

Picture Production and Bitmap Conversion



GDEM037F52

Dalian Good Display Co., Ltd.

Picture Production and Bitmap Conversion for GDEM037F52



1.Make Picture

This screen supports four colors, black, white, red and yellow are all standard colors. In practice, you can refer to the color chart of the Windows system's built-in drawing software. When creating images, you need to make a 416*240 resolution image into a bitmap that only contains four colors: black, white, red, and yellow, and save the images in BMP or jpg format, as shown in Figure 1.

Conception:

- 1.1. Monochrome: black, white
- 1.2. Three colors: black, white, red/yellow (-)
- 1.3. Four colors: black, white, red, and yellow
- 1.4. Seven colors: black, white, red, yellow, blue, green, orange





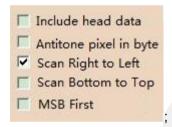
Figure 1, Four color sample images

2. Bitmap Conversion



Bitmap conversion can be done using image2LCD software, which can be downloaded from the official website (https://www.good-display.com). The interface for setting bitmap conversion parameters is shown in Figure 2:

- 2.1. Open the image2LCD software and click the "Open" button Open, Import the image that needs to be converted;
- 2.2. Output data type: Select "C array (*.c)" C array(*.c)
- 2.3. Scanning mode: Select "Vertical Scan" Vertical Scan
- 2.4. Output grayscale: Select "4 Gray" 4 Gray;
- 2.5. Maximum width and height: Select "416" and "240", After selection, you need to click the arrow below to confirm :
- 2.6. Select "Scan Right to Left" for these five options



- 2.7. "Reverse Color" not selected Reverse color;
- 2.8. Click on 'Save' Save, Save the converted array to a file with an extension of ".C";
- 2.9. Finally, replace the corresponding array in the program with the array in the file ".C".





Figure 2, Four color image settings