AdafruitTrellis Library Documentation

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This library will allow you to control the LEDs and read button presses on the Adafruit Trellis Board. It will work with a single Trellis board, or with a matrix of up to 8 Trellis boards.

For more details, see the Adafruit Trellis Learn Guide.

CHAPTER 1

Dependencies

This driver depends on:

- Adafruit CircuitPython 2.0.0+
- Bus Device

Please ensure all dependencies are available on the CircuitPython filesystem. This is easily achieved by downloading the Adafruit library and driver bundle.

CHAPTER 2

Installing from PyPI

On supported GNU/Linux systems like the Raspberry Pi, you can install the driver locally from PyPI. To install for current user:

```
pip3 install adafruit-circuitpython-trellis
```

To install system-wide (this may be required in some cases):

```
sudo pip3 install adafruit-circuitpython-trellis
```

To install in a virtual environment in your current project:

```
mkdir project-name && cd project-name
python3 -m venv .env
source .env/bin/activate
pip3 install adafruit-circuitpython-trellis
```

CHAPTER 3

Usage Example

See examples/trellis_simpletest.py for full usage example.

```
import time
import busio
from board import SCL, SDA
from adafruit_trellis import Trellis

# Create the I2C interface
i2c = busio.I2C(SCL, SDA)

# Create a Trellis object for each board
trellis = Trellis(i2c) # 0x70 when no I2C address is supplied

# Turn on every LED
print('Turning all LEDs on...')
trellis.led.fill(True)
time.sleep(2)

# Turn off every LED
print('Turning all LEDs off...')
trellis.led.fill(False)
time.sleep(2)
```

CHAPTER 4

Contributing

Contributions are welcome! Please read our Code of Conduct before contributing to help this project stay welcoming.

CHAPTER 5

Documentation

For information on building library documentation, please check out this guide.

CHAPTER 6

Table of Contents

6.1 Simple test

Ensure your device works with this simple test.

Single Adafruit Trellis Board

Listing 1: examples/trellis_simpletest.py

```
# Basic example of turning on LEDs and handling Keypad
# button activity.

# This example uses only one Trellis board, so all loops assume
# a maximum of 16 LEDs (0-15). For use with multiple Trellis boards,
# see the documentation.

import time
import busio
from board import SCL, SDA
from adafruit_trellis import Trellis

# Create the I2C interface
i2c = busio.I2C(SCL, SDA)

# Create a Trellis object
trellis = Trellis(i2c)  # 0x70 when no I2C address is supplied

# 'auto_show' defaults to 'True', so anytime LED states change,
# the changes are automatically sent to the Trellis board. If you
# set 'auto_show' to 'False', you will have to call the 'show()'
# method afterwards to send updates to the Trellis board.

# Turn on every LED
print('Turning all LEDs on...')
```

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```
trellis.led.fill(True)
time.sleep(2)

# Turn off every LED
print('Turning all LEDs off...')
trellis.led.fill(False)
time.sleep(2)

# Turn on every LED, one at a time
print('Turning on each LED, one at a time...')
for i in range(16):
    trellis.led[i] = True
    time.sleep(.1)

# Turn off every LED, one at a time
print('Turning off each LED, one at a time...')
for i in range(15, 0, -1):
    trellis.led[i] = False
    time.sleep(.1)

# Now start reading button activity
# - When a button is depressed (just_pressed),
#   the LED for that button will turn on.
# - When the button is relased (released),
#   the LED will turn off.
# - Any button that is still depressed (pressed_buttons),
#   the LED will remain on.
print('Starting button sensory loop...')
pressed_buttons = set()
while True:
    # Make sure to take a break during each trellis.read_buttons
    # cycle.
    time.sleep(.1)

