

3.5" Inch TFT Touch Screen Module for MEGA 2560 R3/Due



This TFT display is big (3.5" diagonal) bright and colorful! 480×320 pixels with individual RGB pixel control, this has way more resolution than a black and white 128×64 display, and double our 2.8" TFT.

As a bonus, this display has a [resistive touchscreen](#) sensor allowing you to control your application simply by touching any area of the screen. This [display](#) has a controller built into it with RAM buffering so that almost no work is done by the microcontroller.

This [LCD](#) module is suitable for a user who requires high resolution and brightness, brilliant and all angle viewable display quality, display quality is as good as standard mobile screens.

The display can be used in two modes: 8-bit or SPI. For 8-bit mode, you'll need 8 digital data lines and 4 or 5 digital control lines to read and write to the display (12 lines total). SPI mode requires only 5 pins total (SPI data in, data out, clock, select, and d/c) but is slower than the 8-bit mode. In addition, It requires 4 pins for the touchscreen (2 digital, 2 analogs).

This is the larger version of the 2.4" display designed specifically for the [Arduino Mega](#). This 3.5" display and is designed to fit directly into the standard headers of an [Arduino Mega](#) requiring no additional interface hardware.

The backlight always on, can not control the backlight, the backlight is connected to 3.3V. It Can be easily controlled by MCU such as [8051](#), [PIC](#), AVR, [Arduino](#), and [ARM](#) etc.

Operating Voltage: DC 5V.

Driver: ILI9481.

Resolution: 480 x 320.

data bits: 8 -16.

Distance: 1 mm.