

Device	FT800/1	BT880/1	BT882/3	FT810/1	FT812/3	BT815/6	BT817/8
Generation	1			2	2	3	4
Max. Pixel Per Line	512	2048		2048	2048	2048	2048
Target Display Resolution: Typical Display Size	QVGA (320x240): 3,5" WQVGA (480x272): 4,3"; 5" HVGA (480x320): 3,5"	QVGA (320x240): 3,5" WQVGA (480x272): 4,3"; 5" HVGA (480x320): 3,5" Bar-Type display e.g. 800x160m 1024x120		HVGA (480x320): 3,5" VGA (640x480): 5,7" WVGA (800x480): 7" SVGA (800x600): 10,4"	HVGA (480x320): 3,5" VGA (640x480): 5,7" WVGA (800x480): 7" SVGA (800x600): 10,4"	HVGA (480x320): 3,5" VGA (640x480): 5,7" WVGA (800x480): 7" SVGA (800x600): 10,4"	WVGA (800x480): 7" SVGA (800x600): 10,4" WSVGA (1024x600): 7" WXVGA (1280x800): 10,1"
RGB interface	18 bits	18 bits	24 bits	18 bits	18 bits 24 bits	18 bits 24 bits	18 bits 24 bits
Pinout compatibility		FT800, 810 FT801, 811	FT812 FT813	FT800 FT801	-	-	-
Touch function	800 – 4-wire Resistive 801 – Capacitive *	880 – 4-wire Resistive 881 – Capacitive *	882 – 4-wire Resistive 883 – Capacitive *	810 – 4-wire Resistive 811 - Capacitive *	812 – 4-wire Resistive 813 – Capacitive *	816 – 4-wire Resistive 815 – Capacitive *	818 – 4-wire Resistive 817 – Capacitive *
Host interface	SPI/I2C	SPI/QSPI		SPI/QSPI		SPI/QSPI	SPI/QSPI
90° Screen Rotation	No	Yes		Yes		Yes	Yes
Object memory size	256KB	256KB		1MB		1MB	1MB
External memory support	No	No		No		up to 256GB dedicated QSPI	up to 256GB dedicated QSPI
Adaptive Framerate	No	No		No		Yes	Yes
Adaptive HSYNC	No	No		No		No	Yes
Dedicated PCLK PLL	No	No		No		No	Yes
2X Pixel Mode	No	No		No		No	Yes
Non Square Pixel	No	No		No		No	Yes
Co-Processor	32-bit RISC 48MHz	32-bit RISC 60MHz		32-bit RISC 60MHz		32-bit RISC 72MHz	32-bit RISC 72MHz
Image decoder	DXT1, JPG	DXT1, JPEG, PNG		DXT1, JPEG, PNG		DXT1, JPEG, PNG, ASTC	DXT1, JPEG, PNG, ASTC
HW acceleration	No	JPEG		JPEG		JPEG, ASTC	JPEG, ASTC
Video playback	No	Motion JPEG		Motion JPEG		Motion JPEG	Motion JPEG
GPIOs	3	3		3	5	5	5
Package	QFN48	QFN48	QFN56	QFN48	QFN56	QFN64	QFN64

* The integrated circuit does not include a capacitive touch controller.
It only receives events from the controller built into the display via I2C and sends them to the MCU via host interface.