

1. Introduction to Testing Platform

Development Board : CH32F103C8T6 and CH32F203C8T6 Board

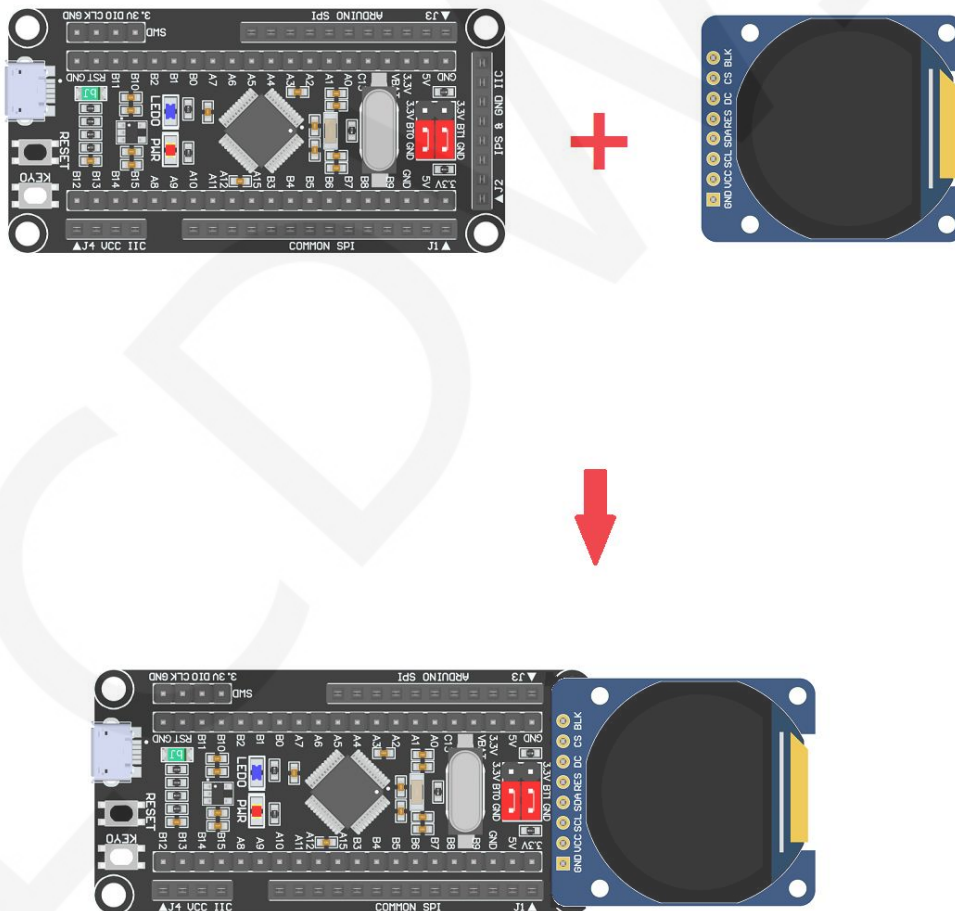
MCU : CH32F103C8T6 \ CH32F203C8T6

Frequency : 72MHz(F103) \ 144MHz(F203)

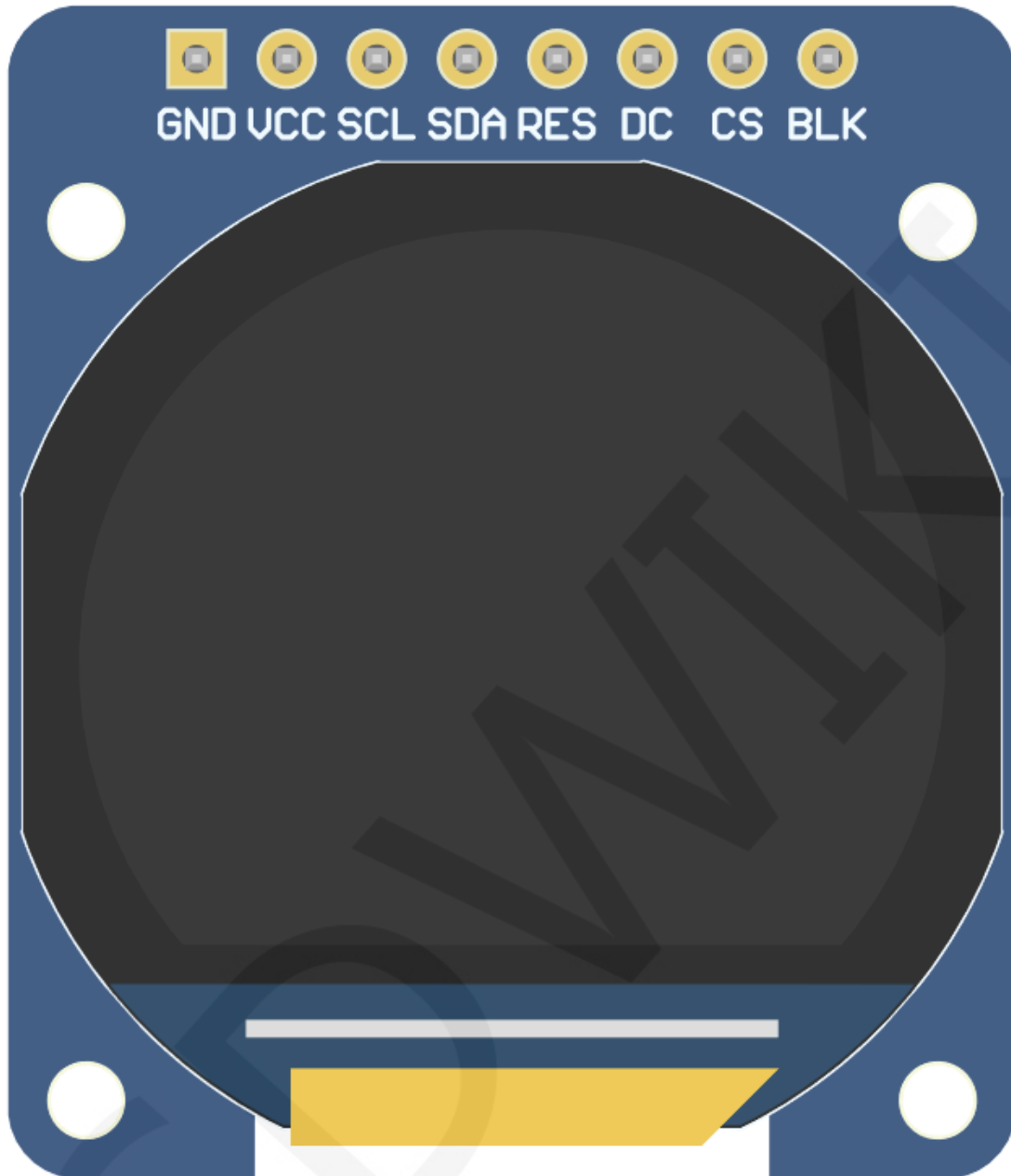
2. Pin connection instructions

When using the CH32F103C8T6 development board, the display module can be directly plugged in (as shown in the following figure),

When using the CH32F203C8T6 development board, the display module needs to be connected with a DuPont cable.



