# 实验 09\_OLED的使用

【实验目的】：

1、掌握OLED 的基本原理

2、学会OLED 的使用方法

【实验环境】：

1、FS\_11C14 开发板

2、FS\_Colink V2.0

3、RealView MDK（Keil uVision4）

【实验步骤】：

1、在OLED 文件夹下找到并打开project.uvproj 文件；

2、编译此工程；

3、通过FS\_Colink 下载编译好的工程到FS\_11C14 开发板；

4、按Reset 键复位，转动电位器（VR1），观察OLED 显示。

【实验现象】



【实验分析】

void OLED\_Test(void)

{

const unsigned char Name[]={53,78,73,86,73,83,73,79,78,0};

// Univision

Fill\_RAM(0x00); // Clear Screen

// Show Pattern - UniV OLED

Show\_Pattern((unsigned char \*)&UniV[0][0],0x02,0x05,XLevel+0x28,0x30);

Delay(5);

// Fade In/Out (Full Screen)

Fade\_Out();

Delay(5);

Fade\_In();

Delay(5);

// Scrolling (Partial or Full Screen)

Vertical\_Scroll(0x00,0x00,Max\_Row,0x01,0x20); // Upward

Delay(5);

Vertical\_Scroll(0x01,0x00,Max\_Row,0x01,0x20); // Downward

Delay(5);

Deactivate\_Scroll();

Delay(5);

// Upward - Top Area

Continuous\_Scroll(0x00,0x00,0x00,0x00,0x20,0x01,0x00,0x01);

Delay(5);

Continuous\_Scroll(0x00,0x00,0x00,0x00,0x20,0x1F,0x00,0x01); // Downward -

Top Area

Delay(5);

Continuous\_Scroll(0x00,0x00,0x03,0x00,0x20,0x01,0x00,0x02); // Up &

Rightward - Top Area

Delay(5);

// Down & Leftward - Top Area

Continuous\_Scroll(0x01,0x00,0x03,0x00,0x20,0x1F,0x00,0x02);

Delay(5);

Continuous\_Scroll(0x01,0x04,0x07,0x00,0x20,0x01,0x00,0x02); // Upward - Top

Area

Delay(5); // Leftward - Bottom Area

Continuous\_Scroll(0x00,0x04,0x07,0x00,0x20,0x1F,0x00,0x02); // Downward - Top

Area

Delay(5); // Rightward - Bottom Area

Deactivate\_Scroll();

Delay(5);

// All Pixels On (Test Pattern)

Fill\_RAM(0xFF);

Delay(5);

// Checkerboard (Test Pattern)

Checkerboard();

Delay(5);

Fill\_RAM(0x00); // Clear Screen

// Frame (Test Pattern)

Frame();

Delay(5);

// Show String - Univision

Show\_String(1,(unsigned char \*)&Name,0x03,XLevel+0x25);

}