

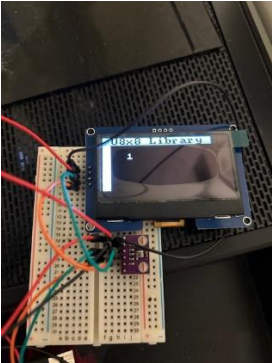
I have used the examples u8g2 as suggested, I have loaded:

- U8G2 U8X8 Graphic Tests

The constructor

```
U8X8_SSD1306_128X64_NONAME_HW_I2C u8x8(/* reset=*/ U8X8_PIN_NONE);
```

The picture is below:



- U8G2 Page Buffer u8g2 logo

The constructor

```
U8G2_SSD1306_128X64_NONAME_1_HW_I2C u8g2(U8G2_R0, /* reset=*/ U8X8_PIN_NONE);
```

The picture is below:



- U8G2 Full Buffer u8g2 logo

The constructor

The picture is below



Substantially in Full Buffer and Page Buffer there are no differences. I had already tested that. I cannot use Full Buffer option for the RAM consumption and I suspect that in Page Buffer some graphic functions like `drawLine()` or `drawBox` are not always working. Shall I have to use `drawHLine()`, `drawVLine()`?