Picture Production and Bitmap Conversion







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

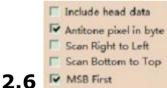
This screen supports gray scale and partial refresh, Make a 4-gray or 16-gray picture of 1024*758 resolution , and save it as a BMP or JPG file (BMP is recommended).



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;



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.



Izl Image2Lcd v3.2			
🗳 🖬 🗊 Open Save Batch	i Set Reload Up	⇒ ⊗ Next Help	IZL About
C array(*.c) Horizon Scan 4 Gray 1024 758	GOOD DISPALY 6.0 INCL Resolution: 1024x758 www.good-display.com		GOOD DI
 Include head data Antitone pixel in byte Scan Right to Left Scan Bottom to Top MSB First 	Adjust 256 Color 4096 Color 16-bit-		
Input image : 1024x758	1.bmp (1024,758)	Output image : (1024,	758)

Figure 2