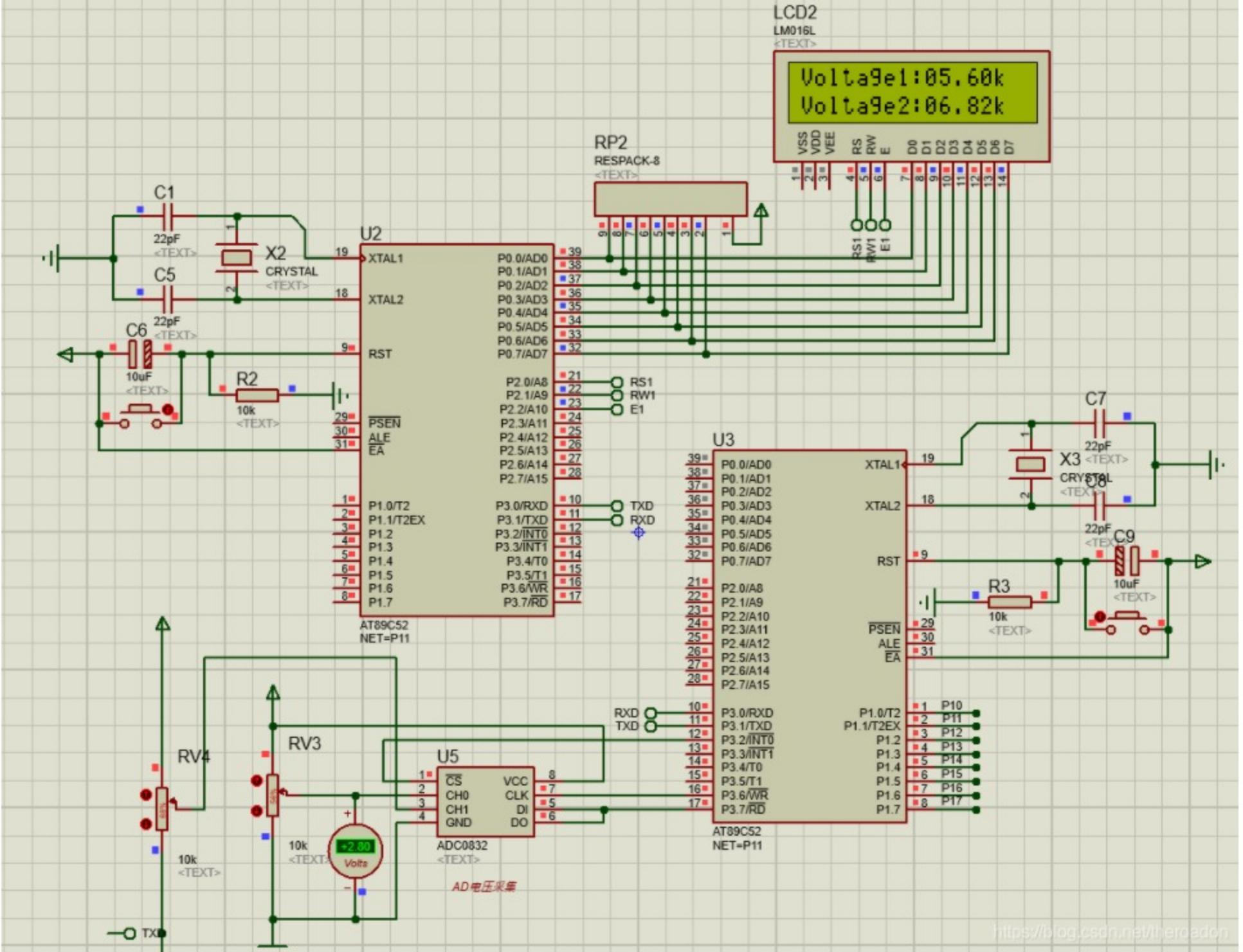




<https://blog.csdn.net/11eroadon>

```
1  #include <intrins.h>
2  #define uint unsigned int
3  #define uchar unsigned char
4
5  sbit RS = P2^0;
6  sbit RW = P2^1;
7  sbit E = P2^2;
8
9  uchar Display_Buffer1[] = "00.00k";
10 uchar Display_Buffer2[] = "00.00k";
11 uchar code Line1[] = "Voltage1:";
12 uchar code Line2[] = "Voltage2:";
13
14 void delay4us()
15 {
16     _nop_();
17     _nop_();
18     _nop_();
19     _nop_();
20 }
21 void DelayMS(uint ms)
22 {
23     uchar i;
24     while(ms--)
25     {
26         for(i=0;i<120;i++);
27     }
28 }
29
30 bit LCD_Busy_Check()
31 {
32     bit result;
33     RS = 0;
34     RW = 1;
35     E = 1;
36     delay4us();
37     result = (bit)(P0&0x80);
38     E = 0;
39     return result;
40 }
41
42 void LCD_Write_Command(uchar cmd)
43 {
44     RS = 0;
45     RW = 1;
46     E = 1;
47     delay4us();
48     P0 = cmd;
49     E = 0;
50 }
```