/\*

u8g\_com\_null.c

communication null device

Universal 8bit Graphics Library

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\*/

#include "u8g.h"

uint8\_t u8g\_com\_null\_fn(u8g\_t \*u8g, uint8\_t msg, uint8\_t arg\_val, void \*arg\_ptr)

{

switch(msg)

{

case U8G\_COM\_MSG\_INIT:

break;

case U8G\_COM\_MSG\_STOP:

break;

case U8G\_COM\_MSG\_CHIP\_SELECT:

/\* arg\_val contains the chip number, which should be enabled \*/

break;

case U8G\_COM\_MSG\_WRITE\_BYTE:

break;

case U8G\_COM\_MSG\_WRITE\_SEQ:

break;

}

return 1;

}