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# **Adafruit HT16K33 Documentation**

*Release 1.0*

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**Sep 27, 2017**



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Contents:



**class** `ht16k33_matrix.HT16K33` (*i2c*, *address=0x70*)  
The base class for all displays. Contains common methods.

**blink\_rate** (*[rate]*)  
Get or set the blink rate. Range 0-3.

**brightness** (*[brightness]*)  
Get or set the brightness. Range 0-15.

**show** ()  
Refresh the display and show the changes.

**fill** (*color*)  
Fill the whole display with the given color.

**pixel** (*x*, *y* [*, color*])  
Get or set the color of a given pixel.

**framebuffer**  
The underlying `FrameBuffer` object.

**class** `ht16k33_matrix.Matrix16x18`  
A double matrix or the matrix wing.

**class** `ht16k33_matrix.Matrix8x8`  
A single matrix.

**class** `ht16k33_matrix.Matrix8x8x2`  
A bi-color matrix.





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### Segment Displays

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**class** `ht16k33_seg.Seg14x4` (*i2c*, *address=0x70*)

Alpha-numeric, 14-segment display.

**scroll** (*self*, *count=1*)

Scroll the display by specified number of places.

**put** (*self*, *char*, *index=0*)

Put a character at the specified place.

**push** (*self*, *char*)

Scroll the display and add a character at the end.

**text** (*text*)

Display the specified text.

**number** (*number*)

Display the specified decimal number.

**hex** (*number*)

Display the specified hexadecimal number.

**class** `ht16k33_seg.Seg7x4` (*i2c*, *address=0x70*)

Numeric 7-segment display. It has the same methods as the alphanumeric display, but only supports displaying decimal and hex digits, period and a minus sign.



## CHAPTER 3

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### Indices and tables

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