byte*drawingLetters; // Three-dimensional array for all letters (level), each letter has 8 line and 6 column (line vertical, column horizontal)**
void LEDMatrix8::InitializeLetters

First letter

	Column →					
← Line	0/0/0	0/0/1	0/0/2	0/0/3	0/0/4	0/0/5
	0/1/0	0/1/1	0/1/2	0/1/3	0/1/4	0/1/5
	0/2/0	0/2/1	0/2/2	0/2/3	0/2/4	0/2/5
	0/3/0	0/3/1	0/3/2	0/3/3	0/3/4	0/3/5
	0/4/0	0/4/1	0/4/2	0/4/3	0/4/4	0/4/5
	0/5/0	0/5/1	0/5/2	0/5/3	0/5/4	0/5/4
	0/6/0	0/6/1	0/6/2	0/6/3	0/6/4	0/6/5
	0/7/0	0/7/1	0/7/2	0/7/3	0/7/4	0/7/5

Example T

1	1	1	1	1	0
0	0	1	0	0	0
0	0	1	0	0	0
0	0	1	0	0	0
0	0	1	0	0	0
0	0	1	0	0	0
0	0	1	0	0	0
2	2	2	2	2	0

Second letter

	Column →					
← Line	1/0/0	1/0/1	1/0/2	1/0/3	1/0/4	0/0/5
	1/1/0	1/1/1	1/1/2	1/1/3	1/1/4	0/1/5
	1/2/0	1/2/1	1/2/2	1/2/3	1/2/4	0/2/5
	1/3/0	1/3/1	1/3/2	1/3/3	1/3/4	0/3/5
	1/4/0	1/4/1	1/4/2	1/4/3	1/4/4	0/4/5
	1/5/0	1/5/1	1/5/2	1/5/3	1/5/4	0/5/4
	1/6/0	1/6/1	1/6/2	1/6/3	1/6/4	0/6/5
	1/7/0	1/7/1	1/7/2	1/7/3	1/7/4	0/7/5

Example E

1	1	1	1	1	0
1	0	0	0	0	0
1	0	0	0	0	0
1	1	1	1	0	0
1	0	0	0	0	0
1	0	0	0	0	0
1	1	1	1	1	0
2	2	2	2	2	0

bytedrawingMatrix;   // Two dimensional array for all letters, 8 lines and X columns (line vertical, column horizontal)**
void LEDMatrix8::WriteLetterToDrawingMatrix

	Column →																																			
← Line	0/0	0/1	0/2	0/3	0/4	0/5	0/6	0/7	0/8	0/9	0/10	0/11	0/12	0/13	0/14	0/15	0/16	0/17	0/18	0/19	0/20	0/21	0/22	0/23	0/24	0/25	0/26	0/27	0/28	0/29	0/30	0/31	0/32	0/33	0/34	0/35
	1/0	1/1	1/2	1/3	1/4	1/5	1/6	1/7	1/8	1/9	1/10	1/11	1/12	1/13	1/14	1/15	1/16	1/17	1/18	1/19	1/20	1/21	1/22	1/23	1/24	1/25	1/26	1/27	1/28	1/29	1/30	1/31	1/32	1/33	1/34	1/35
	2/0	2/1	2/2	2/3	2/4	2/5	2/6	2/7	2/8	2/9	2/10	2/11	2/12	2/13	2/14	2/15	2/16	2/17	2/18	2/19	2/20	2/21	2/22	2/23	2/24	2/25	2/26	2/27	2/28	2/29	2/30	2/31	2/32	2/33	2/34	2/35
	3/0	3/1	3/2	3/3	3/4	3/5	3/6	3/7	3/8	3/9	3/10	3/11	3/12	3/13	3/14	3/15	3/16	3/17	3/18	3/19	3/20	3/21	3/22	3/23	3/24	3/25	3/26	3/27	3/28	3/29	3/30	3/31	3/32	3/33	3/34	3/35
	4/0	4/1	4/2	4/3	4/4	4/5	4/6	4/7	4/8	4/9	4/10	4/11	4/12	4/13	4/14	4/15	4/16	4/17	4/18	4/19	4/20	4/21	4/22	4/23	4/24	4/25	4/26	4/27	4/28	4/29	4/30	4/31	4/32	4/33	4/34	4/35
	5/0	5/1	5/2	5/3	5/4	5/5	5/6	5/7	5/8	5/9	5/10	5/11	5/12	5/13	5/14	5/15	5/16	5/17	5/18	5/19	5/20	5/21	5/22	5/23	5/24	5/25	5/26	5/27	5/28	5/29	5/30	5/31	5/32	5/33	5/34	5/35
	6/0	6/1	6/2	6/3	6/4	6/5	6/6	6/7	6/8	6/9	6/10	6/11	6/12	6/13	6/14	6/15	6/16	6/17	6/18	6/19	6/20	6/21	6/22	6/23	6/24	6/25	6/26	6/27	6/28	6/29	6/30	6/31	6/32	6/33	6/34	6/35
	7/0	7/1	7/2	7/3	7/4	7/5	7/6	7/7	7/8	7/9	7/10	7/11	7/12	7/13	7/14	7/15	7/16	7/17	7/18	7/19	7/20	7/21	7/22	7/23	7/24	7/25	7/26	7/27	7/28	7/29	7/30	7/31	7/32	7/33	7/34	7/35

