Dotstar Composer ER Diagram (Chen Style)

Legend: Entity | Action | Attribute

LIGHTING_EFFECTS
- Lighting_Effect
- Description

LED_PROJECT
- MCU_Name
- Description
- Song_Path

MCU
- Description
- MCU_Name
- Project_Name

LED_EFFECT
- Effect_Num
- Effect_Start
- Delay_Time
- Num_LEDs
- LED_Position_Array
- Effect_Duration
- LED_Color_Array
- Iterations
- Bounces
- Brightness
- Brightness_DelayTime
- Incr_Brightness

MCU_PINS
- Pin_Setup
- MCU_Name
- Description
- Data_Pin
- Clock_Pin

Relationships:
- LED_PROJECT 1 — IS A PART OF A — M MCU
- LED_PROJECT 1 — HAS EFFECTS IN — M LED_EFFECT
- LED_EFFECT N — IS USED IN — 1 (LIGHTING_EFFECTS / MCU)
- LED_EFFECT N — IS USED IN — 1 MCU
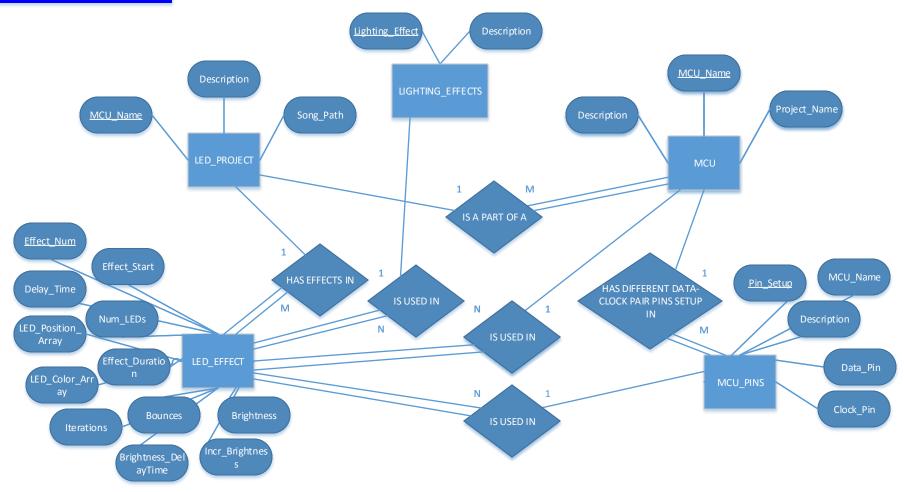- MCU 1 — HAS DIFFERENT DATA-CLOCK PAIR PINS SETUP IN — M MCU_PINS
- LED_EFFECT N — IS USED IN — 1 MCU_PINS

NOTE:
MCU -> LED_EFFECT &
MCU_PINS -> LED_EFFECT
relationships are redundant
but LED_EFFECT table still
uses both