/\*

u8g\_page.c

page helper functions, only called by the dev handler.

Universal 8bit Graphics Library

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\*/

#include "u8g.h"

/\*

setup page count structure

conditions: page\_height <= total\_height

\*/

void u8g\_page\_Init(u8g\_page\_t \*p, u8g\_uint\_t page\_height, u8g\_uint\_t total\_height )

{

p->page\_height = page\_height;

p->total\_height = total\_height;

p->page = 0;

u8g\_page\_First(p);

}

void u8g\_page\_First(u8g\_page\_t \*p)

{

p->page\_y0 = 0;

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

p->page\_y1--;

p->page = 0;

}

uint8\_t u8g\_page\_Next(u8g\_page\_t \* p)

{

register u8g\_uint\_t y1;

p->page\_y0 += p->page\_height;

if ( p->page\_y0 >= p->total\_height )

return 0;

p->page++;

y1 = p->page\_y1;

y1 += p->page\_height;

if ( y1 >= p->total\_height )

{

y1 = p->total\_height;

y1--;

}

p->page\_y1 = y1;

return 1;

}