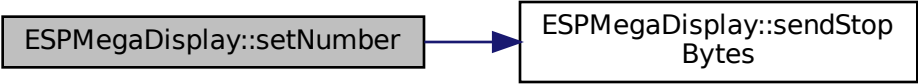


ESPMegaDisplay::setNumber



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

ESPMegaDisplay::sendStop  
Bytes