MEGAHUNT

AN2x0008

应用手册

MH2457

GUI-Guider 开发指南

引言

本文档是对 MH2457 GUI-Guider 开发、工程移植的指南。

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1. 利用 GUI-Guider 导出 UI 代码

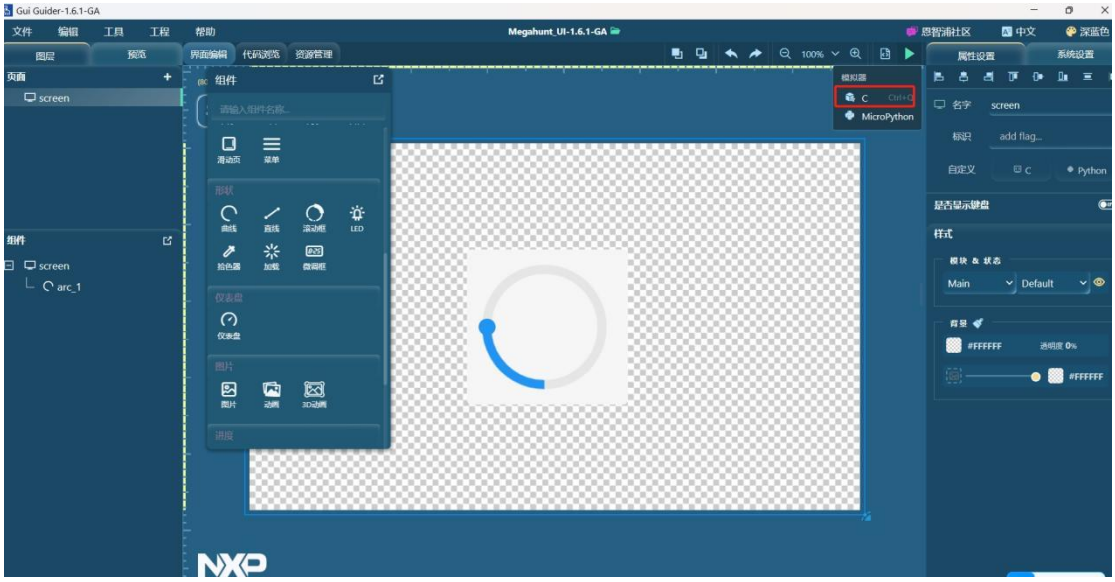
1.1. 安装 GUI-Guider

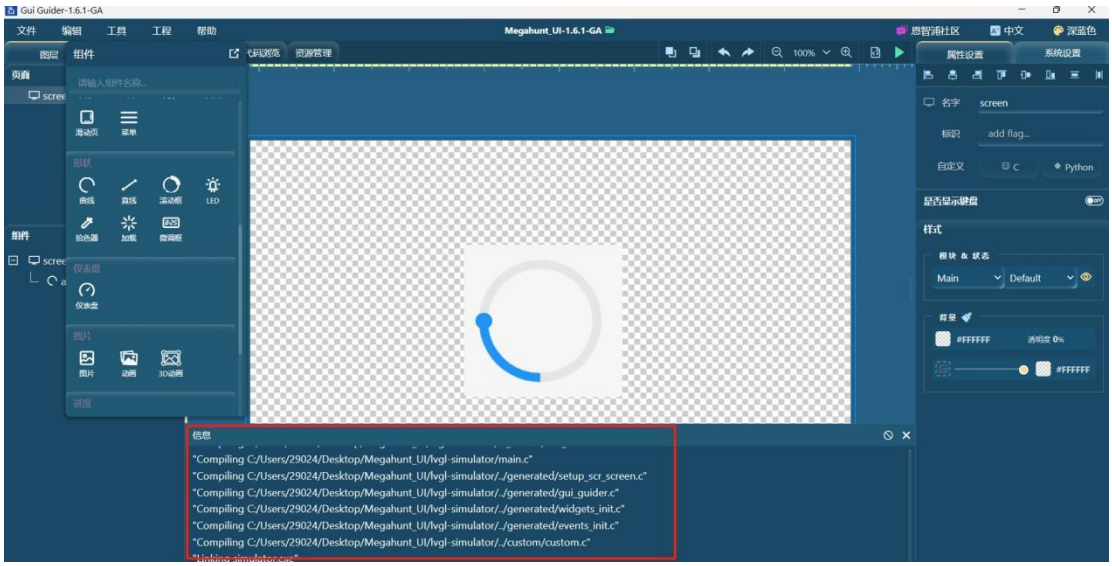
GUI Guider 是 NXP 提供的用户友好型图形用户界面开发工具，可通过开源 LVGL 图形库快速开发高品质的显示。

