


```
static short val;
//
buf[0] = 0x00;
strcat(buf, color_code[i]);
strcat(buf, ",");
strcat(buf, color_code[j]);
strcat(buf, ",");
strcat(buf, color_code[k]);
//
if (strlen(buf) <= 16) {
    Lcd_Custom_Out(1, 1, buf);
} else {
    Lcd_Custom_Out(2, 1, &buf[16]);
    buf[16] = 0x00;
    Lcd_Custom_Out(1, 1, buf);
}
//
val = (i * 10) + j;
ByteToStr(val, buf);
//
switch (k) {
case 0: //黒色
    Lcd_Custom_Out(2, 9, buf);
    Lcd_Custom_Chr(2, 12, 0xF4); //Ω
    break;
case 1: //茶色
    buf[4] = 0x00;
    buf[3] = '0';
    Lcd_Custom_Out(2, 8, buf);
    Lcd_Custom_Chr(2, 12, 0xF4); //Ω
    break;
case 2: //赤色
    buf[4] = 0x00;
    buf[3] = buf[2];
    buf[2] = '.';
    Lcd_Custom_Out(2, 8, buf);
    Lcd_Custom_Chr(2, 12, 'K');
    Lcd_Custom_Chr(2, 13, 0xF4); //Ω
    break;
case 3: //橙色
    Lcd_Custom_Out(2, 9, buf);
    Lcd_Custom_Chr(2, 12, 'K');
    Lcd_Custom_Chr(2, 13, 0xF4); //Ω
    break;
case 4: //黄色
    buf[4] = 0x00;
    buf[3] = '0';
    Lcd_Custom_Out(2, 8, buf);
    Lcd_Custom_Chr(2, 12, 'K');
    Lcd_Custom_Chr(2, 13, 0xF4); //Ω
    break;
```

```
case 5:    //緑色
    buf[4] = 0x00;
    buf[3] = buf[2];
    buf[2] = '.';
    Lcd_Custom_Out(2, 8, buf);
    Lcd_Custom_Chr(2, 12, 'M');
    Lcd_Custom_Chr(2, 13, 0xF4);    //Ω
    break;
case 6:    //青色
    Lcd_Custom_Out(2, 9, buf);
    Lcd_Custom_Chr(2, 12, 'M');
    Lcd_Custom_Chr(2, 13, 0xF4);    //Ω
    break;
case 7:    //紫色
    buf[4] = 0x00;
    buf[3] = '0';
    Lcd_Custom_Out(2, 8, buf);
    Lcd_Custom_Chr(2, 12, 'M');
    Lcd_Custom_Chr(2, 13, 0xF4);    //Ω
    break;
case 8:    //灰色
