How to control 16x64 Led matrix by Arduino code (pixel by pixel), using provided Cannon code as a starting point.

In the code one defines a matrix with 256 entries :

```
unsigned char Bmp1[] =
(
0x00 , 0x00 , 0x3c  ....
)
```

How to interpret this ?
By trial and error , these are the conclusions :

0x□□

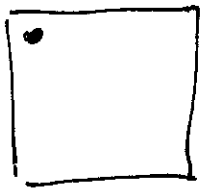
- Always zero , does not effect anything
- can be chosen to be one of four possibilities : 0, 1, a, c*

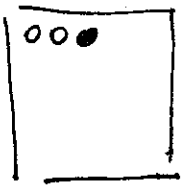
* other digits or letters will work also, but these four constitue the 4 independent choices .

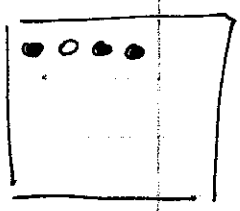
Each entry in the code matrix corresponds to 4 consecutive pixels in a row : 256 x 4 = 1024

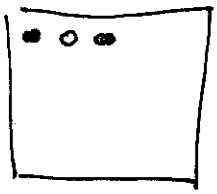
- 256 entries
- 4 pixels per entry
- 1024 pixels in the led matrix 16x64

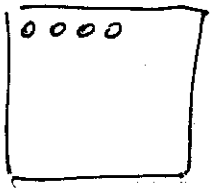
The map for a given entry appears on the next page :

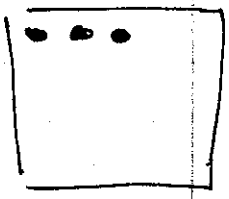
0x01 

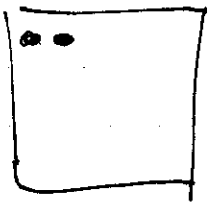
0x10 

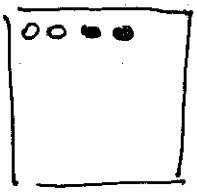
0xa1 

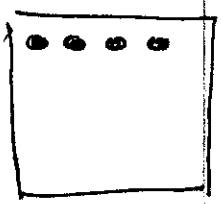
0x11 

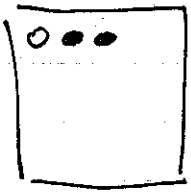
0x00 

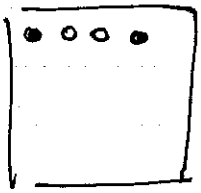
0x1a 

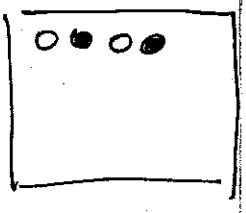
0x0a 

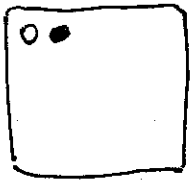
0xa0 

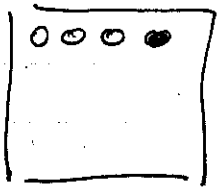
0xaa 

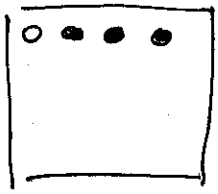
0x1c 

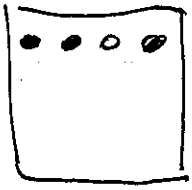
0xc1 

0xcc 

0x0c 

0xc0 

0xac 

0xca 

The number of possibilities for 4 binary pixels is $2^4 = 16$, which is exactly the number of drawn possibilities.

I hope you find it helpfull. Enjoy!

Giora Peniakov 04/09/2016