

Before using this software, the image must be converted to RGB565 format and provided as one of the following two C-language arrays:

1. `const uint16_t glImage_11[441*100] = { 0xffff, 0xffff, ... };`

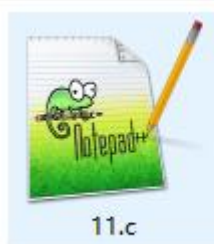
2. `const uint8_t glImage_11[441*100*2] = { 0xff, 0xff, 0xff, 0xff, ... };`

Both formats describe a 441-pixel-wide, 100-pixel-high image. Save the array data in a file named xxx.c, where “xxx” is the desired file name.



You can choose between two compression methods. Click the “Browse” button to select the data you want to compress, then click the “Compress” button. A compressed file will be generated in the same location as the source file (e.g., 11_compressed.c in the illustration). The compression ratio is also displayed—the lower the value, the greater the compression.





11.c



11_compressed
.c