    just_pressed, released = trellis.read_buttons()
    for b in just_pressed:
        print('pressed:', b)
        trellis.led[b] = True
    pressed_buttons.update(just_pressed)
    for b in released:
        print('released:', b)
        trellis.led[b] = False
    pressed_buttons.difference_update(released)
    for b in pressed_buttons:
        print('still pressed:', b)
        trellis.led[b] = True
```

6.2 `adafruit_trellis` - Adafruit Trellis Monochrome 4x4 LED Backlit Keypad

CircuitPython library to support Adafruit's Trellis Keypad.

- **Author(s): Limor Fried, Radomir Dopieralski, Tony DiCola,** Scott Shawcroft, and Michael Schroeder

6.2.1 Implementation Notes

Hardware:

- Adafruit Trellis Monochrome 4x4 LED Backlit Keypad (Product ID: 1616)

Software and Dependencies:

- Adafruit CircuitPython firmware (2.2.0+) for the ESP8622 and M0-based boards: https://github.com/adafruit/circuitpython/releases
- Adafruit's Bus Device library: https://github.com/adafruit/Adafruit_CircuitPython_BusDevice

class adafruit_trellis.**Trellis**(*i2c*, *addresses=None*)

Driver base for a single Trellis Board

Parameters

- **i2c** (*I2C*) – The `busio.I2C` object to use. This is the only required parameter when using a single Trellis board.
- **addresses** (*list*) – The I2C address(es) of the Trellis board(s) you're using. Defaults to `[0x70]` which is the default address for Trellis boards. See Trellis product guide for using different/multiple I2C addresses. https://learn.adafruit.com/adafruit-trellis-diy-open-source-led-keypad

Listing 2: Usage Example

```
# Basic example of turning on LEDs and handling Keypad
# button activity.

# This example uses only one Trellis board, so all loops assume
# a maximum of 16 LEDs (0-15). For use with multiple Trellis boards,
# see the documentation.

import time
import busio
from board import SCL, SDA
from adafruit_trellis import Trellis

# Create the I2C interface
i2c = busio.I2C(SCL, SDA)

# Create a Trellis object
trellis = Trellis(i2c)  # 0x70 when no I2C address is supplied

# 'auto_show' defaults to 'True', so anytime LED states change,
# the changes are automatically sent to the Trellis board. If you
# set 'auto_show' to 'False', you will have to call the 'show()'
# method afterwards to send updates to the Trellis board.

# Turn on every LED
print('Turning all LEDs on...')
trellis.led.fill(True)
time.sleep(2)

# Turn off every LED
print('Turning all LEDs off...')
trellis.led.fill(False)
time.sleep(2)
```

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```

# Turn on every LED, one at a time
print('Turning on each LED, one at a time...')
for i in range(16):
    trellis.led[i] = True
    time.sleep(.1)

# Turn off every LED, one at a time
print('Turning off each LED, one at a time...')
for i in range(15, 0, -1):
    trellis.led[i] = False
    time.sleep(.1)

# Now start reading button activity
# - When a button is depressed (just_pressed),
#   the LED for that button will turn on.
# - When the button is relased (released),
#   the LED will turn off.
# - Any button that is still depressed (pressed_buttons),
#   the LED will remain on.
print('Starting button sensory loop...')
pressed_buttons = set()
while True:
    # Make sure to take a break during each trellis.read_buttons
    # cycle.
    time.sleep(.1)

    just_pressed, released = trellis.read_buttons()
    for b in just_pressed:
        print('pressed:', b)
        trellis.led[b] = True
    pressed_buttons.update(just_pressed)
    for b in released:
        print('released:', b)
        trellis.led[b] = False
    pressed_buttons.difference_update(released)
    for b in pressed_buttons:
        print('still pressed:', b)
        trellis.led[b] = True
```

auto_show

Current state of sending LED updates directly the Trellis board(s). `True` or `False`.

blink_rate

The current blink rate as an integer range 0-3.

brightness

The current brightness as an integer range 0-15.

led = None

The LED object used to interact with Trellis LEDs.

- `trellis.led[x]` returns the current LED status of LED `x` (True/False)
- `trellis.led[x] = True` turns the LED at `x` on
- `trellis.led[x] = False` turns the LED at `x` off
- `trellis.led.fill(bool)` turns every LED on (True) or off (False)

read_buttons()

Read the button matrix register on the Trellis board(s). Returns two lists: 1 for new button presses, 1 for button relases.

show()

Refresh the LED buffer and show the changes.

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