#include "GFXcanvasSerialDemo.h"

#include <Arduino.h>

GFXcanvas1SerialDemo::GFXcanvas1SerialDemo(uint16\_t w, uint16\_t h)

: GFXcanvas1(w, h) {}

void GFXcanvas1SerialDemo::print(bool rotated) {

char pixel\_buffer[8];

uint16\_t width, height;

if (rotated) {

width = this->width();

height = this->height();

} else {

width = this->WIDTH;

height = this->HEIGHT;

}

for (uint16\_t y = 0; y < height; y++) {

for (uint16\_t x = 0; x < width; x++) {

bool pixel;

if (rotated) {

pixel = this->getPixel(x, y);

} else {

pixel = this->getRawPixel(x, y);

}

sprintf(pixel\_buffer, " %d", pixel);

Serial.print(pixel\_buffer);

}

Serial.print("\n");

}

}

GFXcanvas8SerialDemo::GFXcanvas8SerialDemo(uint16\_t w, uint16\_t h)

: GFXcanvas8(w, h) {}

void GFXcanvas8SerialDemo::print(bool rotated) {

char pixel\_buffer[8];

uint16\_t width, height;

if (rotated) {

width = this->width();

height = this->height();

} else {

width = this->WIDTH;

height = this->HEIGHT;

}

for (uint16\_t y = 0; y < height; y++) {

for (uint16\_t x = 0; x < width; x++) {

uint8\_t pixel;

if (rotated) {

pixel = this->getPixel(x, y);

} else {

pixel = this->getRawPixel(x, y);

}

sprintf(pixel\_buffer, " %02x", pixel);

Serial.print(pixel\_buffer);

}

Serial.print("\n");

}

}

GFXcanvas16SerialDemo::GFXcanvas16SerialDemo(uint16\_t w, uint16\_t h)

: GFXcanvas16(w, h) {}

void GFXcanvas16SerialDemo::print(bool rotated) {

char pixel\_buffer[8];

uint16\_t width, height;

if (rotated) {

width = this->width();

height = this->height();

} else {

width = this->WIDTH;

height = this->HEIGHT;

}

for (uint16\_t y = 0; y < height; y++) {

for (uint16\_t x = 0; x < width; x++) {

uint16\_t pixel;

if (rotated) {

pixel = this->getPixel(x, y);

} else {

pixel = this->getRawPixel(x, y);

}

sprintf(pixel\_buffer, " %04x", pixel);

Serial.print(pixel\_buffer);

}

Serial.print("\n");

}

}