

JLX128128G-328-PN 使用说明书

(不带字库 IC)

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1. 概述

晶联讯电子专注于液晶屏及液晶模块的研发、制造。所生产 JLX128128G-328 型液晶模块由于使用方便、显示清晰, 广泛应用于各种人机交流面板。

JLX128128G-328 可以显示不大于 128×128 点阵单色或 4 灰度级的图片, 或显示 8 个 $\times 8$ 行=64 个的 16×16 点阵的汉字, 或显示 16 个 $\times 8$ 行=128 个的 8×16 点阵的英文、数字、符号。或显示 21 个 $\times 16$ 行的 5×8 点阵的英文、数字、符号。

2. JLX128128G-328 图像型点阵液晶模块的特性

1.1 结构牢: 带 PCB、背光、铁框;

1.2 IC 采用 UC1617S, 功能强大, 稳定性好

1.3 功耗低: $1 - 100\text{mW}$ (不带背光 $1\text{mW} < 3.3\text{V}@0.3\text{mA}$), 带背光不大于 $100\text{mW} < 3.3\text{V}@30\text{mA}$);

1.4 显示内容:

- 128×128 点阵单色图片或 4 灰度级的图片,

- 或显示 8 个 $\times 8$ 行=64 个的 16×16 点阵的汉字, 按照 12×12 点阵汉字来计算可显示 10 字/行 $\times 10$ 行。

- 或显示 16 个 $\times 8$ 行=128 个的 8×16 点阵的英文、数字、符号。

- 或显示 21 个 $\times 16$ 行的 5×8 点阵的英文、数字、符号。;

- 可选用 16×16 点阵或其他点阵的图片来自编汉字也可配合晶联讯字库 IC (JLX-GB2312-1602) 来显示汉字。

1.5 指令功能强;

1.6 接口简单方便: 可选 I^2C 总线、4 线 SPI 串口、6800 系列并口、8080 系列并口。

1.7 工作温度宽: $-20^\circ\text{C} - 70^\circ\text{C}$;

1.8 可靠性高。

3. 外形尺寸及接口引脚功能

3.1 外形尺寸图

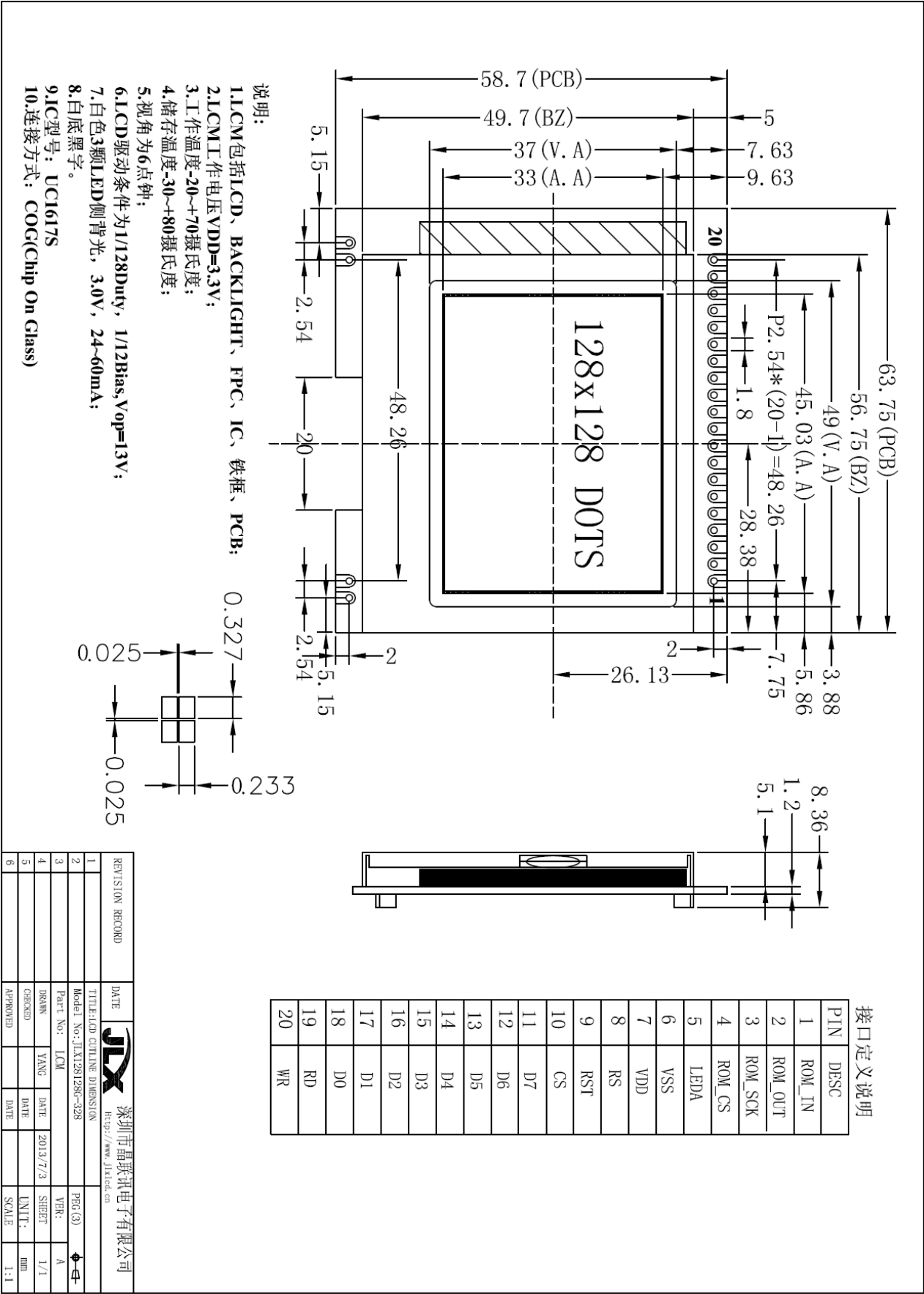


图 1. 外形尺寸

3. 2 模块的接口引脚功能

3. 2. 1 并行时接口引脚功能

引 线 号	符 号	名 称	功 能	
1	ROM-IN	即字库 IC 接口 (SI)	串行数据输入	1. 当选择带字库的产品，请参阅： (1) 字库 IC:JLX-GB2312-1602 说明书 (2)JLX128128G-328-PC 的中文字库编程说明书 2. 当不用字库时为 空
2	ROM-OUT	即字库 IC 接口 (SO)	串行数据输出	
3	ROM-SCK	即 字 库 IC 接 口 (SCLK)	串行时钟输入	
4	ROM-CS	字库 IC 接口 (CS#)	片选输入	
5	LEDA	背光电源	背光电源正极，同 VDD 电压 (5V 或 3.3V)	
6	VSS	接地	0V	
7	VDD	电路电源	5V, 或 3.3V 可选	
8	RS	寄存器选择信号	H:数据寄存器 0:指令寄存器 (IC 资料上所写为 “CD”)	
9	RST	复位	低电平复位，复位完成后，回到高电平，液晶模块开始工作	
10	CS	片选	低电平片选	
11~18	D7-D0	I/O	数据总线 DB7-DB0, 请注意 11 脚是高位 D7, 18 脚是低位 D0	
19	E (RD)	使能信号 (读)	6800 时序：使能信号 (8080 时序时：读)	
20	RW (WR)	读/写 (写)	6800 时序：H:读数据 0:写数据 (8080 时序时：写)	

表 1: 模块并行接口引脚功能

3. 2. 2 四线串行时接口引脚功能

引 线 号	符 号	名 称	功 能	
1	ROM-IN	即字库 IC 接口 (SI)	串行数据输入	1. 当选择带字库的产品，请参阅： （1）字库 IC:JLX-GB2312 说明书 （2）JLX128128G-328-PC 的中文字库编程说明书 2. 当不用字库时空
2	ROM-OUT	即字库 IC 接口 (SO)	串行数据输出	
3	ROM-SCK	即 字 库 IC 接 口 (SCLK)	串行时钟输入	
4	ROM-CS	字库 IC 接口 (CS#)	片选输入	
5	LEDA	背光电源	背光电源正极，同 VDD 电压（5V 或 3.3V）	
6	VSS	接地	0V	
7	VDD	电路电源	5V, 或 3.3V 可选	
8	RS	寄存器选择信号	H: 数据寄存器 0: 指令寄存器（IC 资料上所写为“CD”）	
9	RST	复位	低电平复位，复位完成后，回到高电平，液晶模块开始工作	
10	CS	片选	低电平片选	
11	NC	空		
12	NC	空		
13	NC	空		
14	NC	空		
15	SDA	数据	串行数据	
16	NC	空		
17	NC	空		
18	SCK	时钟	串行时钟	
19	空	空		
20	空	空		

表 2: 4 线 SPI 串行接口引脚功能

3.2.3 I²C 总线时接口引脚功能

引 线 号	符 号	名 称	功 能	
1	ROM-IN	即字库 IC 接口 (SI)	串行数据输入	1. 当选择带字库的产品，请参阅： （1）字库 IC: JLX-GB2312 说明书 （2）JLX128128G-328-PC 的中文字库编程说明书 2. 当不用字库时为 空
2	ROM-OUT	即字库 IC 接口 (SO)	串行数据输出	
3	ROM-SCK	即 字 库 IC 接 口 (SCLK)	串行时钟输入	
4	ROM-CS	字库 IC 接口 (CS#)	片选输入	
5	LEDA	背光电源	背光电源正极，同 VDD 电压（5V 或 3.3V）	
6	VSS	接地	0V	
7	VDD	电路电源	5V, 或 3.3V 可选	
8	NC	空		
9	NC	空		
10	NC	空		
11	NC	空		
12	NC	空		
13	NC	空		
14	NC	空		
15	SDA	数据	串行数据	
16	NC	空		
17	NC	空		
18	SCK	时钟	串行时钟	
19	NC	空		
20	NC	空		

表 3: I²C 总线接口引脚功能

4. 基本原理

4.1 液晶屏 (LCD)

在 LCD 上排列着 128×128 点阵, 128 个列信号与驱动 IC 相连, 128 个行信号也与驱动 IC 相连, IC 绑定在 LCD 玻璃上 (这种加工工艺叫 COG)。

4.2 工作电图:

图 1 是 JLX128128G-328 图像点阵型模块的电路框图, 它由驱动 IC UC1617S 及几个电阻电容组成。

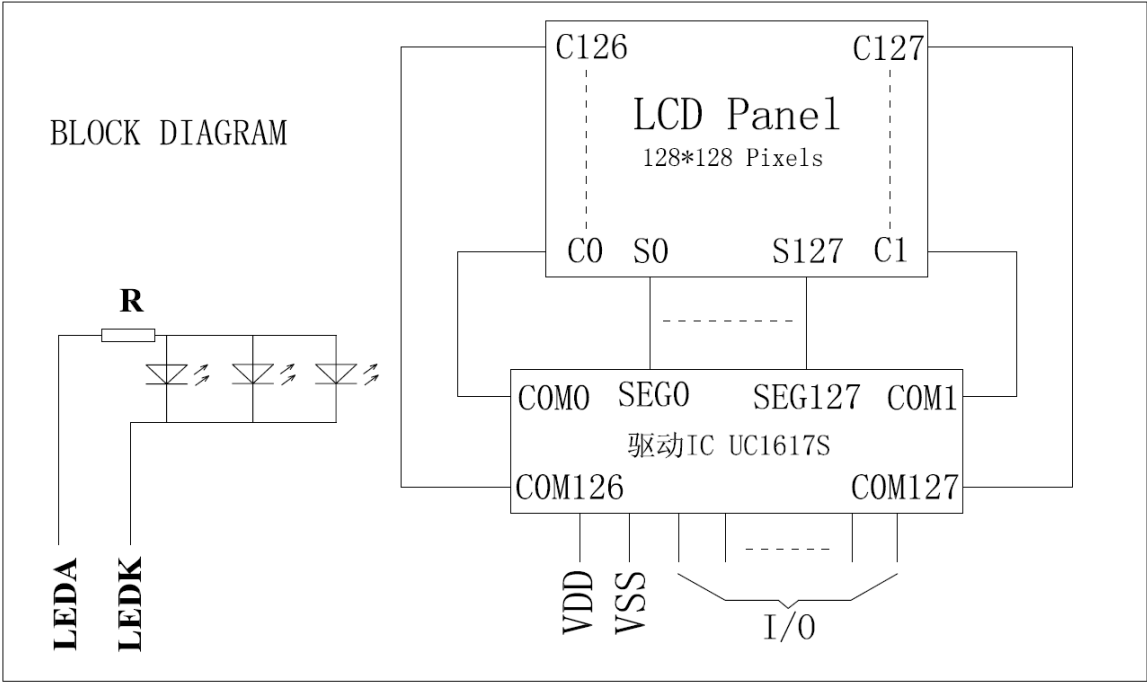


图 2: JLX128128G-328 图像点阵型液晶模块的电路框图

4.3 背光参数

该型号液晶模块带 LED 背光源。它的性能参数如下：

工作温度：-20~+70° C；

存储温度：-30~+80° C；

背光板可选择绿色、蓝色和白色。

正常工作电流为：24~60mA；

工作电压：3.0V（一般来说，PCB 内部有串联一个限流电阻，所以可以输入与 VDD 一样的电压）

5. 技术参数

5.1 最大极限参数（超过极限参数则会损坏液晶模块）

名称	符号	标准值			单位
		最小	典型	最大	
电路电源	VDD - VSS	-0.3		7.0	V
LCD 驱动电压	VDD - V0	VDD - 13.5		VDD + 0.3	V
静电电压		-	-	100	V
工作温度		-20		+70	℃
储存温度		-30		+80	℃

表 5：最大极限参数

5.2 直流（DC）参数

可以选择 3.3V 供电及 5.0V 供电两种方式：

名称	符号	测试条件	标准值			单位
			MIN	TYPE	MAX	
工作电压	VIN	3.3V 供电	2.7	3.3	3.6	V
		5.0V 供电	4.0	5.0	5.2	V

输入高电平	V_{IH}	—	2.2		V_{DD}	V
输入低电平	V_{IO}	—	-0.3		0.6	V
输出高电平	V_{OH}	$I_{OH} = 0.2\text{mA}$	2.4		—	V
输出低电平	V_{OO}	$I_{OO} = 1.2\text{mA}$	—		0.4	V
模块工作电流	I_{DD}	$V_{DD} = 3.3\text{V}$	—		0.3	mA
背光工作电流	I_{LED}	$V_{LED} = 3.0\text{V}$	24	30	45	mA

表 6: 直流 (DC) 参数

6. 读写时序特性 (AC 参数)

6.1 4 线 SPI 串行接口写时序特性 (AC 参数)

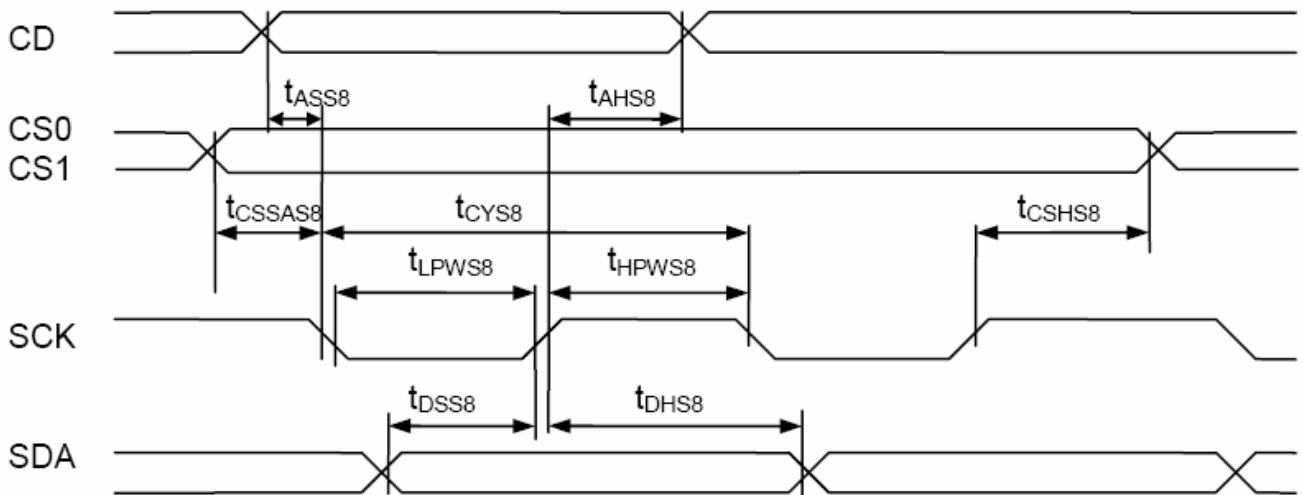


图 3. 从 CPU 写到 UC1617S (Writing Data from CPU to UC1617S)