Picture1. Module inline CH32F103C8T6 development board



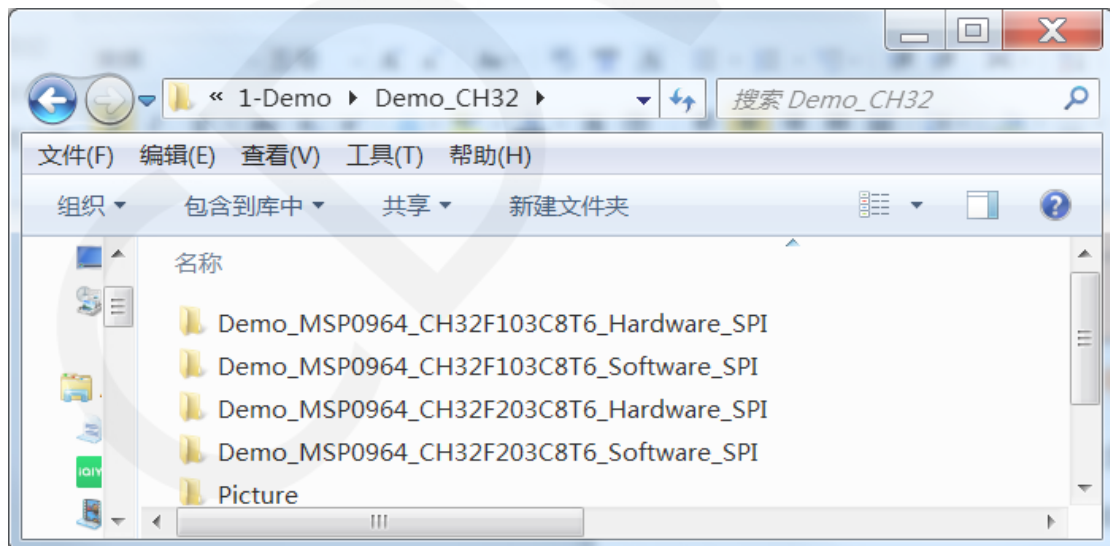
Picture2. Module front pin diagram

CH32F103C8T6/CH32F203C8T6 Test Program Pin Direct Insertion			
Number	Module pins	Corresponding CH32F103/CH32F203 development board wiring pins	Remarks
1	GND	GND	LCD Power ground
2	VCC	5V/3.3V	LCD power positive(It is recommended to connect to 5V. When connected to 3.3V, the backlight brightness will be slightly

			dim)
3	SCL	PA5	LCD SPI bus clock signal
4	SDA	PA7	LCD SPI bus write data signal
5	RES	PB8	LCD reset control signal, Low level reset
6	DC	PB7	LCD command / data selection control signal High level: data, low level: command
7	CS	PB9	LCD selection control signal, Low level active
8	BLK	PB6	LCD backlight control signal (If you need control, please connect the pins. If you don't need control, you can skip it)

3. Demo Function Description

This set of sample programs includes two types of MCU programs, CH32F103C8T6 and CH32F203C8T6. Each MCU program also includes hardware SPI programs and software SPI programs, which are located in the **Demo_CH32** directory, as shown in the following figure:



✧ Description of sample program content

The sample program includes the following test items:

- A. Main interface display;
- B. Menu interface display;

- C. Simple screen swiping;
- D. Drawing and filling of rectangles;
- E. Draw and fill a circle;
- F. Triangle drawing and filling;
- G. English display;
- H. Chinese display;
- I. Image display;
- J. Dynamic digital display;
- K. Rotating display;

✧ Example program display direction switching instructions

Found macro definition **USE_HORIZONTAL** in **LCD.h**, as shown in the following:

```
////// 用户配置区 ////  
#define USE_HORIZONTAL 0 //定义液晶屏顺时针旋转方向 0-0度旋转, 1-90度旋转, 2-180度旋转, 3-270度旋转
```

```
USE_HORIZONTAL 0 //0°rotate  
USE_HORIZONTAL 1 //90°rotate  
USE_HORIZONTAL 2 //180°rotate  
USE_HORIZONTAL 3 //270°rotate
```

4. Demo Usage Instructions

✧ Installing development tool software

Firstly, you need to install the development tool software, which uses Keil5.

Please refer to the online download and installation methods for yourself.

✧ Installing Device Library

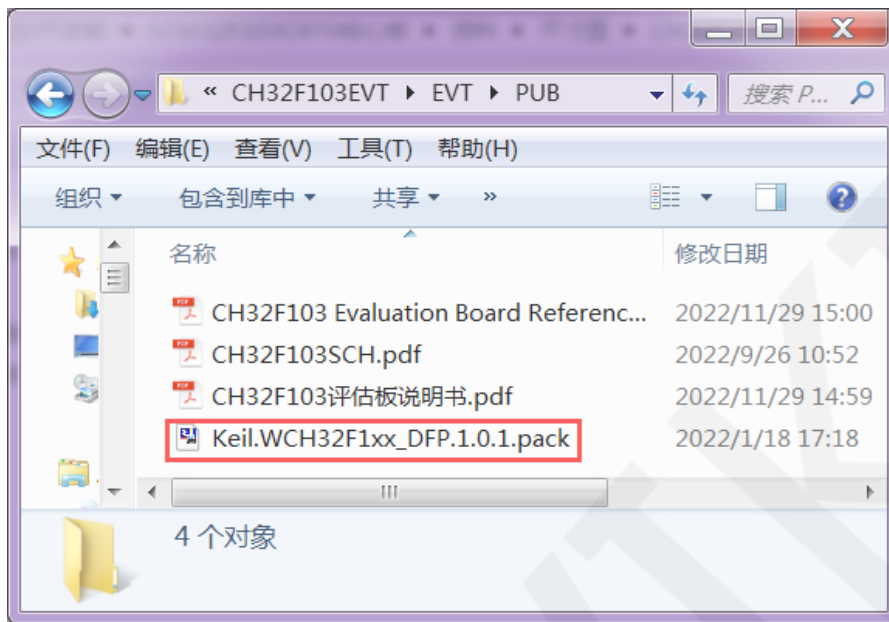
After installing the keil5 software, it is necessary to install the CH32 device library (omitted if already installed), and the download address is as follows:

CH32F103C8T6: https://www.wch.cn/downloads/CH32F103EVT_ZIP.html

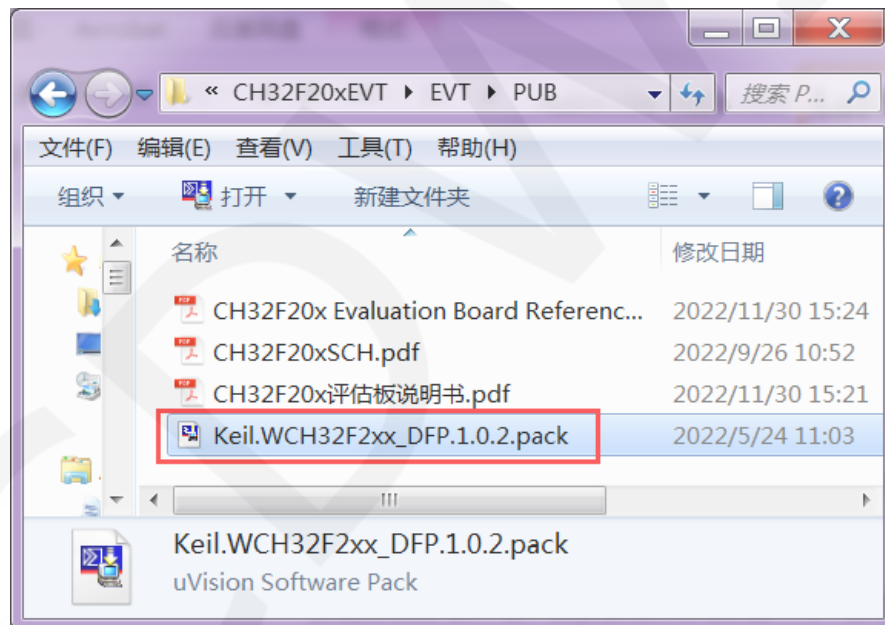
CH32F203C8T6: https://www.wch.cn/downloads/CH32F20xEVT_ZIP.html

After downloading the official information package, unzip it and find the pack file in the **EVT\PUB** directory, as shown in the following figure:

CH32F103C8T6's pack:



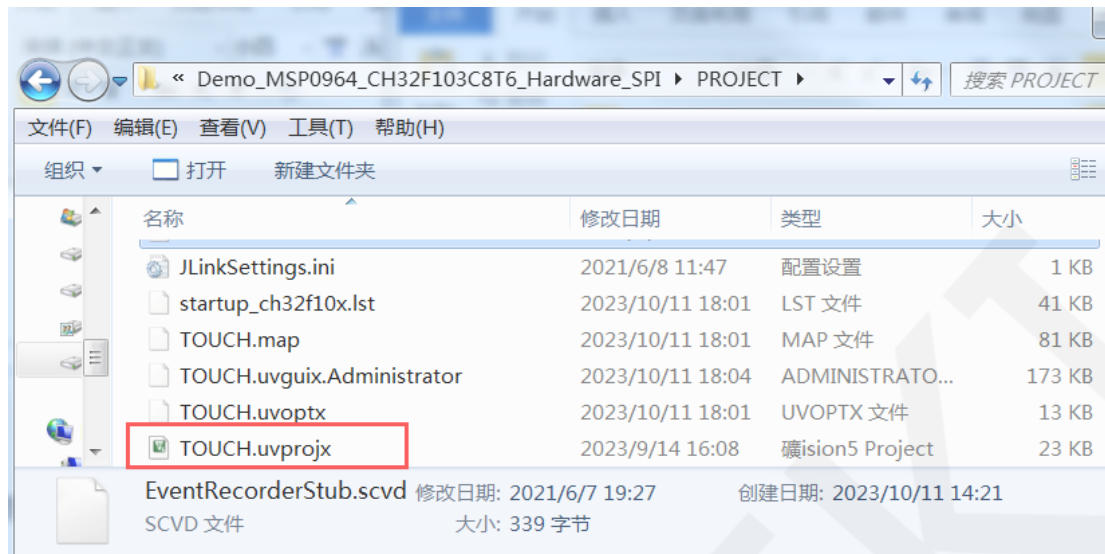
CH32F203C8T6's pack:



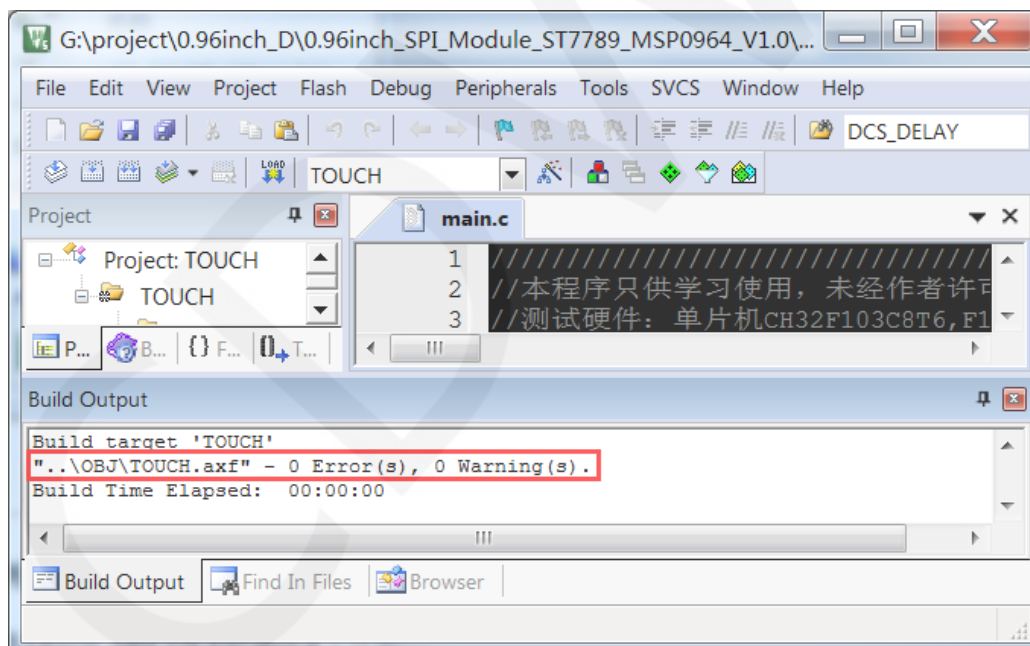
Double click on the pack file and follow the prompts to install.

