8X8 LED Matrix Rotation Function Translations

0°

setPixel(r, c)   ->   setPixel(r, c)
setRow(r, b)   ->   setRow(r, b)
setCol(c, b)   ->   setCol(c, b)

90°

setPixel(r, c)   ->   setPixel(c, rRev)
setRow(r, b)   ->   setCol(rRev, b)
setCol(c, b)   ->   setRow(c, inv(b))

270°

setPixel(r, c)   ->   setPixel(cRev, r)
setRow(r, b)   ->   setCol(r, inv(b))
setCol(c, b)   ->   setRow(cRev, b)

180°

setPixel(r, c)   ->   setPixel(rRev, cRev)
setRow(r, b)   ->   setRow(rRev, inv(b))
setCol(c, b)   ->   setCol(cRev, inv(b))

r: row number (0 – maxRows)
c: column number (0 – maxCols)
b: bit representation of row or column LEDs to switch on or off in a single byte, word, etc. depending on num LEDs in the row/col
rRev: reversed row number = (maxRows – r)
cRev: reversed col number = (maxCols – c)
inv(b): function to invert a bit representation such that inv(b10011100) = b00111001