表 7. 写数据到 UC1617S 的时序要求

项 目	符 号	测试条件	极限值			单位
			MIN	TYPE	MAX	
读/写						
4线 SPI串口时钟周期 (4-line SPI Clock Period)	T _{CYS8}	引脚：SCK	140/65	--		ns
保持SCK高电平脉宽 (SCLK “H” pulse width)	T _{HPWS8}		55/17			ns
保持SCLK低电平脉宽 (SCLK “L” pulse width)	T _{LPWS8}		55/17			ns
地址建立时间 (Address setup time)	T _{ASS8}	引脚：RS/CD	0	--	--	ns
地址保持时间 (Address hold time)	T _{AHS8}		0	--	--	ns
数据建立时间 (Data setup time)	T _{ACCS8}	引脚：SDA	15	--	--	ns
数据保持时间 (Data hold time)	T _{ODS8}		5	--	--	ns

片选信号建立时间 (CS-SCL time)	T_{cssas8}	引脚: CS	5			ns
片选信号保持时间 (CS-SCL time)	T_{cshs8}		5			ns

$VDD = 3.0V \pm 5\%$, $T_a = 25^\circ C$

6.2 6800 时序并行接口的时序特性 (AC 参数)

从 CPU 写到 UC1617S (Writing Data from CPU to UC1617S)

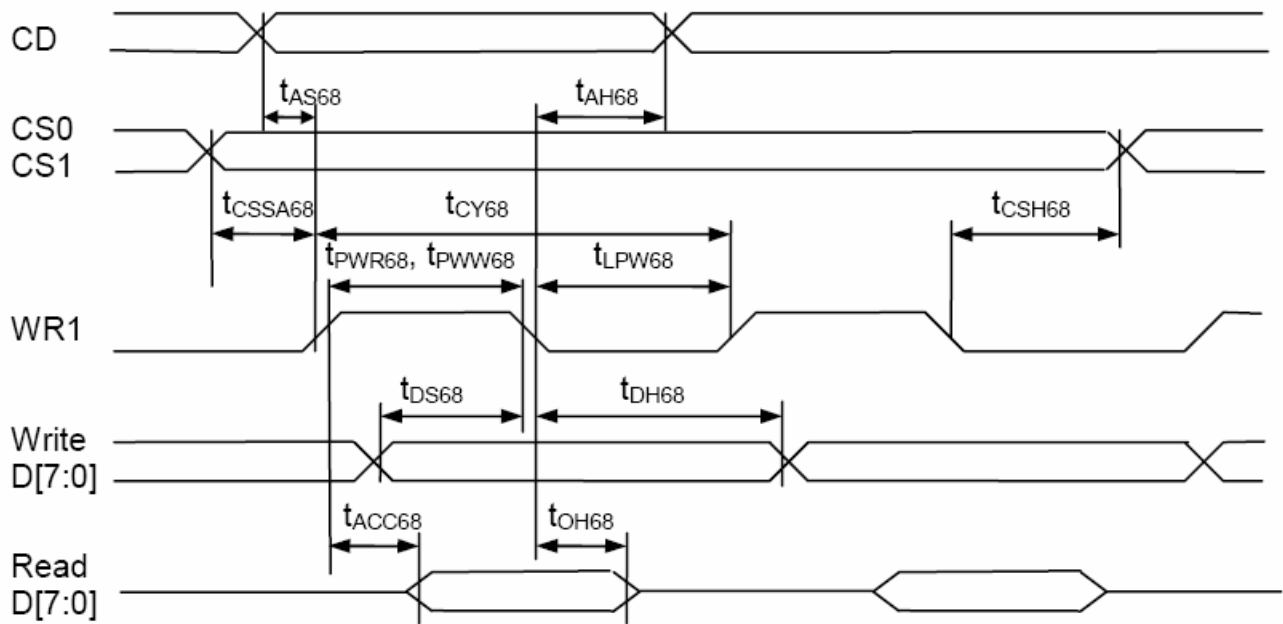


图 4. 写数据到 UC1617S 的时序要求 (6800 系列 MPU)

表 8. 读写数据的时序要求

项 目	符 号	名 称	极 限 值			单 位
			MIN	TYPE	MAX	
			读/写	读/写	读/写	
地址保持时间	A0/CD	T_{AS68}	0	--	--	ns
地址建立时间		T_{AH68}	0		--	ns
系统循环时间		T_{CY68}	170		--	ns
使能脉冲周期	WR1	T_{CY68}	200/160			
使能脉冲宽度		T_{PWR68}/T_{PWW68}	85/65	--	--	ns
使能“低”脉冲宽度		T_{LPW68}	85/65	--	--	ns
写数据建立时间	D0-D7	T_{DS68}	-/30		--	ns
写数据保持时间		T_{DH68}	-/0		--	
读时间		T_{ACC68}	-/-		70/-	
读输出允许时间		T_{OH68}	-/-		30/-	ns
片选信号建立时间	CS	T_{CSSA68}	5			ns
片选信号保持时间		T_{CSH68}	5			ns

6. 4 电源启动后复位的时序要求（RESET CONDITION AFTER POWER UP）:

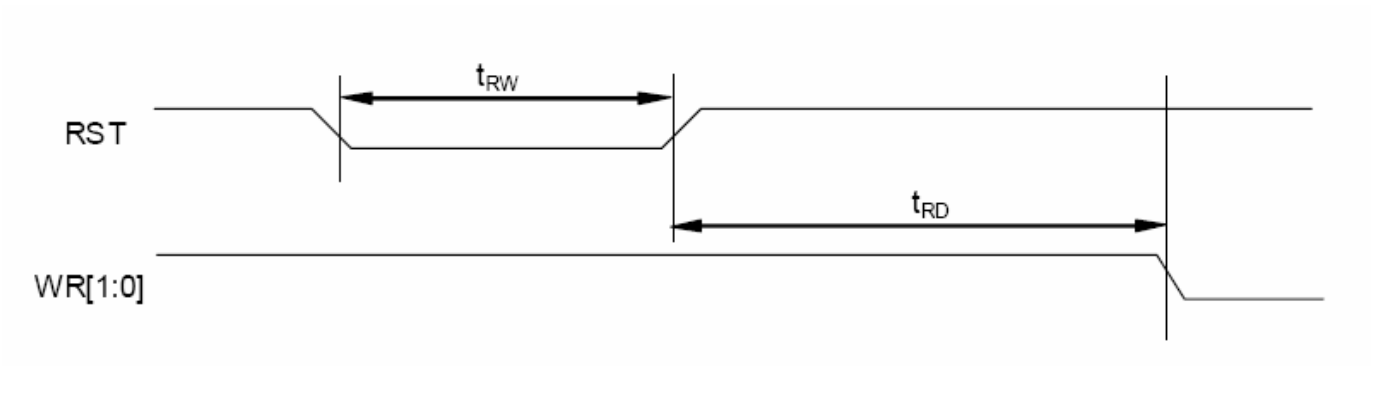


图 5： 电源启动后复位的时序

表 6： 电源启动后复位的时序要求

项 目	符 号	测试条件	极限值			单位
			MIN	TYPE	MAX	
复位时间	T _{RW}		3	--		us
复位保持低电平的时间	T _{RD}	引脚： RESET, WR	10	--	--	ms

7. 指令功能:

7.1 指令表

COMMAND SUMMARY

The following is a list of host commands supported by UC1617s

C/D: 0: Control, 1: Data
W/R: 0: Write Cycle, 1: Read Cycle
D7-D0: # Useful Data bits – Don't Care

	Command	C/D	W/R	D7	D6	D5	D4	D3	D2	D1	D0	Action	Default
1.	Write Data Byte	1	0	#	#	#	#	#	#	#	#	Write 1 byte	N/A
2.	Read Data Byte	1	1	#	#	#	#	#	#	#	#	Read 1 byte	N/A
3.	Get Status	0	1	-	MX	MY	WA	DE	WS	MD	MS	Get {Status, Ver, PMO, Prod, PID}	N/A
4.	Set Page_C Address	0	0	0	0	0	#	#	#	#	#	Set CA[4:0]	00H
5.	Set Temp. Compensation	0	0	0	0	1	0	0	1	#	#	Set TC[1:0]	00b
6.	Set Panel Loading	0	0	0	0	1	0	1	0	#	#	Set PC[1:0]	10b
7.	Set Pump Control	0	0	0	0	1	0	1	1	#	#	Set PC[3:2]	11b
8.	Set Adv. Program Control (double-byte command)	0	0	0	0	1	1	0	0	R	R	Set R, R = 0~2	N/A
		0	0	#	#	#	#	#	#	#	#	Set APC[R][7:0]	
9.	Set Scroll Line LSB	0	0	0	1	0	0	#	#	#	#	Set SL[3:0]	0H
	Set Scroll Line MSB	0	0	0	1	0	1	-	#	#	#	Set SL[6:4]	0H
10.	Set Row Address LSB	0	0	0	1	1	0	#	#	#	#	Set RA[3:0]	0H
	Set Row Address MSB	0	0	0	1	1	1	-	#	#	#	Set RA[6:4]	0H
11.	Set V _{BIAS} Potentiometer (double-byte command)	0	0	1	0	0	0	0	0	0	1	Set PM[7:0]	4EH
		0	0	#	#	#	#	#	#	#	#		
12.	Set Partial Display Control	0	0	1	0	0	0	0	1	#	#	Set LC[10:9]	00b: Disable
13.	Set RAM Address Control	0	0	1	0	0	0	1	#	#	#	Set AC[2:0]	001b
14.	Set Fixed Lines	0	0	1	0	0	1	0	0	0	0	Set {FLT, FLB}	00H
		0	0	#	#	#	#	#	#	#	#		
15.	Set Line Rate	0	0	1	0	1	0	0	0	#	#	Set LC[4:3]	00b
16.	Set All-Pixel-ON	0	0	1	0	1	0	0	1	0	#	Set DC[1]	0b
17.	Set Inverse Display	0	0	1	0	1	0	0	1	1	#	Set DC[0]	0b
18.	Set Display Enable	0	0	1	0	1	0	1	1	#	#	Set DC[3:2]	10b
19.	Set LCD Mapping Control	0	0	1	1	0	0	0	#	#	#	Set LC[2:0]	000b
20.	Set N-Line Inversion	0	0	1	1	0	0	1	0	0	0	Set NIV[3:0]	6H
		0	0	-	-	-	-	#	#	#	#		
21.	Set LCD Gray Shade 1	0	0	1	1	0	1	0	0	#	#	Set LC[6:5]	01b
22.	Set LCD Gray Shade 2	0	0	1	1	0	1	0	1	#	#	Set LC[8:7]	10b
23.	System Reset	0	0	1	1	1	0	0	0	1	0	System Reset	N/A
24.	NOP	0	0	1	1	1	0	0	0	1	1	No operation	N/A
25.	Set Test Control (double-byte command)	0	0	1	1	1	0	0	1	TT		For testing only. Do not use.	N/A
		0	0	#	#	#	#	#	#	#	#		
26.	Set LCD Bias Ratio	0	0	1	1	1	0	1	0	#	#	Set BR[1:0]	11b: 11
27.	Set COM End	0	0	1	1	1	1	0	0	0	1	Set CEN[6:0]	127
		0	0	-	#	#	#	#	#	#	#		
28.	Set Partial Display Start	0	0	1	1	1	1	0	0	1	0	Set DST[6:0]	0
		0	0	-	#	#	#	#	#	#	#		
29.	Set Partial Display End	0	0	1	1	1	1	0	0	1	1	Set DEN[6:0]	127
		0	0	-	#	#	#	#	#	#	#		

Command		C/D	W/R	D7	D6	D5	D4	D3	D2	D1	D0	Action		Default	
30.	Set Window Program Starting Page_C Address	0	0	1	1	1	1	0	1	0	0	Note (3)	Set WPC0	0	
		0	0	-	-	-	#	#	#	#	#				
31.	Set Window Programming Starting Row Address	0	0	1	1	1	1	0	1	0	1		Set WPP0	0	
		0	0	-	#	#	#	#	#	#	#				
32.	Set Window Programming Ending Page_C Address	0	0	1	1	1	1	0	1	1	0	Note (3)	Set WPC1	31	
		0	0	-	-	-	#	#	#	#	#				
33.	Set Window Programming Ending Row Address	0	0	1	1	1	1	0	1	1	1		Set WPP1	127	
		0	0	-	#	#	#	#	#	#	#				
34.	Enable window program	0	0	1	1	1	1	1	0	0	#	Set AC[3]		0: Disable	
35.	Set MTP Operation control	0	0	1	0	1	1	1	0	0	0	Set MTPC[5:0]		10H	
		0	0	-	-	#	#	#	#	#	#				
36.	Set MTP Write Mask	0	0	1	0	1	1	1	0	0	1	Set MTPM[5:0]		0	
		0	0	-	-	#	#	#	#	#	#				
37.	Set V _{MTP1} Potentiometer	0	0	1	1	1	1	0	1	0	0	Note (3)	Set MTP1	N/A	
		0	0	#	#	#	#	#	#	#	#				
38.	Set V _{MTP2} Potentiometer	0	0	1	1	1	1	0	1	0	1		Set MTP2		
		0	0	#	#	#	#	#	#	#	#				
39.	Set MTP Write Timer	0	0	1	1	1	1	0	1	1	0	Note (3)	Set MTP3		
		0	0	#	#	#	#	#	#	#	#				
40.	Set MTP Read Timer	0	0	1	1	1	1	0	1	1	1	Note (3)	Set MTP4		
		0	0	#	#	#	#	#	#	#	#				
SERIAL READ COMMAND (ENABLED ONLY IN S8/S9 MODE)															
41.	Get Status	0	0	1	1	1	1	1	1	1	0	Get status until chip disabled	N/A		
		0	1	-	MX	MY	WA	DE	WS	MD	MS				
		0	1	Ver[1:0]		PMO[5:0]									
		0	1	Prod[3:0]				0	PID	0	0				

表 8. 指令表

请详细参考 IC 资料”UC1617S.PDF”。

7.3 点阵与 DD RAM 地址的对应关系

DB0—DB7 的排列方向：数据是从左向右排列的。

RAM

Line Addresss	Data	D1 / 0	D3 / 2	D5 / 4	D7 / 6	D1 / 0	D3 / 2	D5 / 4	D7 / 6	D1 / 0	D3 / 2	D5 / 4	D7 / 6
00H	11	10	01	00									
01H	00	11	10	01									
02H													
03H													
04H													
05H													
06H													
07H													
08H													
09H													
0AH													
0BH													
0CH													
0DH													
0EH													
0FH													
10H													
11H													
12H													
13H													
14H													
15H													
16H													
17H													
18H													
19H													
1AH													
1BH													

Line Addresss	Page_C0	Page_C1	Page_C31
6CH			
6DH			
6EH			
6FH			
70H			
71H			
72H			
73H			
74H			
75H			
76H			
77H			
78H			
79H			
7AH			
7BH			
7CH			
7DH			
7EH			
7FH			

