

- * The function sees if the SDRAM can accommodate an image of size `img_height_lines * img_width_words`.
- * Once it finds the suitable memory space, it returns a number for the image.
- * It also registers the image details.
- * Once the user gets a valid image number, they can use the image number to access the image buffer (to write or read the images).
- * The user should give the LCD width in words and not in bytes. This is because the SDRAM supports only word reads (4 bytes together)
- * The function is also used to register the LCD frame buffer (the frame buffer which is used for LCD refresh) apart from the image buffers (the buffers to which the image can be stored)