

# UI Application Guidelines / UI 應用指南

## Waveform mode in Signage

Mode 0	Mode 1	Mode 2	Mode 3	Mode 4	Mode 5
INIT	DU	GC16	GL16	A2	DU4

### INIT (Global update WF)

**Initialize** is used to completely clear the display, if it's left in an unknown state (i.e. if the previous image has been lost by a re-boot)

### DU (Local update WF)

**Direct update** Non-flashing waveform that can be used to update. It can update any changed graytone pixel to black or white only.

### GC16 (Global update WF)

**Grayscale Clear, 16 Levels** A “flashy” waveform used for 16 level grayscale images. All the pixels are updated or cleared.

### GL16 ( Local update WF when white to white, Global update when 16 gray levels)

The GL16 waveform is used to update anti-aliased text with reduced flash. GL16 should be used only with Full Display Update  
The entire display except pixels staying in white will update as the new image is written. The GL16 waveform has 16 unique gray levels.

### A2 (Local update WF)

**Animation, 2 Levels** is a non-flashing waveform that can be used for fast updates and simple animation.  
This waveform support black & white updates only.  
Image quality and ghosting is reduced in exchange for the quicker response time.

### DU4 (Local update WF)

**A fast update time(similar to DU)**, non-flashy waveform.

This mode supports transitions from any graytone to graytone 0(Black), 5, 10, 15(White).

The combination of fast update time and four graytone make it useful for anti-aliased text in menus.