❖ Compiling Programs

After the library installation is completed, open the **PROJECT** directory under the sample program, locate the **uvprojx** file, double-click to open the sample project, as shown in the following figure:



After opening the sample project, you can make modifications to the project code (or not). After the modifications are completed, click the compile button to compile the code. The following prompt appears, indicating successful compilation, as shown in the following figure:



❖ Download and Run Programs

The development board supports SWD download, USB download, and serial port download

When downloading SWD, ST Link or WCH Link downloaders can be used.

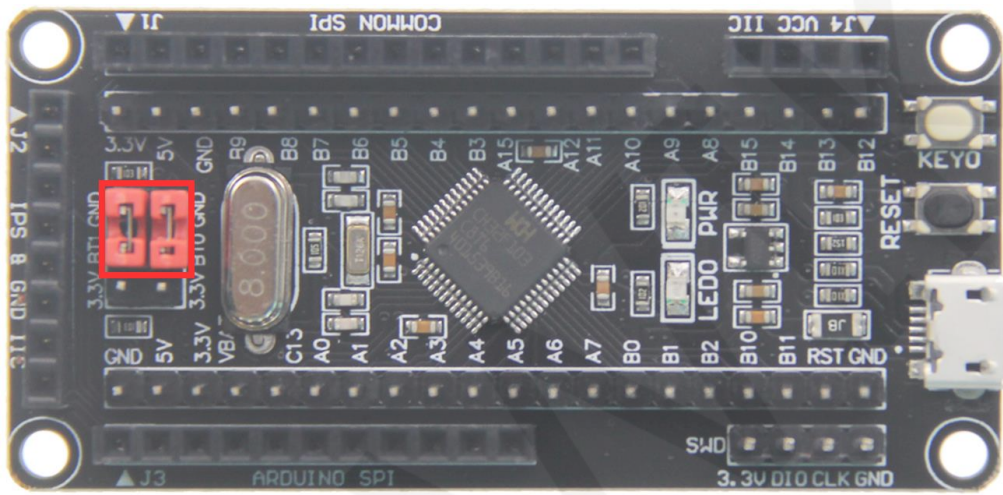
Here is an introduction to SWD download. For other download methods, please refer

to the documentation in the development board documentation package or consult the internet.

The steps for downloading SWD are as follows (using the CH32F103C8T6 development board as an example):

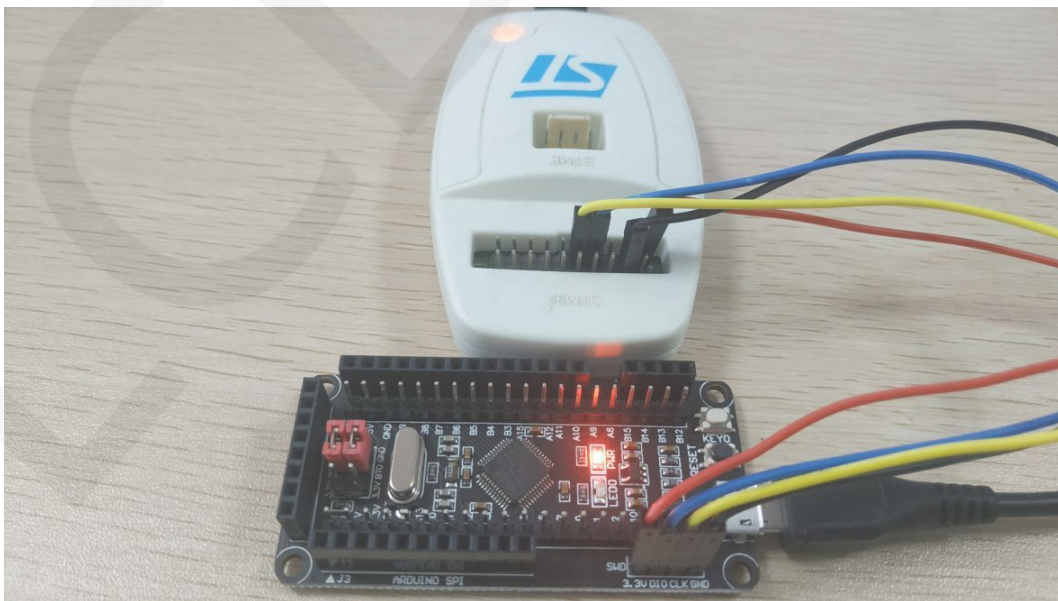
- A. Firstly, ensure that the BT0 and BT1 pins of the MCU remain low, as shown in the following figure:

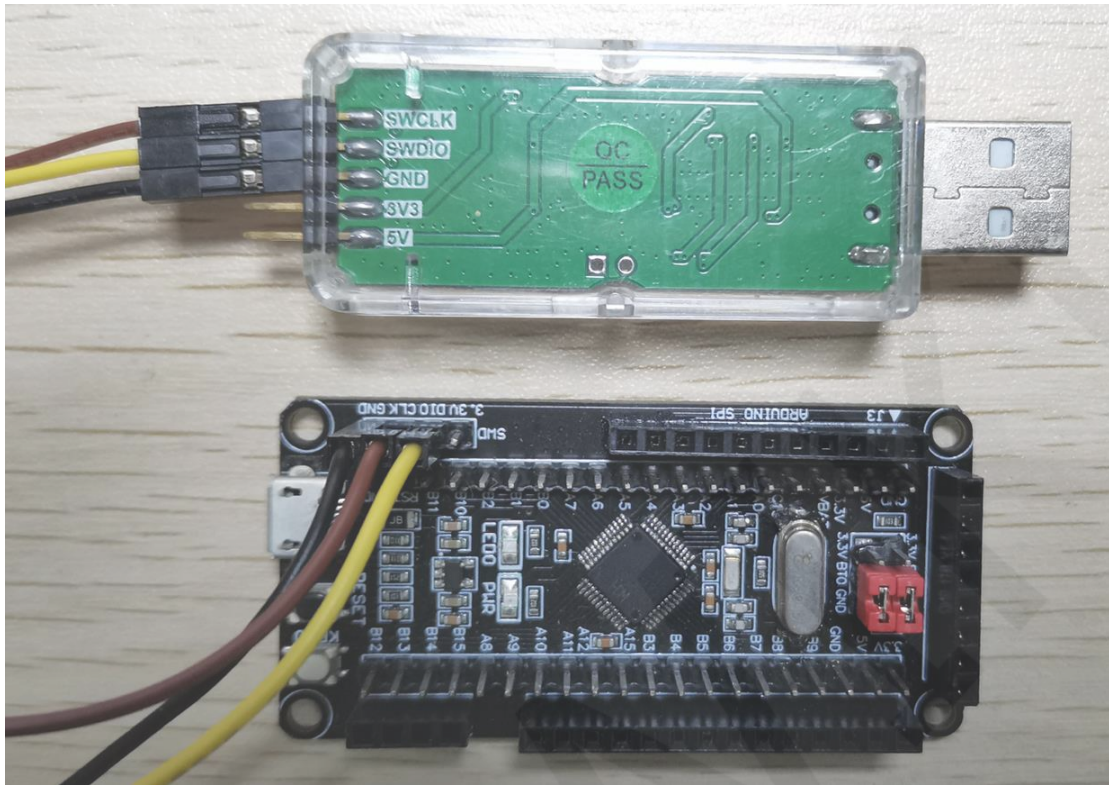
The BT0 and BT1 pins of CH32F103C8T6 are connected to GND using jump caps.



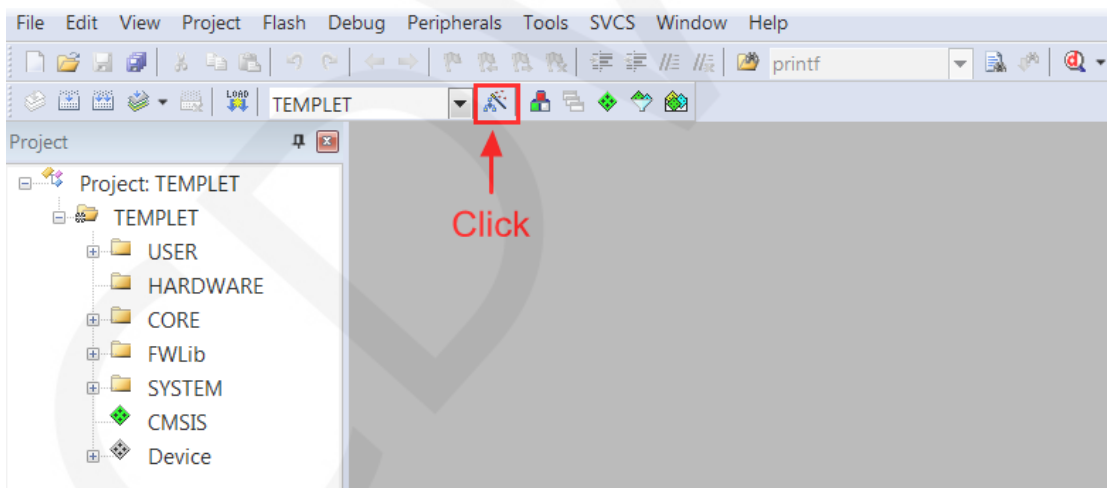
- B. Find the **SWD** interface of the development board and connect it one by one with the pins of the emulator (theoretically, any emulator that supports the SWD protocol supports it), as shown in the following figure:

Connect to ST-Link:



Connect to WCH-Link:

C. Open the KEIL tool software and click the button shown in the following figure:



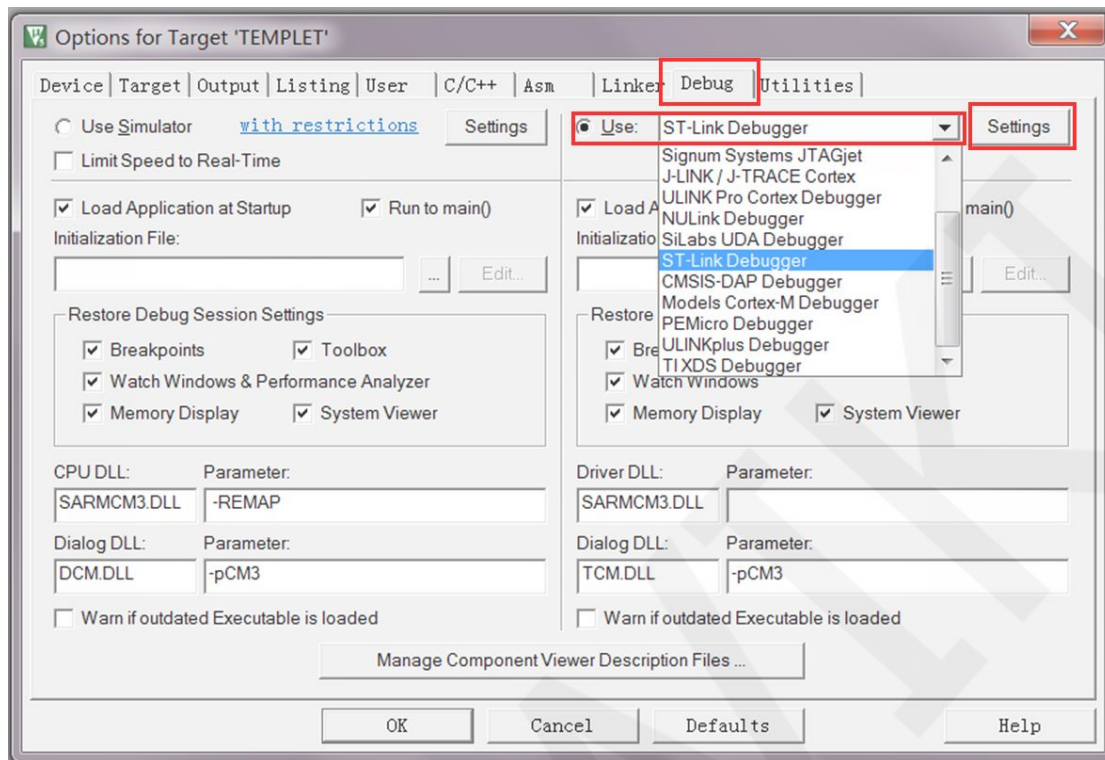
D. Click the **Debug** button in the pop-up interface, and then select the emulator in Use.

