液晶显示模块使用手册

型号: LX12864P1 系列

版本: 2.0

客户确认							
客户确认:		盖章					
客户建议:							

	编制	
拟制	确认	批准

深圳市力先电子有限公司

深圳市宝安区西乡三围航空路 30号(同安物流) B 栋 4楼

电话:+86(755)29582963

传真:+86(755)22144273

技术: 18948703963

Email: lcd@lcdlcd.cn

HTTP://ww.lcdlcd.cn

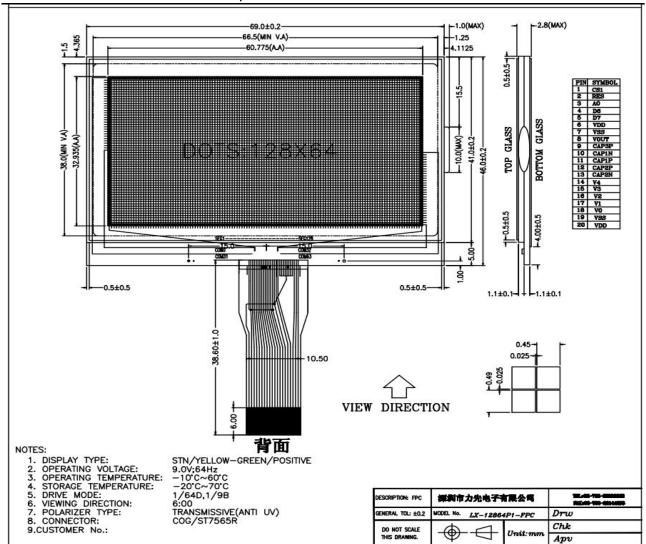
RECORD OF REVISION

Version	Revision Date	Contents	Editor
2.0	2015-01-12	New Release	YOU

1. PHYSICAL DATA

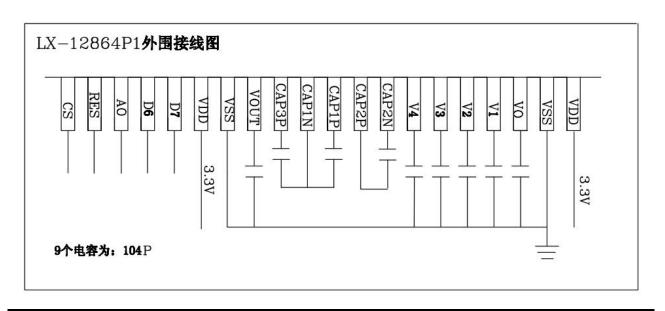
Item	Contents	Unit
LCD type	STN/黄绿/正显	
LCD duty	1/64	
LCD bias	1/9	
Viewing direction	6	o'clock
Module size (W×H×T)	69×48×2.8	mm
Number of dots(W×H)	128 × 64	dots
Dot Size(W×H))	0.45×0.49	mm
Dot Pitch(W×H))	0.025×0.025	mm
液晶屏工作温度	-10 至+60 度	
液晶屏储存温度	-20 至+70 度	

2. EXTERNAL DIMENSIONS

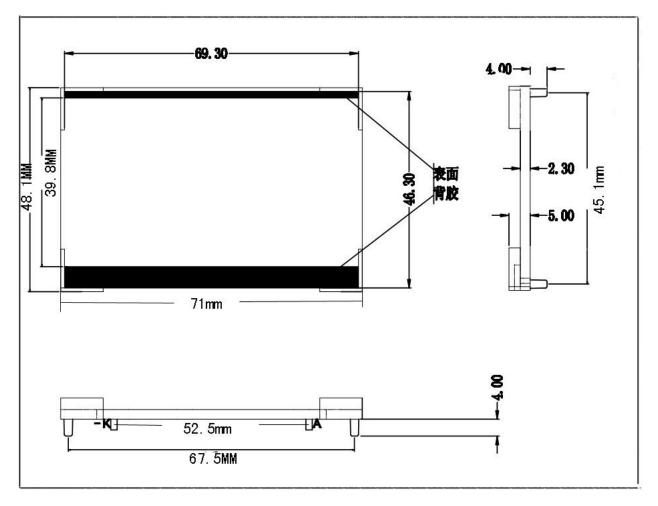


以上液晶图是插座式,20 并 0.5mm 间距,下接触。为串口。按图右边是第一脚(CS)

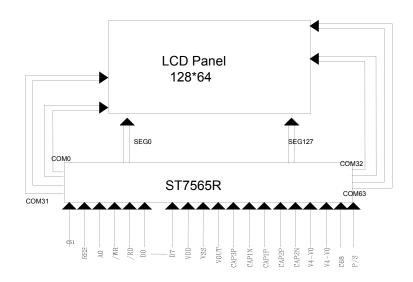
3. BLOCK DIAGRAM



背光平面图(背光供电=3V,电流=45Ma)



IC 芯片逻辑



PIN NO.	Symbol	Level	Description
1	CS	H/L	Chip select.
2	RES	H/L	Reset pin.
3	A0	H/L	A0="H": data. A0="L": Instruction command.
4	DB6 (SCL)		
5	DB7 (SI)		
6	VDD		Power supply.
7	VSS		Ground.
8	VOUT		Negative power for LCD.
9	C3+		DC/DC voltage converter. Connect a capacitor between this terminal and the CAP2N terminal.
10	C1+		DC/DC voltage converter. Connect a capacitor between this terminal and the CAP1N terminal.
11	C1-		DC/DC voltage converter. Connect a capacitor between this terminal and the CAP1P terminal.
12	C2+		DC/DC voltage converter. Connect a capacitor between this terminal and the CAP1N terminal. Reset signal.
13	C2-		DC/DC voltage converter. Connect a capacitor between this terminal and the CAP2N terminal.
14~17	V1~V4		This is a multi-level power supply for the liquid crystal drive.
18	V0		Contrast adjustment input.
29	VSS		Ground.
20	VDD		Power supply.

4. ABSOLUTE MAXIMUM RATINGS

(1)Electrical Absolute Ratings

Item	Symbol	Min.	Max.	Unit	Note
Power Supply for Logic	$V_{\mathrm{DD}}\text{-}V_{\mathrm{SS}}$	0	3.47	Volt	Note 1
Power Supply for LCD	V_{LCD}	0	13.0	Volt	
Input Voltage	V _I	0	$V_{ m DD}$	Volt	

Note 1 : Operator should be grounded during handling LCM

(2) Environmental Absolute Maximum Ratings

Lx-12864P1

	Normal Temperature				Wide Temperature				
Item	Operating		Storage		Operating		Storage		
	Min.	Max,	Min.	Max,	Min.	Max,	Min.	Max,	
Ambient Temperature	$0^{\circ}\!\mathbb{C}$	+50°C	-10°C	+60℃	-20°C	+70℃	-30°C	+80°C	
Humidity(without condensation)	Note 2,4		Note 3,5		Note 4,5		Note 4,6		

Note 2 Ta $\leq 50^{\circ}$ C: 80% RH max

Ta>50°C: Absolute humidity must be lower than the humidity of 85%RH at 50°C

- Note 3 Ta at -20°C will be<48hrs at 70°C will be <120hrs when humidity is higher than 75%.
- Note 4 Background color changes slightly depending on ambient temperature. This phenomenon is reversible.
- Note 5 Ta $\leq 70^{\circ}$ C: 75RH max

Ta> 70° C: absolute humidity must be lower than the humidity of 75%RH at 70° C

Note 6 Ta at -20°C will be <48hrs, at 80 °C will be <120hrs when humidity is higher than 75%.

