

```
#include <89c51rd2.H>
#include "Tablo.h"
#include "G_LCD.h"
int i=0,saniyesay=0,dakikasay=0,saatsay=0;

void GLCD_saniye_sil();
void GLCD_dakika_sil();

void kesme() interrupt 1{

    i++;
    if (i==20){i=0;
        GLCD_saniye_sil();
        saniyesay++;
        if(saniyesay==60){
            GLCD_dakika_sil();
            saniyesay=0;
            dakikasay++;
            if(dakikasay==60){
                dakikasay=0;
                saatsay++;
                if(saatsay==12){
                    saatsay=0;
                }
                switch(saatsay){
                    case 0:{
                        GLCD_Harf (51, 0, "12", 20, 0);
                        GLCD_Harf (34, 0, "11", 20, 1);

                        break;
                    }
                    case 1:{

                        GLCD_Harf (51, 0, "12", 20, 1);
                        GLCD_Harf (72, 0, "1", 20, 0);
                        break;
                    }
                    case 2:{

                        GLCD_Harf (72, 0, "1", 20, 1);
                        GLCD_Harf (80, 1, "2", 20, 0);
                        break;
                    }
                    case 3:{

                        GLCD_Harf (88, 3, "3", 20, 0);
                        GLCD_Harf (80, 1, "2", 20, 1);
                        break;
                    }
                    case 4:{

                        GLCD_Harf (88, 3, "3", 20, 1);
                        GLCD_Harf (80, 5, "4", 20, 0);
                        break;
                    }
                    case 5:{

                        GLCD_Harf (70, 7, "5", 20, 0);
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        GLCD_Harf (80, 5, "4", 20, 1);
    break;
}
case 6:{

    GLCD_Harf (53, 7, "6", 20, 0);
    GLCD_Harf (70, 7, "5", 20, 1);
    break;
}
case 7:{
    GLCD_Harf (53, 7, "6", 20, 1);
    GLCD_Harf (35, 7, "7", 20, 0);
    break;
}
case 8:{

    GLCD_Harf (35, 7, "7", 20, 1);
    GLCD_Harf (18, 5, "8", 20, 0);    break;
}
case 9:{

    GLCD_Harf (18, 3, "9", 20, 0);
    GLCD_Harf (18, 5, "8", 20, 1);    break;
}
case 10:{

    GLCD_Harf (18, 3, "9", 20, 1);
    GLCD_Harf (18, 1, "10", 20, 0);
    break;
}
case 11:{
    GLCD_Harf (34, 0, "11", 20, 0);
    GLCD_Harf (18, 1, "10", 20, 1);
    break;
}
}
}
switch(dakikasay){
    case 0:{
        GLCD_int_8Bit (56, 3, 0xFF);
        break;
    }
    case 1:{
        GLCD_int_8Bit (56, 3, 0xFF);    break;
    }
    case 2:{
        GLCD_int_8Bit (56, 3, 0xF0);
        GLCD_int_8Bit (57, 3, 0x0F);    break;
    }
    case 3:{
        GLCD_int_8Bit (56, 3, 0xC0);
        GLCD_int_8Bit (57, 3, 0x3C);
        GLCD_int_8Bit (58, 3, 0x03);    break;
    }
    case 4:{
        GLCD_int_8Bit (56, 3, 0xC0);
        GLCD_int_8Bit (57, 3, 0x30);
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GLCD_int_8Bit (58, 3, 0x0C);
GLCD_int_8Bit (59, 3, 0x03);break;
}
case 5:{
GLCD_int_8Bit (56, 3, 0xC0);
GLCD_int_8Bit (57, 3, 0x30);
GLCD_int_8Bit (58, 3, 0x0C);
GLCD_int_8Bit (59, 3, 0x06);
GLCD_int_8Bit (60, 3, 0x01);break;
}
case 6:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 3, 0x60);
GLCD_int_8Bit (58, 3, 0x30);
GLCD_int_8Bit (59, 3, 0x0C);
GLCD_int_8Bit (60, 3, 0x06);
GLCD_int_8Bit (61, 3, 0x01);break;
}
case 7:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 3, 0x40);
GLCD_int_8Bit (58, 3, 0x30);
GLCD_int_8Bit (59, 3, 0x08);
GLCD_int_8Bit (60, 3, 0x04);
GLCD_int_8Bit (61, 3, 0x02);
GLCD_int_8Bit (62, 3, 0x01);break;
}
case 8:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 3, 0x80);
GLCD_int_8Bit (58, 3, 0x60);
GLCD_int_8Bit (59, 3, 0x10);
GLCD_int_8Bit (60, 3, 0x18);
GLCD_int_8Bit (61, 3, 0x08);
GLCD_int_8Bit (62, 3, 0x04);
GLCD_int_8Bit (63, 3, 0x02);break;
}
case 9:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 3, 0x80);
GLCD_int_8Bit (58, 3, 0x40);
GLCD_int_8Bit (59, 3, 0x20);
GLCD_int_8Bit (60, 3, 0x10);
GLCD_int_8Bit (61, 3, 0x10);
GLCD_int_8Bit (62, 3, 0x08);
GLCD_int_8Bit (63, 3, 0x04);break;
}
case 10:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 3, 0x80);
GLCD_int_8Bit (58, 3, 0x40);
GLCD_int_8Bit (59, 3, 0x40);
GLCD_int_8Bit (60, 3, 0x20);
GLCD_int_8Bit (61, 3, 0x10);
GLCD_int_8Bit (62, 3, 0x10);
GLCD_int_8Bit (63, 3, 0x08);    break;
}
}
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case 11:{
    GLCD_int_8Bit (56, 3, 0x80);
    GLCD_int_8Bit (57, 3, 0x80);
    GLCD_int_8Bit (58, 3, 0x40);
    GLCD_int_8Bit (59, 3, 0x40);
    GLCD_int_8Bit (60, 3, 0x40);
    GLCD_int_8Bit (61, 3, 0x20);
    GLCD_int_8Bit (62, 3, 0x20);
    GLCD_int_8Bit (63, 3, 0x10);    break;
}
case 12:{
    GLCD_int_8Bit (56, 3, 0x80);
    GLCD_int_8Bit (57, 3, 0x80);
    GLCD_int_8Bit (58, 3, 0x80);
    GLCD_int_8Bit (59, 3, 0x40);
    GLCD_int_8Bit (60, 3, 0x40);
    GLCD_int_8Bit (61, 3, 0x40);
    GLCD_int_8Bit (62, 3, 0x20);
    GLCD_int_8Bit (63, 3, 0x20);break;
}
case 13:{
    GLCD_int_8Bit (56, 3, 0x80);
    GLCD_int_8Bit (57, 3, 0x80);
    GLCD_int_8Bit (58, 3, 0x80);
    GLCD_int_8Bit (59, 3, 0x80);
    GLCD_int_8Bit (60, 3, 0x80);
    GLCD_int_8Bit (61, 3, 0x40);
    GLCD_int_8Bit (62, 3, 0x40);
    GLCD_int_8Bit (63, 3, 0x40);    break;
}
case 14:{
    GLCD_int_8Bit (56, 3, 0x80);
    GLCD_int_8Bit (57, 3, 0x80);
    GLCD_int_8Bit (58, 3, 0x80);
    GLCD_int_8Bit (59, 3, 0x80);
    GLCD_int_8Bit (60, 3, 0x80);
    GLCD_int_8Bit (61, 3, 0x80);
    GLCD_int_8Bit (62, 3, 0x80);
    GLCD_int_8Bit (63, 3, 0x80);    break;
}
case 15:{
    GLCD_int_8Bit (56, 3, 0x80);
    GLCD_int_8Bit (57, 3, 0x80);
    GLCD_int_8Bit (58, 3, 0x80);
    GLCD_int_8Bit (59, 3, 0x80);
    GLCD_int_8Bit (60, 3, 0x80);
    GLCD_int_8Bit (61, 3, 0x80);
    GLCD_int_8Bit (62, 3, 0x80);
    GLCD_int_8Bit (63, 3, 0x80);    break;
}
case 16:{
    GLCD_int_8Bit (56, 3, 0x80);
    GLCD_int_8Bit (57, 3, 0x80);
    GLCD_int_8Bit (58, 3, 0x80);
    GLCD_int_8Bit (59, 3, 0x80);
    GLCD_int_8Bit (60, 4, 0x01);
    GLCD_int_8Bit (61, 4, 0x01);
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GLCD_int_8Bit (62, 4, 0x01);
GLCD_int_8Bit (63, 4, 0x01);break;
}
case 17:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 4, 0x01);
GLCD_int_8Bit (58, 4, 0x01);
GLCD_int_8Bit (59, 4, 0x01);
GLCD_int_8Bit (60, 4, 0x02);
GLCD_int_8Bit (61, 4, 0x02);
GLCD_int_8Bit (62, 4, 0x02);
GLCD_int_8Bit (63, 4, 0x02);break;
}
case 18:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 4, 0x01);
GLCD_int_8Bit (58, 4, 0x01);
GLCD_int_8Bit (59, 4, 0x02);
GLCD_int_8Bit (60, 4, 0x02);
GLCD_int_8Bit (61, 4, 0x02);
GLCD_int_8Bit (62, 4, 0x04);
GLCD_int_8Bit (63, 4, 0x04);break;
}
case 19:{
GLCD_int_8Bit (56, 3, 0x80);
GLCD_int_8Bit (57, 4, 0x01);
GLCD_int_8Bit (58, 4, 0x01);
GLCD_int_8Bit (59, 4, 0x02);
GLCD_int_8Bit (60, 4, 0x02);
GLCD_int_8Bit (61, 4, 0x04);
GLCD_int_8Bit (62, 4, 0x04);
GLCD_int_8Bit (63, 4, 0x08);break;
}
case 20:{
GLCD_int_8Bit (56, 4, 0x01);
GLCD_int_8Bit (57, 4, 0x02);
GLCD_int_8Bit (58, 4, 0x02);
GLCD_int_8Bit (59, 4, 0x04);
GLCD_int_8Bit (60, 4, 0x04);
GLCD_int_8Bit (61, 4, 0x08);
GLCD_int_8Bit (62, 4, 0x08);
GLCD_int_8Bit (63, 4, 0x10);break;
}
case 21:{
GLCD_int_8Bit (56, 4, 0x01);
GLCD_int_8Bit (57, 4, 0x02);
GLCD_int_8Bit (58, 4, 0x02);
GLCD_int_8Bit (59, 4, 0x04);
GLCD_int_8Bit (60, 4, 0x08);
GLCD_int_8Bit (61, 4, 0x10);
GLCD_int_8Bit (62, 4, 0x10);
GLCD_int_8Bit (63, 4, 0x20);break;
}
case 22:{
GLCD_int_8Bit (56, 4, 0x01);
GLCD_int_8Bit (57, 4, 0x02);
GLCD_int_8Bit (58, 4, 0x02);
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GLCD_int_8Bit (59, 4, 0x04);
GLCD_int_8Bit (60, 4, 0x08);
GLCD_int_8Bit (61, 4, 0x10);
GLCD_int_8Bit (62, 4, 0x20);
GLCD_int_8Bit (63, 4, 0x40);break;
}
case 23:{
GLCD_int_8Bit (56, 4, 0x01);
GLCD_int_8Bit (57, 4, 0x02);
GLCD_int_8Bit (58, 4, 0x04);
GLCD_int_8Bit (59, 4, 0x08);
GLCD_int_8Bit (60, 4, 0x30);
GLCD_int_8Bit (61, 4, 0x40);
GLCD_int_8Bit (62, 4, 0x80);break;
}
case 24:{
GLCD_int_8Bit (56, 4, 0x03);
GLCD_int_8Bit (57, 4, 0x04);
GLCD_int_8Bit (58, 4, 0x08);
GLCD_int_8Bit (59, 4, 0x30);
GLCD_int_8Bit (60, 4, 0x40);
GLCD_int_8Bit (61, 4, 0x80);break;
}
case 25:{
GLCD_int_8Bit (56, 4, 0x03);
GLCD_int_8Bit (57, 4, 0x0C);
GLCD_int_8Bit (58, 4, 0x10);
GLCD_int_8Bit (59, 4, 0x60);
GLCD_int_8Bit (60, 4, 0x80);break;
}
case 26:{
GLCD_int_8Bit (56, 4, 0x03);
GLCD_int_8Bit (57, 4, 0x1C);
GLCD_int_8Bit (58, 4, 0x60);
GLCD_int_8Bit (59, 4, 0x80);break;
}
case 27:{
GLCD_int_8Bit (56, 4, 0x07);
GLCD_int_8Bit (57, 4, 0x38);
GLCD_int_8Bit (58, 4, 0xC0);    break;
}
case 28:{
GLCD_int_8Bit (56, 4, 0x0F);
GLCD_int_8Bit (57, 4, 0xF0);break;
}
case 29:{
GLCD_int_8Bit (56, 4, 0xFF);break;
}
case 30:{
GLCD_int_8Bit (56, 4, 0xFF);    break;
}
case 31:{
GLCD_int_8Bit (55, 4, 0xFF);    break;
}
case 32:{
GLCD_int_8Bit (55, 4, 0x0F);
GLCD_int_8Bit (54, 4, 0xF0);break;
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}
case 33:{
    GLCD_int_8Bit (55, 4, 0x07);
    GLCD_int_8Bit (54, 4, 0x38);
    GLCD_int_8Bit (53, 4, 0xC0);    break;
}
case 34:{
    GLCD_int_8Bit (55, 4, 0x03);
    GLCD_int_8Bit (54, 4, 0x1C);
    GLCD_int_8Bit (53, 4, 0x60);
    GLCD_int_8Bit (52, 4, 0x80);    break;
}
case 35:{
    GLCD_int_8Bit (55, 4, 0x03);
    GLCD_int_8Bit (54, 4, 0x0C);
    GLCD_int_8Bit (53, 4, 0x10);
    GLCD_int_8Bit (52, 4, 0x60);
    GLCD_int_8Bit (51, 4, 0x80);    break;
}
case 36:{
    GLCD_int_8Bit (55, 4, 0x03);
    GLCD_int_8Bit (54, 4, 0x04);
    GLCD_int_8Bit (53, 4, 0x08);
    GLCD_int_8Bit (52, 4, 0x30);
    GLCD_int_8Bit (51, 4, 0x40);
    GLCD_int_8Bit (50, 4, 0x80);break;
}
case 37:{
    GLCD_int_8Bit (55, 4, 0x01);
    GLCD_int_8Bit (54, 4, 0x02);
    GLCD_int_8Bit (53, 4, 0x04);
    GLCD_int_8Bit (52, 4, 0x08);
    GLCD_int_8Bit (51, 4, 0x30);
    GLCD_int_8Bit (50, 4, 0x40);
    GLCD_int_8Bit (49, 4, 0x80);break;
}
case 38:{
    GLCD_int_8Bit (55, 4, 0x01);
    GLCD_int_8Bit (54, 4, 0x02);
    GLCD_int_8Bit (53, 4, 0x02);
    GLCD_int_8Bit (52, 4, 0x04);
    GLCD_int_8Bit (51, 4, 0x08);
    GLCD_int_8Bit (50, 4, 0x10);
    GLCD_int_8Bit (49, 4, 0x20);
    GLCD_int_8Bit (48, 4, 0x40);break;
}
case 39:{
    GLCD_int_8Bit (55, 4, 0x01);
    GLCD_int_8Bit (54, 4, 0x02);
    GLCD_int_8Bit (53, 4, 0x02);
    GLCD_int_8Bit (52, 4, 0x04);
    GLCD_int_8Bit (51, 4, 0x08);
    GLCD_int_8Bit (50, 4, 0x10);
    GLCD_int_8Bit (49, 4, 0x10);
    GLCD_int_8Bit (48, 4, 0x20);break;
}
case 40:{
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GLCD_int_8Bit (55, 4, 0x01);
GLCD_int_8Bit (54, 4, 0x02);
GLCD_int_8Bit (53, 4, 0x02);
GLCD_int_8Bit (52, 4, 0x04);
GLCD_int_8Bit (51, 4, 0x04);
GLCD_int_8Bit (50, 4, 0x08);
GLCD_int_8Bit (49, 4, 0x08);
GLCD_int_8Bit (48, 4, 0x10);break;
}
case 41:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 4, 0x01);
GLCD_int_8Bit (53, 4, 0x01);
GLCD_int_8Bit (52, 4, 0x02);
GLCD_int_8Bit (51, 4, 0x02);
GLCD_int_8Bit (50, 4, 0x04);
GLCD_int_8Bit (49, 4, 0x04);
GLCD_int_8Bit (48, 4, 0x08);break;
}
case 42:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 4, 0x01);
GLCD_int_8Bit (53, 4, 0x01);
GLCD_int_8Bit (52, 4, 0x02);
GLCD_int_8Bit (51, 4, 0x02);
GLCD_int_8Bit (50, 4, 0x02);
GLCD_int_8Bit (49, 4, 0x04);
GLCD_int_8Bit (48, 4, 0x04);break;
}
case 43:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 4, 0x01);
GLCD_int_8Bit (53, 4, 0x01);
GLCD_int_8Bit (52, 4, 0x01);
GLCD_int_8Bit (51, 4, 0x02);
GLCD_int_8Bit (50, 4, 0x02);
GLCD_int_8Bit (49, 4, 0x02);
GLCD_int_8Bit (48, 4, 0x02);break;
}
case 44:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 3, 0x80);
GLCD_int_8Bit (53, 3, 0x80);
GLCD_int_8Bit (52, 3, 0x80);
GLCD_int_8Bit (51, 4, 0x01);
GLCD_int_8Bit (50, 4, 0x01);
GLCD_int_8Bit (49, 4, 0x01);
GLCD_int_8Bit (48, 4, 0x01);break;
}
case 45:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 3, 0x80);
GLCD_int_8Bit (53, 3, 0x80);
GLCD_int_8Bit (52, 3, 0x80);
GLCD_int_8Bit (51, 3, 0x80);
GLCD_int_8Bit (50, 3, 0x80);
GLCD_int_8Bit (49, 3, 0x80);
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        GLCD_int_8Bit (48, 3, 0x80);break;
    }
    case 46:{
        GLCD_int_8Bit (55, 3, 0x80);
        GLCD_int_8Bit (54, 3, 0x80);
        GLCD_int_8Bit (53, 3, 0x80);
        GLCD_int_8Bit (52, 3, 0x80);
        GLCD_int_8Bit (51, 3, 0x80);
        GLCD_int_8Bit (50, 3, 0x80);
        GLCD_int_8Bit (49, 3, 0x80);
        GLCD_int_8Bit (48, 3, 0x80);break;
    }
    case 47:{
        GLCD_int_8Bit (55, 3, 0x80);
        GLCD_int_8Bit (54, 3, 0x80);
        GLCD_int_8Bit (53, 3, 0x80);
        GLCD_int_8Bit (52, 3, 0x80);
        GLCD_int_8Bit (51, 3, 0x80);
        GLCD_int_8Bit (50, 3, 0x40);
        GLCD_int_8Bit (49, 3, 0x40);
        GLCD_int_8Bit (48, 3, 0x40);break;
    }
    case 48:{
        GLCD_int_8Bit (55, 3, 0x80);
        GLCD_int_8Bit (54, 3, 0x80);
        GLCD_int_8Bit (53, 3, 0x80);
        GLCD_int_8Bit (52, 3, 0x40);
        GLCD_int_8Bit (51, 3, 0x40);
        GLCD_int_8Bit (50, 3, 0x40);
        GLCD_int_8Bit (49, 3, 0x20);
        GLCD_int_8Bit (48, 3, 0x20);break;
    }
    case 49:{
        GLCD_int_8Bit (55, 3, 0x80);
        GLCD_int_8Bit (54, 3, 0x80);
        GLCD_int_8Bit (53, 3, 0x40);
        GLCD_int_8Bit (52, 3, 0x40);
        GLCD_int_8Bit (51, 3, 0x40);
        GLCD_int_8Bit (50, 3, 0x20);
        GLCD_int_8Bit (49, 3, 0x20);
        GLCD_int_8Bit (48, 3, 0x10);break;
    }
    case 50:{
        GLCD_int_8Bit (55, 3, 0x80);
        GLCD_int_8Bit (54, 3, 0x80);
        GLCD_int_8Bit (53, 3, 0x40);
        GLCD_int_8Bit (52, 3, 0x40);
        GLCD_int_8Bit (51, 3, 0x20);
        GLCD_int_8Bit (50, 3, 0x10);
        GLCD_int_8Bit (49, 3, 0x10);
        GLCD_int_8Bit (48, 3, 0x08);break;
    }
    case 51:{
        GLCD_int_8Bit (55, 3, 0x80);
        GLCD_int_8Bit (54, 3, 0x80);
        GLCD_int_8Bit (53, 3, 0x40);
        GLCD_int_8Bit (52, 3, 0x20);
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GLCD_int_8Bit (51, 3, 0x10);
GLCD_int_8Bit (50, 3, 0x10);
GLCD_int_8Bit (49, 3, 0x08);
GLCD_int_8Bit (48, 3, 0x04);    break;
}
case 52:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 3, 0x80);
GLCD_int_8Bit (53, 3, 0x60);
GLCD_int_8Bit (52, 3, 0x10);
GLCD_int_8Bit (51, 3, 0x18);
GLCD_int_8Bit (50, 3, 0x08);
GLCD_int_8Bit (49, 3, 0x04);
GLCD_int_8Bit (48, 3, 0x02);break;
}
case 53:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 3, 0x40);
GLCD_int_8Bit (53, 3, 0x30);
GLCD_int_8Bit (52, 3, 0x08);
GLCD_int_8Bit (51, 3, 0x04);
GLCD_int_8Bit (50, 3, 0x02);
GLCD_int_8Bit (49, 3, 0x01);break;
}
case 54:{
GLCD_int_8Bit (55, 3, 0x80);
GLCD_int_8Bit (54, 3, 0x60);
GLCD_int_8Bit (53, 3, 0x30);
GLCD_int_8Bit (52, 3, 0x0C);
GLCD_int_8Bit (51, 3, 0x06);
GLCD_int_8Bit (50, 3, 0x01);break;
}
case 55:{
GLCD_int_8Bit (55, 3, 0xC0);
GLCD_int_8Bit (54, 3, 0x30);
GLCD_int_8Bit (53, 3, 0x0C);
GLCD_int_8Bit (52, 3, 0x06);
GLCD_int_8Bit (51, 3, 0x01);break;
}
case 56:{
GLCD_int_8Bit (55, 3, 0xC0);
GLCD_int_8Bit (54, 3, 0x30);
GLCD_int_8Bit (53, 3, 0x0C);
GLCD_int_8Bit (52, 3, 0x03);break;
}
case 57:{
GLCD_int_8Bit (55, 3, 0xC0);
GLCD_int_8Bit (54, 3, 0x3C);
GLCD_int_8Bit (53, 3, 0x03);break;
}
case 58:{
GLCD_int_8Bit (55, 3, 0xF0);
GLCD_int_8Bit (54, 3, 0x0F);break;
}
case 59:{
GLCD_int_8Bit (55, 3, 0xFF);break;
}
}
```

