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It is not mandatory, but we highly appreciate it if you write a few words about your project in the My projects category of the forum or a private message to lvgl.io.

Although you can get LVGL for free there is a massive amount of work behind it. It's created by a group of volunteers who made it available for you in their free time.

To make the LVGL project sustainable, please consider Contributing to the project. You can choose from many different ways of contributing. See [Contributing](#) such as simply writing a tweet about you using LVGL, fixing bugs, translating the documentation, or even becoming a maintainer.