#pragma once

#include <Adafruit\_GFX.h>

// Picopixel by Sebastian Weber. A tiny font

// with all characters within a 6 pixel height.

const uint8\_t PicopixelBitmaps[] PROGMEM = {

0xE8, 0xB4, 0x57, 0xD5, 0xF5, 0x00, 0x4E, 0x3E, 0x80, 0xA5, 0x4A, 0x4A,

0x5A, 0x50, 0xC0, 0x6A, 0x40, 0x95, 0x80, 0xAA, 0x80, 0x5D, 0x00, 0x60,

0xE0, 0x80, 0x25, 0x48, 0x56, 0xD4, 0x75, 0x40, 0xC5, 0x4E, 0xC5, 0x1C,

0x97, 0x92, 0xF3, 0x1C, 0x53, 0x54, 0xE5, 0x48, 0x55, 0x54, 0x55, 0x94,

0xA0, 0x46, 0x64, 0xE3, 0x80, 0x98, 0xC5, 0x04, 0x56, 0xC6, 0x57, 0xDA,

0xD7, 0x5C, 0x72, 0x46, 0xD6, 0xDC, 0xF3, 0xCE, 0xF3, 0x48, 0x72, 0xD4,

0xB7, 0xDA, 0xF8, 0x24, 0xD4, 0xBB, 0x5A, 0x92, 0x4E, 0x8E, 0xEB, 0x58,

0x80, 0x9D, 0xB9, 0x90, 0x56, 0xD4, 0xD7, 0x48, 0x56, 0xD4, 0x40, 0xD7,

0x5A, 0x71, 0x1C, 0xE9, 0x24, 0xB6, 0xD4, 0xB6, 0xA4, 0x8C, 0x6B, 0x55,

0x00, 0xB5, 0x5A, 0xB5, 0x24, 0xE5, 0x4E, 0xEA, 0xC0, 0x91, 0x12, 0xD5,

0xC0, 0x54, 0xF0, 0x90, 0xC7, 0xF0, 0x93, 0x5E, 0x71, 0x80, 0x25, 0xDE,

0x5E, 0x30, 0x6E, 0x80, 0x77, 0x9C, 0x93, 0x5A, 0xB8, 0x45, 0x60, 0x92,

0xEA, 0xAA, 0x40, 0xD5, 0x6A, 0xD6, 0x80, 0x55, 0x00, 0xD7, 0x40, 0x75,

0x90, 0xE8, 0x71, 0xE0, 0xBA, 0x40, 0xB5, 0x80, 0xB5, 0x00, 0x8D, 0x54,

0xAA, 0x80, 0xAC, 0xE0, 0xE5, 0x70, 0x6A, 0x26, 0xFC, 0xC8, 0xAC, 0x5A};

const GFXglyph PicopixelGlyphs[] PROGMEM = {{0, 0, 0, 2, 0, 1}, // 0x20 ' '

{0, 1, 5, 2, 0, -4}, // 0x21 '!'

{1, 3, 2, 4, 0, -4}, // 0x22 '"'

{2, 5, 5, 6, 0, -4}, // 0x23 '#'

{6, 3, 6, 4, 0, -4}, // 0x24 '$'

{9, 3, 5, 4, 0, -4}, // 0x25 '%'

{11, 4, 5, 5, 0, -4}, // 0x26 '&'

{14, 1, 2, 2, 0, -4}, // 0x27 '''

{15, 2, 5, 3, 0, -4}, // 0x28 '('

{17, 2, 5, 3, 0, -4}, // 0x29 ')'

{19, 3, 3, 4, 0, -3}, // 0x2A '\*'

{21, 3, 3, 4, 0, -3}, // 0x2B '+'

{23, 2, 2, 3, 0, 0}, // 0x2C ','

{24, 3, 1, 4, 0, -2}, // 0x2D '-'

{25, 1, 1, 2, 0, 0}, // 0x2E '.'

{26, 3, 5, 4, 0, -4}, // 0x2F '/'

{28, 3, 5, 4, 0, -4}, // 0x30 '0'

{30, 2, 5, 3, 0, -4}, // 0x31 '1'

{32, 3, 5, 4, 0, -4}, // 0x32 '2'

{34, 3, 5, 4, 0, -4}, // 0x33 '3'

{36, 3, 5, 4, 0, -4}, // 0x34 '4'

{38, 3, 5, 4, 0, -4}, // 0x35 '5'

{40, 3, 5, 4, 0, -4}, // 0x36 '6'

{42, 3, 5, 4, 0, -4}, // 0x37 '7'

{44, 3, 5, 4, 0, -4}, // 0x38 '8'

{46, 3, 5, 4, 0, -4}, // 0x39 '9'

{48, 1, 3, 2, 0, -3}, // 0x3A ':'

{49, 2, 4, 3, 0, -3}, // 0x3B ';'

{50, 2, 3, 3, 0, -3}, // 0x3C '<'

{51, 3, 3, 4, 0, -3}, // 0x3D '='

{53, 2, 3, 3, 0, -3}, // 0x3E '>'

{54, 3, 5, 4, 0, -4}, // 0x3F '?'

