Register Map

ADDRESS	NAME	MSB															LSB
0x20	COMMAND	ANIM[15:14]		BRI[13:10]				LED_SEL[9:0]									

Register Details

COMMAND (0x20)

BITFIELD	BITS	ACCESS TYPE	DESCRIPTION
ANIM	15:14	Write	ANIM selects one of 8 behaviors (animations) for the LEDs. Below is a description of the behaviors and what they are encoded as: ● “00”: The LEDs selected will immediately change to the specified brightness ● “01”: The LEDs selected will begin flashing between 0 brightness and the specified brightness ● “10”: The LEDs selected will linearly fade to the specified brightness ● “11”: The LEDs selected will sinusoidally oscillate between 0 brightness and the specified brightness
BRI	13:10	Write	BRI represents a number from 0 to 15. The number determines the gamma corrected brightness, where 0 is off and 15 is full brightness.
LED_SEL	9:0	Write	LED_SEL is a bitmask that selects which LEDs will change to the behavior specified by ANIM and BRI. The LEDs that are not selected maintain their current behavior. For example, if LED_SEL is “1111111111”, all LEDs will change to the specified behavior. If LED_SEL is “0000000000”, then no change will happen, regardless of ANIM and BRI.

*Note: Slice notation endpoints are inclusive, mirroring VHDL slicing