

LCD_screen Library Suite for Pervasive Displays - Reference Manual

Generated by Doxygen 1.8.11

Wed Aug 31 2016 20:00:20

Contents

1	Pervasive Displays Ext Gen 2	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	5
3.1	Class List	5
4	File Index	7
4.1	File List	7
5	Class Documentation	9
5.1	LCD_screen Class Reference	9
5.2	LCD_screen_buffer Class Reference	11
5.2.1	Detailed Description	13
5.2.2	Member Function Documentation	13
5.2.2.1	fontSizeX()	13
5.2.2.2	fontSizeY()	13
5.2.2.3	getFontSize()	14
5.2.2.4	gText(uint16_t x0, uint16_t y0, String s, uint16_t textColour=blackColour, uint16_t backColour=whiteColour, uint8_t ix=1, uint8_t iy=1)	14
5.2.2.5	line(uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)	14
5.2.2.6	point(uint16_t x1, uint16_t y1, uint16_t colour)	14
5.2.2.7	rectangle(uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)	15
5.2.2.8	setFontSize(uint8_t size)	15
5.2.2.9	setFontSolid(bool flag=true)	15
5.3	Screen_EPD Class Reference	16
5.3.1	Member Function Documentation	17
5.3.1.1	clear(uint16_t colour=whiteColour)	17
5.3.1.2	invert(boolean flag)	18
5.3.1.3	WhoAmI()	18

6 File Documentation	19
6.1 LCD_screen.h File Reference	19
6.1.1 Detailed Description	21
6.2 LCD_screen_buffer.h File Reference	21
6.2.1 Detailed Description	23
6.2.2 Macro Definition Documentation	23
6.2.2.1 MAX_FONT_SIZE	23
6.3 LCD_utilities.h File Reference	24
6.3.1 Detailed Description	25
6.4 Screen_EPD.h File Reference	26
6.4.1 Detailed Description	27
6.4.2 Enumeration Type Documentation	27
6.4.2.1 eScreen_EPD_t	27
6.5 Terminal12e.h File Reference	28
6.5.1 Detailed Description	28
6.6 Terminal6e.h File Reference	29
6.6.1 Detailed Description	29
6.7 Terminal8e.h File Reference	30
6.7.1 Detailed Description	30
Index	31

Chapter 1

Pervasive Displays Ext Gen 2

Library for Pervasive Displays e-paper screens

Developed with [embedXcode+](#)

Author

Rei VILO

<http://embeddedcomputing.weebly.com>

Date

Jun 28, 2016

Version

107

Copyright

(c) Rei VILO, 2010-2016 - SPECIAL EDITION FOR ENERGIA

All rights reserved

http://embeddedcomputing.weebly.com/lcd_screen-library-suite

See also

ReadMe.txt for references

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

LCD_screen	9
LCD_screen_buffer	11
Screen_EPD	16

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

LCD_screen	9
LCD_screen_buffer		
Generic class for LCD	11
Screen_EPD	16

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

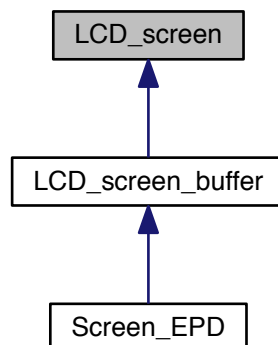
LCD_screen.h		
Class library header	19
LCD_screen_buffer.h		
Class library header	21
LCD_utilities.h		
Library header for LCD_screen		
Project LCD_screen		
Developed with embedXcode	24
Screen_EPD.h		
Library header		
Project LCD_screen Library Suite		
Developed with embedXcode	26
Terminal12e.h		
Extended font library Terminal 12 x 16		
Developed with embedXcode		
28		
Terminal6e.h		
Extended font library Terminal 6 x 8		
Developed with embedXcode		
29		
Terminal8e.h		
Extended font library Terminal 8 x 12		
Developed with embedXcode		
30		

Chapter 5

Class Documentation

5.1 LCD_screen Class Reference

Inheritance diagram for LCD_screen:



