Graphical User Interface

# Bitmap coding

Bitmap files could be coded according to states, perhaps by assigning a number to each valve/interesting object and switching bmp file when a state changes.

Example: 3 binary states would have 8 bmp files: 000, 001, 010, 011, 100, 101, 110, 111. When a state changes, the bmp file displayed could be changed.

# Direct drawing to screen

Save coordinates for various objects and only redraw the necessary parts. Preferable to BMP coding since the entire screen would not have to be redrawn. On the other hand, it places a higher load on the main microcontroller rather than the display controller.

# Hybrid

Use a hybrid version of BMP coding and direct drawing. This could be useful for updating rapidly changing values, such as temperature display, using direct drawing and updating the more seldom changing states by using BMP coding.