MX	0	C1	C2	C3	C4	C5	C6	C7	C8	C125	C126	C127	C128
1		C128	C127	C126	C125	C124	C123	C122	C121	C4	C3	C2	C1

MY=0	SL=0	SL=16	MY=1	SL=0	SL=16
R1	R113	R128	R16	R1	R113
R2	R114	R127	R15	R2	R114
R3	R115	R126	R14	R3	R115
R4	R116	R125	R13	R4	R116
R5	R117	R124	R12	R5	R117
R6	R118	R123	R11	R6	R118
R7	R19	R122	R10	R7	R19
R8	R120	R121	R9	R8	R120
R9	R121	R120	R8	R9	R121
R10	R122	R119	R7	R10	R122
R11	R123	R118	R6	R11	R123
R12	R124	R117	R5	R12	R124
R13	R125	R116	R4	R13	R125
R14	R126	R115	R3	R14	R126
R15	R127	R114	R2	R15	R127
R16	R128	R113	R1	R16	R128
R17	R1	R112	R128	R17	R1
R18	R2	R111	R127	R18	R2
R19	R3	R110	R126	R19	R3
R20	R4	R109	R125	R20	R4
R21	R5	R108	R124	R21	R5
R22	R6	R107	R123	R22	R6
R23	R7	R106	R122	R23	R7
R24	R8	R105	R121	R24	R8
R25	R9	R104	R120	R25	R9
R26	R10	R103	R119	R26	R10
R27	R11	R102	R118	R27	R11
R28	R12	R101	R117	R28	R12
R109	R93	R20	R36	R109	R93
R110	R94	R19	R35	R110	R94
R111	R95	R18	R34	R111	R95
R112	R96	R17	R33	R112	R96
R113	R97	R16	R32	R113	R97
R114	R98	R15	R31	R114	R98
R115	R99	R14	R30	R115	R99
R116	R100	R13	R29	R116	R100
R117	R101	R12	R28	R117	R101
R118	R102	R11	R27	R118	R102
R119	R103	R10	R26	R119	R103
R120	R104	R9	R25	R120	R104
R121	R105	R8	R24	R121	R105
R122	R106	R7	R23	R122	R106
R123	R107	R6	R22	R123	R107
R124	R108	R5	R21	R124	R108
R125	R109	R4	R20	R125	R109
R126	R110	R3	R19	R126	R110
R127	R111	R2	R18	R127	R111
R128	R112	R1	R17	R128	R112

128	128	MUX
-----	-----	-----

Example: when MX=0, MY=0, SL=0, the corresponding data in SRAM as the pixels shown is:

Row1 Page_C0 ⇒ D[7:0] : 00011011b

Row2 Page_C0 ⇒ D[7:0] : 01101100b

7.4 初始化方法

用户所编的显示程序, 开始必须进行初始化, 否则模块无法正常显示, 过程请参考程序

7.5 程序举例:

7.5.1 并行接口

液晶模块与 MPU (以 8051 系列单片机为例) 接口图如下:

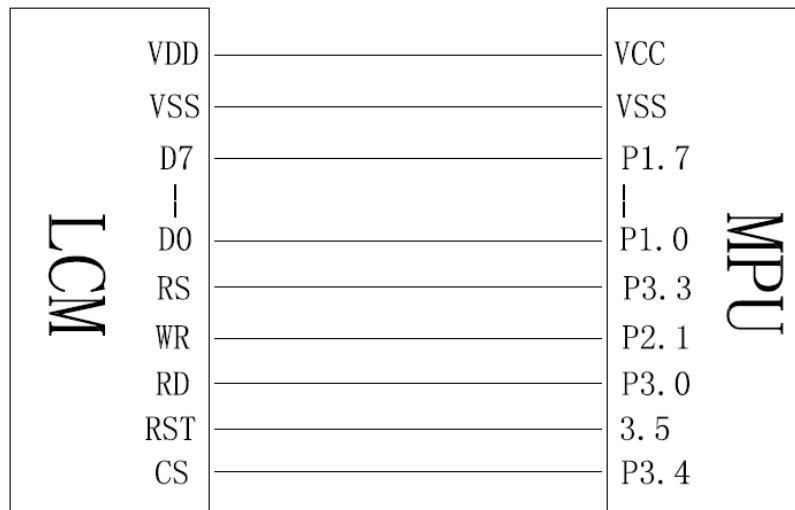


图 8. 并行接口

7.5.2 以下是并行接口例程序

//液晶模块: JLX128128G-328-PN-P

//驱动 IC: UC1617S。4 灰阶 (也叫灰度级) 驱动 IC

//点阵: 128x128

//说明: 每个点阵是有 4 灰阶的 (2 的平方=4), 所以每个点阵是由 2 比特来代表的。

//为了应用一般的汉字库及普通的单色无灰阶, 所以增设了: “write_mono_data(uchar mono_data)” 这个函数

//如果要显示 4 灰阶的图像, 可以通过相关 4 灰阶的取模软件来取数据。

```
#include <REG52.H>
```

```
#define uchar unsigned char
```

```
#define uint unsigned int
```

```
#define ulong unsigned long int
```

```
sbit LCD_CS=P3^4; /*3.4 接口定义*/
```

```
sbit LCD_RST=P3^5; /*3.3 接口定义*/
```

```
sbit LCD_RS=P3^3; /*接口定义*/
```

```
sbit rd=P3^0; /*接口定义*/
```

```
sbit wr=P2^1; /*接口定义。另外 P1.0~1.7 对应 DB0~DB7*/
```

```
sbit key=P2^0; /*按键接口, P2.0 口与 GND 之间接一个按键*/
```

```
uchar code bmp1[];
```

```
uchar code jiong1[]={//横向取模
```

```
/*-- 文字: 囧 --*/
```

```
/*-- 宋体 12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x00, 0x00, 0x7F, 0xFC, 0x44, 0x84, 0x46, 0x44, 0x44, 0x24, 0x48, 0x34, 0x50, 0x14, 0x6F, 0xE4,
```

```
0x48, 0x24, 0x48, 0x24, 0x48, 0x24, 0x48, 0x24, 0x48, 0x24, 0x48, 0x24, 0x7F, 0xFC, 0x00, 0x00,
```

```
};
```

```
uchar code lei1[]={//横向取模
/*-- 文字: 晶 --*/
/*-- 宋体 12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x1F, 0xF0, 0x11, 0x10, 0x1F, 0xF0, 0x11, 0x10, 0x11, 0x10, 0x1F, 0xF0, 0x00, 0x00, 0xFE, 0xFE,
0x92, 0x92, 0x92, 0x92, 0xFE, 0xFE, 0x92, 0x92, 0x92, 0x92, 0xFE, 0xFE, 0x82, 0x82, 0x00, 0x00,
};

uchar code text[]={//横向取模
/*-- 文字: 晶 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x08, 0x10, 0x00, 0x00,
0x7E, 0x7E, 0x42, 0x42, 0x7E, 0x7E, 0x42, 0x42, 0x42, 0x42, 0x7E, 0x7E, 0x42, 0x42, 0x00, 0x00,

/*-- 文字: 联 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01, 0x08, 0xFE, 0x8C, 0x44, 0x48, 0x44, 0x50, 0x7F, 0xFE, 0x44, 0x20, 0x44, 0x20, 0x7C, 0x20,
0x47, 0xFE, 0x44, 0x20, 0x4E, 0x20, 0xF4, 0x20, 0x44, 0x50, 0x04, 0x48, 0x04, 0x86, 0x05, 0x04,

/*-- 文字: 讯 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x40, 0x00, 0x27, 0xF8, 0x31, 0x08, 0x21, 0x08, 0x01, 0x08, 0xF1, 0x08, 0x17, 0xE8, 0x11, 0x08,
0x11, 0x08, 0x11, 0x08, 0x11, 0x08, 0x11, 0x0A, 0x15, 0x0A, 0x19, 0x0A, 0x11, 0x04, 0x00, 0x00,

/*-- 文字: 电 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x3F, 0xF8, 0x21, 0x08, 0x21, 0x08, 0x3F, 0xF8, 0x21, 0x08,
0x21, 0x08, 0x21, 0x08, 0x3F, 0xF8, 0x21, 0x08, 0x01, 0x02, 0x01, 0x02, 0x00, 0xFE, 0x00, 0x00,

/*-- 文字: 子 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x3F, 0xF0, 0x00, 0x20, 0x00, 0x40, 0x00, 0x80, 0x01, 0x00, 0x01, 0x00, 0x01, 0x04,
0xFF, 0xFE, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x05, 0x00, 0x02, 0x00,

/*-- 文字: 成 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0xA0, 0x00, 0x90, 0x00, 0x80, 0x3F, 0xFE, 0x20, 0x80, 0x20, 0x80, 0x3E, 0x88, 0x22, 0x8C,
0x22, 0x48, 0x22, 0x50, 0x22, 0x20, 0x2A, 0x60, 0x44, 0x92, 0x41, 0x0A, 0x86, 0x06, 0x00, 0x02,

/*-- 文字: 立 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0x01, 0x00, 0x00, 0x00, 0x7F, 0xFC, 0x00, 0x20, 0x00, 0x30, 0x10, 0x20,
0x08, 0x40, 0x0C, 0x40, 0x04, 0x40, 0x04, 0x80, 0x00, 0x80, 0x01, 0x04, 0xFF, 0xFE, 0x00, 0x00,

/*-- 文字: 于 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x3F, 0xFC, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x01, 0x00,
0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x09, 0x00, 0x05, 0x00, 0x02, 0x00,

/*-- 文字: 2 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x3C, 0x00, 0x42, 0x00, 0x42, 0x00, 0x42, 0x00, 0x04, 0x00,
0x04, 0x00, 0x08, 0x00, 0x10, 0x00, 0x20, 0x00, 0x42, 0x00, 0x7E, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 0 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x18, 0x00, 0x24, 0x00, 0x42, 0x00, 0x42, 0x00, 0x42, 0x00,
0x42, 0x00, 0x42, 0x00, 0x42, 0x00, 0x42, 0x00, 0x24, 0x00, 0x18, 0x00, 0x00, 0x00, 0x00, 0x00,
```

/*-- 文字: 0 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x18, 0x00, 0x24, 0x00, 0x42, 0x00, 0x42, 0x00, 0x42, 0x00,
0x42, 0x00, 0x42, 0x00, 0x42, 0x00, 0x42, 0x00, 0x24, 0x00, 0x18, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 4 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x04, 0x00, 0x0C, 0x00, 0x14, 0x00, 0x24, 0x00, 0x24, 0x00,
0x44, 0x00, 0x44, 0x00, 0x7E, 0x00, 0x04, 0x00, 0x04, 0x00, 0x1E, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 年 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x08, 0x00, 0x0F, 0xFC, 0x10, 0x80, 0x10, 0x80, 0x20, 0x80, 0x4F, 0xF8, 0x88, 0x80, 0x08, 0x80,
0x08, 0x80, 0x08, 0x80, 0xFF, 0xFE, 0x00, 0x80, 0x00, 0x80, 0x00, 0x80, 0x00, 0x80, 0x00, 0x80,

/*-- 文字: , --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x00, 0x30, 0x00, 0x10, 0x00, 0x20, 0x00, 0x00, 0x00,

/*-- 文字: 是 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x00, 0x00, 0xFF, 0xFE,
0x01, 0x00, 0x09, 0x00, 0x09, 0xF8, 0x09, 0x00, 0x15, 0x00, 0x23, 0x00, 0x40, 0xFE, 0x00, 0x00,

/*-- 文字: 集 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x08, 0x80, 0x08, 0x40, 0x1F, 0xF8, 0x30, 0x80, 0x5F, 0xF8, 0x10, 0x80, 0x1F, 0xF8, 0x10, 0x80,
0x1F, 0xFC, 0x01, 0x00, 0x7F, 0xFE, 0x03, 0x40, 0x05, 0x20, 0x19, 0x1C, 0x61, 0x08, 0x01, 0x00,

/*-- 文字: 研 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0xFD, 0xFE, 0x10, 0x88, 0x10, 0x88, 0x20, 0x88, 0x20, 0x88, 0x7B, 0xFE, 0x68, 0x88,
0xA8, 0x88, 0x28, 0x88, 0x28, 0x88, 0x29, 0x08, 0x39, 0x08, 0x22, 0x08, 0x04, 0x08, 0x08, 0x08,

/*-- 文字: 发 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x22, 0x40, 0x22, 0x30, 0x22, 0x10, 0x7F, 0xFE, 0x24, 0x00, 0x04, 0x00, 0x07, 0xE0,
0x0C, 0x20, 0x0A, 0x20, 0x0A, 0x20, 0x11, 0x40, 0x20, 0x80, 0x41, 0x60, 0x86, 0x1C, 0x18, 0x08,

/*-- 文字: 、 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x60, 0x00, 0x30, 0x00, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 生 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x80, 0x10, 0xC0, 0x10, 0x80, 0x10, 0x88, 0x1F, 0xFC, 0x20, 0x80, 0x20, 0x80, 0x40, 0x88,
0x9F, 0xFC, 0x00, 0x80, 0x00, 0x80, 0x00, 0x80, 0x00, 0x80, 0x00, 0x84, 0x7F, 0xFE, 0x00, 0x00,

/*-- 文字: 产 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01, 0x00, 0x00, 0x80, 0x7F, 0xFE, 0x08, 0x10, 0x06, 0x20, 0x24, 0x44, 0x3F, 0xFE, 0x20, 0x00,
0x20, 0x00, 0x20, 0x00, 0x20, 0x00, 0x20, 0x00, 0x40, 0x00, 0x40, 0x00, 0x80, 0x00, 0x00, 0x00,

/*-- 文字: 、 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x60, 0x00, 0x30, 0x00, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 销 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10, 0x20, 0x11, 0x24, 0x3E, 0xA4, 0x20, 0x68, 0x41, 0xFC, 0x7D, 0x04, 0x91, 0x04, 0x11, 0xFC,
0xFD, 0x04, 0x11, 0x04, 0x11, 0xFC, 0x11, 0x04, 0x11, 0x04, 0x15, 0x04, 0x19, 0x14, 0x11, 0x08,

/*-- 文字: 售 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x09, 0x00, 0x08, 0x80, 0x1F, 0xFC, 0x10, 0x80, 0x3F, 0xF8, 0x50, 0x80, 0x9F, 0xF8, 0x10, 0x80,
0x1F, 0xFC, 0x00, 0x00, 0x1F, 0xF8, 0x10, 0x08, 0x10, 0x08, 0x10, 0x08, 0x1F, 0xF8, 0x10, 0x08,

/*-- 文字: 于 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x3F, 0xFC, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x01, 0x00,
0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x09, 0x00, 0x05, 0x00, 0x02, 0x00,

/*-- 文字: 一 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x04, 0x7F, 0xFE,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 体 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10, 0x40, 0x18, 0x40, 0x10, 0x40, 0x20, 0x40, 0x37, 0xFC, 0x60, 0xC0, 0xA0, 0xE0, 0x21, 0x60,
0x21, 0x50, 0x22, 0x48, 0x24, 0x4E, 0x2B, 0xF4, 0x20, 0x40, 0x20, 0x40, 0x20, 0x40, 0x00, 0x00,

/*-- 文字: 的 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10, 0x80, 0x10, 0x80, 0x20, 0x80, 0x7C, 0xFC, 0x45, 0x04, 0x45, 0x04, 0x46, 0x04, 0x7C, 0x84,
0x44, 0x44, 0x44, 0x64, 0x44, 0x24, 0x44, 0x04, 0x7C, 0x04, 0x44, 0x28, 0x40, 0x10, 0x00, 0x00,

/*-- 文字: 从 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x08, 0x40, 0x08, 0x40, 0x08, 0x40, 0x08, 0x40, 0x08, 0x40, 0x08, 0x40, 0x08, 0x40, 0x08, 0xA0,
0x14, 0xA0, 0x12, 0x90, 0x12, 0x90, 0x21, 0x08, 0x23, 0x0C, 0x42, 0x06, 0x84, 0x04, 0x08, 0x00,

/*-- 文字: 事 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x01, 0x00, 0xFF, 0xFE, 0x01, 0x00, 0x1F, 0xF8, 0x11, 0x08, 0x1F, 0xF8, 0x01, 0x00, 0x3F, 0xF8,
0x01, 0x08, 0xFF, 0xFE, 0x01, 0x08, 0x3F, 0xF8, 0x01, 0x08, 0x09, 0x00, 0x05, 0x00, 0x02, 0x00,