首先下载并安装 GUI-Guider，此过程省略。

1.2. 编译为 C 工程

使用 GUI-Guider 设计好一个基于 LVGL V8 版本的 UI 工程，点击右上方运行标志并选择 C 方式编译工程(如图所示)，等待编译完成。

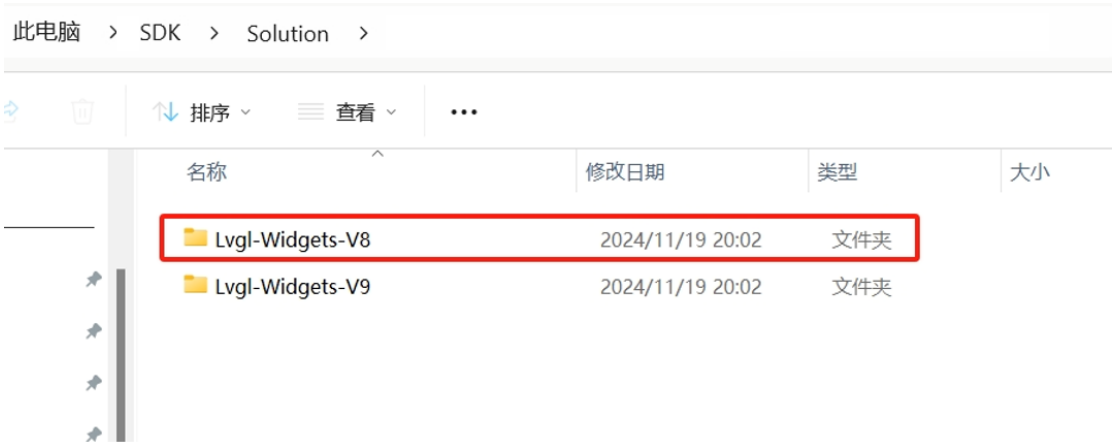




2. 工程移植