Public Member Functions

- virtual void **begin** ()=0
- virtual String **WhoAmI** ()=0
- void **clear** (uint16_t colour=blackColour)
- virtual void **setOrientation** (uint8_t orientation)
- uint8_t **getOrientation** ()
- virtual void **showInformation** (uint16_t x0=0, uint16_t y0=0)
- virtual uint16_t **screenSizeX** ()
- virtual uint16_t **screenSizeY** ()
- virtual void **circle** (uint16_t x0, uint16_t y0, uint16_t radius, uint16_t colour)
- virtual void **arc** (uint16_t x0, uint16_t y0, uint16_t radius, uint16_t start, uint16_t end, uint16_t colour)
- virtual void **line** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
- virtual void **dLine** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint16_t colour)

- virtual void **setPenSolid** (bool flag=true)
- virtual void **triangle** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t x3, uint16_t y3, uint16_t colour)
- virtual void **rectangle** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
- virtual void **dRectangle** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint16_t colour)
- virtual void **point** (uint16_t x1, uint16_t y1, uint16_t colour)
- virtual void **setFontSize** (uint8_t size)=0
- virtual void **setFontSolid** (bool flag=true)
- virtual uint8_t **fontSizeX** ()=0
- virtual uint8_t **fontSizeY** ()=0
- virtual void **gText** (uint16_t x0, uint16_t y0, String s, uint16_t textColour=whiteColour, uint16_t backColour=blackColour, uint8_t ix=1, uint8_t iy=1)=0
- uint16_t **calculateColour** (uint8_t red, uint8_t green, uint8_t blue)
- void **splitColour** (uint16_t rgb, uint8_t &red, uint8_t &green, uint8_t &blue)
- uint16_t **halveColour** (uint16_t rgb)
- uint16_t **averageColour** (uint16_t rgb1, uint16_t rgb2)
- uint16_t **reverseColour** (uint16_t rgb)
- bool **isReadable** ()
- bool **isStorage** ()
- virtual uint16_t **readPixel** (uint16_t x1, uint16_t y1)
- virtual void **copyPaste** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t dx, uint16_t dy)
- virtual void **copyArea** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint32_t &address)
- virtual void **pasteArea** (uint16_t x0, uint16_t y0, uint16_t dx, uint16_t dy, uint32_t &address, bool option=false)
- bool **isTouch** ()
- bool **getTouch** (uint16_t &x, uint16_t &y, uint16_t &z)
- void **calibrateTouch** ()

Protected Member Functions

- virtual void **_fastFill** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)=0
- virtual void **_setPoint** (uint16_t x1, uint16_t y1, uint16_t colour)=0
- virtual void **_getRawTouch** (uint16_t &x0, uint16_t &y0, uint16_t &z0)=0
- virtual void **_setWindow** (uint16_t x0, uint16_t y0, uint16_t x1, uint16_t y1)=0
- virtual void **_writeData88** (uint8_t dataHigh8, uint8_t dataLow8)=0
- void **_displayTarget** (uint16_t x0, uint16_t y0, uint16_t colour)
- void **_swap** (int16_t &a, int16_t &b)
- void **_swap** (uint16_t &a, uint16_t &b)
- void **_swap** (uint8_t &a, uint8_t &b)
- uint16_t **_check** (uint16_t x0, uint16_t xmin, uint16_t xmax)
- void **_triangleArea** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t x3, uint16_t y3, uint16_t colour)
- bool **_inValue** (int16_t value, int16_t valueLow, int16_t valueHigh)
- bool **_inSector** (int16_t valueStart, int16_t valueEnd, int16_t sectorLow, int16_t sectorHigh, int16_t criteriaStart, int16_t criteriaEnd, int16_t criteriaLow, int16_t criteriaHigh, int16_t criteria)
- bool **_inCycle** (int16_t value, int16_t valueLow, int16_t valueHigh)

Protected Attributes

- uint8_t _fontX
- uint8_t _fontY
- uint8_t _fontSize
- uint8_t _orientation
- bool _penSolid
- bool _fontSolid
- bool _flagRead
- bool _flagStorage
- uint16_t _screenWidth
- uint16_t _screenHeight
- uint8_t _touchTrim
- uint16_t _touchXmin
- uint16_t _touchXmax
- uint16_t _touchYmin
- uint16_t _touchYmax

The documentation for this class was generated from the following files:

