

TerSer and TerOled

Numbers can be displayed on the Arduino terminal with the well-known Serial.print. Numbers can be displayed on an Oled with the Adafruit GFX library and display.print.

Serial.print standard sur Arduino Setup: Serial.begin (9600);		Adafruit SSD1306 Setup : 4 #include < > lines	
<pre>void loop() { Serial.println (val++,BIN); delay (100); }</pre>		<pre>void loop() { display.clearDisplay(); display.setCursor (20,10); //x,y display.println (val++,BIN); display.display(); delay (100); }</pre>	
1706 bytes, 189 var The screen scrolls, the numbers zig-zag	11 100 101 110 111 1000	9286 bytes, 1305 var A byte is 1 to 8 bits !	

Why not use two compatible libraries that are easier to use and much more compact and efficient?

TerSer #include "TerSer.h" Setup: SetupTerser();		TerOled #include "TerOledTwi.h" Setup: SetupTerOledTwi();	
<pre>void loop() { Bin8 (val++); CR(); delay (100); }</pre>		<pre>void loop() { LiCol (2,10); // cursor at line 2, column 10 Bin8 (val++); delay (100); }</pre>	
672 bytes, 10 var Zeros or spaces are displayed	00000011 00000100 00000101 00000110 00000111 00001000	1566 bytes, 12 var Always 8 bits for a byte	
https://git.boxtec.ch/didel/TerSer.git		https://github.com/nicoud/TerOled.git	

Why TerSer is so short?

TerSer does not have a buffer. What is the point in this case? The functions are optimized and portable in simple C, actually a little longer because of the 4 display modes (position of the sign, display of leading zeros).

Why is TerOled so short?

The Adafruit library relies on Wire and SPI while TerOled uses the AVR 328's Twi primitives in write-only mode. The map bit in memory is needed to draw geometric figures. For numbers, you have to refresh after each number, which is terribly slow.

TerOled has a 96-character generator with narrower digits and lowercase letters.
 The function Dot (x, y); allows you to draw simplified graphs that show the evolution of the variables.
 Oled can be wired on any 2 pins with **TerOledBbxx.h**.