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    default:break;
}
}
switch(saniyesay){
    case 0:{
        GLCD_int_8Bit (56, 2, 0xFF);
        GLCD_int_8Bit (56, 1, 0xFF);
        break;
    }
    case 1:{
        GLCD_int_8Bit (56, 2, 0xFE);
        GLCD_int_8Bit (57, 2, 0x01);
        GLCD_int_8Bit (57, 1, 0xFF);    break;
    }
    case 2:{
        GLCD_int_8Bit (57, 2, 0xC0);
        GLCD_int_8Bit (58, 2, 0x3F);
        GLCD_int_8Bit (59, 2, 0x01);
        GLCD_int_8Bit (59, 1, 0xF8);
        GLCD_int_8Bit (60, 1, 0x07);    break;
    }
    case 3:{
        GLCD_int_8Bit (58, 2, 0xC0);
        GLCD_int_8Bit (59, 2, 0x38);
        GLCD_int_8Bit (60, 2, 0x07);
        GLCD_int_8Bit (60, 1, 0x80);
        GLCD_int_8Bit (61, 1, 0xF0);
        GLCD_int_8Bit (62, 1, 0x0E);    break;
    }
    case 4:{
        GLCD_int_8Bit (59, 2, 0xC0);
        GLCD_int_8Bit (60, 2, 0x30);
        GLCD_int_8Bit (61, 2, 0x0E);
        GLCD_int_8Bit (62, 2, 0x03);
        GLCD_int_8Bit (62, 1, 0x80);
        GLCD_int_8Bit (63, 1, 0x60);
        GLCD_int_8Bit (64, 1, 0x1C);
        GLCD_int_8Bit (65, 1, 0x02);break;
    }
    case 5:{
        GLCD_int_8Bit (60, 2, 0x80);
        GLCD_int_8Bit (61, 2, 0x60);
        GLCD_int_8Bit (62, 2, 0x18);
        GLCD_int_8Bit (63, 2, 0x06);
        GLCD_int_8Bit (64, 2, 0x01);
        GLCD_int_8Bit (65, 1, 0xC0);
        GLCD_int_8Bit (66, 1, 0x30);
        GLCD_int_8Bit (67, 1, 0x0C);break;
    }
    case 6:{
        GLCD_int_8Bit (61, 2, 0x80);
        GLCD_int_8Bit (62, 2, 0x40);
        GLCD_int_8Bit (63, 2, 0x20);
        GLCD_int_8Bit (64, 2, 0x18);
        GLCD_int_8Bit (65, 2, 0x04);
        GLCD_int_8Bit (66, 2, 0x03);
        //GLCD_int_8Bit (67, 2, 0x01);
    }
}

```

