

# 关于文字取模说明

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.      {          OLED_ShowChar(x,y,chr[j]);
7.          x+=16;
8.          if(x>120){x=0;y+=2;}
9.          j++;
10.     }
11. }
```

```
void OLED_ShowChar(u8 x,u8 y,u8 chr)
{
    unsigned char c=0,i=0;
    c=chr-'0';//得到偏移；测试是显示几个数字

    OLED_Set_Pos(x,y);
    for(i=0;i<16;i++)
        OLED_WR_Byte(F8X16[c*64+i],OLED_DATA);
    OLED_Set_Pos(x,y+1);
    for(i=0;i<16;i++)
        OLED_WR_Byte(F8X16[c*64+i+16],OLED_DATA);
    OLED_Set_Pos(x,y+2);
    for(i=0;i<16;i++)
        OLED_WR_Byte(F8X16[c*64+i+32],OLED_DATA);
    OLED_Set_Pos(x,y+3);
    for(i=0;i<16;i++)
        OLED_WR_Byte(F8X16[c*64+i+48],OLED_DATA);
}
```

```
const unsigned char F8X16[]=
{
    0x00,0x00,0x00,0x00,0x00,0x80,0xC0,0x40,0x40,0x40,0xC0,0x80,0x00,0x00,0x00,0x00,0x00,0x00,
    0xF0,0xFE,0x0F,0x01,0x00,0x00,0x00,0x00,0x00,0x01,0x07,0xFE,0xF0,0x00,
    0x00,0x00,0x1F,0xFF,0xE0,0x00,0x00,0x00,0x00,0x00,0x00,0xC0,0xFF,0x1F,0x00,0x00,0x00,0
    x00,0x00,0x01,0x03,0x06,0x04,0x04,0x04,0x06,0x03,0x01,0x00,0x00,0x00,/*"0",0*/
}
```

```

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x80,0xC0,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
,0x00,0x01,0x01,0x01,0x01,0xFF,0xFF,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xFF,0xFF,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x04,0x04,0x04,0x06,0x07,0x07,0x06,0x04,0x04,0x04,0x00,0x00,0x00,/*"1",1*/

0x00,0x00,0x00,0x00,0x80,0x40,0x40,0x40,0x40,0x40,0xC0,0x80,0x80,0x00,0x00,0x00,0x00,0x00
,0x1E,0x19,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xC1,0x7F,0x3E,0x00,0x00,
0x00,0x00,0x00,0x80,0x40,0x20,0x10,0x08,0x04,0x02,0x01,0x00,0x00,0xE0,0x00,0x00,0x00,0x00
,0x07,0x06,0x06,0x06,0x06,0x06,0x06,0x06,0x06,0x07,0x01,0x00,0x00,/*"2",2*/

0x00,0x00,0x00,0x80,0x80,0x40,0x40,0x40,0x40,0xC0,0x80,0x80,0x00,0x00,0x00,0x00,0x00
,0x0F,0x0F,0x00,0x00,0x80,0x80,0x80,0xC0,0x61,0x3F,0x1E,0x00,0x00,0x00,
0x00,0x00,0xE0,0xE0,0x00,0x00,0x00,0x00,0x00,0x00,0x01,0x01,0x03,0xFE,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(0,4,0);//中 32x32  
 OLED\_ShowChinese(32,4,1);//景 32x32  
 OLED\_ShowChinese(64,4,2);//园 32x32

## 2. 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);
        }
    }
}

```

字库 32x32

char Hzk[][128]={

```

{0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xFC,0xF8,0x0
0,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00},
{0x00,0x00,0x00,0x00,0xFF,0xFE,0x02,0x02,0x02,0x02,0x02,0x02,0x02,0x02,0x02,0xFF,0xFF,0x02,
0x02,0x02,0x02,0x02,0x02,0x02,0x02,0x02,0xFF,0x03,0x00,0x00,0x00,0x00},
{0x00,0x00,0x00,0x00,0x1F,0x1F,0x04,0x04,0x04,0x04,0x04,0x04,0x04,0x04,0x04,0xFF,0xFF,0x04,
0x04,0x04,0x04,0x04,0x04,0x04,0x04,0x04,0x1F,0x00,0x00,0x00,0x00,0x00},
{0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x7F,0x3F,0x00
,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00},/*"中",0*/

```

```

{0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xF8,0xF0,0x90,0x90,0x90,0x90,0x90,0x90,0x90,0x9
0,0x90,0x90,0x90,0x90,0x90,0x90,0xF8,0xF8,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00},
{0x00,0x00,0x40,0x40,0x40,0x40,0x40,0x40,0x4F,0x47,0x44,0x44,0x44,0x44,0x44,0x4C,0x7C,0x7
4,0x44,0x44,0x44,0x44,0xC4,0x4F,0x47,0x40,0x60,0x60,0x60,0x40,0x00,0x00},
{0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x7F,0x3F,0xA2,0x22,0x22,0x22,0x22,0x22,0xE2,0x22
,0x22,0x22,0x22,0x22,0x7F,0x3F,0x03,0x00,0x00,0x00,0x00,0x00,0x00,0x00},
{0x00,0x00,0x20,0x10,0x10,0x08,0x08,0x04,0x06,0x03,0x03,0x11,0x10,0x20,0x60,0x70,0x3F,0x0
0,0x00,0x00,0x01,0x01,0x01,0x02,0x06,0x0C,0x1C,0x38,0x30,0x00,0x00,0x00,0x00},/*"景",1*/

```

```

{0x00,0x00,0x00,0x00,0xF8,0xF8,0x08,0x08,0x08,0x88,0x88,0x88,0x88,0x88,0x88,0x88,0x88,0x8
8,0x88,0x88,0xC8,0x88,0x08,0x08,0x08,0x08,0x08,0xF8,0xFC,0x08,0x00,0x00,0x00},
{0x00,0x00,0x00,0x00,0xFF,0xFF,0x20,0x20,0x20,0x20,0x21,0x20,0xE0,0xE0,0x20,0x20,0x20,0xE0,
0xE0,0x20,0x20,0x20,0x30,0x30,0x20,0x40,0xFF,0xFF,0x00,0x00,0x00,0x00},
{0x00,0x00,0x00,0x00,0xFF,0xFF,0x00,0x00,0x00,0x80,0xC0,0x78,0x1F,0x00,0x00,0x00,0x00,0xFF,
0xFF,0x80,0x00,0x80,0x80,0xD8,0xE0,0x80,0xFF,0xFF,0x00,0x00,0x00,0x00},
{0x00,0x00,0x00,0x00,0x7F,0x3F,0x14,0x14,0x12,0x11,0x10,0x10,0x10,0x10,0x10,0x10,0x10,0x10
,0x11,0x11,0x11,0x11,0x11,0x11,0x11,0x11,0x10,0x7F,0x3F,0x00,0x00,0x00,0x00},/*"园",2*/

```

};