```
/*

  GraphicsTest.ino

  Some graphics/text output for U8x8 API

  Universal 8bit Graphics Library (https://github.
com/olikraus/u8g2/)

  Copyright (c) 2016, olikraus@gmail.com
  All rights reserved.

  Redistribution and use in source and binary forms, with or
without  modification,
  are permitted provided that the following conditions are
met:

  * Redistributions of source code must retain the above
copyright notice, this list
    of conditions and the following disclaimer.

  * Redistributions in binary form must reproduce the above
copyright notice, this
    list of conditions and the following disclaimer in the
documentation and/or other
    materials provided with the distribution.

  THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND
  CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES
  INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
  MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE
  DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR
  CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT,
INCIDENTAL,
  SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING,
BUT
  NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR
SERVICES;
```

```
*/
#include <Arduino.h>
#include <U8g2lib.h>

#ifdef U8X8_HAVE_HW_SPI
#include <SPI.h>
#endif
#ifdef U8X8_HAVE_HW_I2C
#include <Wire.h>
#endif

U8G2_ST7567_ENH_DG128064I_1_4W_SW_SPI u8g2(U8G2_MIRROR, /*
clock=*/ D1, /* data=*/ D2, /* cs=*/ D7, /* dc=*/ D6, /*
reset=*/ D5);

void setup(void) {


  u8g2.begin();
   u8g2.setContrast(170);
}

void drawLogo(void)
{
  uint8_t mdy = 0;
  if ( u8g2.getDisplayHeight() < 59 )
    mdy = 5;

    u8g2.setFontMode(1);  // Transparent
```

```cpp
      u8g2.setDrawColor(1);
#ifdef  MINI_LOGO

      u8g2.setFontDirection(0);
       u8g2.setFont(u8g2_font_inb16_mf);
      u8g2.drawStr(0, 22, "U");

      u8g2.setFontDirection(1);
       u8g2.setFont(u8g2_font_inb19_mn);
      u8g2.drawStr(14,8,"8");

      u8g2.setFontDirection(0);
       u8g2.setFont(u8g2_font_inb16_mf);
      u8g2.drawStr(36,22,"g");
       u8g2.drawStr(48,22,"\xb2");

      u8g2.drawHLine(2, 25, 34);
      u8g2.drawHLine(3, 26, 34);
      u8g2.drawVLine(32, 22, 12);
      u8g2.drawVLine(33, 23, 12);
#else

      u8g2.setFontDirection(0);
       u8g2.setFont(u8g2_font_inb24_mf);
      u8g2.drawStr(0, 30-mdy, "U");

      u8g2.setFontDirection(1);
       u8g2.setFont(u8g2_font_inb30_mn);
      u8g2.drawStr(21,8-mdy,"8");

      u8g2.setFontDirection(0);
       u8g2.setFont(u8g2_font_inb24_mf);
      u8g2.drawStr(51,30-mdy,"g");
       u8g2.drawStr(67,30-mdy,"\xb2");

      u8g2.drawHLine(2, 35-mdy, 47);
      u8g2.drawHLine(3, 36-mdy, 47);
      u8g2.drawVLine(45, 32-mdy, 12);
```

```cpp
    u8g2.drawVLine(46, 33-mdy, 12);

#endif


}


void  drawURL(void)
{
#ifndef  MINI_LOGO
    u8g2.setFont(u8g2_font_4x6_tr);
   if ( u8g2.getDisplayHeight() < 59 )
   {
      u8g2.drawStr(89,20-5,"github.com");
      u8g2.drawStr(73,29-5,"/olikraus/u8g2");
   }
   else
   {
      u8g2.drawStr(1,54,"github.com/olikraus/u8g2");
   }
#endif
}


void loop(void) {
   u8g2.firstPage();
   do {
     drawLogo();
     drawURL();
   } while ( u8g2.nextPage() );
   delay(4000);
}
```