LCD

* Uses “SPI
* CS is like an address
* D pin indicates if it is receiving data of “turning on” or whatever
* Other are just regular SPI
* Three colours
  + Use 6-bit depth (16 bit interface) therefore only sending 2 chars to rep colour rather then 3 chars to speed it up

Gamma correction

* We don’t see brightness on a linear scale
* Screen will auto correct the linearly programed brightness such that is actually appears linear to our eyes

ASCII.txt

* Copy this into your code
* Contains 2d array [96][5] rep the ASCII characters you may want to write to the LCD
* Written so that each character is within 8x5 pixels (able to store in chars)
* Array contains which pixels to turn on to display each character

To display characters we need to write:

* Sprint(array, “HI%d”,i)
* Array would then be array = ‘H’,’I’,’ ‘, ‘i’, ‘/0’
* Require extra character to indicate done text
* Need to specify origin
* From ascii array determine which pixels are on or off ( loop through each column, loop through each bit in each column)
* Set lcd
* Read next element in array (REPEAT! Until reaching null character)
* After message is complete write extra spaces to clear any old pixels near by