

# Referência do Arquivo ST7920.h

```
#include "stdint.h"
```

[Ir para o código-fonte desse arquivo.](#)

## Funções

```
void  SendByteSPI (uint8_t byte)
```

```
void  ST7920_SendCmd (uint8_t cmd)
```

```
void  ST7920_SendData (uint8_t data)
```

```
void  ST7920_SendString (int row, int col, char *string)
```

```
void  ST7920_GraphicMode (int enable)
```

```
void  ST7920_Clear ()
```

```
void  ST7920_DrawBitmap (const unsigned char *graphic)
```

```
void  ST7920_Update (void)
```

```
int   ST7920_Init (void)
```

```
void  SetPixel (uint8_t x, uint8_t y)
```

```
void  DrawLine (uint8_t x0, uint8_t y0, uint8_t x1, uint8_t y1)
```

```
void  DrawRectangle (uint16_t x, uint16_t y, uint16_t w, uint16_t h)
```

```
void  DrawFilledRectangle (uint16_t x, uint16_t y, uint16_t w, uint16_t h)
```

```
void  DrawCircle (uint8_t x0, uint8_t y0, uint8_t radius)
```

```
void  DrawFilledCircle (int16_t x0, int16_t y0, int16_t r)
```

```
void DrawTriangle (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t x3,  
uint16_t y3)
```

```
void DrawFilledTriangle (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t  
x3, uint16_t y3)
```

## Funções

### ◆ DrawCircle()

```
void DrawCircle ( uint8_t x0,  
uint8_t y0,  
uint8_t radius )
```

### ◆ DrawFilledCircle()

```
void DrawFilledCircle ( int16_t x0,  
int16_t y0,  
int16_t r )
```

### ◆ DrawFilledRectangle()

```
void DrawFilledRectangle ( uint16_t x,  
uint16_t y,  
uint16_t w,  
uint16_t h )
```

### ◆ DrawFilledTriangle()

```
void DrawFilledTriangle ( uint16_t x1,  
uint16_t y1,  
uint16_t x2,  
uint16_t y2,  
uint16_t x3,  
uint16_t y3 )
```

### ◆ DrawLine()

```
void DrawLine ( uint8_t x0,  
                uint8_t y0,  
                uint8_t x1,  
                uint8_t y1 )
```

### ◆ DrawRectangle()

```
void DrawRectangle ( uint16_t x,  
                    uint16_t y,  
                    uint16_t w,  
                    uint16_t h )
```

### ◆ DrawTriangle()

```
void DrawTriangle ( uint16_t x1,  
                   uint16_t y1,  
                   uint16_t x2,  
                   uint16_t y2,  
                   uint16_t x3,  
                   uint16_t y3 )
```

### ◆ SendByteSPI()

```
void SendByteSPI ( uint8_t byte )
```

### ◆ SetPixel()

```
void SetPixel ( uint8_t x,  
               uint8_t y )
```

### ◆ ST7920\_Clear()

```
void ST7920_Clear ( )
```

### ◆ ST7920\_DrawBitmap()

```
void ST7920_DrawBitmap ( const unsigned char * graphic )
```

#### ◆ ST7920\_GraphicMode()

```
void ST7920_GraphicMode ( int enable )
```

#### ◆ ST7920\_Init()

```
int ST7920_Init ( void )
```

#### ◆ ST7920\_SendCmd()

```
void ST7920_SendCmd ( uint8_t cmd )
```

#### ◆ ST7920\_SendData()

```
void ST7920_SendData ( uint8_t data )
```

#### ◆ ST7920\_SendString()

```
void ST7920_SendString ( int    row,  
                          int    col,  
                          char * string )
```

#### ◆ ST7920\_Update()

```
void ST7920_Update ( void )
```