



## **CFA480480E0-040Tx Family**

# TFT GRAPHIC DISPLAY MODULES WITH GRAPHIC ACCELERATOR BOARD DATASHEET



**CFA480480E0-040TN**  
**CFA480480E0-040TW**

**Datasheet Release Date 2025-01-29**

### **Crystalfontz America, Inc.**

12412 East Saltese Avenue  
Spokane Valley, WA 99216-0357  
Phone: 888-206-9720  
Fax: 509-892-1203  
Email: [support@crystalfontz.com](mailto:support@crystalfontz.com)  
URL: [www.crystalfontz.com](http://www.crystalfontz.com)



## CONTENTS

1. General Information .....	3
2. Introduction .....	4
3. Features .....	5
3.1. TFT Display Module Features .....	5
3.2. Mechanical Data.....	5
3.3. EVE Graphics Accelerator Features .....	5
3.4. Embedded Video Engine Documentation / Resources .....	5
3.5. Embedded Video Engine Programmer's Model .....	6
3.6. CFA10118 Block Diagram .....	7
4. Mechanical Drawing.....	8
5. Interface Pin Function .....	10
6. Absolute Maximum Ratings .....	11
7. Electrical Characteristics.....	11
8. Optical Characteristics .....	11
9. Backlight Characteristics.....	11
10. Getting Started .....	12
10.1. Getting Started with your CFA480480E0-040Tx-KIT .....	12
10.2. Getting started with a CFA480480E0-040Tx Family Module and a Windows PC .....	13
10.3. Getting started, hardware, with CFA480480E0-040Tx and your PCB.....	14
10.4. Troubleshooting.....	14
11. Care and Handling Precautions .....	15
11.1. ESD (Electrostatic Discharge) .....	15
11.2. Design and Mounting.....	15
11.3. Mechanical Shock, Impact, Torque, or Tension .....	15
11.4. LCD Panel Breakage.....	15
11.5. Cleaning .....	15
11.6. Operation.....	15
11.7. Storage and Recycling .....	16



## 1. General Information

### Datasheet Revision History

Datasheet Release: 2025-01-29  
Datasheet for the CFA480480E0-040Tx Family TFT graphic display module.

### Product Change Notifications

You can check for or subscribe to [Part Change Notices](#) for this display module on our website.

### Variations

Slight variations between lots are normal (e.g., contrast, color, or intensity).

### Volatility

This display module has volatile memory.

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## 2. Introduction

This family of modules comprise one of our 16.7M color 4-inch TFT graphic displays mounted to a graphic accelerator board. The following touch options are available:

- CFA480480E0-040TN – No touchscreen
- CFA480480E0-040TW – Wide glass capacitive touchscreen

The graphic accelerator board boasts the FTDI/Bridgetek BT817 Embedded Video Engine (EVE). All the displays in this family have in-plane switching, and are sunlight readable. The EVE chip handles all communication with the display and touchscreen.

The CFA480480E0-040Tx Family is a family of accelerated display modules for embedded systems. It centers around the FTDI/BridgeTek BT817 EVE4 (Embedded Video Engine) graphics accelerator.

The EVE graphics accelerator cures many of the problems with traditional options for including a TFT in an embedded system. Traditionally, the choices were a very powerful processor that could support a frame buffer and RGB interface or to write directly to TFT controller's frame buffer. These methods both rely on software to render graphics primitives. A simple non-anti-aliased image may take hundreds or even thousands of write operations. Sometimes, read-modify-write operations are required which doubles (or more) the necessary number of commands- further slowing the display performance.

Additionally, these methods require a lot GPIO or GPIO configured as the RGB interface, often requiring a larger processor package. There are examples of using SPI to control small TFT LCDs, but even on small displays the performance suffers.

Text poses another problem for traditional implementations of TFTs. Fonts require a lot of memory to store and rendering them to the frame buffer can be complex- especially if they need to be anti-aliased or rotated. The traditional solution is to support just a few bitmapped, non-anti-aliased fonts rendered only on the horizontal and vertical. Displaying angled text required a very complete and complex (and typically big and slow) graphic library.

The EVE graphics modules accept high-level commands. Writing just a few instructions completely describes a line- fully anti-aliased and fully adjustable in width. Beautiful anti-aliased text from a wide selection of fonts at any angle, responsive graphics, touch handling, audio – all of this is supported by the FTDI/BridgeTek BT817 EVE graphics accelerator at the heart of the module. Embedded systems with 8-bit processors can now have beautiful and responsive displays that do not tax the host processor. Please see the [BT817 datasheet](#) for further reference.

Our [demo code](#) for the CFA480480E0-040Tx Family was written to be useable on the Seeeduino (a 3.3v clone of the Arduino Uno). Some of the demos included are too large for the Seeeduino's memory alone, and require an external SD card. As always, our source code is freely supplied and our displays are [fully supported](#).

This module also includes land patterns for XIAO and ESP32 microcontrollers.