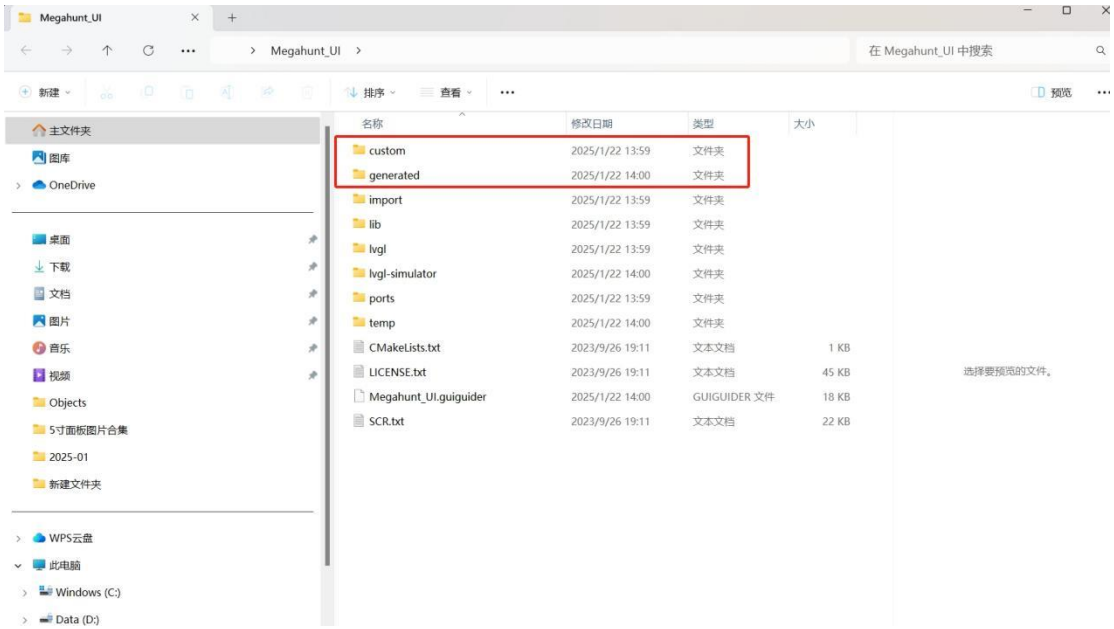
2.1. 打开 MH2457 SDK 工程

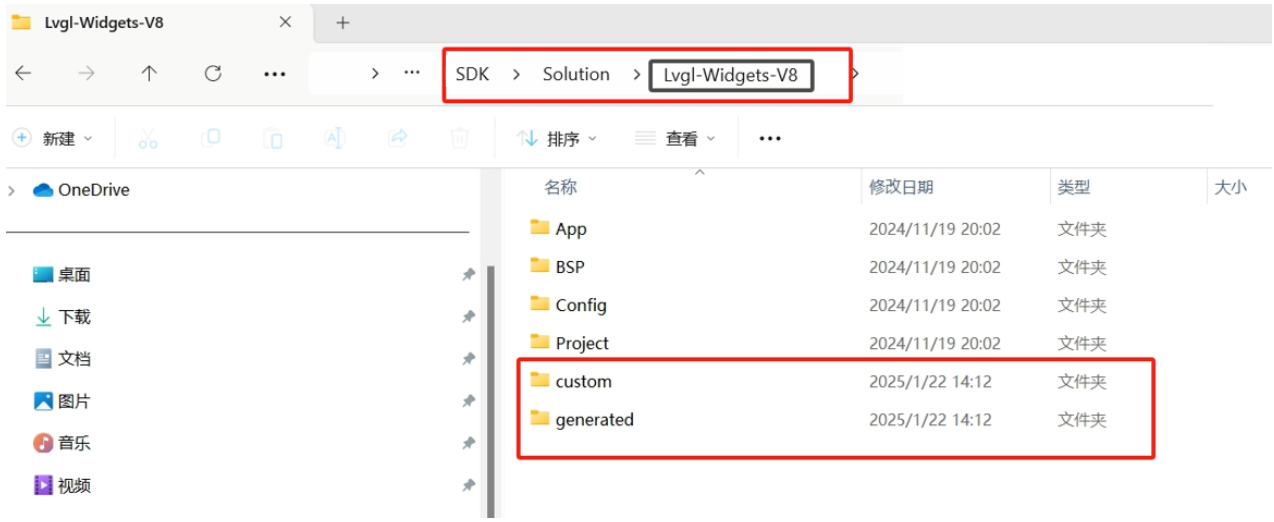
打开 SDK 找到 LVGL V8 版本的 demo 目录并打开(本文以 Lvgl-Widgets-V8 工程为例)。



