

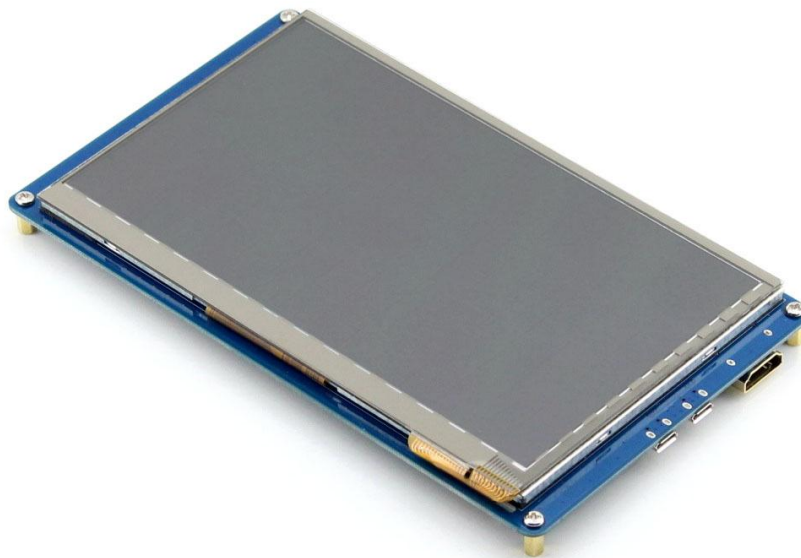


7inch HDMI LCD (B)

User Manual

Description

7 inch Capacitive Touch Screen LCD, HDMI interface, supports various systems.



Features

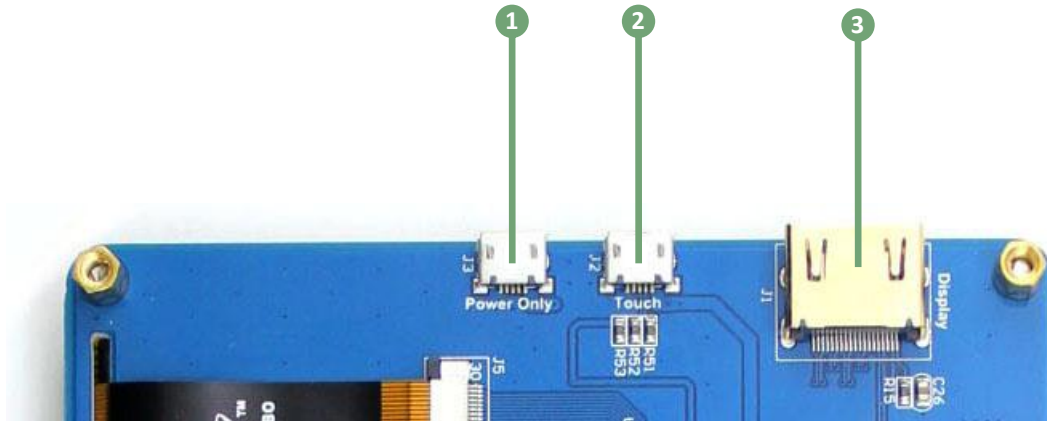
- 800×480 high resolution, touch control
- Supports Raspberry Pi, and driver is provided (works with custom Raspbian directly)
- Supports BB Black, comes with related images like: Angstrom
- Supports Banana Pi / Banana Pro, comes with related images like : Lubuntu, Raspbian
- Not only for mini-PCs, it can work as a computer monitor just like any other general HDMI screen (touch function is unavailable in this case)
- HDMI interface for displaying, USB interface for touch control

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1. On-Board resource

Figure 1: Switches and interfaces



- 1) USB Power Interface: USB power interface (used only when the LCD is under power shortage).
- 2) USB Touch Interface: USB touch/power interface.
- 3) HDMI: it is used for connecting the main board to the LCD screen.

