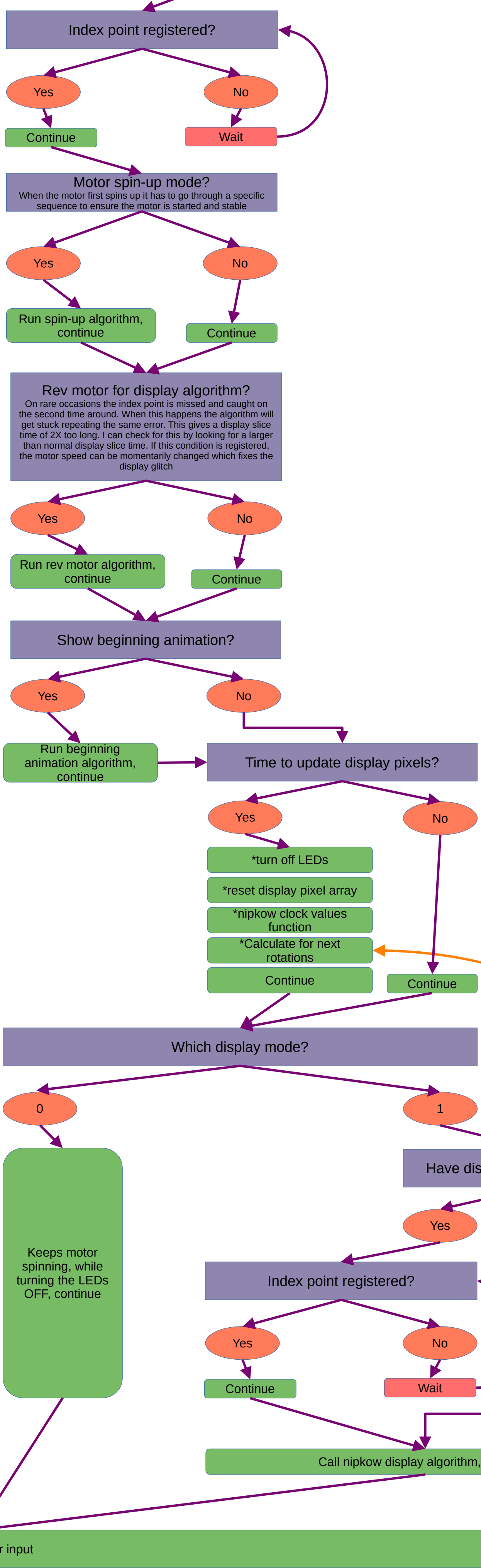
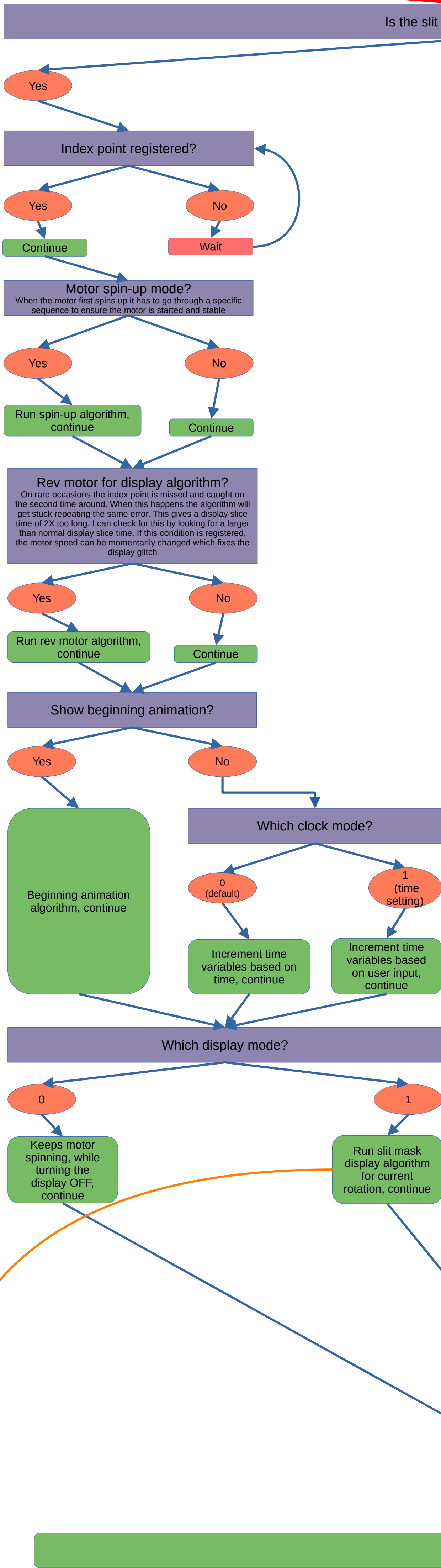
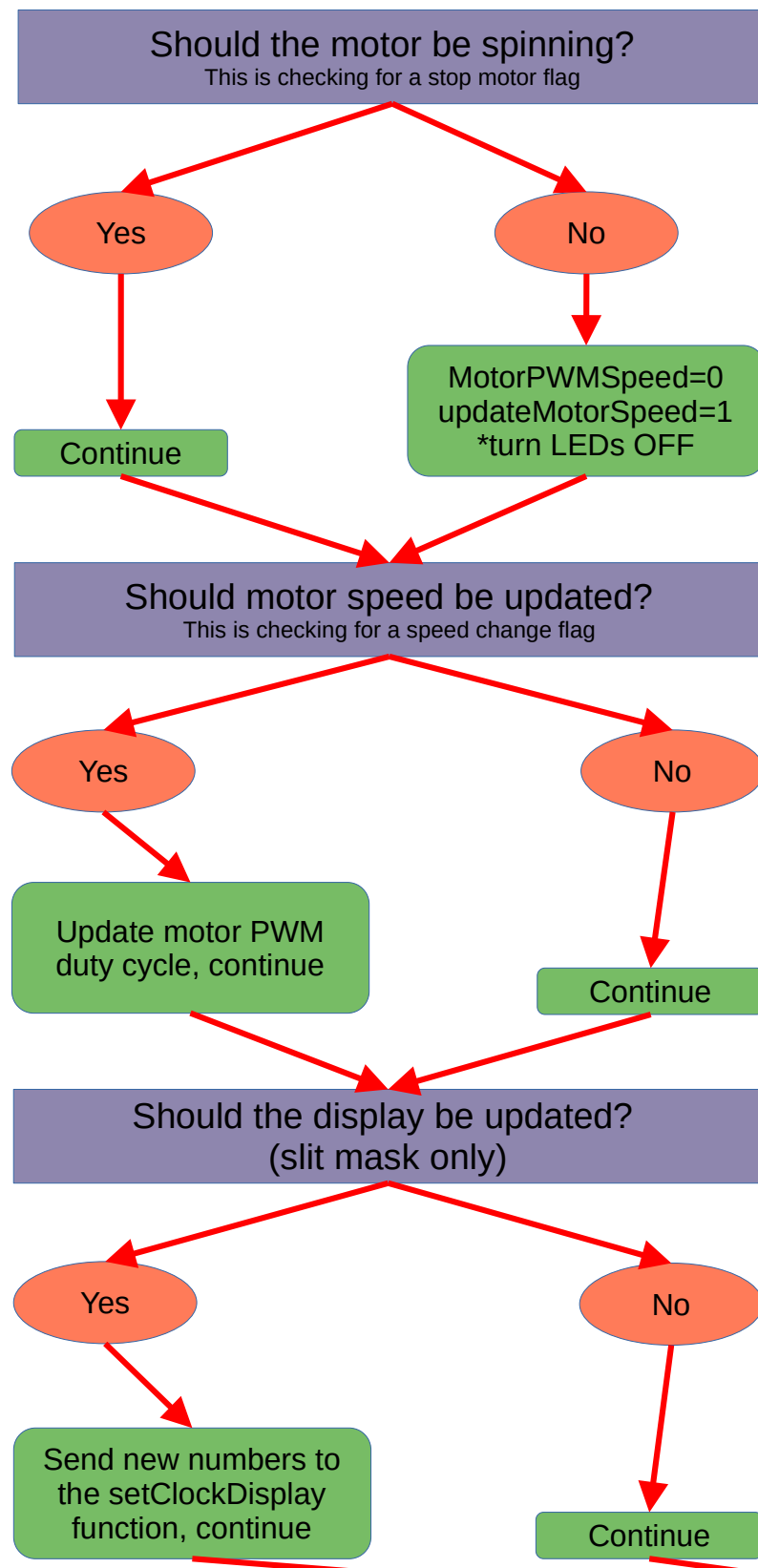
