M5Stack Unit GLASS I2C Protocol

V2 (FW Version)
2022/12/7

REG MAP (Addr:0x3D)		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	note
Clear[5]	0x00 W	Clear																**Clear:** Write 1 to clear OLED (after a clear, need a show
Show[5]	0x10 W	Show																**Show:** Write 1 to show OLED
Draw String	0x20 W	pos-x	pos-y	text size	mode[1]													**text size:** There are 3 fonts in total, 8, 16, 24
Draw Point	0x30 W	pos-x	pos-y	mode														
Draw Line	0x40 W	pos-x1	pos-y1	pos-x2	pos-y2	mode[1]												
Draw Circle	0x50 W	pos-x	pos-y	radius	mode[1]													
Invert	0x60 W	Invert																**Invert:** 0, front display; 1, front display, flip 180 degrees; 2, reverse display; 3, reverse display, flip 180 degrees
Display ON/OFF	0x70 W	ON/OFF																**ON/OFF:** 1:Display on; 0:Display off
String Buffer Array[2]	0x80 W	Index-L	Index-H	data														
Picture Buffer Array[3]	0x90 W	Index-L	Index-H	data														
Color reverse	0xA0 W	color reverse																**color turn:** 0: Normal; 1: reverse color
Draw Picture	0xB0 W	pos-x	pos-y	size-x	size-y	mode[1]												
Buzz	0xC0 W	Buzz-Freq-L	Buzz-Freq-H	Buzz Duty	Buzz Control													**Buzz Freq[4], Buzz Duty[5]** **Buzz Control:** 0, disable; 1, enable
Key	0xD0 R	Key-A	Key-B															**Key:** 0 or 1
Firmware Version	0xF0 R															Version		**Version:** firmware version number

[1] mode: 1, filling; 0, clear

[2] String buffer: For example, to write "Hi" to buffer, we need to write two bytes. The first byte, index-L = 0, index-H = 0, data = 'H'. The second byte, index-L = 1, index-H = 0, data = 'i'. (The maximum length of character buffer is 64 bytes)

[3] Picture buffer: The usage method is the same as string buffer. (The maximum length of the picture buffer is 1024 bytes)

[4] Buzz Freq: The unit is Hz. For example, set the buzz frequency to 4000Hz, Buzz-Freq-L = 0xA0, Buzz-Freq-H = 0x0F

[4] Buzz duty. For example, set Buzz duty to 50%, Buzz Duty = 255 * 0.5 = 127

[5] Clear and show need 10 millisecond to reflash the ram