

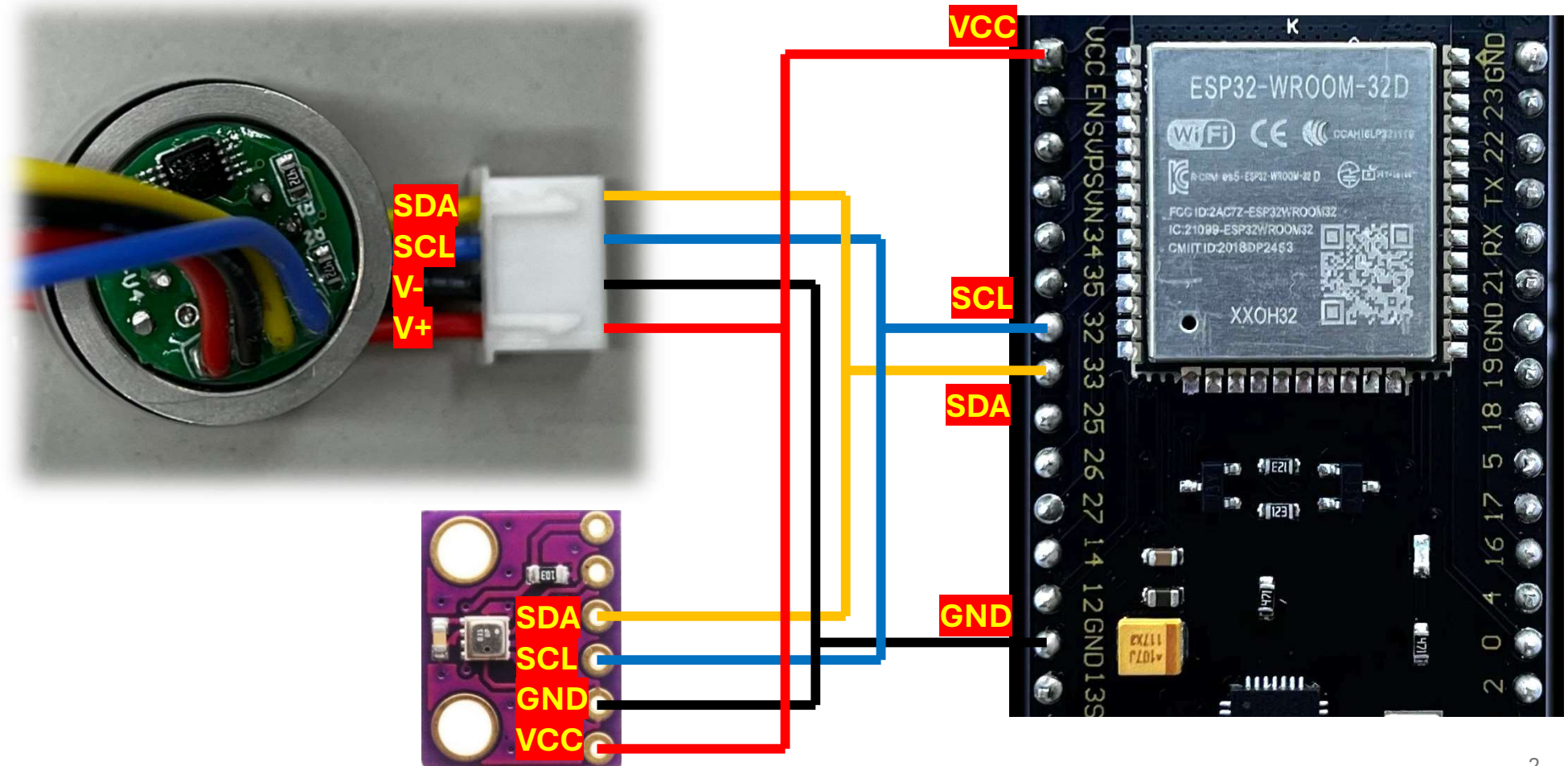
Projetando dispositivos comerciais

Handson

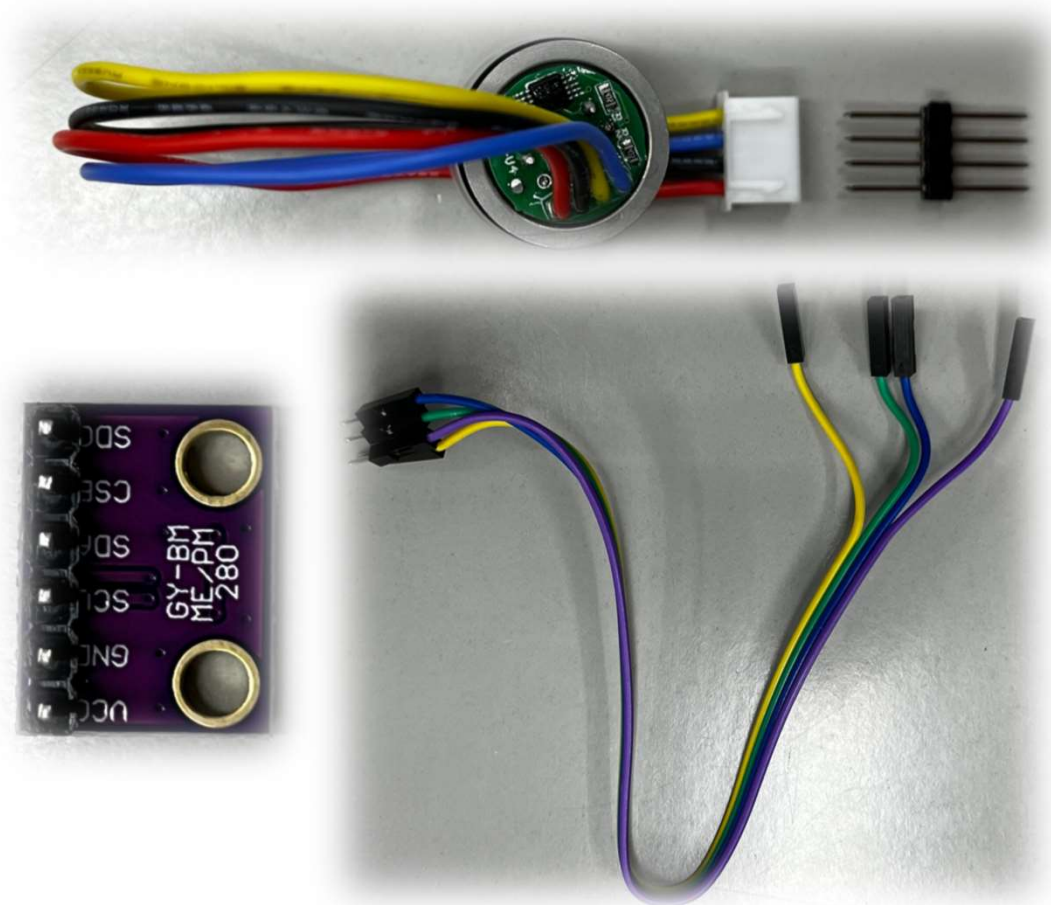
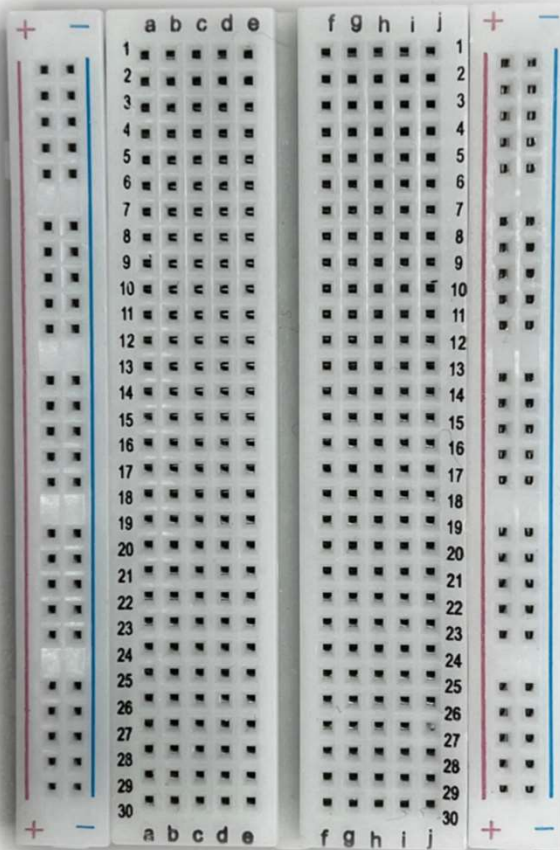


