

DWIN Linux Screen Development Guide (42 Series)



Contents

1.1 OS Version 1 1.2 Shipping List 1 1.3 Accessories Recommended for Self-Preparation 1 1.3 Accessories Recommended for Self-Preparation 1 Chapter 2 Tool Introduction 2 2.1 The Tools Provided 2 2.2 Tools Which Might Require Self-Downloading 2 Chapter 3 Debugging Method 3 3.1 Wiring Example (Debugging Serial Port is COM1) 3 3.2 Login Steps 4 Chapter 4 Reference Instruction Examples 5 4.1 Time Modification 5 4.2 Boot LOGO Modification 6 Chapter 5 Firmware Burning 7 Chapter 7 Compilation and Download of LVGL Project 10 7.1 Project File Generation 10 7.2 USB Flash Drive Downloads 13 7.3 Run LVGL Project 14 Chapter 8 Revised Version 15	Chapter 1 Product Introduction	1
1.2 Shipping List 1 1.3 Accessories Recommended for Self-Preparation 1 Chapter 2 Tool Introduction 2 2.1 The Tools Provided 2 2.2 Tools Which Might Require Self-Downloading 2 Chapter 3 Debugging Method 3 3.1 Wiring Example (Debugging Serial Port is COM1) 3 3.2 Login Steps 4 Chapter 4 Reference Instruction Examples 5 4.1 Time Modification 5 4.2 Boot LOGO Modification 6 Chapter 5 Firmware Burning 7 Chapter 7 Compilation and Download of LVGL Project 10 7.1 Project File Generation 10 7.2 USB Flash Drive Downloads 13 7.3 Run LVGL Project 14 Chapter 8 Revised Version 15	1.1 OS Version	1
1.3 Accessories Recommended for Self-Preparation 1 Chapter 2 Tool Introduction 2 2.1 The Tools Provided 2 2.2 Tools Which Might Require Self-Downloading 2 Chapter 3 Debugging Method 3 3.1 Wiring Example (Debugging Serial Port is COM1) 3 3.2 Login Steps 4 Chapter 4 Reference Instruction Examples 5 4.1 Time Modification 5 4.2 Boot LOGO Modification 6 Chapter 5 Firmware Burning 7 Chapter 7 Compilation and Download of LVGL Project 10 7.1 Project File Generation 10 7.2 USB Flash Drive Downloads 13 7.3 Run LVGL Project 14 Chapter 8 Revised Version 15	1.2 Shipping List	1
Chapter 2 Tool Introduction22.1 The Tools Provided22.2 Tools Which Might Require Self-Downloading2Chapter 3 Debugging Method33.1 Wiring Example (Debugging Serial Port is COM1)33.2 Login Steps4Chapter 4 Reference Instruction Examples54.1 Time Modification54.2 Boot LOGO Modification6Chapter 5 Firmware Burning7Chapter 6 Virtual Machine Configuration9Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	1.3 Accessories Recommended for Self-Preparation	1
2.1 The Tools Provided22.2 Tools Which Might Require Self-Downloading2Chapter 3 Debugging Method33.1 Wiring Example (Debugging Serial Port is COM1)33.2 Login Steps4Chapter 4 Reference Instruction Examples54.1 Time Modification54.2 Boot LOGO Modification6Chapter 5 Firmware Burning7Chapter 6 Virtual Machine Configuration9Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	Chapter 2 Tool Introduction	2
2.2 Tools Which Might Require Self-Downloading2Chapter 3 Debugging Method33.1 Wiring Example (Debugging Serial Port is COM1)33.2 Login Steps4Chapter 4 Reference Instruction Examples54.1 Time Modification54.2 Boot LOGO Modification6Chapter 5 Firmware Burning7Chapter 6 Virtual Machine Configuration9Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	2.1 The Tools Provided	2
Chapter 3 Debugging Method33.1 Wiring Example (Debugging Serial Port is COM1)33.2 Login Steps4Chapter 4 Reference Instruction Examples54.1 Time Modification54.2 Boot LOGO Modification6Chapter 5 Firmware Burning7Chapter 6 Virtual Machine Configuration9Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	2.2 Tools Which Might Require Self-Downloading	2
3.1 Wiring Example (Debugging Serial Port is COM1) 3 3.2 Login Steps 4 Chapter 4 Reference Instruction Examples 5 4.1 Time Modification 5 4.2 Boot LOGO Modification 6 Chapter 5 Firmware Burning 7 Chapter 6 Virtual Machine Configuration 9 Chapter 7 Compilation and Download of LVGL Project 10 7.1 Project File Generation 10 7.2 USB Flash Drive Downloads 13 7.3 Run LVGL Project 14 Chapter 8 Revised Version 15	Chapter 3 Debugging Method	3
3.2 Login Steps	3.1 Wiring Example (Debugging Serial Port is COM1)	3
Chapter 4 Reference Instruction Examples54.1 Time Modification54.2 Boot LOGO Modification6Chapter 5 Firmware Burning7Chapter 6 Virtual Machine Configuration9Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	3.2 Login Steps	4
4.1 Time Modification 5 4.2 Boot LOGO Modification 6 Chapter 5 Firmware Burning 7 Chapter 6 Virtual Machine Configuration 9 Chapter 7 Compilation and Download of LVGL Project 10 7.1 Project File Generation 10 7.2 USB Flash Drive Downloads 13 7.3 Run LVGL Project 14 Chapter 8 Revised Version 15	Chapter 4 Reference Instruction Examples	5
4.2 Boot LOGO Modification .6 Chapter 5 Firmware Burning .7 Chapter 6 Virtual Machine Configuration .9 Chapter 7 Compilation and Download of LVGL Project .10 7.1 Project File Generation .10 7.2 USB Flash Drive Downloads .13 7.3 Run LVGL Project .14 Chapter 8 Revised Version .15	4.1 Time Modification	
Chapter 5 Firmware Burning7Chapter 6 Virtual Machine Configuration9Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	4.2 Boot LOGO Modification	6
Chapter 6 Virtual Machine Configuration9Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	Chapter 5 Firmware Burning	7
Chapter 7 Compilation and Download of LVGL Project107.1 Project File Generation107.2 USB Flash Drive Downloads137.3 Run LVGL Project14Chapter 8 Revised Version15	Chapter 6 Virtual Machine Configuration	9
7.1 Project File Generation 10 7.2 USB Flash Drive Downloads 13 7.3 Run LVGL Project 14 Chapter 8 Revised Version	Chapter 7 Compilation and Download of LVGL Project	
7.2 USB Flash Drive Downloads 13 7.3 Run LVGL Project 14 Chapter 8 Revised Version	7.1 Project File Generation	
7.3 Run LVGL Project	7.2 USB Flash Drive Downloads	
Chapter 8 Revised Version	7.3 Run LVGL Project	14
	Chapter 8 Revised Version	15



