

**ELECTRO-OPTICAL CHARACTERISTIC TA=25°C**

PARAMETER		MIN	TYP	MAX	UNITS	TEST COND
SUPPLY VOLTAGE	VDD	-	5	-	V	-
PEAK WAVELENGTH (PER DOT)	R	-	630	-	nm	If=5mA
	G	-	520	-		
	B	-	470	-		
LUMINOUS INTENSITY (PER DOT)	R	72	-	180	mcd	If=5mA
	G	180	-	360		
	B	28.5	-	72		
POWER CONSUMPTION		-	-	1.0	W	-
VIEWING ANGLE (PER DOT)		-	120	-	2x theta1/2	If=5mA
EPOXY LENS FINISH	WATER CLEAR					

**COMPONENT**


ITEM	P/N	QTY.
1	SMR-3727-12-RGB	1
2	LDR-CONTROLLER-LITE	1

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**ezDisplay RGB Ring and Stripe Command List**

Code	Function	Driver IC embedded RGB LED Ring and Stripe has 256 grayscale for each primary color (R,G,B)	
		Instruction of AT Command mode	API for C code
<b>0xc0</b>	Set the color of desinated pixel	1. atc0=(address of pixel, grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc0=(0,255,255,0)	<pre>printf("atc0=(%d,%d,%d,%d)",address,R,G,B); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xc1</b>	Set the color of desinated pixels within a section	1. atc1=(address of the start pixel, address of the end pixel, grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc1=(18,25,0,100,0)	<pre>printf("atc1=(%d,%d,%d,%d,%d)",address1,address2,R,G,B); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xc2</b>	Set the color randomly for each pixel of ring	1. atc2=() 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc2=()	<pre>printf("atc2=()"); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xc3</b>	Turn the ring pixels clockwise one round	1. atc3=(speed of turning 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc3=(10)	<pre>printf("atc3=(%d)",speed); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xc4</b>	Turn the ring pixels counter clockwise one round	1. atc4=(speed of turning 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc4=(10)	<pre>printf("atc4=(%d)",speed); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xc5</b>	Turn one pixels Clockwise	1. atc5=(speed of shifting 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atcb=(10)	<pre>printf("atc5=(%d)",speed); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xc6</b>	Turn one pixels Counter clockwise	1. atc6=(speed of shifting 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atcc=(10)	<pre>printf("atc6=(%d)",speed); while (USART_ReceiveData(UART1)!='E') {}</pre>

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 425 N. GARY AVE. CAROL STREAM, IL 60188 PHONE : 800-278-5666 FAX : 630-315-2150 WEB : WWW.LUMEX.COM	ez RING SERIES, Ø37(Ø27)*2.3, 12 DOT RGB LEDs, UART INTERFACE, DC 5V.		DATE : 2018.10.03	DRAWN BY : C.C.
	**THE SPECIFICATIONS MAY CHANGE AT ANY TIME WITHOUT NOTICE.**		PAGE : 2 OF 5	CHKD BY : E.C.
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			UNIT : mm [INCH]	Ⓢ

Code	Function	Driver IC embedded RGB LED Ring and Stripe has 256 grayscale for each primary color (R,G,B)	
		Instruction of AT Command mode	API for C code
<b>0xc7</b>	Flash one desinated pixle	1. atc7=(address of pixel, speed of flashing 1~100) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc7=(0,50)	printf("atc7=(%d,%d)",address,speed); while (USART_ReceiveData(UART1)!= 'E') {}
<b>0xc8</b>	Flash desinated pixels within a section	1. atc8=(address of the start pixel, address of the end pixel, speed of flashing 1~100) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc8=(2,5,50)	printf("atc8=(%d,%d,%d)",address1,address2,speed); while (USART_ReceiveData(UART1)!= 'E') {}
<b>0xc9</b>	Flash whole ring	1. atc9=(speed of flashing 1~100) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atc9=(50)	printf("atc9=(%d)",speed); while (USART_ReceiveData(UART1)!= 'E') {}
<b>0xca</b>	Breath effect of whole ring for 7 major colors	1. atca=(0 or 1 for R, 0 or 1 for G, 0 or 1 for B) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atca=(0,0,1)	printf("atca=(%d,%d,%d)",R,G,B); while (USART_ReceiveData(UART1)!= 'E') {}
<b>0xcd</b>	Set the dynamic fuction's color	1. atcd=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atcd=(128,9,18)	printf("atcd=(%d,%d,%d)",R,G,B); while (USART_ReceiveData(UART1)!= 'E') {}
<b>0xce</b>	Set the dynamic fuction's speed	1. atce=(speed 1~100) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atce=(5)	printf("atce=(%d)",speed); while (USART_ReceiveData(UART1)!= 'E') {}
<b>0xcf</b>	Set the pixel number of ring	1. atcf=(number of pixels of ring 1~120) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atcf=(48)	printf("atcc=(%d)",Number_of_Pixel); while (USART_ReceiveData(UART1)!= 'E') {}