2.2. 文件导入

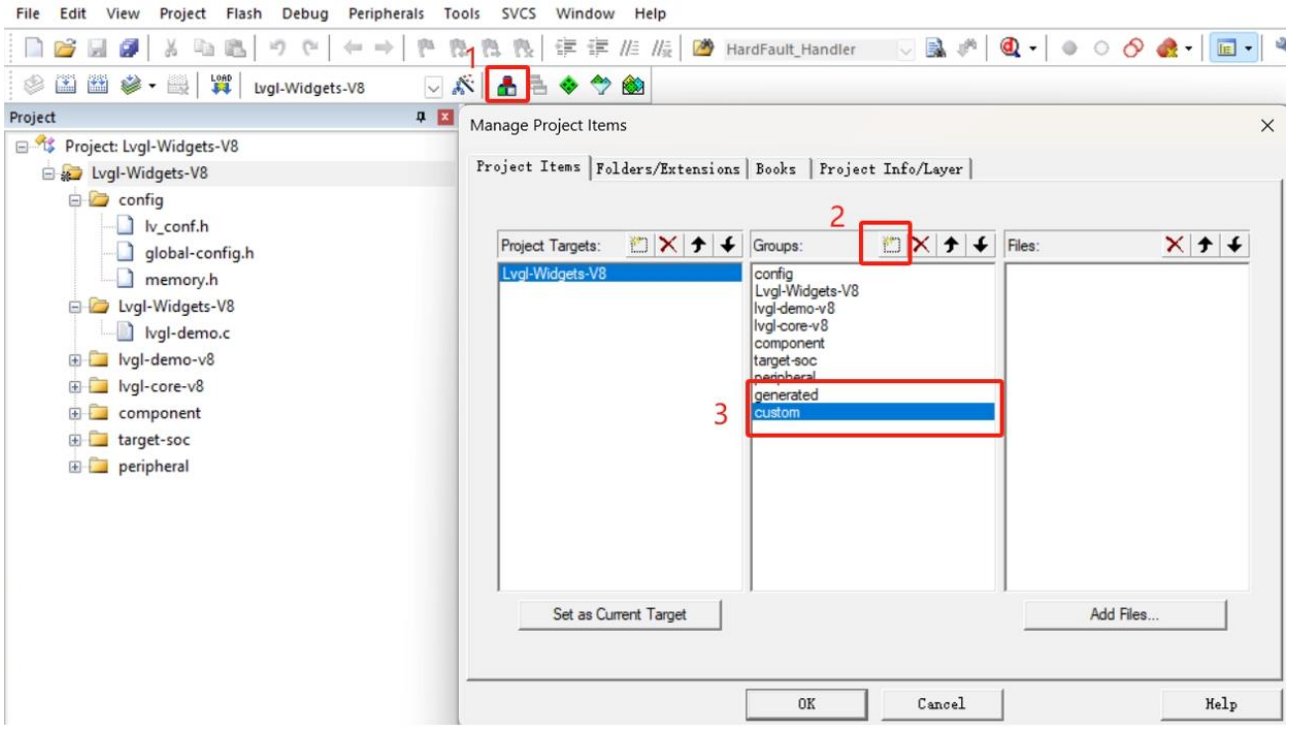
打开 UI 工程所在目录，将目录中 custom 和 generated 两个文件复制到 Lvgl-Widgets-V8 文件目录下。

