```
void Byte2Write(unsigned char B2Write,
                                unsigned char Xpos,
                                unsigned char Ypos,
                                unsigned char DisplayMode)
{
unsigned char shift1;
unsigned char shift2;
unsigned char mask = 0xff;


        shift1 = Ypos % 8;
        shift2 = 8 - shift1;



        if(DisplayMode == NORMAL)
        {
                DisplayBuffer_uc[Xpos + (Ypos / 8) * 128] &= ~(mask << (shift1));
                DisplayBuffer_uc[Xpos + (Ypos / 8) * 128] |= (B2Write << shift1);
                if(shift2 != 8)
                  {
                  DisplayBuffer_uc[Xpos + (Ypos / 8) * 128 + 128] &= ~(mask >> shift2);
                  DisplayBuffer_uc[Xpos + (Ypos / 8) * 128 + 128] |= (B2Write >> shift2);
                  }
        }
}


void WriteCharacter(unsigned char Char2Write,
                                        unsigned char Xpos,
                                        unsigned char Ypos,
                                        unsigned char DisplayMode)
{
int i;
int index;

        index = (Char2Write - 0x20);
        for (i=0; i < 6; i++)
        {
                Byte2Write(AsciiCharacters[index][i], Xpos, Ypos, DisplayMode);
                Xpos++;
        }

}
```