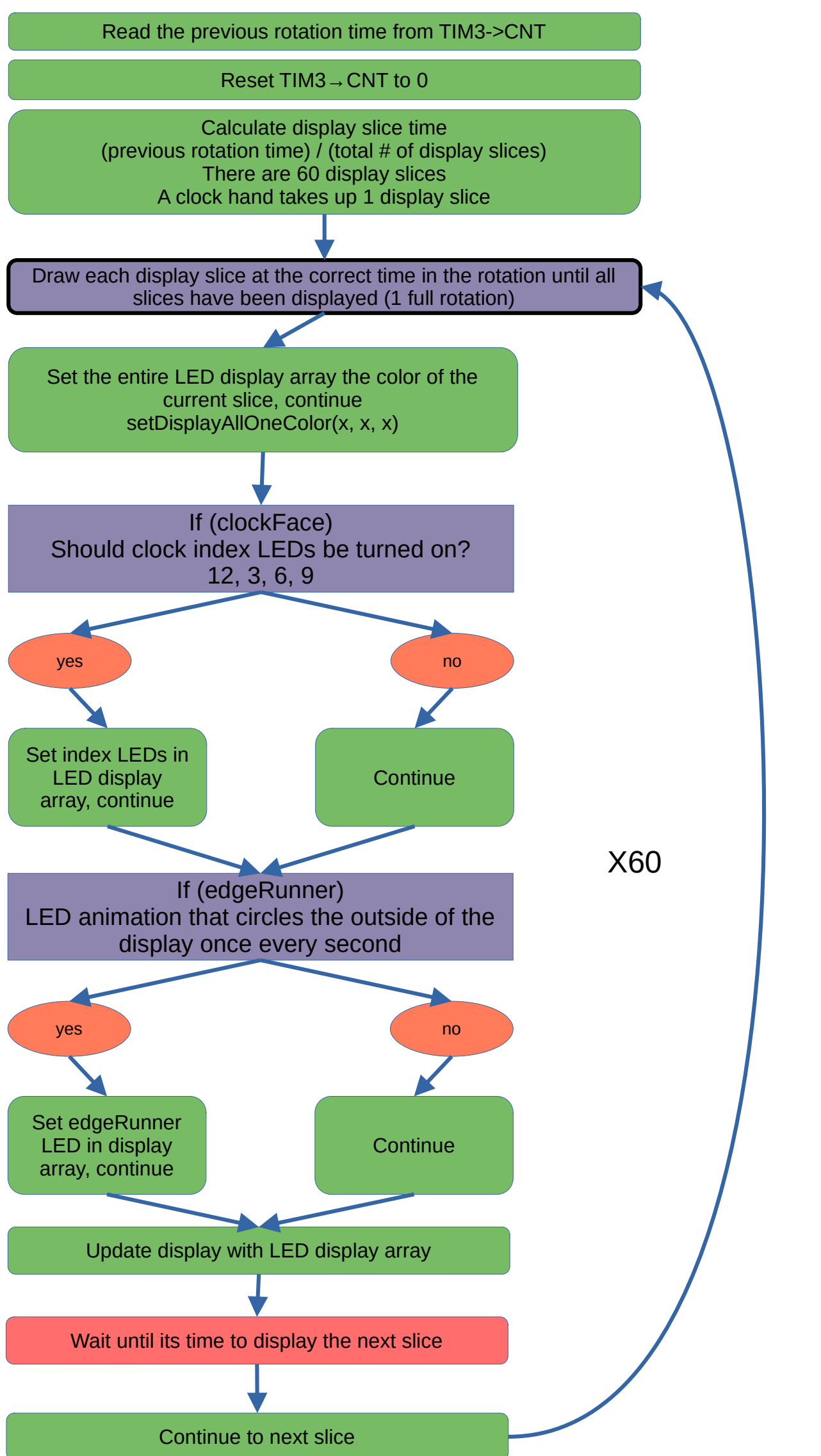


Spinning Vision Flow Diagram

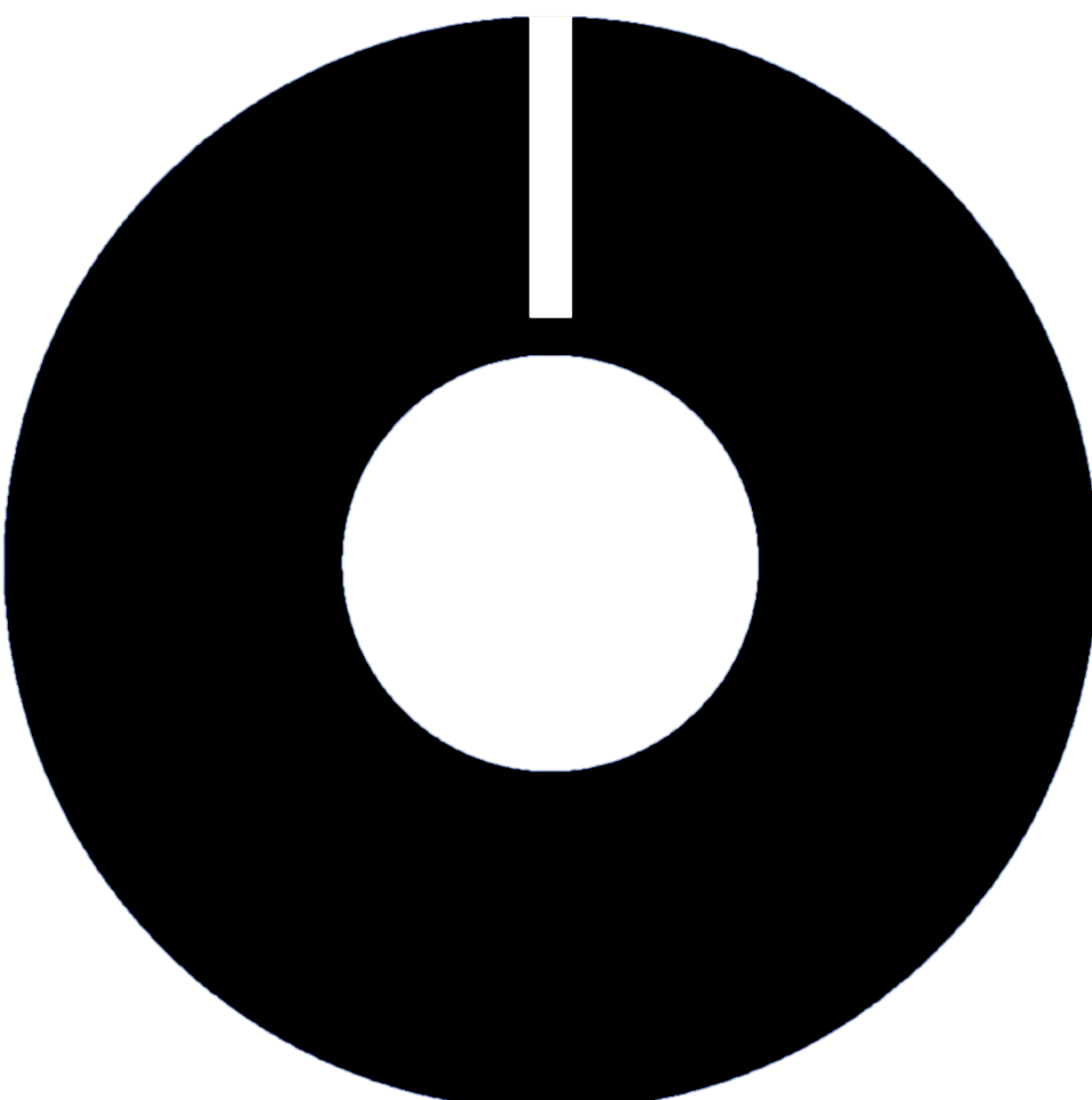
