TM1637_OEM_Cmd_Lib.h Commands   2022-06-29

-> **tmSndDec**   (Value, [Optional position{Disp_Len}], [Optional number of digits{Disp_Len}]) |- Send value to TM1637 as decimal (Max. value 999999)
-> **tmSndHex**   (Value, [Optional position{Disp_Len}], [Optional number of digits{Disp_Len}]) |- Send value to TM1637 as Hex (Max. value 16777215)
-> **tmSndDig**   (byte value, position) |- Send 1 raw byte to TM1637 *
-> **tmSndStr**   (Text, [Optional send buffer On/Off {On}]) |- Send String to TM1637 (Set Var 'TMscroll = On' for long strings)
-> **tmSndChr**   (String chr, position) |- Send 1 alphanumeric character to TM1637
-> **tmDecBuf**   (Value, [Optional position{Disp_Len}], [Optional number of digits{Disp_Len}], [Optional buffer name{DispBuf}]) | - Load display buffer with Decimal digits
-> **tmHexBuf**   (Value, [Optional position{Disp_Len}], [Optional number of digits{Disp_Len}], [Optional buffer name{DispBuf}]) | - Load display buffer with Hex digits
-> **tmSndBuf**   ([Optional position{Disp_Len}], [Optional number of digits{Disp_Len}], [Optional buffer name{DispBuf}]) | - Send display buffer to TM1637 *
-> **tmSegBuf**   (digit number, segment number, On/Off, [Optional buffer name{DispBuf}]) | - Set segment in display buffer
-> **tmSetSeg**   (digit number, segment number, On/Off, [Optional buffer name{DispBuf}], [Optional send digit {On}]) | - Set segment in display buffer & send
-> **tmFlashDsp**   Flash whole display
-> **tmFlashDig**   (Digit number, [Optional number of digits{1}], [Optional Buffer name{DispBuf}]) | - Flash digit(s) (Buffer must be current)
-> **tmFlashSeg**   (Digit number, Segment number, [Optional Buffer name{DispBuf}]) | - Flash segment (Buffer must be current)
-> **tmCLRbuf**   (,[Optional position{Disp_Len}], [Optional number of digits{Disp_Len}], [Optional buffer name{DispBuf}]) | - Clear display buffer
-> **tmCLRdisp**   Clear all display digits
-> **tmCtrlSnd**   Send TM1637 Control Byte *
-> **tmGetKey**   Get Keypressed, Button Number set in 'BtnVal' Var *
-> **tmScrlBuf**   Scroll Buffer (Array name, [Optional Buffer name{DispBuf}])

-> **TM1637_OEM_Cmd_Lib.h Variables**

-> **TM_Disp_Len** (byte constant) TM1637 Digit Length of 7seg display | use as reference to right digit
-> **TM_6dReMap**   (bit var) TM1637 Remap for 6d module (with swapped pins) | TM_6dReMap = On/Off {default = Off}
-> **TM_Blank0 -**   (bit var) TM1637 Enable zero Blanking | TM_blank0 = On/Off {default = ON}
-> **TM_Bright -**   (byte var) TM1637 Set LED brightness | TM_bright = Value (0 - 7) {default = 0}
-> **TM_Disp -**   (bit var) Set TM1637 display On or Off | TM_disp = On/Off {default = ON}
-> **TM_dpPos -**   (byte var) TM1637 Position of DecimalPoint | TMdpPos = Value (1 - 6){default = 0} 0 = off
-> **TM_FlashRate** (bit var) TM1637 Set Flash Rate | TM_FlashRate = Value (1 - 255) {default = 100} val*4ms eg. 100 = 400ms
-> **TM_scroll -**   (bit var) TM1637 Scroll long strings | TM_scroll = On/Off {default = Off}
-> **TM_ScrlSpd -** (byte var) TM1637 Set scroll speed | TM_ScrlSpd = Value (1 - 255){default = 75} val*4ms eg. 100 = 400ms
-> **TM_ButnVal -** (byte var) TM1637 Button pressed value | Set by tmGetKey (1 - 16)
-> **TM_KeyChk -**   (bit var) TM1637 Enable check keypress in TM_FlashRate | TM_KeyChk = On/Off {default = Off}
-> **TM_DispBuf -** (byte array) TM1637 Display Buffer | 7seg digit values (0 - 255)