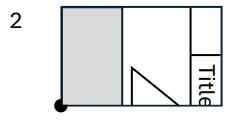
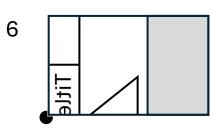
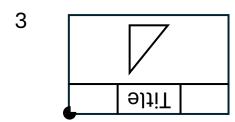
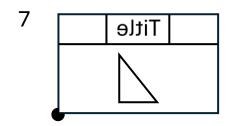


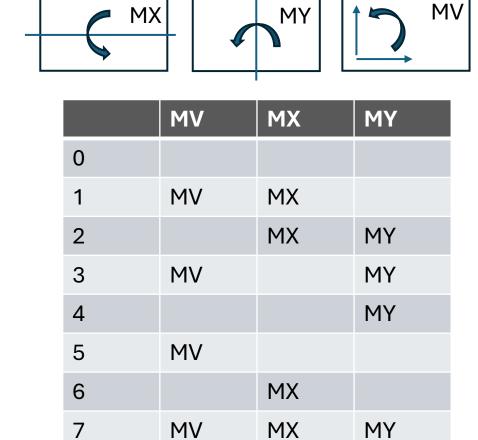
5	\overline{A}	
4	Title	

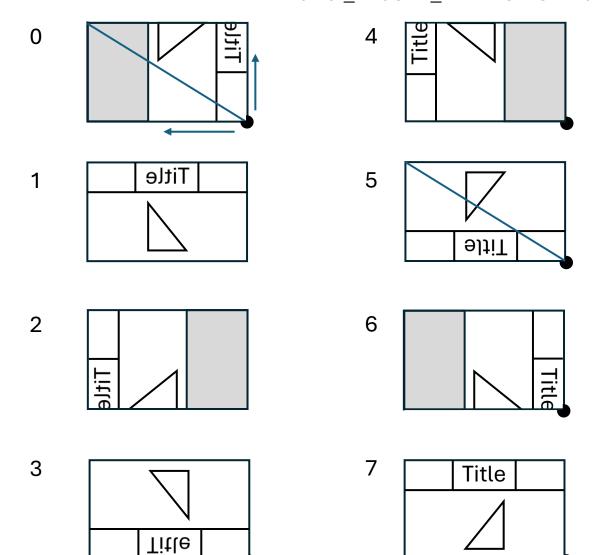






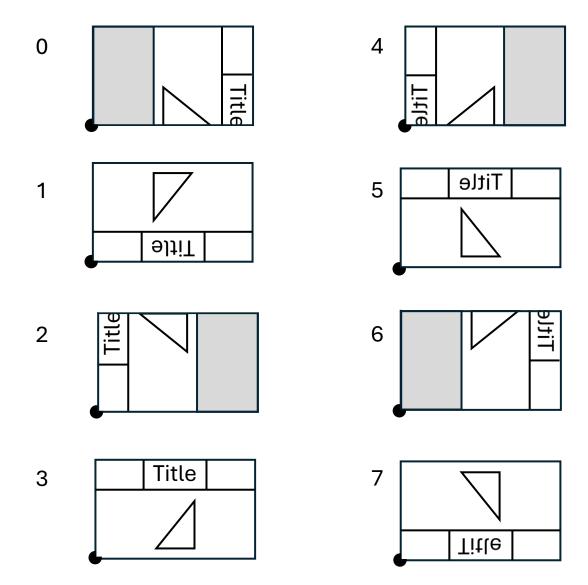






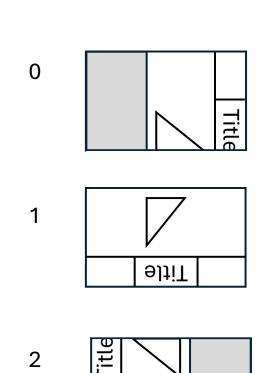


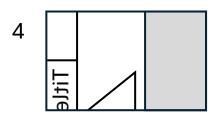
	MV	MX	MY
0			
1	MV	MX	
2		MX	MY
3	MV		MY
4			MY
5	MV		
6		MX	
7	MV	MX	MY

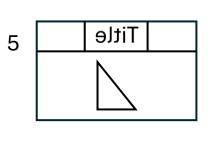


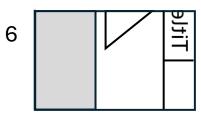


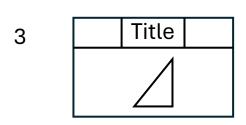
	MV	MX	MY
0		MX	
1	MV		
2			MY
3	MV	MX	MY
4		MX	MY
5	MV	MX	
6			
7	MV		MY

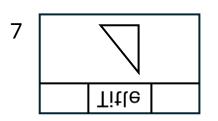


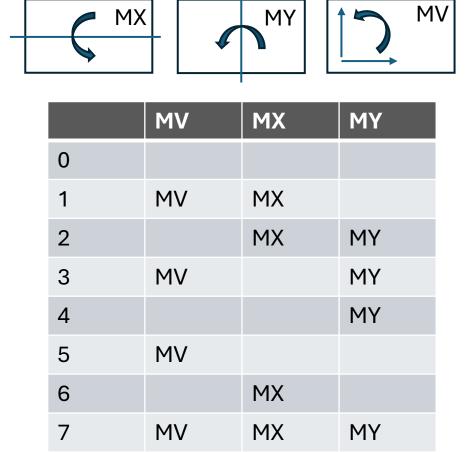












width 240 height 320

0



9JjiT |

2 Airtle

3 Title

|--|

	MV	MX	MY
0			
1	MV	MX	
2		MX	MY
3	MV		MY

Display Data	M p	IADCT aramete	R	Image in the Memory	Image in the Driver (Frame Memory)
Direction	MV	MX	MY	(MPU)	Image in the Driver (Frame Memory)
Normal	0	0	0	B	Memory(0,0) Counter(0,0)
Y-Mirror	0	0	1	B	Memory(0,0) E Counter(0,0)
X-Mirror	0	1	0	B	Memory(0,0) B Counter(0,0)
X-Mirror Y-Mirror	0	1	1	B	Memory(0,0) E Counter(0,0)
X-Y Exchange	1	0	0	B	Memor(0,0) B Counter(0,0)
X-Y Exchange Y-Mirror	1	0	1	B	Memory(0,0) Counter(0,0) B
XY Exchange X-Mirror	1	1	0	B	Memory(0,0)
XY Exchange XY-Mirror	1	1	1	B	Memory(0,0)

MY MX MV ML BGR MH 0 0		MY	MX	MV	ML	BGR	МН	0	0
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_ _ _

36h				MAI	DCTL (N	lemory /	Access (Control)					
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX
Command	0	1		XX	0	0	1	1	0	1	1	0	36h
Parameter	1	1	↑	XX	MY	MX	MV	ML	BGR	МН	0	0	00

This command defines read/write scanning direction of frame memory.

This command makes no change on the other driver status.

Bit	Name	Description					
		Description					
MY	Row Address Order						
MX	Column Address Order	These 3 bits control MCU to memory write/read direction					
MV	Row / Column Exchange						
ML	Vertical Refresh Order	LCD vertical refresh direction control.					
BGR	RGB-BGR Order	Color selector switch control					
Ban	Nab-ban Older	(0=RGB color filter panel, 1=BGR color filter panel)					
MH	Horizontal Refresh ORDER	LCD horizontal refreshing direction control.					

Note: When BGR bit is changed, the new setting is active immediately without update the content in Frame Memory again.

X = Don't care.