pixels.  
image = image.rotate(90).resize((240, 320))
```

These lines will open an image file using the Python Imaging Library `Image.open` function (<https://adafru.it/dvE>). You can pass in almost any common image to this function like JPEG, PNG, etc.

Next the image is rotated and resized to fit in the 240x320 dimensions of the display using the `rotate` and `resize` functions. You can find more image functions in the [PIL documentation \(https://adafru.it/dvE\)](https://adafru.it/dvE).

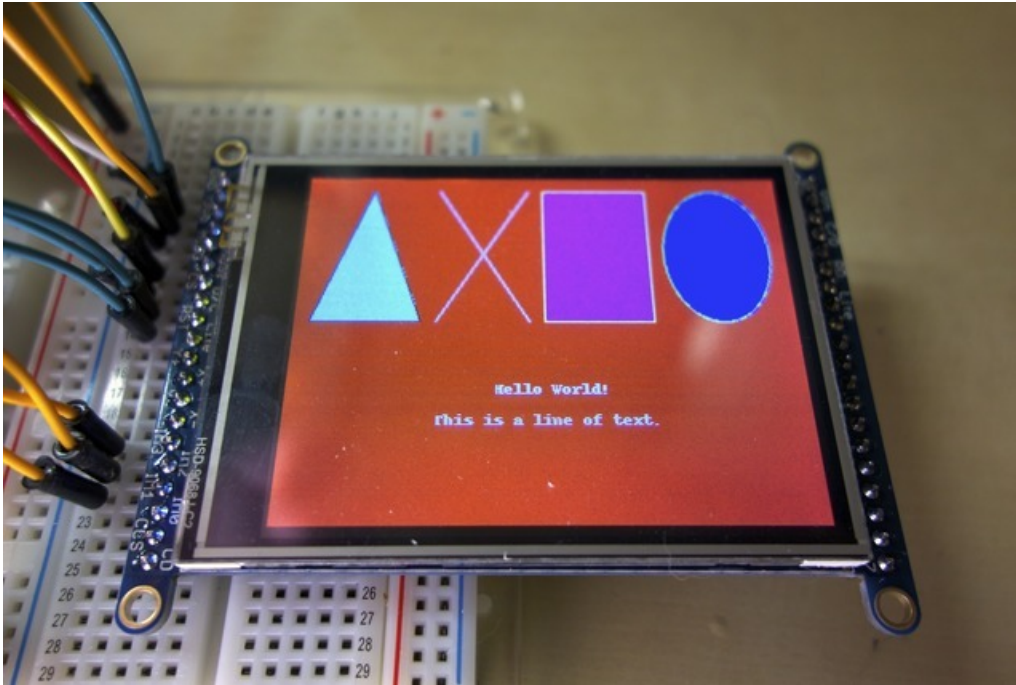
```
# Draw the image on the display hardware.  
print 'Drawing image'  
disp.display(image)
```

Finally the image is drawn on the display by passing it to the `display` function. After this command executes the image should be shown on the TFT display. That's all there is to loading an image and displaying it on the hardware!

The next example is the `shapes.py` script which draws some shapes and text on the display. To run this example, first edit it in a text editor to comment and uncomment the appropriate pin configuration, then execute:

```
sudo python shapes.py
```

You should see the display render a few shapes and some text:



If you open the `shapes.py` file in a text editor, I'll run through the code below:

```
import Image
import ImageDraw
import ImageFont

import Adafruit_ILI9341 as TFT
import Adafruit_GPIO as GPIO
import Adafruit_GPIO.SPI as SPI

# Raspberry Pi configuration.
DC = 18
RST = 23
SPI_PORT = 0
SPI_DEVICE = 0

# BeagleBone Black configuration.
# DC = 'P9_15'
# RST = 'P9_12'
# SPI_PORT = 1
# SPI_DEVICE = 0

# Create TFT LCD display class.
disp = TFT.ILI9341(DC, rst=RST, spi=SPI.SpiDev(SPI_PORT, SPI_DEVICE, max_speed_hz=64000000))

# Initialize display.
disp.begin()
```

The module imports, pin configuration, and display configuration are almost exactly the same as the `image.py` example. The only difference is that a few more Python Imaging Library modules are imported, for drawing shapes and fonts.

