

4DGL Graphics Controller Performs Out of the Box



PICASO-GFX2 is an intelligent custom 4DGL (4D Graphics Language) Graphics Controller designed to interface with virtually all popular OLED and LCD display panels. It provides a graphics user interface solution for rapid application development and time-to-market. Built-in features include graphics, text, image, animation and complex sound generation capabilities. It can be used as a stand-alone embedded graphics processor or as a graphics co-processor interfaced to virtually any host micro-controller via its hardware serial interface. The PICASO-GFX2 also offers a simple plug-n-play interface to most 16-bit 80 series color LCD and OLED displays. The PICASO-GFX2 belongs to a family of processors powered by an optimized soft-core virtual engine, E.V.E. (Extensible Virtual Engine). E.V.E. is a proprietary, high performance virtual processor with an extensive byte-code instruction set optimized to execute compiled 4DGL programs. The PICASO-GFX2 includes 15 kilobytes of flash memory, 14 kilobytes of SRAM, 13 digital I/O pins, I2C interface, FAT16 file services, two asynchronous hardware serial ports with auto-baud feature, SPI interface support of SDHC/DS memory cards, four-wire resistive touch panel interface and audio support for wave files and complex sound generation with a dedicated 16-bit PWM audio output.

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