### 3. Features

#### 3.1. TFT Display Module Features

- 4-inch 480x480 TFT LCD
- In Plane Switching – free viewing angle
- Standard brightness at 350 cd/m<sup>2</sup> with no touchscreen
- Operating Temperature: -20° - 70°C
- FTDI/BridgeTek BT817 EVE graphics accelerator controls touch and display using SPI, QSPI
- Single +3.3V power supply (backlight supply can be 3.3v to 6v)
- Four 2-56 threaded mounting standoffs for simple mechanical design
- TW version only:
  - 5-point Capacitive touch
  - Overhanging glass for clean mounting

#### 3.2. Mechanical Data

Item		Specification (mm)	Specification (inch, reference)
Active Area		71.86 x 70.18	2.8 x 2.8
Pixel Pitch		0.149 x 0.146	0.006 x 0.006
CFA480480E0-040TN	Weight (Typical)	55 grams	1.9 ounces
	Overall Width, Height, and Depth	78.97 x 77.66 x 8.1	3.1 x 3.1 x 0.3
CFA480480E0-040TW	Weight (Typical)	78 grams	2.8 ounces
	Overall Width, Height, and Depth	86.0 x 86.0 x 9.7	3.4 x 3.4 x 0.4

#### 3.3. EVE Graphics Accelerator Features

- Supports multiple widgets for simplified design implementation
- User interface design software (PC) simplifies the design process
- Enhanced sketch processing
- Anti-aliasing of primitive displayed objects for higher-quality graphics
- Assorted graphical effects such as alpha-blending, shadows, transitions, wipes, etc.
- Programmable interrupt controller provides interrupts to host MCU
- Support playback of motion-JPEG encoded AVI videos
- Mono audio channel output with wave playback and built-in sound synthesizer
- PWM output for display backlight dimming control

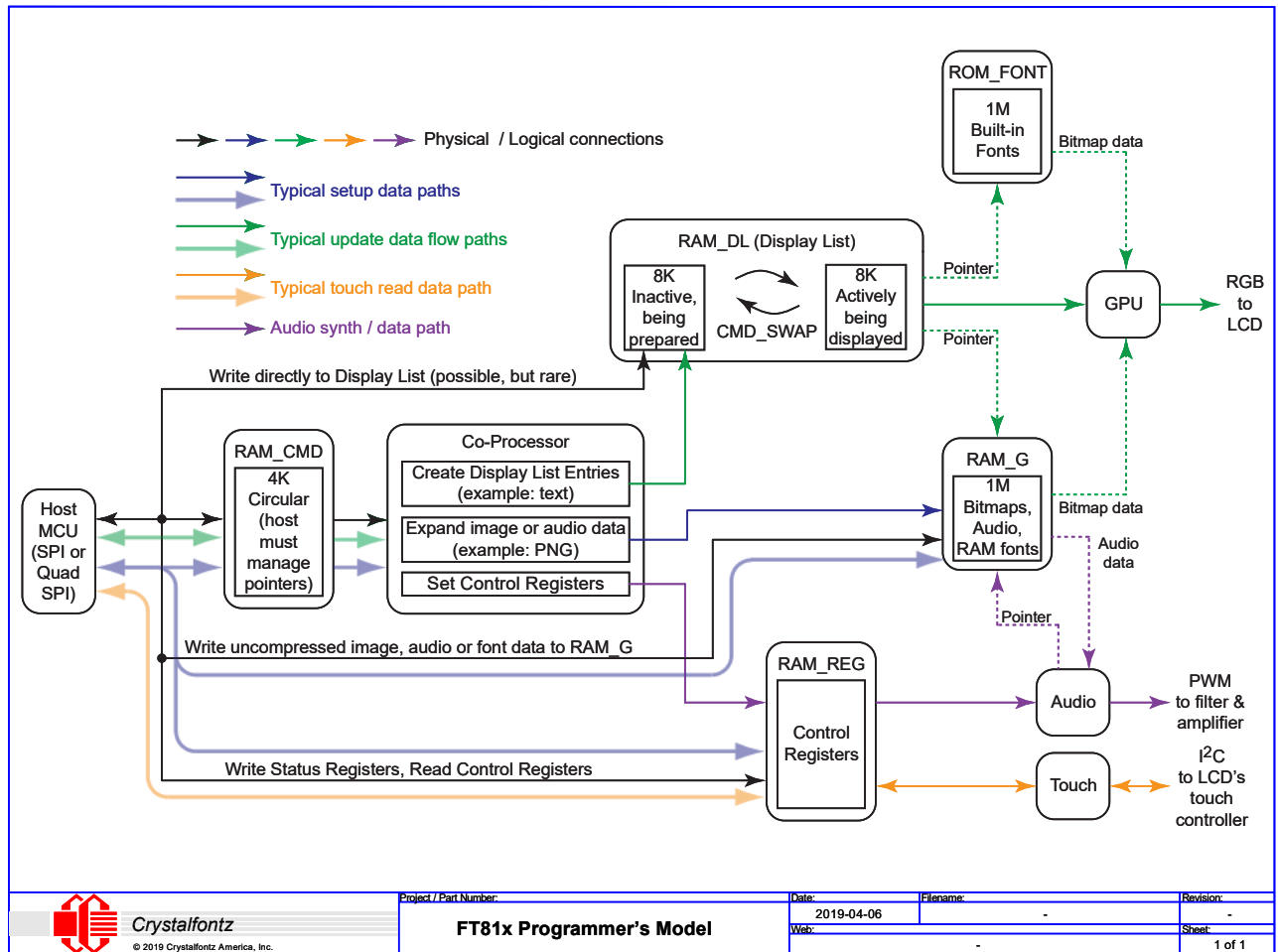
#### 3.4. Embedded Video Engine Documentation / Resources

- BT817 Datasheet: <https://www.crystalfontz.com/controllers/Bridgetek/BT81x/>
- BridgeTek Screen Designer Software: <https://brtchip.com/toolchains/>
- BridgeTek Forum: <http://www.brtcommunity.com/index.php?board=7.0>
- FTDI Application Notes: <https://www.ftdichip.com/Support/Documents/AppNotes.htm>
- FTDI C232HM USB-SPI cable: <https://www.ftdichip.com/Products/Cables/USBMPSSSE.htm>
- Crystalfontz Demo Code: <https://github.com/crystalfontz/CFA480480Ex-040Tx>