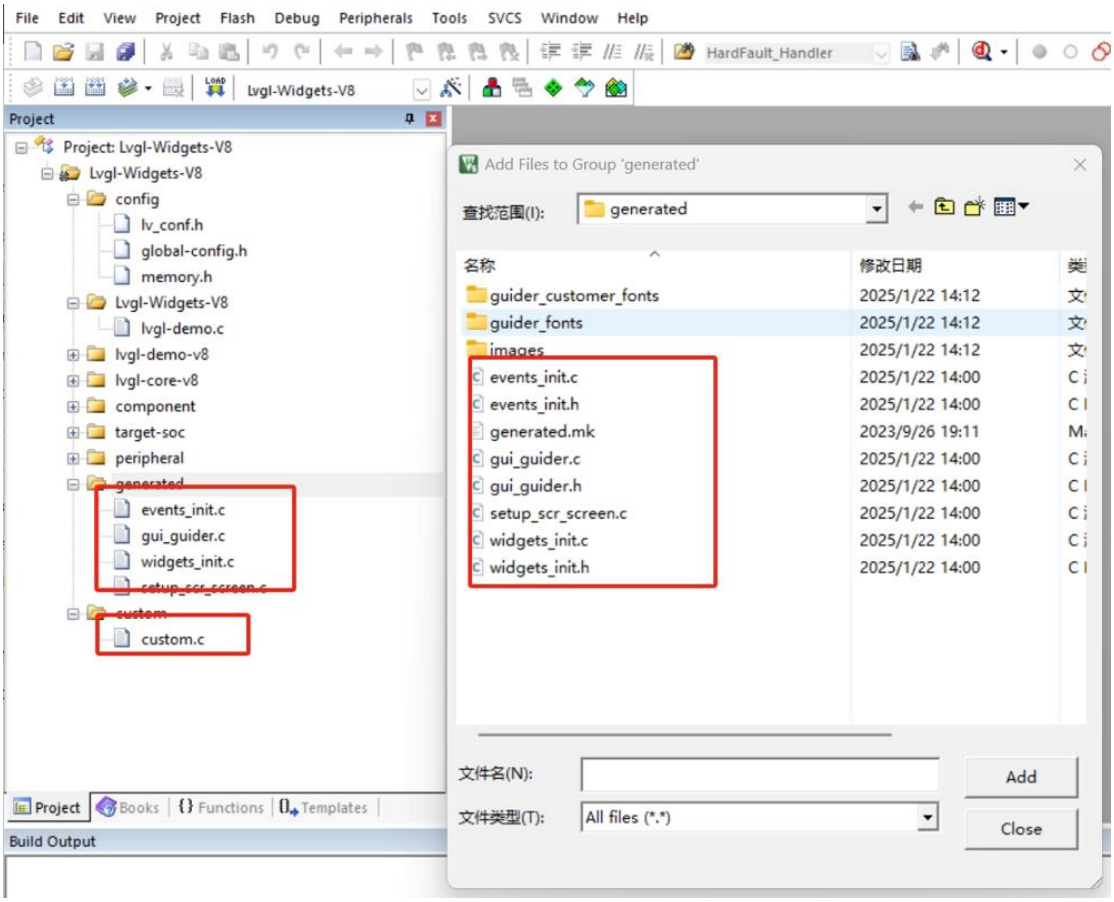




2.3. 源文件导入

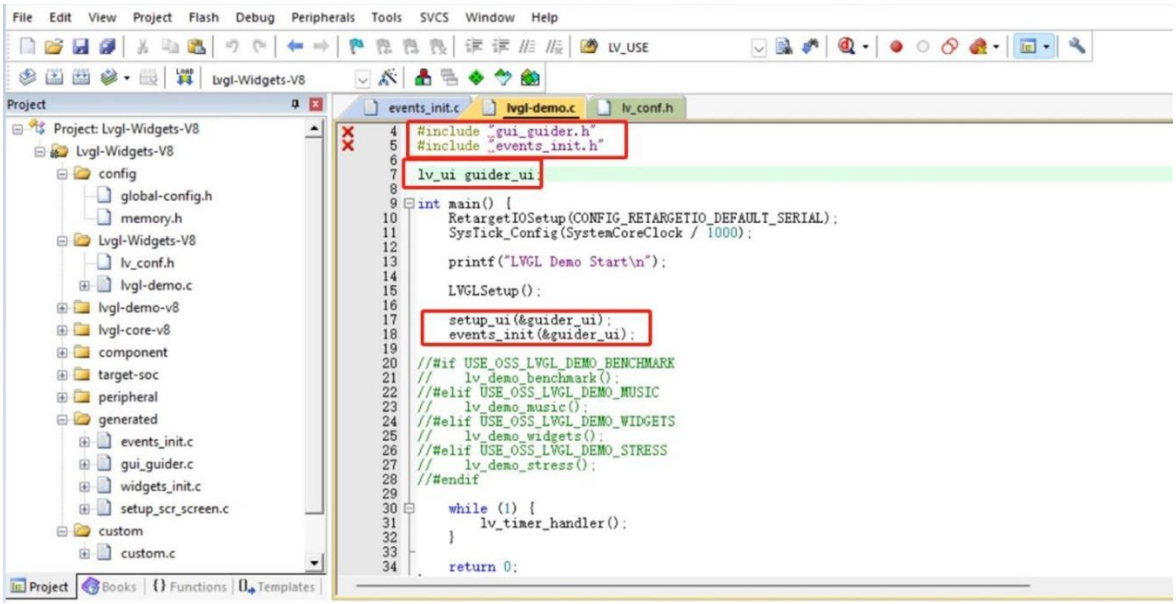
打开 Lvgl-Widgets-V8 工程，新建 custom 和 generated 组，将两个目录下所有.c 文件分别添加到对应组目录下。