/*-- 文字: 液 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x40, 0x40, 0x20, 0x20, 0x27, 0xFE, 0x09, 0x20, 0x89, 0x20, 0x52, 0x7C, 0x52, 0x44, 0x16, 0xA8,
0x2B, 0x98, 0x22, 0x50, 0xE2, 0x20, 0x22, 0x30, 0x22, 0x50, 0x22, 0x88, 0x23, 0x0E, 0x22, 0x04,

/*-- 文字: 晶 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x08, 0x10, 0x00, 0x00,
0x7E, 0x7E, 0x42, 0x42, 0x7E, 0x7E, 0x42, 0x42, 0x42, 0x42, 0x7E, 0x7E, 0x42, 0x42, 0x00, 0x00,

/*-- 文字: 显 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x1F, 0xF0, 0x10, 0x10, 0x1F, 0xF0, 0x10, 0x10, 0x1F, 0xF0, 0x04, 0x40, 0x04, 0x40,
0x44, 0x48, 0x24, 0x48, 0x14, 0x50, 0x14, 0x60, 0x04, 0x40, 0xFF, 0xFE, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 示 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x1F, 0xF8, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x7F, 0xFE, 0x01, 0x00, 0x01, 0x00,
0x11, 0x20, 0x11, 0x10, 0x21, 0x08, 0x41, 0x0C, 0x81, 0x04, 0x01, 0x00, 0x05, 0x00, 0x02, 0x00,

/*-- 文字: 屏 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x3F, 0xFC, 0x20, 0x04, 0x20, 0x04, 0x3F, 0xFC, 0x24, 0x10, 0x22, 0x20, 0x2F, 0xFC, 0x22, 0x20,
0x22, 0x20, 0x3F, 0xFE, 0x22, 0x20, 0x22, 0x20, 0x44, 0x20, 0x44, 0x20, 0x88, 0x20, 0x10, 0x20,

/*-- 文字: 及 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x3F, 0xE0, 0x04, 0x20, 0x04, 0x20, 0x04, 0x40, 0x04, 0x40, 0x04, 0xF8, 0x0A, 0x50,
0x0A, 0x10, 0x09, 0x20, 0x11, 0x20, 0x10, 0xC0, 0x21, 0x20, 0x42, 0x18, 0x8C, 0x0E, 0x30, 0x04,

/*-- 文字: 液 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x40, 0x40, 0x20, 0x20, 0x27, 0xFE, 0x09, 0x20, 0x89, 0x20, 0x52, 0x7C, 0x52, 0x44, 0x16, 0xA8,
0x2B, 0x98, 0x22, 0x50, 0xE2, 0x20, 0x22, 0x30, 0x22, 0x50, 0x22, 0x88, 0x23, 0x0E, 0x22, 0x04,

/*-- 文字: 晶 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x08, 0x10, 0x0F, 0xF0, 0x08, 0x10, 0x00, 0x00,
0x7E, 0x7E, 0x42, 0x42, 0x7E, 0x7E, 0x42, 0x42, 0x42, 0x42, 0x7E, 0x7E, 0x42, 0x42, 0x00, 0x00,

/*-- 文字: 显 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x1F, 0xF0, 0x10, 0x10, 0x1F, 0xF0, 0x10, 0x10, 0x1F, 0xF0, 0x04, 0x40, 0x04, 0x40,
0x44, 0x48, 0x24, 0x48, 0x14, 0x50, 0x14, 0x60, 0x04, 0x40, 0xFF, 0xFE, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 示 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00, 0x00, 0x1F, 0xF8, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x7F, 0xFE, 0x01, 0x00, 0x01, 0x00,
0x11, 0x20, 0x11, 0x10, 0x21, 0x08, 0x41, 0x0C, 0x81, 0x04, 0x01, 0x00, 0x05, 0x00, 0x02, 0x00,

/*-- 文字: 模 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x20, 0x90, 0x20, 0x90, 0x27, 0xFC, 0x20, 0x90, 0xFB, 0xF8, 0x22, 0x08, 0x73, 0xF8, 0x6A, 0x08,
0xA3, 0xF8, 0xA0, 0x40, 0x27, 0xFE, 0x20, 0x40, 0x20, 0xA0, 0x20, 0x98, 0x21, 0x0E, 0x26, 0x04,

/*-- 文字: 块 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x20, 0x80, 0x20, 0x80, 0x20, 0x80, 0x23, 0xF8, 0xF8, 0x88, 0x20, 0x88, 0x20, 0x88, 0x20, 0x88,
0x2F, 0xFE, 0x20, 0x80, 0x39, 0x40, 0xE1, 0x20, 0x42, 0x18, 0x02, 0x0E, 0x04, 0x04, 0x08, 0x00,

/*-- 文字: 的 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10, 0x80, 0x10, 0x80, 0x20, 0x80, 0x7C, 0xFC, 0x45, 0x04, 0x45, 0x04, 0x46, 0x04, 0x7C, 0x84,
0x44, 0x44, 0x44, 0x64, 0x44, 0x24, 0x44, 0x04, 0x7C, 0x04, 0x44, 0x28, 0x40, 0x10, 0x00, 0x00,

/*-- 文字: 高 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x00, 0x00, 0x0F, 0xE0, 0x08, 0x20, 0x0F, 0xE0, 0x00, 0x00,
0x7F, 0xFC, 0x40, 0x04, 0x4F, 0xE4, 0x48, 0x24, 0x48, 0x24, 0x4F, 0xE4, 0x40, 0x14, 0x40, 0x08,

/*-- 文字: 科 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x06, 0x08, 0x78, 0x88, 0x08, 0x48, 0x08, 0x48, 0xFE, 0x08, 0x18, 0x88, 0x1C, 0x48, 0x2A, 0x48,
0x28, 0x0E, 0x48, 0x78, 0x8B, 0x88, 0x08, 0x08, 0x08, 0x08, 0x08, 0x08, 0x08, 0x08, 0x08, 0x08,

/*-- 文字: 技 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10, 0x20, 0x10, 0x20, 0x10, 0x20, 0xFD, 0xFE, 0x10, 0x20, 0x14, 0x20, 0x19, 0xFC, 0x31, 0x08,
0xD0, 0x88, 0x10, 0x90, 0x10, 0x60, 0x10, 0x60, 0x10, 0x90, 0x11, 0x0E, 0x56, 0x04, 0x20, 0x00,

/*-- 文字: 公 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x04, 0x40, 0x06, 0x40, 0x04, 0x40, 0x08, 0x20, 0x08, 0x10, 0x10, 0x18, 0x22, 0x0E,
0x43, 0x04, 0x02, 0x00, 0x04, 0x20, 0x08, 0x10, 0x11, 0xF8, 0x3F, 0x18, 0x10, 0x10, 0x00, 0x00,

/*-- 文字: 司 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x3F, 0xFC, 0x00, 0x04, 0x00, 0x04, 0x7F, 0xE4, 0x00, 0x04, 0x00, 0x04, 0x3F, 0xC4,
0x20, 0x44, 0x20, 0x44, 0x3F, 0xC4, 0x20, 0x44, 0x20, 0x04, 0x00, 0x14, 0x00, 0x08, 0x00, 0x00,

/*-- 文字: 。 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x30, 0x00, 0x48, 0x00, 0x48, 0x00, 0x30, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 公 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x04, 0x40, 0x06, 0x40, 0x04, 0x40, 0x08, 0x20, 0x08, 0x10, 0x10, 0x18, 0x22, 0x0E,
0x43, 0x04, 0x02, 0x00, 0x04, 0x20, 0x08, 0x10, 0x11, 0xF8, 0x3F, 0x18, 0x10, 0x10, 0x00, 0x00,

/*-- 文字: 司 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x3F, 0xFC, 0x00, 0x04, 0x00, 0x04, 0x7F, 0xE4, 0x00, 0x04, 0x00, 0x04, 0x3F, 0xC4,
0x20, 0x44, 0x20, 0x44, 0x3F, 0xC4, 0x20, 0x44, 0x20, 0x04, 0x00, 0x14, 0x00, 0x08, 0x00, 0x00,

/*-- 文字: 座 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x80, 0x3F, 0xFE, 0x21, 0x40, 0x26, 0x90, 0x24, 0x88, 0x24, 0x90, 0x2A, 0x88,
0x12, 0xA4, 0x20, 0xC0, 0x4F, 0xFC, 0x40, 0x80, 0x40, 0x80, 0x80, 0x80, 0xBF, 0xFE, 0x00, 0x00,

/*-- 文字: 落 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x04, 0x40, 0x04, 0x40, 0xFF, 0xFE, 0x04, 0x40, 0x45, 0x00, 0x21, 0xF8, 0xA1, 0x10, 0x4A, 0xA0,
0x48, 0x40, 0x10, 0xA0, 0x13, 0x18, 0xEF, 0xF6, 0x22, 0x10, 0x22, 0x10, 0x23, 0xF0, 0x22, 0x10,

/*-- 文字: 于 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x3F, 0xFC, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x01, 0x00,
0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x09, 0x00, 0x05, 0x00, 0x02, 0x00,

/*-- 文字: 深 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x40, 0x00, 0x27, 0xFE, 0x24, 0x04, 0x01, 0x20, 0x81, 0x18, 0x56, 0x08, 0x50, 0x40, 0x10, 0x40,
0x27, 0xFC, 0x20, 0x40, 0xC0, 0xE0, 0x41, 0x58, 0x46, 0x4E, 0x58, 0x44, 0x40, 0x40, 0x40, 0x40,

/*-- 文字: 圳 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x12, 0x04, 0x12, 0x44, 0x12, 0x44, 0xFE, 0x44, 0x12, 0x44, 0x12, 0x44, 0x12, 0x44,
0x12, 0x44, 0x12, 0x44, 0x3A, 0x44, 0xC4, 0x44, 0x04, 0x44, 0x08, 0x04, 0x10, 0x04, 0x00, 0x00,

/*-- 文字: 市 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x01, 0x00, 0x01, 0x00, 0x1F, 0xF8, 0x11, 0x08, 0x11, 0x08,
0x11, 0x08, 0x11, 0x08, 0x11, 0x08, 0x11, 0x08, 0x11, 0x28, 0x11, 0x10, 0x01, 0x00, 0x01, 0x00,

/*-- 文字: 宝 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0x7F, 0xFE, 0x40, 0x04, 0x80, 0x08, 0x3F, 0xF8, 0x01, 0x00, 0x01, 0x00,
0x01, 0x00, 0x1F, 0xF8, 0x01, 0x40, 0x01, 0x20, 0x01, 0x30, 0x01, 0x20, 0x7F, 0xFE, 0x00, 0x00,

/*-- 文字: 安 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0x3F, 0xFE, 0x20, 0x04, 0x44, 0x08, 0x06, 0x00, 0x04, 0x00, 0xFF, 0xFE,
0x08, 0x20, 0x08, 0x20, 0x08, 0x40, 0x06, 0x80, 0x01, 0x00, 0x06, 0xC0, 0x18, 0x38, 0xE0, 0x10,

/*-- 文字: 区 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x7F, 0xFC, 0x40, 0x20, 0x40, 0x30, 0x48, 0x20, 0x46, 0x40, 0x41, 0x40, 0x40, 0x80,
0x41, 0x40, 0x42, 0x20, 0x44, 0x30, 0x48, 0x18, 0x50, 0x10, 0x7F, 0xFC, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: , --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x00, 0x30, 0x00, 0x10, 0x00, 0x20, 0x00, 0x00, 0x00,

/*-- 文字: 毗 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01, 0x10, 0x01, 0x10, 0x7D, 0x10, 0x55, 0x10, 0x55, 0x10, 0x55, 0xDE, 0x7D, 0x10, 0x55, 0x10,
0x55, 0x10, 0x55, 0x10, 0x55, 0x10, 0x7D, 0x12, 0x45, 0x52, 0x01, 0x92, 0x01, 0x0E, 0x00, 0x00,

/*-- 文字: 邻 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x08, 0x00, 0x08, 0x7E, 0x14, 0x44, 0x13, 0x44, 0x29, 0x48, 0x44, 0x50, 0x84, 0x48, 0x7F, 0x44,
0x01, 0x42, 0x02, 0x42, 0x14, 0x52, 0x08, 0x4C, 0x0C, 0x40, 0x04, 0x40, 0x04, 0x40, 0x00, 0x40,

/*-- 文字: 宝 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0x7F, 0xFE, 0x40, 0x04, 0x80, 0x08, 0x3F, 0xF8, 0x01, 0x00, 0x01, 0x00,
0x01, 0x00, 0x1F, 0xF8, 0x01, 0x40, 0x01, 0x20, 0x01, 0x30, 0x01, 0x20, 0x7F, 0xFE, 0x00, 0x00,

/*-- 文字: 安 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0x3F, 0xFE, 0x20, 0x04, 0x44, 0x08, 0x06, 0x00, 0x04, 0x00, 0xFF, 0xFE,
0x08, 0x20, 0x08, 0x20, 0x08, 0x40, 0x06, 0x80, 0x01, 0x00, 0x06, 0xC0, 0x18, 0x38, 0xE0, 0x10,

/*-- 文字: 大 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x01, 0x00, 0x02, 0x80,
0x02, 0x80, 0x02, 0x40, 0x04, 0x40, 0x04, 0x20, 0x08, 0x10, 0x10, 0x18, 0x20, 0x0E, 0x40, 0x04,

/*-- 文字: 道 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x10, 0x41, 0x20, 0x2F, 0xFC, 0x20, 0x80, 0x01, 0x00, 0x03, 0xF0, 0xE2, 0x10, 0x23, 0xF0,
0x22, 0x10, 0x23, 0xF0, 0x22, 0x10, 0x23, 0xF0, 0x22, 0x10, 0x50, 0x00, 0x8F, 0xFE, 0x00, 0x00,

/*-- 文字: 、 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x60, 0x00, 0x30, 0x00, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 广 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01, 0x00, 0x00, 0x80, 0x3F, 0xFE, 0x20, 0x00, 0x20, 0x00, 0x20, 0x00, 0x20, 0x00, 0x20, 0x00,
0x20, 0x00, 0x20, 0x00, 0x20, 0x00, 0x20, 0x00, 0x40, 0x00, 0x40, 0x00, 0x80, 0x00, 0x00, 0x00,

/*-- 文字: 深 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x40, 0x00, 0x27, 0xFE, 0x24, 0x04, 0x01, 0x20, 0x81, 0x18, 0x56, 0x08, 0x50, 0x40, 0x10, 0x40,
0x27, 0xFC, 0x20, 0x40, 0xC0, 0xE0, 0x41, 0x58, 0x46, 0x4E, 0x58, 0x44, 0x40, 0x40, 0x40, 0x40,

/*-- 文字: 高 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x00, 0x00, 0x0F, 0xE0, 0x08, 0x20, 0x0F, 0xE0, 0x00, 0x00,
0x7F, 0xFC, 0x40, 0x04, 0x4F, 0xE4, 0x48, 0x24, 0x48, 0x24, 0x4F, 0xE4, 0x40, 0x14, 0x40, 0x08,

/*-- 文字: 速 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x80, 0x40, 0x80, 0x2F, 0xFC, 0x20, 0x80, 0x00, 0x80, 0x07, 0xF8, 0xE4, 0x88, 0x24, 0x88,
0x27, 0xF8, 0x21, 0xA0, 0x22, 0x98, 0x2C, 0x88, 0x20, 0x80, 0x50, 0x80, 0x8F, 0xFE, 0x00, 0x00,

/*-- 文字: 、 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x60, 0x00, 0x30, 0x00, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 机 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x10, 0x00, 0x10, 0xF8, 0x10, 0x88, 0xFE, 0x88, 0x10, 0x88, 0x10, 0x88, 0x38, 0x88, 0x34, 0x88,
0x54, 0x88, 0x50, 0x88, 0x91, 0x08, 0x11, 0x0A, 0x12, 0x0A, 0x12, 0x0A, 0x14, 0x06, 0x10, 0x00,

/*-- 文字: 荷 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x04, 0x20, 0x04, 0x20, 0xFF, 0xFE, 0x14, 0x20, 0x18, 0x00, 0x17, 0xFE, 0x30, 0x08, 0x33, 0xC8,
0x52, 0x48, 0x92, 0x48, 0x12, 0x48, 0x13, 0xC8, 0x12, 0x48, 0x10, 0x08, 0x10, 0x28, 0x10, 0x10,

