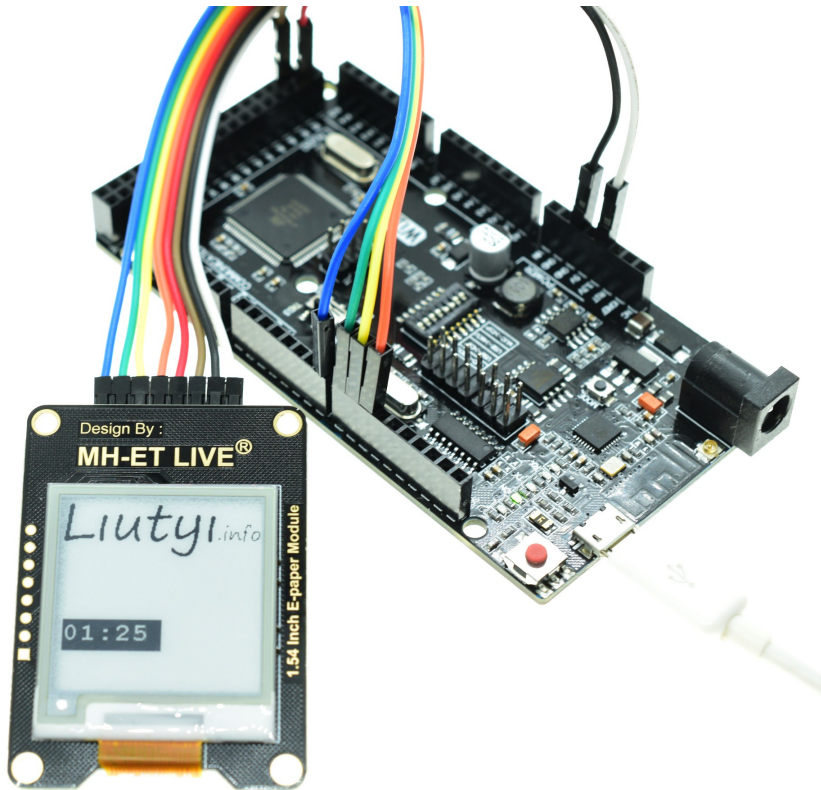


Custom Logo for e-paper screen



Source



Microsoft Paint

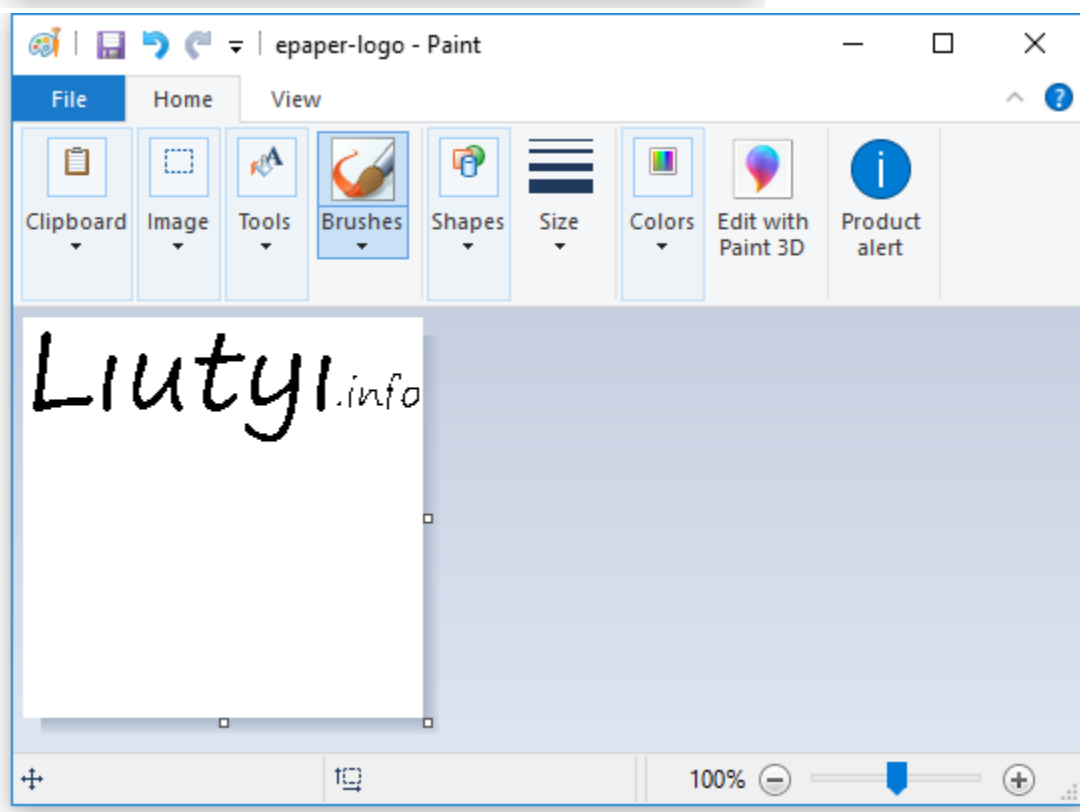
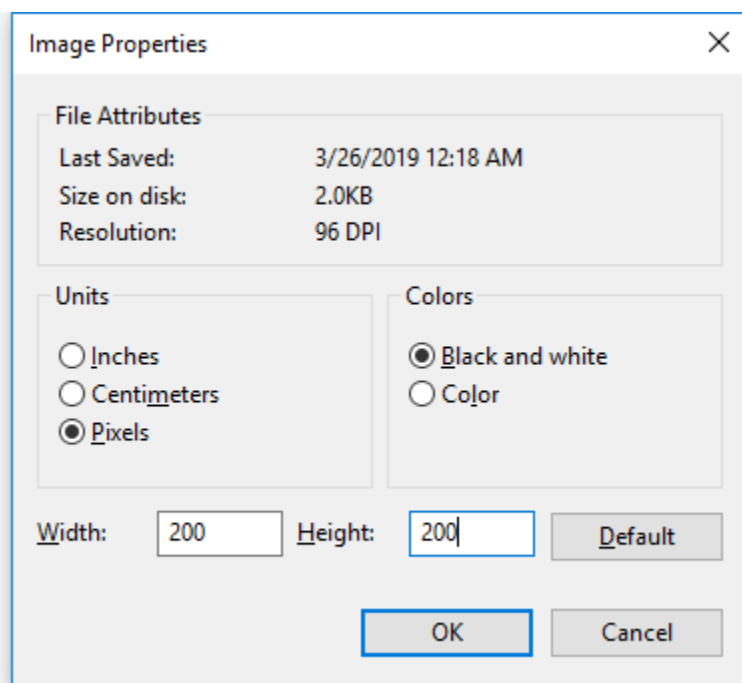