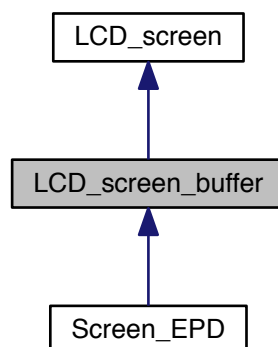
- [LCD_screen.h](#)
- LCD_screen.cpp

5.2 LCD_screen_buffer Class Reference

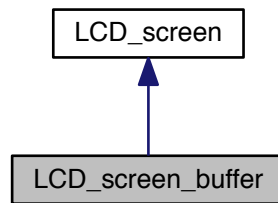
Generic class for LCD.

```
#include <LCD_screen_buffer.h>
```

Inheritance diagram for LCD_screen_buffer:



Collaboration diagram for LCD_screen_buffer:



Public Member Functions

- [LCD_screen_buffer](#) ()

Constructor.

General

- void [clear](#) (uint16_t colour=blackColour)

Clear the screen.

Graphics

- virtual void [line](#) (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
Draw line, rectangle coordinates.
- virtual void [rectangle](#) (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
Draw rectangle, rectangle coordinates.
- virtual void [point](#) (uint16_t x1, uint16_t y1, uint16_t colour)
Draw pixel.

Text

- virtual void [setFontSize](#) (uint8_t size)
Select font size.
- uint8_t [getFontSize](#) ()
Get font size.
- virtual void [setFontSolid](#) (bool flag=true)
Set transparent or opaque text.
- virtual uint8_t [fontSizeX](#) ()
Font size, x-axis.
- virtual uint8_t [fontSizeY](#) ()
Font size, y-axis.
- virtual void [gText](#) (uint16_t x0, uint16_t y0, String s, uint16_t textColour=blackColour, uint16_t backColour=whiteColour, uint8_t ix=1, uint8_t iy=1)
Draw ASCII Text (pixel coordinates) with selection of size.

Protected Member Functions

- virtual void **_setOrientation** (uint8_t orientation)=0
- virtual void **_orientCoordinates** (uint16_t &x1, uint16_t &y1)=0
- void **_setWindow** (uint16_t x0, uint16_t y0, uint16_t x1, uint16_t y1)
- void **_closeWindow** ()
- virtual void **_setPoint** (uint16_t x1, uint16_t y1, uint16_t colour)=0
- void **_fastFill** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)
- void **_writeData88** (uint8_t dataHigh8, uint8_t dataLow8)
- void **_getRawTouch** (uint16_t &x0, uint16_t &y0, uint16_t &z0)
- void **_triangleArea** (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t x3, uint16_t y3, uint16_t colour)
- uint8_t **_getCharacter** (uint8_t c, uint8_t i)
- void **_setIntensity** (uint8_t intensity)
- void **_setBacklight** (bool flag)
- void **_swap** (int16_t &a, int16_t &b)
- void **_swap** (uint16_t &a, uint16_t &b)
- void **_swap** (uint8_t &a, uint8_t &b)
- uint16_t **_check** (uint16_t x0, uint16_t xmin, uint16_t xmax)

Protected Attributes

- uint32_t **_msEnergy**
- uint32_t **_chronoEnergy**
- bool **_stateEnergy**
- bool **_flagIntensity**

5.2.1 Detailed Description

Generic class for LCD.

5.2.2 Member Function Documentation

5.2.2.1 uint8_t LCD_screen_buffer::fontSizeX () [virtual]

Font size, x-axis.

Returns

horizontal size of current font, in pixels

Implements [LCD_screen](#).

5.2.2.2 uint8_t LCD_screen_buffer::fontSizeY () [virtual]

Font size, y-axis.

Returns

vertical size of current font, in pixels

Implements [LCD_screen](#).

5.2.2.3 uint8_t LCD_screen_buffer::getFontSize ()

Get font size.

Returns

font size, default = 0 = small, 1 = large

5.2.2.4 void LCD_screen_buffer::gText(uint16_t x0, uint16_t y0, String s, uint16_t textColour=blackColour, uint16_t backColour=whiteColour, uint8_t ix=1, uint8_t iy=1) [virtual]

Draw ASCII Text (pixel coordinates) with selection of size.