5. ELECTRICAL CHARACTERISTICS

DC Characteristics

 $(VDD=3.3V;VSS=0V; Ta=-20\sim70^{\circ}C)$

Item	Symbol	Condition	Min.	Тур.	Max.	Unit
Power Supply for Logic	V_{DD} - V_{SS}		3.14	3.3	3.47	Volt
Input Voltage	$V_{\rm IL}$		VSS		0.2Vdd	Volt
Input Voltage	V _{IH}		0.8Vdd		Vdd	Volt
Output Voltage	V _{OH}	IoL =-0.5mA	0.8VDD		Vdd	Volt
	Vol	IOL = +0.5 mA	VSS		0.2Vdd	Volt
		$T_a = 0$ °C				
LCM Recommend LCD Module Driving Voltage	V_{LCD}	T _a =25℃	9.15	9.35	9.6	Volt
Driving voltage		$T_a = 50$ °C				
Power Supply Current for LCM	I _{DD} (B/L OFF)				TBD	mA

AC Characteristics

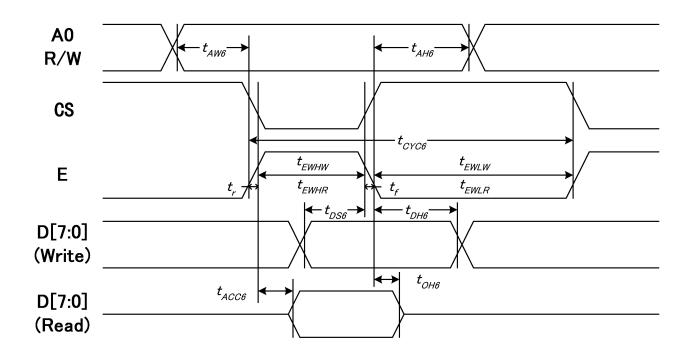
System Bus Timing for 6800 Series MPU

(VDD=3.3V, Ta=25°C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Address setup time	A0	tAW6		0		ns

Lx-12864P1

Address hold time		tAH6		0	_	
System cycle time		tCYC6		240		
Enable L pulse width (WRITE)		tEWLW		80		
Enable H pulse width (WRITE)	Е	tEWHW		80		
Enable L pulse width (READ)		tEWLR		80		
Enable H pulse width (READ)		tEWHR		80		
Write data setup time		tDS6		30		
Write data hold time	D[7:0]	tDH6		10	_	
Read data access time	D[7:0]	tACC6	CL = 100 pF	_	70	
Read data output disable time		tOH6	CL = 100 pF	10	50	



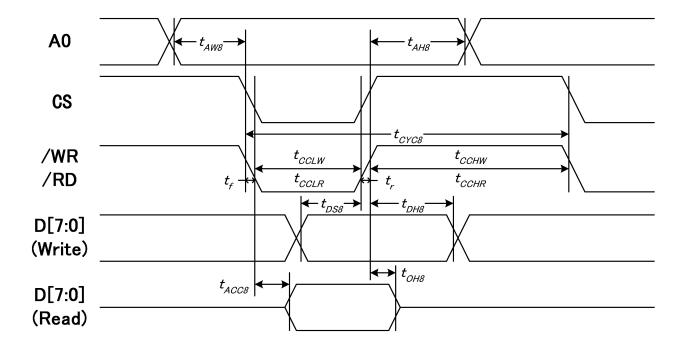
System Bus Timing for 8080 Series MPU

(VDD=3.3V, Ta=25°C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Address setup time	A0	tAW8		0	_	ns

Lx-12864P1

Address hold time		tAH8		0		
System cycle time		tCYC8		240	_	
/WR L pulse width (WRITE)	/WR	tCCLW		80	_	
/WR H pulse width (WRITE)		tCCHW		80		
/RD L pulse width (READ)	DD	tCCLR		80	_	
/RD H pulse width (READ)	RD	tCCHR		80		
WRITE Data setup time		tDS8		30	_	
WRITE Data hold time	D[7.0]	tDH8		10	_	
READ access time	D[7:0]	tACC8	CL = 100pF	_	70	
READ Output disable time		tOH8	CL = 100pF	5	50	



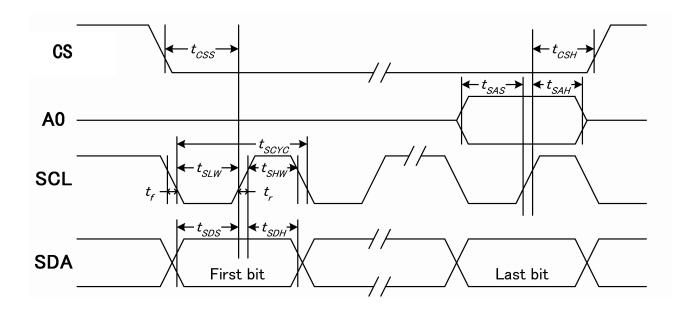
System Bus Timing for 4-Line Serial Interface

(VDD=3.3V, Ta=25°C)

Item Signa	Symbol	Condition	Min.	Max.	Unit
------------	--------	-----------	------	------	------

Lx-12864P1

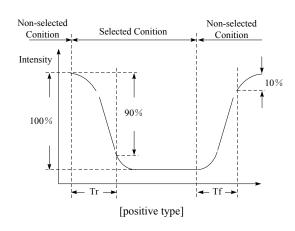
Serial clock period		tSCYC	50	
SCLK "H" pulse width	SCLK	tSHW	25	
SCLK "L" pulse width		tSLW	25	
Address setup time	A0	tSAS	20	
Address hold time		tSAH	10	 ns
Data setup time	CDA	tSDS	20	
Data hold time	SDA	tSDH	10	
CS-SCLK time	CS	tCSS	20	
CS-SCLK time	CS	tCSH	40	

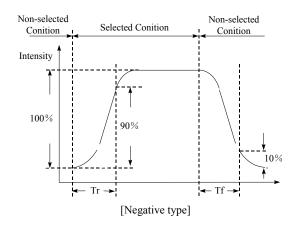


6. ELECTRO-OPTICAL CHARACTERISTICS

Item	Symbol	Condition	Min.	Тур.	Max.	Unit	note
Viewing angle range	$\theta_f(12 \text{ o'clock})$		35				Note 2 Note 3 Note 4
	θ_b (6 o'clock)	Wl C. > 2	30			Degree	
	θ ₁ (9 o'clock)	When Cr≥2	30				
	θ _r (3 o'clock)		30	35			
Rise Time	$T_{\rm r}$			112		C	Note 1
Fall Time	T_{f}	V_{DD} - V_0 =8.7V Ta=25°C		250		mS	Note 1
Contrast	Cr	1 20		5. 4			

[Note 1] Definition of Response Time (Tr, Tf)

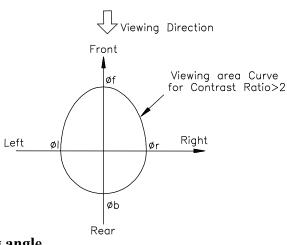




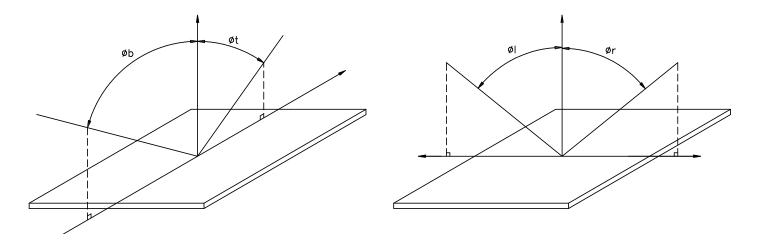
Conditions:

Operating Voltage : Vop Frame Frequency : 64 Hz Viewing Angle(θ , φ): 0° , 0° Driving Wave form : 1/N duty, 1/a bias

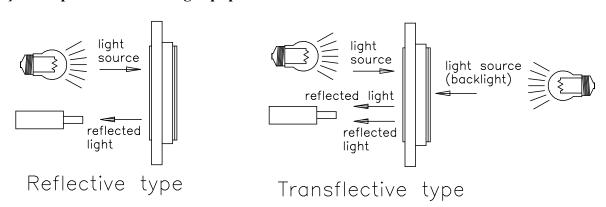
[Note 2] Definition of Viewing Direction



[Note 3] Definition of viewing angle



[Note 4] Description of Measuring Equipment



7. OPERATING PRINCIPLES & METHODS

INSTRUCTION	A0 R/W		COMMAND BYTE								DESCRIPTION
INSTRUCTION	AU	17/1/	D7	D6	D5	D4	D3	D2	D1	D0	DESCRIPTION
(1) Display ON/OFF	0	0	1	0	1	0	1	1	1	D	D=1, display ON D=0, display OFF
(2) Set Start Line	0	0	0	1	S5	S4	S3	S2	S1	S0	Set display start line
(3) Set Page Address	0	0	1	0	1	1	Y3	Y2	Y1	Y0	Set page address
(4) Cat Calumn Address	0	0	0	0	0	1	X7	X6	X5	X4	Set column address (MSB)
(4) Set Column Address	0	0	0	0	0	0	Х3	X2	X1	X0	Set column address (LSB)
(5) Read Status	0	1	0	MX	D	RST	0	0	0	0	Read IC Status
(6) Write Data	1	0	D7	D6	D5	D4	D3	D2	D1	D0	Write display data to RAM
(7) Read Data	1	1	D7	D6	D5	D4	D3	D2	D1	D0	Read display data from RAM
(8) SEG Direction	0	0	1	0	1	0	0	0	0	MX	Set scan direction of SEG MX=1, reverse direction MX=0, normal direction
(9) Inverse Display	0	0	1	0	1	0	0	1	1	INV	INV =1, inverse display INV =0, normal display
(10) All Pixel ON	0	0	1	0	1	0	0	1	0	AP	AP=1, set all pixel ON AP=0, normal display
(11) Bias Select	0	0	1	0	1	0	0	0	1	BS	Select bias setting 0=1/9; 1=1/7

Lx-12864P1

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(12)Read-modify-Write	0	0	1	1	1	0	0	0	0	0	Column address increment: Read:+0 , Write:+1
(13) END	0	0	1	1	1	0	1	1	1	0	Exit Read-modify-Write mode
(14) RESET	0	0	1	1	1	0	0	0	1	0	Internal reset
(15) COM Direction	0	0	1	1	0	0	MY	-	-	-	Set output direction of COM MY=1, reverse direction MY=0, normal direction
(16) Power Control	0	0	0	0	1	0	1	VB	VR	VF	Control built-in power circuit ON/OFF
(17) Regulation Ratio	0	0	0	0	1	0	0	RR2	RR1	RR0	Select regulation resistor ratio
(18) Electronic volume	0	0	1	0	0	0	0	0	0	1	Set the V0 output voltage
mode set Electronic volume register set	0	0	0	0	EV5	EV4	EV3	EV2	EV1	EV0	electronic volume register
(19) Static indicator ON/OFF	0	0	1	0	1	0	1	1	0	0/1	0: OFF, 1: ON
Static indicator Register set	0	0	0	0	0	0	0	0	0	Mode	Set the flashing mode
(20) Page Blink	0	0	1	1	0	1	0	1	0	1	P7 - 0: 1 - blinking page
Page selection	0	0	P7	P6	P5	P4	P3	P2	P1	P0	0 - no blinking, normal display
(21). Driving Mode Set	0	0	1	1	0	1	0	0	1	0	Set the driving mode register
Mode selection	0	0	0	0	0	0	0	0	0	D0	Driving capability (D0): (1)>(0)
(22) Power Save	0	0			С	ompou	nd Com	mand			Display OFF + All Pixel ON
(23) NOP	0	0	1	1	1	0	0	0	1	1	No operation
(24) Test	0	0	1	1	1	1	-	-		-	Do NOT use. Reserved for testing.
(2.) 1000	0	0	1	1	0	1	0	1	0	0	
(25) Oscillator Frequency selection	0	0	1	1	1	0	0	1	0	0/1	20KHz/33KHz (Default) 16.4KHz/ 27.06KHz

8. RELIABILITY

	Environmental Test							
No.	Test Item	Test Item Content of Test		Applicable Standard				
1	High temperature storage	Endurance test applying the high storage temperature for a long time.	80 °C 200 hrs					
2	Low temperature storage	Endurance test applying the low storage temperature for a long time.	-30 °C 200 hrs					
3	High temperature operation	Endurance test applying the electric stress (Voltage & Current) and the thermal stress to the element for a long time.	70 °C 200 hrs					
4	Low temperature operation	Endurance test applying the electric stress under low temperature for a long time.	-20 °C 200 hrs					
5	High temperature / Humidity storage	Endurance test applying the high temperature and high humidity storage for a long time.	70 °C , 90 %RH 96 hrs	MIL-202E-103B JIS-C5023				
6	High temperature / Humidity operation	Endurance test applying the electric stress (Voltage & Current) and temperature /	50 °C , 90 %RH 96 hrs	MIL-202E-103B JIS-C5023				

Lx-12864P1

		·							
		humidity stress to the element for a long							
		time.							
		Endurance test applying the low and high							
7	Temperature cycle	temperature cycle. $ \begin{array}{ccc} -10^{\circ}\text{C} & 25^{\circ}\text{C} & 60^{\circ}\text{C} \\ 30\text{min} & 5\text{min.} & 30\text{min} \end{array} $	-10°C / 60°C 10 cycles						
		1 cycle							
	Mechanical Test								
		Endone And analysis Alamina	$10\sim22$ Hz → 1.5 mmp-p	MIL-202E-201A					
8	Vibration test	Endurance test applying the vibration during	$\sim 177 \sim 100 \text{Hz} \rightarrow 1.50$						
		transportation and using.	Total 0.5hrs	JIS-C7022-A-10					
		Constructional and mechanical endurance	50G half sign						
9	Shock test	test applying the shock during	wave 11 msedc	MIL-202E-213B					
		transportation.	3 times of each direction						
10	Atmospheric	Endurance test applying the atmospheric	115 mbar	MIL-202E-105C					
10	pressure test	pressure during transportation by air.	40 hrs	WIIL-202E-103C					
	Others								
		Endurance test applying the electric stress to	VS=800V , RS=1.5 kΩ						
11	11 Static electricity test	Endurance test applying the electric stress to	CS=100 pF	MIL-883B-3015.1					
		the terminal.							

