/\*

u8g\_u16toa.c

Universal 8bit Graphics Library

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\*/

#include "u8g.h"

const char \*u8g\_u16toap(char \* dest, uint16\_t v)

{

uint8\_t pos;

uint8\_t d;

uint16\_t c;

c = 10000;

for( pos = 0; pos < 5; pos++ )

{

d = '0';

while( v >= c )

{

v -= c;

d++;

}

dest[pos] = d;

c /= 10;

}

dest[5] = '\0';

return dest;

}

/\* v = value, d = number of digits \*/

const char \*u8g\_u16toa(uint16\_t v, uint8\_t d)

{

static char buf[6];

d = 5-d;

return u8g\_u16toap(buf, v) + d;

}