Operational Modes:

* Video Mode
  + Cube runs through pre-scripted pattern sequences
* Interactive Mode
  + Cube takes inputs from peripherals to generate patterns
* Debug Mode
  + Allows user to toggle LEDs on and off manually for HW testing

Abstraction Layers:

Highest Level: Applicatation

Mid level: PHY

* Controls the HW stuff
* LED mapping

Lowest Level: CSL

Board config/initialization stuff

Application Layer

* Sequencer Layer slices 3d images into layers and sequences them
  + Layer Layer TLC set, clear, SPI convert, …
    - Chip Support Layer Board config stuff