LVGL Image

- How it fits in the Vuzix stack

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It appears that the Vuzix100 glasses use LVGLImage to render the GUI.

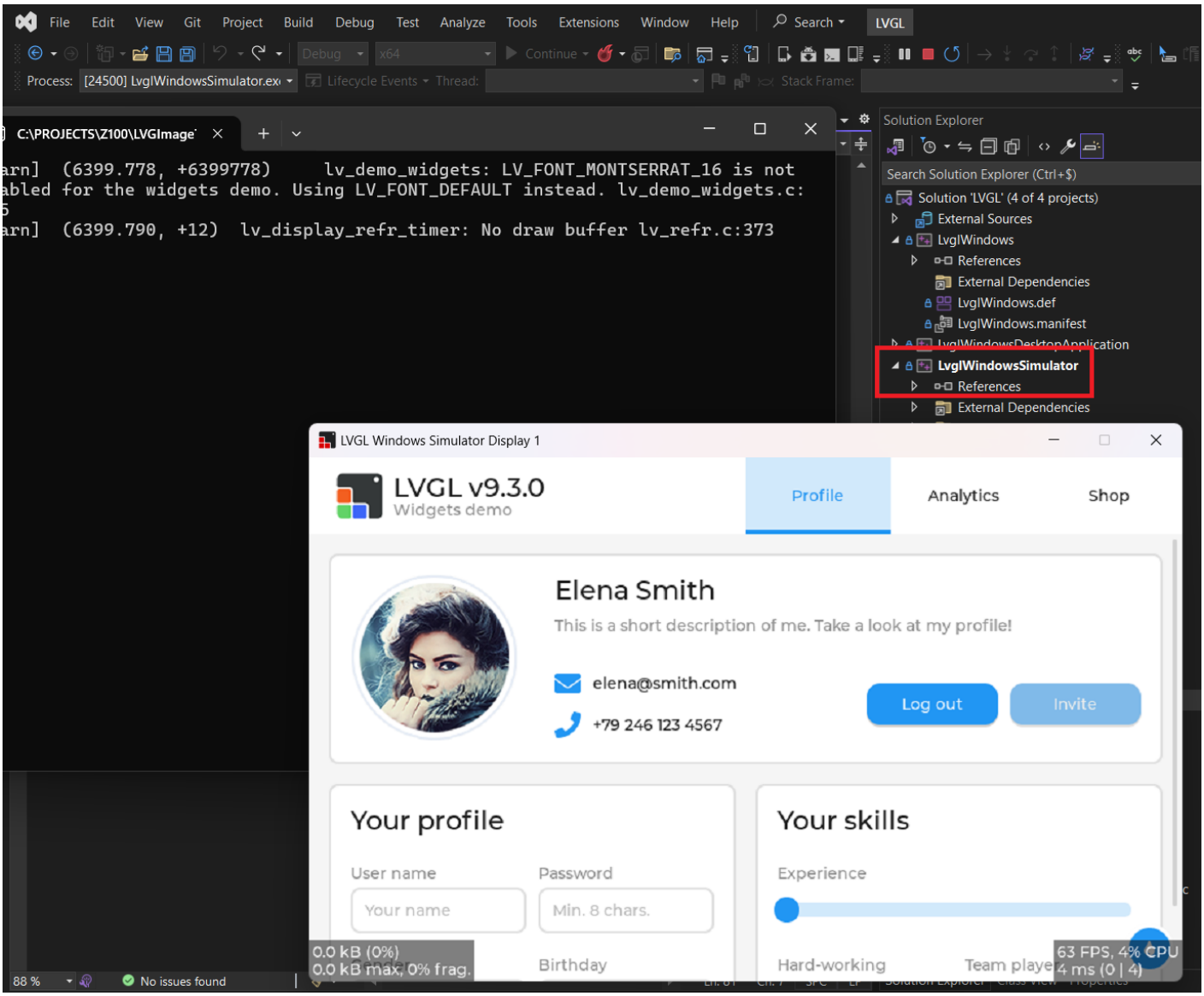
As far I have understood from the API of the Vuzix SDK documentation that the only interface we have from our code, is to load a Bitmap. Which is logical, as the LVGL format looks like embedded code. And we are programming towards a Bluetooth protocol and not the rendering of the GUI on the glasses directly.

Playing with the library

It's fairly easy to pull some code as example into Visual Studio -

```
git clone --recurse-submodules https://github.com/lvgl/lv_port_pc_visual_studio.git
```

And then run the solution



It is then very clear this is embedded code. We'll park it here for now, and might explore it further in some ESP32 project with an OLED screen. Like the ESP32 LilyGO TT-Display but right now we'll continue with our more direct approach of beaming a bitmap we've generated in Canvas.