Only showing clock functions, anything can be displayed with this firmware within the resolution limits of the spinning light masks and current methods



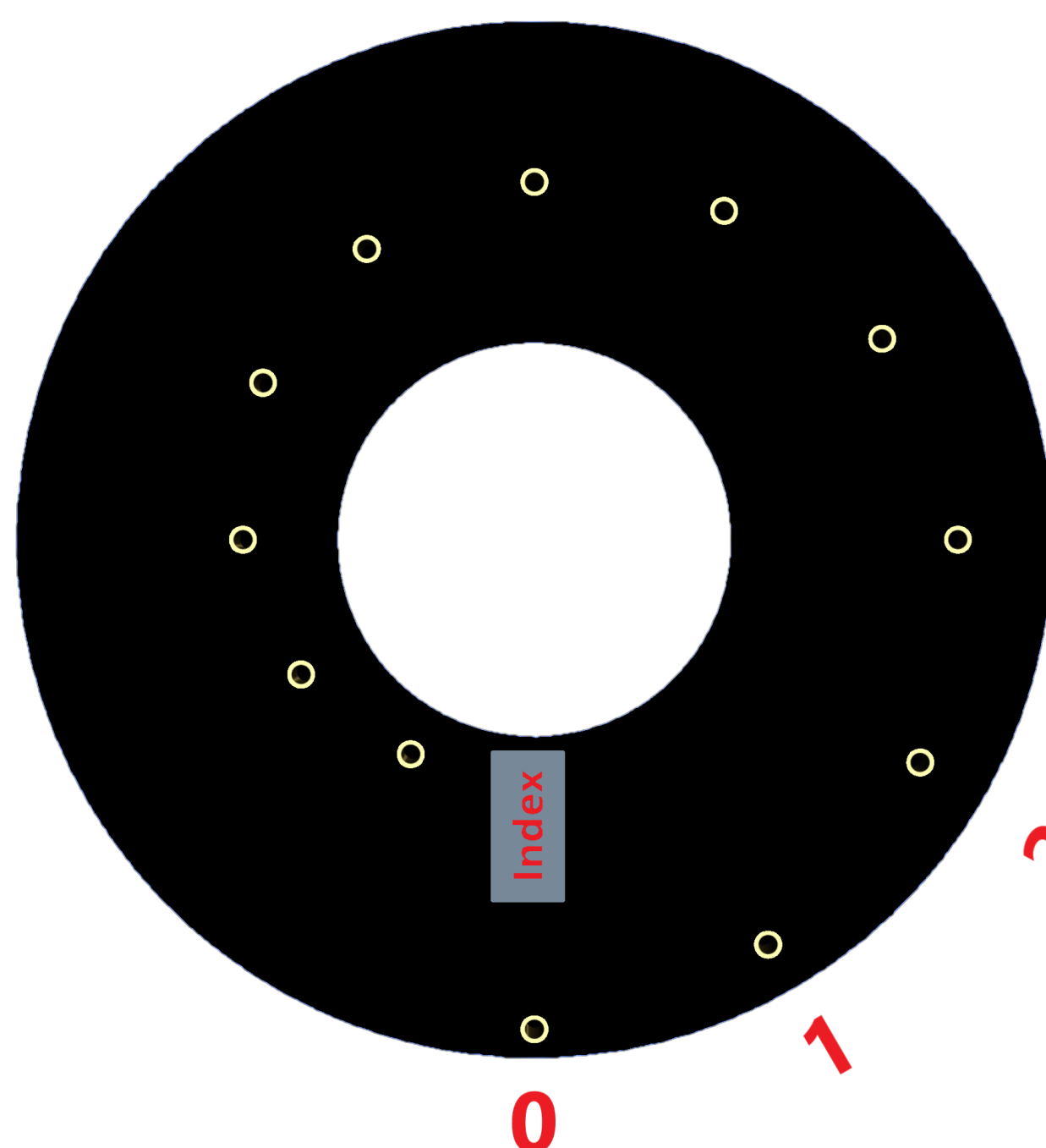
Slit Mask Display Algorithm void drawClockFrame(void)



