Picture Production and Bitmap Conversion

GDEY116T91

GooDisplay

Picture Production and Bitmap Conversion for GDEY116T91

1.Make Picture

This screen supports two colors, black and white, both of which are 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 create a 960* *640* resolution black and white monochrome image and save the image in BMP or jpg format.

Conception:

1.1. Monochrome: black, white

1.2. Three colors: black, white, red/yellow ()

1.3. Four colors: black, white, red, and yellow

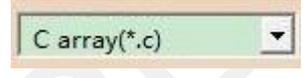**1.4. Seven colors: black, white, red, yellow, blue, green, orange**
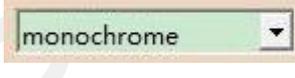

2.Bitmap Conversion

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 1:
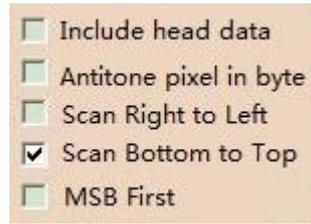
2.1. Open the image2LCD software and click the "*Open*" button ⬆Open , Import the image that needs to be converted;

2.2. Output data type: Select "*C array (*.c)*" | C array(*.c) ▼ ;

2.3. Scanning mode: Select "*Horizon Scan*" | Horizon Scan ▼ ;

2.4. Output grayscale: Select "*Monochrome*" | monochrome ▼ ;

2.5. Maximum width and height: Select "*960*" and "*640*",After selection, you need to click the arrow below to confirm ▶ ;

2.6.Select "*Scan Bottom to Top*" for these five options
☐ Include head data
☐ Antitone pixel in byte
☐ Scan Right to Left
☑ Scan Bottom to Top
☐ MSB First
;

2.7. "*Reverse Color*" Selection ☑ Reverse color ;

2.8. Click on '*Save*' 💾Save , Save the converted array to a file with an extension of "*.C*";

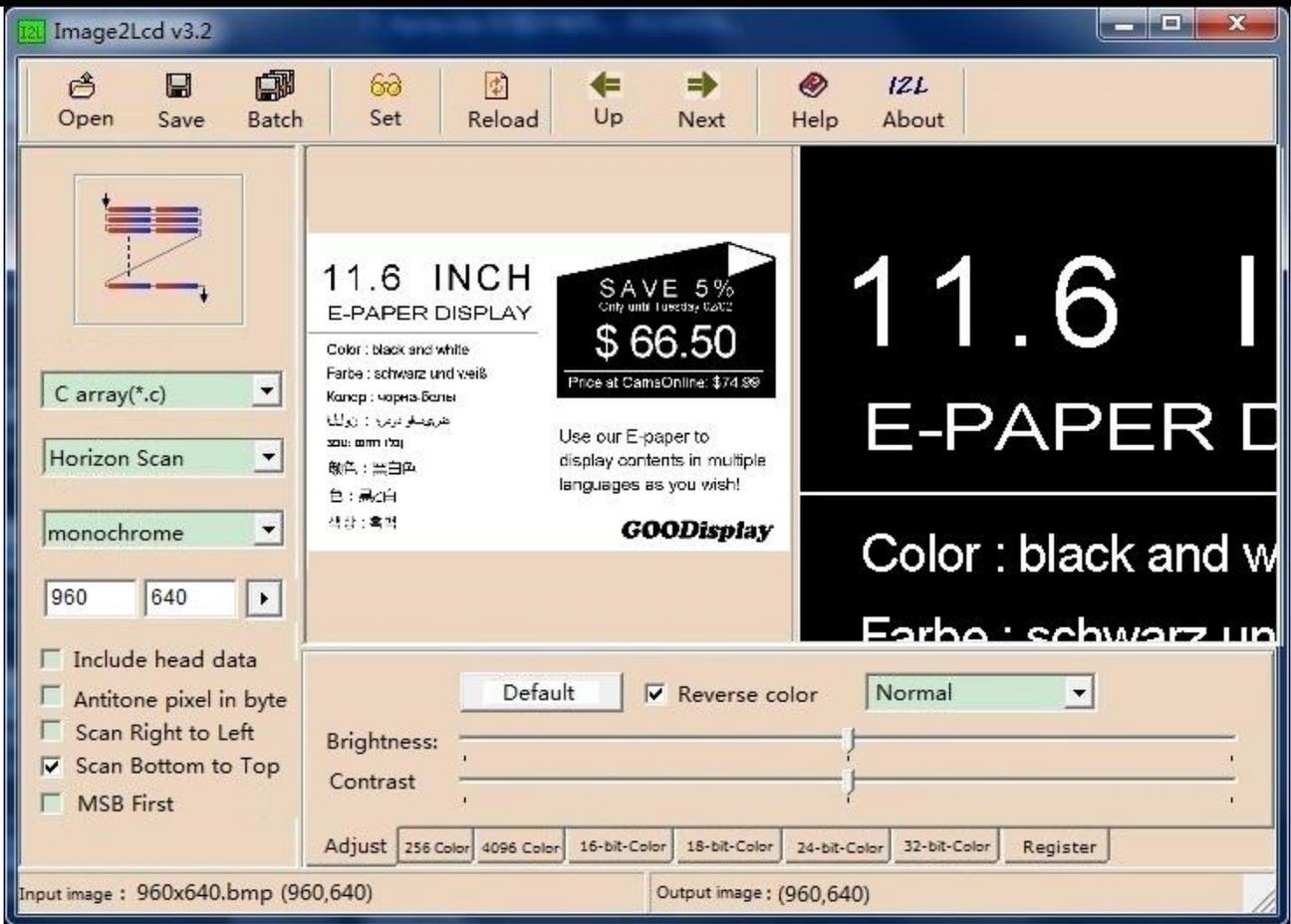2.9. Finally, replace the corresponding array in the program with the array in the file "*.C*".

Figure 1,Black and white image settings