TEX.com.br

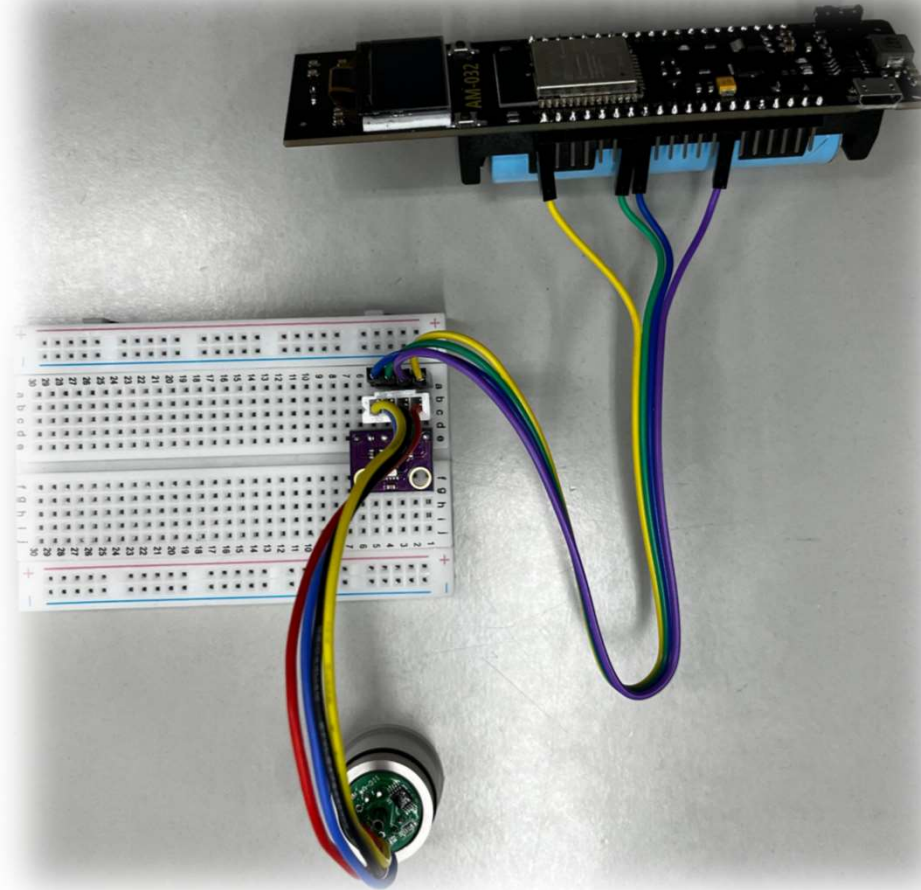
Integrando o MVP



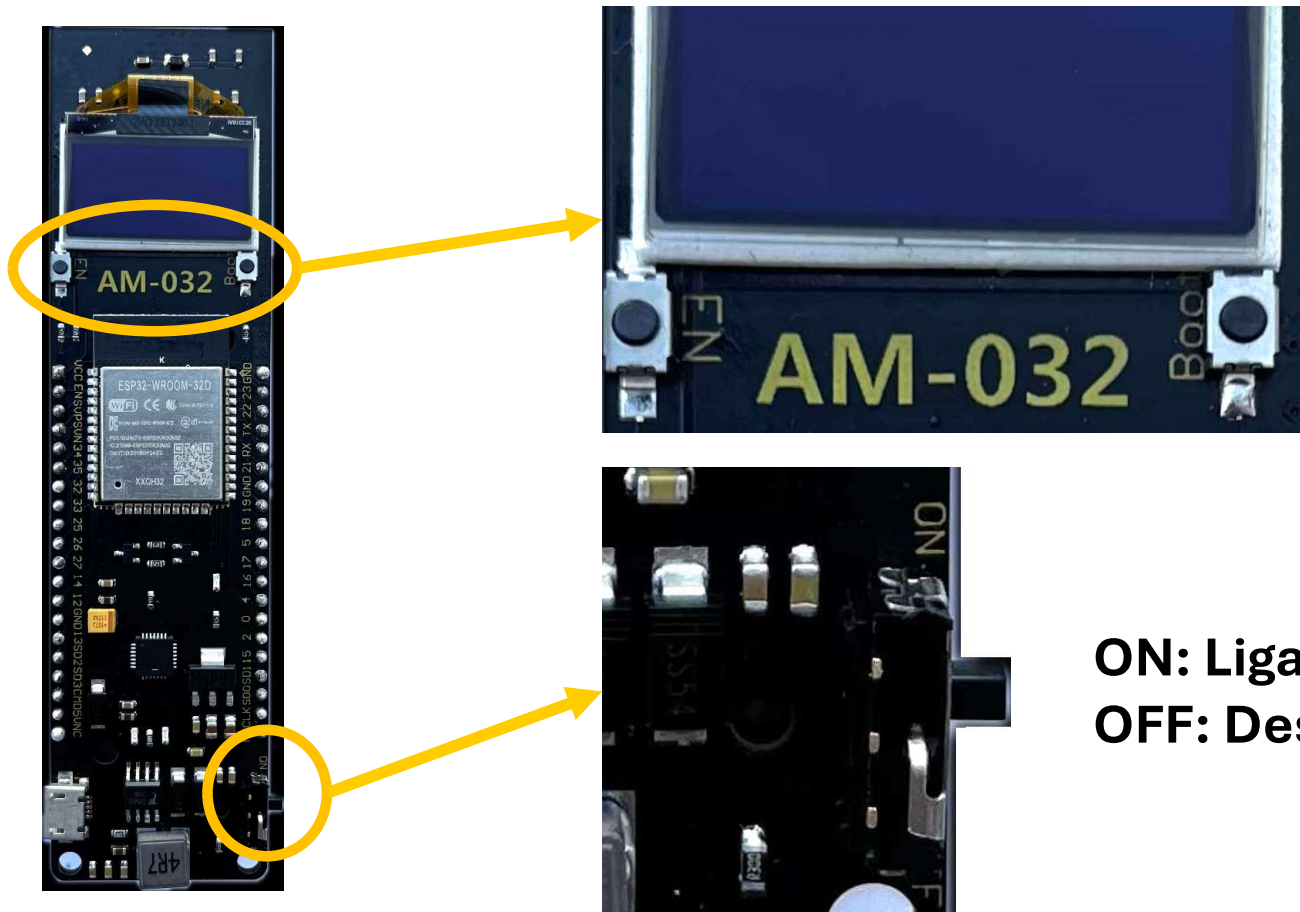
Integrando o MVP



Integrando o MVP



Funções dos botões e chave



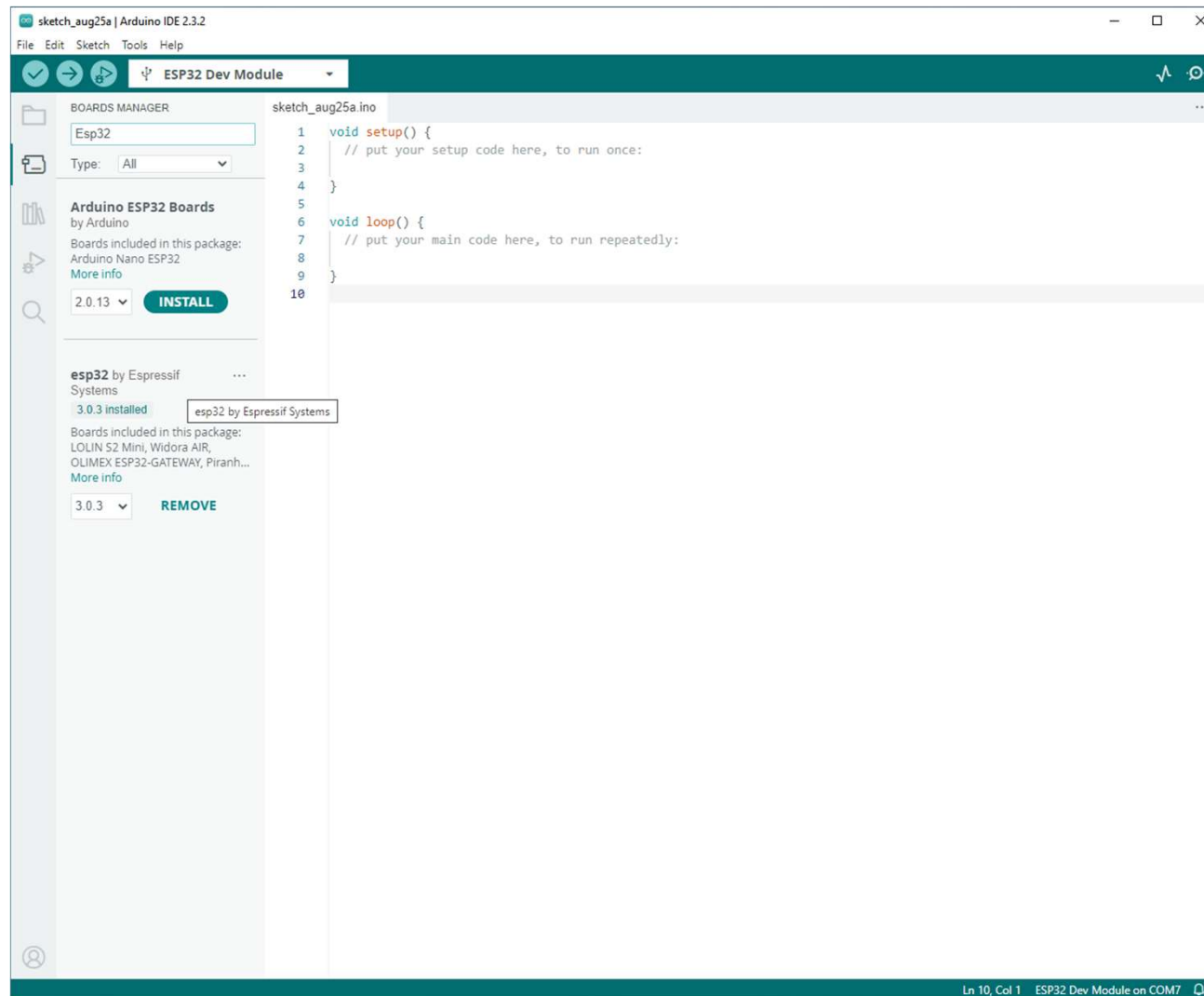
EN: RESET
Boot: Modo de gravação

ON: Liga
OFF: Desliga

Configurando ambiente Arduino



Instalar via Board Manager : esp32 by Espressif (3.0.3)





Instalar via *Library Manager* : **Adafruit SSD1306 by Adafruit (2.5.11)**

sketch_aug25a | Arduino IDE 2.3.2

File Edit Sketch Tools Help

ESP32 Dev Module

LIBRARY MANAGER

SSD1306

Type: All

Topic: All

More info

1.0.1

INSTALL

Adafruit SSD1306 by Adafruit

Adafruit

2.5.11

SSD1306 oled driver library for monochrome 128x64 and 128x32 displays SSD1306 oled...

More info

2.5.11

REMOVE

Adafruit SSD1306 EMULATOR by Adafruit...

SSD1306 emulator oled driver library for monochrome 128x64 and 128x32 displays SSD1306...

More info

0.1.0

INSTALL

Adafruit SSD1306 Wemos Mini OLED b...

SSD1306 oled driver library for Wemos D1 Mini OLED shield This is based on the Adafruit...

More info

1.1.2

INSTALL

Bonezegei_SSD1306 by Bonezegei (Jofel Batutay)

OLED Library I2C SSD1306 OLED Library

More info

sketch_aug25a.ino

1 void setup() {

2 // put your setup code here, to run once:

3 }

4 }

5 }

6 void loop() {

7 // put your main code here, to run repeatedly:

8 }

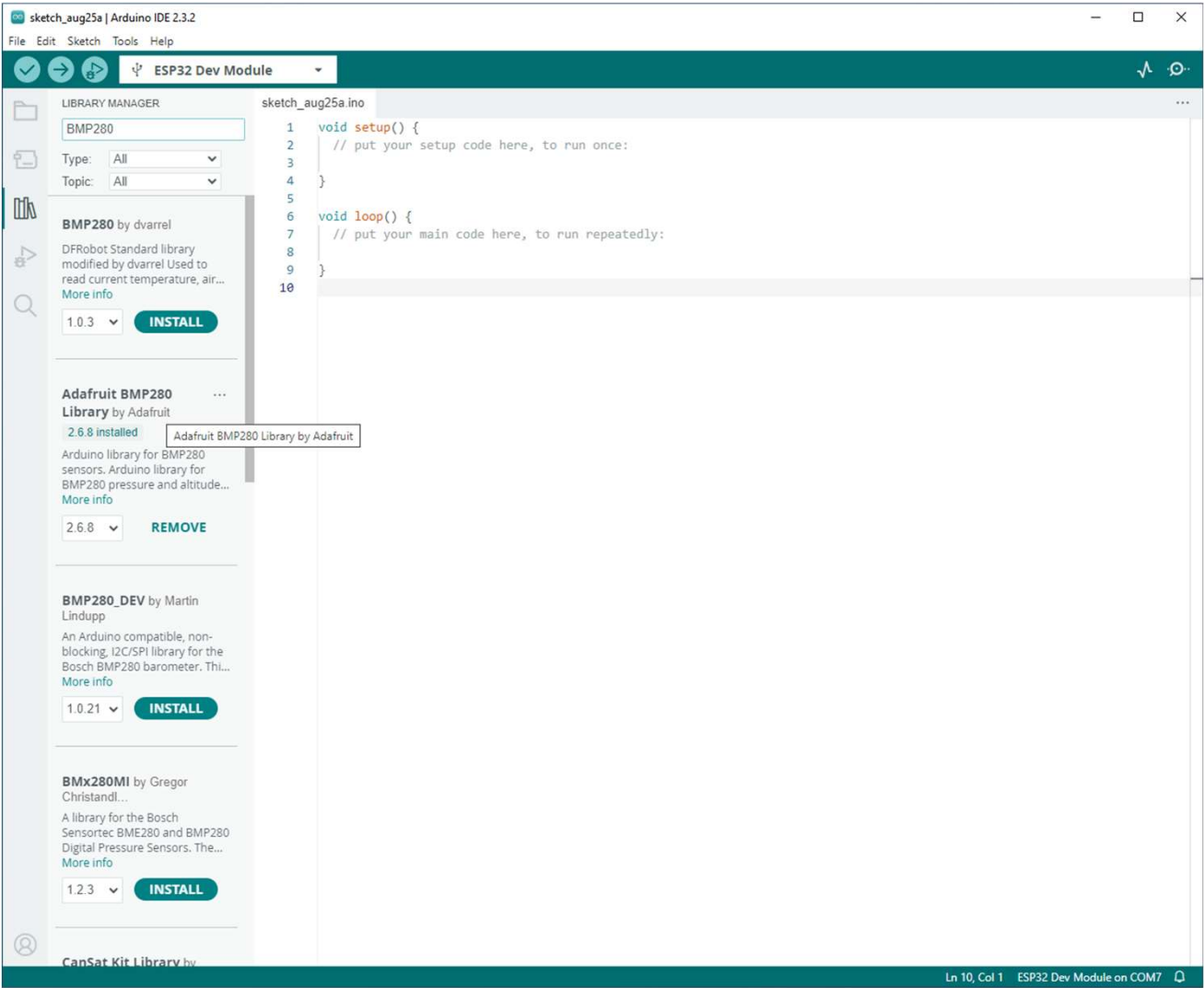
9 }

10 }

Ln 10, Col 1 ESP32 Dev Module on COM7



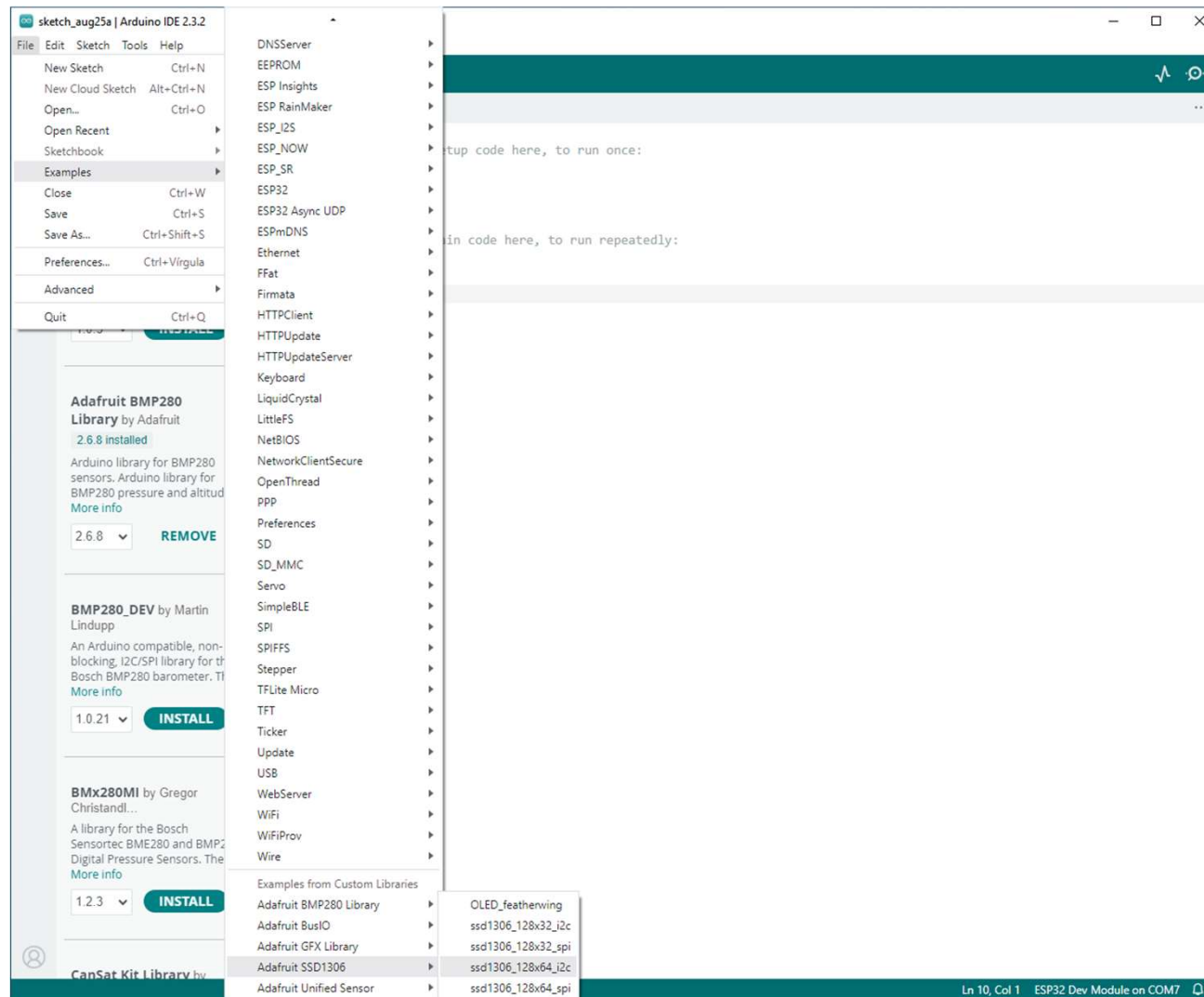
Instalar via *Library Manager* : **Adafruit BMP280 Library by (1.0.3)**



Exemplo Arduino: Display OLED SSD1306



https://github.com/eng-software/HandsonINO/tree/main/OLED_SSD1306





Alterar o **SCREEN_ADDRESS** para **0x3C**

```
ESP32 Dev Module

ssd1306_128x64_i2c.ino
20
21 #include <SPI.h>
22 #include <Wire.h>
23 #include <Adafruit_GFX.h>
24 #include <Adafruit_SSD1306.h>
25
26 #define SCREEN_WIDTH 128 // OLED display width, in pixels
27 #define SCREEN_HEIGHT 64 // OLED display height, in pixels
28
29 // Declaration for an SSD1306 display connected to I2C (SDA, SCL pins)
30 // The pins for I2C are defined by the Wire-library.
31 // On an arduino UNO:      A4(SDA), A5(SCL)
32 // On an arduino MEGA 2560: 20(SDA), 21(SCL)
33 // On an arduino LEONARDO:  2(SDA),  3(SCL)
34 #define OLED_RESET -1 // Reset pin # (or -1 if sharing Arduino reset pin)
35 #define SCREEN_ADDRESS 0x3C ///< See datasheet for Address; 0x3D for 128x64, 0x3C for 128x32
36 Adafruit_SSD1306 display(SCREEN_WIDTH, SCREEN_HEIGHT, &Wire, OLED_RESET);
37
38 #define NUMFLAKES 10 // Number of snowflakes in the animation example
39
40 #define LOGO_HEIGHT 16
41 #define LOGO_WIDTH 16
42 static const unsigned char PROGMEM logo_bmp[] =
43 { 0b00000000, 0b10000000,
44   0b00000001, 0b11000000,
45   0b00000001, 0b11000000,
46   0b00000011, 0b11100000,
47   0b11110011, 0b11100000,
48   0b11111110, 0b11111000,
49   0b01111110, 0b11111111,
50   0b00110011, 0b10011111,
51   0b00011111, 0b11111100,
52   0b00011011, 0b01110000,
53   0b00011011, 0b10100000,
54   0b00111111, 0b11100000,
55   0b00111111, 0b11110000,
56   0b01111100, 0b11110000,
57   0b01110000, 0b01110000,
58   0b00000000, 0b00110000 };
59
60 void setup() {
61   Serial.begin(9600);
62
63   // SSD1306_SWITCHCAPVCC = generate display voltage from 3.3V internally
64   if(!display.begin(SSD1306_SWITCHCAPVCC, SCREEN_ADDRESS)) {
65     Serial.println(F("SSD1306 allocation failed"));
66     for(;;); // Don't proceed, loop forever
  