```
GLCD_int_8Bit (67, 1, 0x80);
GLCD_int_8Bit (68, 1, 0x40);
GLCD_int_8Bit (69, 1, 0x20);break;
}
case 7:{
GLCD_int_8Bit (63, 2, 0x80);
GLCD_int_8Bit (64, 2, 0x40);
GLCD_int_8Bit (65, 2, 0x30);
GLCD_int_8Bit (66, 2, 0x18);
GLCD_int_8Bit (67, 2, 0x0C);
GLCD_int_8Bit (68, 2, 0x06);
GLCD_int_8Bit (69, 2, 0x03);
GLCD_int_8Bit (70, 1, 0x80);
GLCD_int_8Bit (71, 1, 0x40);break;
}
case 8:{
GLCD_int_8Bit (64, 3, 0x01);
GLCD_int_8Bit (65, 2, 0x80);
GLCD_int_8Bit (66, 2, 0x40);
GLCD_int_8Bit (67, 2, 0x20);
GLCD_int_8Bit (68, 2, 0x10);
GLCD_int_8Bit (69, 2, 0x18);
GLCD_int_8Bit (70, 2, 0x0C);
GLCD_int_8Bit (71, 2, 0x06);
GLCD_int_8Bit (72, 2, 0x02);
GLCD_int_8Bit (73, 2, 0x01);break;
}
case 9:{
GLCD_int_8Bit (64, 3, 0x02);
GLCD_int_8Bit (65, 3, 0x03);
GLCD_int_8Bit (66, 3, 0x01);
GLCD_int_8Bit (67, 2, 0x80);
GLCD_int_8Bit (68, 2, 0xC0);
GLCD_int_8Bit (69, 2, 0x40);
GLCD_int_8Bit (70, 2, 0x20);
GLCD_int_8Bit (71, 2, 0x10);
GLCD_int_8Bit (72, 2, 0x10);
GLCD_int_8Bit (73, 2, 0x08);
GLCD_int_8Bit (74, 2, 0x04);
GLCD_int_8Bit (75, 2, 0x02);break;
}
case 10:{
GLCD_int_8Bit (64, 3, 0x08);
GLCD_int_8Bit (65, 3, 0x04);
GLCD_int_8Bit (66, 3, 0x04);
GLCD_int_8Bit (67, 3, 0x02);
GLCD_int_8Bit (68, 3, 0x01);
GLCD_int_8Bit (69, 3, 0x01);
GLCD_int_8Bit (70, 2, 0x80);
GLCD_int_8Bit (71, 2, 0xC0);
GLCD_int_8Bit (72, 2, 0x40);
GLCD_int_8Bit (73, 2, 0x60);
GLCD_int_8Bit (74, 2, 0x20);
GLCD_int_8Bit (75, 2, 0x10);
GLCD_int_8Bit (76, 2, 0x10);      break;
}
case 11:{
```