Example TEENSY

Example T

1	1	1	1	1	0	1	1	1	1	1	0	1	1	1	1	1	0	1	0	0	0	1	0	0	1	1	1	1	0	1	0	0	0	1	0
0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1	1	0	0	1	0	1	0	0	0	0	0	1	0	0	0	1	0
0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	1	0	1	0	1	0	0	0	0	0	0	1	0	1	0	0
0	0	1	0	0	0	1	1	1	1	0	0	1	1	1	1	0	0	1	0	0	1	1	0	0	1	1	1	0	0	0	0	1	0	0	0
0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	1	0	0	0
0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	1	0	0	0
0	0	1	0	0	0	1	1	1	1	1	0	1	1	1	1	1	0	1	0	0	0	1	0	1	1	1	1	0	0	0	0	1	0	0	0
2	2	2	2	2	0	2	2	2	2	2	0	2	2	2	2	2	0	2	2	2	2	2	0	2	2	2	2	2	0	2	2	2	2	2	0

byte*drawingArray;   // One-dimensional array with all the pixels of the string

void LEDMatrix8::DrawingMatrixToDrawingArray
Drawing matrix (Two dimensional array) to drawing array (One dimensional array)

drawingMatrix	Column 0								Column 1								Column 2								Column 3							
drawingMatrix	0/0	1/0	2/0	3/0	4/0	5/0	6/0	7/0	7/1	6/1	5/1	4/1	3/1	2/1	1/1	0/1	0/2	1/2	2/2	3/2	4/2	5/2	6/2	7/2	7/3	6/3	5/3	4/3	3/3	2/3	1/3	0/3
drawingArray	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Example T	1	0	0	0	0	0	0	2	2	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	0	0	0	0	0	0	1

drawingMatrix	Column 4								Column 5							
drawingMatrix	0/4	1/4	2/4	3/4	4/4	5/4	6/4	7/4	7/5	6/5	5/5	4/5	3/5	2/5	1/5	0/5
drawingArray	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
Example T	1	0	0	0	0	0	0	2	2	0	0	0	0	0	0	1

Wiring LEDs on matrix

0	15	16	31	32	47
1	14	17	30	33	46
2	13	18	29	34	45
3	12	19	28	35	44
4	11	20	27	36	43
5	10	21	26	37	42
6	9	22	25	38	41
7	8	23	24	39	40

void LEDMatrix8::ShiftDrawingArrayRight
void LEDMatrix8::ShiftDrawingArrayLeft
void LEDMatrix8::ShiftDrawingArrayUp
void LEDMatrix8::ShiftDrawingArrayDown
These functions shift the array *drawingArray by one column (right, left, up or down).
Then the array length of *DrawPixelArray is copied from the *drawingArray to the *DrawPixelArray

For example shift right one column:

Positions:						
0	→	15	15	→	16
1	→	14	14	→	17
2	→	13	13	→	18
3	→	12	12	→	19
4	→	11	11	→	20
5	→	10	10	→	21
6	→	9	9	→	22
7	→	8	8	→	23

byte*DrawPixelArray; // One-dimensional array to be drawen
void DrawPixels
The array *DrawPixelArray is the same as *drawingArray, except the array length.
The length of the *drawingArray is the length for all the letters of the string
The length of the *DrawPixelArray is the amount of LEDs
In the function DrawPixels the color of each individual LED is set. For example:
Value 0 = BACKGROUNDCOLOR (light blue)
Value 1 = GREEN
Value 2 = RED