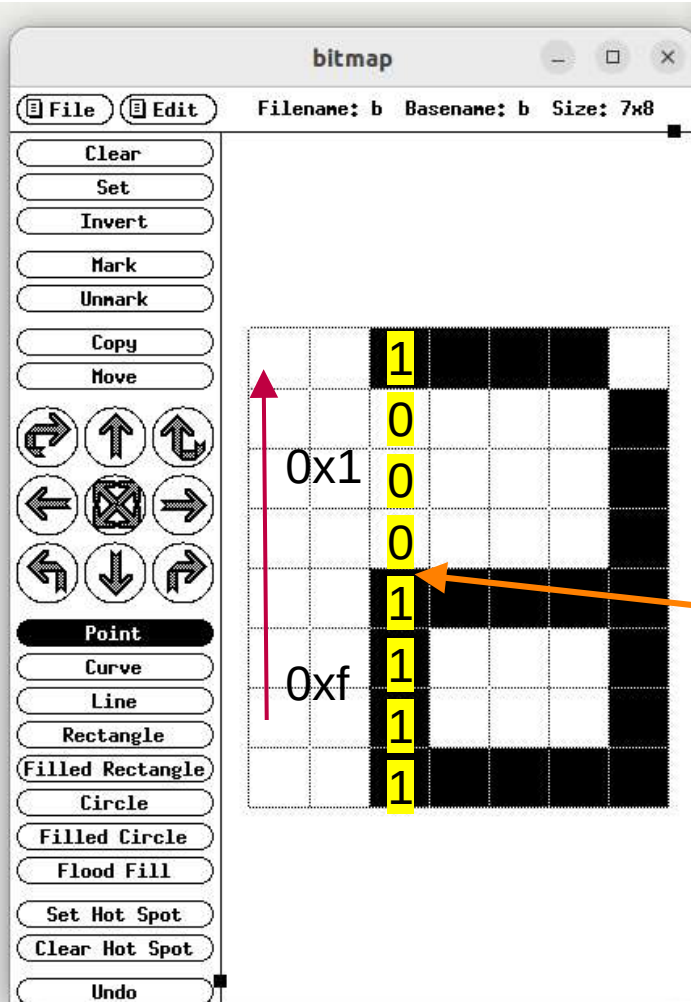


```

33
34 #define CMD      (true)
35 #define DATA    (false)
36
37 struct i2c_adapter *oled_i2c_adapter; // I2C Adapter Structure
38 static struct i2c_client *i2c_client_oled; // I2C Client Structure (
39 /* Use the XWin bitmap app to render the characters */
40 static u8 render[36][7] = {
41     {0x00, 0x7f, 0x41, 0x41, 0x41, 0x7f, 0x00}, // 0
42     {0x00, 0x44, 0x42, 0x7f, 0x40, 0x40, 0x00}, // 1
43     {0x00, 0x79, 0x49, 0x49, 0x49, 0x4f, 0x00}, // 2
44     {0x00, 0x49, 0x49, 0x49, 0x49, 0x7f, 0x00}, // 3
45     {0x00, 0x0f, 0x08, 0x08, 0x08, 0x7f, 0x00}, // 4
46     {0x00, 0x4f, 0x49, 0x49, 0x49, 0x79, 0x00}, // 5
47     {0x00, 0x7f, 0x49, 0x49, 0x49, 0x79, 0x00}, // 6
48     {0x00, 0x01, 0x01, 0x01, 0x01, 0x7f, 0x00}, // 7
49     {0x00, 0x7f, 0x49, 0x49, 0x49, 0x7f, 0x00}, // 8
50     {0x00, 0x4f, 0x49, 0x49, 0x49, 0x7f, 0x00}, // 9
51     {0x00, 0x00, 0xf1, 0x91, 0x91, 0x91, 0xfe}, // a
52     {0xff, 0x88, 0x88, 0x88, 0x88, 0x70, 0x00}, // b :correct!
53     {0x00, 0xf8, 0x91, 0x91, 0x91, 0x91, 0x00}, // c
54 };
55
56 #define RENDER(n) do { \
57     int i; \
58     dev_dbg(dev, "n=%d", n); \
59     for (i = 0; i < 7; i++) \
60         SSD1306_Write(DATA, render[n][i]); \
61 } while (0)

```

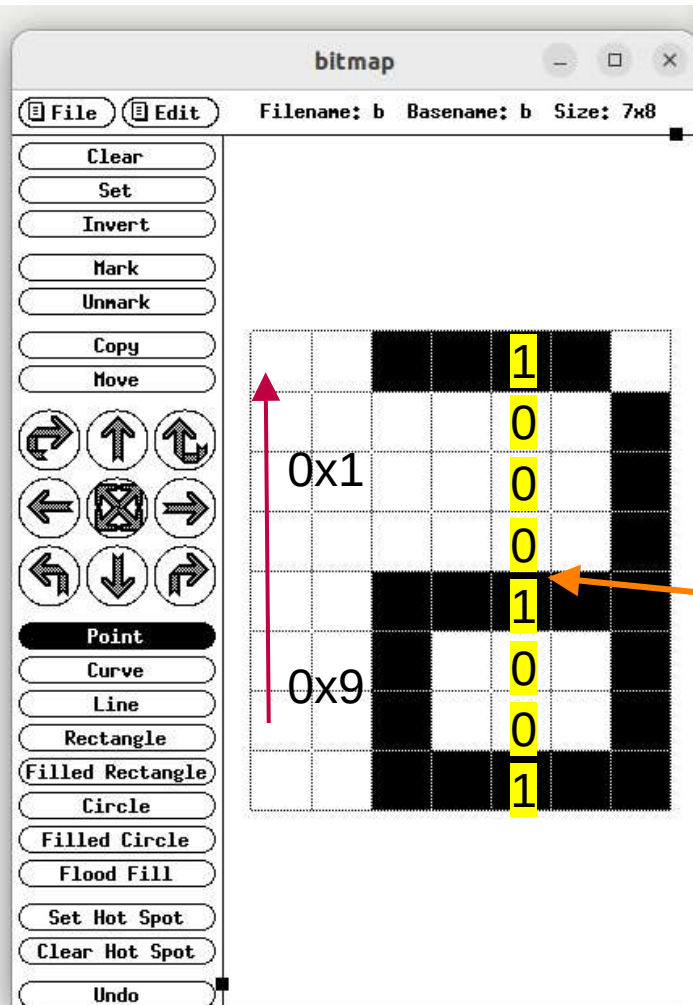


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