Parameters

<i>x0</i>	point coordinate, x-axis
<i>y0</i>	point coordinate, y-axis
<i>s</i>	text string
<i>textColour</i>	16-bit colour, default = black
<i>backColour</i>	16-bit colour, default = white
<i>ix</i>	x-axis font size multiplier, default = 1
<i>iy</i>	y-axis font size multiplier, default = 1

More: Colours

Implements [LCD_screen](#).

5.2.2.5 void LCD_screen_buffer::line(uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour) [virtual]

Draw line, rectangle coordinates.

Parameters

<i>x1</i>	top left coordinate, x-axis
<i>y1</i>	top left coordinate, y-axis
<i>x2</i>	bottom right coordinate, x-axis
<i>y2</i>	bottom right coordinate, y-axis
<i>colour</i>	16-bit colour

Reimplemented from [LCD_screen](#).

5.2.2.6 void LCD_screen_buffer::point(uint16_t x1, uint16_t y1, uint16_t colour) [virtual]

Draw pixel.

Parameters

<i>x1</i>	point coordinate, x-axis
<i>y1</i>	point coordinate, y-axis
<i>colour</i>	16-bit colour

More: Coordinates, Colours

Reimplemented from [LCD_screen](#).

5.2.2.7 `void LCD_screen_buffer::rectangle (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2, uint16_t colour)` [virtual]

Draw rectangle, rectangle coordinates.

Parameters

<i>x1</i>	top left coordinate, x-axis
<i>y1</i>	top left coordinate, y-axis
<i>x2</i>	bottom right coordinate, x-axis
<i>y2</i>	bottom right coordinate, y-axis
<i>colour</i>	16-bit colour

More: Coordinates, Colours

Reimplemented from [LCD_screen](#).

5.2.2.8 `void LCD_screen_buffer::setFontSize (uint8_t size)` [virtual]

Select font size.

Parameters

<i>size</i>	default = 0 = small, 1 = large
-------------	--------------------------------

Warning

Definition for this method is compulsory.

Implements [LCD_screen](#).

5.2.2.9 `void LCD_screen_buffer::setFontSolid (bool flag = true)` [virtual]

Set transparent or opaque text.

Parameters

<i>flag</i>	default = 1 = opaque = solid, false = transparent
-------------	---

Warning

Definition for this method is compulsory.

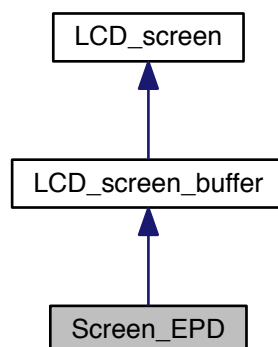
Reimplemented from [LCD_screen](#).

The documentation for this class was generated from the following files:

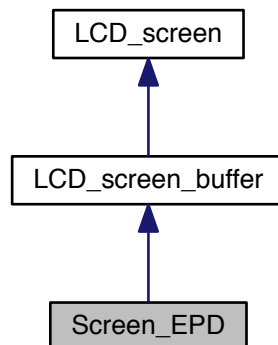
- [LCD_screen_buffer.h](#)
- [LCD_screen_buffer.cpp](#)

5.3 Screen_EPD Class Reference

Inheritance diagram for Screen_EPD:



Collaboration diagram for Screen_EPD:



Public Member Functions

- [Screen_EPD](#) ([eScreen_EPD_t](#) eScreen)
Constructor with default pins.
- void [begin](#) ()
Initialisation.
- String [WhoAml](#) ()
Request information about the screen.
- void [clear](#) (uint16_t colour=whiteColour)
Clear the screen.
- void [invert](#) (boolean flag)
Invert screen.
- void [flush](#) ()
Display.
- uint8_t [getResult](#) ()
Return last result code.

Additional Inherited Members

5.3.1 Member Function Documentation

5.3.1.1 void Screen_EPD::clear (uint16_t colour = whiteColour)

Clear the screen.

Parameters

<i>colour</i>	default=white
---------------	---------------

5.3.1.2 void Screen_EPD::invert (boolean *flag*)

Invert screen.

Parameters

<i>flag</i>	true to invert, false for normal screen
-------------	---

5.3.1.3 String Screen_EPD::WhoAml () [virtual]

Request information about the screen.

