Thư viện hiển thị chữ và hình ảnh trên GLCD

1. Khai báo các công ở Port.h

#ifndef \_PORT\_H\_

#define \_PORT\_H\_

#define Data P0

sbit CS1 **=** P1**^**6**;**

sbit CS2 **=** P1**^**7**;**

sbit RS **=** P1**^**0**;**

sbit RW **=** P1**^**1**;**

sbit lcd\_e **=** P1**^**2**;**

sbit RST **=** P3**^**7**;**

#endif

1. .**Thư viện các hàm của lcd**

void GLCD\_Comd**(**unsigned char cmd**)** //Ham gui lenh ra glcd

**{**

Data **=** cmd**;** //gui lenh cho lcd

RS **=** 0**;**

RW **=** 0**;**

lcd\_e **=** 1**;**

Delay**(**10**);**

lcd\_e **=** 0**;**

**}**

void Select\_page**(**unsigned char Page**)** //Ham chon chip cho glcd

**{**

**if(**Page**)**

**{**

CS1 **=** 0**;**

CS2 **=** 1**;**

**}**

**else**

**{**

CS1 **=** 1**;**

CS2 **=** 0**;**

**}**

**}**

void GLCD\_Data**(**unsigned char dat**)** //Ham gui du lieu ra glcd

**{**

Data **=** dat**;**

RS **=** 1**;**

RW **=** 0**;**

lcd\_e **=** 1**;**

Delay**(**10**);**

lcd\_e **=** 0**;**

**}**

void GLCD\_Init**()** //Khoi dong glcd

**{** unsigned char i**;**

unsigned char Comd**[]** **=** **{**0xc0**,**0xb8**,**0x40**,**0x3f**};**

Select\_page**(**1**);**

**for(**i**=**0**;**i**<**4**;**i**++)**

GLCD\_Comd**(**Comd**[**i**]);**

Select\_page**(**0**);**

**for(**i**=**0**;**i**<**4**;**i**++)**

GLCD\_Comd**(**Comd**[**i**]);**

**}**

void GLCD\_OUTPUT\_PIC**(**const unsigned char **\***ip**)** //Ham in hinh anh ra man hinh glcd

**{**

int Page **=** 0**,**i **=** 0**;**

int Column**=**0**;**

**for(**Page **=** 0**;**Page **<** 8**;**Page**++)**

**{**

Select\_page**(**0**);**

GLCD\_Comd**(**0xb8**|**Page**);**

GLCD\_Comd**(**0x40**);**

**for(**Column **=** 0**;**Column **<** 128**;**Column**++)**

**{**

**if(**Column **==** 64**)**

**{**

Select\_page**(**0**);**

GLCD\_Comd**(**0xb8**|**Page**);**

GLCD\_Comd**(**0x40**);**

**}**

GLCD\_Data**(\***ip**++);**

**}**

**}**

**}**

1. .Khai báo file (.h) của thư viện

#ifndef \_LGLCD\_H\_

#define \_LGLCD\_H\_

void GLCD\_Comd**(**unsigned char cmd**);** //Ham gui lenh ra glcd

void Select\_page**(**unsigned char Page**);** //Ham chon chip cho glcd

void GLCD\_Data**(**unsigned char dat**);** //Ham gui du lieu ra glcd

void GLCD\_Init**();** //Khoi dong glcd

void GLCD\_OUTPUT\_PIC**(**const unsigned char **\***ip**);** //Ham in hinh anh ra man hinh glcd

#endif