```

GLCD_int_8Bit (64, 3, 0x10);
GLCD_int_8Bit (65, 3, 0x08);
GLCD_int_8Bit (66, 3, 0x08);
GLCD_int_8Bit (67, 3, 0x08);
GLCD_int_8Bit (68, 3, 0x04);
GLCD_int_8Bit (69, 3, 0x04);
GLCD_int_8Bit (70, 3, 0x02);
GLCD_int_8Bit (71, 3, 0x02);
GLCD_int_8Bit (72, 3, 0x01);
GLCD_int_8Bit (73, 3, 0x01);
GLCD_int_8Bit (74, 2, 0x80);
GLCD_int_8Bit (75, 2, 0x80);
GLCD_int_8Bit (76, 2, 0x80);
GLCD_int_8Bit (77, 2, 0x40); break;
}
case 12:{
GLCD_int_8Bit (64, 3, 0x20);
GLCD_int_8Bit (65, 3, 0x20);
GLCD_int_8Bit (66, 3, 0x10);
GLCD_int_8Bit (67, 3, 0x10);
GLCD_int_8Bit (68, 3, 0x10);
GLCD_int_8Bit (69, 3, 0x08);
GLCD_int_8Bit (70, 3, 0x08);
GLCD_int_8Bit (71, 3, 0x08);
GLCD_int_8Bit (72, 3, 0x08);
GLCD_int_8Bit (73, 3, 0x04);
GLCD_int_8Bit (74, 3, 0x04);
GLCD_int_8Bit (75, 3, 0x04);
GLCD_int_8Bit (76, 3, 0x02);
GLCD_int_8Bit (77, 3, 0x02);
GLCD_int_8Bit (77, 3, 0x02);
GLCD_int_8Bit (78, 3, 0x01); break;
}
case 13:{
GLCD_int_8Bit (64, 3, 0x40);
GLCD_int_8Bit (65, 3, 0x40);
GLCD_int_8Bit (66, 3, 0x20);
GLCD_int_8Bit (67, 3, 0x20);
GLCD_int_8Bit (68, 3, 0x20);
GLCD_int_8Bit (69, 3, 0x20);
GLCD_int_8Bit (70, 3, 0x20);
GLCD_int_8Bit (71, 3, 0x10);
GLCD_int_8Bit (72, 3, 0x10);
GLCD_int_8Bit (73, 3, 0x10);
GLCD_int_8Bit (74, 3, 0x10);
GLCD_int_8Bit (75, 3, 0x10);
GLCD_int_8Bit (76, 3, 0x10);
GLCD_int_8Bit (77, 3, 0x08);
GLCD_int_8Bit (77, 3, 0x08);
GLCD_int_8Bit (78, 3, 0x08);
GLCD_int_8Bit (79, 3, 0x08); break;
}
case 14:{
GLCD_int_8Bit (64, 3, 0x80);
GLCD_int_8Bit (65, 3, 0x80);
GLCD_int_8Bit (66, 3, 0x80);
GLCD_int_8Bit (67, 3, 0x80);

```