Inspection after test: Inspection after $2\sim4$ hours storage at room temperature, the sample shall be free from defects:

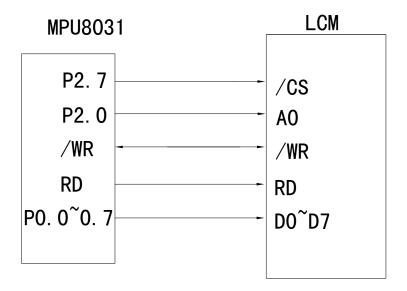
- 1. Air bubble in the LCD.
- 2. Sealleak
- 3. Non-display.
- 4. Missing segments.
- 5. Glass crack.
- 6. Current Idd is twice higher than initial value.

9. QUALITY GUARANTEE

No	Item		Criteria					
		(1)round type						
		diameter mm(a*)	no of defect*					
		a ≤ 0.20						
		$0.20 < a \le 0.35$	5max					
1	inclusions (black spot,	0.35 < a	none					
1	white spot, dust)	(2)linear type						
		length mm(l)	width mm(W)	no. of defect				
		na	$W \leq 0.03$	neglect				
		1≦3	$0.03 < W \le 0.08$	6				
		3<1	0.08 < W	none				
		1.scratch on protective						
		2. scratch on polarizer s	hall be as follow:					
		(1)round type						
		diameter mm(a*)	no of defect					
2	scratch	a≤0.15	neglect					
		$0.15 < a \le 0.20$	2 max					
		0.20 < a	none					
		(2)linear type						
		be judged bye 1(2) lin	ear type					
3	dent	diameter < 1.5mm						
4	bubble	not exceeding 0.5mm a	verage diameter is accep	otable between glass				
		and polarizing film						
		$(a+b)/2 \le 0.15$ mm						
5	pin hole	maximum number: igno						
	pin noic	$0.15 < (a+b)/2 \le 0.20$ mi	m					
		maximum number:10						
6	dot width	design width ±15%						
		$(a+b)/2 \le 0.20$ mm						
		maximum number: igno						
7	dot defect	$0.20 < (a+b)/2 \le 0.30$ mi	m					
		maximum number:5						
		x=width	C 1 C .					
		1	no of defect					
	1 1 1 2	$a \le 0.50 \text{mm}$	neglect					
8	contrast irregularity(spot)	$0.50 < a \le 0.75$	5					
		$0.75 < a \le 1.00$	3					
		1.00 < a	none					
9	color tone and uniformity	obvious uneven color is	s not permitted					

10. Interface circuit and driving programme on LCM of dots matrix series .

(1) Interface circuit:



串口测试程序

```
//************************
 #include <reg52.h>
#include <intrins.h>
#define LcmXPixel 128 //横向宽度
#define LcmYPixel 64 //纵向高度
#define MIN(A,B) ((A)<(B)?(A):(B))
#define Uchar unsigned char
#define Uint unsigned int
sbit CS = P3<sup>0</sup>;
sbit SID = P3<sup>1</sup>;
sbit SCK = P3<sup>2</sup>;
sbit RS = P3<sup>3</sup>;
sbit Key = P3<sup>4</sup>;
sbit RES = P3<sup>5</sup>;
                                 //片选
//数据
//Clock 信号
//数据指令选择
//测试架锁定按键(测试架专用)
//测试架复位是板载 RC 复位, 可以不需要 I0 口操作
Uchar code ASCIIchardot[];
Uchar code bmp1[];
Uchar code bmp2[];
Uchar code bmp3[];
Uchar code bmp3[];
Uchar code ComTable[]={3,2,1,0,7,6,5,4,};
//串口模式下只能写不能读,也不能查忙,因此用户要控制好速度不要太快void WriteCommand( Uchar CommandByte )
           Uchar i:
           CS=0;
RS=0;
                                  //Command
            for (i=0; i<8; i++)
                      SCK=1;
SID=( (CommandByte>>(7-i)) &0x01);
                      SCK=0;
_nop_();
SCK=1;
{\tt void \ WriteData(\ Uchar\ DataByte\ )}
           Uchar i;
           CS=0;
           RS=1; //Data for (i=0; i<8; i++)
                      SCK=1;
SID=( (DataByte>>(7-i)) &0x01);
SCK=0;
_nop_();
SCK=1;
 void DelayMS(unsigned int MS)
           unsigned char us, usn;
           while (MS!=0)
```

```
usn = 2;
while(usn!=0)
                                    us=0xf6;
                                   while (us!=0) {us--;};
usn--;
                        MS--;
           }
void DelayKey(unsigned int Second , unsigned int MS100)
            unsigned int i;
            for(i=0;i<Second*100+MS100*10;i++)
                        if(Key==0)
                                   DelayMS(20);
while(Key==0) {DelayMS(20);}
                                   break:
                        else DelayMS(10);
void LcmClear( Uchar FillData )
           Uint i, j;
for(i=0;i<8;i++)
                        for (j=0; j<128; j++)
                                    WriteData( FillData );
void LcmInit( void )
                                                //Display OFF
//1/64 Duty 1/9 Bias
//ADC select SO->S131(玻璃设计用 S1-S128)
            WriteCommand(0xAE);
            WriteCommand(0xA2):
            WriteCommand(0xA0);
                                               //coml --> com64
//对某些模块没用,用的外部 Rb/Ra
//Sets V0
//内部电位器调节对比度
//voltage follower ON regulator ON booster ON
//Normal Display (not reverse dispplay)
//Entire Display Disable
//Set Display Start Line = com0
//Set Page Address = 0
//Set Column Address 4 higher bits = 0
//Set Column Address 4 lower bits = 1 , from IC SEG1 -> SEG128
                                                //com1 --> com64
            WriteCommand(0xC0):
            WriteCommand(0x24);
WriteCommand(0x81);
            WriteCommand(48);
WriteCommand(0x2F);
            WriteCommand(0xA6);
WriteCommand(0xA4);
            WriteCommand(0x40);
WriteCommand(0xB0);
            WriteCommand(0x10);
WriteCommand(0x01);
            LcmClear(0);
WriteCommand(0xAF);
                                               //Display ON
//显示 ASICC 字符的函数
void LcmPutChar(Uchar col,Uchar page,Uchar Order)
            Uchar i:
           Uint x;
x = (0rder-0x20)*0x10;
           Unit x; x = (Order-0x20)*0x10; //ASICC 字符从 0x20 开始, 每个 16 byte WriteCommand(ComTable[page&0x07]|0xB0); //Set Page Address WriteCommand((col+1)>>4) | 0x10); //Set Column Address High Byte WriteCommand((col+1)&0x0F); //Low Byte Column from S128 -> S1 auto add
            for(i=0;i<8;i++)
                        WriteData( ASCIIchardot[x] );
            page++;
                                                                       //下半字符 page+1
            \label{localization} \begin{array}{ll} \mbox{WriteCommand} \left(\mbox{ComTable[page\&0x07]} \,|\, 0xB0\right); \\ \mbox{WriteCommand} \left( \; \left((col+1)\!>\!\!\!\!>\!\!\!\!4\right) \;|\, 0x10\right); \\ \mbox{WriteCommand} \left( \; \left(col+1\right)\&0x0F \;\right); \end{array}
                                                                                    //Set Page Address
//Set Column Address High Byte
                                                                                    //Low Byte Colum from S128 -> S1 auto add
            for(i=0;i<8;i++)
                       WriteData( ASCIIchardot[x] );
                                                                        //写完一个字符 page 还原
            page--;
//显示字符串的函数
void LcmPutStr(Uchar col, Uchar page, Uchar *puts)
            while(*puts != '\0')
                                                          //判断字符串时候显示完毕
                                                                        //判断行末空间是否足够放一个字符,自动换行
                        if(col>(LcmXPixe1-8))
                                    page=page+2;
col=0;
```

```
if(page>(LcmYPixe1/8-2))
                                                                                                                                //到了屏幕最下角,自动返回左上角
                                                                page=0;
col=0;
                                           LcmPutChar(col,page,*puts);
                                          puts++;
col=col+8;
                                                                                                        //下一个字符8列之后
//显示3位数的数值(0-255)
void LcmPutNum(Uchar col, Uchar page, Uchar Num)
                     Uchar a, b, c;
                     a=Num/100;
b=(Num%100)/10;
                     c=Num%10;
if(a==0);
                                                                //也不写空格,直接跳过去//PutChar(col, page, 0x20);
                           else LcmPutChar(col, page, a+0x30);
                     if(a==0 && b==0) ; //也不写空格,直接跳过去//LcmPutChar(co1,page,0x20); else LcmPutChar(co1+8,page,b+0x30);
                     LcmPutChar(col+16, page, c+0x30);
 void LcmPutBmp( Uchar *puts )
                     Uchar i, j;
Uint X=0;
for(i=0;i<(LcmYPixel/8);i++)
                                           WriteCommand(0xB0|ComTable[i]); //Set Page Address WriteCommand(0x10); //Set Column Address = 0 WriteCommand(0x01); //Column from S1 -> S128 auto add
                                           for(j=0;j<LcmXPixe1;j++)
                                                                WriteData( puts[X] );
 void main( void )
                                                                                                                               //对比度=48(根据我们常用的外部电阻参数来的)
                     Uchar contrast=48:
                     DelayMS(10);
RES = 0;
                     DelayMS(200);
                     RES = 1;
DelayMS(50);
                     LcmInit():
                      while(1)
                                           LcmPutBmp(bmp1);
                                           DelayKey(1,0);
                                           for(i=(contrast-5);i<(contrast+5);i++)
                                                              writeCommand(0x81); //Sets V0
WriteCommand(0x3F&i); //内部电位器调节对比度
LcmPutNum(10,2,i);
DelayKey(0,1);
                                           WriteCommand(0x81);
                                                                                                                               //Sets VO
                                          WriteCommand(contrast);
LcmPutNum(10, 2, contrast);
                                                                                                                                //恢复对比度
                                           LcmClear(0xff);
                                           DelayKey(1,0);
                                           LcmClear(0);
                                          LcmClear(0);
LcmPutStr(0,0,"CA12864I2 Program");
LcmPutStr(0,2,"SunSon ELEC-TECH");
LcmPutStr(0,4,"TEL:755-29970110");
LcmPutStr(0,6,"By LJ 2009.04.08");
DelayKey(1,0);
                     }
/* ASICC 字库代码 8x16 点阵 */
unsigned char code ASCIIchardot[16*96] = {
/*-- 文字: --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00
/*- 文字: " -*/
/*- Fixedsys12: 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x1C, 0x1C, 0x00, 0x00, 0x1C, 0x1C, 0x00, 0x00,
                Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
```

```
0x00, 0x04, 0x1F, 0x1F, 0x04, 0x1F, 0x1F, 0x04, 0x00, 0x40, 0xF0, 0xF0, 0xF0, 0xF0. 0x40.
/*-- 文字: $ --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x0c, 0x1E, 0x73, 0x71, 0x18, 0x08, 0x00, 0x00, 0x20, 0x30, 0x1C, 0x9C, 0xF0, 0x60, 0x00,
/*-- 文字: % --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x18, 0x3C, 0x24, 0x3D, 0x1B, 0x06, 0x0C, 0x00, 0x00, 0x60, 0xC0, 0xB0, 0x78, 0x48, 0x78, 0x30,
/*- 文字: & --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0D, 0x1F, 0x12, 0x1E, 0x0C, 0x00, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x90, 0xE0, 0xF0, 0x90,
/*-- 文字: ' --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x1C, 0x1C, 0x00, 0x00
/*- 文字: ( --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x00, 0x03, 0x0F, 0x1C, 0x10, 0x00, 0x00, 0x00, 0x00, 0xE0, 0xF8, 0x1C, 0x04, 0x00, 0x00,
/*-- 文字: ) -*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 -*/
0x00, 0x00, 0x10, 0x1C, 0x0F, 0x03, 0x00, 0x00, 0x00, 0x00, 0x04, 0x1C, 0xF8, 0xE0, 0x00, 0x00,
/*- 文字: * -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x05, 0x07, 0x03, 0x07, 0x05, 0x01, 0x00, 0x00, 0x40, 0xC0, 0x80, 0xC0, 0x40, 0x00,
/*- 文字: + --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x01, 0x01, 0x07, 0x07, 0x01, 0x01, 0x00, 
/*-- 文字: , -*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x04, 0x36, 0x38, 0x00, 0x00,
/*-- 文字: - --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
/*-- 文字: . -*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x30, 0x30, 0x30, 0x00, 0x00,
/*-- 文字: / --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x01, 0x07, 0x1E, 0x18, 0x00, 0x00, 0x18, 0x78, 0xE0, 0x80, 0x00, 0x00, 0x00,
/*-- 文字: 0 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x0F, 0x1F, 0x10, 0x16, 0x1F, 0x0F, 0x00, 0x00, 0xE0, 0xF0, 0xD0, 0x10, 0xF0, 0xE0,
/*-- 文字: 1 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x04, 0x04, 0x05, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00,
/*-- 文字: 2 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0C, 0x1C, 0x10, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0x30, 0x70, 0x00, 0x90, 0x10, 0x10, 0x00,
/*-- 文字: 3 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0C, 0x1C, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0x60, 0x70, 0x10, 0x10, 0xF0, 0xE0, 0x00,
/*-- 文字: 4 --*/
/*-- Pixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x00, 0x1F, 0x1F, 0x00, 0x07, 0x07, 0x00, 0x00, 0x00, 0xC0, 0x40, 0x40, 0x40, 0xF0, 0xF0, 0x40,
/*-- 文字: 5 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x11, 0x10, 0x00, 0x00, 0x10, 0x10, 0x10, 0x30, 0xE0, 0xC0, 0x00,
/*- 文字: 6 --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x1E, 0x1A, 0x13, 0x01, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,
/*-- 文字: 7 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x10, 0x11, 0x17, 0x1E, 0x18, 0x00, 0x00, 0x00, 0x70, 0xF0, 0x80, 0x00, 0x00, 0x00,
/*- 文字: 8 --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0E, 0x1F, 0x13, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x90, 0xF0, 0xE0, 0x00,
/*- 文字: 9 --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x1F, 0x0F, 0x0F, 0x00, 0x00, 0x90, 0x80, 0xF0, 0xF0, 0xC0, 0x80, 0x00,
/*- 文字:: -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x06, 0x06, 0x06, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x30, 0x30, 0x00, 0x00,
/*-- 文字: ; --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x06, 0x06, 0x06, 0x00, 0x00, 0x00, 0x00, 0x00, 0x34, 0x3C, 0x38, 0x00, 0x00,
 /*-- 文字: 〈 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x03, 0x06, 0x0C, 0x18, 0x10, 0x00, 0x00, 0x00, 0x80, 0xC0, 0x60, 0x30, 0x10, 0x00,
```

```
/*- 文字: = --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x02, 0x02, 0x02, 0x02, 0x02, 0x02, 0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00,
/*- 文字: > --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x10, 0x18, 0x0C, 0x06, 0x03, 0x01, 0x00, 0x00, 0x10, 0x30, 0x60, 0xC0, 0x80, 0x00, 0x00,
/*- 文字:? -*/
/*- Fixedsys12; 此字体下对应的点阵为:宽 x 高-8x16 -*/
0x00, 0x0C, 0x1C, 0x11, 0x13, 0x1E, 0x0C, 0x00, 0x00, 0x00, 0x00, 0x80, 0x80, 0x80, 0x00, 0x00,
/*- 文字: @ --*/
/*- Fixedsys12: 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x0F, 0x1F, 0x10, 0x11, 0x13, 0x12, 0x1F, 0x0F, 0xE0, 0xF0, 0x10, 0x90, 0xD0, 0x50, 0xD0, 0xD0,
/*-- 文字: A --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x0F, 0x18, 0x18, 0x0F, 0x07, 0x00, 0x00, 0xF0, 0xF0, 0x80, 0xF0, 0xF0, 0xF0, 0x00,
/*- 文字: B --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,
/*- 文字: C --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x10, 0x10, 0x0C, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0x70, 0x60, 0x00,
/*- 文字: D --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x10, 0x18, 0x0F, 0x07, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x30, 0xE0, 0xC0, 0x00,
/*-- 文字: E --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x11, 0x10, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0x10, 0x10, 0x00,
/*- 文字: G --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x10, 0x10, 0x0C, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x90, 0xF0, 0xF0, 0x00,
/*-- 文字: H --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x01, 0x01, 0x1F, 0x1F, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0xF0, 0x00, 0xF0, 0x00,
/*-- 文字: I --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x10, 0x1F, 0x1F, 0x10, 0x00, 0x00, 0x00, 0x00, 0x10, 0xF0, 0xF0, 0x10, 0x00, 0x00,
/*-- 文字: K --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x1F, 0x1F, 0x01, 0x07, 0x1E, 0x18, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0xC0, 0xF0, 0x30, 0x00,
/*-- 文字: L --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0x10, 0x10, 0x00,
/*-- 文字: N --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x06, 0x03, 0x01, 0x1F, 0x1F, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x80, 0xF0, 0xF0,
/*-- 文字: 0 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x10, 0x1F, 0x0F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,
/*-- 文字: P --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00, 0x00, 0x00,
/*-- 文字: Q --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x1F, 0x0F, 0x0F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x18, 0xFC, 0xE4, 0x00,
/*-- 文字: R --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x80, 0xF0, 0x70, 0x00,
/*-- 文字: S --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0C, 0x1E, 0x13, 0x11, 0x18, 0x08, 0x00, 0x00, 0x20, 0x30, 0x10, 0x90, 0xF0, 0x60, 0x00,
/*-- 文字: T --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x10, 0x10, 0x1F, 0x1F, 0x10, 0x10, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00,
/*-- 文字: U --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x00, 0x00, 0x1F, 0x1F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,
```

```
/*-- 文字: V --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x00, 0x00, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0xC0, 0xE0, 0x30, 0x80, 0xE0, 0x00,
/*-- 文字: W --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x00, 0x03, 0x00, 0x1F, 0x1F, 0x00, 0x80, 0xF0, 0x70, 0x80, 0x70, 0x80,
/*-- 文字: X --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x18, 0x1C, 0x07, 0x03, 0x1C, 0x18, 0x00, 0x00, 0x70, 0xF0, 0x00, 0x80, 0xF0, 0x70, 0x00,
/*-- 文字: Y --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1E, 0x1F, 0x01, 0x01, 0x1F, 0x1E, 0x00, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0xF0, 0x00, 0x00,
/*-- 文字: Z --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x10, 0x10, 0x11, 0x13, 0x1E, 0x1C, 0x00, 0x00, 0x70, 0xF0, 0x90, 0x10, 0x10, 0x10, 0x00,
/*-- 文字: [ --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x1F, 0x1F, 0x10, 0x10, 0x00, 0x00, 0x00, 0x00, 0xFE, 0xFE, 0x02, 0x02, 0x00, 0x00,
/*-- 文字: \ --*/
/*-- Fixedsys12: 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x18, 0x1E, 0x07, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x80, 0xE0, 0x78, 0x18, 0x00,
/*- 文字: ] --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x10, 0x10, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x02, 0x02, 0xFE, 0xFE, 0x00, 0x00,
/*- 文字: _ -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 -*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0x
/*- 文字: ` -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x00, 0x40, 0x60, 0x70, 0x10, 0x00, 0x00,
/*- 文字: a --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x00, 0x04, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0x60, 0xF0, 0x90, 0x90, 0xF0, 0xF0, 0x00,
/*-- 文字: b --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,
/*-- 文字: c --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x04, 0x06, 0x02, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0x30, 0x20, 0x00,
/*-- 文字: d --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x1F, 0x1F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xF0, 0x00,
/*-- 文字: e --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xE0, 0xF0, 0x90, 0x90, 0x90, 0x80, 0x00,
/*-- 文字: f --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x0F, 0x1F, 0x11, 0x11, 0x11, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00,
/*- 文字: g -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x07, 0x00, 0x00, 0xE2, 0xF2, 0x12, 0x12, 0xFE, 0xFC, 0x00,
/*- 文字: h --*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x1F, 0x1F, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0xF0, 0xF0, 0x00,
/*-- 文字: i --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x04, 0x04, 0x37, 0x37, 0x00, 0x00, 0x00, 0x00, 0x10, 0x10, 0xF0, 0xF0, 0x10, 0x10, 0x00,
/*- 文字: j -*/
/*- Fixedsys12: 此字体下对应的点阵为: 宽 x 高-8x16 -*/
0x00, 0x00, 0x04, 0x04, 0x37, 0x37, 0x00, 0x00, 0x00, 0x02, 0x02, 0x02, 0xFE, 0xFC, 0x00, 0x00,
/*-- 文字: k --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x00, 0x01, 0x07, 0x06, 0x00, 0x00, 0xF0, 0xF0, 0x80, 0xC0, 0x70, 0x30, 0x00,
/*- 文字: 1 -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x10, 0x10, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x10, 0x10, 0xF0, 0xF0, 0x10, 0x10, 0x00,
/*- 文字: m -*/
/*- Fixedsys12: 此字体下对应的点阵为: 宽 x 高-8x16 -*/
0x00, 0x07, 0x07, 0x04, 0x07, 0x04, 0x07, 0x03, 0x00, 0xF0, 0xF0, 0x00, 0xE0, 0x00, 0xF0, 0xF0,
/*- 文字: n -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x07, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0xF0, 0xF0, 0xF0, 0xF0, 0x00,
```