Chapter 1 Product Introduction

1.1 OS Version

linux 3.4 kernel

1.2 Shipping List

• Standard screen*1

1.3 Accessories Recommended for Self-Preparation

- 12V 2A power supply
- USB flash drive
- SD card (Max 64GB)
- USB to Ethernet Port Converter
- Network cable
- The adapter board and related wires for connecting your serial port or power supply device

Chapter 2 Tool Introduction

2.1 The Tools Provided

- Ubuntu 22.04 virtual machine package (the password is 123)
- Toolkit: lvgl8.3Demo.tar.gz (includes toolchain and factory demo source code)
- SD card burning tool: Allwinner_Phoenixcard.rar
- Firmware of Standard Product

2.2 Tools Which Might Require Self-Downloading

- VMware Workstation (It is recommended to use version 17)
- MobaXterm
- Visual Studio Code

Chapter 3 Debugging Mode

Currently, the DWIN 42 series Linux screens support logging in to the screen via the serial port.

3.1 Serial Port Parameter Configuration

- The serial port and the power supply need to be grounded together.
- The RX (Receive) port of the device is connected to the TX (Transmit) port of the peripheral.
- The TX (Receive) port of the device is connected to the RX (Transmit) port of the peripheral.



3.2 Login Steps

- Power on the screen and make the wiring connections.
- Install MobaXterm on the computer and open it. Click "Session" "New Session" in the top toolbar.
- Select the type "Serial".
- Confirm the Serial port to which the device is connected by plugging and unplugging, and select it in the window.
- Set the baud rate to "115200".
- After clicking "OK", wait until the default content is fully loaded, and then you can start the operation.