Returns

string with hardware version

Implements [LCD_screen](#).

The documentation for this class was generated from the following files:

- [Screen_EPD.h](#)
- Screen_EPD.cpp

Chapter 6

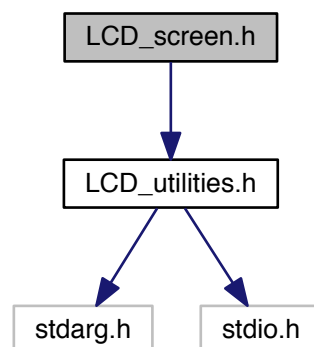
File Documentation

6.1 LCD_screen.h File Reference

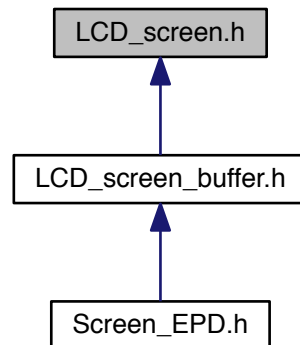
Class library header.

```
#include "LCD_utilities.h"
```

Include dependency graph for LCD_screen.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [LCD_screen](#)

Macros

- `#define LCD_SCREEN_RELEASE 114`

Variables

- `const uint16_t blackColour = 0b0000000000000000`
- `const uint16_t whiteColour = 0b1111111111111111`
- `const uint16_t redColour = 0b1111100000000000`
- `const uint16_t greenColour = 0b0000011111100000`
- `const uint16_t blueColour = 0b0000000000011111`
- `const uint16_t yellowColour = 0b1111111111100000`
- `const uint16_t cyanColour = 0b0000011111111111`
- `const uint16_t orangeColour = 0b1111101111100000`
- `const uint16_t magentaColour = 0b1111100000011111`
- `const uint16_t violetColour = 0b1111100000011111`
- `const uint16_t grayColour = 0b0111101111101111`
- `const uint16_t greyColour = 0b0111101111101111`
- `const uint16_t darkGrayColour = 0b0011100111100111`

6.1.1 Detailed Description

Class library header.

Generic LCD class library

Project [LCD_screen](#)

Developed with [embedXcode](#)

Author

Rei VILO
embedXcode.weebly.com

Date

Dec 10, 2013

Copyright

(c) Rei VILO, 2013-2016 - SPECIAL EDITION FOR ENERGIA
All rights reserved
http://embeddedcomputing.weebly.com/lcd_screen-library-suite

Dual license:

- For hobbyists and for personal usage: Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)
- For professionals or organisations or for commercial usage: All rights reserved

For any enquiry about license, <http://embeddedcomputing.weebly.com/contact>

.txt for references

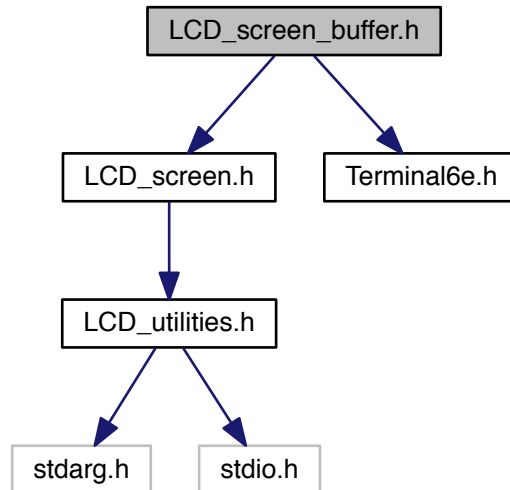
6.2 LCD_screen_buffer.h File Reference

Class library header.

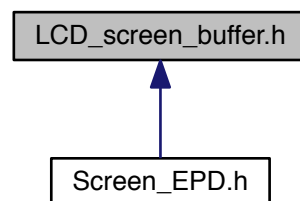
```
#include "LCD_screen.h"
```

```
#include "Terminal6e.h"
```

Include dependency graph for LCD_screen_buffer.h:



This graph shows which files directly or indirectly include this file:



Classes

- class `LCD_screen_buffer`
Generic class for LCD.

Macros

- `#define LCD_SCREEN_BUFFER_RELEASE 302`
Library release number.
- `#define MAX_FONT_SIZE 1`
Biggest font size.

