

```
void Mlcd_Init()
{
WMLCDCOM(0x0011);WMLCDDATA(0x2804);
WMLCDCOM(0x0014);WMLCDDATA(0x0815);
WMLCDCOM(0x0010);WMLCDDATA(0x3D00);
WMLCDCOM(0x0013);WMLCDDATA(0x0040);
DeLays(10);
WMLCDCOM(0x0013);WMLCDDATA(0x0060);
DeLays(50);
WMLCDCOM(0x0013);WMLCDDATA(0x0070);
DeLays(40);
WMLCDCOM(0x0030);WMLCDDATA(0x0000);
WMLCDCOM(0x0031);WMLCDDATA(0x0300);
WMLCDCOM(0x0032);WMLCDDATA(0x0007);
WMLCDCOM(0x0033);WMLCDDATA(0x0303);
WMLCDCOM(0x0034);WMLCDDATA(0x0004);
WMLCDCOM(0x0035);WMLCDDATA(0x0000);
WMLCDCOM(0x0036);WMLCDDATA(0x0700);
WMLCDCOM(0x0037);WMLCDDATA(0x0302);
WMLCDCOM(0x0038);WMLCDDATA(0x1600);
WMLCDCOM(0x0039);WMLCDDATA(0x0010);
WMLCDCOM(0x0001);WMLCDDATA(0x0127);
WMLCDCOM(0x0002);WMLCDDATA(0x0700);
WMLCDCOM(0x0003);WMLCDDATA(0x1030);
WMLCDCOM(0x0007);WMLCDDATA(0x0000);
WMLCDCOM(0x0008);WMLCDDATA(0x0404);
WMLCDCOM(0x000B);WMLCDDATA(0x0200);
WMLCDCOM(0x000C);WMLCDDATA(0x0000);
WMLCDCOM(0x0040);WMLCDDATA(0x0000);
WMLCDCOM(0x0042);WMLCDDATA(0x013F);
WMLCDCOM(0x0043);WMLCDDATA(0x0000);
WMLCDCOM(0x0044);WMLCDDATA(0x0000);
WMLCDCOM(0x0045);WMLCDDATA(0x0000);
WMLCDCOM(0x0046);WMLCDDATA(0xEF00);
WMLCDCOM(0x0047);WMLCDDATA(0x013F);
WMLCDCOM(0x0048);WMLCDDATA(0x0000);
WMLCDCOM(0x0007);WMLCDDATA(0x0011);
DeLays(40);
WMLCDCOM(0x0007);WMLCDDATA(0x0017);
WMLCDCOM(0x0020);WMLCDDATA(0x0000);
WMLCDCOM(0x0021);WMLCDDATA(0x0000);
WMLCDCOM(0x0022);
}
```