

Letter

- + init(): void
- + tick(): void
- + setMessage(constchar*, uint8_t, int16_t): void
- + setMap(constuint8_t*, uint8_t, int16_t): void
- + setPredefined(predefined_t, int16_t): void
- + setEnabled(bool): void
- + isEnabled(): bool
- + setPartyOn(): void
- + setIntensity(uint8_t): void
- + clearScreen(): void

- sendCommand(uint8_t, uint8_t): void
- messageTick(): void
- mapTick(): void
- predefinedTick(): void
- partyTick(): void