6.2.1 Detailed Description

Class library header.

Generic LCD with buffer class library

Project [LCD_screen](#) Library Suite

Developed with [embedXcode](#)

Author

Rei VILO

<http://embedXcode.weebly.com>

Date

Aug 03, 2016

Version

302

Copyright

(c) Rei VILO, 2010-2016 - SPECIAL EDITION FOR ENERGIA

All rights reserved

http://embeddedcomputing.weebly.com/lcd_screen-library-suite

Dual license:

- For hobbyists and for personal usage: Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)
- For professionals or organisations or for commercial usage: All rights reserved

For any enquiry about license, <http://embeddedcomputing.weebly.com/contact>

See also

ReadMe.txt for references

6.2.2 Macro Definition Documentation

6.2.2.1 #define MAX_FONT_SIZE 1

Biggest font size.

Based on the MCU, by default=0

6.3 LCD_utilities.h File Reference

Library header for [LCD_screen](#)

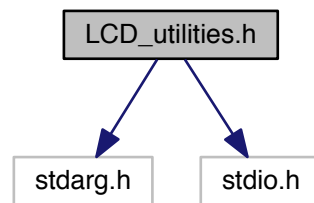
Project [LCD_screen](#)

Developed with [embedXcode](#)

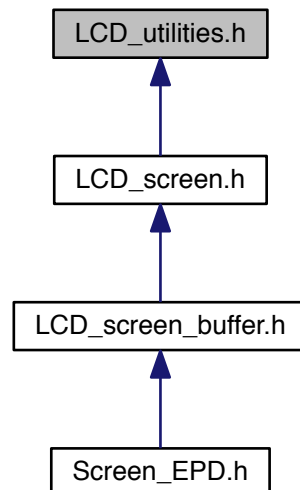
```
#include "stdarg.h"
```

```
#include "stdio.h"
```

Include dependency graph for LCD_utilities.h:



This graph shows which files directly or indirectly include this file:



Macros

- `#define LCD_UTILITIES_RELEASE 102`

Functions

- int32_t **cos32x100** (int32_t degreesX100)
- int32_t **sin32x100** (int32_t degreesX100)
- String **utf2iso** (String s)
- String **htoa** (uint32_t number, uint8_t size=0)
- String **btoa** (uint16_t number, uint8_t size=8)
- String **ttoa** (uint32_t number, uint8_t size=0)
- String **i32toa** (int32_t number, int32_t unit=1, uint8_t decimal=0, uint8_t size=0)
- String **formatString** (const char *format,...)

6.3.1 Detailed Description

Library header for [LCD_screen](#)

Project [LCD_screen](#)

Developed with [embedXcode](#)

Author

Rei VILO
embedXcode.weebly.com

Date

Sep 18, 2013

Copyright

(c) Rei VILO, 2010-2016 - SPECIAL EDITION FOR ENERGIA
All rights reserved
http://embeddedcomputing.weebly.com/lcd_screen-library-suite

Dual license:

- For hobbyists and for personal usage: Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)
- For professionals or organisations or for commercial usage: All rights reserved

For any enquiry about license, <http://embeddedcomputing.weebly.com/contact>

.txt for references

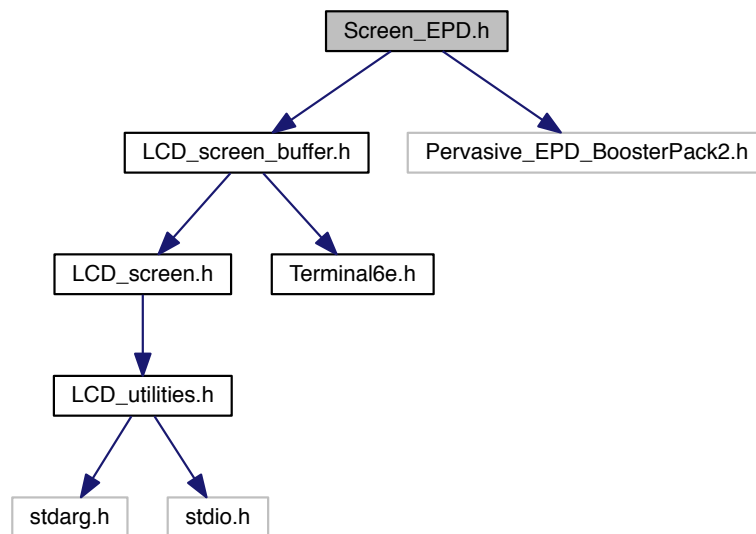
6.4 Screen_EPD.h File Reference

Library header

Project [LCD_screen](#) Library Suite

Developed with [embedXcode](#)

```
#include "LCD_screen_buffer.h"
#include "Pervasive_EPD_BoosterPack2.h"
Include dependency graph for Screen_EPD.h:
```