```

        GLCD_int_8Bit (68, 3, 0x40);
        GLCD_int_8Bit (69, 3, 0x40);
        GLCD_int_8Bit (70, 3, 0x40);
        GLCD_int_8Bit (71, 3, 0x40);
        GLCD_int_8Bit (72, 3, 0x40);
        GLCD_int_8Bit (73, 3, 0x40);
        GLCD_int_8Bit (74, 3, 0x40);
        GLCD_int_8Bit (75, 3, 0x40);
        GLCD_int_8Bit (76, 3, 0x20);
        GLCD_int_8Bit (77, 3, 0x20);
        GLCD_int_8Bit (77, 3, 0x20);
        GLCD_int_8Bit (78, 3, 0x20);
        GLCD_int_8Bit (79, 3, 0x20); break;
    }
    case 15:{
        GLCD_int_8Bit (64, 3, 0x80);
        GLCD_int_8Bit (65, 3, 0x80);
        GLCD_int_8Bit (66, 3, 0x80);
        GLCD_int_8Bit (67, 3, 0x80);
        GLCD_int_8Bit (68, 3, 0x80);
        GLCD_int_8Bit (69, 3, 0x80);
        GLCD_int_8Bit (70, 3, 0x80);
        GLCD_int_8Bit (71, 3, 0x80);
        GLCD_int_8Bit (72, 3, 0x80);
        GLCD_int_8Bit (73, 3, 0x80);
        GLCD_int_8Bit (74, 3, 0x80);
        GLCD_int_8Bit (75, 3, 0x80);
        GLCD_int_8Bit (76, 3, 0x80);
        GLCD_int_8Bit (77, 3, 0x80);
        GLCD_int_8Bit (77, 3, 0x80);
        GLCD_int_8Bit (78, 3, 0x80);
        GLCD_int_8Bit (79, 3, 0x80); break;
    }
    case 16:{
        GLCD_int_8Bit (64, 4, 0x01);
        GLCD_int_8Bit (65, 4, 0x01);
        GLCD_int_8Bit (66, 4, 0x01);
        GLCD_int_8Bit (67, 4, 0x01);
        GLCD_int_8Bit (68, 4, 0x01);
        GLCD_int_8Bit (69, 4, 0x01);
        GLCD_int_8Bit (70, 4, 0x01);
        GLCD_int_8Bit (71, 4, 0x02);
        GLCD_int_8Bit (72, 4, 0x02);
        GLCD_int_8Bit (73, 4, 0x02);
        GLCD_int_8Bit (74, 4, 0x02);
        GLCD_int_8Bit (75, 4, 0x02);
        GLCD_int_8Bit (76, 4, 0x02);
        GLCD_int_8Bit (77, 4, 0x04);
        GLCD_int_8Bit (77, 4, 0x04);
        GLCD_int_8Bit (78, 4, 0x04);
        GLCD_int_8Bit (79, 4, 0x04); break;
    }
    case 17:{
        GLCD_int_8Bit (64, 4, 0x02);
        GLCD_int_8Bit (65, 4, 0x02);
        GLCD_int_8Bit (66, 4, 0x04);
        GLCD_int_8Bit (67, 4, 0x04);
    }

```

```

        GLCD_int_8Bit (68, 4, 0x04);
        GLCD_int_8Bit (69, 4, 0x04);
        GLCD_int_8Bit (70, 4, 0x04);
        GLCD_int_8Bit (71, 4, 0x04);
        GLCD_int_8Bit (72, 4, 0x08);
        GLCD_int_8Bit (73, 4, 0x08);
        GLCD_int_8Bit (74, 4, 0x08);
        GLCD_int_8Bit (75, 4, 0x08);
        GLCD_int_8Bit (76, 4, 0x08);
        GLCD_int_8Bit (77, 4, 0x10);
        GLCD_int_8Bit (77, 4, 0x10);
        GLCD_int_8Bit (78, 4, 0x10);
        GLCD_int_8Bit (79, 4, 0x10);break;
    }
    case 18:{
        GLCD_int_8Bit (64, 4, 0x04);
        GLCD_int_8Bit (65, 4, 0x04);
        GLCD_int_8Bit (66, 4, 0x08);
        GLCD_int_8Bit (67, 4, 0x08);
        GLCD_int_8Bit (68, 4, 0x08);
        GLCD_int_8Bit (69, 4, 0x10);
        GLCD_int_8Bit (70, 4, 0x10);
        GLCD_int_8Bit (71, 4, 0x10);
        GLCD_int_8Bit (72, 4, 0x20);
        GLCD_int_8Bit (73, 4, 0x20);
        GLCD_int_8Bit (74, 4, 0x20);
        GLCD_int_8Bit (75, 4, 0x20);
        GLCD_int_8Bit (76, 4, 0x40);
        GLCD_int_8Bit (77, 4, 0x40);
        GLCD_int_8Bit (77, 4, 0x40);
        GLCD_int_8Bit (78, 4, 0x40);break;
    }
    case 19:{
        GLCD_int_8Bit (64, 4, 0x08);
        GLCD_int_8Bit (65, 4, 0x08);
        GLCD_int_8Bit (66, 4, 0x10);
        GLCD_int_8Bit (67, 4, 0x10);
        GLCD_int_8Bit (68, 4, 0x20);
        GLCD_int_8Bit (69, 4, 0x20);
        GLCD_int_8Bit (70, 4, 0x40);
        GLCD_int_8Bit (71, 4, 0x40);
        GLCD_int_8Bit (72, 4, 0x40);
        GLCD_int_8Bit (73, 4, 0x80);
        GLCD_int_8Bit (74, 4, 0x80);
        GLCD_int_8Bit (75, 5, 0x01);
        GLCD_int_8Bit (76, 5, 0x01);
        GLCD_int_8Bit (77, 5, 0x01);
        GLCD_int_8Bit (77, 5, 0x02);
        GLCD_int_8Bit (78, 5, 0x02);break;
    }
    case 20:{
        GLCD_int_8Bit (64, 4, 0x10);
        GLCD_int_8Bit (65, 4, 0x20);
        GLCD_int_8Bit (66, 4, 0x20);
        GLCD_int_8Bit (67, 4, 0x40);
        GLCD_int_8Bit (68, 4, 0x40);
        GLCD_int_8Bit (69, 4, 0x80);
    }

```

```
GLCD_int_8Bit (70, 4, 0x80);
GLCD_int_8Bit (71, 5, 0x01);
GLCD_int_8Bit (72, 5, 0x02);
GLCD_int_8Bit (73, 5, 0x02);
GLCD_int_8Bit (74, 5, 0x04);
GLCD_int_8Bit (75, 5, 0x04);
GLCD_int_8Bit (76, 5, 0x08);
GLCD_int_8Bit (77, 5, 0x08);break;
}
case 21:{
GLCD_int_8Bit (64, 4, 0x20);
GLCD_int_8Bit (65, 4, 0x40);
GLCD_int_8Bit (66, 4, 0x80);
GLCD_int_8Bit (67, 5, 0x01);
GLCD_int_8Bit (68, 5, 0x01);
GLCD_int_8Bit (69, 5, 0x02);
GLCD_int_8Bit (70, 5, 0x04);
GLCD_int_8Bit (71, 5, 0x04);
GLCD_int_8Bit (72, 5, 0x08);
GLCD_int_8Bit (73, 5, 0x10);
GLCD_int_8Bit (74, 5, 0x10);
GLCD_int_8Bit (75, 5, 0x20);break;
}
case 22:{
GLCD_int_8Bit (64, 4, 0x80);
GLCD_int_8Bit (65, 5, 0x01);
GLCD_int_8Bit (66, 5, 0x02);
GLCD_int_8Bit (67, 5, 0x04);
GLCD_int_8Bit (68, 5, 0x08);
GLCD_int_8Bit (69, 5, 0x08);
GLCD_int_8Bit (70, 5, 0x10);
GLCD_int_8Bit (71, 5, 0x20);
GLCD_int_8Bit (72, 5, 0x40);
GLCD_int_8Bit (73, 5, 0x80);break;
}
case 23:{
GLCD_int_8Bit (63, 5, 0x01);
GLCD_int_8Bit (64, 5, 0x02);
GLCD_int_8Bit (65, 5, 0x04);
GLCD_int_8Bit (66, 5, 0x08);
GLCD_int_8Bit (67, 5, 0x30);
GLCD_int_8Bit (68, 5, 0x40);
GLCD_int_8Bit (69, 5, 0x80);
GLCD_int_8Bit (70, 6, 0x01);
GLCD_int_8Bit (71, 6, 0x02);
GLCD_int_8Bit (72, 6, 0x04);break;
}
case 24:{
GLCD_int_8Bit (62, 5, 0x03);
GLCD_int_8Bit (63, 5, 0x04);
GLCD_int_8Bit (64, 5, 0x08);
GLCD_int_8Bit (65, 5, 0x30);
GLCD_int_8Bit (66, 5, 0x40);
GLCD_int_8Bit (67, 5, 0x80);
GLCD_int_8Bit (67, 6, 0x01);
GLCD_int_8Bit (68, 6, 0x02);
GLCD_int_8Bit (69, 6, 0x04);
```