2. Working with Raspberry Pi

2.1. How to program Raspbian image file

In order to use with Raspberry Pi, you should configure the original system first. Of course, you can program a ready-to-use system image file to your Raspberry Pi board as well. In this section, we will illustrate how to program the image file by taking the ready-to-use system image file, RPI_2B_B_B+_7.0_cap_usb_touch_RASPBIAN_20150405.img, as an example. This image file supports Raspberry Pi Model B/B+/A+/2B.

- 1) Copy the file with the expansion name .img to your PC;
- 2) Connect a TF card to your PC, and format your TF card with the SDFormatter.exe
Notices: The capability of TF card in used here should be more than 4GB. In this operation, a TF card reader is also required, which has to be purchased separately.
- 3) Start the Win32DiskImager.exe, and select the system image file copied into your PC, then, click the button **Write** to program the system image file.

2.2. Hardware connection

- 1) Connect the LCD to the HDMI on the Raspberry Pi board with a HDMI cable;
- 2) Connect the USB Touch interface on the LCD to the USB interface on the Raspberry Pi board with a USB type-A male to micro-B cable.

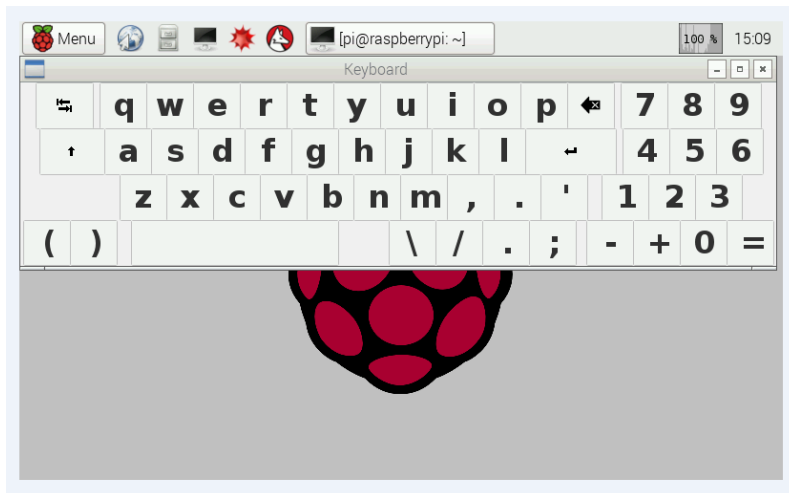
2.3. Virtual keyboard of Raspberry Pi

The Virtual keyboard of Raspbian system enables you to save the USB resource, providing easy system operations. After the LCD is working properly, this function can be invoked by the following command:

```
DISPLAY=:0.0 matchbox-keyboard -s 100 extended
```

Now, the virtual keyboard is ready to use, as Figure 2 shows.

Figure 2: Virtual keyboard of Raspberry Pi



2.4. How to configure original Raspbian image file

In the section above, we presented the steps of image programming by taking the ready-to-use system image file programming as an example (see Section 2.1), since the ready-to-use image is easier to use and understand. However, you can freely customize your system by configuring the original Raspbian image file to support this LCD module.

2.4.1. How to install driver script

- 1) Copy the file `RPI2B_B_B+_USB_TOUCH_CAP_7.0_RASPBIAN.tar.gz` into the Raspbian system, and unzip it. That is, enter the terminal and input the following command:

```
sudo tar zxvf RPI2B_B_B+_USB_TOUCH_CAP_7.0_RASPBIAN.tar.gz
```

- 2) Run the script `USB_TOUCH_CAP_7.0_RASPBIAN` located at the folder `RPI2B_B_B+_USB_TOUCH_CAP_7.0_RASPBIAN` by the following command:

```
cd RPI2B_B_B+_USB_TOUCH_CAP_7.0_RASPBIAN
```

```
sudo ./ USB_TOUCH_CAP_7.0_RASPBIAN
```

- 3) When finished, the system will reboot automatically. And the LCD module can work properly, including display and touch functions, after the system rebooted.

2.4.2. How to enter graphical desktop

Notice: The Raspbian system boots to terminal interface by default. To make the operations simple when using with a LCD, it is recommended to set the system to boot to graphical desktop directly. Please follow the steps below to configure the system.

