//Pat McMahon

//A009-OLED-Graphics White

#include <Adafruit\_SSD1306.h>

#include <Adafruit\_GFX.h>

#include <Adafruit\_SPITFT.h>

#include <Adafruit\_SPITFT\_Macros.h>

#include <gfxfont.h>

/\*-------------------------------------------------------------------------------------

 \* Template file for 4-pin I2C OLED display, e.g. from Geekcreit

 \* using Adafruit SSD1306 driver and GFX libraries.

 \* Tutorial:

 \* https://startingelectronics.org/tutorials/arduino/modules/OLED-128x64-I2C-display/

 \*-------------------------------------------------------------------------------------\*/

#include <Wire.h>

#include <Adafruit\_SSD1306.h>

#include <Adafruit\_GFX.h>

#include <Wire.h>

#include <Adafruit\_SSD1306.h>

#include <Adafruit\_GFX.h>

// OLED display TWI address

#define OLED\_ADDR 0x3C

Adafruit\_SSD1306 display(-1);

#if (SSD1306\_LCDHEIGHT != 64)

//#error("Height incorrect, please fix Adafruit\_SSD1306.h!");

#endif

void setup() {

 // initialize and clear display

 display.begin(SSD1306\_SWITCHCAPVCC, OLED\_ADDR);

 display.clearDisplay();

 display.display();

 // display a pixel in each corner of the screen

 display.drawPixel(0, 0, WHITE);

 display.drawPixel(127, 0, WHITE);

 display.drawPixel(0, 63, WHITE);

 display.drawPixel(127, 63, WHITE);

 // display a line of text

 display.setTextSize(1);

 display.setTextColor(WHITE);

 display.setCursor(27,30);

 display.print("Hello, world!");

 // update display with all of the above graphics

 display.display();

}

void loop() {

 // put your main code here, to run repeatedly:

}