```

        GLCD_int_8Bit (70, 6, 0x08);break;
    }
    case 25:{
        GLCD_int_8Bit (60, 5, 0x01);
        GLCD_int_8Bit (61, 5, 0x06);
        GLCD_int_8Bit (62, 5, 0x0C);
        GLCD_int_8Bit (63, 5, 0x30);
        GLCD_int_8Bit (64, 5, 0xC0);
        GLCD_int_8Bit (65, 6, 0x01);
        GLCD_int_8Bit (66, 6, 0x06);
        GLCD_int_8Bit (67, 6, 0x08);
        GLCD_int_8Bit (68, 6, 0x10);break;
    }
    case 26:{
        GLCD_int_8Bit (59, 5, 0x01);
        GLCD_int_8Bit (60, 5, 0x06);
        GLCD_int_8Bit (61, 5, 0x38);
        GLCD_int_8Bit (62, 5, 0xC0);
        GLCD_int_8Bit (63, 6, 0x03);
        GLCD_int_8Bit (64, 6, 0x0C);
        GLCD_int_8Bit (65, 6, 0x30);        break;
    }
    case 27:{
        GLCD_int_8Bit (58, 5, 0x03);
        GLCD_int_8Bit (59, 5, 0x1C);
        GLCD_int_8Bit (60, 5, 0xE0);
        GLCD_int_8Bit (60, 6, 0x01);
        GLCD_int_8Bit (61, 6, 0x0E);
        GLCD_int_8Bit (62, 6, 0x0C);
        GLCD_int_8Bit (63, 6, 0x70);        break;
    }
    case 28:{
        GLCD_int_8Bit (57, 5, 0x03);
        GLCD_int_8Bit (58, 5, 0x7C);
        GLCD_int_8Bit (59, 5, 0x80);
        GLCD_int_8Bit (59, 6, 0x1F);
        GLCD_int_8Bit (60, 6, 0xE0);break;
    }
    case 29:{
        GLCD_int_8Bit (56, 5, 0x0F);
        GLCD_int_8Bit (57, 5, 0xF0);
        GLCD_int_8Bit (57, 6, 0x0F);
        GLCD_int_8Bit (58, 6, 0xF0);break;
    }
    case 30:{
        GLCD_int_8Bit (56, 5, 0xFF);
        GLCD_int_8Bit (56, 6, 0xFF);        break;
    }
    case 31:{
        GLCD_int_8Bit (55, 5, 0x0F);
        GLCD_int_8Bit (54, 5, 0xF0);
        GLCD_int_8Bit (53, 6, 0x0F);
        GLCD_int_8Bit (52, 6, 0xF0);        break;
    }
    case 32:{
        GLCD_int_8Bit (54, 5, 0x03);
        GLCD_int_8Bit (53, 5, 0x7C);

```

```

        GLCD_int_8Bit (52, 5, 0x80);
        GLCD_int_8Bit (52, 6, 0x17);
        GLCD_int_8Bit (51, 6, 0xE0);break;
    }
    case 33:{
        GLCD_int_8Bit (53, 5, 0x03);
        GLCD_int_8Bit (52, 5, 0x1C);
        GLCD_int_8Bit (51, 5, 0xE0);
        GLCD_int_8Bit (51, 6, 0x01);
        GLCD_int_8Bit (50, 6, 0x0E);
        GLCD_int_8Bit (49, 6, 0x0C);
        GLCD_int_8Bit (48, 6, 0x70);        break;
    }
    case 34:{
        GLCD_int_8Bit (52, 5, 0x01);
        GLCD_int_8Bit (51, 5, 0x06);
        GLCD_int_8Bit (50, 5, 0x38);
        GLCD_int_8Bit (49, 5, 0xC0);
        GLCD_int_8Bit (48, 6, 0x03);
        GLCD_int_8Bit (47, 6, 0x0C);
        GLCD_int_8Bit (46, 6, 0x30);        break;
    }
    case 35:{
        GLCD_int_8Bit (51, 5, 0x01);
        GLCD_int_8Bit (50, 5, 0x06);
        GLCD_int_8Bit (49, 5, 0x0C);
        GLCD_int_8Bit (48, 5, 0x30);
        GLCD_int_8Bit (47, 5, 0xC0);
        GLCD_int_8Bit (46, 6, 0x01);
        GLCD_int_8Bit (45, 6, 0x06);
        GLCD_int_8Bit (44, 6, 0x08);
        GLCD_int_8Bit (43, 6, 0x10);        break;
    }
    case 36:{
        GLCD_int_8Bit (49, 5, 0x03);
        GLCD_int_8Bit (48, 5, 0x04);
        GLCD_int_8Bit (47, 5, 0x08);
        GLCD_int_8Bit (46, 5, 0x30);
        GLCD_int_8Bit (45, 5, 0x40);
        GLCD_int_8Bit (44, 5, 0x80);
        GLCD_int_8Bit (44, 6, 0x01);
        GLCD_int_8Bit (43, 6, 0x02);
        GLCD_int_8Bit (42, 6, 0x04);
        GLCD_int_8Bit (41, 6, 0x08);break;
    }
    case 37:{
        GLCD_int_8Bit (48, 5, 0x01);
        GLCD_int_8Bit (47, 5, 0x02);
        GLCD_int_8Bit (46, 5, 0x04);
        GLCD_int_8Bit (45, 5, 0x08);
        GLCD_int_8Bit (44, 5, 0x10);
        GLCD_int_8Bit (43, 5, 0x30);
        GLCD_int_8Bit (42, 5, 0x40);
        GLCD_int_8Bit (41, 5, 0x80);
        GLCD_int_8Bit (40, 6, 0x01);break;
    }
    case 38:{

```

```
GLCD_int_8Bit (47, 4, 0x80);
GLCD_int_8Bit (46, 5, 0x01);
GLCD_int_8Bit (45, 5, 0x02);
GLCD_int_8Bit (44, 5, 0x04);
GLCD_int_8Bit (43, 5, 0x08);
GLCD_int_8Bit (42, 5, 0x08);
GLCD_int_8Bit (41, 5, 0x10);
GLCD_int_8Bit (40, 5, 0x20);
GLCD_int_8Bit (39, 5, 0x40);
GLCD_int_8Bit (38, 5, 0x80);break;
}
case 39:{
GLCD_int_8Bit (47, 4, 0x20);
GLCD_int_8Bit (46, 4, 0x40);
GLCD_int_8Bit (45, 4, 0x80);
GLCD_int_8Bit (44, 5, 0x01);
GLCD_int_8Bit (43, 5, 0x01);
GLCD_int_8Bit (42, 5, 0x02);
GLCD_int_8Bit (41, 5, 0x04);
GLCD_int_8Bit (40, 5, 0x04);
GLCD_int_8Bit (39, 5, 0x08);
GLCD_int_8Bit (38, 5, 0x10);
GLCD_int_8Bit (37, 5, 0x10);
GLCD_int_8Bit (36, 5, 0x20);break;
}
case 40:{
GLCD_int_8Bit (47, 4, 0x10);
GLCD_int_8Bit (46, 4, 0x20);
GLCD_int_8Bit (45, 4, 0x20);
GLCD_int_8Bit (44, 4, 0x40);
GLCD_int_8Bit (43, 4, 0x40);
GLCD_int_8Bit (42, 4, 0x80);
GLCD_int_8Bit (41, 4, 0x80);
GLCD_int_8Bit (40, 5, 0x01);
GLCD_int_8Bit (39, 5, 0x02);
GLCD_int_8Bit (38, 5, 0x02);
GLCD_int_8Bit (37, 5, 0x04);
GLCD_int_8Bit (36, 5, 0x04);
GLCD_int_8Bit (35, 5, 0x08);
GLCD_int_8Bit (34, 5, 0x08);break;
}
case 41:{
GLCD_int_8Bit (47, 4, 0x08);
GLCD_int_8Bit (46, 4, 0x08);
GLCD_int_8Bit (45, 4, 0x10);
GLCD_int_8Bit (44, 4, 0x10);
GLCD_int_8Bit (43, 4, 0x20);
GLCD_int_8Bit (42, 4, 0x20);
GLCD_int_8Bit (41, 4, 0x40);
GLCD_int_8Bit (40, 4, 0x40);
GLCD_int_8Bit (39, 4, 0x40);
GLCD_int_8Bit (38, 4, 0x80);
GLCD_int_8Bit (37, 4, 0x80);
GLCD_int_8Bit (36, 5, 0x01);
GLCD_int_8Bit (35, 5, 0x01);
GLCD_int_8Bit (34, 5, 0x01);
GLCD_int_8Bit (34, 5, 0x02);
```

