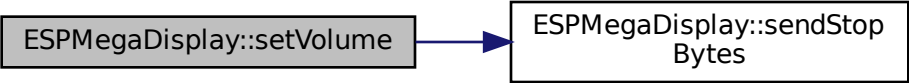


ESPMegaDisplay::setVolume



```
graph LR; A[ESPMegaDisplay::setVolume] --> B[ESPMegaDisplay::sendStop Bytes]
```

ESPMegaDisplay::sendStop
Bytes