Classes

- class [Screen_EPD](#)

Macros

- `#define Screen_EPD_RELEASE 107`
Library release number.

Enumerations

- enum `eScreen_EPD_t` {
[eScreen_EPD_eTC_144_Mb](#), [eScreen_EPD_eTC_190_Mb](#), [eScreen_EPD_eTC_200_Mb](#), [eScreen_EPD_eTC_260_Mb](#),
[eScreen_EPD_eTC_271_Ma](#), [eScreen_EPD_eTC_271_Mb](#), [eScreen_EPD_iTC_215](#), [eScreen_EPD_iTC_287](#),
[eScreen_EPD_iTC_420](#) }
List of supported Pervasive Displays.

6.4.1 Detailed Description

Library header

Project [LCD_screen](#) Library Suite

Developed with [embedXcode](#)

- SPECIAL EDITION FOR ENERGIA

Author

Rei VILO

<http://embeddedcomputing.weebly.com>

Date

Sep 01, 2016

Version

108

Copyright

(c) Rei VILO, 2010-2016 - SPECIAL EDITION FOR ENERGIA

All rights reserved

http://embeddedcomputing.weebly.com/lcd_screen-library-suite

Dual license:

For hobbyists and for personal usage: Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0)

- For professionals or organisations or for commercial usage: All rights reserved

For any enquiry about license, <http://embeddedcomputing.weebly.com/contact>

See also

ReadMe.txt for references

6.4.2 Enumeration Type Documentation

6.4.2.1 enum eScreen_EPD_t

List of supported Persvasice Displays.

Enumerator

eScreen_EPD_eTC_144_Mb eScreen_EPD_eTC_144_Mb
eScreen_EPD_eTC_190_Mb eScreen_EPD_eTC_190_Mb
eScreen_EPD_eTC_200_Mb eScreen_EPD_eTC_200_Mb
eScreen_EPD_eTC_260_Mb eScreen_EPD_eTC_260_Mb
eScreen_EPD_eTC_271_Ma eScreen_EPD_eTC_271_Ma
eScreen_EPD_eTC_271_Mb eScreen_EPD_eTC_271_Mb
eScreen_EPD_iTC_215 eScreen_EPD_iTC_215
eScreen_EPD_iTC_287 eScreen_EPD_iTC_287
eScreen_EPD_iTC_420 eScreen_EPD_iTC_420

6.5 Terminal12e.h File Reference

Extended font library Terminal 12 x 16

Developed with [embedXcode](#)

.

Macros

- `#define` **TERMINAL12E_FONT_RELEASE** 102

6.5.1 Detailed Description

Extended font library Terminal 12 x 16

Developed with [embedXcode](#)

.

Author

Rei VILO

<http://embeddedcomputing.weebly.com>

Date

May 26, 2012

Copyright

(c) Rei VILO, 2012-2016 - SPECIAL EDITION FOR ENERGIA
Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)

See also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0
MikroElektronika 2011 <http://www.mikroe.com>

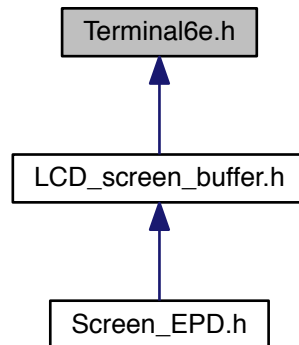
6.6 Terminal6e.h File Reference

Extended font library Terminal 6 x 8

Developed with [embedXcode](#)

.

This graph shows which files directly or indirectly include this file:



Macros

- `#define TERMINAL6E_FONT_RELEASE 102`

6.6.1 Detailed Description

Extended font library Terminal 6 x 8

Developed with [embedXcode](#)

.