/*-- 文字: o --*/

```
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xE0, 0xF0, 0xI0, 0x10, 0xF0, 0xE0, 0x00,
     /*- 文字: p -*/
/*- Fixedsys12: 此字体下对应的点阵为: 宽 x 高-8x16 -*/
0x00, 0x07, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xFE, 0xFE, 0x10, 0x10, 0xF0, 0xE0, 0x00,
     /*- 文字: q -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 -*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x07, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xFE, 0xFE, 0x00,
     /*- 文字: r -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x07, 0x07, 0x01, 0x02, 0x06, 0x06, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00, 0x00, 0x00,
     /*-- 文字: s --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x04, 0x04, 0x00, 0x00, 0x10, 0x90, 0x90, 0x90, 0x60, 0x00,
     /*-- 文字: t --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 --*/
0x00, 0x04, 0x1F, 0x1F, 0x04, 0x04, 0x04, 0x00, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0x10, 0x00,
     /*- 文字: u -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高-8x16 -*/
0x00, 0x07, 0x07, 0x00, 0x00, 0x07, 0x07, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xF0, 0x00,
     /*-- 文字: v --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x00, 0x00, 0x07, 0x07, 0x00, 0x00, 0x00, 0xC0, 0xE0, 0x30, 0xE0, 0xC0, 0x00,
     /*-- 文字: w --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x00, 0x03, 0x00, 0x07, 0x07, 0x00, 0xC0, 0xF0, 0x30, 0xC0, 0xF0, 0xC0,
     /*- とチ・ x --//
/*- Fixedsys12: 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x06, 0x07, 0x01, 0x01, 0x07, 0x06, 0x00, 0x00, 0x30, 0x70, 0xC0, 0xC0, 0x70, 0x30, 0x00,
     /*-- 文字: y --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x00, 0x00, 0x07, 0x07, 0x00, 0x02, 0xE2, 0xF2, 0x16, 0x1C, 0xF8, 0xE0, 0x00,
     /*- 文字: z -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x04, 0x04, 0x04, 0x05, 0x07, 0x06, 0x00, 0x00, 0x30, 0x70, 0x00, 0x90, 0x10, 0x10, 0x00,
     /*- 文字: { -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x00, 0x01, 0x0F, 0x1E, 0x10, 0x00, 0x00, 0x00, 0x80, 0xC0, 0x78, 0x3C, 0x04, 0x00, 0x00,
     /*-- 文字: | --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFE, 0xFE, 0x00, 0x00, 0x00,
     /*- 文字: } -*/
/*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 -*/
0x00, 0x00, 0x10, 0x1E, 0x0F, 0x01, 0x00, 0x00, 0x00, 0x04, 0x3C, 0x78, 0xC0, 0x80, 0x00,
             /*-- 文字: ~ --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16
     0x0C, 0x18, 0x10, 0x18, 0x0C, 0x04, 0x0C, 0x18, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
     /*- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 —*/
0x00, 0x1F, 0x1F, 0x1F, 0x1F, 0x1F, 0x0F, 0x00, 0x00, 0xF0, 0xF0
Uchar code bmp1[]={
    /*-- 调入了一幅图像: E:\!Program\MobilePhone22.bmp --*/
    /*-- 宽度 x 高度=128x64 --*/
    0xFF, 0x80, 0x8F, 0xA0, 0
     0xA0,\ 
     0xA0, 
     \begin{array}{l} 0xFF,\,0x00,\,0xFF,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x07,\,0x4F,\,0x4F,\,0x4F,\,0x5F,\,0x5F,\,0x5E,\,0x5C,\,0x58,\,0x58,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,\,0x50,
     0x5C, 0x5E, 0x5F, 0x5F, 0x5F, 0x5F, 0x4F, 0x5F, 0x5F, 0x5F, 0x57, 0x4A, 0x55, 0x5A, 0x5A, 0x5A, 0x5A, 0x5A, 0x5A, 
     0x42, 0x42, 0x42, 0x45, 0x49, 0x45, 0x45, 0x45, 0x42, 0x40, 0x40, 0x40, 0x40, 0x47, 0x48, 0x47, 0x48, 0x47, 0x48, 0x45, 0x42, 0x40, 0x40, 0x43, 0x45, 0x45, 0x45, 0x45, 0x45, 0x45, 0x45, 0x44, 0x44, 0x45, 0x40, 0x40, 0x40, 0x45, 0x45, 0x45, 0x45, 0x46, 0x46
     0.440, 0.850, 0.84A, 0.855, 0.84A, 0.855, 0.84A, 0.855, 0.84A, 0.855, 0.84B, 0.857, 0.84B, 0.857, 0.84B, 0.855, 0.84B, 0.855, 0.84B, 0.857, 0.84B, 0.855, 0.855, 0.84B, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.855, 0.
     0xFF, 0x00, 0xFF, 0x00, 0x0FF, 0x00, 0xFF, 0xE0, 0x80, 0x00, 0x00,
     0x00, 0x00, 0x00, 0x80, 0xE0, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xBF, 0x55, 0xAA, 0xAA, 0x55, 0xAA, 0xAA, 0x55, 0xAA, 0xAA, 0x55, 0xAA, 0xAA, 0xAA, 
     0xc5, 0xeE, 0x9D, 0x52, 0x56, 0x11, 0xDE, 0x4E, 0x58, 0x27, 0x20, 0x50, 0xBF, 0x00, 0xFF, 0x40, 0x18, 0xA4, 0x52, 0x40, 0x88, 0x07, 0x25, 0xDA, 0x57, 0x40, 0x3D, 0xAA, 0xB4, 0xAA, 0x55, 0x25, 0x05, 0x05, 0x02, 0x50, 0xB8, 0x7C, 0x9E, 0x7D, 0xBA, 0x55, 0xAA, 0xD5, 0xEA, 0xF5, 0x00, 0xFF, 0x00, 
        0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF, 0x00, 0xFF
     \begin{array}{l} 0 \\ \text{XFF}, 0 \\ \text{XOO}, 0 \\ \text{XFF}, 0 \\ \text{XOO}, 0 \\ \text{XOO},
     0x00, 0x01, 0x03, 0x07, 0x1F, 0xFF, 
        0x0E, 0x02, 0x1D, 0x21, 0x1D, 0x84, 0x03, 0x00, 0x00, 0x00, 0x01, 0x00, 0x05, 0x0A, 0x05, 0x02,
```

