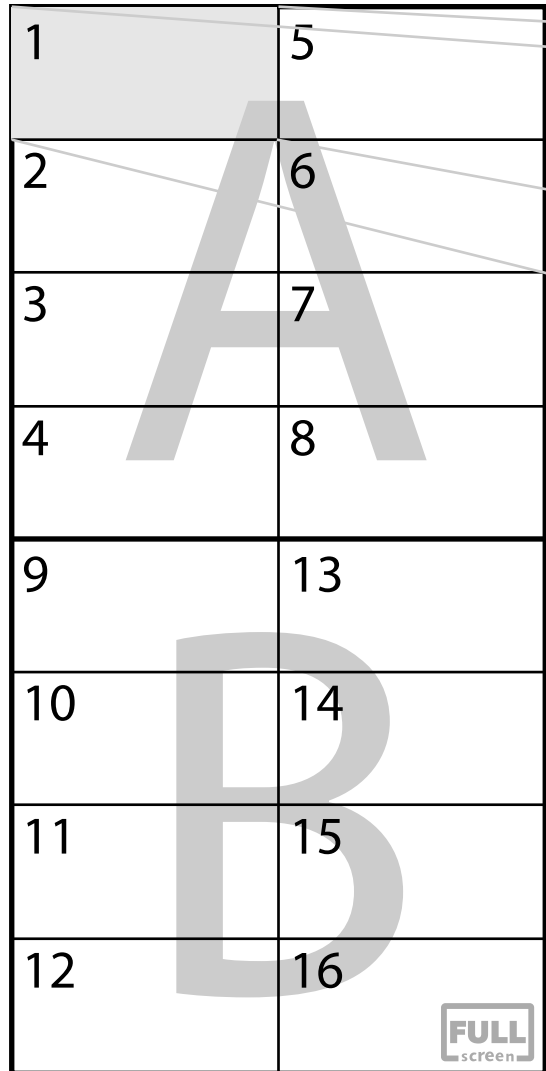
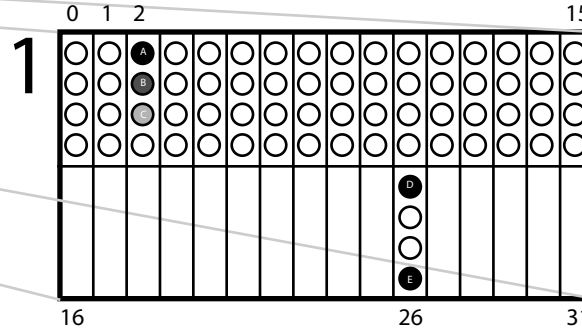


# LED panel layout by MAXControllers

16x8 LEDS per MAX6960



Max 1 till 16 on mainboard control these sections of the panel  
Front view onto the LEDS



MAXES are in direct addressing mode, using 2bit per pixel intensity control. We defined all pixelsstrips in the screen as one big row (MAX config during startup). This all means every byte of pixel data controls 4 leds at a time. And MAX will wrap nothing based on screensize.

For example:

To switch on pixels A, B,C we send: (24 BITS (direct addressing) in 3 bytes)  
 byte0 = 0; (0 is top half A, 1 is bottom half B of total screen)  
 byte1 = B00000010; value 2 means third column of 4 LEDS (2 bits per pixel mode)  
 byte2 = B11 10 01 00, on ●●●○ off

Example 2:

To switch on pixel D,E we send: (24 BITS in 3 bytes)  
 byte0 = 0; (0 is top half A, 1 is bottom half B)  
 byte1 = B00011010; value 26 means 27th column of 4 LEDS (2 bits per pixel mode)  
 byte2 = B11000011, meaning top en bottom led, full on.

To summarize:

For byte0 = 0 and byte1 is going from 0 to 255 this gives all addresses in section A. The same goes for section B for byte0 =1.