    buf[4] = 0x00;
    buf[3] = buf[2];
    buf[2] = '.';
    Lcd_Custom_Out(2, 8, buf);
    Lcd_Custom_Chr(2, 12, 'G');
    Lcd_Custom_Chr(2, 13, 0xF4);    //Ω
    break;
case 9:    //白色
    Lcd_Custom_Out(2, 9, buf);
    Lcd_Custom_Chr(2, 12, 'G');
    Lcd_Custom_Chr(2, 13, 0xF4);    //Ω
    break;
}
}

//*****
*

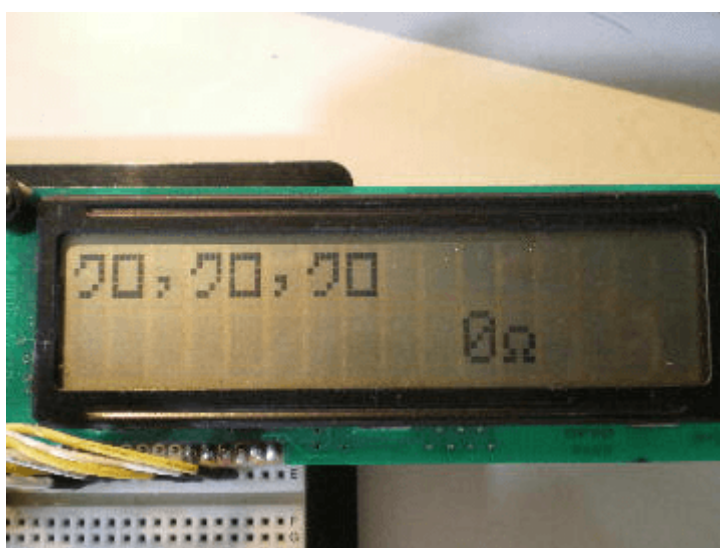
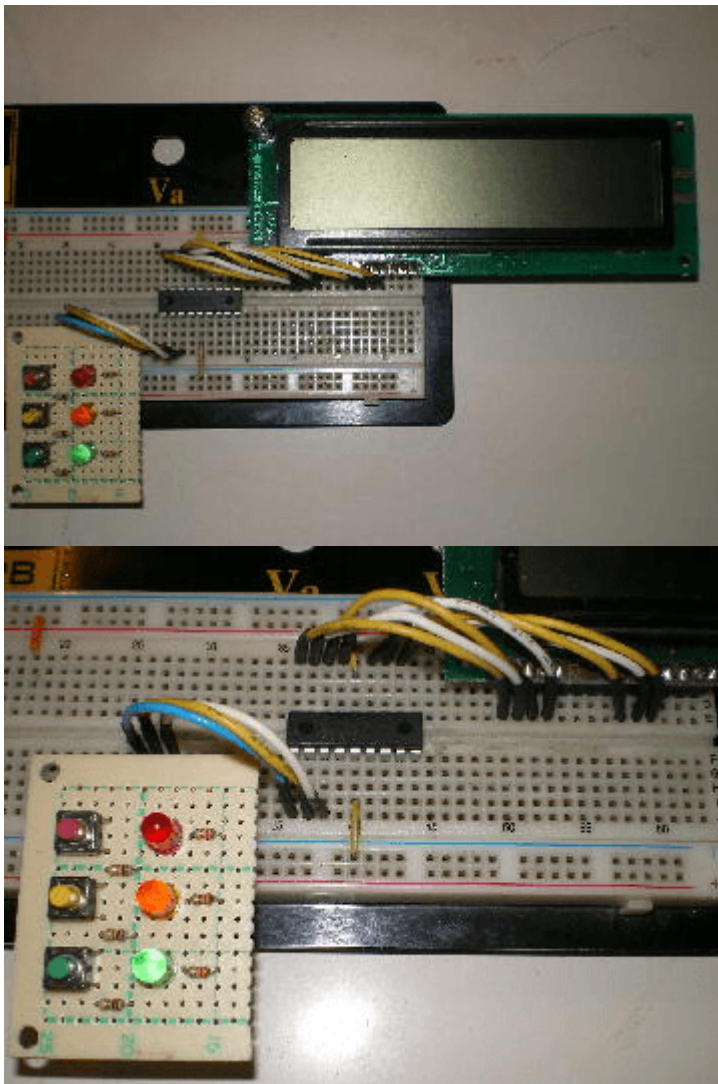
void main()
{
    static    short    cnt, i, j, k;
    //
    OSCCON = 0b01110000;    // クロックを8Mhzに設定する。
    ANSEL   = 0b00000000;    // □□□変換は使用しない。
    //ポートの設定
    TRISA = 0b11111111;
    TRISB = 0b11111111;
    //
    Lcd_Custom_Config(&PORTA, 1, 0, 7, 6, &PORTB, 5, 6, 7);
```

```
Lcd_Custom_Cmd(LCD_CURSOR_OFF);
Lcd_Custom_Cmd(LCD_CLEAR);
//
i = 0;
j = 0;
k = 0;
//
colorCodeDisp(i, j, k);
//
while (1) {
    if (SW1 == 0) {
        while (Button(&PORTA, 2, 1, 1) == 0)
            ;
        //
        if (i < 9)
            i++;
        else
            i = 0;
        //
        Lcd_Custom_Cmd(LCD_CLEAR);
        colorCodeDisp(i, j, k);
    }
    if (SW2 == 0) {
        while (Button(&PORTA, 3, 1, 1) == 0)
            ;
        //
        if (j < 9)
            j++;
        else
            j = 0;
        //
        Lcd_Custom_Cmd(LCD_CLEAR);
        colorCodeDisp(i, j, k);
    }
    if (SW3 == 0) {
        while (Button(&PORTA, 4, 1, 1) == 0)
            ;
        //
        if (k < 9)
            k++;
        else
            k = 0;
        //
        Lcd_Custom_Cmd(LCD_CLEAR);
        colorCodeDisp(i, j, k);
    }
}

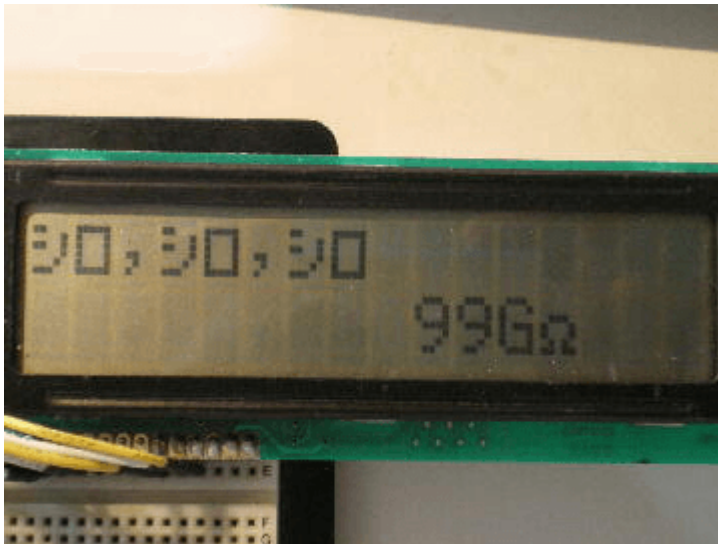
//*****
*
```

