

程序默认提供的字号为：英文为 8x16 点阵、中文为 16x16 点阵。如大家需要用其它大一点字号的字库和函数操作，请参考下面文件说明，可直接在程序中使用。

显示 16x32 英文字符串

```
1.  OLED_ShowString(0,0,"0123");
2.  void OLED_ShowString(u8 x,u8 y,u8 *chr)
3.  {
4.      unsigned char j=0;
5.      while (chr[j]!='\0')
6.      {
7.          OLED_ShowChar(x,y,chr[j]);
8.          x+=16;
9.          if(x>120){x=0;y+=2;}
10.         j++;
11.     }
12. void OLED_ShowChar(u8 x,u8 y,u8 chr)
13. {
14.     unsigned char c=0,i=0;
15.     c=chr-'0';//得到偏移：测试是显示几个数字
16.     OLED_Set_Pos(x,y);
17.     for(i=0;i<16;i++)
18.         OLED_WR_Byte(F8X16[c*64+i],OLED_DATA);
19.     OLED_Set_Pos(x,y+1);
20.     for(i=0;i<16;i++)
21.         OLED_WR_Byte(F8X16[c*64+i+16],OLED_DATA);
22.     OLED_Set_Pos(x,y+2);
23.     for(i=0;i<16;i++)
24.         OLED_WR_Byte(F8X16[c*64+i+32],OLED_DATA);
25.     OLED_Set_Pos(x,y+3);
26.     for(i=0;i<16;i++)
27.         OLED_WR_Byte(F8X16[c*64+i+48],OLED_DATA);
28. }
29. const unsigned char F8X16[]=
30. {
31.     0x00,0x00,0x00,0x00,0x00,0x80,0xC0,0x40,0x40,0x40,0xC0,0x80,0x00,0x00,0x00,0x00,
32.     0xF0,0xFE,0x0F,0x01,0x00,0x00,0x00,0x00,0x00,0x01,0x07,0xFE,0xF0,0x00,
33.     0x00,0x00,0x1F,0xFF,0xE0,0x00,0x00,0x00,0x00,0x00,0x00,0xC0,0xFF,0x1F,0x00,0x00,0x00,
34.     0x00,0x00,0x01,0x03,0x06,0x04,0x04,0x04,0x06,0x03,0x01,0x00,0x00,0x00,/*"0",0*/
35.     0x00,0x00,0x00,0x00,0x00,0x00,0x80,0xC0,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
36.     0x00,0x01,0x01,0x01,0x01,0xFF,0xFF,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
37.     0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xFF,0xFF,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
38.     0x00,0x04,0x04,0x04,0x06,0x07,0x07,0x06,0x04,0x04,0x04,0x00,0x00,0x00,/*"1",1*/
39.     0x00,0x00,0x00,0x00,0x80,0x40,0x40,0x40,0x40,0x40,0xC0,0x80,0x80,0x00,0x00,0x00,0x00,
40.     0x1E,0x19,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xC1,0x7F,0x3E,0x00,0x00,
```

```
0x00,0x00,0x00,0x80,0x40,0x20,0x10,0x08,0x04,0x02,0x01,0x00,0x00,0xE0,0x00,0x00,0x00,0x00,
,0x07,0x06,0x06,0x06,0x06,0x06,0x06,0x06,0x06,0x06,0x07,0x01,0x00,0x00,/*"2",2*/
0x00,0x00,0x00,0x80,0x80,0x40,0x40,0x40,0x40,0xC0,0x80,0x80,0x00,0x00,0x00,0x00,0x00,0x00
,0x0F,0x0F,0x00,0x00,0x80,0x80,0x80,0xC0,0x61,0x3F,0x1E,0x00,0x00,0x00,
0x00,0x00,0xE0,0xE0,0x00,0x00,0x00,0x00,0x00,0x01,0x01,0x03,0xFE,0x78,0x00,0x00,0x00,0x00
,0x01,0x03,0x02,0x04,0x04,0x04,0x04,0x04,0x02,0x03,0x01,0x00,0x00,0x00,/*"3",3*/
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x80,0xC0,0xC0,0x00,0x00,0x00,0x00,0x00,0x00
,0x00,0x00,0x80,0x60,0x30,0x0C,0x02,0xFF,0xFF,0xFF,0x00,0x00,0x00,0x00,
0x00,0x10,0x1C,0x12,0x11,0x10,0x10,0x10,0x10,0xFF,0xFF,0xFF,0x10,0x10,0x10,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x08,0x08,0x08,0x0F,0x0F,0x0F,0x08,0x08,0x08,0x00,/*"4",4*/
}
```

中文显示 32x32 操作

1. OLED_ShowString(0,0,"0123");16x32 英文字符

OLED_ShowChinese(6,0,0);//全 32x32

OLED_ShowChinese(26,0,1);//动 32x32

OLED_ShowChinese(46,0,2);//电 32x32

OLED_ShowChinese(66,0,3);//子 32x32

显示 32x32 函数

```
void OLED_ShowChinese(u8 x,u8 y,u8 no)
{
    u8 t;
    OLED_Set_Pos(x,y);
    for(t=0;t<32;t++)
    {
        OLED_WR_Byte(Hzk[4*no][t],OLED_DATA);
    }
    OLED_Set_Pos(x,y+1);
    for(t=0;t<32;t++)
    {
        OLED_WR_Byte(Hzk[4*no+1][t],OLED_DATA);
    }
    OLED_Set_Pos(x,y+2);
    for(t=0;t<32;t++)
    {
        OLED_WR_Byte(Hzk[4*no+2][t],OLED_DATA);
    }
    OLED_Set_Pos(x,y+3);
    for(t=0;t<32;t++)
    {
        OLED_WR_Byte(Hzk[4*no+3][t],OLED_DATA);
    }
}
```

[illegible]