### 3.5. Embedded Video Engine Programmer's Model

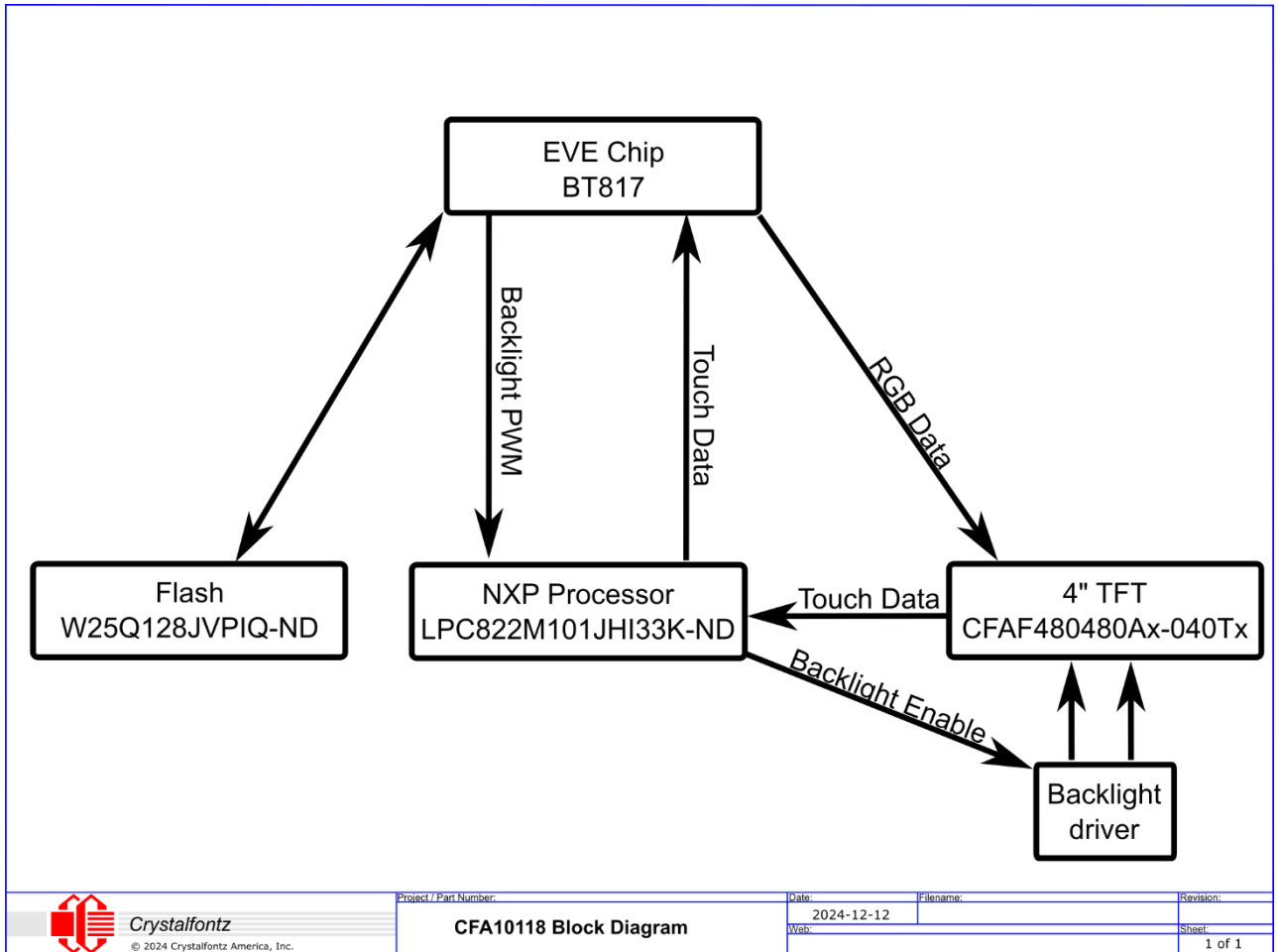
The diagram below is a basic overview of the EVE programming model showing data flow paths to and from the SPI host interface to the memory and processing blocks of the embedded video engine.





### 3.6. CFA10118 Block Diagram

The diagram below is a basic overview of the CFA10118 PCB used to create the modules in the CFA480480E0-040Tx Family.

