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#include <Adafruit_GFX.h> // Hardware-specific library
#include <MCUFRIEND_kbv.h>
MCUFRIEND_kbv tft;

void setup()
{
  // put your setup code here, to run once:
  Serial.begin(9600);
  tft.reset();
  uint16_t identifier = tft.readID();
  Serial.print("ID = 0x");
  Serial.println(identifier, HEX);
  if (identifier == 0xEFEEF) identifier = 0x9486;
  tft.begin(identifier);
  // tft.fillScreen(BLACK);
}

char *msg[] = { "PORTRAIT", "LANDSCAPE", "PORTRAIT_REV", "LANDSCAPE_REV" };
uint8_t aspect;

void loop()
{
  // put your main code here, to run repeatedly:
  uint16_t x = 50, y = 100;
  tft.setRotation(aspect);
  tft.fillScreen(0x0000);
  tft.setCursor(0, 0);
  tft.setTextSize(2);
  tft.println(msg[aspect]);
  tft.setCursor(x, y);
  tft.println("[x=" + String(x) + ",y=" + String(y) + "]");
  delay(5000);
  tft.println("INVERT ON");
  tft.invertDisplay(true);
  delay(1000);
  tft.invertDisplay(false);
  tft.println("INVERT OFF");
  delay(1000);
  if (++aspect >= 4) aspect = 0;
}

```