// Font structures for newer Adafruit\_GFX (1.1 and later).

// Example fonts are included in 'Fonts' directory.

// To use a font in your Arduino sketch, #include the corresponding .h

// file and pass address of GFXfont struct to setFont(). Pass NULL to

// revert to 'classic' fixed-space bitmap font.

#ifndef \_GFXFONT\_H\_

#define \_GFXFONT\_H\_

/// Font data stored PER GLYPH

typedef struct {

uint16\_t bitmapOffset; ///< Pointer into GFXfont->bitmap

uint8\_t width; ///< Bitmap dimensions in pixels

uint8\_t height; ///< Bitmap dimensions in pixels

uint8\_t xAdvance; ///< Distance to advance cursor (x axis)

int8\_t xOffset; ///< X dist from cursor pos to UL corner

int8\_t yOffset; ///< Y dist from cursor pos to UL corner

} GFXglyph;

/// Data stored for FONT AS A WHOLE

typedef struct {

uint8\_t \*bitmap; ///< Glyph bitmaps, concatenated

GFXglyph \*glyph; ///< Glyph array

uint16\_t first; ///< ASCII extents (first char)

uint16\_t last; ///< ASCII extents (last char)

uint8\_t yAdvance; ///< Newline distance (y axis)

} GFXfont;

#endif // \_GFXFONT\_H\_