Chapter 4 Reference Instruction Example

4.1 Time Modification

The instructions are as follows:

data: check the system time

data -s: set the system time



4.2 Boot LOGO Modification

- Create a new folder named "logo" on the computer.
- Prepare a 16-color bitmap image in BMP format. Name it "bootlogo", change its extension to "fex", and place it in the "logo" folder.
- Then put the "logo" folder into the USB flash drive, and then insert the USB flash drive into the USB interface of the device.

In the MobaXterm session window newly created in Chapter 3, type "df -h" and then press Enter. You can see the mounted devices. Locate the path of the USB flash drive (you can confirm it by plugging and unplugging the USB flash drive).

Replace the part with a red background in the following command with the path of the USB flash drive, and then run this command. After the progress is completed, power on the device again.

dd if=<mark>/mnt/exUDISK/</mark>logo/bootlogo.fex of=/dev/nanda

Chapter 5 Firmware Burning

The DWIN 42 series Linux screens support firmware burning via SD card.

- Insert the card reader with the SD card loaded into a USB port on your computer. Open PhoenixCard, click the "Firmware" box first, and locate the firmware you need to burn.
- Select the card reader to be used for burning, and then click Burn Card

Firmwar	é ^{2,9}					×
固件	G:\DMT80480T07	0-42WTR.img				
制作卡的种类]				
●】建产卡	○ 启动卡 ⁴	C 烷Key卡	烧卡	恢复卡刷	新盘符	
一列表(请确保插	入需要烧写的卡,并拔	出其他移动存储设备)	Burn Card			
选择	量符	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	4	状态		
1	E	14783M				
2	G	30436M				
3						
输出信息						
Message						
找到盘符:G						
找到盘符:E						
找到盘符:EG						
<						>
清除消息	帮助				版本更新	关闭

• Wait until the progress is finished.



輸出信息			
Message			^
E: [烧写第一部分];	饶写完成		
E: [烧写第五部分];	烧写完成		
E: [MBR]烷与完成	字件		
E: [IMG File]換写言	元內 Std		
E: [DATA File]烧写	完成		
E: magic完成			
E: 烧写结束 F	inished		~
<			>
清除消息	帮助	版本更新	关闭

• Take out the SD card and insert it into the SD card slot of the device. Power on the device with 12V DC, and the screen will automatically start the upgrade. You can see the progress bar as shown in the following picture.



• After the upgrade is completed, take out the SD card and power on the device again to finish the process. After the resistive touch screen has its new firmware burned, you can calibrate the touch function when it is powered on for the first time.



Chapter 6 Virtual Machine Configuration

- Self-download and install VMware Workstation.
- After the installation is completed, click "File" in the menu bar, then select "Open", and finally choose the Ubuntu 22.04 virtual machine package.
- Start the virtual machine and enter the password 123 to log in.



Chapter 7 Compilation and Download of LVGL Project

This article takes the source code of the sample project in Devin's toolkit as an example.

If you are using an LVGL APP developed by yourself, you need to refer to the code for the initialization of the device driver in the main.c of the sample project source code provided by Devin. You can design and plan the page UI and logic of the APP on your own.

7.1 Project File Generation

(1) First, download the provided toolkit to the USB flash drive. Then, insert the USB flash drive into the computer and make selections according to the order shown in the following picture.



(2) Drag the toolkit onto the desktop of the Ubuntu virtual machine.





(3) Open the Ubuntu terminal. The virtual machine needs to be connected to the Internet.

Use the instructions:

sudo apt update

Use the command "sudo apt install cmake" to install CMake.

The password of the virtual machine, which has been provided at the beginning of the document, is 123.

(4) Enter the desktop and use the "tar" instruction to extract the toolkit.



