

/*My Pin layout is as follows:

SD Module	Nano	DSD LCD	
CS	D6		
	D10	CS	
	D8	RST	
	D9	RS	
MOSI	D11	SDA	Shared
connection			
MISO	D12		
SCK	D13	CLK	Shared
connection			
VCC	5V	VCC	Shared
connection			
GND	GND	GND	Shared
connection			
	GND	GND	

*/

/*

Arduino TFT Bitmap Logo example

This example reads an image file from a micro-SD card and draws it on the screen, at random locations.

In this sketch, the Arduino logo is read from a micro-SD card. There is a .bmp file included with this sketch.

- open the sketch folder (Ctrl-K or Cmd-K)
- copy the "arduino.bmp" file to a micro-SD
- put the SD into the SD slot of the Arduino TFT module.

This example code is in the public domain.

*/

```
// include the necessary libraries
#include <SPI.h>
#include <SD.h>
#include <TFT.h> // Arduino LCD library
```

```
// pin definition for the Uno
```

```
#define sd_cs 6
#define lcd_cs 10
#define dc 9
#define rst 8
```

```
TFT TFTscreen = TFT(lcd_cs, dc, rst);
```

```
// this variable represents the image to be drawn on screen
PImage logo;
```

```
void setup() {
  // initialize the GLCD and show a message
  // asking the user to open the serial line
  TFTscreen.begin();
  TFTscreen.background(255, 255, 255);

  TFTscreen.stroke(0, 0, 255);
  TFTscreen.println();
  TFTscreen.println(F("Arduino TFT Bitmap Example"));
  TFTscreen.stroke(0, 0, 0);
  TFTscreen.println(F("Open serial monitor"));
  TFTscreen.println(F("to run the sketch"));

  // initialize the serial port: it will be used to
  // print some diagnostic info
  Serial.begin(9600);
  while (!Serial) {
    // wait for serial line to be ready
  }

  // clear the GLCD screen before starting
  TFTscreen.background(255, 255, 255);

  // try to access the SD card. If that fails (e.g.
  // no card present), the setup process will stop.
  Serial.print(F("Initializing SD card..."));
  if (!SD.begin(sd_cs)) {
    Serial.println(F("failed!"));
    return;
  }
  Serial.println(F("OK!"));

  // initialize and clear the GLCD screen
  TFTscreen.begin();
  TFTscreen.background(255, 255, 255);

  // now that the SD card can be access, try to load the
  // image file.
  logo = TFTscreen.loadImage("arduino.bmp");
  if (!logo.isValid()) {
    Serial.println(F("error while loading arduino.bmp"));
  }
}
```

```
}

void loop() {
  // don't do anything if the image wasn't loaded correctly.
  if (logo.isValid() == false) {
    return;
  }

  Serial.println(F("drawing image"));

  // get a random location where to draw the image.
  // To avoid the image to be draw outside the screen,
  // take into account the image size.
  int x = random(TFTscreen.width() - logo.width());
  int y = random(TFTscreen.height() - logo.height());

  // draw the image to the screen
  TFTscreen.image(logo, x, y);

  // wait a little bit before drawing again
  delay(1500);
  TFTscreen.background(255, 255, 255);
}
```