/\*

u8g\_dev\_null.c

Universal 8bit Graphics Library

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\*/

#include "u8g.h"

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

{

switch(msg)

{

case U8G\_DEV\_MSG\_SET\_8PIXEL: /\* most often used command \*/

break;

case U8G\_DEV\_MSG\_SET\_PIXEL:

break;

case U8G\_DEV\_MSG\_INIT:

break;

case U8G\_DEV\_MSG\_STOP:

break;

case U8G\_DEV\_MSG\_PAGE\_FIRST:

break;

case U8G\_DEV\_MSG\_PAGE\_NEXT:

break;

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

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

return 1;

#endif

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

break;

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

break;

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

break;

}

return 1;

}