


```

    for(i=0;i<t;i++)
    for (j=0;j<5;j++);
}

void write(uchar data1, bit di)
{
    uchar a;
    CE=0;
    RS=1;
    //E_RD=0;
    RW=1;
    a=0x03;
    while(a!=0x03)
    {
        //RW=0;
        //RW=1;
        E_RD=1;
        E_RD=0;
        a=dataport;
        a=a&0x03;
    }
    RS=di;
    E_RD=1;
    dataport=data1;
    RW=0;
    //delay2(1);
    RW=1;
    //delay2(1);
}

void initial(void)
{
    uchar i;
    RES=0;
    delay(100);
    RES=1;
    delay(1000);
    write(0x00,0);
    write(0x00,0);
    write(0x42,1);//set graphic home address
    write(0x1e,0);
    write(0x00,0);
    write(0x43,1);//set graphic area
    write(0x80,1);//set or mode?
    write(0x98,1);//text off,graphic on
    write(0xa7,1);//cursor pattern select
}

void displine(uchar array[])
{
    uint i,j,k;
    //uchar a;
    write(0x00,0);
    write(0x00,0);
    write(0x24,1);//set adress pointer
    write(0xb0,1);//set auto write
    for(i=0;i<8;i++)
        for(j=0;j<8;j++)
            for(k=0;k<30;k++)
                write(array[j],0);
    write(0xb2,1);//auto reset
}

void disquare()
{
    uint i,j;
    //uchar a;
    write(0x00,0);
    write(0x00,0);
    write(0x24,1);//set adress pointer
    write(0xb0,1);//set auto write
    for(i=0;i<30;i++)
        write(0xff,0);
    for(i=0;i<126;i++)
    {
        write(0x80,0);
        for(j=0;j<28;j++)

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        write(0x00,0);
        write(0x01,0);
    }
    for(i=0;i<30;i++)
        write(0xff,0);
    write(0xb2,1);//auto reset
}
void dispchar(uchar array[])
{
    uint i,j,k,l;
    //uchar a;
    write(0x00,0);
    write(0x00,0);
    write(0x24,1);//set adress pointer
    write(0xb0,1);//set auto write
    for(i=0;i<8;i++)
    {
        l=0;
        for(j=0;j<16;j++)
            for(k=0;k<30;k++)
            {
                write(array[l],0);
                l++;
            }
    }
    write(0xb2,1);//auto reset
}

void main(void)
{
    FS1=0;
    initial();
    while(1)
    {
        displine(clear);
        displine(Map5); //all on
        delay3(5000);
        delay(15000);

        disquare(); //square on
        delay3(5000);
        delay(15000);

        displine(Map2); //column on
        delay3(5000);
        delay(15000);

        displine(Map4); //checker on
        delay3(5000);
        delay(18000);

        dispchar(engchar); //char on
        delay3(5000);
        delay(30000);

        displine(clear);
        delay3(5000);
        delay(5000);
    }
}

```