

Mostly, e-ink devices only has 16 gray levels, we shall dither bitmap to display 256 gray level on such devices.

There only 2 methods:

1. Global.setDither16Grays(int[] vals)
2. Global.dither16Grays(Bitmap bitmap)

Global.setDither16Grays(int[] vals) used to configure gray values.

This method accept 15 int values to configure gray level.

for example:

[30,50,68,84,96,108,120,132,146,160,175,191,210,230,251]

Mean, a gray value(range 0-255), 0-29 gray value are full black, 30-49 are gray level 1, 50-67 are level2, and more... The last gray level is 251-255, that is pure white.

If never invoked Global.setDither16Grays, default value set to be:

[16,32,48,64,80,96,112,128,144,160,176,192,208,224,240]

Global.dither16Grays(Bitmap bitmap) accept ALPHA_8 format bitmap as dither bitmap.

And make 16 grays device like 256 gray level devices.

If you want to know how to determine gray values, plz see next page.

You can determine gray levels by invoke java codes like:

```
int gray;
m_paint.setStyle(Paint.Style.FILL);
gray = 29;
m_paint.setARGB(255, gray, gray, gray);
canvas.drawRect(0, 0, 100, 100, m_paint);
gray = 30;
m_paint.setARGB(255, gray, gray, gray);
canvas.drawRect(100, 0, 200, 100, m_paint);
gray = 31;
m_paint.setARGB(255, gray, gray, gray);
canvas.drawRect(200, 0, 300, 100, m_paint);
```

If device has gray level:

[30,50,68,84,96,108,120,132,146,160,175,191,210,230,251]

Example codes above, shall display 29 as darker block, and 30 will become lighter, 31 is same gray to 30.