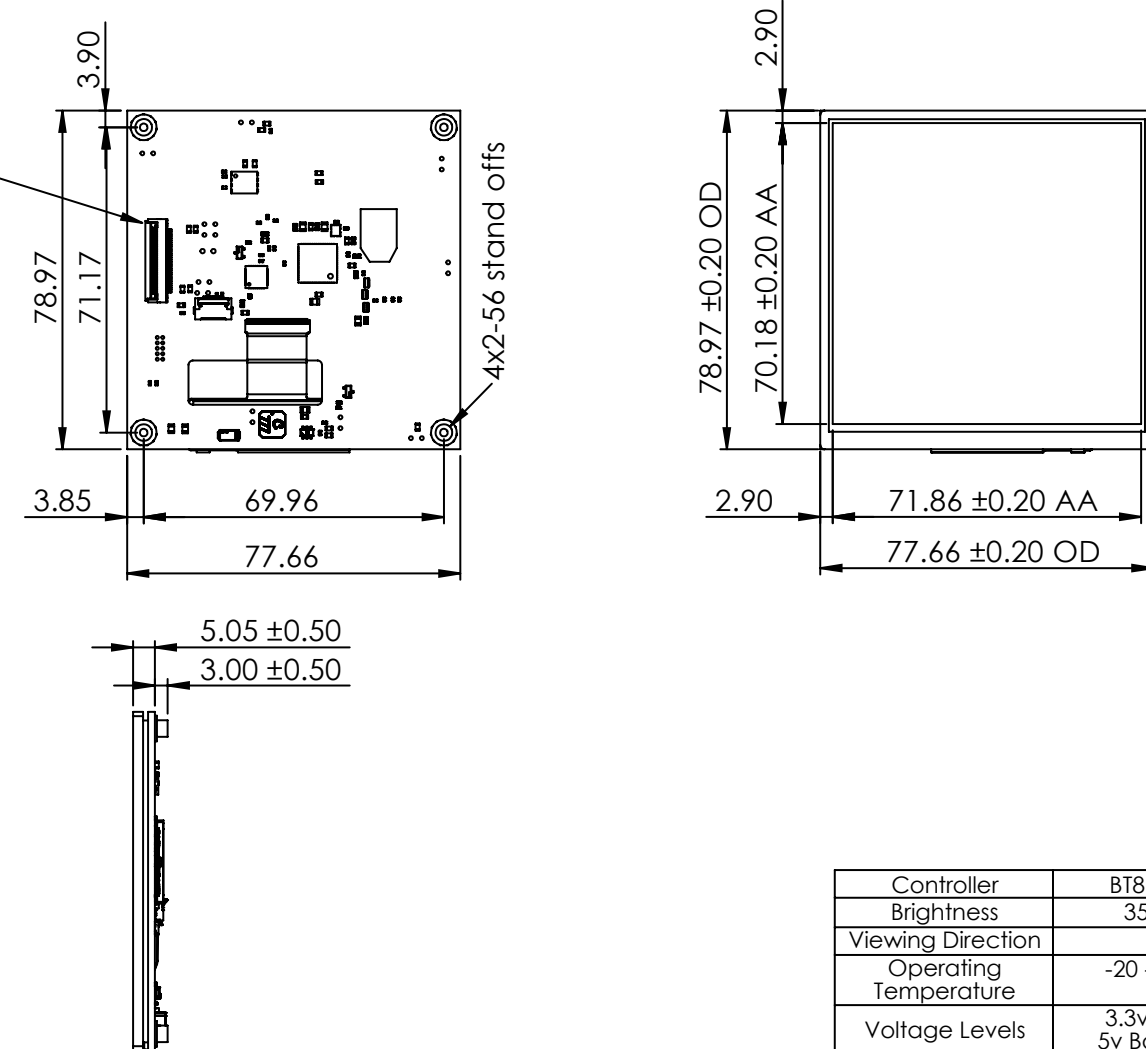


### 4. Mechanical Drawing

J\_HOST  
30 position,  
0.5mm pitch,  
bottom contact,  
tin

J_HOST CONNECTOR	
PIN #	FUNCTION
1	GND
2	3V3
3	3V3
4	GND
5	3V3
6	3V3
7	GND
8	SCK
9	GND
10	MOSI/D0
11	GND
12	MISO/D1
13	GND
14	GPIO0/D2
15	GND
16	GPIO1/D3
17	GND
18	nCS
19	GND
20	nINT
21	GPIO2
22	nPD
23	AUDIO PWM
24	GND
25	BLPWR
26	BLPWR
27	GND
28	BLPWR
29	BLPWR
30	GND