0x01, 0x04, 0x04, 0x04, 0x00, 0x00, 0x00, 0x55, 0xAA, 0x55, 0xAA, 0x55, 0xAA, 0x55, 0xAA, 0x55, 0x00, 0xFF 0x00, 0.00, 0xC7, 0xCF, 0xFF, 0x7F, 0xB7, 0x5F, 0xAB, 0x55, 0xAA, 0x55, 0x8A, 0x01, 0x00, 0x01, 0x10, 0xA9, 0x68, 0x55, 0x04, 0xB9, 0xE8, 0x19, 0xC8, 0x35, 0xCA, 0x13, 0x0C, 0x01, 0xF0, 0x09, 0xA8, 0xE9, 0x08, 0xF1, 0xB8, 0xD5, 0xFA, 0x05, 0xF8, 0x01, 0x40, 0xA1, 0x40, 0xC1, 0x20, 0xD1, 0xE8, 0xE9, 0xE8, 0xA9, 0x50, 0x21, 0x00, 0x01, 0x02, 0x55, 0xAA, 0x55, 0xAA, 0x55, 0xAB, 0x57, 0x00, 0xFF, 0x00, 0x000xFF, 0x00, 0xFF, 0x00, 0xFF, 0x00, 0xFF, 0x7F, 0xFE, 0x7F, 0xFF, 0x6F, 0xFF, 0xFF, 0xFC, 0x78, 0xFC, 0x78, 0xFC, 0x7F, 0xFF, 0x5F, 0xFF, 0x7F, 0xFF, 0x7B, 0xFF, 0x7B, 0xFF, 0x7B, 0xFF, 0x7B, 0xFF, 0x7B, 0xFF, 0x7B, 0xFB, $\begin{array}{l} 0 \text{XFP, } 0 \text{X7E, } 0 \text{XED, } 0 \text{X7D, } 0 \text{XFF, } 0 \text{XFP, } 0 \text{XFP, } 0 \text{XFF, } 0 \text{XFP, } 0 \text{$ $0xFF,\,0x00,\,0xFF,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0xFC,\,0x04,\,0xF4,\,0xF4,\\0x74,\,0xD4,\,0xF4$ 0xF4, 0xF4, 0xF4, 0xF4, 0xC4, 0xB4, 0xD4, 0xB4, 0xC4, 0xF4, 0xF40xP4, 0xF4, 0xF6, 0x00, 0xF0, 0x00, 0xF0, 0x05, $\begin{array}{l} 0x05,\,0x05,$ 0x05, 0x050x05, 0x05, 0x05,

