# API AND USAGE

1 **CircuitPython**

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<td>Index</td>
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</table>
Welcome to the API reference documentation for Adafruit CircuitPython. This contains low-level API reference docs which may link out to separate “getting started” guides. Adafruit has many excellent tutorials available through the Adafruit Learning System.
CircuitPython is a beginner friendly, open source version of Python for tiny, inexpensive computers called microcontrollers. Microcontrollers are the brains of many electronics including a wide variety of development boards used to build hobby projects and prototypes. CircuitPython in electronics is one of the best ways to learn to code because it connects code to reality. Simply install CircuitPython on a supported USB board usually via drag and drop and then edit a code.py file on the CIRCUITPY drive. The code will automatically reload. No software installs are needed besides a text editor (we recommend Mu for beginners.)

Starting with CircuitPython 7.0.0, some boards may only be connectable over Bluetooth Low Energy (BLE). Those boards provide serial and file access over BLE instead of USB using open protocols. (Some boards may use both USB and BLE.) BLE access can be done from a variety of apps including code.circuitpython.org.

CircuitPython features unified Python core APIs and a growing list of 300+ device libraries and drivers that work with it. These libraries also work on single board computers with regular Python via the Adafruit Blinka Library.

CircuitPython is based on MicroPython. See below for differences. Most, but not all, CircuitPython development is sponsored by Adafruit and is available on their educational development boards. Please support both MicroPython and Adafruit.

### 1.1 Get CircuitPython

Official binaries for all supported boards are available through circuitpython.org/downloads. The site includes stable, unstable and continuous builds. Full release notes are available through GitHub releases as well.
1.2 Documentation

Guides and videos are available through the Adafruit Learning System under the CircuitPython category. An API reference is also available on Read the Docs. A collection of awesome resources can be found at Awesome CircuitPython.

Specifically useful documentation when starting out:

- Welcome to CircuitPython
- CircuitPython Essentials
- Example Code

1.3 Code Search

GitHub doesn’t currently support code search on forks. Therefore, CircuitPython doesn’t have code search through GitHub because it is a fork of MicroPython. Luckily, SourceGraph has free code search for public repos like CircuitPython. So, visit sourcegraph.com/github.com/adafruit/circuitpython to search the CircuitPython codebase online.

1.4 Contributing

See CONTRIBUTING.md for full guidelines but please be aware that by contributing to this project you are agreeing to the Code of Conduct. Contributors who follow the Code of Conduct are welcome to submit pull requests and they will be promptly reviewed by project admins. Please join the Discord too.

1.5 Branding

While we are happy to see CircuitPython forked and modified, we’d appreciate it if forked releases not use the name “CircuitPython” or the Blinka logo. “CircuitPython” means something special to us and those who learn about it. As a result, we’d like to make sure products referring to it meet a common set of requirements.

If you’d like to use the term “CircuitPython” and Blinka for your product here is what we ask:

- Your product is supported by the primary “adafruit/circuitpython” repo. This way we can update any custom code as we update the CircuitPython internals.
- Your product is listed on circuitpython.org (source here). This is to ensure that a user of your product can always download the latest version of CircuitPython from the standard place.
- Your product supports at least one standard “Workflow” for serial and file access: * With a user accessible USB plug which appears as a CIRCUITPY drive when plugged in. * With file and serial access over Bluetooth Low Energy using the BLE Workflow. * With file access over WiFi using the WiFi Workflow with serial access over USB and/or WebSocket.
- Boards that do not support the USB Workflow should be clearly marked.

If you choose not to meet these requirements, then we ask you call your version of CircuitPython something else (for example, SuperDuperPython) and not use the Blinka logo. You can say it is “CircuitPython-compatible” if most CircuitPython drivers will work with it.
1.6 Differences from MicroPython

CircuitPython:

- Supports native USB on most boards and BLE otherwise, allowing file editing without special tools.
- Floats (aka decimals) are enabled for all builds.
- Error messages are translated into 10+ languages.
- Concurrency within Python is not well supported. Interrupts and threading are disabled. async/await keywords are available on some boards for cooperative multitasking. Some concurrency is achieved with native modules for tasks that require it such as audio file playback.