If using **ST-Link**, please select **ST-LINK Debugger**

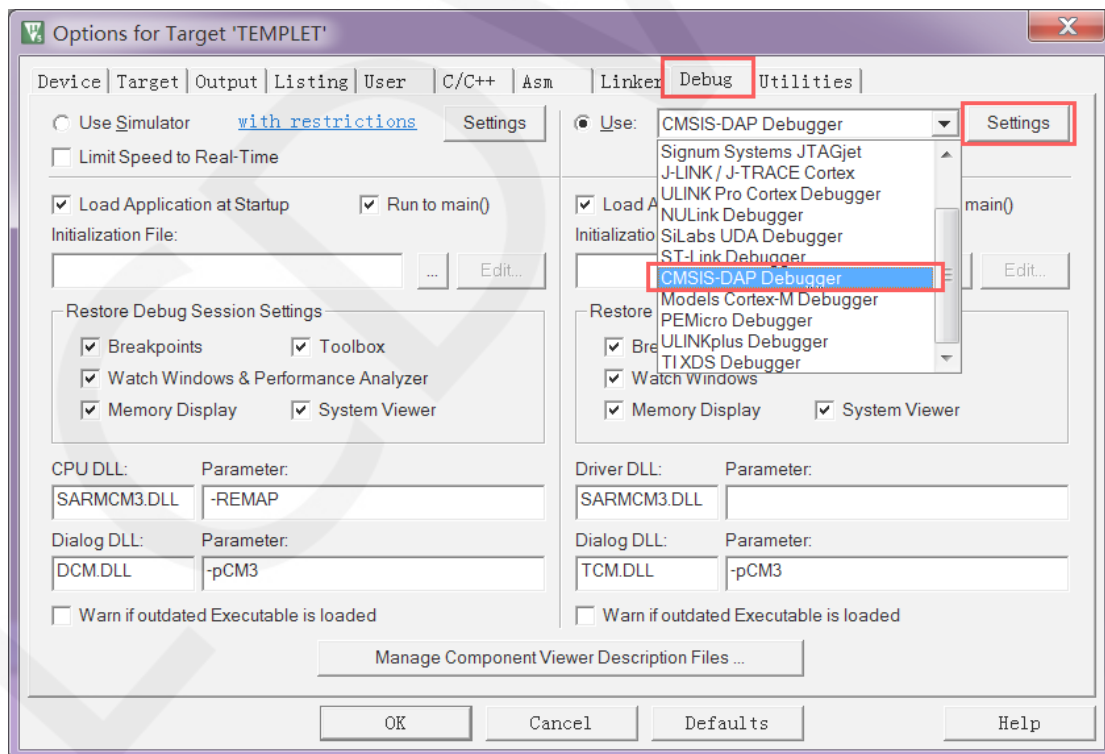
If using **WCH-Link**, please select **CMSIS-DAP Debugger**

As shown in the following figure:

Using ST-Link:

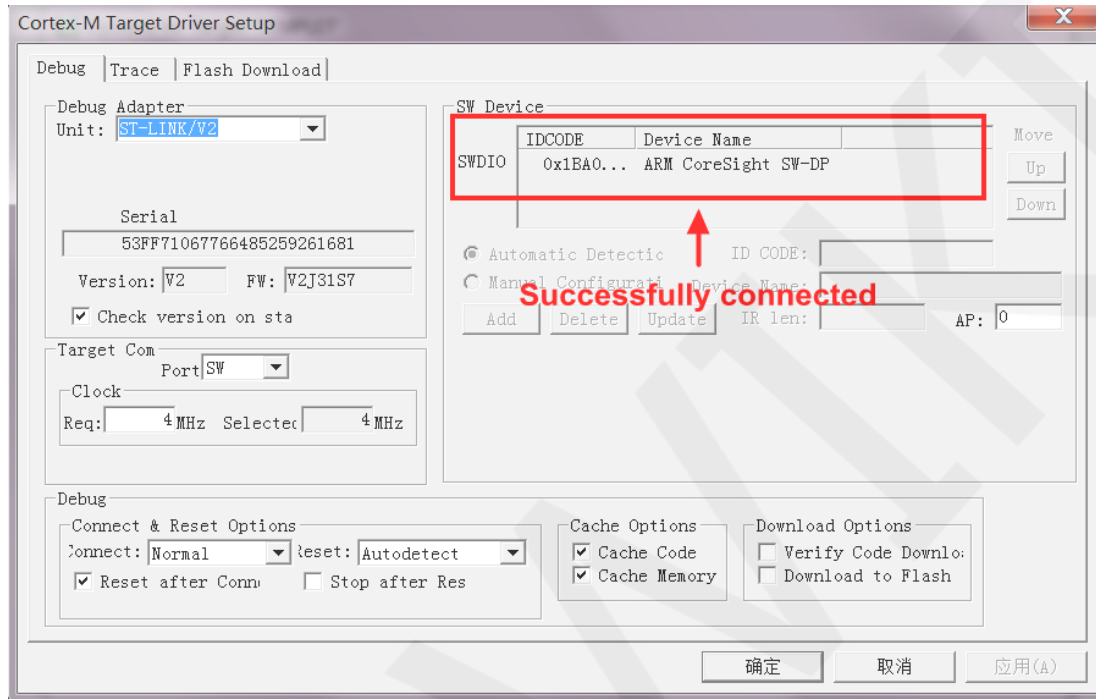


Using WCH-Link:

