

Instrucciones LEDs GO

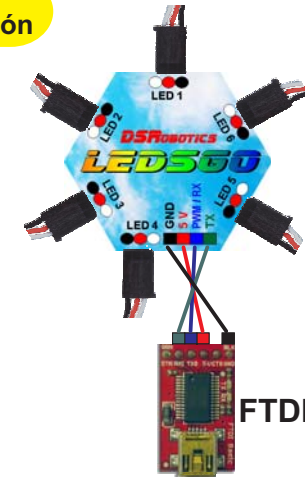
modo auto



modo normal

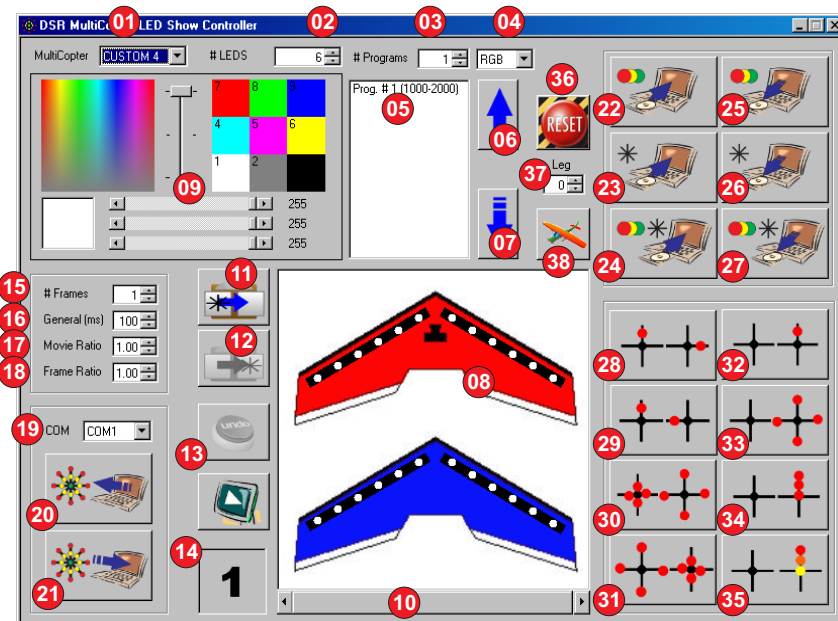


modo programación



Descargue consola y videotutoriales en <http://www.dsrobotics.com>

Consola de programación



- | | | |
|-------------------------|------------------------|-----------------------------|
| 01 Tipo de Frame | 14 Play/Stop | 27 Leer Completo |
| 02 N° de leds | 15 Define n° de frames | 28 Girar frame 90° DER |
| 03 N° de programas | 16 Define Vel General | 29 Girar frame 90° IZQ |
| 04 Tipo de led | 17 Define Vel Movie | 30 Expandir frame |
| 05 Divisiones pwm canal | 18 Define Vel Frame | 31 Contraer frame |
| 06 Subir programación | 19 Puerto COM: de FTDI | 32 Colorear un led |
| 07 Bajar programación | 20 Escribir en Ledsgo | 33 Colorear anillo |
| 08 Ventana simulación | 21 Leer desde Ledsgo | 34 Colorear brazo |
| 09 Selección color | 22 Salvar Programa | 35 Transición colores brazo |
| 10 Selección frame | 23 Salvar Frame | 36 Inicializa modo custom |
| 11 Copiar frame | 24 Salvar Completo | 37 Selección brazo custom |
| 12 Pegar frame | 25 Leer Programa | 38 Selección imagen custom |
| 13 Deshacer | 26 Leer Frame | |

LEDs GO Instructions

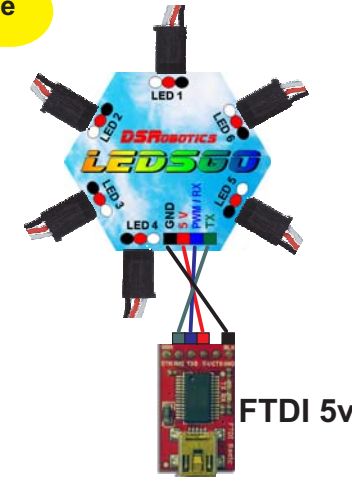
auto mode



normal mode



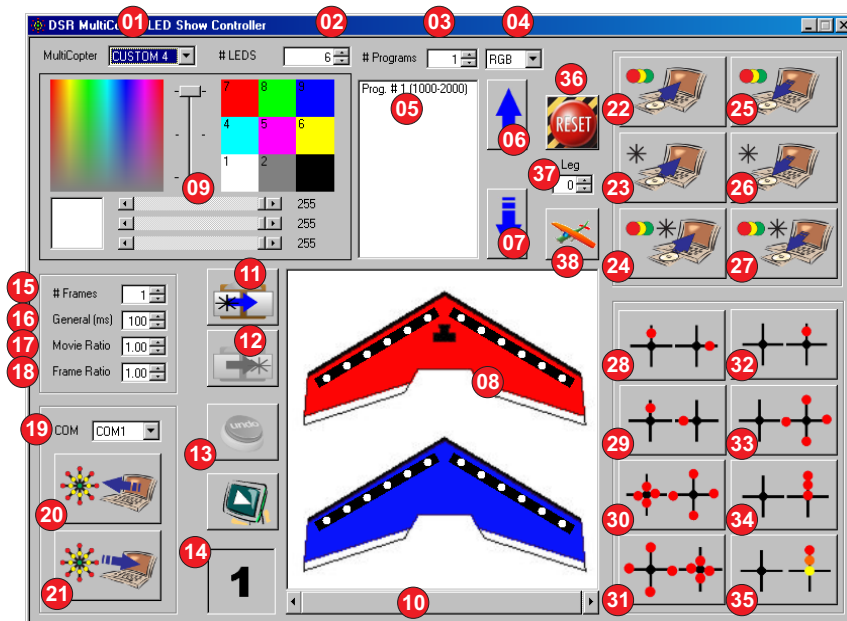
prog. mode



Console

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FTDI 5v



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|---------------------------|-------------------------|-----------------------|
| 01 Type of Multi | 14 Play/Stop | 27 Read Complete |
| 02 # of leds | 15 Define # of frames | 28 Turn 90° CW |
| 03 # of programs | 16 Define General speed | 29 Turn 90° CCW |
| 04 Type of leds (RGB/GRB) | 17 Define Movie speed | 30 Expand |
| 05 Divisions pwm channel | 18 Define Frame speed | 31 Contract |
| 06 Upper programation | 19 FTDI COM: port | 32 Colour a led |
| 07 Lower programation | 20 Write to Ledsgo | 33 Colour a ring |
| 08 Simulation window | 21 Read from Ledsgo | 34 Colour a leg |
| 09 Select color | 22 Save Program | 35 Colours transition |
| 10 Move across frame | 23 Save Frame | 36 Reset custom mode |
| 11 Copy active frame | 24 Save Complete | 37 Select custom leg |
| 12 Paste active frame | 25 Read Program | 38 Load custom image |
| 13 Undo | 26 Read Frame | |