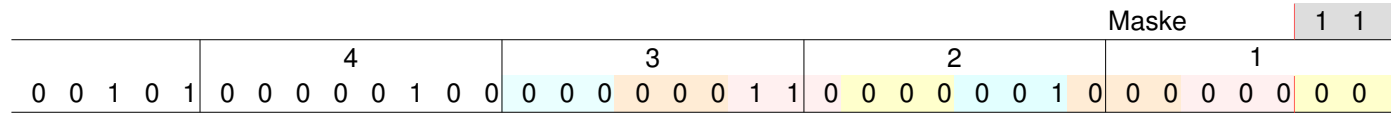


GIF-Aufbereitung LCD-Rasterdaten

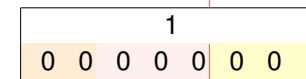
Beispiel

Bitanzahl: 3

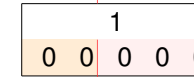
<== Datenbyte (LCD Rasterdaten)



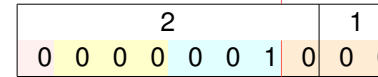
Eingangspuffer



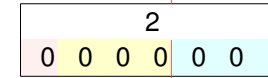
Schieben >> 3



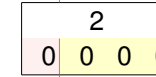
Schieben >> 3



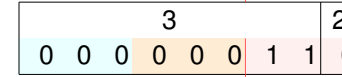
Schieben >> 3



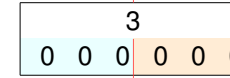
Schieben >> 3



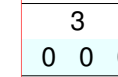
Schieben >> 3



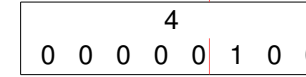
Schieben >> 3



Schieben >> 3



Schieben >> 3



Schieben >> 3

U.S.W.

Verarbeiten

