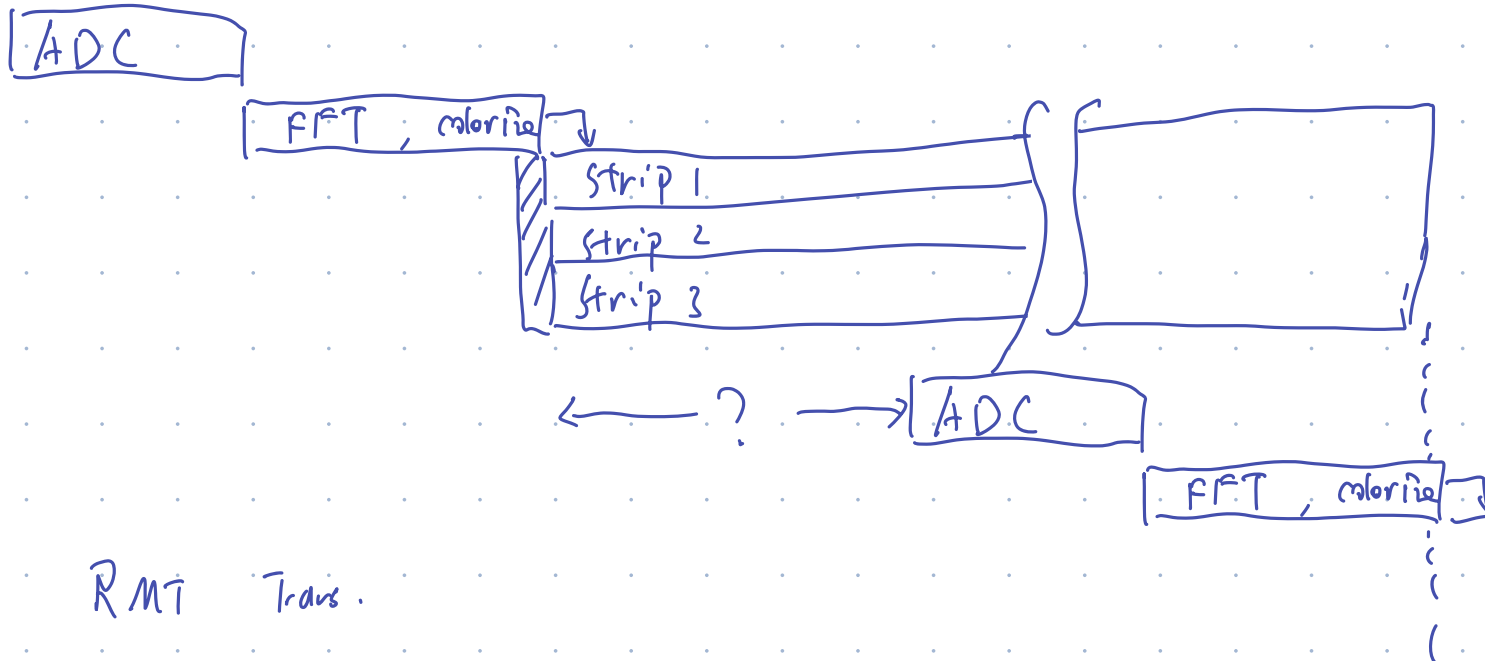


$$100 \text{ LED/segment} \times 30 \mu\text{s} = 3 \text{ ms / frame}$$

$$\approx 333 \text{ FPS}$$

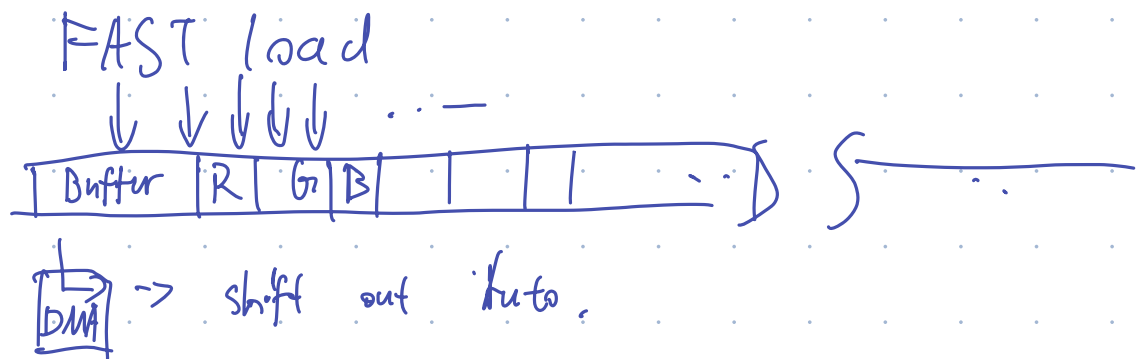
Time schedule



RMT Trans.

ESP32-S3 has 8 physical RMT

→ Max 8 strips



RAM concern:

Assume 300kb ...

Realistic Max = 2000 RGB LEDs.

8 strips.

60 fps.

RAM max LED # > 10000

Purpose of work:

- Fork to Arduino Platform
- High Refreshrate → Better than projectors  
↳ solve "flickery" feel
- Large Room Coverage feel.
- No need for web App.

Reach { - RGB Y support  
- Split stry for higher fps

Reach2 { - split freq range  
↳ Room left bass ; Right middle.