Adafruit 64x64 3mm RGB LED Matrix Details

Row Selection:

- Select the row to output by entering a binary value X between 0 and 31 in the form EDCBA. That will activate row X and row X + 32.

Color Selection:

- For each pixel in the chosen two rows, set R1, G1, and B1 to select the RGB value for the lower row, and set R2, G2, and B2 to select the RGB value for the upper row. Then pulse the CLK signal to confirm that selection. Repeat for each pixel in the row

Displaying:

- Once all pixels have been sent and clocked, pulse the OE line and the LAT line to send the row to the LED matrix. This will turn on the two rows that have been specified by the A, B, C, D, and E pins

Other Notes:

- These commands must be encased in a constant while loop, or at least activated frequently enough by a timer so that the display appears smooth with the multiplexing
- The LED matrix takes 5V, and the input signals must be 5V as well.
- The pinout of the data line can be seen below