Author

Rei VILO
<http://embeddedcomputing.weebly.com>

Date

May 26, 2012

Copyright

(c) Rei VILO, 2012-2016 - SPECIAL EDITION FOR ENERGIA
Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)

See also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0
MikroeElektronika 2011 <http://www.mikroe.com>

6.7 Terminal8e.h File Reference

Extended font library Terminal 8 x 12

Developed with [embedXcode](#)

.

Macros

- `#define` **TERMINAL8E_FONT_RELEASE** 102

6.7.1 Detailed Description

Extended font library Terminal 8 x 12

Developed with [embedXcode](#)

.

Author

Rei VILO

<http://embeddedcomputing.weebly.com>

Date

May 26, 2012

Copyright

(c) Rei VILO, 2012-2016 - SPECIAL EDITION FOR ENERGIA

Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)

See also

Font Generated by MikroElektronika GLCD Font Creator 1.2.0.0

MikroeElektronika 2011 <http://www.mikroe.com>

Index

- clear
 - Screen_EPD, [17](#)
- eScreen_EPD_eTC_144_Mb
 - Screen_EPD.h, [27](#)
- eScreen_EPD_eTC_190_Mb
 - Screen_EPD.h, [27](#)
- eScreen_EPD_eTC_200_Mb
 - Screen_EPD.h, [27](#)
- eScreen_EPD_eTC_260_Mb
 - Screen_EPD.h, [27](#)
- eScreen_EPD_eTC_271_Ma
 - Screen_EPD.h, [27](#)
- eScreen_EPD_eTC_271_Mb
 - Screen_EPD.h, [27](#)
- eScreen_EPD_iTC_215
 - Screen_EPD.h, [27](#)
- eScreen_EPD_iTC_287
 - Screen_EPD.h, [27](#)
- eScreen_EPD_iTC_420
 - Screen_EPD.h, [27](#)
- eScreen_EPD_t
 - Screen_EPD.h, [27](#)
- fontSizeX
 - LCD_screen_buffer, [13](#)
- fontSizeY
 - LCD_screen_buffer, [13](#)
- gText
 - LCD_screen_buffer, [14](#)
- getFontSize
 - LCD_screen_buffer, [13](#)
- invert
 - Screen_EPD, [17](#)
- LCD_screen, [9](#)
- LCD_screen.h, [19](#)
- LCD_screen_buffer, [11](#)
 - fontSizeX, [13](#)
 - fontSizeY, [13](#)
 - gText, [14](#)
 - getFontSize, [13](#)
 - line, [14](#)
 - point, [14](#)
 - rectangle, [15](#)
 - setFontSize, [15](#)
 - setFontSolid, [15](#)
- LCD_screen_buffer.h, [21](#)
 - MAX_FONT_SIZE, [23](#)
- LCD_utilities.h, [24](#)
- line
 - LCD_screen_buffer, [14](#)
- MAX_FONT_SIZE
 - LCD_screen_buffer.h, [23](#)
- point
 - LCD_screen_buffer, [14](#)
- rectangle
 - LCD_screen_buffer, [15](#)
- Screen_EPD.h, [26](#)
 - eScreen_EPD_eTC_144_Mb, [27](#)
 - eScreen_EPD_eTC_190_Mb, [27](#)
 - eScreen_EPD_eTC_200_Mb, [27](#)
 - eScreen_EPD_eTC_260_Mb, [27](#)
 - eScreen_EPD_eTC_271_Ma, [27](#)
 - eScreen_EPD_eTC_271_Mb, [27](#)
 - eScreen_EPD_iTC_215, [27](#)
 - eScreen_EPD_iTC_287, [27](#)
 - eScreen_EPD_iTC_420, [27](#)
 - eScreen_EPD_t, [27](#)
- Screen_EPD, [16](#)
 - clear, [17](#)
 - invert, [17](#)
 - WhoAml, [18](#)
- setFontSize
 - LCD_screen_buffer, [15](#)
- setFontSolid
 - LCD_screen_buffer, [15](#)
- Terminal12e.h, [28](#)
- Terminal6e.h, [29](#)
- Terminal8e.h, [30](#)
- WhoAml
 - Screen_EPD, [18](#)