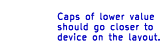


SPOTIFY LED MATRIX

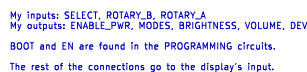
DISPLAY CONNECTORS



ESP32 MODULE



NOTE: GPIO 34–39 are input only.



By connecting the input and output connectors, we create one big shift register, allowing us to use SPI to drive it.

R1_IN internally connects to R1_OUT, and so on.

CLK and LAT are pulled high on the display's output connector. \overline{OE} is pulled low on the display's output connector.



The DISPLAY_IN connector will plug directly into the display.
The DISPLAY_OUT connector will have a ribbon cables the display.
The DISPLAY_PWR connector will have a spade to rectangular cable.

The DISPLAY_IN connector is 2x10 in order to more snugly fit into the display's 2x08 connector.

USB TO UART



Connecting the USB shield directly to GND can sometimes cause problems (if the two don't exactly "agree" on what GND is, so a QR is placed to prevent this issue.

The image shows two circuit diagrams for the manual and auto programming modes of the device.

Manual Program: This diagram shows a switch SW2 connected to GND through a capacitor C6 (0.1uF) and to EN_SW. Another switch SW3 is connected to GND through a capacitor C10 (0.1uF) and to BOOT_SW. A note indicates: "DNP cap if using 100 as CLK".

Auto Program: This diagram shows the internal logic for the auto program mode. It features two 74VHC00 inverters (Q2 and Q3). Input CTS is connected to the input of Q2 through a 10k resistor (R19). Input RTS is connected to the input of Q3 through a 10k resistor (R20). The output of Q2 is EN_AUTO, and the output of Q3 is BOOT_AUTO. A truth table is provided:

CTS		RTS		EN_AUTO		BOOT_AUTO	
0	0	1	1	1	1	0	
0	1	1	0	1	0	1	
1	0	0	1	0	1	0	
1	1	0	0	0	0	1	


$$(5-2.2)V / 20mA = 140R$$
$$(5-3.2)V / 20mA = 90R$$

LEDs are used to show the USB connection while programming and for general development. This could be to show the rotary encoder is working or other things TBD later.

LEDs are used to show what mode you are in while turning the rotary encoder.