LCD Demo

# Overview

This demonstration uses the LCD to display text with different fonts, formatted printing of integers and floats, and rudimentary graphics (drawing a sine wave).

# Porting Notes

## RDK Selection

Select the RDK by defining either RDKRL78G13 or RDKRL78G14 in r\_cg\_userdefine.h.

## Memory Size Optimization

This Glyph code has been modified to reduce memory requirements by changing most 32 bit variables and arguments to smaller sizes (16 and 8 bits).

Reduce ROM memory requirements as needed using these methods:

* Include only the fonts needed, using glyph\_cfg.h.
* Set optimization for maximum size.
* Set library options to the smallest possible for printf, scanf and math.

# Comments and Suggestions

* Disable the delay loops to see how fast the system can update the text and graphics.