動作確認

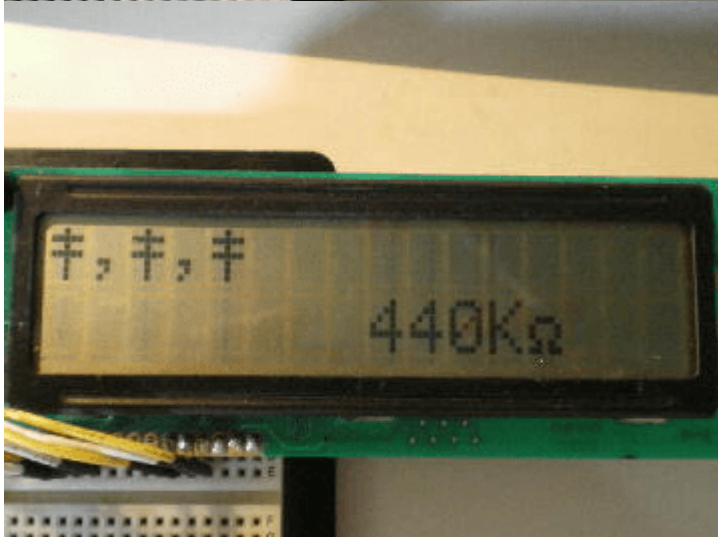
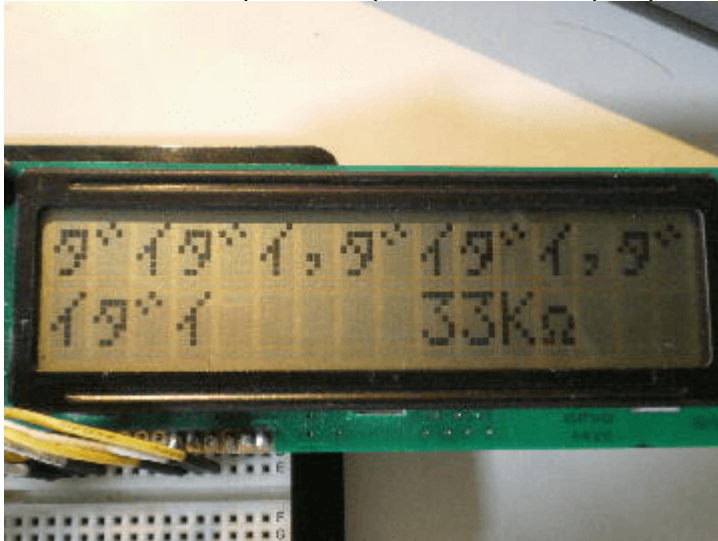
第一数字 赤色プッシュSW 第二数字 黄色プッシュSW 第三数字 緑色プッシュSW LEDは未使用です。