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Code	Function	Driver IC embedded RGB LED Ring and Stripe has 256 grayscale for each primary color (R,G,B)	
		Instruction of AT Command mode	API for C code
<b>0xd0</b>	Clear display	1. atd0=() 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atd0=()	printf("atd0=()"); while (USART_ReceiveData(UART1) != 'E') {}
<b>0x10</b>	Fill pixel one by one, strat from last pixel	1. at10=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of filling 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at10=(0,105,0,5)	printf("at10=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1) != 'E') {}
<b>0x11</b>	Fill pixel one by one, strat from first pixel	1. at11=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of filling 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at11=(0,105,0,2)	printf("at11=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1) != 'E') {}
<b>0x12</b>	Stack pixel one by one clockwise then turn off pixel counterclockwise	1. at12=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of stacking 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at12=(0,10,255,5)	printf("at12=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1) != 'E') {}
<b>0x13</b>	Stack pixel one by one counterclockwise then turn off pixel clockwise	1. at13=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of stacking 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at13=(255,0,0,10)	printf("at13=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1) != 'E') {}
<b>0x14</b>	Two pixels collision then firework	1. at14=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of stacking 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at14=(0,255,0,10)	printf("at14=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1) != 'E') {}
<b>0x15</b>	Two stack pixels collision then firework	1. at15=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of stacking 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at15=(0,255,0,10)	printf("at15=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1) != 'E') {}

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		Instruction of AT Command mode	API for C code
<b>0x16</b>	Two pixels collision then bounce back	1. at16=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of stacking 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at16=(255,255,255,10)	<pre>printf("at16=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0x17</b>	Two stack pixels collision then fade back	1. at17=(grayscale of R 0~255, grayscale of G 0~255, grayscale of B 0~255, speed of stacking 1~30) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> at17=(0,255,100,10)	<pre>printf("at17=(%d,%d,%d,%d)",R,G,B,speed); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xf2</b>	Set the Dimming level  <i>* Only available for Dimmable LEDs</i>	1. atf2=(Dimming level 0~31) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <example> atf2=(7)	<pre>printf("atf2=(%d)",Dimming); while (USART_ReceiveData(UART1)!='E') {}</pre>
<b>0xfd</b>	Set the dynamic function	1. atfd=(Function Code 0~20) 2. Wait until receive a device available byte ('E') from Ring or Stripe  <Function code> 0 : Stop the auto run back to static mode 1~20 are auto run mode. The display speed and color can be determined by atcc and atcd command accordingly 1: Breath (for red, green, blue, yellow, cyan, magenta & white only) 2: Randomly color display for whole ring 3: Turn one pixel clockwise 4: Turn one pixel counter clockwise 5: Turn comet section pixels clockwise (for red, green, blue, yellow, cyan, magenta & white only) 6: Turn comet section pixels counter clockwise (for red, green, blue, yellow, cyan, magenta & white only) 7: Comet section pixels bounce around (for red, green, blue, yellow, cyan, magenta & white only) 8: Turn ring display memory data clockwise (Ring display memory can be determined by atc0 or atc1command) 9: Turn ring display memory data counter clockwise (Ring display memory can be determined by atc0 or atc1command) 10: Flash whole ring 11: Fill pixel one by one start from last pixel 12: Fill pixel one by one start from first pixel 13: Fill pixel one by one clockwise then disappear one by one counter clockwise 14: Fill pixel one by one clockwise then disappear one by one clockwise 15: Show the ring display memory data one by one then disappear one by one counter clockwise 16: Show the ring display memory data one by one then disappear one by one clockwise 17: Two pixels collide then firework effect 18: Two section pixels collide then firework effect 19: Two pixels crossing 20: Two pixels collide then bounce back	<pre>printf("atfd=(%d)",Function); while (USART_ReceiveData(UART1)!='E') {}</pre>

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