

- make LED_SM
private method

- create static
2D array

For LED_Appearing
of struct
RGB_Vals

- enum struct

u_char & t

R, G, B}

RGB_Vals

RGB_Vals

LED_Apparance

[MAX_NO_COLS]

[MAX_NO_INTENSITIES]

$$\left\{ \begin{array}{l} \{col(i, i+1) \\ col(i, i+2), \\ \dots \end{array} \right\}$$

$$\left\{ \begin{array}{l} col(2, i, i+1), \\ col(2, i, i+2), \\ \dots \end{array} \right\}$$

$$\left\{ \begin{array}{l} col(3, i, i+1), \\ \dots \end{array} \right\}$$

$$\left\{ \begin{array}{l} e-1 < \end{array} \right\}$$

- add private method

void LED_Control

(RGB_Wals rgbval)

{

set R with

power based

on 0...255

set G...

set B

u u u u u u

}

Last modified: 5 Sep. 2018