

# UTouch

Arduino and chipKit Universal TFT touchscreen library

## Supported display modules



These display modules have been tested, and work well with the library.

**Supplier: ITead Studio**

Module	TOUCH_ORIENTATION	Notes
ITDB02-2.2	PORTRAIT	
ITDB02-2.4	PORTRAIT	Retired
ITDB02-2.4D	PORTRAIT	
ITDB02-2.4E	PORTRAIT	
ITDB02-2.5H	LANDSCAPE	
ITDB02-2.8	PORTRAIT	
ITDB02-3.2	PORTRAIT	Retired
ITDB02-3.2WC	PORTRAIT	Retired
ITDB02-3.2S	PORTRAIT	
ITDB02-3.2WD	PORTRAIT	
ITDB02-4.3	LANDSCAPE	
ITDB02-5.0	LANDSCAPE	

**Supplier: ElecFreaks**

Module	TOUCH_ORIENTATION	Notes
TFT01-2.4	PORTRAIT	
TFT01-3.2	PORTRAIT	
TFT01_3.2W	PORTRAIT	Retired
TFT01_3.2WD	PORTRAIT	

**Links:**

Supplier	Link
ITead Studio	<a href="http://iteadstudio.com/store/">http://iteadstudio.com/store/</a>
ElecFreaks	<a href="http://www.elec Freaks.com/store/">http://www.elec Freaks.com/store/</a>

**Unlisted display modules:**

If your display module isn't listed here it might still work fine. To find the TOUCH\_ORIENTATION for your module you must look for the Flat Flex Cable (FFC) from the touch screen. It is usually a 4 wire FFC. If the FFC is on one of the short sides it is highly likely that the TOUCH\_ORIENTATION should be *PORTRAIT*. If it is on one of the long sides you should probably use *LANDSCAPE* as TOUCH\_ORIENTATION.