- 1) Enter the Raspbian system, and input the following command:

```
sudo raspi-config
```
- 2) Select the option *Enable Boot to Desktop/Scratch* by using the Arrow keys, Space key or/and Enter key.
- 3) Select the option *Desktop Login as user 'Pi' at the graphical desktop*.
- 4) When you see the prompt "Would you like to reboot now?", select the option **Yes** to reboot the system.

2.5. How to use with the Ubuntu system

Program the image file `RPI_2B_B_B+_7.0_cap_usb_touch_ubunutu_lxde_20150405.img` to the board.

This image file supports Raspberry Pi 2B.

User Name: linaro

Password: linaro

3. How to use with BeagleBones

3.1. How to program Angstrom image file

If this LCD module is used for display only, you can program the latest Angstrom image file to the board directly without any change. The BeagleBone Black will read the display parameters of the 7 inch HDMI displayer and set the resolution to 800*480 automatically.

When using this LCD module as a touch screen, you should program the image file *BeagleBone_Black-Angstrom-usb-touch-7.0-cap-20150513.img* provided by the CD to the board. Please follow the steps below to program the image file.

- 1) Copy the file with the expansion name .img to your PC;
- 2) Connect a TF card to your PC, and format your TF card with the SDFormatter.exe
Notices: The capability of TF card in used here should be more than 4GB. In this operation, a TF card reader is also required, which has to be purchased separately.
- 3) Start the Win32DiskImager.exe, and select the system image file copied into your PC, then, click the button **Write** to program the system image file.
- 4) After programming the image file, please insert the TF card to your board, press the key **uBOOT** and hold it till power up. Then, you will enter the system located at the TF card. And BeagleBone will take about 40 minutes to copy the system in the TF card into the on-board eMMC. When finished, the 4 LED indicators on the board will light up at a same time. After the system rebooted, you can enter the graphical desktop directly.

3.2. Hardware connection

- 1) Connect the LCD to the HDMI on the BeagleBone board with a HDMI to micro HDMI cable;
- 2) Connect the USB Touch interface on the LCD to the USB interface on the BeagleBone board with USB type-A male to micro-B cable. (BeagleBone has two USB interfaces, one for host and the other for client. In here, you should connect the LCD module to the USB host interface).

4. How to use with Banana Pi

Before powering up the Banana Pi, you should connect it to a LCD displayer properly, since the Banana Pi may read the resolution parameters of the LCD displayer on startup. And the connection should be remained till the Banana Pi enters the desktop. In this case, even if you disconnect the LCD displayer and reconnect it again to the Banana Pi, the LCD can still work properly.

4.1. How to program Raspbian_For_BananaPi image file

Program the image file *Raspbian_For_BananaPi_Pro_v1412_7.0_cap_usb_touch_20150513.img* to the board. This image file supports the modules BananaPi Pro and BananaPi.

- 1) Copy the file with the expansion name .img to your PC;
- 2) Connect a TF card to your PC, and format your TF card with the SDFormatter.exe
Notices: The capability of TF card in used here should be more than 4GB. In this operation, a TF card reader is also required, which has to be purchased separately.
- 3) Start the Win32DiskImager.exe, and select the system image file copied into your PC, then, click the button **Write** to program the system image file.

4.2. Hardware connection

- 1) Connect the LCD to the HDMI on the Banana Pi board with a HDMI cable;
- 2) Connect the USB Touch interface on the LCD to the USB interface on the Banana Pi board with a dual micro USB cable.

4.3. How to load WiFi driver of BananaPi Pro

Comparing with the Banana Pi, the BananaPi Pro has added an on-board WiFi module. When using the BananaPi Pro, you can use SSH to connect to the Pi and execute the following command to load the WiFi driver:

```
sudo modprobe ap6210
```

4.4. How to use with the Lubuntu system

Program the image file *Lubuntu_For_BananaPi_v1412_7.0_cap_usb_touch_20150513.img* to the board. This image file supports the modules BananaPi Pro and BananaPi.

User name: bananapi

Password: bananapi