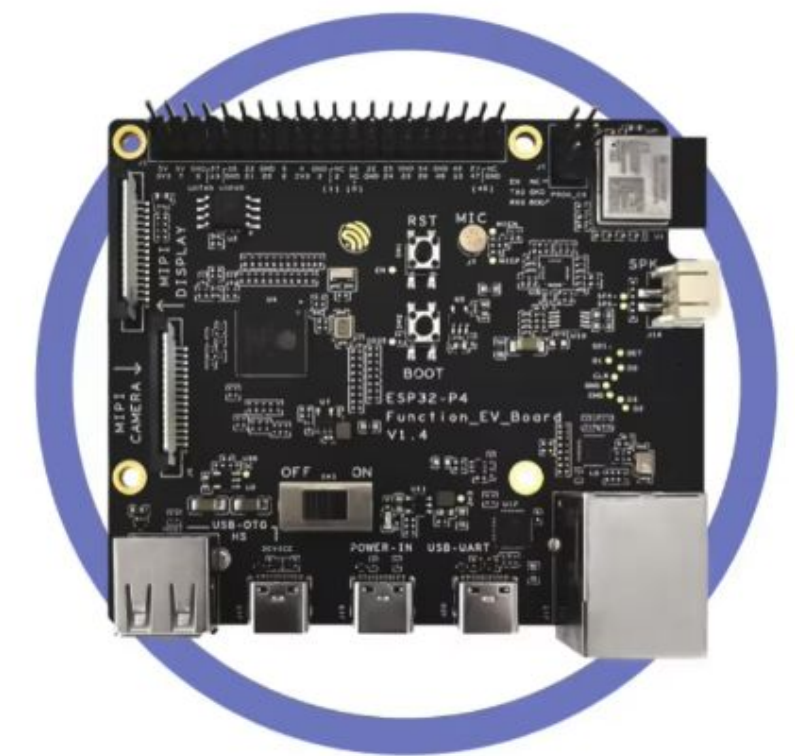


# Graphical apps for ESP32-S3/P4 with SDL3



18th October 2024  
ESP Community meeting  
Brno

Juraj Michálek



# Content

- Historical context

- Libraries

- Code and demos

- Q&A

# Historical context

# 20 years ago...

... I was giving a talk at University



Navigation icons: back, forward, search, and font settings.

## Čo nás čaká

---

- ▀ **interaktívne aplikácie, skriptovanie**
  - Allegro, SDL, ClanLib, LUA
- ▀ **aplikácie s GUI**
  - QT, FLTK, GTK
- ▀ **špeciálne knižnice**
  - Mesa
- ▀ **programátorské nástroje**
- ▀ **OpenOffice – UNObriidge, C#, Mono, Python**



# There were some interesting libs



## LUA

- silný skriptovací nástroj
- volanie skriptov z programu
- volanie programu zo skriptov
- jednoduchá syntax jazyka
- <http://www.lua.org>



*Ukážka - LUA*

# Back in 2004...



SDL 1.x

- more than 115 extending libraries

# Timeline

1993

## Lua 1.0

First release of Lua by TeCGraf, PUC-Rio, Brazil.

1998

## SDL 1.x

Sam Lantinga created SDL while working for Loki Software.

2000

## Ogg Format

Release of the Ogg container format by Xiph.Org Foundation.

2002

## Vorbis 1.0

Release of the Vorbis audio codec version 1.0.

2003

## Lua 5.0

Significant release introducing coroutines and new module system.

2008

## Theora 1.0

Release of the Theora video codec version 1.0.

## Espressif Systems

Founded, and its headquarters are inaugurated in Shanghai.

2012

## SDL 2.0

SDL 2.0 was announced.

2014

## ESP8266

Release of ESP8266 Wi-Fi SoC.

2016

## ESP32

Release of ESP32 Wi-Fi & Bluetooth SoC.

SDL 3.0 was announced.

# Timeline

2018

## OpenTyrian Port

ESP Wrover-kit port with ESP-IDF 4.1 and SDL 1.x

2019

## ESP32-S2

ESP32-S2 SoC with enhanced security.

2020

## Lua 5.4

Latest release with new garbage-collection modes.

## ESP32-C3

ESP32-C3 SoC with RISC-V architecture.

2021

## ESP32-S3

ESP32-S3 SoC with AI acceleration.

2022

## ESP32-C6

ESP32-C6 SoC with Wi-Fi 6 support.

## ESP32-H2

ESP32-H2 SoC with IEEE 802.15.4 and Bluetooth 5 (LE) connectivity.

2024

## SDL 3.0

SDL 3.0 was announced.



# Graphical libraries for ESP32



Embedded Wizard



FlowCode



LVGL



Qt for MCUs



Simple Direct Layer



Slint

# Architecture

# Architecture

## Common pattern - layers

Application + UI

Graphical library

ESP-BSP (Board Support Package)

ESP-IDF

# Architecture LVGL

## Layers

Application in C

UI in C

ESP-BSP

- esp\_lvgl\_port

- LVGL 9

ESP-IDF

## Price model

royalty free

# Architecture SDL3

## Layers

Application

UI in C

SDL3

ESP-BSP (noglib)

ESP-IDF

## Price model

royalty free



# Component Registry

# The **ESP** Component Registry

Discover, download and publish components and examples for ESP-IDF

## Browse components

ALL **Board Support Package**

Compatible with ESP-IDF: **v5.0** v5.1 v5.2 v5.3

By target: **ESP32** ESP32-C2 ESP32-C3 ESP32-C5 ESP32-C6 ESP32-C61 ESP32-H2 ESP32-P4 ESP32-S2 ESP32-S3

## Featured

**espressif/mdns**  
v1.4.0  
uploaded 1 month ago  
mDNS

**lvgl/lvgl**  
v9.2.0  
uploaded 1 month ago  
LVGL - Light and Versatile Graphics Library

**espressif/esp-modbus**  
v1.0.16  
uploaded 1 month ago  
ESP-MODBUS is the official Modbus library for Espressif SoCs.

**joltwallet/littlefs**  
v1.14.8  
uploaded 3 months ago  
LittleFS is a small fail-safe filesystem for micro-controllers.

# Code examples

# Code examples

## SDL3

- <https://github.com/georgik/esp32-sdl3-example>
- <https://github.com/georgik/OpenTyrian>
- <https://github.com/georgik/esp32-weather-display>
- <https://github.com/georgik/esp32-theora-example>



## SDL3 with ePaper

- <https://github.com/georgik/esp32-weather-display>





# Components

## SDL3

- <https://github.com/georgik/esp-idf-component-SDL>

## SDL\_ttf

- [https://github.com/georgik/esp-idf-component-SDL\\_ttf](https://github.com/georgik/esp-idf-component-SDL_ttf)

## Lua

- <https://github.com/georgik/esp-idf-component-lua>

## Theora

- <https://github.com/georgik/esp-idf-component-theora>

# Components

Löve2D

- <https://github.com/georgik/esp-idf-component-love>

Not finished, still some work left to do

# Developer Portal

Check out our Developer Portal

<https://developer.espressif.com>

# Q&A