PyPanel Class-Subclass Listing

board	i2c	panel	display	crickit	terminalio	label	displayio	turtle	stemma (list)
A0	deinit	acceleration	auto_brightness	continuous_servo_1	FONT	displayio	Bitmap	addshape	device
A1	readfrom_into	auto_dim_display	brightness	continuous_servo_2	Terminal	Label	ColorConverter	back	object
A2	scan	bitmap_qr	bus	continuous_servo_3			Disiplay	backward	description
A3	try_lock	brightness	height	continuous_servo_4			FourWire	bk	
A4	unlock	button	refresh_soon	dc_motor_1			Group	circle	
A5	writeto	BUTTON_A	show	dc_motor_2			OnDiskBitmap	clear	
A6		BUTTON_B	wait_for_frame	drive_1			Palette	degrees	
A7		BUTTON_DOWN	width	drive_2			ParallelBus	dot	
A8		BUTTON_LEFT		drive_3			release_displays	down	
A9		BUTTON_RIGHT		drive_4			Shape	fd	
ACCELEROMETER_INTERRUPT		BUTTON_SELECT		drive_stepper_motor			TileGrid	forward	
BUTTON_CLOCK		BUTTON_START		feather_drive_1				getpen	
BUTTON_LATCH		BUTTON_UP		feather_drive_2				goto	
BUTTON_OUT		joystick (PyGamer only)		feather_drive_3				heading	
D0		has_joystick		feather_drive_4				home	
D1		light		feather_drive_stepper_motor				ht	
D10		pixels		init_neopixel				isdown	
D11		play_file		neopixel				left	
D12		play_tone		onboard_pixel				lt	
D13		show_badge		reset				pd	
D2		show_business_card		seesaw				pencolor	
D3		show_qr_code		servo_1				pendown	
D4		show_terminal		servo_2				pensize	
D5		start_tone		servo_3				penup	
D6		stop_tone		servo_4				position	
D7				SIGNAL1				pu	
D8				SIGNAL2				radians	
D9				SIGNAL3				right	
DISPLAY				SIGNAL4				rt	
I2C				SIGNAL5				seth	
LIGHT				SIGNAL6				setheading	
MISO				SIGNAL7				setpos	
MOSI				SIGNAL8				setposition	
NEOPIXEL				stepper_motor				setx	
RX				touch_1				sety	
SCK				touch_2				st	
SCL				touch_3				turtlesize	
SDA				touch_4				up	
SPEAKER								width	
SPEAKER_ENABLE								xcor	
SPI								ycor	
TFT_CS									
TFT_DC									
TFT_LITE									
TFT_MOSI									
TFT_RST									
TFT_SCK									
TX									
UART									