

The parameter `C_lcd` carries the RGB data which should be updated to the LCD screen.
2 16 bit RGB data is clubbed in one 32 bit data and sent through the channel
The channel data with a 0 indicates presence of no data
The LCD function waits for sometime to get valid data in the channel
Once a valid data starts, it processes all the following data required for the entire LCD screen
Once the entire LCD screen data has been pushed on the data lines, the channel data is set back to 0 to indicate invalid data