/\*

u8g\_u8toa.c

Universal 8bit Graphics Library

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\*/

#include "u8g.h"

static const unsigned char u8g\_u8toa\_tab[3] = { 100, 10, 1 } ;

const char \*u8g\_u8toap(char \* dest, uint8\_t v)

{

uint8\_t pos;

uint8\_t d;

uint8\_t c;

for( pos = 0; pos < 3; pos++ )

{

d = '0';

c = \*(u8g\_u8toa\_tab+pos);

while( v >= c )

{

v -= c;

d++;

}

dest[pos] = d;

}

dest[3] = '\0';

return dest;

}

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

const char \*u8g\_u8toa(uint8\_t v, uint8\_t d)

{

static char buf[4];

d = 3-d;

return u8g\_u8toap(buf, v) + d;

}