0xFF, 0x07, 0x3F, 0xFC, 0xE0, 0xC0, 0x00, 0x40, 0xE0, 0xF0, 0xFC, 0x3E, 0x0F, 0x01, 0x01, 0x03, 0x07, 0x07, 0x0F, 0x0F, 0x0F, 0x0E, 0x1E, 0x1E, 0x9C, 0x9E, 0x9C, 0xDC, 0xD8, 0xD8, 0xCC, 0xC0, 0x80, 0x80, 0xC0, 0xF0, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xF8, 0xC0, 0x9C, 0x24, 0x43, 0x40, 0x20, 0x1C, $0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x28,\,0x24,\,0x22,\,0x21,\,0x21,\,0x22,\,0x21,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x21,\,0x22,\,0x22,\,0x21,\,0x22$ 0x26, 0x38, 0x04, 0x18, 0xF0, 0x17, 0x10, 0x10, 0x14, 0x18, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF, 0x7F, 0xFF, 0x7F, 0x7F, 0x3F, 0x3F, 0x3F, 0x9F, 0xCF, 0x67, 0x13, 0x13, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x60, 0xE0, 0xE0, 0xE0, 0xC1, 0x81, 0x83, 0x03, 0x03, 0x03, 0x03, 0x03, 0x07, 0x06, 0x07, 0x07, 0x0E, 0x0C, 0x08, 0x10, 0x00, 0x00 $0x00,\,0x00,\,0x00,\,0x00,\,0xF0,\,0xF0,\,0xE0,\,0xE0,\,0x00,\,0x00,\,0x0B,\,0x80,\,0x70,\,0x8C,\,0x08,\,0x10,\,0xE0,\,0xE0,\,0xE0,\,0xE0,\,0xEE$ $0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x04,\,0x08,\,0x32,\,0xC2,\\0xC2,\,0x34,\,0x04,\,0x08,\,0x30,\,0xC0,\,0x60,\,0x18,\,0x0C,\,0x06,\,0x04,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\\0x00,\,0x00$ 0xFF, 0xFE, 0xFE, 0xFF, 0xFD, 0xFD, 0xFF, 0xFF, 0xEB, 0xCF, 0xEC, 0xCC, 0xCC, 0xFE, 0xFE, 0xFE, 0xFF, 0xFF, 0xFF, 0xFB, 0xFD, 0xFE, 0xFF, 0xFF, 0xF7, 0xF9, 0xF0, 0xF8, 0xF8, 0xFC, 0xFF, 0xFF, 0xF7, 0xF2, 0xF8, 0xFC, 0xFE, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0x7C, 0x00, $0x40,\,0x80,\,0x80,\,0xC0,\,0x40,\,0x40,\,0xC0,\,0x80,\,0x80,\,0x00$ 0x00, 0x000x00, 0x3F, 0x20, 0x40, 0x40, 0x3F, 0x20, 0x20, 0x20, 0x3F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x03, 0x7F, 0xFF, 0xBF, 0x1F, 0xFF, 0xFC, 0x9E, 0x9F, 0xFF, 0xDF, 0xEF, 0x73, 0xF1, 0xF8, 0xF8, 0xFC, 0xFC, 0xFC, 0xFE, 0xFE, 0x7E, 0x3E, 0x1E, 0x0E, 0x0E, 0x0C, 0x0C, 0x8C, 0x8C, 0x84, 0xE0, 0x20, 0x91, 0xC7, 0xE8, 0x30, 0x20, 0x20, 0x60, 0x41, 0xC2, 0xC4, 0x85, 0x89, 0x9B, 0x8B, 0x8B0x83, 0xD7, 0x99, 0xE1, 0x81, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0x00, 0x01, 0x00, 0x000x00, 0x00, 0x000x00, 0x00, 0x000x02, 0xE2, 0x42, 0x82, 0x02, 0xFA, 0x02, 0x42, 0x22, 0xC2, 0x02, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0x0F, 0x01, 0x00, 0x00, 0x80, 0xC0, 0xC0, 0xE0, 0xF1, 0xF2, 0x72, 0x74, 0x74, 0x78, 0x78, 0x30, 0x30, 0x20, 0x00, 0x000x00, 0xC0, 0x1C, 0x00, 0x00, 0x40, 0x64, 0x9E, 0x3C, 0xF8, 0xD0, 0xE0, 0xE0, 0x40, 0xC0, 0xC0, 0x80, 0xC0, 0xC0, 0xC0, 0xE0, 0x30, 0x1E, 0xFF, 0x7E, 0x3C, 0x3C, 0x3B, 0x30, 0x70, 0x60, 0x00, 0x03, 0x02, 0x04, 0x08, 0x10, 0x20, 0x7F, 0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, $0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x02,\,0x42,\,0x22,\\$ 0x3A, 0x13, 0x02, 0xFE, 0x02, 0x03, 0x0A, 0x72, 0x22, 0x06, 0x02, 0x00, 0x000xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFC, 0xFD, 0xFD, 0x7F, 0x1F, 0x0F, 0x37, 0x43, 0x81, 0x80, 0x04, 0x19, 0x13, 0x27, 0x40, 0xDE, 0x9C, 0xB4, 0xB8, 0xB8, 0x78, 0x30, 0x10, 0x00, 0x000x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xC0, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xCF, 0xC3, 0xC1, 0x81, 0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x01, 0x03, 0x03, 0x06, 0x09, 0x10, 0x30, 0x00, 0x000x68, 0x86, 0x01, 0x00, 0x00, 0x00, 0x01, 0x3E, 0xC0, 0x41, 0x02, 0x04, 0x0C, 0x10, 0x20, 0x21, 0x00, 0x00 $0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x00,\,0x01,\,0x02,\,0x04,\\$ 0x18, 0xe0, 0x00, 0x00, 0x00, 0xFC, 0x02, 0x02, 0x02, 0x02, 0x1E, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0x9F, 0x9F, 0x9F, 0x8F, 0xA7, 0xC3, 0xE1, 0xE9, 0xF0, 0xC8, 0xE5, 0x72, 0xE1, 0xC0, 0x80, 0x00, 0x000x00, 0x00, 0x00, 0x20, 0x61, 0x61, 0xE1, 0xE3, 0xC6, 0x8C, 0x0C, 0x18, 0x19, 0x33, 0x7F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x07, 0xFF, 0x8F, 0x80, 0x80, 0x80, 0x00, 0x7F, 0xE0, 0x00, 0x80, 0xC0, 0x30,

0x08, 0x03, 0x82, 0x66, 0x08, 0x51, 0xA2, 0x54, 0x88, 0x10, 0x20, 0x00, 0x01, 0x06, 0x08, 0x80,

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0x00, 0x1F, 0x00, 0x00, 0x7F, 0x02, 0x0C, 0xF1, 0x56, 0x10, 0x18, 0x16, 0x10, 0x11, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF, 0xF0, 0xE0, 0x00, 0x01, 0x06, 0x18, 0xE0, 0x80, 0xFF, 0xFF,

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