```



Incluir na função **setup()** a linha em destaque:

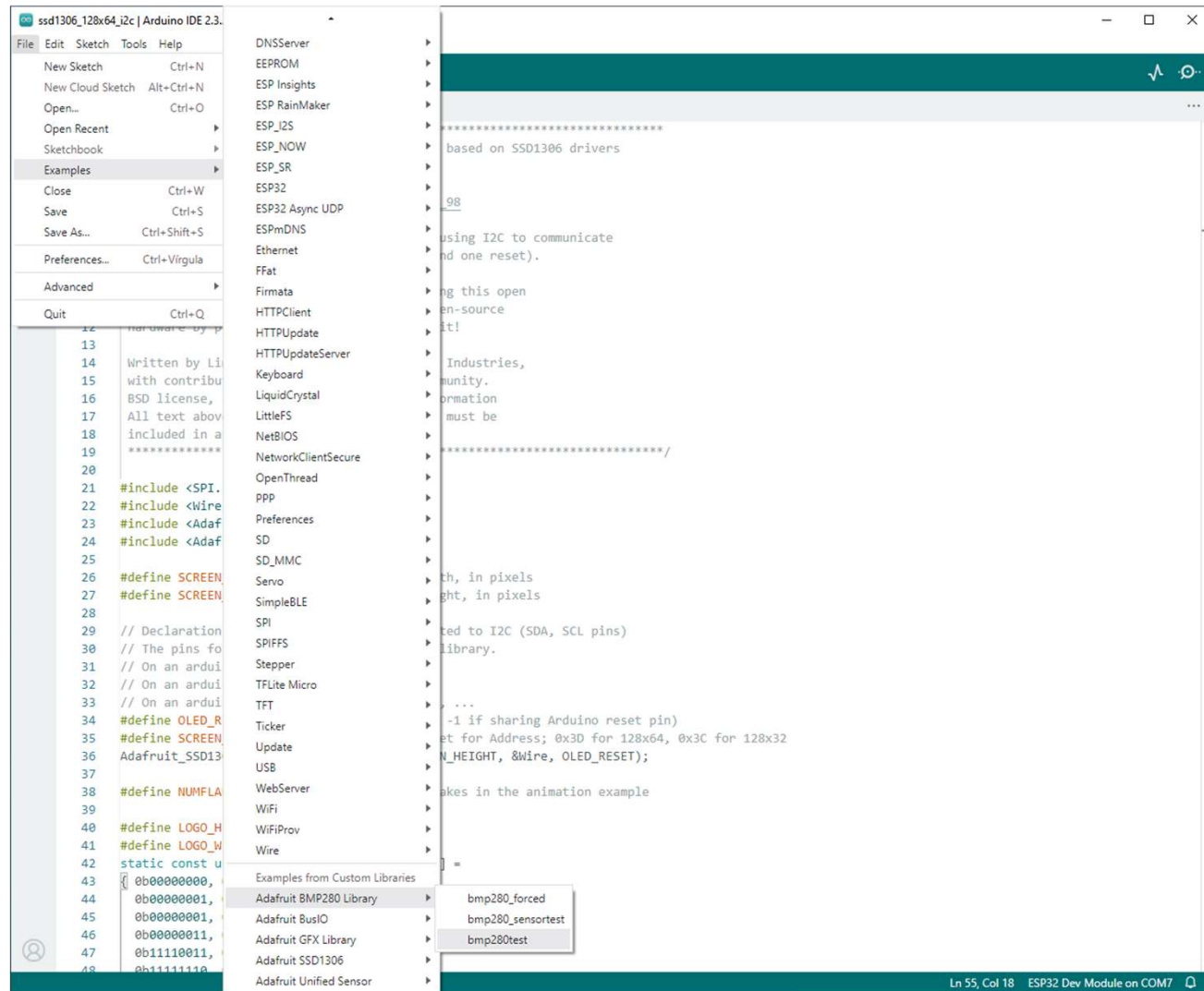
```
ssid1306_128x64_i2c.ino
43 { 0b00000000, 0b11000000,
44     0b00000001, 0b11000000,
45     0b00000001, 0b11000000,
46     0b00000011, 0b11100000,
47     0b11110011, 0b11100000,
48     0b11111110, 0b11111000,
49     0b01111110, 0b11111111,
50     0b00110011, 0b10011111,
51     0b00011111, 0b11111100,
52     0b0001101, 0b01110000,
53     0b00011011, 0b10100000,
54     0b00111111, 0b11100000,
55     0b00111111, 0b11110000,
56     0b01111100, 0b11110000,
57     0b01110000, 0b01110000,
58     0b00000000, 0b00110000 };
59
60 void setup() {
61     Serial.begin(9600);
62
63     Wire.begin(5, 4, 400000);
64
65     // SSD1306_SWITCHCAPVCC = generate display voltage from 3.3V internally
66     if(!display.begin(SSD1306_SWITCHCAPVCC, SCREEN_ADDRESS)) {
67         Serial.println(F("SSD1306 allocation failed"));
68         for(;;); // Don't proceed, loop forever
69     }
70
71     // Show initial display buffer contents on the screen --
72     // the library initializes this with an Adafruit splash screen.
73     display.display();
74     delay(2000); // Pause for 2 seconds
75
76     // Clear the buffer
77     display.clearDisplay();
78
79     // Draw a single pixel in white
80     display.drawPixel(10, 10, SSD1306_WHITE);
81
82     // Show the display buffer on the screen. You MUST call display() after
83     // drawing commands to make them visible on screen!
84     display.display();
85     delay(2000);
86     // display.display() is NOT necessary after every single drawing command,
87     // unless that's what you want...rather, you can batch up a bunch of
88     // drawing operations and then update the screen all at once by calling
89     // display.display(). These examples demonstrate both approaches...
90 }
```

