

Note:

Data is always written to the Frame Memory in the same order, regardless of the Memory Write Direction set by MADCTL bits B7, B6 and B5. The write order for each pixel unit is

D17	D16	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R5	R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0

One pixel unit represents 1 column and 1 page counter value on the Frame Memory.

Display Data Direction	MADCTR Parameter			Image in the Memory (MPU)	Image in the Driver (Frame Memory)
	MV	MX	MY		
Normal	0	0	0		
Y-Mirror	0	0	1		
X-Mirror	0	1	0		
X-Mirror Y-Mirror	0	1	1		
X-Y Exchange	1	0	0		
X-Y Exchange Y-Mirror	1	0	1		
XY Exchange X-Mirror	1	1	0		
XY Exchange XY-Mirror	1	1	1		