/*-- 文字: 高 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0xFF, 0xFE, 0x00, 0x00, 0x0F, 0xE0, 0x08, 0x20, 0x0F, 0xE0, 0x00, 0x00,
0x7F, 0xFC, 0x40, 0x04, 0x4F, 0xE4, 0x48, 0x24, 0x48, 0x24, 0x4F, 0xE4, 0x40, 0x14, 0x40, 0x08,

/*-- 文字: 速 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x80, 0x40, 0x80, 0x2F, 0xFC, 0x20, 0x80, 0x00, 0x80, 0x07, 0xF8, 0xE4, 0x88, 0x24, 0x88,
0x27, 0xF8, 0x21, 0xA0, 0x22, 0x98, 0x2C, 0x88, 0x20, 0x80, 0x50, 0x80, 0x8F, 0xFE, 0x00, 0x00,

/*-- 文字: 、 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x60, 0x00, 0x30, 0x00, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: 宝 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0x7F, 0xFE, 0x40, 0x04, 0x80, 0x08, 0x3F, 0xF8, 0x01, 0x00, 0x01, 0x00,
0x01, 0x00, 0x1F, 0xF8, 0x01, 0x40, 0x01, 0x20, 0x01, 0x30, 0x01, 0x20, 0x7F, 0xFE, 0x00, 0x00,

/*-- 文字: 安 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02, 0x00, 0x01, 0x00, 0x3F, 0xFE, 0x20, 0x04, 0x44, 0x08, 0x06, 0x00, 0x04, 0x00, 0xFF, 0xFE,
0x08, 0x20, 0x08, 0x20, 0x08, 0x40, 0x06, 0x80, 0x01, 0x00, 0x06, 0xC0, 0x18, 0x38, 0xE0, 0x10,

/*-- 文字: 机 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x10, 0x00, 0x10, 0xF8, 0x10, 0x88, 0xFE, 0x88, 0x10, 0x88, 0x10, 0x88, 0x38, 0x88, 0x34, 0x88,
0x54, 0x88, 0x50, 0x88, 0x91, 0x08, 0x11, 0x0A, 0x12, 0x0A, 0x12, 0x0A, 0x14, 0x06, 0x10, 0x00,

/*-- 文字: 场 --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x10, 0x00, 0x13, 0xF8, 0x10, 0x10, 0x10, 0x20, 0xFC, 0x40, 0x10, 0x84, 0x11, 0xFE, 0x10, 0x54,
0x10, 0x54, 0x16, 0xA4, 0x19, 0x24, 0xE2, 0x44, 0x40, 0x84, 0x01, 0x04, 0x02, 0x14, 0x00, 0x08,

```
/*-- 文字:  ,  --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16  --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x00, 0x30, 0x00, 0x10, 0x00, 0x20, 0x00, 0x00, 0x00,

/*-- 文字: 交  --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16  --*/
0x02, 0x00, 0x01, 0x00, 0x01, 0x80, 0x7F, 0xFE, 0x08, 0x20, 0x0C, 0x18, 0x10, 0x0C, 0x20, 0x20,
0x08, 0x30, 0x04, 0x60, 0x02, 0xC0, 0x01, 0x80, 0x03, 0x40, 0x04, 0x30, 0x18, 0x1C, 0x60, 0x08,

/*-- 文字: 通  --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16  --*/
0x40, 0x00, 0x27, 0xF8, 0x20, 0x90, 0x00, 0x60, 0x07, 0xF8, 0x04, 0x48, 0xE7, 0xF8, 0x24, 0x48,
0x24, 0x48, 0x27, 0xF8, 0x24, 0x48, 0x24, 0x68, 0x24, 0x50, 0x50, 0x00, 0x8F, 0xFE, 0x00, 0x00,

/*-- 文字: 便  --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16  --*/
0x08, 0x00, 0x0F, 0xFE, 0x18, 0x40, 0x17, 0xFC, 0x34, 0x44, 0x67, 0xFC, 0xA4, 0x44, 0x24, 0x44,
0x27, 0xFC, 0x24, 0x40, 0x22, 0x40, 0x21, 0x80, 0x20, 0xC0, 0x21, 0x30, 0x22, 0x0E, 0x2C, 0x04,

/*-- 文字: 利  --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16  --*/
0x00, 0x02, 0x03, 0x82, 0x3C, 0x02, 0x04, 0x22, 0x04, 0x22, 0x7F, 0xA2, 0x0C, 0x22, 0x0C, 0x22,
0x16, 0x22, 0x15, 0x22, 0x25, 0xA2, 0x45, 0x22, 0x84, 0x02, 0x04, 0x12, 0x04, 0x0A, 0x04, 0x04,

/*-- 文字:  !  --*/
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16  --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x10, 0x00, 0x10, 0x00, 0x10, 0x00, 0x10, 0x00,
0x10, 0x00, 0x10, 0x00, 0x10, 0x00, 0x10, 0x00, 0x10, 0x00, 0x00, 0x00, 0x10, 0x00, 0x00, 0x00,

};

//延时
void delay(int n_ms)
{
    int i, j;
    for(i=0; i<n_ms; i++)
        for(j=0; j<110; j++);
}

//等待一个按键
void waitkey()
{
    repeat:
        if (key==1) goto repeat;
        else;
            delay(600);
}

//=====transfer command to LCM=====
void transfer_command_lcd(int data1)
{
    LCD_CS=0;
    LCD_RS=0;
    rd=0;
    wr=0;
    P1=data1;
    rd=1;
```

```
LCD_CS=1;
rd=0;
}

//-----transfer data to LCM-----
void transfer_data_lcd(int data1)
{
    LCD_CS=0;
    LCD_RS=1;
    rd=0;
    wr=0;
    P1=data1;
    rd=1;
    LCD_CS=1;
    rd=0;
}

/*传送一个字节（8 比特）黑白图像的数据*/
void write_mono_data(uchar mono_data)
{
    char i, j;
    uchar four_gray_data=0; //定义 4 灰度级的数据
    for(j=0; j<2; j++)
    {
        four_gray_data=0;
        for(i=0; i<4; i++)
        {
            four_gray_data>>=2; //4 灰度级的数据右移 2 位
            if(mono_data&0x80) //单色黑白数据与 0x80（二进制 10000000）进行“与”运算
            {
                four_gray_data+=0xc0; //4 灰度级的数据+0xc0(二进制 11000000)
            }
            else;
            mono_data<<=1; //单色黑白数据左移一位
        }
        transfer_data_lcd(four_gray_data); //写进一个 8bits 的数据，驱动了 4 个像素点，因为每个像素点用了 2bits 数据
    }
}

void clear()
{
    int i, j;
    LCD_CS=0;
    transfer_command_lcd(0x70); //行地址高 3 位
    transfer_command_lcd(0x60); //行地址低 4 位
    transfer_command_lcd(0x00); //列地址
    for(i=0; i<128; i++)
    {
        for(j=0; j<16; j++)
        {
            write_mono_data(0x00);
        }
    }
}

void lcd_address(uchar row, uchar column)
{
    transfer_command_lcd(0x00+column); //列地址，每个地址管 4 列
    transfer_command_lcd(0x70+(row>>4)); //行地址的高 3 位
}
```

```
transfer_command_lcd(0x60+(row&0x0f)); //行地址的低 4 位  
}
```

//电测用的：全屏显示黑

```
void display_black(void)  
{  
    int i, j;  
    LCD_CS=0;  
    for(i=0; i<128; i++)  
    {  
        for(j=0; j<16; j++)  
        {  
            write_mono_data(0xff);  
        }  
    }  
}
```

//电测用的：全屏显示偶数列

```
void display_even_column(void)  
{  
    int i, j;  
    LCD_CS=0;  
    for(i=0; i<128; i++)  
    {  
        for(j=0; j<16; j++)  
        {  
            write_mono_data(0x55);  
        }  
    }  
}
```

//电测用的：全屏显示奇数列

```
void display_odd_column(void)  
{  
    int i, j;  
    LCD_CS=0;  
    for(i=0; i<128; i++)  
    {  
        for(j=0; j<16; j++)  
        {  
            write_mono_data(0xaa);  
        }  
    }  
}
```

//电测用的：全屏显示雪花 1

```
void display_snow1(void)  
{  
    int i, j;  
    LCD_CS=0;  
    for(i=0; i<64; i++)  
    {  
        for(j=0; j<16; j++)  
            write_mono_data(0x55);  
        for(j=0; j<16; j++)  
            write_mono_data(0xaa);  
    }  
}
```

//电测用的：全屏显示雪花 2

```
void display_snow2(void)  
{  
    int i, j;
```

```
LCD_CS=0;
for(i=0;i<64;i++)
{
    for(j=0;j<16;j++)
        write_mono_data(0xaa);
    for(j=0;j<16;j++)
        write_mono_data(0x55);
}
}
//电测用的: 全屏显示奇数行
void display_odd_row(void)
{
    int i,j;
    LCD_CS=0;
    for(i=0;i<64;i++)
    {
        for(j=0;j<16;j++)
            write_mono_data(0xFF);
        for(j=0;j<16;j++)
            write_mono_data(0x00);
    }
}
//电测用的: 全屏显示偶数行
void display_even_row(void)
{
    int i,j;
    LCD_CS=0;
    for(i=0;i<64;i++)
    {
        for(j=0;j<16;j++)
            write_mono_data(0x00);
        for(j=0;j<16;j++)
            write_mono_data(0xff);
    }
}
//定义显示窗口大小
void window_program()
{
    transfer_command_lcd(0x70);
    transfer_command_lcd(0x60);
    transfer_command_lcd(0x10);
    transfer_command_lcd(0x00);

    transfer_command_lcd(0xF4); //set colum address start
    transfer_command_lcd(0x00);

    transfer_command_lcd(0xF6);
    transfer_command_lcd(0x1f); //set colum address end

    transfer_command_lcd(0xF5); //set row address start
    transfer_command_lcd(0x00);

    transfer_command_lcd(0xF7); //set row address end
    transfer_command_lcd(0x7f);
    transfer_command_lcd(0xF9); //set window outside mode enable
}

void display_graphic_128x128(uchar *dp)
```



```
{
    int i, j, y=0, x=0, row;
    LCD_CS=0;
    for(i=0; i<128; i++)
    {
        transfer_command_lcd(0x00+x);           //列地址，每个地址管 4 列
        row=y+i;
        transfer_command_lcd(0x70+(row>>4));    //行地址的高 3 位
        transfer_command_lcd(0x60+(row&0x0f));  //行地址的低 4 位
        for(j=0; j<16; j++)
        {
            write_mono_data(*dp);
            dp++;
        }
    }
}
```

```
void display_graphic_16x16(uchar row, uchar column, uchar *dp)
```

```
{
    int i, j;
    LCD_CS=0;
    for(i=0; i<16; i++)
    {
        lcd_address(row+i, column);
        for(j=0; j<2; j++)
        {
            write_mono_data(*dp);
            dp++;
        }
    }
}
```

```
void display_N_16x16(uchar row, uchar column, uchar n, uchar *dp)
```

```
{
    int i, j, k, m;
    m=column;
    LCD_CS=0;
    for(k=0; k<n; k++)
    {
        for(i=0; i<16; i++)
        {
            lcd_address(row+i, column);
            for(j=0; j<2; j++)
            {
                write_mono_data(*dp);
                dp++;
            }
        }
        column+=4;
        m+=4;
        if(m>=29)
        {
            column=0;
            m=0;
            row+=16;
        }
        else;
    }
}
```

```
display_graphic_8x16(y, x, uchar *dp)
{
    int i, j, row;
    LCD_CS=0;
    for(i=0; i<16; i++)
    {
        transfer_command_lcd(0x00+x);          //列地址，每个地址管 4 列
        row=y+i;
        transfer_command_lcd(0x70+(row>>4));    //行地址的高 3 位
        transfer_command_lcd(0x60+(row&0x0f));   //行地址的低 4 位
        for(j=0; j<1; j++)
        {
            write_mono_data(*dp);
            dp++;
        }
    }
}

display_graphic_8x8(y, x, uchar *dp)
{
    int i, j, row;
    for(i=0; i<8; i++)
    {
        transfer_command_lcd(0x00+x);
        row=y+i;
        transfer_command_lcd(0x70+(row>>4));
        transfer_command_lcd(0x60+(row&0x0f));
        for(j=0; j<1; j++)
        {
            write_mono_data(*dp);
            dp++;
        }
    }
}

void LCD_INITIAL()
{
    LCD_RST=0;
    delay(200);
    LCD_RST=1;
    delay(50);

    transfer_command_lcd(0xE2); //system reset
    delay(10);
    transfer_command_lcd(0x27);
    transfer_command_lcd(0x2b);
    transfer_command_lcd(0x2f); //set pump control
    transfer_command_lcd(0xeb); //set bias=1/11
    transfer_command_lcd(0x81); //set
    transfer_command_lcd(0x36); //set PM=12, vop=12.8v, 4c
    transfer_command_lcd(0xa9); //set linerate mux, a2
    transfer_command_lcd(0xc8);
    transfer_command_lcd(0x0b);
    transfer_command_lcd(0x89);
    transfer_command_lcd(0xc4); //MY=1, MX=0:从左到右，再从上到下。
    transfer_command_lcd(0xf1); //f1
    transfer_command_lcd(0x7f);
    transfer_command_lcd(0xd3); //gray shade set
}
```

```
transfer_command_lcd(0xd7); //gray shade set
transfer_command_lcd(0xaf); //set display enable
}
void main(void)
{
    LCD_INITIAL();
    while(1)
    {
        clear();
//      display_graphic_16x16(0,1,leil);          /*在第 yy 行, 第 xx 列显示单个自编生僻汉
字“囧”*/
//      display_graphic_16x16(0,8,jin);          /*显示单个自编生僻汉字“晶”*/
        display_N_16x16(0,0,64,text);
        waitkey();
        clear();
        display_graphic_128x128(bmp1);
        waitkey();
        display_black();
        waitkey();
        display_odd_column();
        waitkey();
        display_even_column();
        waitkey();
        display_odd_row();
        waitkey();
        display_even_row();
        waitkey();
        display_snow1();
        waitkey();
        display_snow2();
        waitkey();
    }
}

uchar code bmp1[]={//横向取模
/*-- 调入了一幅图像: E:\work\图片收藏夹\黑白屏图片\JLX128128G-328.bmp --*/
/*-- 宽度 x 高度=128x128 --*/
0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x80, 0x08, 0x02, 0x00, 0x00, 0x41, 0x80, 0x40, 0x00, 0x00, 0x00, 0xC0, 0x00, 0x00, 0x00, 0x81,
0x80, 0x0F, 0xFE, 0x00, 0x03, 0x21, 0x80, 0x60, 0x01, 0x80, 0x00, 0x80, 0x00, 0x7F, 0xFF, 0x81,
0x80, 0x08, 0x02, 0x01, 0xFC, 0x31, 0x00, 0x33, 0xFF, 0x80, 0x00, 0x80, 0x00, 0x00, 0x03, 0x01,
0x80, 0x08, 0x02, 0x00, 0x84, 0x32, 0x00, 0x10, 0x41, 0x00, 0x00, 0x80, 0x00, 0x00, 0x04, 0x01,
0x80, 0x0F, 0xFE, 0x00, 0x84, 0x02, 0x40, 0x00, 0x61, 0x00, 0x7F, 0xFF, 0x80, 0x00, 0x08, 0x01,
0x80, 0x08, 0x02, 0x00, 0x84, 0x04, 0xE0, 0x00, 0x61, 0x00, 0x40, 0x81, 0x00, 0x00, 0xB0, 0x01,
0x80, 0x08, 0x02, 0x00, 0x84, 0xFB, 0x00, 0x00, 0x61, 0x00, 0x40, 0x81, 0x00, 0x00, 0xC0, 0x01,
0x80, 0x0F, 0xFE, 0x00, 0xFC, 0x08, 0x00, 0x10, 0x61, 0x00, 0x40, 0x81, 0x00, 0x00, 0x40, 0x01,
0x80, 0x08, 0x02, 0x00, 0x84, 0x08, 0x01, 0xF0, 0x61, 0x00, 0x40, 0x81, 0x00, 0x00, 0x40, 0x61,
0x80, 0x00, 0x00, 0x00, 0x84, 0x08, 0x20, 0x30, 0x6D, 0x00, 0x7F, 0xFF, 0x03, 0xFF, 0xFF, 0xF1,
0x80, 0x83, 0x20, 0x40, 0x87, 0xFF, 0xF0, 0x33, 0xF3, 0x00, 0x40, 0x81, 0x00, 0x00, 0x40, 0x01,
0x80, 0xFF, 0x3F, 0xE0, 0xFC, 0x0C, 0x00, 0x30, 0x61, 0x00, 0x40, 0x81, 0x00, 0x00, 0x40, 0x01,
0x80, 0x82, 0x30, 0x40, 0x84, 0x0C, 0x00, 0x30, 0x61, 0x80, 0x40, 0x81, 0x00, 0x00, 0x40, 0x01,
```

