/\*

u8g\_dev\_gprof.c

Device for performance measurement with gprof.

Does not write any data, but uses a buffer.

Universal 8bit Graphics Library

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\*/

#include "u8g.h"

#define WIDTH 128

#define HEIGHT 64

#define PAGE\_HEIGHT 8

uint8\_t u8g\_dev\_gprof\_fn(u8g\_t \*u8g, u8g\_dev\_t \*dev, uint8\_t msg, void \*arg);

uint8\_t u8g\_pb\_dev\_gprof\_buf[WIDTH];

u8g\_pb\_t u8g\_pb\_dev\_gprof = { {PAGE\_HEIGHT, HEIGHT, 0, 0, 0}, WIDTH, u8g\_pb\_dev\_gprof\_buf };

u8g\_dev\_t u8g\_dev\_gprof = { u8g\_dev\_gprof\_fn, &u8g\_pb\_dev\_gprof, NULL };

uint8\_t u8g\_dev\_gprof\_fn(u8g\_t \*u8g, u8g\_dev\_t \*dev, uint8\_t msg, void \*arg)

{

u8g\_pb\_t \*pb = (u8g\_pb\_t \*)(dev->dev\_mem);

switch(msg)

{

case U8G\_DEV\_MSG\_INIT:

break;

case U8G\_DEV\_MSG\_STOP:

break;

case U8G\_DEV\_MSG\_PAGE\_FIRST:

u8g\_pb\_Clear(pb);

u8g\_page\_First(&(pb->p));

break;

case U8G\_DEV\_MSG\_PAGE\_NEXT:

/\*

{

uint8\_t i, j;

uint8\_t page\_height;

page\_height = pb->p.page\_y1;

page\_height -= pb->p.page\_y0;

page\_height++;

for( j = 0; j < page\_height; j++ )

{

printf("%02d ", j);

for( i = 0; i < WIDTH; i++ )

{

if ( (u8g\_pb\_dev\_stdout\_buf[i] & (1<<j)) != 0 )

printf("#");

else

printf(".");

}

printf("\n");

}

}

\*/

if ( u8g\_page\_Next(&(pb->p)) == 0 )

{

//printf("\n");

return 0;

}

u8g\_pb\_Clear(pb);

break;

#ifdef U8G\_DEV\_MSG\_IS\_BBX\_INTERSECTION

case U8G\_DEV\_MSG\_IS\_BBX\_INTERSECTION:

{

u8g\_dev\_arg\_bbx\_t \*bbx = (u8g\_dev\_arg\_bbx\_t \*)arg;

u8g\_uint\_t x2, y2;

y2 = bbx->y;

y2 += bbx->h;

y2--;

if ( u8g\_pb\_IsYIntersection(pb, bbx->y, y2) == 0 )

return 0;

/\* maybe this one can be skiped... probability is very high to have an intersection, so it would be ok to always return 1 \*/

x2 = bbx->x;

x2 += bbx->w;

x2--;

if ( u8g\_pb\_IsXIntersection(pb, bbx->x, x2) == 0 )

return 0;

}

return 1;

#endif

case U8G\_DEV\_MSG\_GET\_PAGE\_BOX:

u8g\_pb\_GetPageBox(pb, (u8g\_box\_t \*)arg);

break;

case U8G\_DEV\_MSG\_SET\_COLOR\_ENTRY:

break;

case U8G\_DEV\_MSG\_SET\_XY\_CB:

break;

}

return u8g\_dev\_pb8v1\_base\_fn(u8g, dev, msg, arg);

}