

TouchGFX

High-End Graphics on Low-Resource Hardware



TouchGFX is a software framework enabling you to achieve a smartphone look and feel on your embedded display solution.



EASY TO GET STARTED

- Free evaluation version
- Complete functionality
- PC simulator
- Instant proof of concept
- Various evaluation boards



ST DRIVER PACKAGES

- STM32F7xx
- STM32F4xx
- Support of chrom-ART
ST's 2D accelerator



Learn more at www.touchgfx.com

STM32F7 Based System on Module



Our UM15M7 board is equipped with STM's Cortex-M7 based STM32F746 MCU suitable for applications that require advanced communication, real time control, and high quality graphic display.



Specifications

- **Processor:** STM32F746, single ARM[®] Cortex™ M7 Core, up to 216 MHz, BGA Package.
- **Memory:** 320kB internal SRAM + 32MB external SDRAM (with 32-bit data bus), 1 MB internal FLASH + 64 MB EXTERNAL SPI NOR FLASH.
- **Graphic Output:**
 - Parallel RGB: 24-bit up to XGA (1024px x 768px).
 - Graphic Engine: Chrom-ART accelerator™.
- **Ethernet:** 100/10M Ethernet
- **Mechanical:** 40 x 40 x 7 mm (W x D x H) compact module with mounting holes (reducing the risk of connector-to-PCB intermittence).
- **I/O:** STM32F746 peripherals (see PJS_UM15M7 datasheet for detail about peripherals):
 - On-board 2K bits I2C™ Serial EEPROM with EUI-48™ Node Identity
 - 1 x USB 2.0 full-speed, device/host/OTG controller with on-chip PHY
 - 1 x USB 2.0 high-speed in full-speed, device/host/OTG controller with dedicated DMA, on-chip full-speed PHY
 - 1 x SD/SDIO/MMC card host interface
 - Serial interfaces (SPI, I2C, UART)
 - CAN Bus
 - PWM
 - JTAG / Embedded Trace Macrocell™
- **Graphic Library:**
 - TouchGFX

Learn more at www.projects-service.it