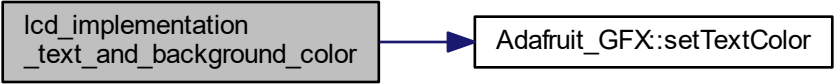


lcd_implementation
_text_and_background_color



```
graph LR; A[lcd_implementation_text_and_background_color] --> B[Adafruit_GFX::setTextColor]
```

A diagram showing a call from a function to a method. On the left, a grey rectangular box contains the text 'lcd_implementation' followed by '_text_and_background_color' on the next line. A blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text 'Adafruit_GFX::setTextColor'.

Adafruit_GFX::setTextColor