```
# Clear the display to a red background.
# Can pass any tuple of red, green, blue values (from 0 to 255 each).
disp.clear((255, 0, 0))

# Alternatively can clear to a black screen by calling:
# disp.clear()
```

Next the display buffer is cleared to a red color. You can see the color is represented by a tuple of 3 values, the red, green, and blue components of the color. These component values can range from 0 to 255. For example the color red is (255, 0, 0), or the color yellow (combination of red and green) is (255, 255, 0).

```
# Get a PIL Draw object to start drawing on the display buffer.
draw = disp.draw()
```

In this line a [PIL ImageDraw object \(https://adafru.it/dfH\)](https://adafru.it/dfH) is created for the display buffer by calling the `draw()` function on the display object. You must get an ImageDraw object in order to draw shapes, text, etc.

```
# Draw some shapes.
# Draw a blue ellipse with a green outline.
draw.ellipse((10, 10, 110, 80), outline=(0,255,0), fill=(0,0,255))

# Draw a purple rectangle with yellow outline.
draw.rectangle((10, 90, 110, 160), outline=(255,255,0), fill=(255,0,255))

# Draw a white X.
draw.line((10, 170, 110, 230), fill=(255,255,255))
draw.line((10, 230, 110, 170), fill=(255,255,255))

# Draw a cyan triangle with a black outline.
draw.polygon([(10, 275), (110, 240), (110, 310)], outline=(0,0,0), fill=(0,255,255))
```

The next lines draw shapes in different colors on the display. Notice that the drawing functions take dimensions as a 4-tuple of x min, y min, x max, and y max bounds. The x axis of the image is the shorter side of the display and is 240 pixels long (positions range from 0 to 239). The y axis is the longer side of the display and is 320 pixels long (position range from 0 to 319).

```
# Load default font.
font = ImageFont.load_default()

# Alternatively load a TTF font.
# Some other nice fonts to try: http://www.dafont.com/bitmap.php
#font = ImageFont.truetype('Minecraftia.ttf', 16)
```

A default font is loaded by calling the `ImageFont.load_default()` function. This font will be used for text rendering.

Note that the default font is quite small (only about 8 pixels tall), so you might want to grab a TrueType font and copy it to the directory of the script so it can be used instead of the default font. See the commented line for how to load a TTF font.

```

# Define a function to create rotated text. Unfortunately PIL doesn't have good
# native support for rotated fonts, but this function can be used to make a
# text image and rotate it so it's easy to paste in the buffer.
def draw_rotated_text(image, text, position, angle, font, fill=(255,255,255)):
    # Get rendered font width and height.
    draw = ImageDraw.Draw(image)
    width, height = draw.textsize(text, font=font)
    # Create a new image with transparent background to store the text.
    textimage = Image.new('RGBA', (width, height), (0,0,0,0))
    # Render the text.
    textdraw = ImageDraw.Draw(textimage)
    textdraw.text((0,0), text, font=font, fill=fill)
    # Rotate the text image.
    rotated = textimage.rotate(angle, expand=1)
    # Paste the text into the image, using it as a mask for transparency.
    image.paste(rotated, position, rotated)

```

Next a function is defined to help with rendering rotated text. Unfortunately PIL doesn't have great support for rotating fonts, so this function can be used to render text that's rotated. Don't worry, you don't need to really understand the implementation of the function!

```

# Write two lines of white text on the buffer, rotated 90 degrees counter clockwise.
draw_rotated_text(disb.buffer, 'Hello World!', (150, 120), 90, font, fill=(255,255,255))
draw_rotated_text(disb.buffer, 'This is a line of text.', (170, 90), 90, font, fill=(255,255,255))

```

A couple lines of text are drawn on the display buffer in these lines. You can see the **draw_rotated_text** function that was defined above is called here. Notice that this function takes in the display buffer, the text to render, the location to render the text on the buffer, the angle of rotation (in degrees), the font, and the fill color as parameters.

```

# Write buffer to display hardware, must be called to make things visible on the
# display!
disb.display()

```

Finally the display buffer is drawn on the hardware by calling the **display()** function. Make sure to call this function after drawing shapes, text, etc. so they'll be visible on the display.

That's all there is to drawing on a TFT display with the ILI9341 Python library!