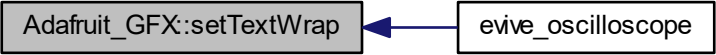


Adafruit_GFX::setTextWrap

evive_oscilloscope



```
graph LR; evive_oscilloscope --> Adafruit_GFX::setTextWrap
```

The diagram illustrates a function call. A box on the right labeled 'evive_oscilloscope' has a blue arrow pointing to a box on the left labeled 'Adafruit_GFX::setTextWrap'. The 'Adafruit_GFX::setTextWrap' box has a light gray background, while the 'evive_oscilloscope' box has a white background. Both boxes have a black border.