[illegible]

[illegible]
$$\} ;$$

7.5.4 串行接口

液晶模块与 MPU(以 8051 系列单片机为例)接口图如下:



7.5.5 以下是串行接口例程序
与并行程序相比，只需改变传送数据和命令子程序即可

//传送指令

```
void transfer_command_lcd(unsigned char cmd)
{
    int k;

    LCD_CS = 0;
    LCD_RS= 0;

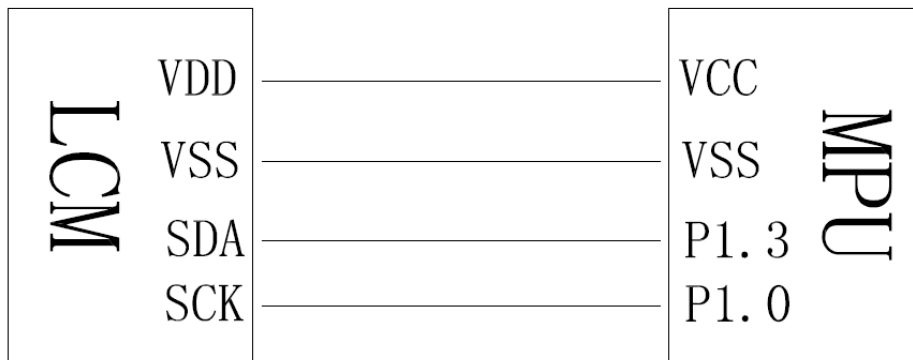
    for (k=0; k<8; k++)
    {
        cmd = cmd<<1;
        LCD_SCL = 0;
        LCD_SDA = CY;
        LCD_SCL = 1;
    }

    LCD_CS=1;
}
```

//传送数据

```
void transfer_data_lcd(unsigned char dat)
{
    unsigned char k;
    LCD_CS = 0;
    LCD_RS = 1;
    for (k=0; k<8; k++)
    {
        dat = dat<<1;
        LCD_SDA = CY;
        LCD_SCL = 0;
        LCD_SCL = 1;
    }
    LCD_CS=1;
}
```

7.5.4 I²C 接口



7.5.5 以下是 I²C 接口例程序

7.5.5 以下是 I²C 接口例程序

//液晶模块: JLX128128G-328-PN-P

//驱动 IC:UC1617S。4 灰阶（也叫灰度级）驱动 IC

//点阵: 128x128

//说明: 每个点阵是有 4 灰阶的（2 的平方=4），所以每个点阵是由 2 比特来代表的。

//为了应用一般的汉字库及普通的单色无灰阶,所以增设了: “write_mono_data(uchar mono_data)” 这个函数

//如果要显示 4 灰阶的图像,可以通过相关 4 灰阶的取模软件来取数据。

```
#include <REG52.H>
```

```
#define uchar unsigned char
```

```
#define uint unsigned int
```

```
#define ulong unsigned long int
```

```
sbit sda = P1^3;
```

```
sbit scl = P1^0;
```

```
sbit key=P2^0; /*按键接口, P2.0 口与 GND 之间接一个按键*/
```

```
uchar code bmp1[];
```

```
uchar code jiong1[]={//横向取模
```

```
/*-- 文字: 囧 --*/
```

```
/*-- 宋体 12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x00,0x00,0x7F,0xFC,0x44,0x84,0x46,0x44,0x44,0x24,0x48,0x34,0x50,0x14,0x6F,0xE4,
0x48,0x24,0x48,0x24,0x48,0x24,0x48,0x24,0x48,0x24,0x48,0x24,0x48,0x24,0x7F,0xFC,0x00,0x00,
};
```

```
uchar code lei1[]={//横向取模
```

```
/*-- 文字: 晶 --*/
```

```
/*-- 宋体 12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x1F,0xF0,0x11,0x10,0x1F,0xF0,0x11,0x10,0x11,0x10,0x1F,0xF0,0x00,0x00,0xFE,0xFE,  
0x92,0x92,0x92,0x92,0xFE,0xFE,0x92,0x92,0x92,0x92,0xFE,0xFE,0x82,0x82,0x00,0x00,  
};
```

```
uchar code text[]={//横向取模
```

```
/*-- 文字: 晶 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x00,0x00,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x08,0x10,0x00,0x00,  
0x7E,0x7E,0x42,0x42,0x7E,0x7E,0x42,0x42,0x42,0x42,0x7E,0x7E,0x42,0x42,0x00,0x00,
```

```
/*-- 文字: 联 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x01,0x08,0xFE,0x8C,0x44,0x48,0x44,0x50,0x7F,0xFE,0x44,0x20,0x44,0x20,0x7C,0x20,  
0x47,0xFE,0x44,0x20,0x4E,0x20,0xF4,0x20,0x44,0x50,0x04,0x48,0x04,0x86,0x05,0x04,
```

```
/*-- 文字: 讯 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x40,0x00,0x27,0xF8,0x31,0x08,0x21,0x08,0x01,0x08,0xF1,0x08,0x17,0xE8,0x11,0x08,  
0x11,0x08,0x11,0x08,0x11,0x08,0x11,0x0A,0x15,0x0A,0x19,0x0A,0x11,0x04,0x00,0x00,
```

```
/*-- 文字: 电 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x01,0x00,0x01,0x00,0x01,0x00,0x3F,0xF8,0x21,0x08,0x21,0x08,0x3F,0xF8,0x21,0x08,  
0x21,0x08,0x21,0x08,0x3F,0xF8,0x21,0x08,0x01,0x02,0x01,0x02,0x00,0xFE,0x00,0x00,
```

```
/*-- 文字: 子 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x00,0x00,0x3F,0xF0,0x00,0x20,0x00,0x40,0x00,0x80,0x01,0x00,0x01,0x00,0x01,0x04,  
0xFF,0xFE,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x05,0x00,0x02,0x00,
```

```
/*-- 文字: 成 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x00,0xA0,0x00,0x90,0x00,0x80,0x3F,0xFE,0x20,0x80,0x20,0x80,0x3E,0x88,0x22,0x8C,  
0x22,0x48,0x22,0x50,0x22,0x20,0x2A,0x60,0x44,0x92,0x41,0x0A,0x86,0x06,0x00,0x02,
```

```
/*-- 文字: 立 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x02,0x00,0x01,0x00,0x01,0x00,0x00,0x00,0x7F,0xFC,0x00,0x20,0x00,0x30,0x10,0x20,  
0x08,0x40,0x0C,0x40,0x04,0x40,0x04,0x80,0x00,0x80,0x01,0x04,0xFF,0xFE,0x00,0x00,
```

```
/*-- 文字: 于 --*/
```

```
/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
```

```
0x00,0x00,0x3F,0xFC,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0xFF,0xFE,0x01,0x00,  
0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x09,0x00,0x05,0x00,0x02,0x00,
```


/*-- 文字: 2 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x3C,0x00,0x42,0x00,0x42,0x00,0x42,0x00,0x04,0x00,
0x04,0x00,0x08,0x00,0x10,0x00,0x20,0x00,0x42,0x00,0x7E,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 0 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x18,0x00,0x24,0x00,0x42,0x00,0x42,0x00,0x42,0x00,
0x42,0x00,0x42,0x00,0x42,0x00,0x42,0x00,0x24,0x00,0x18,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 0 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x18,0x00,0x24,0x00,0x42,0x00,0x42,0x00,0x42,0x00,
0x42,0x00,0x42,0x00,0x42,0x00,0x42,0x00,0x24,0x00,0x18,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 4 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x04,0x00,0x0C,0x00,0x14,0x00,0x24,0x00,0x24,0x00,
0x44,0x00,0x44,0x00,0x7E,0x00,0x04,0x00,0x04,0x00,0x1E,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 年 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x08,0x00,0x0F,0xFC,0x10,0x80,0x10,0x80,0x20,0x80,0x4F,0xF8,0x88,0x80,0x08,0x80,
0x08,0x80,0x08,0x80,0xFF,0xFE,0x00,0x80,0x00,0x80,0x00,0x80,0x00,0x80,0x00,0x80,

/*-- 文字: , --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x30,0x00,0x30,0x00,0x10,0x00,0x20,0x00,0x00,0x00,

/*-- 文字: 是 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x00,0x00,0xFF,0xFE,
0x01,0x00,0x09,0x00,0x09,0xF8,0x09,0x00,0x15,0x00,0x23,0x00,0x40,0xFE,0x00,0x00,

/*-- 文字: 集 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x08,0x80,0x08,0x40,0x1F,0xF8,0x30,0x80,0x5F,0xF8,0x10,0x80,0x1F,0xF8,0x10,0x80,
0x1F,0xFC,0x01,0x00,0x7F,0xFE,0x03,0x40,0x05,0x20,0x19,0x1C,0x61,0x08,0x01,0x00,

/*-- 文字: 研 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0xFD,0xFE,0x10,0x88,0x10,0x88,0x20,0x88,0x20,0x88,0x7B,0xFE,0x68,0x88,
0xA8,0x88,0x28,0x88,0x28,0x88,0x29,0x08,0x39,0x08,0x22,0x08,0x04,0x08,0x08,0x08,

/*-- 文字: 发 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02,0x00,0x22,0x40,0x22,0x30,0x22,0x10,0x7F,0xFE,0x24,0x00,0x04,0x00,0x07,0xE0,
0x0C,0x20,0x0A,0x20,0x0A,0x20,0x11,0x40,0x20,0x80,0x41,0x60,0x86,0x1C,0x18,0x08,

/*-- 文字: 、 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x60,0x00,0x30,0x00,0x10,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 生 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00,0x80,0x10,0xC0,0x10,0x80,0x10,0x88,0x1F,0xFC,0x20,0x80,0x20,0x80,0x40,0x88,
0x9F,0xFC,0x00,0x80,0x00,0x80,0x00,0x80,0x00,0x80,0x00,0x84,0x7F,0xFE,0x00,0x00,

/*-- 文字: 产 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01,0x00,0x00,0x80,0x7F,0xFE,0x08,0x10,0x06,0x20,0x24,0x44,0x3F,0xFE,0x20,0x00,
0x20,0x00,0x20,0x00,0x20,0x00,0x20,0x00,0x40,0x00,0x40,0x00,0x80,0x00,0x00,0x00,

/*-- 文字: 、 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x60,0x00,0x30,0x00,0x10,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 销 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x10,0x20,0x11,0x24,0x3E,0xA4,0x20,0x68,0x41,0xFC,0x7D,0x04,0x91,0x04,0x11,0xFC,
0xFD,0x04,0x11,0x04,0x11,0xFC,0x11,0x04,0x11,0x04,0x15,0x04,0x19,0x14,0x11,0x08,

/*-- 文字: 售 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x09,0x00,0x08,0x80,0x1F,0xFC,0x10,0x80,0x3F,0xF8,0x50,0x80,0x9F,0xF8,0x10,0x80,
0x1F,0xFC,0x00,0x00,0x1F,0xF8,0x10,0x08,0x10,0x08,0x10,0x08,0x1F,0xF8,0x10,0x08,

/*-- 文字: 于 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00,0x00,0x3F,0xFC,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0xFF,0xFE,0x01,0x00,
0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x09,0x00,0x05,0x00,0x02,0x00,

/*-- 文字: 一 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x04,0x7F,0xFE,
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 体 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10,0x40,0x18,0x40,0x10,0x40,0x20,0x40,0x37,0xFC,0x60,0xC0,0xA0,0xE0,0x21,0x60,
0x21,0x50,0x22,0x48,0x24,0x4E,0x2B,0xF4,0x20,0x40,0x20,0x40,0x20,0x40,0x00,0x00,

/*-- 文字: 的 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10,0x80,0x10,0x80,0x20,0x80,0x7C,0xFC,0x45,0x04,0x45,0x04,0x46,0x04,0x7C,0x84,
0x44,0x44,0x44,0x64,0x44,0x24,0x44,0x04,0x7C,0x04,0x44,0x28,0x40,0x10,0x00,0x00,

/*-- 文字: 从 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x08,0x40,0x08,0x40,0x08,0x40,0x08,0x40,0x08,0x40,0x08,0x40,0x08,0x40,0x08,0xA0,
0x14,0xA0,0x12,0x90,0x12,0x90,0x21,0x08,0x23,0x0C,0x42,0x06,0x84,0x04,0x08,0x00,

/*-- 文字: 事 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x01,0x00,0xFF,0xFE,0x01,0x00,0x1F,0xF8,0x11,0x08,0x1F,0xF8,0x01,0x00,0x3F,0xF8,
0x01,0x08,0xFF,0xFE,0x01,0x08,0x3F,0xF8,0x01,0x08,0x09,0x00,0x05,0x00,0x02,0x00,

/*-- 文字: 液 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x40,0x40,0x20,0x20,0x27,0xFE,0x09,0x20,0x89,0x20,0x52,0x7C,0x52,0x44,0x16,0xA8,
0x2B,0x98,0x22,0x50,0xE2,0x20,0x22,0x30,0x22,0x50,0x22,0x88,0x23,0x0E,0x22,0x04,

/*-- 文字: 晶 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x08,0x10,0x00,0x00,
0x7E,0x7E,0x42,0x42,0x7E,0x7E,0x42,0x42,0x42,0x42,0x7E,0x7E,0x42,0x42,0x00,0x00,

/*-- 文字: 显 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x1F,0xF0,0x10,0x10,0x1F,0xF0,0x10,0x10,0x1F,0xF0,0x04,0x40,0x04,0x40,
0x44,0x48,0x24,0x48,0x14,0x50,0x14,0x60,0x04,0x40,0xFF,0xFE,0x00,0x00,0x00,0x00,

/*-- 文字: 示 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x1F,0xF8,0x00,0x00,0x00,0x00,0x00,0x00,0x7F,0xFE,0x01,0x00,0x01,0x00,
0x11,0x20,0x11,0x10,0x21,0x08,0x41,0x0C,0x81,0x04,0x01,0x00,0x05,0x00,0x02,0x00,

/*-- 文字: 屏 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x3F,0xFC,0x20,0x04,0x20,0x04,0x3F,0xFC,0x24,0x10,0x22,0x20,0x2F,0xFC,0x22,0x20,
0x22,0x20,0x3F,0xFE,0x22,0x20,0x22,0x20,0x44,0x20,0x44,0x20,0x88,0x20,0x10,0x20,

/*-- 文字: 及 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x3F,0xE0,0x04,0x20,0x04,0x20,0x04,0x40,0x04,0x40,0x04,0xF8,0x0A,0x50,

0x0A,0x10,0x09,0x20,0x11,0x20,0x10,0xC0,0x21,0x20,0x42,0x18,0x8C,0x0E,0x30,0x04,

/*-- 文字: 液 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x40,0x40,0x20,0x20,0x27,0xFE,0x09,0x20,0x89,0x20,0x52,0x7C,0x52,0x44,0x16,0xA8,
0x2B,0x98,0x22,0x50,0xE2,0x20,0x22,0x30,0x22,0x50,0x22,0x88,0x23,0x0E,0x22,0x04,

/*-- 文字: 晶 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x08,0x10,0x0F,0xF0,0x08,0x10,0x00,0x00,
0x7E,0x7E,0x42,0x42,0x7E,0x7E,0x42,0x42,0x42,0x42,0x7E,0x7E,0x42,0x42,0x00,0x00,