Image2LCD (https://github.com/MHETLive/MH-ET-LIVE-E-Papers/_/Image2Lcd)

[illegible]

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[illegible]

[illegible]

[illegible]

Logo wit timer example

[illegible]

0XF0	0X00	0X00	0X00	0X3C	0X00	0X7C	0X00	0X1E	0X00	0XE8	0X80	0X00	0X07	0X80	0X03
0XE0	0X07	0X80	0X00	0X00	0X00	0X00	0X00	0XF0	0X00	0X00	0X00	0X3C	0X00	0X78	0X00
0X1E	0X00	0X07	0X80	0X00	0X0F	0X00	0X03	0XE0	0X07	0X80	0X00	0X00	0X00	0X00	0X00
0X00	0X00	0XF0	0X00	0X00	0X00	0X3C	0X00	0X78	0X00	0X3E	0X00	0X07	0X80	0X00	0X0F
0X00	0X03	0XC0	0X07	0X80	0X00	0X00	0X00	0X00	0X00	0X00	0XF0	0X00	0X00	0X00	0X3C
0X00	0X78	0X00	0X3C	0X00	0X0F	0X00	0X00	0X0E	0X00	0X03	0XC0	0X07	0X80	0X00	0X00
0X00	0X00	0X00	0X00	0XF0	0X00	0X00	0X00	0X78	0X00	0XF0	0X00	0X7C	0X00	0X0F	0X00
0X00	0X1E	0X00	0X03	0XC0	0X07	0X00	0X00	0X00	0X00	0X00	0X00	0X01	0XE0	0X00	0X00
0X00	0X78	0X00	0XF0	0X00	0X7C	0X00	0X0F	0X00	0X00	0X1E	0X00	0X03	0XC0	0X0F	0X00
0X00	0X00	0X00	0X78	0X00	0X01	0XE0	0X00	0X00	0X00	0X78	0X00	0XF0	0X00	0X7C	0X00
0X0F	0X00	0X00	0X1E	0X00	0X03	0XC0	0X0F	0X00	0X06	0X00	0X00	0X48	0X00	0X01	0XE0
0X00	0X00	0X00	0X78	0X00	0XE0	0X00	0XFC	0X00	0X0E	0X00	0X00	0X1C	0X00	0X03	0XC0
0X0F	0X00	0X04	0X00	0X00	0X88	0X00	0X01	0XE0	0X00	0X00	0X00	0X70	0X00	0XE0	0X00
0XF8	0X00	0X1E	0X00	0X00	0X3C	0X00	0X07	0XC0	0X0E	0X00	0X00	0X00	0X00	0X80	0X00
0X01	0XE0	0X00	0X00	0X00	0X70	0X01	0XE0	0X01	0XF8	0X00	0X1E	0X00	0X00	0X3C	0X00
0X07	0XC0	0X0E	0X00	0X00	0X00	0X00	0X00	0X00	0X01	0XE0	0X00	0X00	0X00	0XF0	0X01
0XE0	0X03	0XF8	0X00	0X1E	0X00	0X00	0X3C	0X00	0X0F	0XC0	0X0E	0X00	0X00	0X00	0X01
0X00	0X00	0X01	0XE0	0X00	0X00	0X00	0XF0	0X01	0XE0	0X03	0XF8	0X00	0X1E	0X00	0X00
0X3C	0X00	0X1F	0XC0	0X1E	0X00	0X00	0X00	0X01	0X00	0X00	0X01	0XE0	0X00	0X00	0X00
0XF0	0X01	0XC0	0X07	0X38	0X00	0X1C	0X00	0X00	0X3C	0X00	0X3F	0XC0	0X1E	0X00	0X08
0X40	0X03	0X80	0XF8	0X03	0XC0	0X00	0X00	0X00	0XF0	0X01	0XC0	0X0F	0X38	0X00	0X3C
0X00	0X00	0X3C	0X00	0XFF	0XC0	0X1E	0X00	0X08	0X47	0X83	0X81	0XB4	0X03	0XC0	0X00
0X00	0X00	0XF0	0X01	0XC0	0X1E	0X38	0X00	0X3C	0X00	0X00	0X3C	0X01	0XF3	0X80	0X1E
0X00	0X10	0X44	0X81	0X01	0X04	0X03	0XC0	0X00	0X00	0X00	0XF0	0X01	0XC0	0X3C	0X38
0X00	0X3C	0X00	0X60	0X3C	0X07	0XC7	0X80	0X1E	0X00	0X10	0X48	0X81	0X02	0X04	0X03
0XC0	0X00	0X00	0XC0	0XF0	0X01	0XE0	0X7C	0X3C	0X00	0X3C	0X00	0X00	0XE0	0X3E	0X1F
0X80	0X1E	0X00	0X10	0X00	0X81	0X02	0X04	0X03	0XC0	0X03	0XFF	0XE0	0XF0	0X01	0XE7
0XF8	0X3C	0X00	0X3C	0X01	0XE0	0X3F	0XFF	0X07	0X80	0X1E	0X00	0X10	0X90	0X82	0X02
0X04	0X03														

