Guide for displaying a custom image on e-paper display

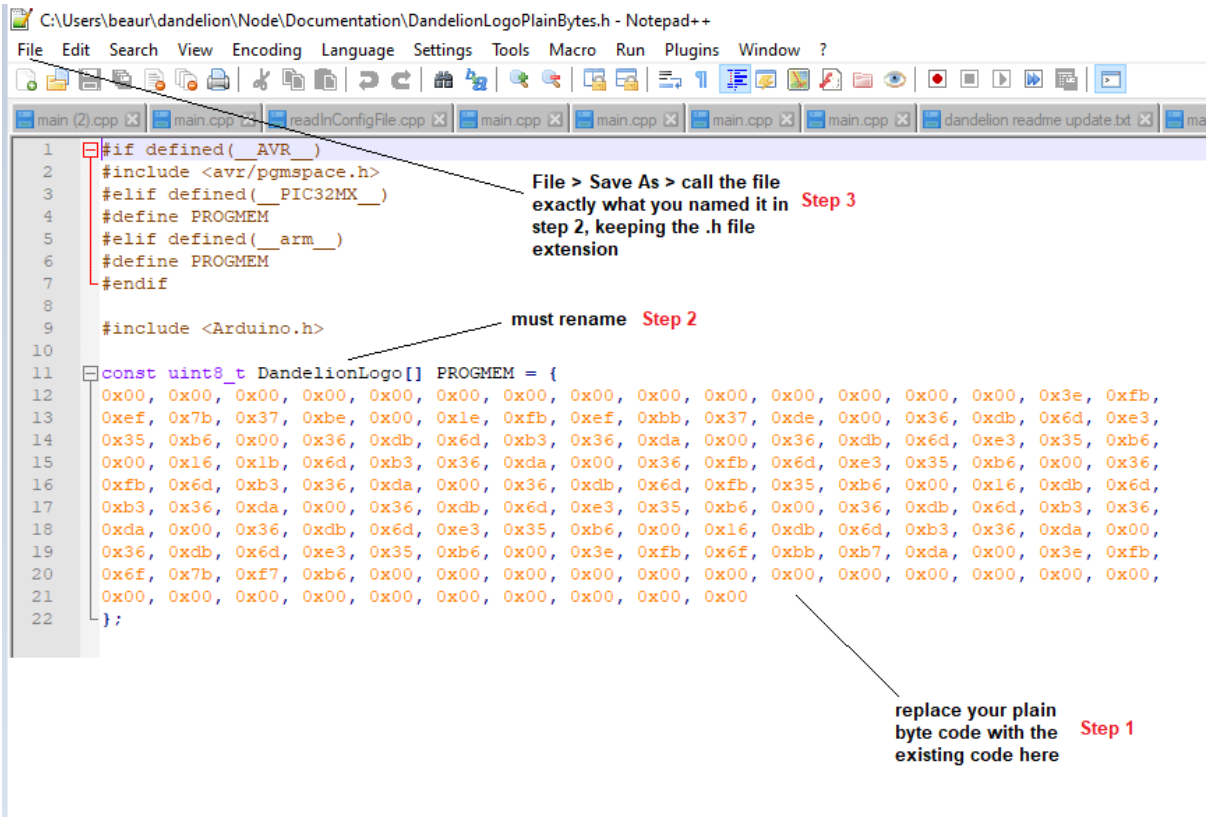
Source: https://www.youtube.com/watch?v=Wr-sF-O2xBE&list=PLoaL5weplgUmfpHDWzBej9zjJrounB8mG&index=14&ab_channel=ShotokuTech

The following **17** steps outline the process:

1) Download and install IrfanView from https://www.irfanview.com/
2) Open IrfanView > Open the image you want displayed on the e-paper display
3) In the toolbar, click Image > Resize/Resample
4) Set your required Width and Height. For reference, an image taking up the entire e-paper display is 250 x 112. The Dandelion logo is 50 x 22. The Wi-Fi connected & disconnected icons are 30 x 22.
5) Ensure “preserve aspect ratio (proportional)” is unticked
6) Set DPI to 16 > click OK
7) Click Image > Decrease colour depth
8) Select “2 Colors (black/white) (1 BPP)” radio button > Click OK
9) Save As
10) Browse to http://javl.github.io/image2cpp/
11) Click “Choose files” > open the file you just saved
12) Under “Image Settings”, beside “Background color” > select “Black” radio button
13) Under “Output”, choose “plain bytes” in the “Code output format” drop-down menu
14) Click “Generate code”
15) Highlight and copy the code

Continues on next page…

16) Open an existing file with plain byte code for another image in a text editor such as Notepad ++ to paste the plain bytes for this image into, replacing what's there. Change the name inside the file & the name of the file itself. These must be matching. An existing file with plain byte code can be found in the Dandelion GitHub repo/Node/Documentation/DandelionLogoPlainBytes.h.



17) Now you have the new header file, place it into the 'include' folder found in the directory of your C++/PlatformIO project, ensure you add it as a #include directive in the appropriate class or header file, and the image is now available to use.