

U8G2BIND::\_drawHDottedLine

U8G2BIND::\_drawVDottedLine

U8G2BIND::\_drawPixel

```
graph LR; A[U8G2BIND::_drawHDottedLine] --> C[U8G2BIND::_drawPixel]; B[U8G2BIND::_drawVDottedLine] --> C;
```