```
        GLCD_int_8Bit (33, 5, 0x02);break;
    }
    case 42:{
        GLCD_int_8Bit (47, 4, 0x04);
        GLCD_int_8Bit (46, 4, 0x04);
        GLCD_int_8Bit (45, 4, 0x08);
        GLCD_int_8Bit (44, 4, 0x08);
        GLCD_int_8Bit (43, 4, 0x08);
        GLCD_int_8Bit (42, 4, 0x10);
        GLCD_int_8Bit (41, 4, 0x10);
        GLCD_int_8Bit (40, 4, 0x10);
        GLCD_int_8Bit (39, 4, 0x20);
        GLCD_int_8Bit (38, 4, 0x20);
        GLCD_int_8Bit (37, 4, 0x20);
        GLCD_int_8Bit (36, 4, 0x20);
        GLCD_int_8Bit (35, 4, 0x40);
        GLCD_int_8Bit (34, 4, 0x40);
        GLCD_int_8Bit (34, 4, 0x40);
        GLCD_int_8Bit (33, 4, 0x40);break;
    }
    case 43:{
        GLCD_int_8Bit (47, 4, 0x02);
        GLCD_int_8Bit (46, 4, 0x02);
        GLCD_int_8Bit (45, 4, 0x04);
        GLCD_int_8Bit (44, 4, 0x04);
        GLCD_int_8Bit (43, 4, 0x04);
        GLCD_int_8Bit (42, 4, 0x04);
        GLCD_int_8Bit (41, 4, 0x04);
        GLCD_int_8Bit (40, 4, 0x04);
        GLCD_int_8Bit (39, 4, 0x08);
        GLCD_int_8Bit (38, 4, 0x08);
        GLCD_int_8Bit (37, 4, 0x08);
        GLCD_int_8Bit (36, 4, 0x08);
        GLCD_int_8Bit (35, 4, 0x08);
        GLCD_int_8Bit (34, 4, 0x10);
        GLCD_int_8Bit (34, 4, 0x10);
        GLCD_int_8Bit (33, 4, 0x10);
        GLCD_int_8Bit (32, 4, 0x10);break;
    }
    case 44:{
        GLCD_int_8Bit (47, 4, 0x01);
        GLCD_int_8Bit (46, 4, 0x01);
        GLCD_int_8Bit (45, 4, 0x01);
        GLCD_int_8Bit (44, 4, 0x01);
        GLCD_int_8Bit (43, 4, 0x01);
        GLCD_int_8Bit (42, 4, 0x01);
        GLCD_int_8Bit (41, 4, 0x01);
        GLCD_int_8Bit (40, 4, 0x02);
        GLCD_int_8Bit (39, 4, 0x02);
        GLCD_int_8Bit (38, 4, 0x02);
        GLCD_int_8Bit (37, 4, 0x02);
        GLCD_int_8Bit (36, 4, 0x02);
        GLCD_int_8Bit (35, 4, 0x02);
        GLCD_int_8Bit (34, 4, 0x04);
        GLCD_int_8Bit (34, 4, 0x04);
        GLCD_int_8Bit (33, 4, 0x04);
        GLCD_int_8Bit (32, 4, 0x04);break;
    }
```

```
}
case 45:{
    GLCD_int_8Bit (47, 3, 0x80);
    GLCD_int_8Bit (46, 3, 0x80);
    GLCD_int_8Bit (45, 3, 0x80);
    GLCD_int_8Bit (44, 3, 0x80);
    GLCD_int_8Bit (43, 3, 0x80);
    GLCD_int_8Bit (42, 3, 0x80);
    GLCD_int_8Bit (41, 3, 0x80);
    GLCD_int_8Bit (40, 3, 0x80);
    GLCD_int_8Bit (39, 3, 0x80);
    GLCD_int_8Bit (38, 3, 0x80);
    GLCD_int_8Bit (37, 3, 0x80);
    GLCD_int_8Bit (36, 3, 0x80);
    GLCD_int_8Bit (35, 3, 0x80);
    GLCD_int_8Bit (34, 3, 0x80);
    GLCD_int_8Bit (34, 3, 0x80);
    GLCD_int_8Bit (33, 3, 0x80);
    GLCD_int_8Bit (32, 3, 0x80);break;
}
case 46:{
    GLCD_int_8Bit (47, 3, 0x80);
    GLCD_int_8Bit (46, 3, 0x80);
    GLCD_int_8Bit (45, 3, 0x80);
    GLCD_int_8Bit (44, 3, 0x80);
    GLCD_int_8Bit (43, 3, 0x40);
    GLCD_int_8Bit (42, 3, 0x40);
    GLCD_int_8Bit (41, 3, 0x40);
    GLCD_int_8Bit (40, 3, 0x40);
    GLCD_int_8Bit (39, 3, 0x40);
    GLCD_int_8Bit (38, 3, 0x40);
    GLCD_int_8Bit (37, 3, 0x40);
    GLCD_int_8Bit (36, 3, 0x40);
    GLCD_int_8Bit (35, 3, 0x20);
    GLCD_int_8Bit (34, 3, 0x20);
    GLCD_int_8Bit (34, 3, 0x20);
    GLCD_int_8Bit (33, 3, 0x20);
    GLCD_int_8Bit (32, 3, 0x20);break;
}
case 47:{
    GLCD_int_8Bit (47, 3, 0x40);
    GLCD_int_8Bit (46, 3, 0x40);
    GLCD_int_8Bit (45, 3, 0x20);
    GLCD_int_8Bit (44, 3, 0x20);
    GLCD_int_8Bit (43, 3, 0x20);
    GLCD_int_8Bit (42, 3, 0x20);
    GLCD_int_8Bit (41, 3, 0x20);
    GLCD_int_8Bit (40, 3, 0x10);
    GLCD_int_8Bit (39, 3, 0x10);
    GLCD_int_8Bit (38, 3, 0x10);
    GLCD_int_8Bit (37, 3, 0x10);
    GLCD_int_8Bit (36, 3, 0x10);
    GLCD_int_8Bit (35, 3, 0x10);
    GLCD_int_8Bit (34, 3, 0x08);
    GLCD_int_8Bit (34, 3, 0x08);
    GLCD_int_8Bit (33, 3, 0x08);
    GLCD_int_8Bit (32, 3, 0x08);break;
}
```