The reference code is as follows:

cd Desktop

tar -xvf lvgl8.30Demo.tar.gz

Activiti	es	🕒 Terminal		
	F	linux@rk3566: ~/Desktop Q ≡	- 0	
	linu linu lvgl	x@rk3566:~\$ cd Desktop x@rk3566:~/Desktop\$ tar -xvf lvgl8.3Demo.tar.gz 8.3Demo/		
>_	lvgl lvgl lvgl lvgl	8.3Demo/Demo/ 8.3Demo/Demo/cross-build-R11.sh 8.3Demo/Demo/main.c 8.3Demo/Demo/lvgl/		
	lvgl lvgl lvgl lvgl	8.3Demo/Demo/lvgl/scripts/ 8.3Demo/Demo/lvgl/scripts/filetohex.py 8.3Demo/Demo/lvgl/scripts/changelog_gen.sh 8.3Demo/Demo/lvgl/scripts/find version.sh		
	lvgl lvgl lvgl	8.3Demo/Demo/lvgl/scripts/build_html_examples.sh 8.3Demo/Demo/lvgl/scripts/genexamplelist.sh 8.3Demo/Demo/lvgl/scripts/jpg_to_sjpg.py		
	lvgl lvgl lvgl lvgl	8.3Demo/Demo/lvgl/scripts/install-prerequisites.sn 8.3Demo/Demo/lvgl/scripts/lv_conf_internal_gen.py 8.3Demo/Demo/lvgl/scripts/changelog-template.hbs 8.3Demo/Demo/lvgl/scripts/.gitignore		
0	lvgl lvgl lvgl	8.3Demo/Demo/lvgl/scripts/style_api_gen.py 8.3Demo/Demo/lvgl/scripts/built_in_font/ 8.3Demo/Demo/lvgl/scripts/built_in_font/generate_all.py		
	lvgl lvgl lvgl	8.3Demo/Demo/lvgl/scripts/built_in_font/Montserrat-Medium.ttf 8.3Demo/Demo/lvgl/scripts/built_in_font/SimSun.woff 8.3Demo/Demo/lvgl/scripts/built_in_font/unscii-8.ttf		

(5) After the extraction is complete, navigate to the Demo folder and execute the shell script file under the Demo folder using the following command. The reference code is as follows:

snow@ubuntu:~/Desktop\$ cd lvgl8.3Demo/Demo/ snow@ubuntu:~/Desktop/lvgl8.3Demo/Demo\$ chmod +x cross-build-R11.sh snow@ubuntu:~/Desktop/lvgl8.3Demo/Demo\$./cross-build-R11.sh

cd lvgl8.3Demo/Demo/

chmod +x cross-build-R11.sh

./cross-build-R11.sh



DWIN Technology Co., Ltd.

DWIN

(6) After the script execution is completed, it will prompt the path of the generated download file. According to the path, locate the download file "lvgl_device_monitor", and then copy it to the USB flash drive.



7.2 USB Flash Drive Downloads

(1) Remove the USB flash drive and plug it into the device. Open the MobaXterm session window that has been configured according to Chapter 3. You can first use the "df -h" instruction to query the path of the USB flash drive and the path where you want to store it in the device. Here, it will be directly stored in the root directory of the device. Use the "cp" instruction to copy the project files in the USB flash drive to the device. The reference code is as follows:

Filesystem	Size	lised	Available	lise%	-Mounted on
rootfs	94.5M	22.8M	71.7M	24%	/
/dev/root	94.5M	22.8M	71.7M	24%	
devtmpfs	14.9M	Θ	14.9M	0%	/dev
tmpfs	29.0M	Θ	29.0M	0%	/tmp
/dev/sda1	29.7G	5.9G	23.86	20%	/mnt/exUDISK
root@sun8i:/# cp /	mnt/exUDISK/lvg	l device	e monitor ,	1	
root@sun8i:/# vi e	tc/init.d/rc.fi	nal			

df -h: query the mounted device

/: the path of the root directory

/mnt/exUDISK: USB path

cp instruction: cp (space) the path of the file + the file name + (space) + the target path



7.3 Run LVGL Project

Type vi (with a space here) /etc/init.d/rc.final

Move the cursor to the beginning of the line containing $lvgl_device_monitor \&$. Press i to enter insert mode. Type # at the start of the line to comment it out. Next, move the cursor to the end of the line and press Enter to create a new line. On the new line, enter the absolute path of the project file + a space + &. Press Esc to exit insert mode. Type :wq and press Enter to save the changes to the file.



Then continue to enter the following code. The setup will be completed after the device reboots.

reboot (Press Enter to make it effective)





Chapter 8 Revised Version

Version	Date	Content	Editor
00	2025.04.30	First release	Chen Xian