HAL

key
- hal
- 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...

MyHAL

+ MyHAL()
+ ~MyHAL()
+ type()
+ init()
+ _beep()
+ _beepStop()
+ _setBeepVol()
+ _screenOn()
+ _screenOff()
+ _getKey()
+ _updateConfig()
+ getInstance()