```
HAL
# key
- queue
+ HAL()
+ ~HAL()
+ type()
+ init()
+ _getCanvasBuffer()
+ getBufferTileHeight()
+ getBufferTileWidth()
+ _canvasUpdate()
+ canvasClear()
+ setFont()
  and 32 more...
+ get()
+ check()
+ inject()
+ destroy()
+ getCanvasBuffer()
+ getBufferTileHeight()
+ getBufferTileWidth()
+ canvasUpdate()
+ canvasClear()
+ setFont()
  and 37 more...
      U8G2BIND
+ u8g2
+ u8g2_init()
+ getCanvasBuffer()
  getBufferTileHeight()
+ _getBufferTileWidth()
+ canvasUpdate()
  canvasClear()
+ _setFont()
  getFontWidth()
+ getFontHeight()
+ setDrawType()
  and 13 more...
```

-hal