Perf MX

LED 1	Red LED 1	LED 3	LED 2	LED 3	LED 2	LED 1	Binary 1*)	Binary 2	Hex 1	Hex 2
0 0 **1** 0	0 0 0 0	0 0 0 0	0 0 0 0			green	00100000	00000000	20	0
0 0 0 0	0 0 0 0	0 0 **1** 0	0 0 0 0	green			00000000	00100000	0	20
0 0 0 0	0 0 0 0	0 0 0 0	0 0 **1** 0		green		00000000	00000010	0	2
									0	0
0 0 **1** 0	0 0 **1** 0	0 0 0 0	0 0 0 0			orange	00100010	00000000	22	0
0 0 0 0	0 0 **1** 0	0 0 0 0	0 0 0 0			red	00000010	00000000	2	0
0 0 **1** **1**	0 0 0 0	0 0 0 0	0 0 0 0			blink	00110000	00000000	30	0
0 0 0 0	0 0 0 0	0 0 **1** **1**	0 0 0 0	blink			00000000	00110000	0	30
0 0 0 0	0 0 0 0	0 0 0 0	0 0 **1** **1**		blink		00000000	00000011	0	3
0 0 **1** **1**	0 0 **1** **1**	0 0 0 0	0 0 0 0			blink (orange)	00110011	00000000	33	0
0 0 0 0	0 0 **1** **1**	0 0 0 0	0 0 0 0			blink (red)	00000011	00000000	3	0
0 0 0 **1**	0 0 0 0	0 0 0 **1**	0 0 0 **1**	clear	clear	clear **)	00010000	00010001	10	11

Example: all 3 green LEDs on, static

| 0 0 **1** 0 | 0 0 0 0 | 0 0 **1** 0 | 0 0 **1** 0 | green | green | green | 00100000 | 00100010 | 20 | 22 |

*) numbers refer to the uint16_t register (ALL_OFF: 1 << 0 | 1 << 4 | 1 << 8 | 1 << 12)
**) clears the green LED only