/*-- 文字: 显 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x1F,0xF0,0x10,0x10,0x1F,0xF0,0x10,0x10,0x1F,0xF0,0x04,0x40,0x04,0x40,
0x44,0x48,0x24,0x48,0x14,0x50,0x14,0x60,0x04,0x40,0xFF,0xFE,0x00,0x00,0x00,0x00,

/*-- 文字: 示 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x1F,0xF8,0x00,0x00,0x00,0x00,0x00,0x00,0x7E,0xFE,0x01,0x00,0x01,0x00,
0x11,0x20,0x11,0x10,0x21,0x08,0x41,0x0C,0x81,0x04,0x01,0x00,0x05,0x00,0x02,0x00,

/*-- 文字: 模 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x20,0x90,0x20,0x90,0x27,0xFC,0x20,0x90,0xFB,0xF8,0x22,0x08,0x73,0xF8,0x6A,0x08,
0xA3,0xF8,0xA0,0x40,0x27,0xFE,0x20,0x40,0x20,0xA0,0x20,0x98,0x21,0x0E,0x26,0x04,

/*-- 文字: 块 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x20,0x80,0x20,0x80,0x20,0x80,0x23,0xF8,0xF8,0x88,0x20,0x88,0x20,0x88,0x20,0x88,
0x2F,0xFE,0x20,0x80,0x39,0x40,0xE1,0x20,0x42,0x18,0x02,0x0E,0x04,0x04,0x08,0x00,

/*-- 文字: 的 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10,0x80,0x10,0x80,0x20,0x80,0x7C,0xFC,0x45,0x04,0x45,0x04,0x46,0x04,0x7C,0x84,
0x44,0x44,0x44,0x64,0x44,0x24,0x44,0x04,0x7C,0x04,0x44,0x28,0x40,0x10,0x00,0x00,

/*-- 文字: 高 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0xFF,0xFE,0x00,0x00,0x0F,0xE0,0x08,0x20,0x0F,0xE0,0x00,0x00,
0x7F,0xFC,0x40,0x04,0x4F,0xE4,0x48,0x24,0x48,0x24,0x4F,0xE4,0x40,0x14,0x40,0x08,

/*-- 文字: 科 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x06,0x08,0x78,0x88,0x08,0x48,0x08,0x48,0xFE,0x08,0x18,0x88,0x1C,0x48,0x2A,0x48,
0x28,0x0E,0x48,0x78,0x8B,0x88,0x08,0x08,0x08,0x08,0x08,0x08,0x08,0x08,0x08,0x08,

/*-- 文字: 技 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10,0x20,0x10,0x20,0x10,0x20,0xFD,0xFE,0x10,0x20,0x14,0x20,0x19,0xFC,0x31,0x08,
0xD0,0x88,0x10,0x90,0x10,0x60,0x10,0x60,0x10,0x90,0x11,0x0E,0x56,0x04,0x20,0x00,

/*-- 文字: 公 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x04,0x40,0x06,0x40,0x04,0x40,0x08,0x20,0x08,0x10,0x10,0x18,0x22,0x0E,
0x43,0x04,0x02,0x00,0x04,0x20,0x08,0x10,0x11,0xF8,0x3F,0x18,0x10,0x10,0x00,0x00,

/*-- 文字: 司 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x3F,0xFC,0x00,0x04,0x00,0x04,0x7F,0xE4,0x00,0x04,0x00,0x04,0x3F,0xC4,
0x20,0x44,0x20,0x44,0x3F,0xC4,0x20,0x44,0x20,0x04,0x00,0x14,0x00,0x08,0x00,0x00,

/*-- 文字: 。 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x30,0x00,0x48,0x00,0x48,0x00,0x30,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 公 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x04,0x40,0x06,0x40,0x04,0x40,0x08,0x20,0x08,0x10,0x10,0x18,0x22,0x0E,
0x43,0x04,0x02,0x00,0x04,0x20,0x08,0x10,0x11,0xF8,0x3F,0x18,0x10,0x10,0x00,0x00,

/*-- 文字: 司 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x3F,0xFC,0x00,0x04,0x00,0x04,0x7F,0xE4,0x00,0x04,0x00,0x04,0x3F,0xC4,
0x20,0x44,0x20,0x44,0x3F,0xC4,0x20,0x44,0x20,0x04,0x00,0x14,0x00,0x08,0x00,0x00,

/*-- 文字: 座 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x80,0x3F,0xFE,0x21,0x40,0x26,0x90,0x24,0x88,0x24,0x90,0x2A,0x88,
0x12,0xA4,0x20,0xC0,0x4F,0xFC,0x40,0x80,0x40,0x80,0x80,0x80,0xBF,0xFE,0x00,0x00,

/*-- 文字: 落 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x04,0x40,0x04,0x40,0xFF,0xFE,0x04,0x40,0x45,0x00,0x21,0xF8,0xA1,0x10,0x4A,0xA0,
0x48,0x40,0x10,0xA0,0x13,0x18,0xEF,0xF6,0x22,0x10,0x22,0x10,0x23,0xF0,0x22,0x10,

/*-- 文字: 于 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x3F,0xFC,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0xFF,0xFE,0x01,0x00,
0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x09,0x00,0x05,0x00,0x02,0x00,

/*-- 文字: 深 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x40,0x00,0x27,0xFE,0x24,0x04,0x01,0x20,0x81,0x18,0x56,0x08,0x50,0x40,0x10,0x40,
0x27,0xFC,0x20,0x40,0xC0,0xE0,0x41,0x58,0x46,0x4E,0x58,0x44,0x40,0x40,0x40,0x40,

/*-- 文字: 圳 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x12,0x04,0x12,0x44,0x12,0x44,0xFE,0x44,0x12,0x44,0x12,0x44,0x12,0x44,
0x12,0x44,0x12,0x44,0x3A,0x44,0xC4,0x44,0x04,0x44,0x08,0x04,0x10,0x04,0x00,0x00,

/*-- 文字: 市 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0xFF,0xFE,0x01,0x00,0x01,0x00,0x1F,0xF8,0x11,0x08,0x11,0x08,
0x11,0x08,0x11,0x08,0x11,0x08,0x11,0x08,0x11,0x28,0x11,0x10,0x01,0x00,0x01,0x00,

/*-- 文字: 宝 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0x7F,0xFE,0x40,0x04,0x80,0x08,0x3F,0xF8,0x01,0x00,0x01,0x00,
0x01,0x00,0x1F,0xF8,0x01,0x40,0x01,0x20,0x01,0x30,0x01,0x20,0x7F,0xFE,0x00,0x00,

/*-- 文字: 安 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0x3F,0xFE,0x20,0x04,0x44,0x08,0x06,0x00,0x04,0x00,0xFF,0xFE,
0x08,0x20,0x08,0x20,0x08,0x40,0x06,0x80,0x01,0x00,0x06,0xC0,0x18,0x38,0xE0,0x10,

/*-- 文字: 区 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x7F,0xFC,0x40,0x20,0x40,0x30,0x48,0x20,0x46,0x40,0x41,0x40,0x40,0x80,
0x41,0x40,0x42,0x20,0x44,0x30,0x48,0x18,0x50,0x10,0x7F,0xFC,0x00,0x00,0x00,0x00,

/*-- 文字: , --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x30,0x00,0x30,0x00,0x10,0x00,0x20,0x00,0x00,0x00,

/*-- 文字: 毗 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x01,0x10,0x01,0x10,0x7D,0x10,0x55,0x10,0x55,0x10,0x55,0xDE,0x7D,0x10,0x55,0x10,
0x55,0x10,0x55,0x10,0x55,0x10,0x7D,0x12,0x45,0x52,0x01,0x92,0x01,0x0E,0x00,0x00,

/*-- 文字: 邻 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x08,0x00,0x08,0x7E,0x14,0x44,0x13,0x44,0x29,0x48,0x44,0x50,0x84,0x48,0x7F,0x44,
0x01,0x42,0x02,0x42,0x14,0x52,0x08,0x4C,0x0C,0x40,0x04,0x40,0x04,0x40,0x00,0x40,

/*-- 文字: 宝 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02,0x00,0x01,0x00,0x7F,0xFE,0x40,0x04,0x80,0x08,0x3F,0xF8,0x01,0x00,0x01,0x00,
0x01,0x00,0x1F,0xF8,0x01,0x40,0x01,0x20,0x01,0x30,0x01,0x20,0x7F,0xFE,0x00,0x00,

/*-- 文字: 安 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02,0x00,0x01,0x00,0x3F,0xFE,0x20,0x04,0x44,0x08,0x06,0x00,0x04,0x00,0xFF,0xFE,
0x08,0x20,0x08,0x20,0x08,0x40,0x06,0x80,0x01,0x00,0x06,0xC0,0x18,0x38,0xE0,0x10,

/*-- 文字: 大 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0x01,0x00,0xFF,0xFE,0x01,0x00,0x02,0x80,
0x02,0x80,0x02,0x40,0x04,0x40,0x04,0x20,0x08,0x10,0x10,0x18,0x20,0x0E,0x40,0x04,

/*-- 文字: 道 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02,0x10,0x41,0x20,0x2F,0xFC,0x20,0x80,0x01,0x00,0x03,0xF0,0xE2,0x10,0x23,0xF0,
0x22,0x10,0x23,0xF0,0x22,0x10,0x23,0xF0,0x22,0x10,0x50,0x00,0x8F,0xFE,0x00,0x00,

/*-- 文字: 、 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x60,0x00,0x30,0x00,0x10,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 广 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x01,0x00,0x00,0x80,0x3F,0xFE,0x20,0x00,0x20,0x00,0x20,0x00,0x20,0x00,0x20,0x00,
0x20,0x00,0x20,0x00,0x20,0x00,0x20,0x00,0x40,0x00,0x40,0x00,0x80,0x00,0x00,0x00,

/*-- 文字: 深 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x40,0x00,0x27,0xFE,0x24,0x04,0x01,0x20,0x81,0x18,0x56,0x08,0x50,0x40,0x10,0x40,
0x27,0xFC,0x20,0x40,0xC0,0xE0,0x41,0x58,0x46,0x4E,0x58,0x44,0x40,0x40,0x40,0x40,

/*-- 文字: 高 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x02,0x00,0x01,0x00,0xFF,0xFE,0x00,0x00,0x0F,0xE0,0x08,0x20,0x0F,0xE0,0x00,0x00,
0x7F,0xFC,0x40,0x04,0x4F,0xE4,0x48,0x24,0x48,0x24,0x4F,0xE4,0x40,0x14,0x40,0x08,

/*-- 文字: 速 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/
0x00,0x80,0x40,0x80,0x2F,0xFC,0x20,0x80,0x00,0x80,0x07,0xF8,0xE4,0x88,0x24,0x88,
0x27,0xF8,0x21,0xA0,0x22,0x98,0x2C,0x88,0x20,0x80,0x50,0x80,0x8F,0xFE,0x00,0x00,

/*-- 文字: 、 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x60,0x00,0x30,0x00,0x10,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 机 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10,0x00,0x10,0xF8,0x10,0x88,0xFE,0x88,0x10,0x88,0x10,0x88,0x38,0x88,0x34,0x88,
0x54,0x88,0x50,0x88,0x91,0x08,0x11,0x0A,0x12,0x0A,0x12,0x0A,0x14,0x06,0x10,0x00,

/*-- 文字: 荷 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x04,0x20,0x04,0x20,0xFF,0xFE,0x14,0x20,0x18,0x00,0x17,0xFE,0x30,0x08,0x33,0xC8,
0x52,0x48,0x92,0x48,0x12,0x48,0x13,0xC8,0x12,0x48,0x10,0x08,0x10,0x28,0x10,0x10,

/*-- 文字: 高 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0xFF,0xFE,0x00,0x00,0x0F,0xE0,0x08,0x20,0x0F,0xE0,0x00,0x00,
0x7F,0xFC,0x40,0x04,0x4F,0xE4,0x48,0x24,0x48,0x24,0x4F,0xE4,0x40,0x14,0x40,0x08,

/*-- 文字: 速 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x80,0x40,0x80,0x2F,0xFC,0x20,0x80,0x00,0x80,0x07,0xF8,0xE4,0x88,0x24,0x88,
0x27,0xF8,0x21,0xA0,0x22,0x98,0x2C,0x88,0x20,0x80,0x50,0x80,0x8F,0xFE,0x00,0x00,

/*-- 文字: 、 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x60,0x00,0x30,0x00,0x10,0x00,0x00,0x00,0x00,0x00,

/*-- 文字: 宝 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0x7F,0xFE,0x40,0x04,0x80,0x08,0x3F,0xF8,0x01,0x00,0x01,0x00,
0x01,0x00,0x1F,0xF8,0x01,0x40,0x01,0x20,0x01,0x30,0x01,0x20,0x7F,0xFE,0x00,0x00,

/*-- 文字: 安 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0x3F,0xFE,0x20,0x04,0x44,0x08,0x06,0x00,0x04,0x00,0xFF,0xFE,
0x08,0x20,0x08,0x20,0x08,0x40,0x06,0x80,0x01,0x00,0x06,0xC0,0x18,0x38,0xE0,0x10,

/*-- 文字: 机 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10,0x00,0x10,0xF8,0x10,0x88,0xFE,0x88,0x10,0x88,0x10,0x88,0x38,0x88,0x34,0x88,
0x54,0x88,0x50,0x88,0x91,0x08,0x11,0x0A,0x12,0x0A,0x12,0x0A,0x14,0x06,0x10,0x00,

/*-- 文字: 场 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x10,0x00,0x13,0xF8,0x10,0x10,0x10,0x20,0xFC,0x40,0x10,0x84,0x11,0xFE,0x10,0x54,

0x10,0x54,0x16,0xA4,0x19,0x24,0xE2,0x44,0x40,0x84,0x01,0x04,0x02,0x14,0x00,0x08,

/*-- 文字: , --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x30,0x00,0x30,0x00,0x10,0x00,0x20,0x00,0x00,0x00,

/*-- 文字: 交 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x02,0x00,0x01,0x00,0x01,0x80,0x7F,0xFE,0x08,0x20,0x0C,0x18,0x10,0x0C,0x20,0x20,
0x08,0x30,0x04,0x60,0x02,0xC0,0x01,0x80,0x03,0x40,0x04,0x30,0x18,0x1C,0x60,0x08,

/*-- 文字: 通 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x40,0x00,0x27,0xF8,0x20,0x90,0x00,0x60,0x07,0xF8,0x04,0x48,0xE7,0xF8,0x24,0x48,
0x24,0x48,0x27,0xF8,0x24,0x48,0x24,0x68,0x24,0x50,0x50,0x00,0x8F,0xFE,0x00,0x00,

/*-- 文字: 便 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x08,0x00,0x0F,0xFE,0x18,0x40,0x17,0xFC,0x34,0x44,0x67,0xFC,0xA4,0x44,0x24,0x44,
0x27,0xFC,0x24,0x40,0x22,0x40,0x21,0x80,0x20,0xC0,0x21,0x30,0x22,0x0E,0x2C,0x04,

/*-- 文字: 利 --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x02,0x03,0x82,0x3C,0x02,0x04,0x22,0x04,0x22,0x7F,0xA2,0x0C,0x22,0x0C,0x22,
0x16,0x22,0x15,0x22,0x25,0xA2,0x45,0x22,0x84,0x02,0x04,0x12,0x04,0x0A,0x04,0x04,

/*-- 文字: ! --*/

/*-- MS UI Gothic12; 此字体下对应的点阵为: 宽 x 高=16x16 --*/

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x10,0x00,0x10,0x00,0x10,0x00,0x10,0x00,
0x10,0x00,0x10,0x00,0x10,0x00,0x10,0x00,0x10,0x00,0x00,0x10,0x00,0x00,0x00,

};

//延时

void delay(int n_ms)

```
{  
    int i,j;  
    for(i=0;i<n_ms;i++)  
        for(j=0;j<110;j++);  
}
```