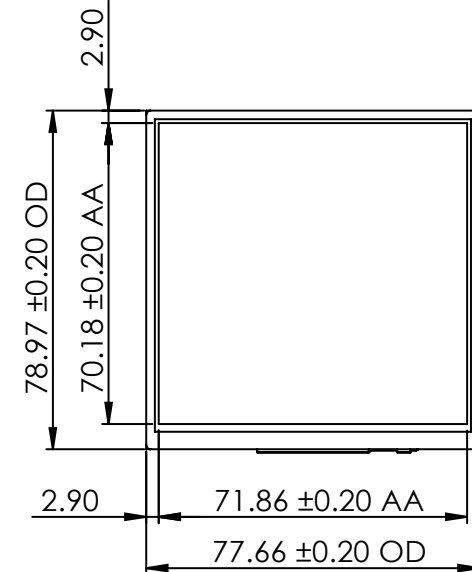
Units: millimeters  
Tolerance: ±0.3mm



4x2-56 stand offs

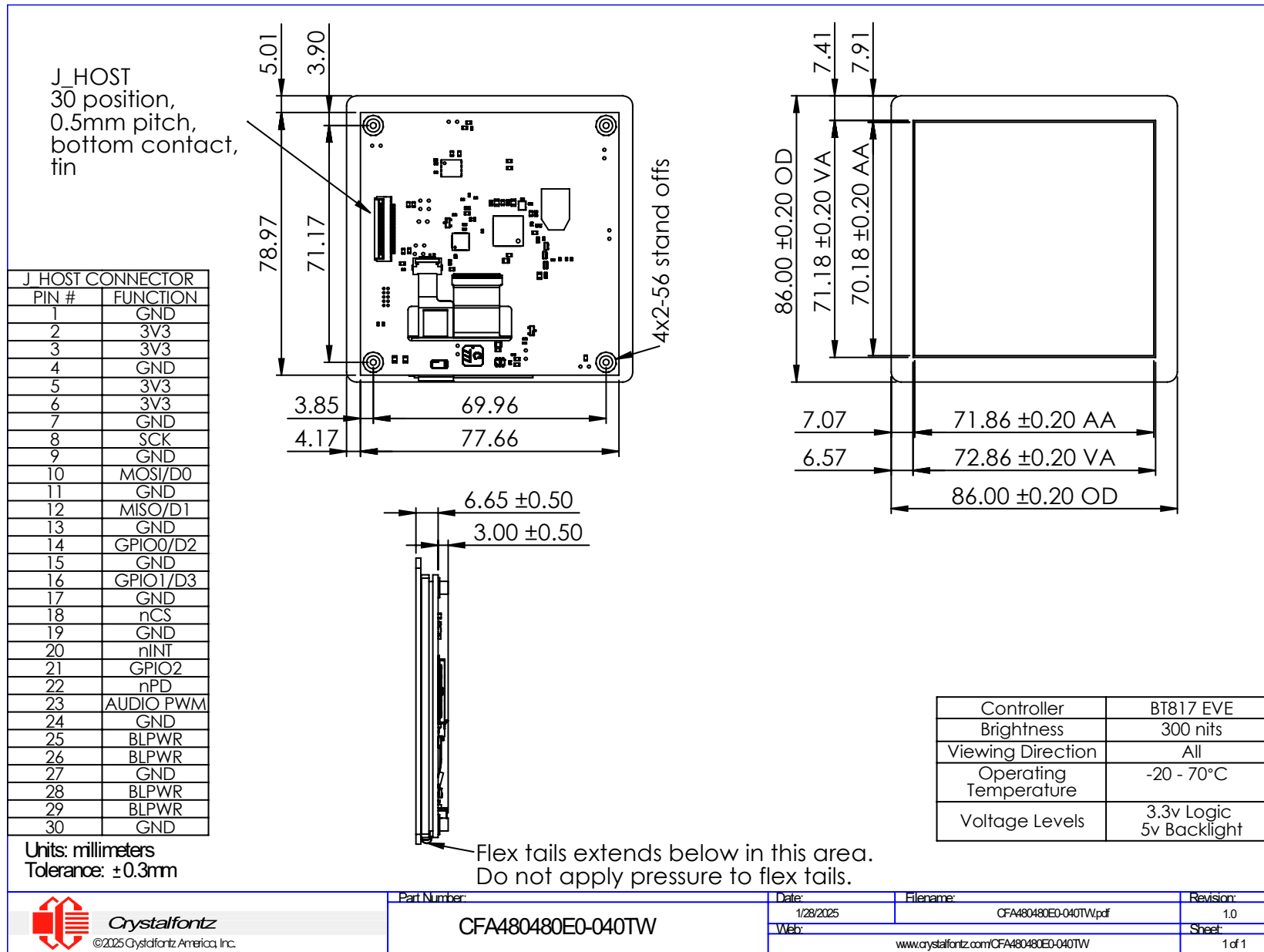
5.05 ±0.50  
3.00 ±0.50

Flex tails extends below in this area.  
Do not apply pressure to flex tails.



Controller	BT817 EVE
Brightness	350 nits
Viewing Direction	All
Operating Temperature	-20 - 70°C
Voltage Levels	3.3v Logic 5v Backlight







## 5. Interface Pin Function

Host data connection and power supply are achieved via a single 30 pin flat-cable connector (labeled J\_HOST) on the rear of the module. Any 30 pin FFC-FPC ZIF cable with a 0.5mm pitch and bottom contacts will be compatible with this module, such as [6" WR-FFC-Y50](#) or the [12" WR-FFC-Y51](#).

J_HOST Connection			
Pin	Symbol	Signal Direction	Function
1	GND		Ground <sup>(1)</sup>
2	3V3		Logic Power Supply <sup>(1)</sup>
3	3V3		Logic Power Supply <sup>(1)</sup>
4	GND		Ground <sup>(1)</sup>
5	3V3		Logic Power Supply <sup>(1)</sup>
6	3V3		Logic Power Supply <sup>(1)</sup>
7	GND		Ground <sup>(1)</sup>
8	SCK	Input	SPI Clock
9	GND		Ground <sup>(1)</sup>
10	MOSI / D0	Input	SPI Single Mode: SPI MOSI SPI Dual/Quad Mode: SPI Data Line 0
11	GND		Ground <sup>(1)</sup>
12	MISO / D1	Output	SPI Single Mode: SPI MISO SPI Dual/Quad Mode: SPI Data Line 1
13	GND		Ground <sup>(1)</sup>
14	GPIO0 / D2	Input / Output	SPI Single/Dual Mode: General Purpose IO0 SPI Quad Mode: SPI Data Line 2
15	GND		Ground <sup>(1)</sup>
16	GPIO1 / D3	Input / Output	SPI Single/Dual Mode: General Purpose IO1 SPI Quad Mode: SPI Data Line 3
17	GND		Ground <sup>(1)</sup>
18	nCS	Input	SPI Slave Chip-Select
19	GND		Ground <sup>(1)</sup>
20	nINT	Output	Interrupt to Host
21	GPIO2		General purpose IO2
22	nPD	Input	Chip Power Down Mode
23	AUDIO PWM	Output	Audio PWM
24	GND		Ground <sup>(1)</sup>
25	BLPWR		Backlight Power Supply <sup>(1)</sup>
26	BLPWR		Backlight Power Supply <sup>(1)</sup>
27	GND		Ground <sup>(1)</sup>
28	BLPWR		Backlight Power Supply <sup>(1)</sup>
29	BLPWR		Backlight Power Supply <sup>(1)</sup>
30	GND		Ground <sup>(1)</sup>

*Note: It is recommended that these pins are all connected to their respective power source. Not doing so may produce unpredictable results or damage the display module.*



## 6. Absolute Maximum Ratings

Parameter	Symbol	Min	Max	Unit
Supply Voltage for Logic	3V3	0	4	V
Supply Voltage for Backlight	BLPWR	0	20	V
Operating Temperature	T <sub>OP</sub>	-20	70	°C
Storage Temperature	T <sub>STG</sub>	-30	80	°C

Note: These are stress ratings only. Extended exposure to the absolute maximum ratings listed above may affect device reliability or cause permanent damage. Functional operation should be restricted to the limits in the Electrical Characteristics table below.