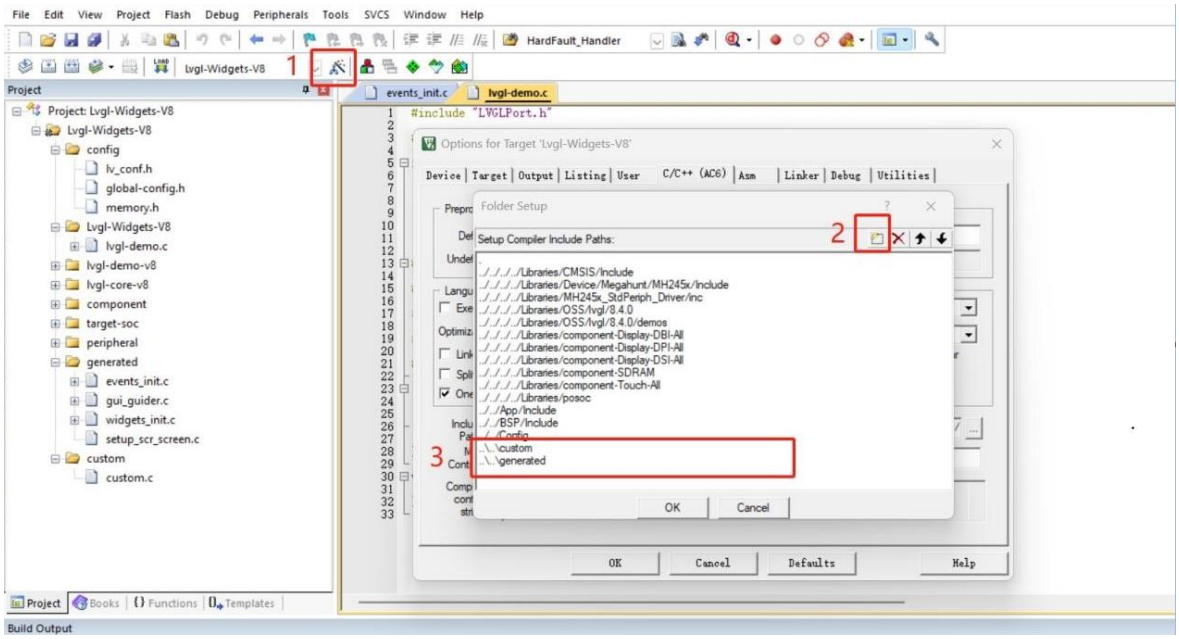
2.4. 添加头文件和变量

打开 lvgl-demo.c，添加#include“gui_guider.h”和#include“events_init.h”两个头文件，在 main 函数上方定义一个全局变量 lv_ui guider_ui，在 main 函数中调用 setup_ui(&guider_ui) 和 events_init(&guider_ui)两个函数并删除不需要的代码。



2.5. 头文件导入

将导出的工程中所有包含.h 的路径全部添加进去



2.6. 编译

上述步骤均完成后直接编译工程即可。

注意：不同应用场景在 GUI Guider 的操作过程中使用的对象不同，可能出现编译报错，请根据实际情况进行修改程序，解决编译报错问题即可。

3. 修订记录

表 3-1 修订记录

日期	修订版本	描述
2025-01-06	1.0	1. 初稿完成
2025-05-28	1.1	1. 更新模板

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