```
}  
case 48:{  
    GLCD_int_8Bit (47, 3, 0x20);  
    GLCD_int_8Bit (46, 3, 0x20);  
    GLCD_int_8Bit (45, 3, 0x10);  
    GLCD_int_8Bit (44, 3, 0x10);  
    GLCD_int_8Bit (43, 3, 0x10);  
    GLCD_int_8Bit (42, 3, 0x08);  
    GLCD_int_8Bit (41, 3, 0x08);  
    GLCD_int_8Bit (40, 3, 0x08);  
    GLCD_int_8Bit (39, 3, 0x08);  
    GLCD_int_8Bit (38, 3, 0x04);  
    GLCD_int_8Bit (37, 3, 0x04);  
    GLCD_int_8Bit (36, 3, 0x04);  
    GLCD_int_8Bit (35, 3, 0x02);  
    GLCD_int_8Bit (34, 3, 0x02);  
    GLCD_int_8Bit (33, 3, 0x01);break;  
}  
case 49:{  
    GLCD_int_8Bit (47, 3, 0x10);  
    GLCD_int_8Bit (46, 3, 0x08);  
    GLCD_int_8Bit (45, 3, 0x08);  
    GLCD_int_8Bit (44, 3, 0x08);  
    GLCD_int_8Bit (43, 3, 0x04);  
    GLCD_int_8Bit (42, 3, 0x04);  
    GLCD_int_8Bit (41, 3, 0x02);  
    GLCD_int_8Bit (40, 3, 0x02);  
    GLCD_int_8Bit (39, 3, 0x01);  
    GLCD_int_8Bit (38, 3, 0x01);  
    GLCD_int_8Bit (37, 2, 0x80);  
    GLCD_int_8Bit (36, 2, 0x80);  
    GLCD_int_8Bit (35, 2, 0x80);  
    GLCD_int_8Bit (34, 2, 0x40);break;  
}  
case 50:{  
    GLCD_int_8Bit (47, 3, 0x08);  
    GLCD_int_8Bit (46, 3, 0x04);  
    GLCD_int_8Bit (45, 3, 0x04);  
    GLCD_int_8Bit (44, 3, 0x02);  
    GLCD_int_8Bit (43, 3, 0x01);  
    GLCD_int_8Bit (42, 3, 0x01);  
    GLCD_int_8Bit (41, 2, 0x80);  
    GLCD_int_8Bit (40, 2, 0xC0);  
    GLCD_int_8Bit (39, 2, 0x40);  
    GLCD_int_8Bit (38, 2, 0x51);  
    GLCD_int_8Bit (37, 2, 0x20);  
    GLCD_int_8Bit (36, 2, 0x10);  
    GLCD_int_8Bit (35, 2, 0x10);break;  
}  
case 51:{  
    GLCD_int_8Bit (47, 3, 0x02);  
    GLCD_int_8Bit (46, 3, 0x03);  
    GLCD_int_8Bit (45, 3, 0x01);  
    GLCD_int_8Bit (44, 2, 0x80);  
    GLCD_int_8Bit (43, 2, 0xC0);  
    GLCD_int_8Bit (42, 2, 0x40);
```

```
GLCD_int_8Bit (41, 2, 0x20);
GLCD_int_8Bit (40, 2, 0x10);
GLCD_int_8Bit (39, 2, 0x10);
GLCD_int_8Bit (38, 2, 0x08);
GLCD_int_8Bit (37, 2, 0x04);
GLCD_int_8Bit (36, 2, 0x02);    break;
}
case 52:{
GLCD_int_8Bit (47, 3, 0x01);
GLCD_int_8Bit (46, 2, 0x80);
GLCD_int_8Bit (45, 2, 0x40);
GLCD_int_8Bit (44, 2, 0x20);
GLCD_int_8Bit (43, 2, 0x10);
GLCD_int_8Bit (42, 2, 0x18);
GLCD_int_8Bit (41, 2, 0x0C);
GLCD_int_8Bit (40, 2, 0x06);
GLCD_int_8Bit (39, 2, 0x02);
GLCD_int_8Bit (38, 2, 0x01);break;
}
case 53:{
GLCD_int_8Bit (48, 2, 0x80);
GLCD_int_8Bit (47, 2, 0x40);
GLCD_int_8Bit (46, 2, 0x30);
GLCD_int_8Bit (45, 2, 0x18);
GLCD_int_8Bit (44, 2, 0x0C);
GLCD_int_8Bit (43, 2, 0x06);
GLCD_int_8Bit (42, 2, 0x03);
GLCD_int_8Bit (41, 1, 0x80);
GLCD_int_8Bit (40, 1, 0x40);break;
}
case 54:{
GLCD_int_8Bit (50, 2, 0x80);
GLCD_int_8Bit (49, 2, 0xC0);
GLCD_int_8Bit (48, 2, 0x20);
GLCD_int_8Bit (47, 2, 0x18);
GLCD_int_8Bit (46, 2, 0x0C);
GLCD_int_8Bit (45, 2, 0x03);
GLCD_int_8Bit (44, 2, 0x01);
GLCD_int_8Bit (44, 1, 0x80);
GLCD_int_8Bit (43, 1, 0x51);
GLCD_int_8Bit (42, 1, 0x30);break;
}
case 55:{
GLCD_int_8Bit (51, 2, 0x80);
GLCD_int_8Bit (50, 2, 0x51);
GLCD_int_8Bit (49, 2, 0x18);
GLCD_int_8Bit (48, 2, 0x06);
GLCD_int_8Bit (47, 2, 0x01);
GLCD_int_8Bit (46, 1, 0xC0);
GLCD_int_8Bit (45, 1, 0x30);
GLCD_int_8Bit (44, 1, 0x0C);break;
}
case 56:{
GLCD_int_8Bit (52, 2, 0xC0);
GLCD_int_8Bit (51, 2, 0x41);
GLCD_int_8Bit (50, 2, 0x0E);
GLCD_int_8Bit (49, 2, 0x03);
```

```
        GLCD_int_8Bit (49, 1, 0x80);
        GLCD_int_8Bit (48, 1, 0x51);
        GLCD_int_8Bit (47, 1, 0x1C);
        GLCD_int_8Bit (46, 1, 0x02);break;
    }
    case 57:{
        GLCD_int_8Bit (53, 2, 0xC0);
        GLCD_int_8Bit (52, 2, 0x38);
        GLCD_int_8Bit (51, 2, 0x07);
        GLCD_int_8Bit (51, 1, 0x80);
        GLCD_int_8Bit (50, 1, 0xF0);
        GLCD_int_8Bit (49, 1, 0x0E);break;
    }
    case 58:{
        GLCD_int_8Bit (54, 2, 0xC0);
        GLCD_int_8Bit (53, 2, 0x3F);
        GLCD_int_8Bit (52, 2, 0x01);
        GLCD_int_8Bit (52, 1, 0xF8);
        GLCD_int_8Bit (51, 1, 0x07);break;
    }
    case 59:{
        GLCD_int_8Bit (55, 2, 0xFE);
        GLCD_int_8Bit (54, 2, 0x01);
        GLCD_int_8Bit (54, 1, 0xFF);break;
    }
    default: break;
}
}
}
```

```
void GLCD_saniye_sil(){
    int saniyesil=32;
    for(;saniyesil<=79;saniyesil++){
        GLCD_int_8Bit (saniyesil, 1, 0x00);
        GLCD_int_8Bit (saniyesil, 2, 0x00);
        GLCD_int_8Bit (saniyesil, 5, 0x00);
        GLCD_int_8Bit (saniyesil, 6, 0x00);
        if(saniyesil<49|saniyesil>63){
            GLCD_int_8Bit (saniyesil, 3, 0x00);
            GLCD_int_8Bit (saniyesil, 4, 0x00);
        }
    }
}

void GLCD_dakika_sil(){
    int dakikasil=48;
    for(;dakikasil<=63;dakikasil++){
        GLCD_int_8Bit (dakikasil, 3, 0x00);
        GLCD_int_8Bit (dakikasil, 4, 0x00);
    }
}

void main(void)
{
    bit renk=0;
    renk=1;
    TMOD=0x01;
```

```
TH0=0x3C;
TL0=0xB0;
IE=0x82;
TR0=1;
GLCD_Harf (51, 0, "12", 20, 1);
GLCD_Harf (18, 3, "9", 20, 1);
GLCD_Harf (53, 7, "6", 20, 1);
GLCD_Harf (88, 3, "3", 20, 1);
GLCD_Harf (72, 0, "1", 20, 1);
GLCD_Harf (80, 1, "2", 20, 1);
GLCD_Harf (70, 7, "5", 20, 1);
GLCD_Harf (80, 5, "4", 20, 1);

GLCD_Harf (34, 0, "11", 20, 1);
GLCD_Harf (18, 1, "10", 20, 1);
GLCD_Harf (35, 7, "7", 20, 1);
GLCD_Harf (18, 5, "8", 20, 1);
//60.dakika
GLCD_int_8Bit (56, 3, 0xFF);
//60.saniye
GLCD_int_8Bit (56, 2, 0xFF);
GLCD_int_8Bit (56, 1, 0xFF);
while(1){
}
}
```