[illegible]

[illegible]


```

    */
    unsigned char image[1024];
    Paint paint(image, 0, 0);    // width should be the multiple of 8
    Epd epd;
    unsigned long time_start_ms;
    unsigned long time_now_s;

    void setup() {
        // put your setup code here, to run once:
        Serial.begin(9600);
        if (epd.Init(lut_full_update) != 0) {
            Serial.print("e-Paper init failed");
            return;
        }
        /**
         * there are 2 memory areas embedded in the e-paper display
         * and once the display is refreshed, the memory area will be auto-toggled,
         * i.e. the next action of SetPatternMemory will set the other memory area
         * therefore you have to clear the pattern memory twice.
         */
        epd.ClearPatternMemory(0xFF);    // bit set = white, bit reset = black
        epd.DisplayPattern();
        epd.ClearPatternMemory(0xFF);    // bit set = white, bit reset = black
        epd.DisplayPattern();

        paint.SetRotate(ROTATE_0);
        paint.SetWidth(200);
        paint.SetHeight(24);

        // SHOW LOGO
        epd.SetPatternMemory(IMAGE_DATA);
        epd.DisplayPattern();
        epd.SetPatternMemory(IMAGE_DATA);
        epd.DisplayPattern();

        delay(5000);
        // Enable partial update
        if (epd.Init(lut_partial_update) != 0) {
            Serial.print("e-Paper init failed");
            return;
        }
        time_start_ms = millis();
    }

    void loop() {
        // put your main code here, to run repeatedly:
        time_now_s = (millis() - time_start_ms) / 1000;
        char time_string[] = {'0', '0', ':', '0', '0', '\0'};
        time_string[0] = time_now_s / 60 / 10 + '0';
        time_string[1] = time_now_s / 60 % 10 + '0';
        time_string[3] = time_now_s % 60 / 10 + '0';
        time_string[4] = time_now_s % 60 % 10 + '0';

        paint.SetWidth(90);
        paint.SetHeight(32);
        paint.SetRotate(ROTATE_0);

        // SHOW TIMER
        paint.Clear(WHITE);
        paint.DrawStringAt(0, 4, time_string, &Font24, BLACK);
        epd.SetPatternMemory(paint.GetImage(), 8, 128, paint.GetWidth(), paint.GetHeight());
        epd.DisplayPattern();
        Serial.println(time_string);
        delay(500);
    }

```