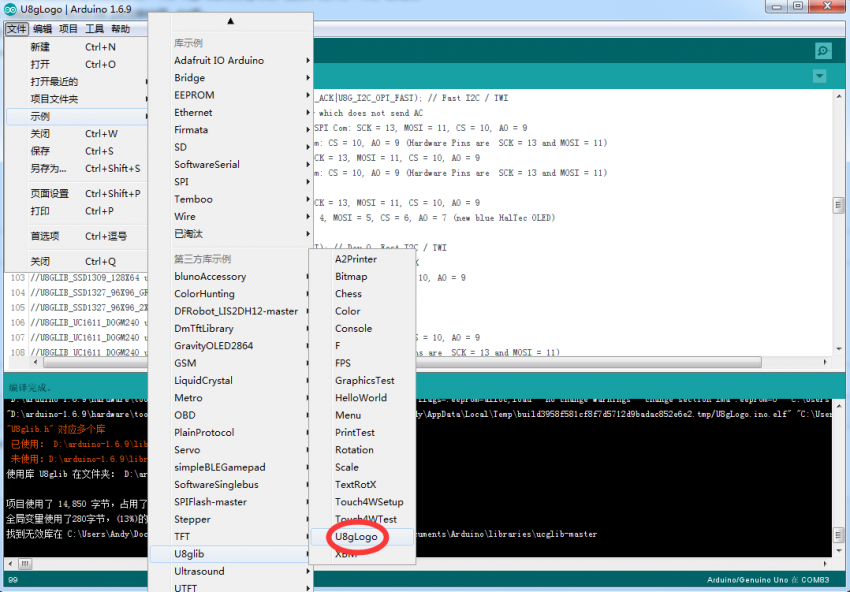
**例子程序**

* U8glib库的使用

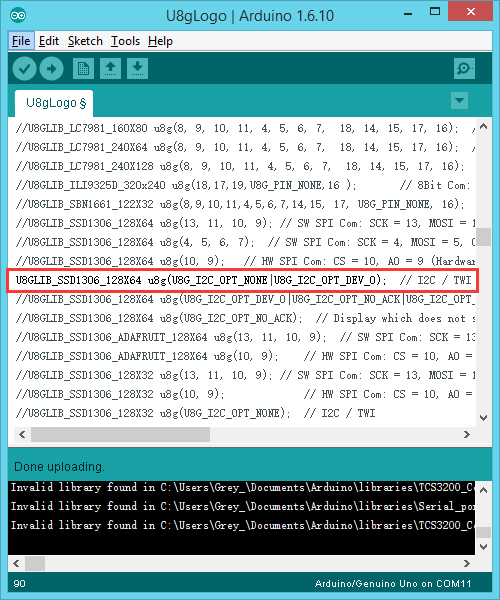
打开**文件**->**示例**->**U8glib**->**U8gLogo**，如下图所示：

[](http://wiki.dfrobot.com.cn/index.php?title=%E6%96%87%E4%BB%B6:U8glib%E7%A4%BA%E4%BE%8B.png)

[http://wiki.dfrobot.com.cn/skins/common/images/magnify-clip.png](http://wiki.dfrobot.com.cn/index.php?title=%E6%96%87%E4%BB%B6:U8glib%E7%A4%BA%E4%BE%8B.png)

U8glib示例目录

选择 **U8GLIB\_SSD1306\_128X64 u8g(U8G\_I2C\_OPT\_NONE | U8G\_I2C\_OPT\_DEV\_0); // I2C / TWI**，取消注释，如下图所示：

[](http://wiki.dfrobot.com.cn/index.php?title=%E6%96%87%E4%BB%B6:U8glib%E7%A4%BA%E4%BE%8B%E4%BB%A3%E7%A0%81.png)

[http://wiki.dfrobot.com.cn/skins/common/images/magnify-clip.png](http://wiki.dfrobot.com.cn/index.php?title=%E6%96%87%E4%BB%B6:U8glib%E7%A4%BA%E4%BE%8B%E4%BB%A3%E7%A0%81.png)

U8glib代码修改部分

源码如下：

/\*

U8gLogo.pde

Put the U8GLIB logo on the display.

>>> Before compiling: Please remove comment from the constructor of the

>>> connected graphics display (see below).

Universal 8bit Graphics Library, https://github.com/olikraus/u8glib/

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\*/

#include "U8glib.h"

U8GLIB\_SSD1306\_128X64 u8g(U8G\_I2C\_OPT\_NONE | U8G\_I2C\_OPT\_DEV\_0); // I2C / TWI

//#define MINI\_LOGO

void drawColorBox(void)

{

u8g\_uint\_t w, h;

u8g\_uint\_t r, g, b;

w = u8g.getWidth() / 32;

h = u8g.getHeight() / 8;

for ( b = 0; b < 4; b++ )

for ( g = 0; g < 8; g++ )

for ( r = 0; r < 8; r++ )

{

u8g.setColorIndex((r << 5) | (g << 2) | b );

u8g.drawBox(g \* w + b \* w \* 8, r \* h, w, h);

}

}

void drawLogo(uint8\_t d)

{

#ifdef MINI\_LOGO

u8g.setFont(u8g\_font\_gdr17r);

u8g.drawStr(0 + d, 22 + d, "U");

u8g.setFont(u8g\_font\_gdr20n);

u8g.drawStr90(17 + d, 8 + d, "8");

u8g.setFont(u8g\_font\_gdr17r);

u8g.drawStr(39 + d, 22 + d, "g");

u8g.drawHLine(2 + d, 25 + d, 34);

u8g.drawVLine(32 + d, 22 + d, 12);

#else

u8g.setFont(u8g\_font\_gdr25r);

u8g.drawStr(0 + d, 30 + d, "U");

u8g.setFont(u8g\_font\_gdr30n);

u8g.drawStr90(23 + d, 10 + d, "8");

u8g.setFont(u8g\_font\_gdr25r);

u8g.drawStr(53 + d, 30 + d, "g");

u8g.drawHLine(2 + d, 35 + d, 47);

u8g.drawVLine(45 + d, 32 + d, 12);

#endif

}

void drawURL(void)

{

#ifndef MINI\_LOGO

u8g.setFont(u8g\_font\_4x6);

if ( u8g.getHeight() < 59 )

{

u8g.drawStr(53, 9, "code.google.com");

u8g.drawStr(77, 18, "/p/u8glib");

}

else

{

u8g.drawStr(1, 54, "code.google.com/p/u8glib");

}

#endif

}

void draw(void) {

if ( u8g.getMode() == U8G\_MODE\_R3G3B2 ) {

drawColorBox();

}

u8g.setColorIndex(1);

if ( U8G\_MODE\_GET\_BITS\_PER\_PIXEL(u8g.getMode()) > 1 ) {

drawLogo(2);

u8g.setColorIndex(2);

drawLogo(1);

u8g.setColorIndex(3);

}

drawLogo(0);

drawURL();

}

void setup(void) {

// flip screen, if required

//u8g.setRot180();

}

void loop(void) {

// picture loop

u8g.firstPage();

do {

draw();

u8g.setColorIndex(1);

} while ( u8g.nextPage() );

// rebuild the picture after some delay

delay(200);

}