## 7. Electrical Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
Supply Voltage for Logic	3V3	-	3.0	3.3	3.6	V
Operating Current	I <sub>3V3</sub>	3V3 = 3.3V	-	80	-	mA
High-level Input	V <sub>IH</sub>	-	1.7	-	3.6	V
Low-level Input	V <sub>IL</sub>	-	-	-	0.7	V
High-level Output	V <sub>OH</sub>	-	V <sub>DD</sub> - 0.4	-	-	V
Low-level Output	V <sub>OL</sub>	-	-	-	0.4	V

## 8. Optical Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
View Angle	(V)θ		-	160	-	deg
	(H)φ		-	160	-	deg
Contrast Ratio	CR		500	700	-	-
Response Time	T <sub>rise</sub> +T <sub>fall</sub>		-	25	35	ms
Surface Luminance (N)		Θ=0 No touchscreen (TN)		350	-	cd/m <sup>2</sup>
		Capacitive touchscreen (TW)	-	300	-	

## 9. Backlight Characteristics

Item	Symbol	Min	Typ	Max	Unit
Supply Voltage	BLPWR	2.7	5.0	9.0	V
Supply Current (BLPWR= 3.3v)	I <sub>BLPWR</sub>	-	180	200	mA <sup>(1)</sup>
Supply Current (BLPWR=5v)		-	165	183	mA
LED Lifetime			30,000		hours

Note: Lifetime is defined as the amount of time when the luminance has decayed to <50% of the initial value, and this value is provided as an estimate only.

(1) Total power consumption at 3.3V is less than at 5V due to backlight derating as shown below



To avoid burning out the backlight power supply, backlight supply voltage lower than 3.5V will cause the brightness to be capped depending on the voltage. See the table below:

BLVCC	Brightness Cap
5.0	none
4.0	none
3.5	100%
3.3	80%
3.0	50%
2.7	20%

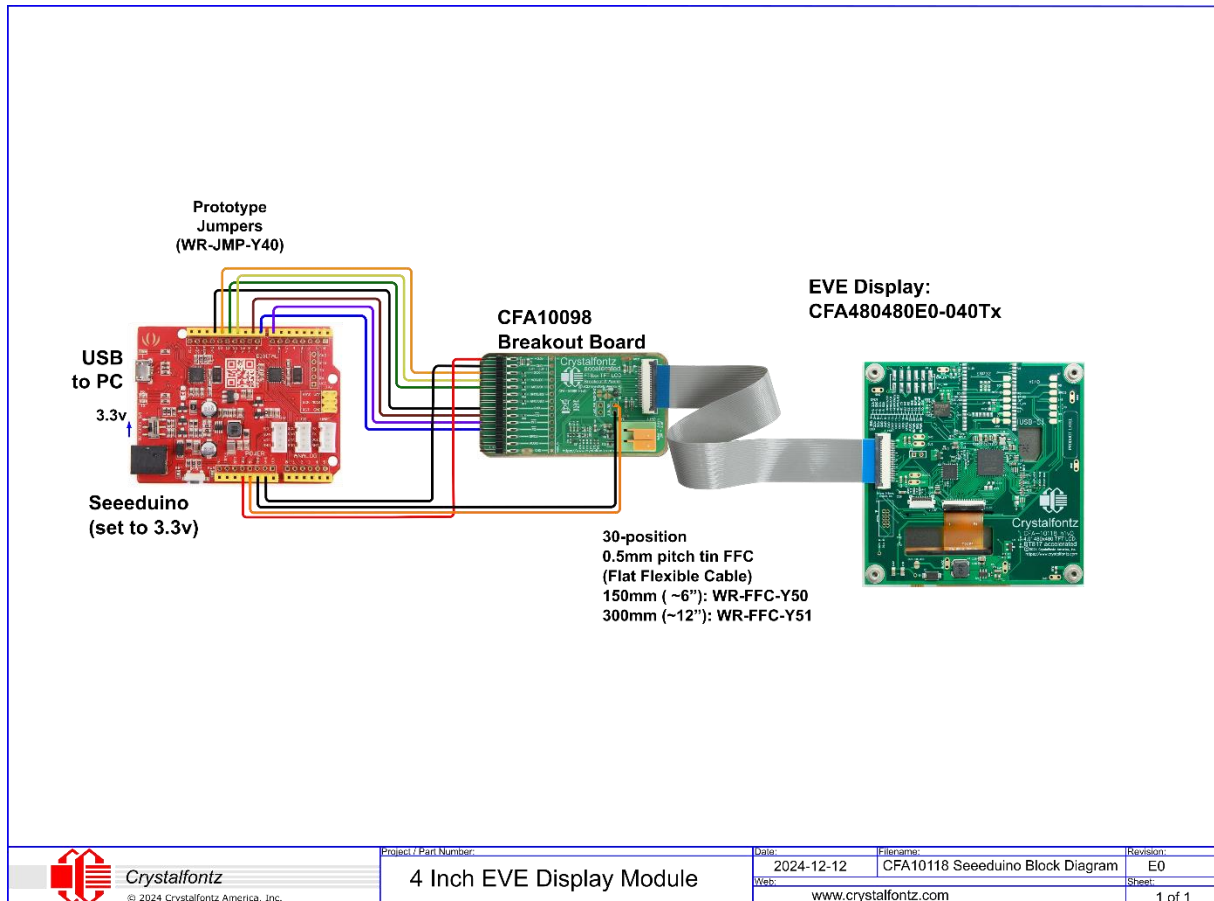
## 10. Getting Started

### 10.1. Getting Started with your CFA480480E0-040Tx-KIT

In earlier stages of development, consider the complete development kit, which includes:

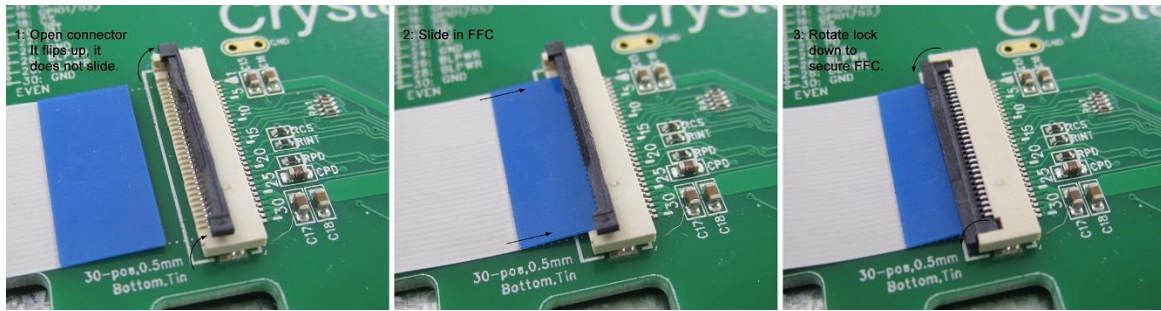
- CFA480480E0-040Tx display module
- [CFA10098](#) EVE adapter board
- 30-position, 0.5mm pitch flat flex cable (such as the [6" WR-FFC-Y50](#) or the [12" WR-FFC-Y51](#))
- 0.1" female-to-female jumper wires ([WR-JMP-Y40](#))
- Seeeduino ([CFAPN15062](#))

The development kit ships connected as shown (though the FFC may be disconnected to prevent breakages):





If your kit ships with the flex cable disconnected, take note of the orientation of the flat-flex-cable, and use of the locking clip in the following photos.



### 10.1.1. Hardware Procedure

- Following the Seeeduino Block Diagram, above, connect any components that have come apart.
- Connect the USB cable to your PC

### 10.1.2. Firmware Procedure

For the kits, the included Seeeduino comes pre-loaded with software and should display graphics immediately on power up. To modify the software:

- Download and install [Arduino IDE](#) software (or equivalent IDE)
- Download the [example sketch available on Github](#), and open it in the Arduino IDE.
- Build and upload the sketch to the Seeeduino

## 10.2. Getting started with a CFA480480E0-040Tx Family Module and a Windows PC

### 10.2.1. Components

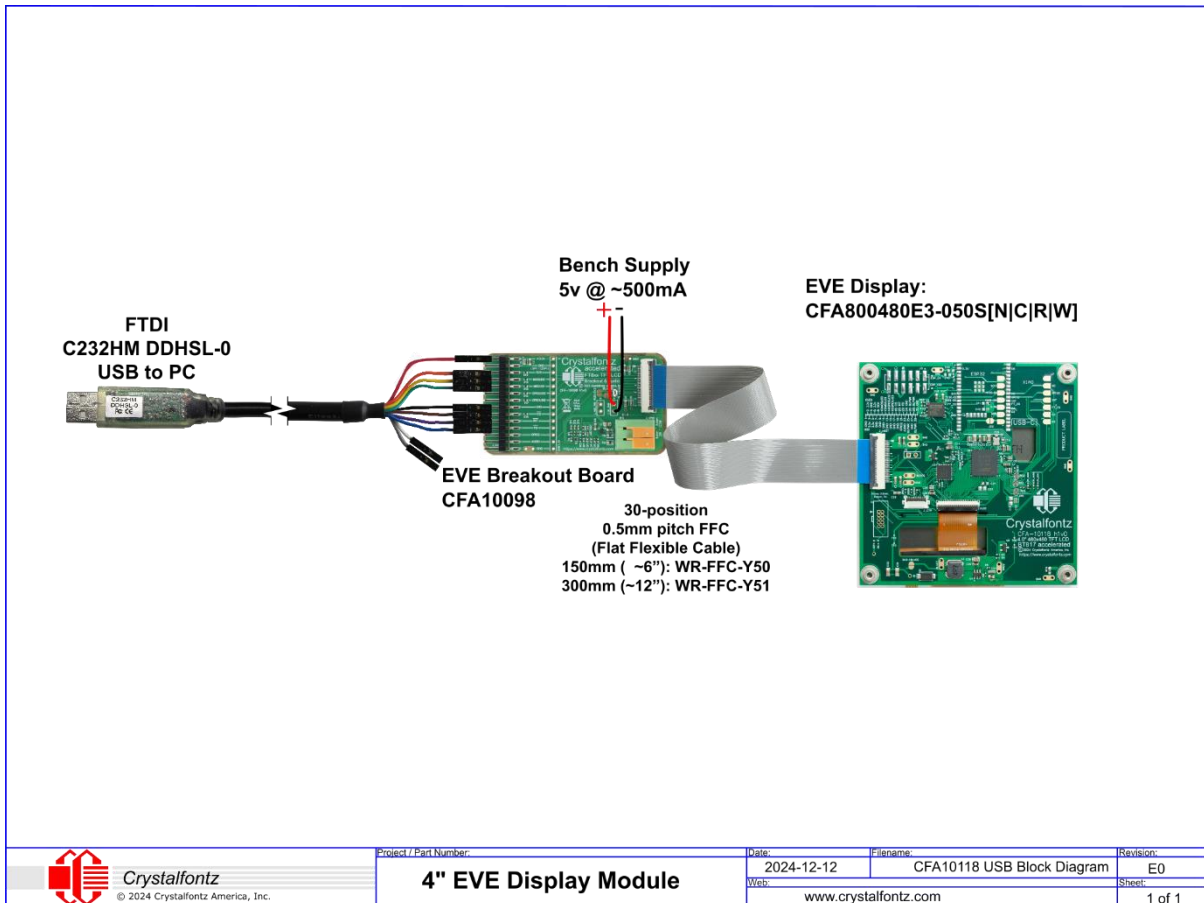
- CFA480480E0-040Tx display module
- [CFA10098](#) EVE adapter board
- Flat-flex-cable (6" [WR-FFC-Y50](#) & 12" [WR-FFC-Y51](#))
- FTDI [C232HM-DDHSL-0](#) USB to SPI cable
- Bench supply set to 3.3v, rated for at least 1000mA