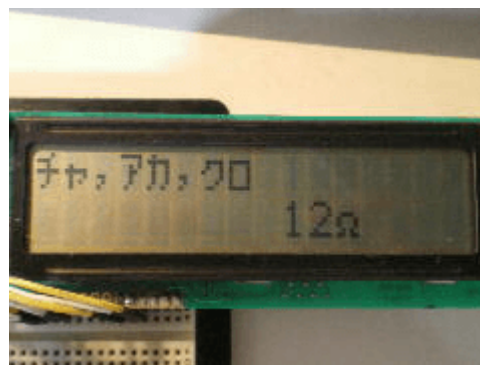


最小値(0Ω)と最大値(99GΩ)です。

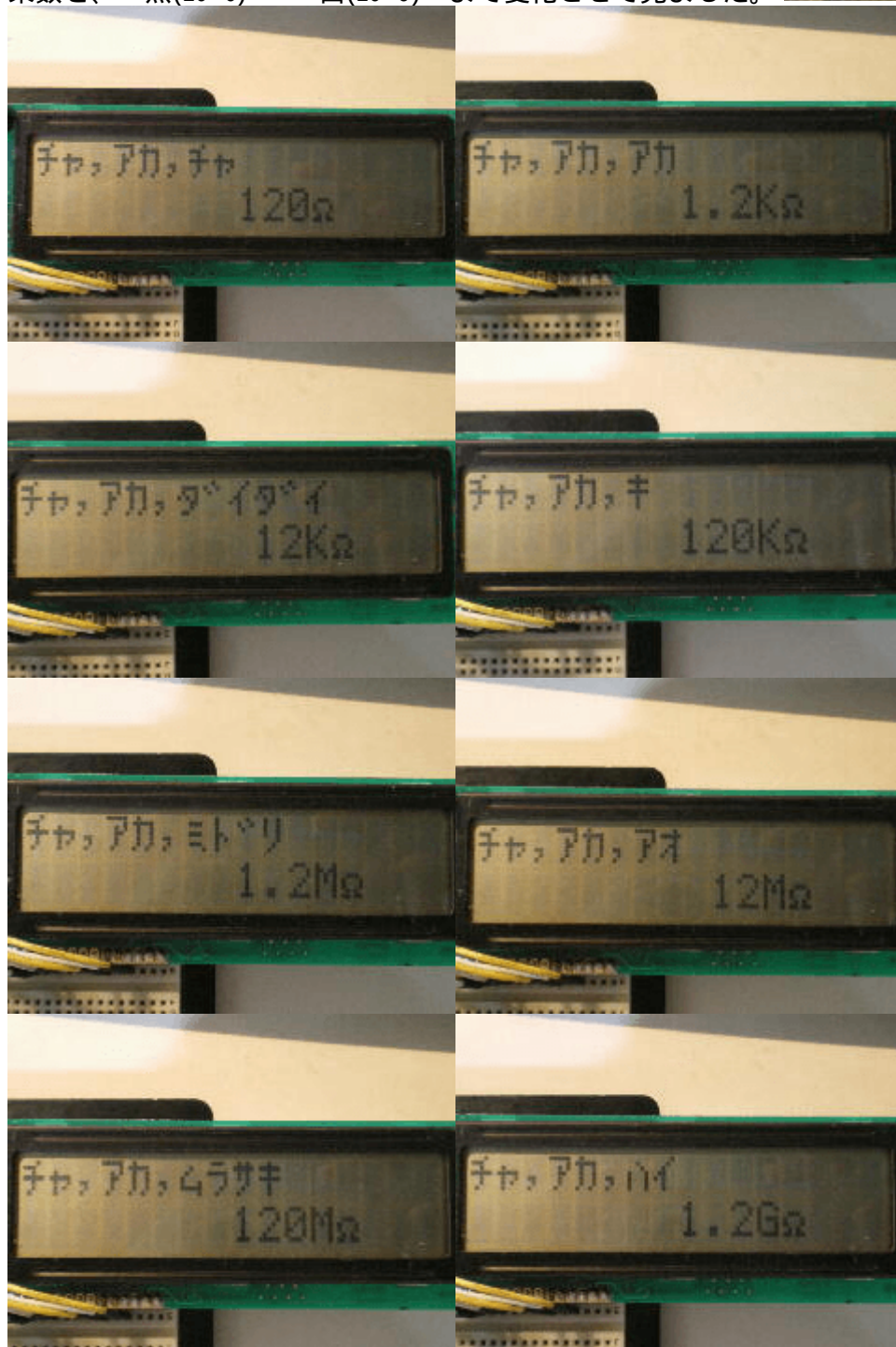


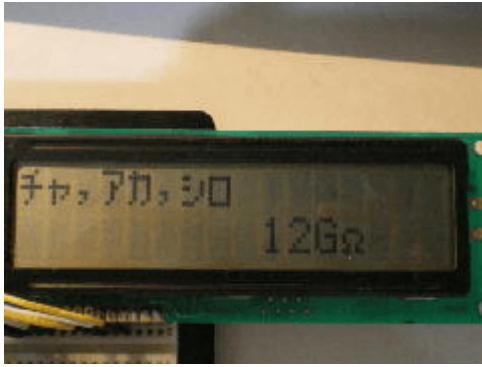
文字数の最も多い(橙:ダ イ イ) と少ない(黄:キ) です。





乗数を、“黒(10^0)”～“白(10^9)”まで変化させて見ました。





如何ですか? 手元に1台あると何かと便利ですね!😊!

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