Agora compile e grave na placa.
O exemplo da Adafruit no display deverá aparecer

Exemplo Arduino: Sensor BMP280



<https://github.com/eng-software/HandsonINO/tree/main/BMP280>





Altere a instancia de **bmp** como mostrado em destaque

```
bmp280test | Arduino IDE 2.3.2
File Edit Sketch Tools Help
ESP32 Dev Module

bmp280test.ino
4  Designed specifically to work with the Adafruit BMP280 Breakout
5  ----> http://www.adafruit.com/products/2651
6
7  These sensors use I2C or SPI to communicate, 2 or 4 pins are required
8  to interface.
9
10 Adafruit invests time and resources providing this open source code,
11 please support Adafruit and open-source hardware by purchasing products
12 from Adafruit!
13
14 Written by Limor Fried & Kevin Townsend for Adafruit Industries.
15 BSD license, all text above must be included in any redistribution
16 *****/
17
18 #include <Wire.h>
19 #include <SPI.h>
20 #include <Adafruit_BMP280.h>
21
22 #define BMP_SCK  (13)
23 #define BMP_MISO (12)
24 #define BMP_MOSI (11)
25 #define BMP_CS   (10)
26
27 Adafruit_BMP280 bmp(&Wire1); // I2C
28 //Adafruit_BMP280 bmp(BMP_CS); // hardware SPI
29 //Adafruit_BMP280 bmp(BMP_CS, BMP_MOSI, BMP_MISO, BMP_SCK);
30
31 void setup() {
32   Serial.begin(9600);
33   while ( !Serial ) delay(100); // wait for native usb
34   Serial.println(F("BMP280 test"));
35   unsigned status;
36   //status = bmp.begin(BMP280_ADDRESS_ALT, BMP280_CHIPID);
37   status = bmp.begin();
38   if (!status) {
39     Serial.println(F("Could not find a valid BMP280 sensor, check wiring or "
40     "try a different address!"));
41     Serial.print("SensorID was: 0x"); Serial.println(bmp.sensorID(),16);
42     Serial.print("    ID of 0xFF probably means a bad address, a BMP 180 or BMP 085\n");
43     Serial.print("    ID of 0x56-0x58 represents a BMP 280.\n");
44     Serial.print("    ID of 0x60 represents a BME 280.\n");
45     Serial.print("    ID of 0x61 represents a BME 680.\n");
46     while (1) delay(10);
47   }
48
49   /* Default settings from datasheet. */
50   bmp.setSampling(Adafruit_BMP280::MODE_NORMAL, /* Operating Mode. */
  Ln 27, Col 36  ESP32 Dev Module on COM7
```

Agora compile e grave na placa.

O exemplo da Adafruit envia no monitor serial a leitura do sensor a cada 2 segundos



Na função **setup()** adicione a linha em destaque:

```
ESP32 Dev Module

bmp280test.ino

9
10 Adafruit invests time and resources providing this open source code,
11 please support Adafruit and open-source hardware by purchasing products
12 from Adafruit!
13
14 Written by Limor Fried & Kevin Townsend for Adafruit Industries.
15 BSD license, all text above must be included in any redistribution
16 *****/
17
18 #include <Wire.h>
19 #include <SPI.h>
20 #include <Adafruit_BMP280.h>
21
22 #define BMP_SCK (13)
23 #define BMP_MISO (12)
24 #define BMP_MOSI (11)
25 #define BMP_CS (10)
26
27 Adafruit_BMP280 bmp(&Wire1); // I2C
28 //Adafruit_BMP280 bmp(BMP_CS); // hardware SPI
29 //Adafruit_BMP280 bmp(BMP_CS, BMP_MOSI, BMP_MISO, BMP_SCK);
30
31 void setup() {
32   Serial.begin(9600);
33   while ( !Serial ) delay(100); // wait for native usb
34
35   Wire1.begin(33, 32, 100000);
36
37   Serial.println(F("BMP280 test"));
38   unsigned status;
39   //status = bmp.begin(BMP280_ADDRESS_ALT, BMP280_CHIPID);
40   status = bmp.begin();
41   if (!status) {
42     Serial.println(F("Could not find a valid BMP280 sensor, check wiring or "
43     | "try a different address!"));
44     Serial.print("SensorID was: 0x"); Serial.println(bmp.sensorID(),16);
45     Serial.print("      ID of 0xFF probably means a bad address, a BMP 180 or BMP 085\n");
46     Serial.print("      ID of 0x56-0x58 represents a BMP 280,\n");
47     Serial.print("      ID of 0x60 represents a BME 280.\n");
48     Serial.print("      ID of 0x61 represents a BME 680.\n");
49     while (1) delay(10);
50   }
51
52   /* Default settings from datasheet. */
53   bmp.setSampling(Adafruit_BMP280::MODE_NORMAL, /* Operating Mode. */
54   | Adafruit_BMP280::SAMPLING_X2, /* Temp. oversampling */
55   | Adafruit_BMP280::SAMPLING_X16, /* Pressure oversampling */
56   | Adafruit_BMP280::FILTER_X16, /* Filtering */
57   | Adafruit_BMP280::IIR_FILTER_7, /* IIR filter order. */
58   | Adafruit_BMP280::MODE_NORMAL);
59 }
```



E altere a inicialização do **bmp** como em destaque:

```
ESP32 Dev Module
bmp280test.ino
9
10 Adafruit invests time and resources providing this open source code,
11 please support Adafruit and open-source hardware by purchasing products
12 from Adafruit!
13
14 Written by Limor Fried & Kevin Townsend for Adafruit Industries.
15 BSD license, all text above must be included in any redistribution
16 *****/
17
18 #include <Wire.h>
19 #include <SPI.h>
20 #include <Adafruit_BMP280.h>
21
22 #define BMP_SCK (13)
23 #define BMP_MISO (12)
24 #define BMP_MOSI (11)
25 #define BMP_CS (10)
26
27 Adafruit_BMP280 bmp(&Wire1); // I2C
28 //Adafruit_BMP280 bmp(BMP_CS); // hardware SPI
29 //Adafruit_BMP280 bmp(BMP_CS, BMP_MOSI, BMP_MISO, BMP_SCK);
30
31 void setup() {
32   Serial.begin(9600);
33   while ( !Serial ) delay(100); // wait for native usb
34
35   Wire1.begin(33, 32, 100000);
36
37   Serial.println(F("BMP280 test"));
38   unsigned status;
39   //status = bmp.begin(BMP280_ADDRESS_ALT, BMP280_CHIPID);
40   status = bmp.begin(0x76);
41   if (!status) {
42     Serial.println(F("Could not find a valid BMP280 sensor, check wiring or "
43       "try a different address!"));
44     Serial.print("SensorID was: 0x"); Serial.println(bmp.sensorID(),16);
45     Serial.print("    ID of 0xFF probably means a bad address, a BMP 180 or BMP 085\n");
46     Serial.print("    ID of 0x56-0x58 represents a BMP 280,\n");
47     Serial.print("    ID of 0x60 represents a BME 280.\n");
48     Serial.print("    ID of 0x61 represents a BME 680.\n");
49     while (1) delay(10);
50   }
51
52   /* Default settings from datasheet. */
53   bmp.setSampling(Adafruit_BMP280::MODE_NORMAL, /* Operating Mode. */
54     Adafruit_BMP280::SAMPLING_X2, /* Temp. oversampling */
55     Adafruit_BMP280::SAMPLING_X16, /* Pressure oversampling */
56     Adafruit_BMP280::FILTER_X16, /* Filtering. */
57     Adafruit_BMP280::ACCEL_16G); /* Acceleration. */
58 }
```