### 10.2.2. Hardware Procedure

- Connect the CFA10098 to the CFA480480E0-040Tx using the FFC
- Connect the CFA10098 to the C232HM-DDHSL-0 USB adapter
- Connect 3.3v from a bench supply (rated for at least 1000mA) to the CFA10098



- Connect the USB to SPI cable to your Windows PC



### 10.2.3. Software Procedure:

- Download and install the PC demonstration application from [Bridgetek's website](#).
- Download, open, build and run the example EVE application [available on GitHub](#).

*In order to modify and compile the FTDI PC demonstration program, you will need to download Visual Studio. You can use the free version but you may need to register with Microsoft.*

## 10.3. Getting started, hardware, with CFA480480E0-040Tx and your PCB

### 10.3.1. Components

- CFA480480E0-040Tx display module
- Your PCB with ZIF connector: 30-position, 0.5mm pitch, tin ([CS050Y30T-B0](#))
- Flat-flex-cable (6" [WR-FFC-Y50](#) & 12" [WR-FFC-Y51](#))

### 10.3.2. Procedure

- Connect the FFC to the ZIF connector on your PCB
- Connect the FFC to the ZIF connector on the CFA480480E0-040Tx

*Note that your power supply must be able to supply enough current to drive the backlight.*

## 10.4. Troubleshooting

Please contact [support@crystalfontz.com](mailto:support@crystalfontz.com) if you need help troubleshooting your module.



## 11. Care and Handling Precautions

For optimum operation of the CFA480480E0-040Tx Family and to prolong its life, please follow the precautions described below.

### 11.1. ESD (Electrostatic Discharge)

If present, the USB D+ & D- lines have enhanced ESD protection following industry standard USB2 practice.

The remainder of this circuitry is industry standard CMOS logic and susceptible to ESD damage. Please use industry standard antistatic precautions, as you would for any other static sensitive device such as expansion cards, motherboards, or integrated circuits. Ground your body, work surfaces, and equipment.

### 11.2. Design and Mounting

- The exposed surface of the display is either a touch-sensitive panel or a polarizer laminated on top of the glass. To protect the surface from damage, the module ships with a protective film over the display. Please peel off the protective film slowly. Peeling off the protective film abruptly may generate static electricity.
- If the display does not have a touch-sensitive panel, to protect the soft plastic polarizer from damage, place a transparent plate (for example, acrylic, polycarbonate or glass), in front of the module, leaving a small gap between the plate and the display surface.
- Do not disassemble or modify the module.
- Do not modify the six tabs of the metal bezel or make connections to them.
- Do not reverse polarity to the power supply connections. Reversing polarity will immediately ruin the module.

### 11.3. Mechanical Shock, Impact, Torque, or Tension

- Do not expose the module to strong mechanical shock, impact, torque, or tension.
- Do not drop, toss, bend, or twist the module.
- Do not place weight or pressure on the module.

### 11.4. LCD Panel Breakage

- If the LCD panel breaks, be careful to not get the liquid crystal fluid in your mouth or eyes.
- If the liquid crystal fluid touches your skin, clothes, or work surface, wash it off immediately using warm soapy water.

### 11.5. Cleaning

- The display surface can easily be scratched or become hazy, so use extra care when you clean it.
- Do not clean the display surface with liquids.
- If the display surface becomes dusty, carefully blow it off with clean, dry, oil-free compressed air.
- Use the removable protective film to remove smudges (for example, fingerprints), and any foreign matter. If you no longer have the protective film, use standard transparent office tape (for example, Scotch® brand "Crystal Clear Tape").
- If the above methods are not adequate, gently wipe using a very soft, clean, dry, lint free cloth (such as a microfiber towelette).
- Contact with moisture may permanently spot or stain the polarizer.

### 11.6. Operation

- Protect the module from ESD and power supply transients.
- Observe the operating temperature limitations: a minimum of -20°C to a maximum of +70°C with minimal fluctuation. Operation outside of these limits may shorten life and/or harm display.
- At lower temperatures of this range, response time is delayed.
- At higher temperatures of this range, display becomes dark (you may need to adjust the contrast).
- Operate away from dust, moisture, and direct sunlight.



- Adjust backlight brightness so the display is readable, but not too bright.
- Dim or turn off the backlight during periods of inactivity to conserve the backlight lifetime.

### 11.7. Storage and Recycling

- Store in an ESD-approved container away from dust, moisture, and direct sunlight.
- Observe the storage temperature limitations: -30°C minimum, +80°C maximum with minimal fluctuation. Rapid temperature changes can cause moisture to form, resulting in permanent damage.
- Do not allow weight to be placed on the module while in storage.
- Please recycle your outdated Crystalfontz modules at an approved facility.