//等待一个按键

void waitkey()

```
{
```

```
repeat:
    if (key==1) goto repeat;
    else;
        delay(600);
}
```

```
void transfer(int data1)
{
    int i;
    for(i=0;i<8;i++)
    {
        scl=0;
        if(data1&0x80) sda=1;
        else sda=0;
        scl=1;
        scl=0;
        data1=data1<<1;
    }
    sda=0;
    scl=1;
    scl=0;
}
```

```
void start_flag()
{
    scl=1;    /*START FLAG*/
    sda=1;    /*START FLAG*/
    sda=0;    /*START FLAG*/
}
```

```
void stop_flag()
{
    scl=1;    /*STOP FLAG*/
    sda=0;    /*STOP FLAG*/
    sda=1;    /*STOP FLAG*/
}
```

/*传送一个字节（8 比特）黑白图像的数据*/

```
void write_mono_data(uchar mono_data)
{
    char i,j;
    uchar four_gray_data=0;//定义 4 灰度级的数据
```

```
for(j=0;j<2;j++)
{
    four_gray_data=0;
    for(i=0;i<4;i++)
    {
        four_gray_data>>=2;           //4 灰度级的数据右移 2 位
        if(mono_data&0x80)             //单色黑白数据与 0x80（二进制 10000000）进行“与”运算
        {
            four_gray_data+=0xc0; //4 灰度级的数据+0xc0(二进制 11000000)
        }
        else;
        mono_data<<=1;                 //单色黑白数据左移一位
    }
    transfer(four_gray_data);          //写进一个 8bits 的数据，驱动了 4 个像素点，因为每个像素点用了 2bits 数据
}
}
void clear()
{
    int i,j;
    start_flag();
    transfer(0x7e);
    for(i=0;i<128;i++)
    {
        for(j=0;j<16;j++)
        {
            write_mono_data(0x00);
        }
    }
    stop_flag();
}

void lcd_address(uchar row,uchar column)
{
    start_flag();
    transfer(0x7c);
    transfer(0x00+column);           //列地址，每个地址管 4 列
    transfer(0x70+(row>>4));         //行地址的高 3 位
    transfer(0x60+(row&0x0f));       //行地址的低 4 位
    stop_flag();
}

//电测用的：全屏显示黑
void display_black(void)
{
    int i,j;
```

```
for(i=0;i<128;i++)
{
    start_flag();
    transfer(0x7e);
    for(j=0;j<16;j++)
    {
        write_mono_data(0xff);
    }
    stop_flag();
}
```

//电测用的：全屏显示偶数列
void display_even_column(void)

```
{
    int i,j;
    for(i=0;i<128;i++)
    {
        start_flag();
        transfer(0x7e);
        for(j=0;j<16;j++)
        {
            write_mono_data(0x55);
        }
        stop_flag();
    }
}
```

//电测用的：全屏显示奇数列
void display_odd_column(void)

```
{
    int i,j;
    for(i=0;i<128;i++)
    {
        start_flag();
        transfer(0x7e);
        for(j=0;j<16;j++)
        {
            write_mono_data(0xaa);
        }
        stop_flag();
    }
}
```

//电测用的：全屏显示雪花 1

```
void display_snow1(void)
{
    int i,j;
```

```
for(i=0;i<64;i++)
{
    start_flag();
    transfer(0x7e);
    for(j=0;j<16;j++)
        write_mono_data(0x55);
    for(j=0;j<16;j++)
        write_mono_data(0xaa);
    stop_flag();
}
```

//电测用的：全屏显示雪花 2

void display_snow2(void)

```
{
    int i,j;
    for(i=0;i<64;i++)
    {
        start_flag();
        transfer(0x7e);
        for(j=0;j<16;j++)
            write_mono_data(0xaa);
        for(j=0;j<16;j++)
            write_mono_data(0x55);
        stop_flag();
    }
}
```

//电测用的：全屏显示奇数行

void display_odd_row(void)

```
{
    int i,j;
    for(i=0;i<64;i++)
    {
        start_flag();
        transfer(0x7e);
        for(j=0;j<16;j++)
            write_mono_data(0xFF);
        for(j=0;j<16;j++)
            write_mono_data(0x00);
        stop_flag();
    }
}
```

//电测用的：全屏显示偶数行

void display_even_row(void)

```
{
    int i,j;
    for(i=0;i<64;i++)
```

```
{
    start_flag();
    transfer(0x7e);
    for(j=0;j<16;j++)
        write_mono_data(0x00);
    for(j=0;j<16;j++)
        write_mono_data(0xff);
    stop_flag();
}

}
```

//定义显示窗口大小

void window_program()

```
{
    start_flag();
    transfer(0x7c);
    transfer(0x60);
    transfer(0x10);
    transfer(0x00);

    transfer(0xF4);//set colum address start
    transfer(0x00);

    transfer(0xF6);
    transfer(0x1f);//set colum address end

    transfer(0xF5);//set row address start
    transfer(0x00);

    transfer(0xF7);//set row address end
    transfer(0x7f);
    transfer(0xF9);//set window outside mode enable
    stop_flag();
}
```

void display_graphic_128x128(uchar row,uchar column,uchar *dp)

```
{
    int i,j;
    for(i=0;i<128;i++)
    {
        start_flag();
        transfer(0x7c);
        lcd_address(row+i,column);
        stop_flag();
    }
}
```

```
    start_flag();
    transfer(0x7e);
    for(j=0;j<16;j++)
    {
        write_mono_data(*dp);
        dp++;
    }
    stop_flag();
}
```

```
void display_graphic_16x16(uchar row,uchar column,uchar *dp)
{
    int i,j;
    for(i=0;i<16;i++)
    {
        start_flag();
        transfer(0x7c);
        lcd_address(row+i,column);
        stop_flag();
        start_flag();
        transfer(0x7e);
        for(j=0;j<2;j++)
        {
            write_mono_data(*dp);
            dp++;
        }
        stop_flag();
    }
}
```

```
void display_N_16x16(uchar row,uchar column,uchar n,uchar *dp)
{
    int i,j,k,m;
    m=column;
    for(k=0;k<n;k++)
    {
        for(i=0;i<16;i++)
        {
            start_flag();
            transfer(0x7c);    //选择 SLAVE ADDRESS
            lcd_address(row+i,column);
            stop_flag();
            start_flag();
            transfer(0x7e);
            for(j=0;j<2;j++)
```

```
        {
            write_mono_data(*dp);
            dp++;
        }
        stop_flag();
    }
    column+=4;
    m+=4;
    if(m>=29)
    {
        column=0;
        m=0;
        row+=16;
    }
    else;
}

}

display_graphic_8x16(uchar row,uchar column,uchar *dp)
{
    int i,j;
    for(i=0;i<16;i++)
    {
        start_flag();
        transfer(0x7c);
        lcd_address(row+i,column);
        stop_flag();
        start_flag();
        transfer(0x7e);
        for(j=0;j<1;j++)
        {
            write_mono_data(*dp);
            dp++;
        }
        stop_flag();
    }
}

display_graphic_8x8(uchar row,uchar column,uchar *dp)
{
    int i,j;

    for(i=0;i<8;i++)
    {
        start_flag();
```



```
        transfer(0x7c);
        lcd_address(row+i,column);
        stop_flag();
        start_flag();
        transfer(0x7e);
        for(j=0;j<1;j++)
        {
            write_mono_data(*dp);
            dp++;
        }
        stop_flag();
    }
}
```

```
void LCD_INITIAL()
```

```
{
    start_flag();
    transfer(0x7c);    //选择 SLAVE ADDRESS
    transfer(0x00);    //控制字: 表示以下传输的 N 个字节是指令
    transfer(0xE2); //system reset
    delay(10);
    transfer(0x27);
    transfer(0x2b);
    transfer(0x2f); //set pump control
    transfer(0xeb); //set bias=1/11
    transfer(0x81); //set
    transfer(0x36); //set PM=12,vop=12.8v,4c
    transfer(0xa9); //set linerate mux,a2
    transfer(0xc8);
    transfer(0x0b);
    transfer(0x89);
    transfer(0xc4); //MY=1,MX=0:从左到右, 再从上到下。
    transfer(0xf1); //f1
    transfer(0x7f);
    transfer(0xd3); //gray shade set
    transfer(0xd7); //gray shade set
    transfer(0xAf); //set display enable
    stop_flag();
}
```

```
void main(void)
```

```
{
```

```
LCD_INITIAL();
while(1)
{
    clear();
//    display_graphic_16x16(0,1,lei1);          /*在第 yy 行，第 xx 列显示单个自编生僻汉字“囧”
*/
//    display_graphic_16x16(0,8,jin);          /*显示单个自编生僻汉字“晶” */
    display_N_16x16(0,0,64,text);
    waitkey();
    clear();
    display_graphic_128x128(0,0,bmp1);
    waitkey();
    display_black();
    waitkey();
    display_odd_column();
    waitkey();
    display_even_column();
    waitkey();
    display_odd_row();
    waitkey();
    display_even_row();
    waitkey();
    display_snow1();
    waitkey();
    display_snow2();
    waitkey();
}
}
```

uchar code bmp1[]={//横向取模
/*-- 调入了一幅图像：E:\work\图片收藏夹\黑白屏图片\JLX128128G-328.bmp --*/
/*-- 宽度 x 高度=128x128 --*/
0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x08,0x02,0x00,0x00,0x41,0x80,0x40,0x00,0x00,0x00,0xC0,0x00,0x00,0x00,0x81,
0x80,0x0F,0xFE,0x00,0x03,0x21,0x80,0x60,0x01,0x80,0x00,0x80,0x00,0x7F,0xFF,0x81,
0x80,0x08,0x02,0x01,0xFC,0x31,0x00,0x33,0xFF,0x80,0x00,0x80,0x00,0x00,0x03,0x01,
0x80,0x08,0x02,0x00,0x84,0x32,0x00,0x10,0x41,0x00,0x00,0x80,0x00,0x00,0x04,0x01,
0x80,0x0F,0xFE,0x00,0x84,0x02,0x40,0x00,0x61,0x00,0x7F,0xFF,0x80,0x00,0x08,0x01,

0x80,0x08,0x02,0x00,0x84,0x04,0xE0,0x00,0x61,0x00,0x40,0x81,0x00,0x00,0xB0,0x01,
0x80,0x08,0x02,0x00,0x84,0xFB,0x00,0x00,0x61,0x00,0x40,0x81,0x00,0x00,0xC0,0x01,
0x80,0x0F,0xFE,0x00,0xFC,0x08,0x00,0x10,0x61,0x00,0x40,0x81,0x00,0x00,0x40,0x01,
0x80,0x08,0x02,0x00,0x84,0x08,0x01,0xF0,0x61,0x00,0x40,0x81,0x00,0x00,0x40,0x61,
0x80,0x00,0x00,0x00,0x84,0x08,0x20,0x30,0x6D,0x00,0x7F,0xFF,0x03,0xFF,0xFF,0xF1,
0x80,0x83,0x20,0x40,0x87,0xFF,0xF0,0x33,0xF3,0x00,0x40,0x81,0x00,0x00,0x40,0x01,
0x80,0xFF,0x3F,0xE0,0xFC,0x0C,0x00,0x30,0x61,0x00,0x40,0x81,0x00,0x00,0x40,0x01,
0x80,0x82,0x30,0x40,0x84,0x0C,0x00,0x30,0x61,0x80,0x40,0x81,0x00,0x00,0x40,0x01,
0x80,0x82,0x30,0x40,0x84,0x0A,0x00,0x30,0x61,0x80,0x40,0x81,0x00,0x00,0x40,0x01,
0x80,0x82,0x30,0x40,0x85,0x0A,0x00,0x32,0x60,0x90,0x7F,0xFF,0x00,0x00,0x40,0x01,
0x80,0xFE,0x3F,0xC0,0x9E,0x12,0x00,0x34,0x60,0xA0,0x40,0x80,0x00,0x00,0x40,0x01,
0x80,0x82,0x30,0x41,0xE4,0x11,0x00,0x3C,0x60,0xA0,0x00,0x80,0x40,0x00,0x40,0x01,
0x80,0x82,0x30,0x41,0x04,0x21,0x80,0x38,0x60,0xE0,0x00,0x80,0x40,0x00,0x40,0x01,
0x80,0x82,0x30,0x40,0x04,0x60,0xC0,0x30,0x60,0x60,0x00,0x80,0x20,0x00,0xC0,0x01,
0x80,0xFE,0x3F,0xC0,0x04,0xC0,0x70,0x10,0x60,0x30,0x00,0xC0,0x70,0x07,0xC0,0x01,
0x80,0x82,0x30,0x40,0x07,0x00,0x00,0x00,0x00,0x10,0x00,0x7F,0xE0,0x01,0x80,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
~~0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,~~
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x20,0x00,0x00,0x00,0x00,0x01,
0x80,0x00,0x00,0x0C,0x00,0x04,0x01,0x00,0x18,0x31,0x00,0x10,0x18,0x00,0x00,0x01,
0x80,0x00,0x20,0x04,0x00,0x07,0xFF,0x00,0x10,0x31,0x10,0x10,0x10,0x00,0x00,0x01,
0x80,0x00,0x30,0x04,0x30,0x04,0x01,0x00,0x10,0x31,0x38,0x10,0x10,0x00,0x00,0x01,
0x80,0x00,0x19,0xFB,0xC0,0x04,0x01,0x00,0x11,0xFF,0xC0,0x10,0x10,0x00,0x00,0x01,
0x80,0x00,0x10,0x44,0x00,0x07,0xFF,0x00,0x12,0x31,0x00,0x10,0x10,0xC0,0x00,0x01,
0x80,0x00,0x00,0x44,0x00,0x04,0x01,0x00,0xFC,0x40,0x40,0x10,0xFF,0xC0,0x00,0x01,
0x80,0x01,0x04,0xC4,0x00,0x04,0x01,0x00,0x30,0x7F,0xE0,0x13,0x10,0xC0,0x00,0x01,
0x80,0x00,0xC8,0x8F,0xE0,0x07,0xFF,0x00,0x30,0x40,0x40,0xFC,0x10,0xC0,0x00,0x01,
0x80,0x00,0x49,0x08,0x40,0x04,0x01,0x00,0x38,0x40,0x40,0x10,0x10,0xC0,0x00,0x01,
0x80,0x00,0x69,0x9C,0x40,0x00,0x00,0x00,0x36,0x7F,0xC0,0x10,0x10,0xC0,0x00,0x01,
0x80,0x00,0x13,0x93,0x40,0x41,0x90,0x20,0x52,0x40,0x40,0x10,0x10,0xD0,0x00,0x01,
0x80,0x00,0x13,0xB1,0xC0,0x7F,0x9F,0xF0,0x52,0x40,0x40,0x10,0x10,0xF8,0x00,0x01,
0x80,0x00,0x15,0xA8,0x80,0x41,0x18,0x20,0x90,0x7F,0xC0,0x13,0xFF,0x00,0x00,0x01,
0x80,0x00,0x19,0xC8,0x80,0x41,0x18,0x20,0x90,0x08,0x00,0x10,0x34,0x00,0x00,0x01,
0x80,0x00,0x21,0x85,0x80,0x41,0x18,0x21,0x10,0x08,0x30,0x13,0x24,0x00,0x00,0x01,
0x80,0x00,0xE1,0x87,0x00,0x7F,0x1F,0xE0,0x13,0xFF,0xC0,0x3C,0x22,0x00,0x00,0x01,
0x80,0x00,0x61,0x83,0x00,0x41,0x18,0x20,0x10,0x1A,0x01,0xE0,0x63,0x00,0x00,0x01,
0x80,0x00,0x61,0x85,0x80,0x41,0x18,0x20,0x10,0x11,0x00,0x80,0xC1,0x80,0x00,0x01,
0x80,0x00,0x61,0x8C,0xC0,0x41,0x18,0x20,0x10,0x21,0x80,0x01,0x80,0xC0,0x00,0x01,
0x80,0x00,0x61,0x90,0x78,0x7F,0x1F,0xE0,0x10,0x40,0xF0,0x02,0x00,0x70,0x00,0x01,
0x80,0x00,0x61,0xA0,0x20,0x41,0x18,0x20,0x11,0x80,0x30,0x0C,0x00,0x20,0x00,0x01,
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