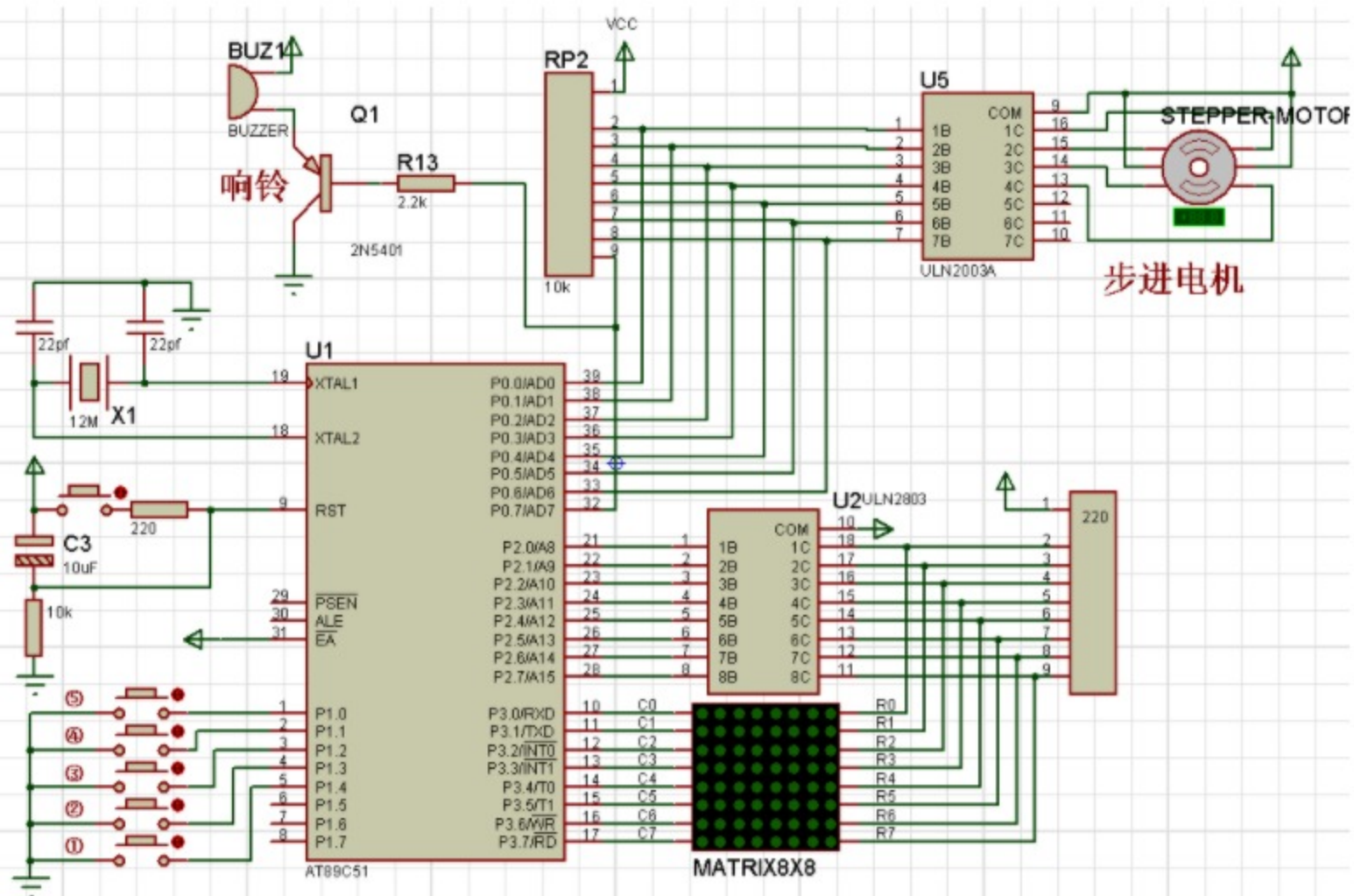




```

1  /*
2  * -----
3  * 名称：ULN2803驱动点阵屏仿电梯数字滚动显示
4  * -----
5  * 说明：本例模拟了电梯显示屏上下滚动显示楼层的效果，当目标楼层大于
6  *       当前楼层时将向上滚动显示，反之则向下滚动显示，目标楼层到达时
7  *       点阵保持稳定显示。
8  *
9  * -----
10 */
11 #include <reg51.h>
12 #include <intrins.h>
13 #define INT8    signed char
14 #define INT8U   unsigned char
15 #define INTT16U unsigned int
16
17 INT8U code Table_OF_Digits[] =
18 {
19     0x00, 0x3C, 0x66, 0x42, 0x42, 0x66, 0x3C, 0x00,
20     0x00, 0x08, 0x38, 0x08, 0x08, 0x08, 0x3E, 0x00,
21     0x00, 0x3C, 0x42, 0x04, 0x08, 0x32, 0x7E, 0x00,
22     0x00, 0x3C, 0x42, 0x1C, 0x02, 0x42, 0x3C, 0x00,
23     0x00, 0x0C, 0x14, 0x24, 0x44, 0x3C, 0x0C, 0x00,
24     0x00, 0x7E, 0x40, 0x7C, 0x02, 0x42, 0x3C, 0x00,
25     0x00, 0x3C, 0x40, 0x7C, 0x42, 0x42, 0x3C, 0x00,
26     0x00, 0x7E, 0x44, 0x08, 0x10, 0x10, 0x10, 0x00,
27     0x00, 0x3C, 0x42, 0x24, 0x5C, 0x42, 0x3C, 0x00,
28     0x00, 0x38, 0x46, 0x42, 0x3E, 0x06, 0x3C, 0x00
29 };
30
31 INT8U code FFW[] =

```