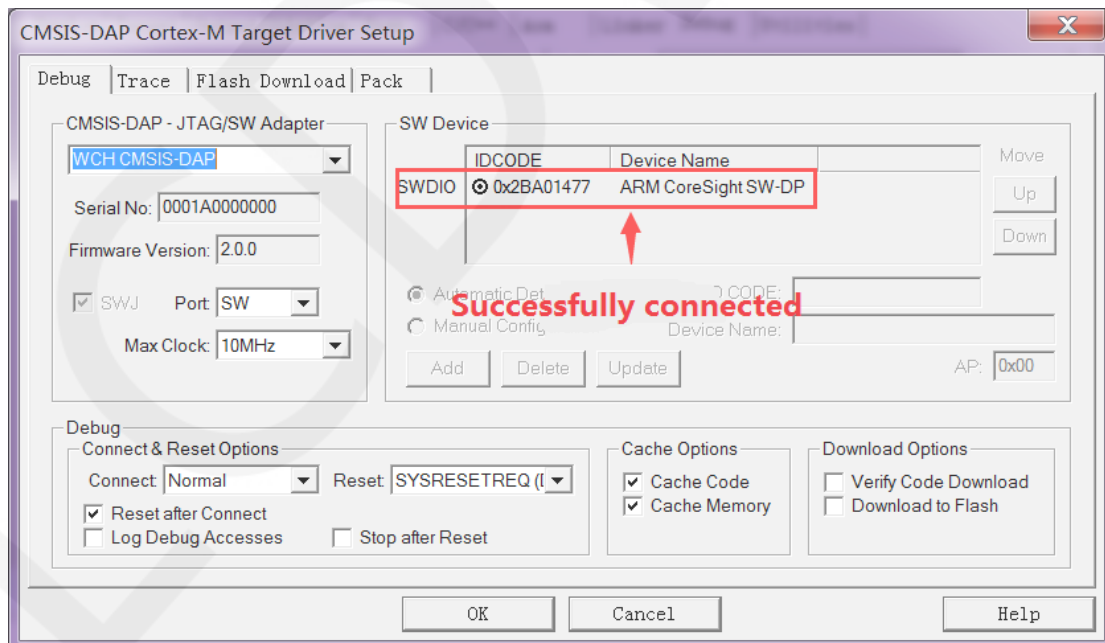


- E. Power on the development board and click the **Settings** button next to Use (as shown in the previous operation). The following interface will pop up, indicating that the emulator has successfully connected:

ST-Link connection successful:

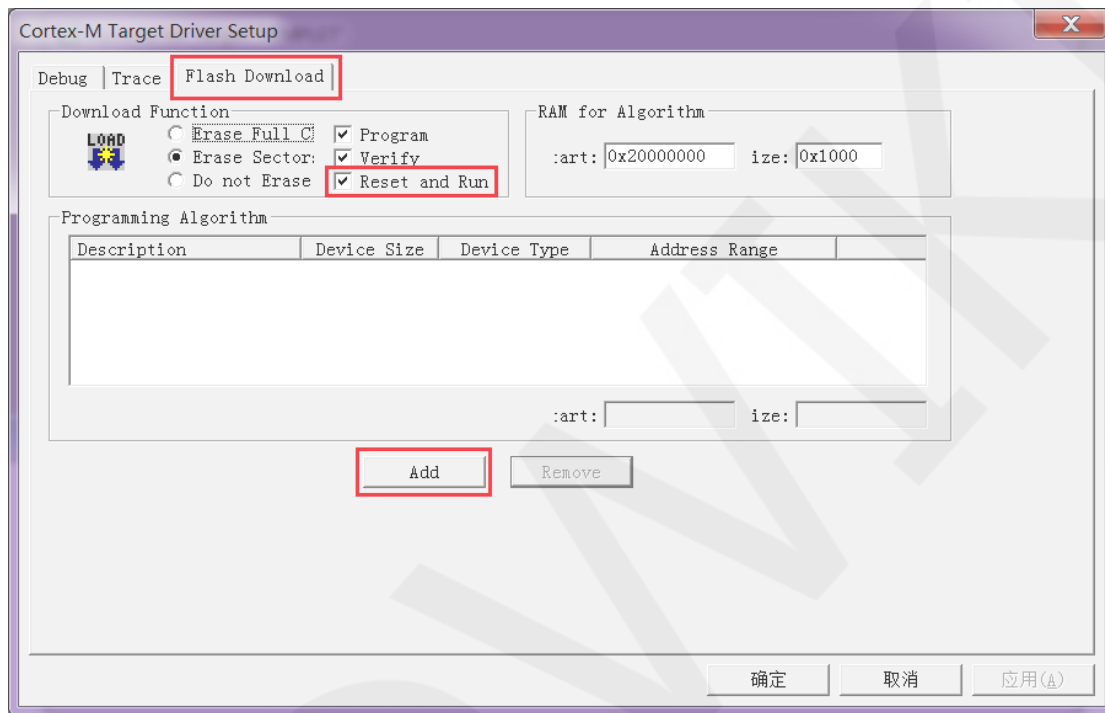


WCH-Link connection successful:

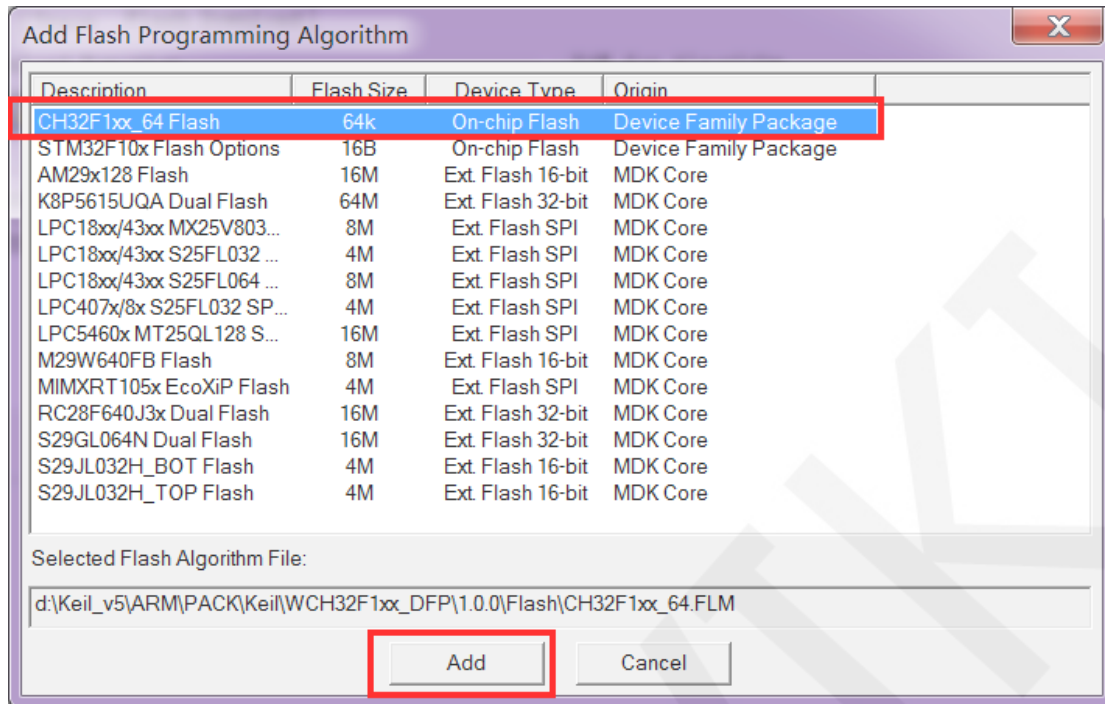


- F. Click the **Flash Download** button to enter the flash settings interface, as shown in the following figure (if flash has been selected, this step can be omitted):