{56, 3, 5, 4, 0, -4}, // 0x40 '@'

{58, 3, 5, 4, 0, -4}, // 0x41 'A'

{60, 3, 5, 4, 0, -4}, // 0x42 'B'

{62, 3, 5, 4, 0, -4}, // 0x43 'C'

{64, 3, 5, 4, 0, -4}, // 0x44 'D'

{66, 3, 5, 4, 0, -4}, // 0x45 'E'

{68, 3, 5, 4, 0, -4}, // 0x46 'F'

{70, 3, 5, 4, 0, -4}, // 0x47 'G'

{72, 3, 5, 4, 0, -4}, // 0x48 'H'

{74, 1, 5, 2, 0, -4}, // 0x49 'I'

{75, 3, 5, 4, 0, -4}, // 0x4A 'J'

{77, 3, 5, 4, 0, -4}, // 0x4B 'K'

{79, 3, 5, 4, 0, -4}, // 0x4C 'L'

{81, 5, 5, 6, 0, -4}, // 0x4D 'M'

{85, 4, 5, 5, 0, -4}, // 0x4E 'N'

{88, 3, 5, 4, 0, -4}, // 0x4F 'O'

{90, 3, 5, 4, 0, -4}, // 0x50 'P'

{92, 3, 6, 4, 0, -4}, // 0x51 'Q'

{95, 3, 5, 4, 0, -4}, // 0x52 'R'

{97, 3, 5, 4, 0, -4}, // 0x53 'S'

{99, 3, 5, 4, 0, -4}, // 0x54 'T'

{101, 3, 5, 4, 0, -4}, // 0x55 'U'

{103, 3, 5, 4, 0, -4}, // 0x56 'V'

{105, 5, 5, 6, 0, -4}, // 0x57 'W'

{109, 3, 5, 4, 0, -4}, // 0x58 'X'

{111, 3, 5, 4, 0, -4}, // 0x59 'Y'

{113, 3, 5, 4, 0, -4}, // 0x5A 'Z'

{115, 2, 5, 3, 0, -4}, // 0x5B '['

{117, 3, 5, 4, 0, -4}, // 0x5C '\'

{119, 2, 5, 3, 0, -4}, // 0x5D ']'

{121, 3, 2, 4, 0, -4}, // 0x5E '^'

{122, 4, 1, 4, 0, 1}, // 0x5F '\_'

{123, 2, 2, 3, 0, -4}, // 0x60 '`'

{124, 3, 4, 4, 0, -3}, // 0x61 'a'

{126, 3, 5, 4, 0, -4}, // 0x62 'b'

{128, 3, 3, 4, 0, -2}, // 0x63 'c'

{130, 3, 5, 4, 0, -4}, // 0x64 'd'

{132, 3, 4, 4, 0, -3}, // 0x65 'e'

{134, 2, 5, 3, 0, -4}, // 0x66 'f'

{136, 3, 5, 4, 0, -3}, // 0x67 'g'

{138, 3, 5, 4, 0, -4}, // 0x68 'h'

{140, 1, 5, 2, 0, -4}, // 0x69 'i'

{141, 2, 6, 3, 0, -4}, // 0x6A 'j'

{143, 3, 5, 4, 0, -4}, // 0x6B 'k'

{145, 2, 5, 3, 0, -4}, // 0x6C 'l'

{147, 5, 3, 6, 0, -2}, // 0x6D 'm'

{149, 3, 3, 4, 0, -2}, // 0x6E 'n'

{151, 3, 3, 4, 0, -2}, // 0x6F 'o'

{153, 3, 4, 4, 0, -2}, // 0x70 'p'

{155, 3, 4, 4, 0, -2}, // 0x71 'q'

{157, 2, 3, 3, 0, -2}, // 0x72 'r'

{158, 3, 4, 4, 0, -3}, // 0x73 's'

{160, 2, 5, 3, 0, -4}, // 0x74 't'

{162, 3, 3, 4, 0, -2}, // 0x75 'u'

{164, 3, 3, 4, 0, -2}, // 0x76 'v'

{166, 5, 3, 6, 0, -2}, // 0x77 'w'

{168, 3, 3, 4, 0, -2}, // 0x78 'x'

{170, 3, 4, 4, 0, -2}, // 0x79 'y'

{172, 3, 4, 4, 0, -3}, // 0x7A 'z'

{174, 3, 5, 4, 0, -4}, // 0x7B '{'

{176, 1, 6, 2, 0, -4}, // 0x7C '|'

{177, 3, 5, 4, 0, -4}, // 0x7D '}'

{179, 4, 2, 5, 0, -3}}; // 0x7E '~'

const GFXfont Picopixel PROGMEM = {(uint8\_t \*)PicopixelBitmaps,

(GFXglyph \*)PicopixelGlyphs, 0x20, 0x7E, 7};

// Approx. 852 bytes