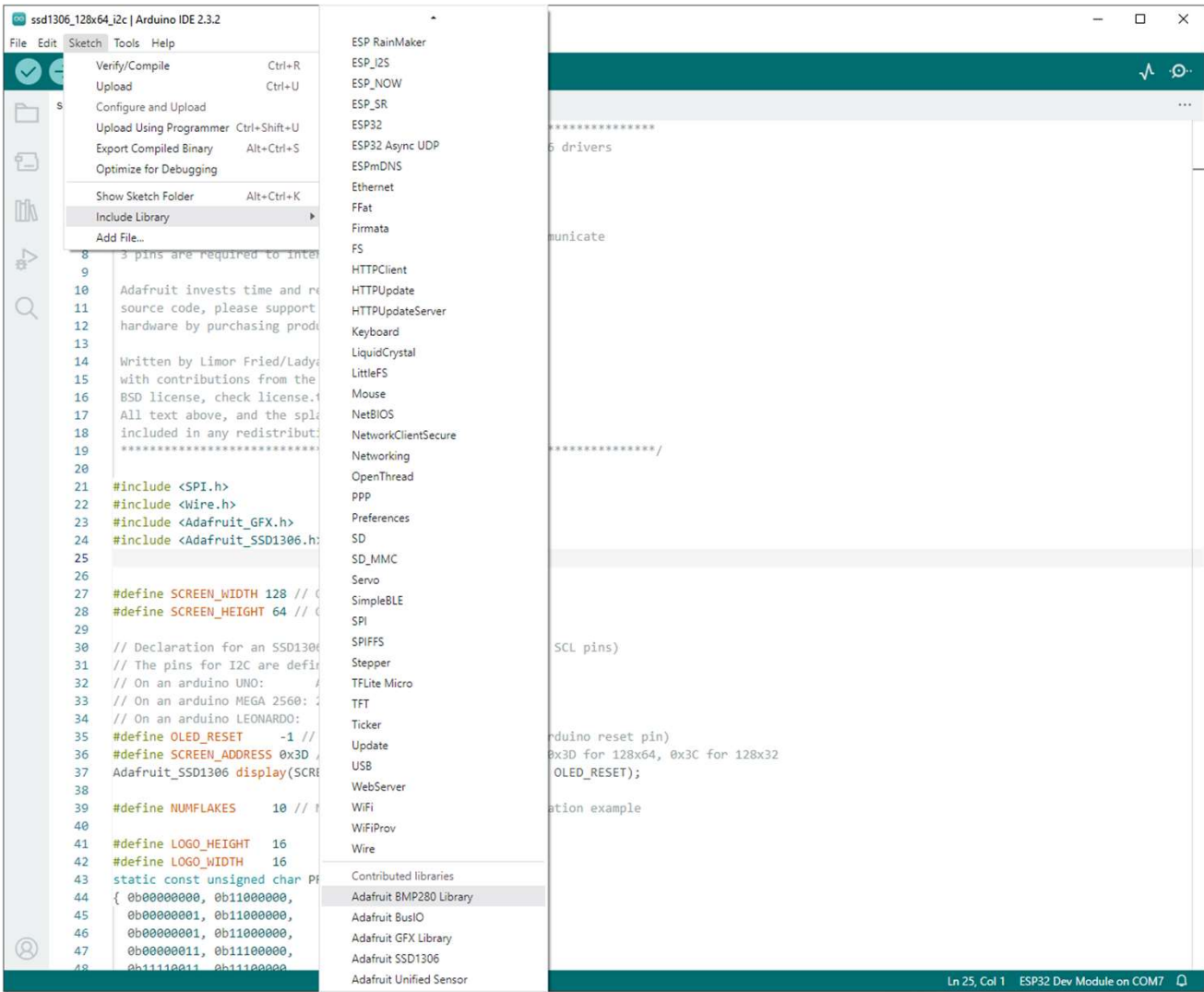
Exemplo Arduino: Display OLED SSD1306 e BMP280



https://github.com/eng-software/HandsonINO/tree/main/OLED_SSD1306_BMP280



Inclua a biblioteca: **Adafruit BMP280 library**





Altere o **SCREEN_ADDRESS** e instancie o **BMP280** como em destaque

```
ESP32 Dev Module

ssd1306_128x64_i2c.ino
6  Pick one up today in the adafruit shop!
7  -----> http://www.adafruit.com/category/63_98
8
9  This example is for a 128x64 pixel display using I2C to communicate
10 3 pins are required to interface (two I2C and one reset).
11
12  Adafruit invests time and resources providing this open
13  source code, please support Adafruit and open-source
14  hardware by purchasing products from Adafruit!
15
16  Written by Limor Fried/Ladyada for Adafruit Industries,
17  with contributions from the open source community.
18  BSD license, check license.txt for more information
19  All text above, and the splash screen below must be
20  included in any redistribution.
21  *****/
22
23  #include <SPI.h>
24  #include <Wire.h>
25  #include <Adafruit_GFX.h>
26  #include <Adafruit_SSD1306.h>
27  #include <Adafruit_BMP280.h>
28
29  #define SCREEN_WIDTH 128 // OLED display width, in pixels
30  #define SCREEN_HEIGHT 64 // OLED display height, in pixels
31
32  // Declaration for an SSD1306 display connected to I2C (SDA, SCL pins)
33  // The pins for I2C are defined by the Wire-library.
34  // On an arduino UNO:   A4(SDA), A5(SCL)
35  // On an arduino MEGA 2560: 20(SDA), 21(SCL)
36  // On an arduino LEONARDO:  2(SDA),  3(SCL), ...
37  #define OLED_RESET    -1 // Reset pin # (or -1 if sharing Arduino reset pin)
38  #define SCREEN_ADDRESS 0x3C ///< See datasheet for Address; 0x3D for 128x64, 0x3C for 128x32
39  Adafruit_SSD1306 display(SCREEN_WIDTH, SCREEN_HEIGHT, &Wire, OLED_RESET);
40  Adafruit_BMP280 bmp(&Wire);
41
42  #define NUMFLAKES 10 // Number of snowflakes in the animation example
43
44  #define LOGO_HEIGHT 16
45  #define LOGO_WIDTH 16
46  static const unsigned char PROGMEM logo_bmp[] =
47  { 0b00000000, 0b11000000,
48    0b00000001, 0b11000000,
49    0b00000001, 0b11000000,
50    0b00000011, 0b11000000,
51    0b11110011, 0b11000000,
52    0b11111110, 0b11110000,
53    0b01111110, 0b11111111,
```

Ln 37, Col 1 ESP32 Dev Module on COM7

Adiciona na função **setup()** as linhas em destaque



```
ESP32 Dev Module

ssid1306_128x64_i2c.ino

46 static const unsigned char PROGMEM logo_bmp[] =
47 { 0b00000000, 0b11000000,
48   0b00000001, 0b11000000,
49   0b00000001, 0b11000000,
50   0b00000011, 0b11100000,
51   0b11110011, 0b11100000,
52   0b11111110, 0b11111000,
53   0b01111110, 0b11111111,
54   0b00110011, 0b10011111,
55   0b00011111, 0b11111100,
56   0b00001101, 0b01110000,
57   0b00011011, 0b10100000,
58   0b00111111, 0b11100000,
59   0b00111111, 0b11110000,
60   0b01111100, 0b11110000,
61   0b01110000, 0b01110000,
62   0b00000000, 0b00110000 };
63
64 void setup() {
65   Serial.begin(9600);
66
67   Wire.begin(5, 4, 400000);
68   Wire1.begin(33, 32, 100000);
69
70   if( !bmp.begin(0x76) ){
71     Serial.println(F("SBMP280 not found"));
72     for(;;); // Don't proceed, loop forever
73   }
74
75   // SSD1306_SWITCHCAPVCC = generate display voltage from 3.3V internally
76   if(!display.begin(SSD1306_SWITCHCAPVCC, SCREEN_ADDRESS)) {
77     Serial.println(F("SSD1306 allocation failed"));
78     for(;;); // Don't proceed, loop forever
79   }
80
81   // Show initial display buffer contents on the screen --
82   // the library initializes this with an Adafruit splash screen.
83   display.display();
84   delay(2000); // Pause for 2 seconds
85
86   // Clear the buffer
87   display.clearDisplay();
88
89   // Draw a single pixel in white
90   display.drawPixel(10, 10, SSD1306_WHITE);
91
92   // Show the display buffer on the screen. You MUST call display() after
```



