Difference between SSD1306 and SH1106 OLEDs

I have some OLED I2C displays from AZ Delivery that nearly look the same, but only at first sight.
That's why I investigated a bit on the differences.

Take care: GND and VCC are swapped for the 2 modules!

https://microcontrollerslab.com/oled-display-raspberry-pi-pico-micropython-tutorial/

1.3"	0.96"
https://www.azdelivery.de/en/products/1-3zoll-i2c-oled-display	https://www.azdelivery.de/en/products/0-96zolldisplay
VDD pin on the left, big	GND pin on the left, small
	
SH1106 chip rotate = 180 must be done at initialization	**SSD1306 chip** rotate(True / False) function
Micropython driver + example: https://github.com/robert-hh/SH1106	Example: https://microcontrollerslab.com/oled-display-raspberry-pi-pico-micropython-tutorial/

Example: https://www.coderdojotc.org/micropython/displays/graph/11-oled-sh1106-i2c/	Example: https://www.coderdojotc.org/micropython/displays/graph/11-oled-ssd1306-i2c/

`display = sh1106.SH1106_I2C(width, height, i2c, reset, address, rotate=0, delay=0)`
 	
`display.init_display()`
`display.poweron()`
`display.poweroff()`
`display.sleep(state)`
 	
`display.invert(True / False)`
`display.flip([flag=None / true / False[, update=True]])`
`display.show()`
	`display = ssd1306.SSD1306_I2C(width, height, i2c)`
	
	`display.poweron()`
	`display.poweroff()`
	
	`display.invert(0/1)`
	`display.rotate(True / False)`
	`display.show()`

Framebuffer methods that can be used for both:
 	
`.fill(0/1)`
`.fill_rect(x, y, width, colour)`
`.hline(x, y, width, colour)`
`.vline(x, y, height, colour)`
`.rect(x1, y1, x2, y2, colour)`
`.pixel(x, y)`
`.scroll(x, y)`
`.text(text, x, y, colour)`
`.blit`
 	
These are methods that are provided by the framebuffer module.
 	
https://docs.micropython.org/en/latest/library/framebuf.html ?highlight=framebuf#module-framebuf	

Please mail suggestions or bug fixes to jean-claude.feltes@education.lu