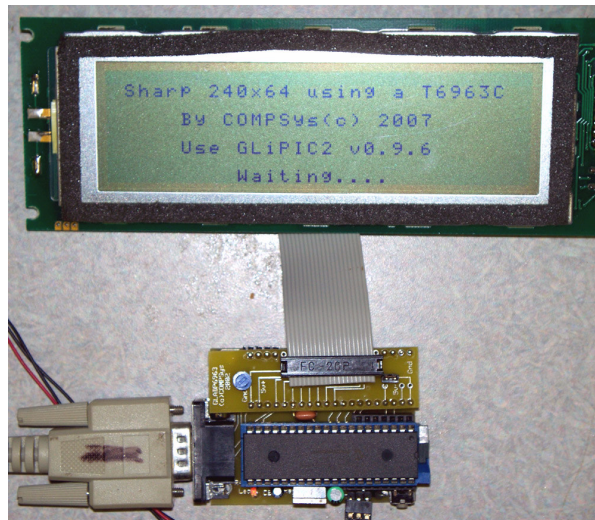


GLI2 board with 240x64 LCD and GLIPIC3 application quick test

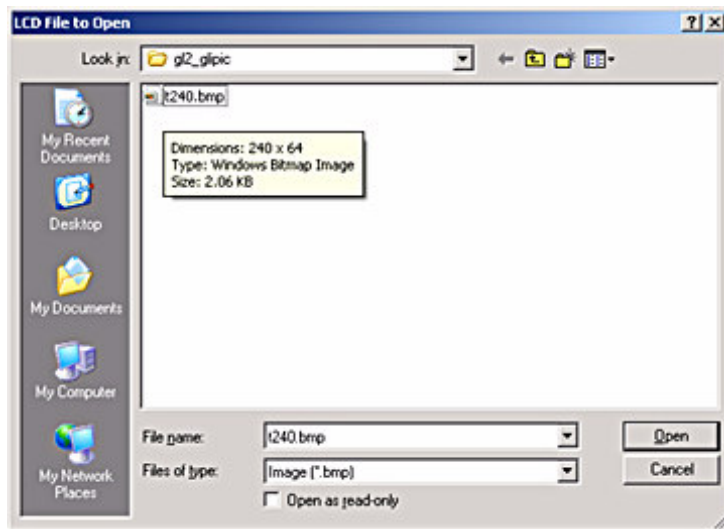
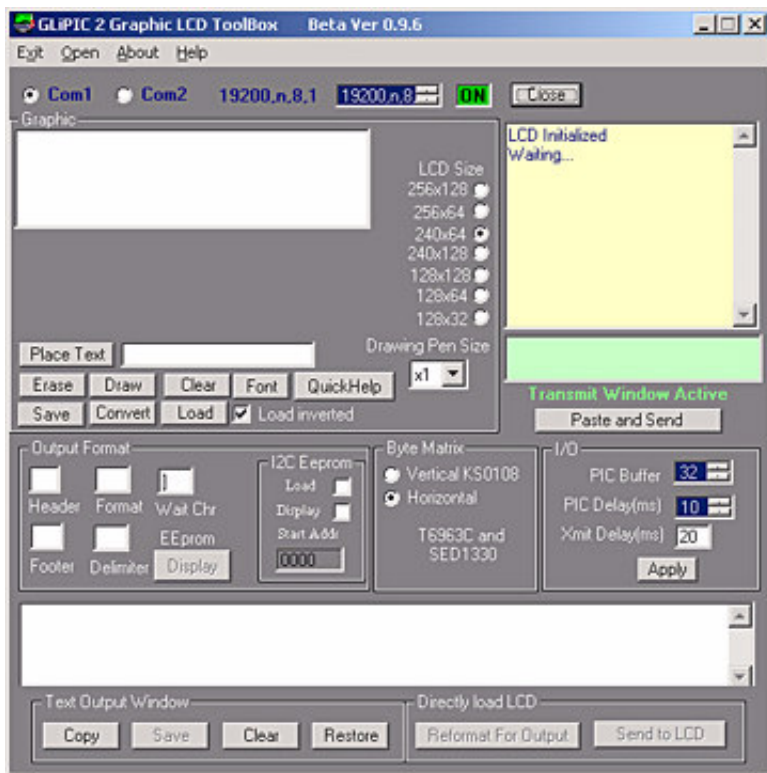
Program the PIC16F877 with [GL2_69GLIPIC.HEX](#) code. This program is for a 240x64 T6963C LCD and will interface with the Windows utility GLIPIC2.EXE. *If using a T6963C LCD other than 240x64 bits then changes would have to be made in the source code and be recompiled.* Otherwise it will not display correctly. The source code is written in PICBasicPro.

Connect the LCD to the GLI2 board and connect a standard RS232 cable between the PC and Com1 or Com2. Open the Windows app GLIPIC2.EXE and select and open the appropriate com port (19200 baud). Leave the rest of the settings to their default values.

Apply power to the GLI2 board. The GLIPIC screen should display on the LCD as shown on the right. And the GLIPIC3 screen should display initialization info as shown below.



Load the supplied bmp file [t240.bmp](#) into the app by clicking the Load button and navigating to the file. GLIPIC3 will display the file in the graphic window as shown on the next page.



NOTE: If you draw images/text in the graphic area you *MUST save the file as a bmp image and then re-load it before it can be sent to the LCD.* If you plan on using other images make sure that they are 1 bit color (B/W) with a resolution of 240x64 bits which is the resolution for the supplied demo code.

You can easily make images using Window's Paint application, by setting the image properties to 240x64 bits and B/W 1 bit color. Make sure to save them as bmp files.

GLI2 board with 240x64 LCD and GLIPIC3 application

Once the 240x64 bit image is loaded in to the application, it is displayed in a window as shown on the right.

To transfer the image to the LCD, click the "Convert" button. This converts the image displayed in to hex code which is displayed in a text area at the bottom of the screen. This hex code can be copied and placed in a lookup table if one wanted to imbed it in the PICs firmware. Next, click the "Reformat for Output" button. This converts the code to a format that the firmware in the PIC can read. Finally, click the "Send to LCD" button. The data is then sent to the LCD and displayed as shown below.

