

## ezLCD-301

2.6" Color, Touchscreen LCD



### "The Character Module Killer"

AMAZING third generation, intelligent, all-in-one, touchscreen "ezLCD" technology.

Highly functional, very flexible, cost effective alternative to buttons, switches, character modules, STN displays, or more complex graphical touch displays.

Simple programming with our ASCII command driven operation using our free serial terminal program. EarthSEMPL language (Simple Embedded Macro Programming Language) command set is intuitive and easy to use!

A multitude of fonts, images, and sample macros are pre-packaged for a quick start. Widgets include: analog meter, buttons, checkbox, dial, radio button, slider, and more!

Works with any micro-controller, including Arduino!

### Product Specifications

- 2.6" Color TFT LCD
- 400 x 240 resolution
- 65,536 colors (16 Bit)
- LED backlight - 180 nit brightness
- Integrated four-wire resistive touchscreen
- Powerful 16 bit micro-controller
- 4 Mbytes flash memory for storing fonts, bitmaps, and macros
- USB 2.0 and serial TTL interfaces
- Overall outline dimensions: 2.69 x 1.61 inches
- Perfect for 1U applications
- 3.3V operating voltage
- Extremely low power - draws less than 100mA
- 0 to 70C operating temperature
- RoHS compliant
- EarthSEMPL (simple embedded macro programming language)
- Windows 7, XP, Linux, and OSX operating system compatible
- Use as a graphic client or as a stand alone controller

### Quick Kit

-QK includes:

- ezLCD-301 all-in-one touch module
- USB development cable



shown: ezLCD-301-QK

### Development Kit

-DK includes:

- ezLCD-301 all-in-one touch module
- ezLCD-30x-EDK board
- Two USB 2.0 to Mini USB cables
- 3.7v lithium battery
- Jumper shunts
- Screwdriver
- Standoffs



shown: ezLCD-301-DK

### Configurations

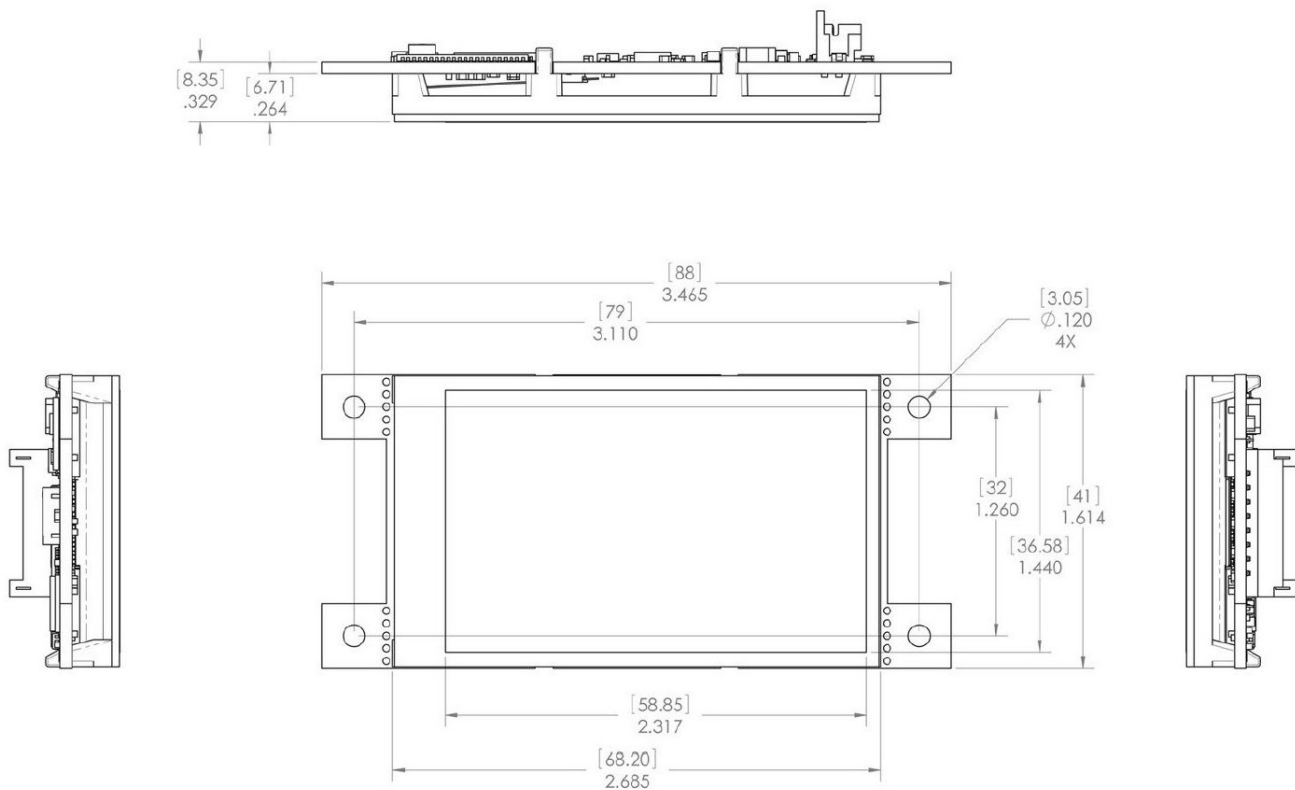
ezLCD-301 – production unit

ezLCD-301-QK – Quick Kit

ezLCD-301-DK – Development Kit

ezLCD-301: 400 x 240 Wide (10:6) 65,536 Transmissive Color TFT with Resistive TouchScreen

Mechanical Drawing:



\*3D model available in .STEP format