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U8glib.cpp

C++ Interface

Universal 8bit Graphics Library

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#include "U8glib.h"

uint8\_t U8GLIB::initSPI(u8g\_dev\_t \*dev, uint8\_t sck, uint8\_t mosi, uint8\_t cs, uint8\_t a0, uint8\_t reset)

{

prepare();

return u8g\_InitSPI(&u8g, dev, sck, mosi, cs, a0, reset);

}

uint8\_t U8GLIB::initHWSPI(u8g\_dev\_t \*dev, uint8\_t cs, uint8\_t a0, uint8\_t reset)

{

prepare();

return u8g\_InitHWSPI(&u8g, dev, cs, a0, reset);

}

uint8\_t U8GLIB::initI2C(u8g\_dev\_t \*dev, uint8\_t options)

{

prepare();

return u8g\_InitI2C(&u8g, dev, options);

}

uint8\_t U8GLIB::init8Bit(u8g\_dev\_t \*dev, uint8\_t d0, uint8\_t d1, uint8\_t d2, uint8\_t d3, uint8\_t d4, uint8\_t d5, uint8\_t d6, uint8\_t d7,

uint8\_t en, uint8\_t cs1, uint8\_t cs2, uint8\_t di, uint8\_t rw, uint8\_t reset)

{

prepare();

return u8g\_Init8Bit(&u8g, dev, d0, d1, d2, d3, d4, d5, d6, d7, en, cs1, cs2, di, rw, reset);

}

uint8\_t U8GLIB::init8BitFixedPort(u8g\_dev\_t \*dev, uint8\_t en, uint8\_t cs, uint8\_t di, uint8\_t rw, uint8\_t reset)

{

prepare();

return u8g\_Init8BitFixedPort(&u8g, dev, en, cs, di, rw, reset);

}

uint8\_t U8GLIB::initRW8Bit(u8g\_dev\_t \*dev, uint8\_t d0, uint8\_t d1, uint8\_t d2, uint8\_t d3, uint8\_t d4, uint8\_t d5, uint8\_t d6, uint8\_t d7,

uint8\_t cs, uint8\_t a0, uint8\_t wr, uint8\_t rd, uint8\_t reset)

{

prepare();

return u8g\_InitRW8Bit(&u8g, dev, d0, d1, d2, d3, d4, d5, d6, d7, cs, a0, wr, rd, reset);

}