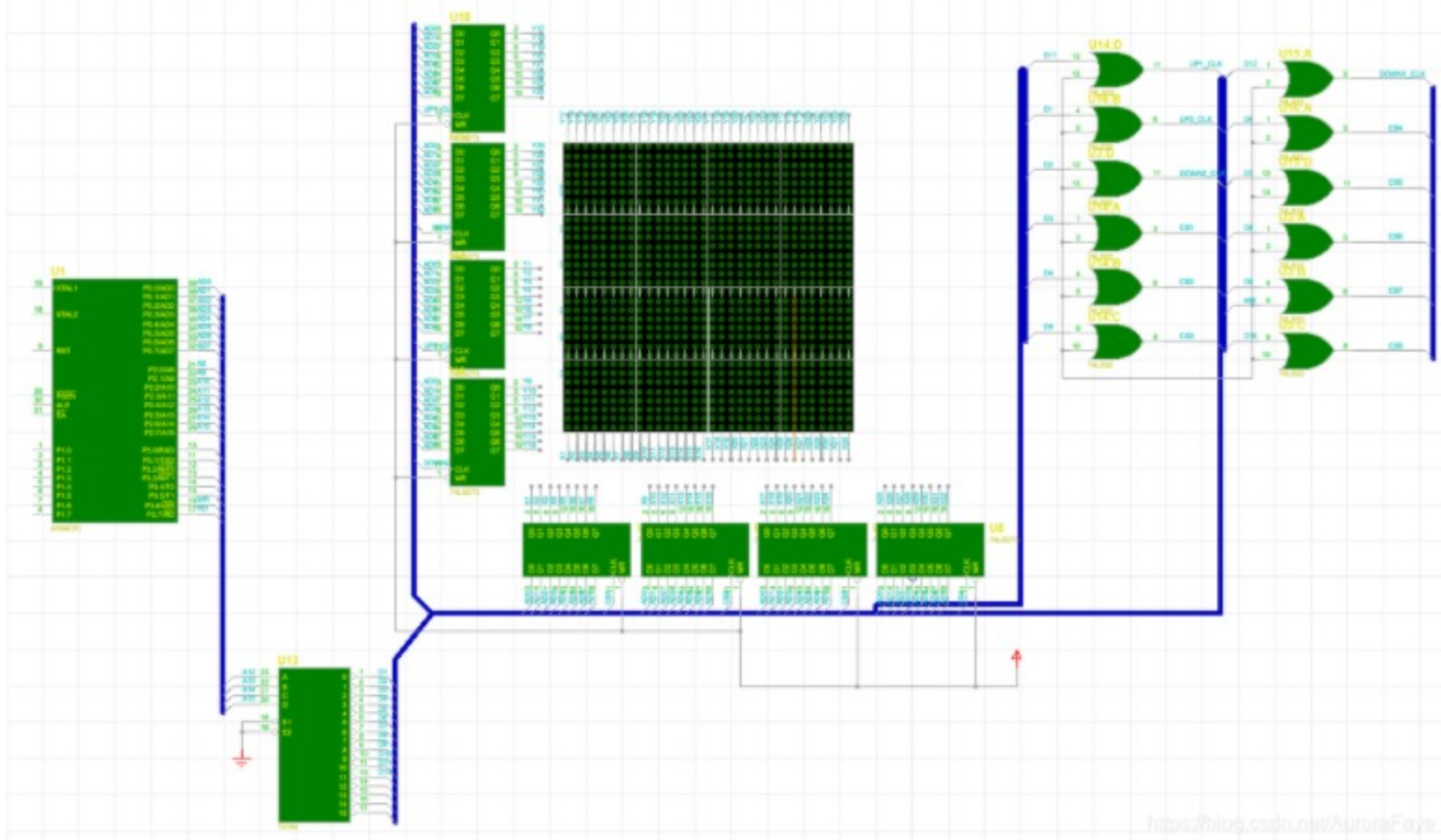




<https://blog.csdn.net/AuroraFaye>

```

1  #include "reg51.h"
2
3  unsigned int brk,i;
4
5  #define UP2_CLK_DATA (*(volatile unsigned long xdata *)0x0f0f)
6  #define DOWN2_CLK_DATA (*(volatile unsigned long xdata *)0x1F1F)
7  #define UP1_CLK_DATA (*(volatile unsigned long xdata *)0xAFAF)
8  #define DOWN1_CLK_DATA (*(volatile unsigned long xdata *)0xBFBF)
9  #define CS1 (*(volatile unsigned long xdata *)0x2F2F)
10 #define CS2 (*(volatile unsigned long xdata *)0x3F3F)
11 #define CS3 (*(volatile unsigned long xdata *)0x4F4F)
12 #define CS4 (*(volatile unsigned long xdata *)0x5F5F)
13 #define CS5 (*(volatile unsigned long xdata *)0x6F6F)
14 #define CS6 (*(volatile unsigned long xdata *)0x7F7F)
15 #define CS7 (*(volatile unsigned long xdata *)0x8F8F)
16 #define CS8 (*(volatile unsigned long xdata *)0x9F9F)
17
18
19 unsigned char const code data_buf1[],data_buf2[];
20 unsigned char const code HZ[][1024]=
21 {

```

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