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	Α	В	С	D	E	F	note
Clear	0x00 W	Clear																Clear: Write 1 to clear OLED(after a clear, need a show function)
Show	0x10 W	Show																Show: Write 1 to show OLED(after a show, need a show function)
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/OF F																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,
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