Usando **#if 0** e **#endif**, remova a execução do exemplo como abaixo

```
ESP32 Dev Module
ssd1306_128x64_i2c.ino
72   for(;;); // Don't proceed, loop forever
73   }
74
75   // SSD1306_SWITCHCAPVCC = generate display voltage from 3.3V internally
76   if(!display.begin(SSD1306_SWITCHCAPVCC, SCREEN_ADDRESS)) {
77     Serial.println(F("SSD1306 allocation failed"));
78     for(;;); // Don't proceed, loop forever
79   }
80
81   // Show initial display buffer contents on the screen --
82   // the library initializes this with an Adafruit splash screen.
83   display.display();
84
85   #if 0
86   delay(2000); // Pause for 2 seconds
87
88   // Clear the buffer
89   display.clearDisplay();
90
91   // Draw a single pixel in white
92   display.drawPixel(10, 10, SSD1306_WHITE);
93
94   // Show the display buffer on the screen. You MUST call display() after
95   // drawing commands to make them visible on screen!
96   display.display();
97   delay(2000);
98   // display.display() is NOT necessary after every single drawing command,
99   // unless that's what you want...rather, you can batch up a bunch of
100  // drawing operations and then update the screen all at once by calling
101  // display.display(). These examples demonstrate both approaches...
102
103  testdrawline(); // Draw many lines
104
105  testdrawrect(); // Draw rectangles (outlines)
106
107  testfillrect(); // Draw rectangles (filled)
108
109  testdrawcircle(); // Draw circles (outlines)
110
111  testfillcircle(); // Draw circles (filled)
112
113  testdrawroundrect(); // Draw rounded rectangles (outlines)
114
115  testfillroundrect(); // Draw rounded rectangles (filled)
116
117  testdrawtriangle(); // Draw triangles (outlines)
118
119  testfilltriangle(); // Draw triangles (filled)
```

```
ESP32 Dev Module
ssd1306_128x64_i2c.ino
104
105  testdrawrect(); // Draw rectangles (outlines)
106
107  testfillrect(); // Draw rectangles (filled)
108
109  testdrawcircle(); // Draw circles (outlines)
110
111  testfillcircle(); // Draw circles (filled)
112
113  testdrawroundrect(); // Draw rounded rectangles (outlines)
114
115  testfillroundrect(); // Draw rounded rectangles (filled)
116
117  testdrawtriangle(); // Draw triangles (outlines)
118
119  testfilltriangle(); // Draw triangles (filled)
120
121  testdrawchar(); // Draw characters of the default font
122
123  testdrawstyles(); // Draw 'stylized' characters
124
125  testscrolltext(); // Draw scrolling text
126
127  testdrawbitmap(); // Draw a small bitmap image
128
129  // Invert and restore display, pausing in-between
130  display.invertDisplay(true);
131  delay(1000);
132  display.invertDisplay(false);
133  delay(1000);
134
135  testanimate(logo_bmp, LOGO_WIDTH, LOGO_HEIGHT); // Animate bitmaps
136  #endif
137  }
138
139  void loop() {
140  }
141
142  void testdrawline() {
143    int16_t i;
144
145    display.clearDisplay(); // Clear display buffer
146
147    for(i=0; i<display.width(); i+=4) {
148      display.drawLine(0, 0, i, display.height()-1, SSD1306_WHITE);
149      display.display(); // Update screen with each newly-drawn line
150      delay(1);
```



No final do arquivo crie a função ***displayBMP280()*** como abaixo

```
ESP32 Dev Module

ssd1306_128x64_i2c.ino

393
394 // Initialize 'snowflake' positions
395 for(f=0; f< NUMFLAKES; f++) {
396     icons[f][XPOS] = random(1 - LOGO_WIDTH, display.width());
397     icons[f][YPOS] = -LOGO_HEIGHT;
398     icons[f][DELTAY] = random(1, 6);
399     Serial.print(F("x: "));
400     Serial.print(icons[f][XPOS], DEC);
401     Serial.print(F(" y: "));
402     Serial.print(icons[f][YPOS], DEC);
403     Serial.print(F(" dy: "));
404     Serial.println(icons[f][DELTAY], DEC);
405 }
406
407 for(;;) { // Loop forever...
408     display.clearDisplay(); // Clear the display buffer
409
410     // Draw each snowflake:
411     for(f=0; f< NUMFLAKES; f++) {
412         display.drawBitmap(icons[f][XPOS], icons[f][YPOS], bitmap, w, h, SSD1306_WHITE);
413     }
414
415     display.display(); // Show the display buffer on the screen
416     delay(200); // Pause for 1/10 second
417
418     // Then update coordinates of each flake...
419     for(f=0; f< NUMFLAKES; f++) {
420         icons[f][YPOS] += icons[f][DELTAY];
421         // If snowflake is off the bottom of the screen...
422         if (icons[f][YPOS] >= display.height()) {
423             // Reinitialize to a random position, just off the top
424             icons[f][XPOS] = random(1 - LOGO_WIDTH, display.width());
425             icons[f][YPOS] = -LOGO_HEIGHT;
426             icons[f][DELTAY] = random(1, 6);
427         }
428     }
429 }
430
431 void displayBMP280(){
432     display.clearDisplay();
433     display.setTextSize(2); // Normal 1:1 pixel scale
434     display.setTextColor(SSD1306_WHITE); // Draw white text
435     display.setCursor(0,0); // Start at top-left corner
436     display.printf("%6.2fC\n%6.0fPa", bmp.readTemperature(), (float)bmp.readPressure());
437     display.display();
438 }
439
440
```



E na função ***loop()*** faça a chamada da função ***displayBMP280()***

```
ESP32 Dev Module

ssd1306_128x64_i2c.ino

114
115 testfillroundrect(); // Draw rounded rectangles (filled)
116
117 testdrawtriangle(); // Draw triangles (outlines)
118
119 testfilltriangle(); // Draw triangles (filled)
120
121 testdrawchar(); // Draw characters of the default font
122
123 testdrawstyles(); // Draw 'stylized' characters
124
125 testscrolltext(); // Draw scrolling text
126
127 testdrawbitmap(); // Draw a small bitmap image
128
129 // Invert and restore display, pausing in-between
130 display.invertDisplay(true);
131 delay(1000);
132 display.invertDisplay(false);
133 delay(1000);
134
135 testanimate(logo_bmp, LOGO_WIDTH, LOGO_HEIGHT); // Animate bitmaps
136 #endif
137 }
138
139 void loop() {
140     displayBMP280();
141 }
142
143 void testdrawline() {
144     int16_t i;
145
146     display.clearDisplay(); // Clear display buffer
147
148     for(i=0; i<display.width(); i+=4) {
149         display.drawLine(0, 0, i, display.height()-1, SSD1306_WHITE);
150         display.display(); // Update screen with each newly-drawn line
151         delay(1);
152     }
153     for(i=0; i<display.height(); i+=4) {
154         display.drawLine(0, 0, display.width()-1, i, SSD1306_WHITE);
155         display.display();
156         delay(1);
157     }
158     delay(250);
159
160     display.clearDisplay();
161 }
```

Este exemplo irá mostrar no display a leitura da pressão e temperatura lida do ***BMP280***