Standard Use – Horizontal 'chained' LED matrix panels
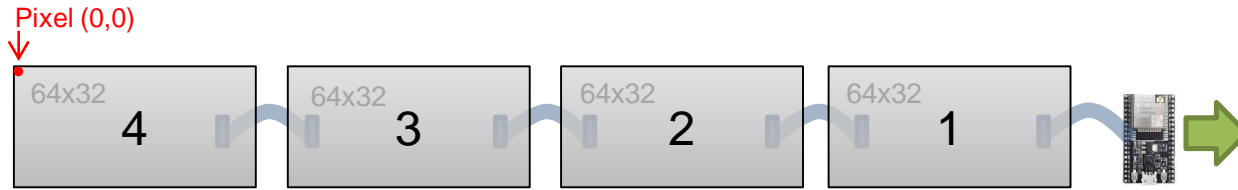
(example with 4 x (64w x 32h px) LED matrix panels chained in series)

Pixel (0,0)


```
In your code / sketch:

#define PANEL_RES_X 64
#define PANEL_RES_X 32
#define PANEL_CHAIN 4

HUB75_I2S_CFG mxconfig (PANEL_RES_X,
PANEL_RES_Y,  PANEL_CHAIN);
```

Note: 'VirtualMatrixPanel' usage is **not** required for a simple horizontal chain!

Non-Standard Use - Using the 'VirtualMatrixPanel' to combine panels into a larger display

(refer to the 'ChainedPanels' example sketch in the examples folder)

Example 1) Top-right DOWN serpentine 'S' chain

Pixel (0,0)

2 x 2 (128x64)

```
#define NUM_ROWS 2
#define NUM_COLS 2
#define PANEL_RES_X 64
#define PANEL_RES_Y 32

#define SERPENT true
#define TOPDOWN true

/* Create physical dma output class AND virtual (chained) display class. */
#include <ESP32-VirtualMatrixPanel-I2S-DMA.h>
RGB64x32MatrixPanel_I2S_DMA dma_display;
VirtualMatrixPanel virtualDisp(dma_display, NUM_ROWS, NUM_COLS, PANEL_RES_X, PANEL_RES_Y, SERPENT, TOPDOWN);
```
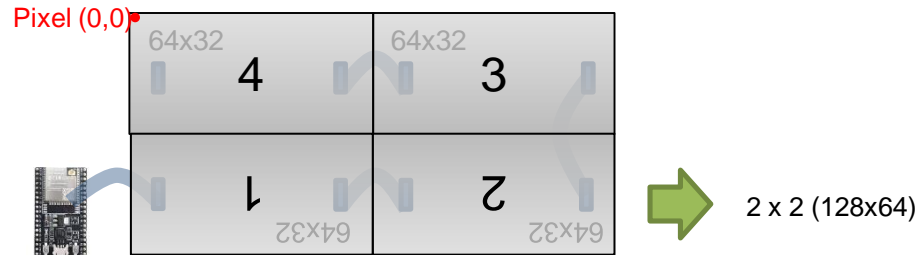
Non-Standard Use - Using the 'VirtualMatrixPanel' to combine panels into a larger display

(refer to the 'ChainedPanels' example sketch in the examples folder)

Example 2) Bottom-left UP serpentine 'S' chain

Pixel (0,0)

2 x 2 (128x64)

```
#define NUM_ROWS 2
#define NUM_COLS 2
#define PANEL_RES_X 64
#define PANEL_RES_Y 32

#define SERPENT true
#define TOPDOWN false

/* Create physical dma output class AND virtual (chained) display class. */
#include <ESP32-VirtualMatrixPanel-I2S-DMA.h>
RGB64x32MatrixPanel_I2S_DMA dma_display;
VirtualMatrixPanel virtualDisp(dma_display, NUM_ROWS, NUM_COLS, PANEL_RES_X, PANEL_RES_Y, SERPENT, TOPDOWN);
```
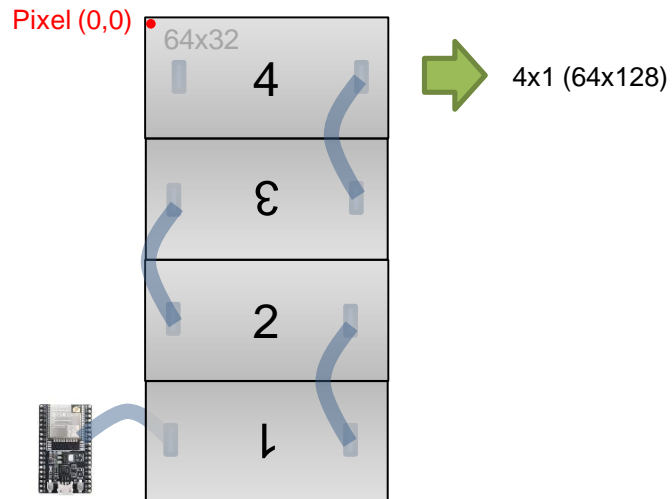
Non-Standard Use - Using the 'VirtualMatrixPanel' to combine panels into a larger display

(refer to the 'ChainedPanels' example sketch in the examples folder)

Example 3) Vertical serpentine 'S' chain / stack

Pixel (0,0)

64x32

4

Ɛ

2

Ɩ

4x1 (64x128)

```
#define NUM_ROWS 4
#define NUM_COLS 1
#define PANEL_RES_X 64
#define PANEL_RES_Y 32

#define SERPENT true

/* Create physical dma output class AND virtual (chained) display class. */
#include <ESP32-VirtualMatrixPanel-I2S-DMA.h>
RGB64x32MatrixPanel_I2S_DMA dma_display;
VirtualMatrixPanel virtualDisp(dma_display, NUM_ROWS, NUM_COLS, PANEL_RES_X, PANEL_RES_Y, SERPENT);
```

👌😃