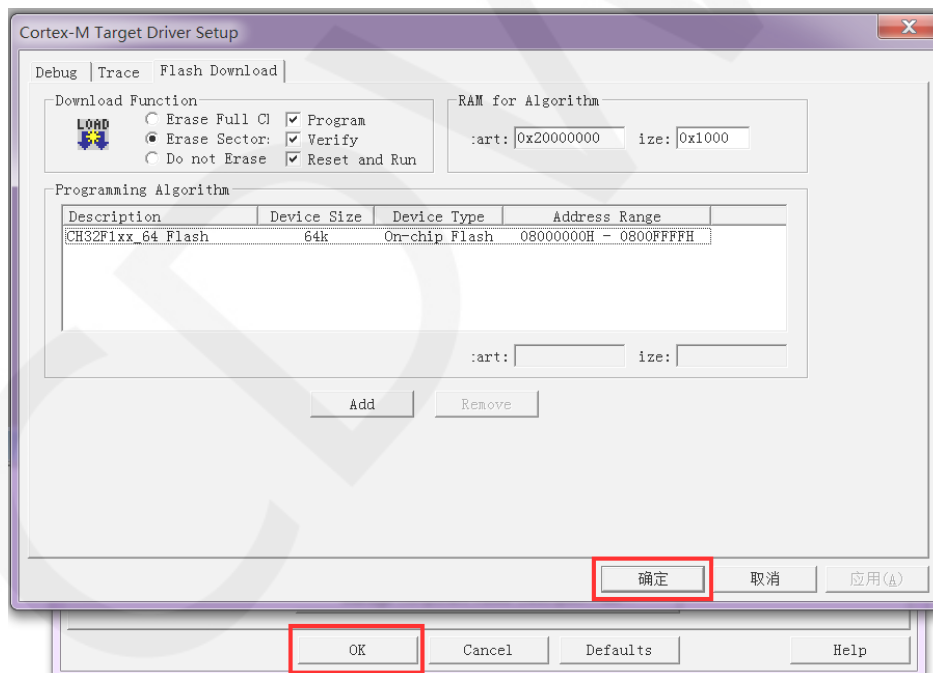
If you want the program to automatically run after successful download, you need to check **Reset and Run**. Otherwise, after successful download, you need to press the reset button or power off to restart before running the program.



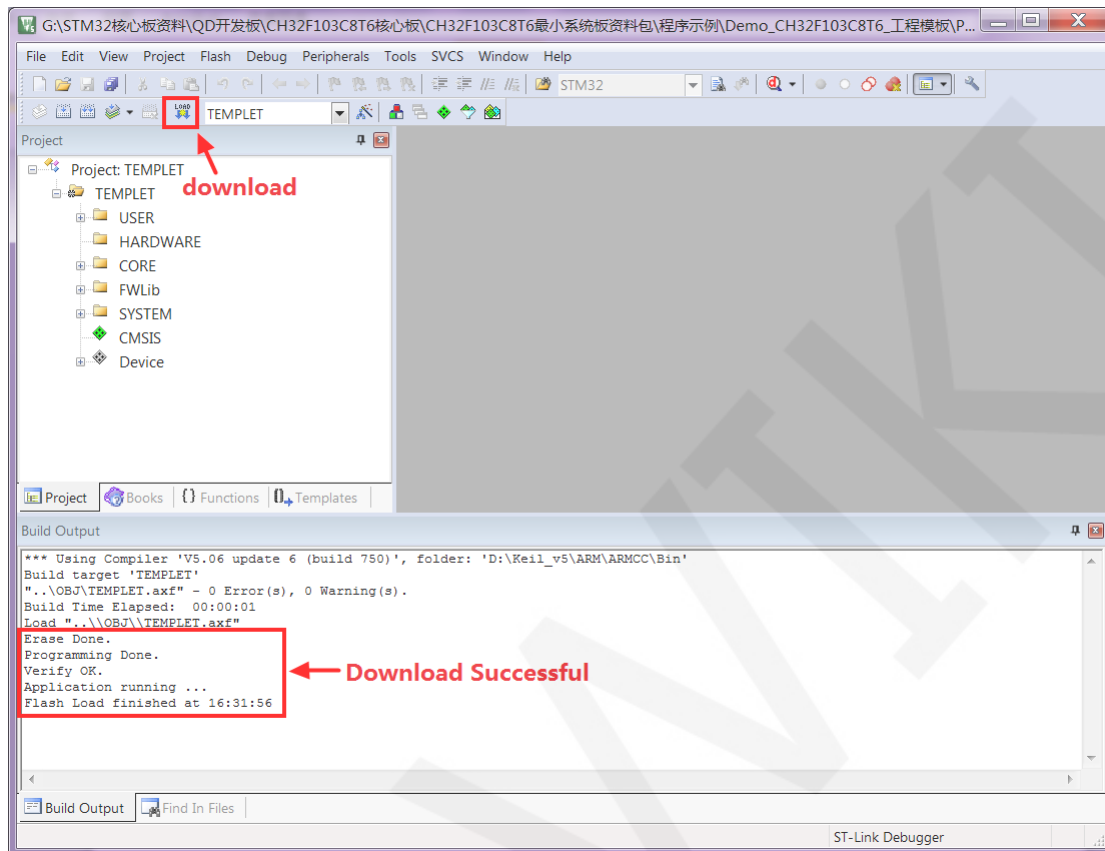
- G. Click on the **Add** button (as shown in the above figure) to select flash. Generally, the first one is selected (the algorithm has already been processed), and once it is selected, click on the **Add** button below to exit, as shown below:



H. Click the **OK** button and the **OK** button to exit the settings interface, as shown in the following figure:



- I. Click the **download** button to download the program, and the following prompt will appear, indicating successful download, as shown in the following figure:



- J. If the display module displays characters and graphics normally, it indicates that the program has run successfully.