

# 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:

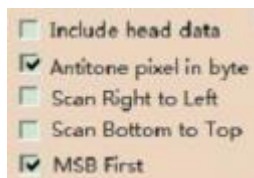
**2.1** Open the picture;

**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;

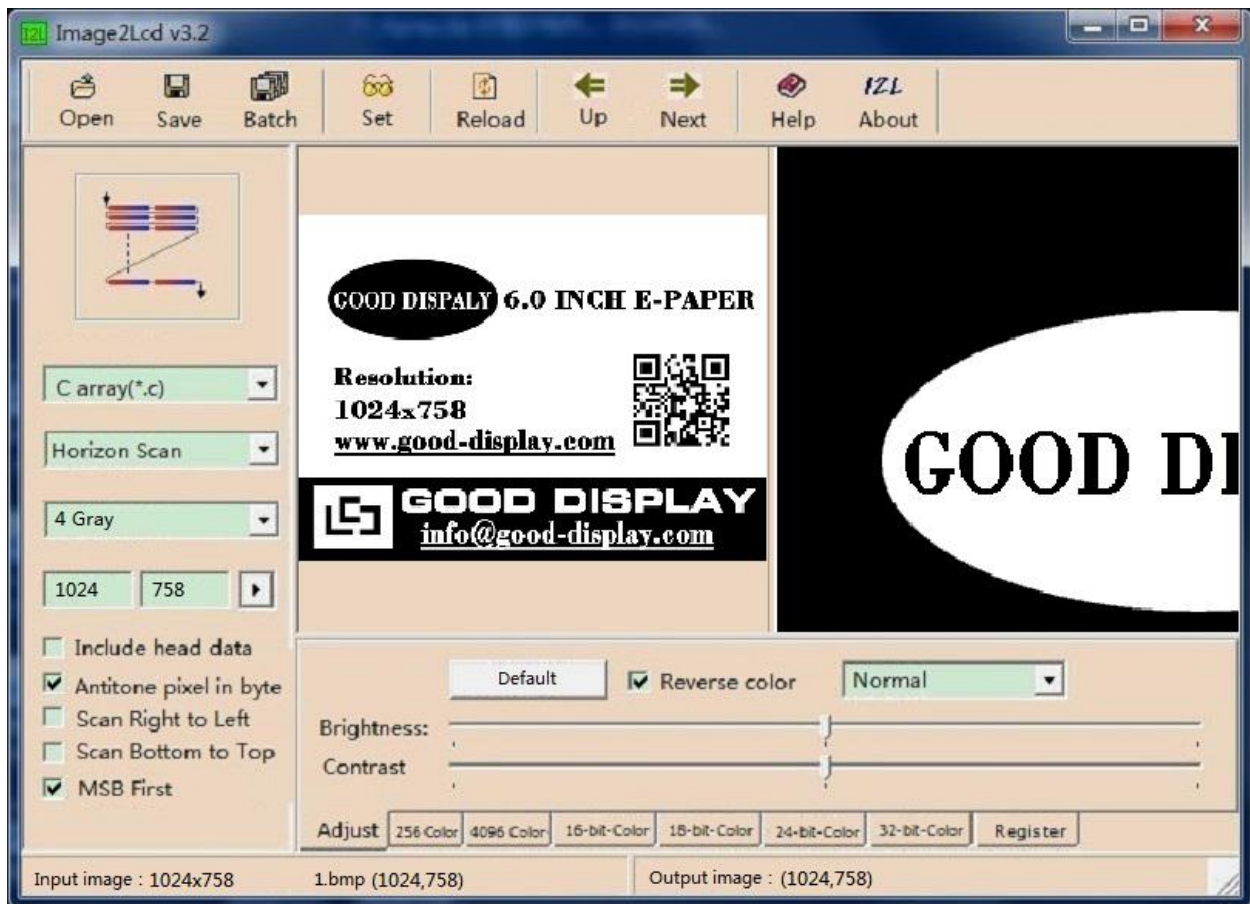


**2.6** Tick the second and the fifth one;

**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**