cedargrove_waveviz

A CircuitPython class to create a positionable *displayio.TileGridGroup* object from a *synthio.ReadableBuffer* wave table. The class inherits all properties of a TileGrid object including *bitmap*, *pixel_shader*, *width*, *height*, *x*, *y*.
https://github.com/CedarGroveStudios/CircuitPython_WaveViz
https://docs.circuitpython.org/en/latest/shared-bindings/displayio/#displayio.TileGrid

- Author(s): JG for Cedar Grove Maker Studios

Implementation Notes

Software and Dependencies:

- Adafruit CircuitPython firmware for the supported boards: https://circuitpython.org/downloads

class cedargrove_wavebuilder.WaveViz(*, *wave_table, x, y, width,height, plot_color=0x00FF00, grid_color=0x808080, back_color=None*)

Create a positionable *displayio.TileGrid* object from a *synthio.ReadableBuffer* wave table.

Parameters:	
	- **wave_table** – The *synthio* waveform object of type 'h' (signed 16-bit). No default.
	- *x* — The tile grid's x-axis coordinate value. No default.
	- *y* — The tile grid's y-axis coordinate value. No default.
	- *width* — The tile grid's width in pixels. No default.
	- *height* — The tile grid's height in pixels. No default.
	- **plot_color** – The waveform trace 24-bit integer RGB color value. Defaults to 0x00FF00 (green).
	- **grid_color** – The perimeter grid 24-bit integer RGB color value. Defaults to 0x808080 (gray).
	- **back_color** – The grid background 24-bit integer RGB color value. Defaults to None (transparent).