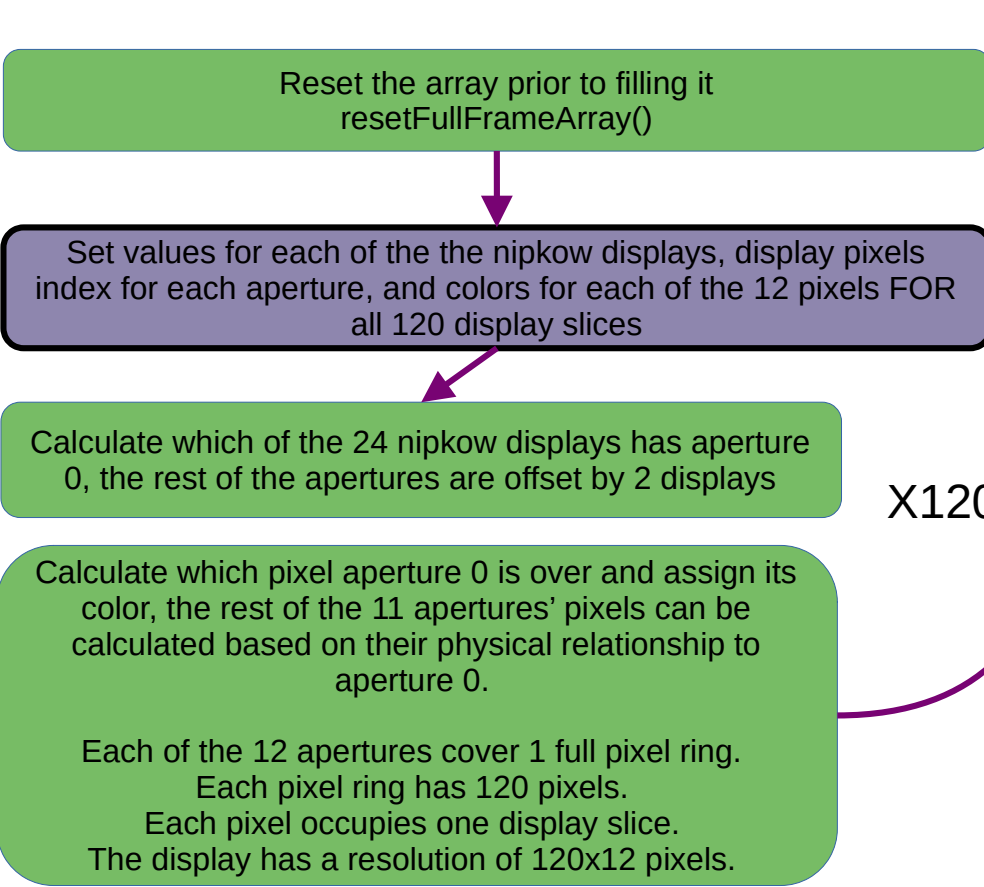
Slit Mask



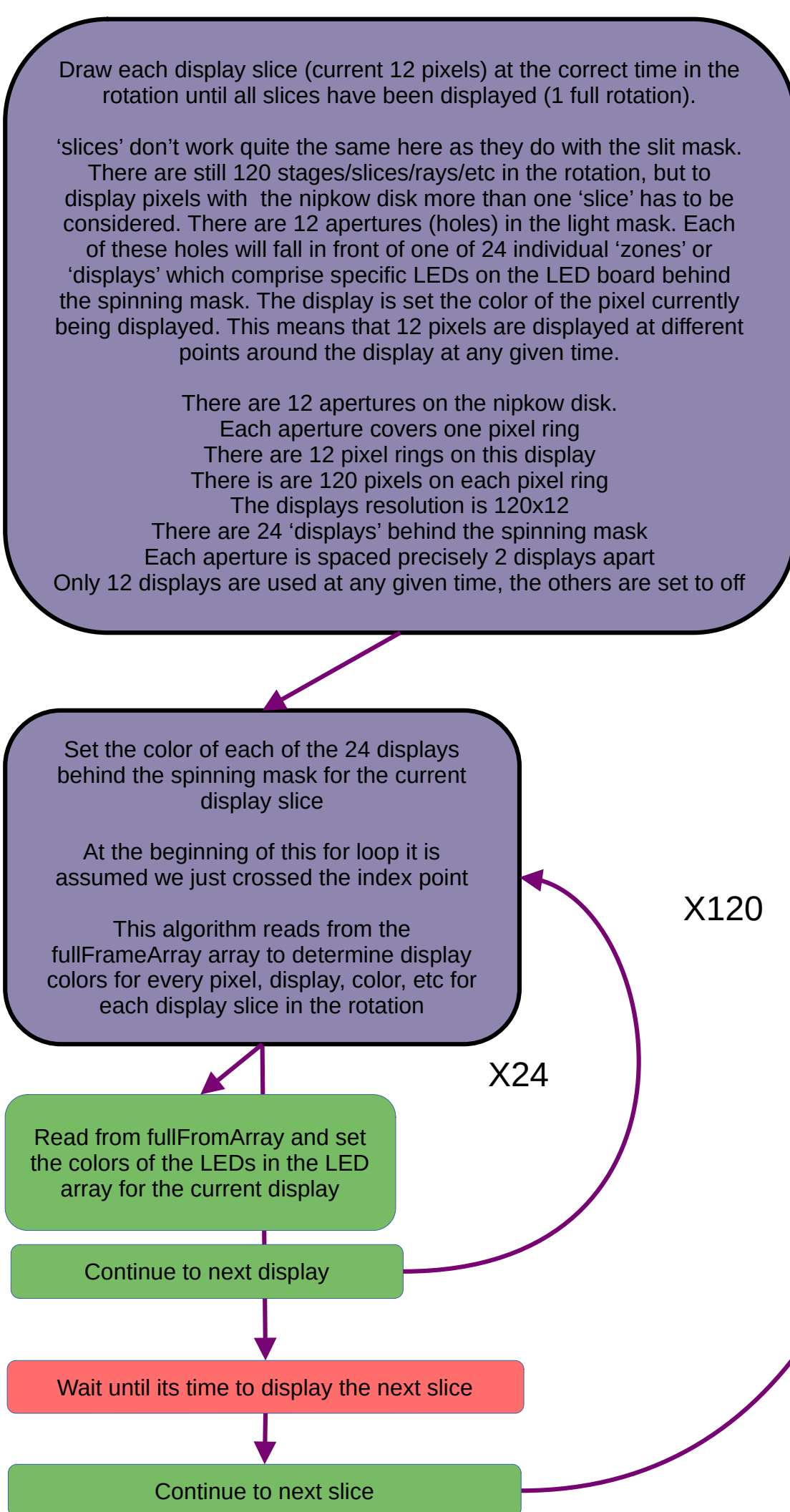
Nipkow Mask (index is on bottom)



Fill fullFrameArray buffer for a full rotation



Nipkow display algorithm Void drawFullDisplayFrameNipkow12(uint16_t pieSlice, uint8_t currentSpot) PieSlice = time to display each pixel CurrentSpot = (for future features)



LED Board W/ Displays

