```
/**************  OLED.C ** *******************
    US2066
    P3.7=RS ,P3.6=R/W P3.5=EN ,P1=DATA_BUS

*************************************************/
#ifndef __LCD_US2006_H__
#define __LCD_US2006_H__

//#include <REGX51.H>
unsigned char switch_buf;
unsigned char buf_4;
typedef unsigned char uchar;
typedef unsigned int  uint;
typedef unsigned long ulong;
//uchar code Table_0[] = {0x0a,0x0a,0x0a,0x02,0x0a,0x0a,0x0a,0x08, //
uchar code Table_0[] = {0x0a,0x15,0x0a,0x15,0x0a,0x15,0x0a,0x15, //
                                  0x04,0x0F,0x12,0x0F,0x0A,0x1F,0x02,0x00, //
                                  0x1F,0x11,0x1F,0x11,0x1F,0x11,0x11,0x00, //
                                0x1F,0x11,0x11,0x1F,0x11,0x11,0x1F,0x00, //
                                0x1F,0x1F,0x1F,0x1F,0x1F,0x1F,0x1F,0x1F};//FF
uchar code Table_F[] = {0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
                        0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
                        0xff,0xff,0xff,0xff}; //

// P89C51


//#ifdef    Parallel_8080
      #define DATA_BUS  P1    // P1
      #define RS        P3_7  // DI  D/C
      #define WRZ       P3_6    // R/W WR
      #define RDZ             P3_5    // E   RD
      #define RESB            P3_0    // RES
      #define CS1             P3_1    // CS1

//#elif defined(Parallel_6800)
      #define DATA_BUS  P1    // P1
      #define RS              P3_7  // DI  D/C
      #define RW              P3_6    // R/W WR
      #define EN              P3_5    // E   RD
      #define RESB            P3_0    // RES
      #define CS1             P3_1    // CS1

//#elif defined(Parallel_SPI)
      #define SCL       P1_0  // SCL DB0
      #define SDI       P1_1  // SDI DB1
      #define RS              P3_7    // DI  D/C
      #define RESB            P3_0    // RES
      #define CS1             P3_1    // CS1

//#elif defined(Parallel_I2C)
      #define SCL             P1_0  // Serial Clock
      #define SDA             P1_1  // Serial Data
      #define RES             P3_0  // Serial Data
//#endif

void uDelay(uchar l);
void delay10ms(uint count);
void Delay(uint del);
void DLY(uchar dly);
void Chk_Busy();

//-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
//  Read/Write Sequence
```

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//-=-=-=
```