



Picture Production and Bitmap Conversion



GDE060F3

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Picture Production and Bitmap Conversion for GDE060F3



Figure 1

Take Figure 1 for example, we will briefly introduce how to make picture and convert bitmap.

1. How to Make Picture

This screen supports gray scale and partial refresh, Make a 4-gray or 16-gray picture of 1024*758 resolution , and save it as a BMP or JPG file (BMP is recommended).

2. Bitmap Conversion

Open *Image2lcd.exe* in the RAR package. Parameter setting is shown in Figure 2:

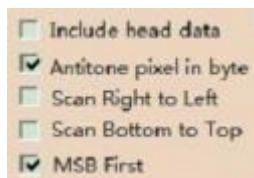
2.1 Open the picture;

2.2 "Output file type": Choose "C array (*.c)";

2.3 "Scan mode": Choose "Horizon Scan";

2.4 "BitsPixel": Choose "4 Gray" or "16 Gray";

2.5 "Max Width and Height": Fill in "1024" and "758", and click the arrow to confirm;



2.6 Tick the second and the fifth one;

2.7 "Reverse color": Tick if you don't want to reverse color;

2.8 Click "Save" to save the array as a file of ".c";

2.9 Replace the corresponding array in the program with the array of ".c" file.

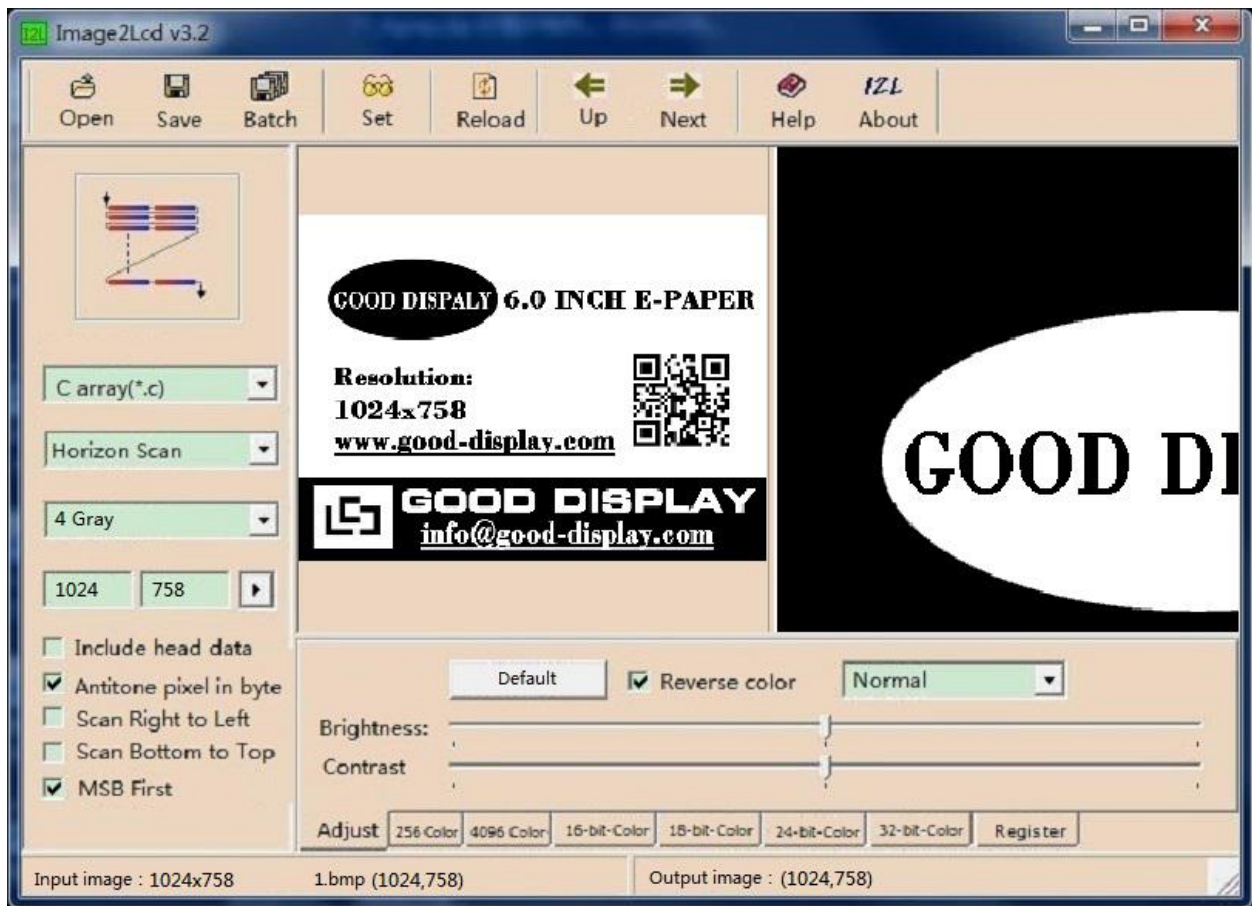


Figure 2