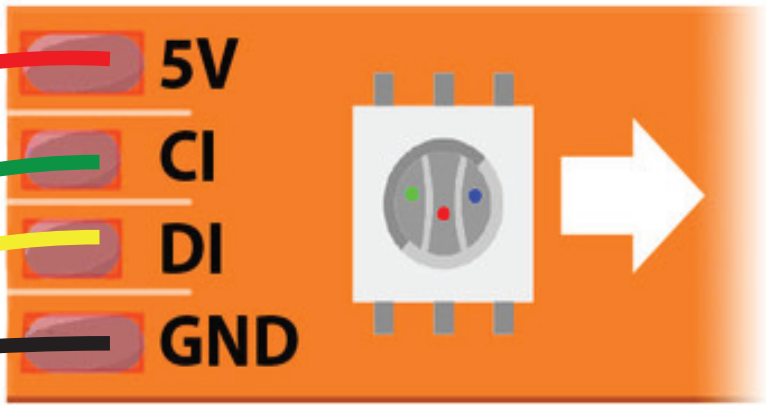
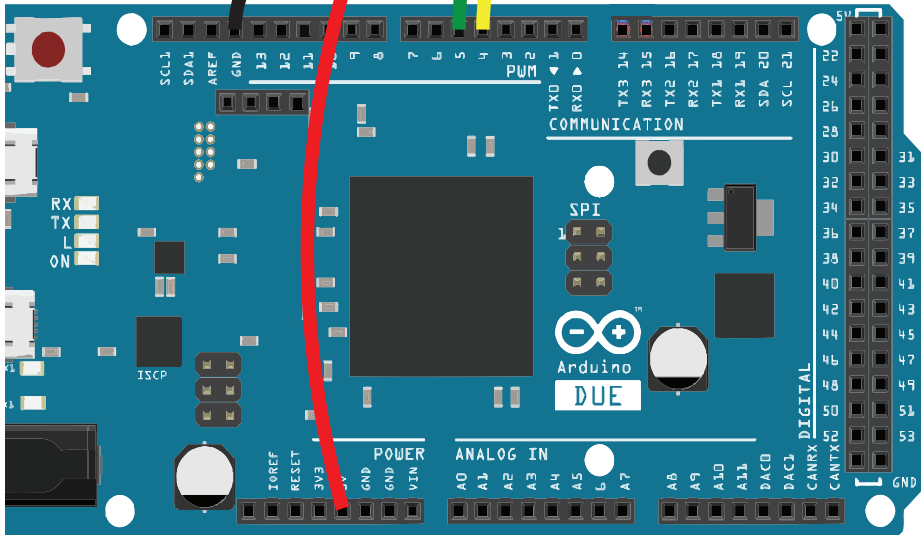


LEDstrip library



Adafruit Dotstar RGB LEDstrip



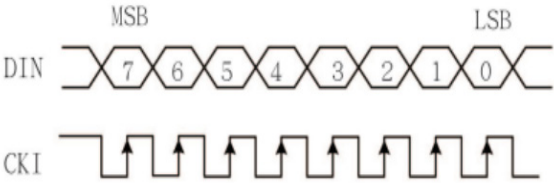
Arduino DUE

/// This functions sends the array with all the info to the strip

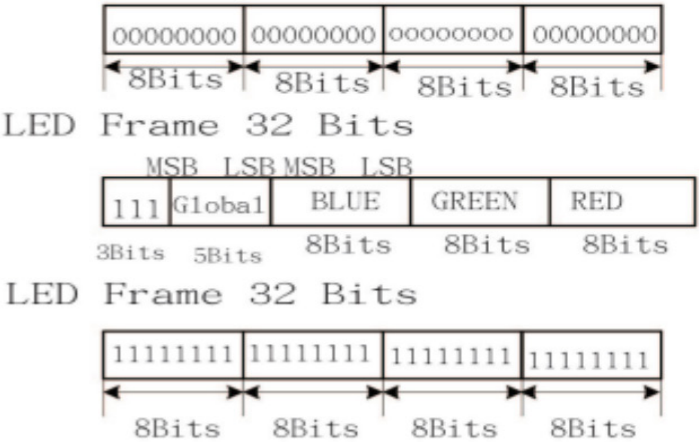
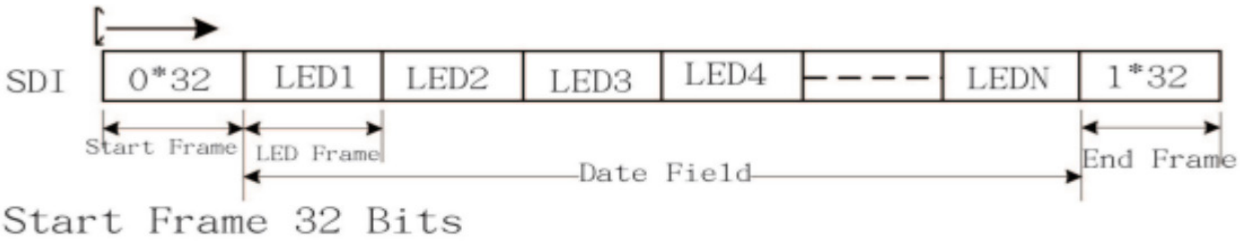
```
void LEDstrip::show()
{
  sendstart();
  for(int j = 0; j < numleds; j++) {
    auto posOffset = j * 4;
    sendByte(LEDarray[posOffset]);
    sendByte(LEDarray[posOffset + 1]);
    sendByte(LEDarray[posOffset + 2]);
    sendByte(LEDarray[posOffset + 3]);
  }
  sendend();
}
```

DATA MSB↔LSB	Driving Current
00000	0/31
00001	1/31
00010	2/31
...	
11110	30/31
11111	31/31(max)

PWM input and output signals Relations



Data MSB—	Duty Cycle
00000000	0/256(min)
00000001	1/256
00000010	2/256
...	
11111101	253/256
11111110	254/256
11111111	255/256(max)



De Dotstar LEDstrip verwacht als eerste een eerst een startframe. Deze start frame bevat 32 x 0. Vervolgens komen de LED's. Deze LED's hebben 32 bits nodig per stuk. Eerst 3 x 1 gevolgd door de helderheid. De kleur bepaald men met 3 bytes, R, G, B.