/\*

u8g\_cursor.c

Universal 8bit Graphics Library

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\*/

#include "u8g.h"

void u8g\_SetCursorFont(u8g\_t \*u8g, const u8g\_pgm\_uint8\_t \*cursor\_font)

{

u8g->cursor\_font = cursor\_font;

}

void u8g\_SetCursorStyle(u8g\_t \*u8g, uint8\_t encoding)

{

u8g->cursor\_encoding = encoding;

}

void u8g\_SetCursorColor(u8g\_t \*u8g, uint8\_t fg, uint8\_t bg)

{

u8g->cursor\_bg\_color = bg;

u8g->cursor\_fg\_color = fg;

}

void u8g\_SetCursorPos(u8g\_t \*u8g, u8g\_uint\_t cursor\_x, u8g\_uint\_t cursor\_y)

{

u8g->cursor\_x = cursor\_x;

u8g->cursor\_y = cursor\_y;

}

void u8g\_EnableCursor(u8g\_t \*u8g)

{

u8g->cursor\_fn = u8g\_DrawCursor;

}

void u8g\_DisableCursor(u8g\_t \*u8g)

{

u8g->cursor\_fn = (u8g\_draw\_cursor\_fn)0;

}

void u8g\_DrawCursor(u8g\_t \*u8g)

{

const u8g\_pgm\_uint8\_t \*font;

uint8\_t color;

uint8\_t encoding = u8g->cursor\_encoding;

/\* get current values \*/

color = u8g\_GetColorIndex(u8g);

font = u8g->font;

/\* draw cursor \*/

u8g->font = u8g->cursor\_font;

encoding++;

u8g\_SetColorIndex(u8g, u8g->cursor\_bg\_color);

/\* 27. Jan 2013: replaced call to u8g\_DrawGlyph with call to u8g\_draw\_glyph \*/

/\* required, because y adjustment should not happen to the cursor fonts \*/

u8g\_draw\_glyph(u8g, u8g->cursor\_x, u8g->cursor\_y, encoding);

encoding--;

u8g\_SetColorIndex(u8g, u8g->cursor\_fg\_color);

/\* 27. Jan 2013: replaced call to u8g\_DrawGlyph with call to u8g\_draw\_glyph \*/

/\* required, because y adjustment should not happen to the cursor fonts \*/

/\* u8g\_DrawGlyph(u8g, u8g->cursor\_x, u8g->cursor\_y, encoding); \*/

u8g\_draw\_glyph(u8g, u8g->cursor\_x, u8g->cursor\_y, encoding);

/\* restore previous values \*/

u8g->font = font;

u8g\_SetColorIndex(u8g, color);

}