1.6.1 Behavior

- The order that files are run and the state that is shared between them. CircuitPython’s goal is to clarify the role of each file and make each file independent from each other.
  - boot.py runs only once on start up before workflows are initialized. This lays the groundwork for configuring USB at startup rather than it being fixed. Since serial is not available, output is written to boot_out.txt.
  - code.py (or main.py) is run after every reload until it finishes or is interrupted. After it is done running, the vm and hardware is reinitialized. This means you cannot read state from code.py in the REPL anymore, as the REPL is a fresh vm. CircuitPython’s goal for this change includes reducing confusion about pins and memory being used.
  - After the main code is finished the REPL can be entered by pressing any key.
  - Autoreload state will be maintained across reload.
- Adds a safe mode that does not run user code after a hard crash or brown out. This makes it possible to fix code that causes nasty crashes by making it available through mass storage after the crash. A reset (the button) is needed after it’s fixed to get back into normal mode.
- RGB status LED indicating CircuitPython state. - One green flash - code completed without error. - Two red flashes - code ended due to an exception. - Three yellow flashes - safe mode. May be due to CircuitPython internal error.
- Re-runs code.py or other main file after file system writes by a workflow. (Disable with supervisor.disable_autoreload())
- Autoreload is disabled while the REPL is active.
- Main is one of these: code.txt, code.py, main.py, main.txt
- Boot is one of these: boot.py, boot.txt
1.6.2 API

- Unified hardware APIs. Documented on ReadTheDocs.
- API docs are Python stubs within the C files in shared-bindings.
- No machine API.

1.6.3 Modules

- No module aliasing. (uos and utime are not available as os and time respectively.) Instead os, time, and random are CPython compatible.
- New storage module which manages file system mounts. (Functionality from uos in MicroPython.)
- Modules with a CPython counterpart, such as time, os and random, are strict subsets of their CPython version. Therefore, code from CircuitPython is runnable on CPython but not necessarily the reverse.
- tick count is available as time.monotonic()

1.7 Project Structure

Here is an overview of the top-level source code directories.

1.7.1 Core

The core code of MicroPython is shared amongst ports including CircuitPython:
- docs High level user documentation in Sphinx reStructuredText format.
- drivers External device drivers written in Python.
- examples A few example Python scripts.
- extmod Shared C code used in multiple ports’ modules.
- lib Shared core C code including externally developed libraries such as FATFS.
- logo The CircuitPython logo.
- mpy-cross A cross compiler that converts Python files to byte code prior to being run in MicroPython. Useful for reducing library size.
- py Core Python implementation, including compiler, runtime, and core library.
- shared-bindings Shared definition of Python modules, their docs and backing C APIs. Ports must implement the C API to support the corresponding module.
- shared-module Shared implementation of Python modules that may be based on common-hal.
- tests Test framework and test scripts.
- tools Various tools, including the pyboard.py module.
1.7.2 Ports

Ports include the code unique to a microcontroller line.

<table>
<thead>
<tr>
<th>Supported</th>
<th>Support status</th>
</tr>
</thead>
<tbody>
<tr>
<td>atmel-samd</td>
<td>SAMD21 stable</td>
</tr>
<tr>
<td>cxd56</td>
<td>stable</td>
</tr>
<tr>
<td>esp32</td>
<td>ESP32-C3 beta</td>
</tr>
<tr>
<td>litex</td>
<td>alpha</td>
</tr>
<tr>
<td>mimxrt10xx</td>
<td>alpha</td>
</tr>
<tr>
<td>nrf</td>
<td>stable</td>
</tr>
<tr>
<td>nrf</td>
<td>stable</td>
</tr>
<tr>
<td>stm</td>
<td>F4 stable</td>
</tr>
<tr>
<td>unix</td>
<td>alpha</td>
</tr>
</tbody>
</table>

- **stable** Highly unlikely to have bugs or missing functionality.
- **beta** Being actively improved but may be missing functionality and have bugs.
- **alpha** Will have bugs and missing functionality.

1.7.3 Boards

- Each port has a boards directory containing boards which belong to a specific microcontroller line.
- A list of native modules supported by a particular board can be found here.

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1.8 Full Table of Contents

1.8.1 Core Modules

These core modules are intended on being consistent across ports and boards. A module may not exist on a port/board if no underlying hardware support is present or if flash space is limited. For example, a microcontroller without analog features will not have analogio. See the Module Support Matrix - Which Modules Are Available on Which Boards page for a list of modules supported on each board.

Module Support Matrix - Which Modules Are Available on Which Boards

The following table lists the available built-in modules for each CircuitPython capable board, as well as each frozen module included on it.

<table>
<thead>
<tr>
<th>Board</th>
<th>Modules Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>8086 Commander</td>
<td>adafruit_bus_device, analogio, board, busio, digitalio, keypad, math, microcontroller, neopixel_write, nvm, onewireio, os, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
</tr>
<tr>
<td></td>
<td><strong>Frozen Modules:</strong> adafruit_hid, adafruit_sdcard</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>Board</th>
<th>Modules Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>@sarfata shRtty</td>
<td>analogio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid</td>
</tr>
<tr>
<td>Adafruit BLM Badge</td>
<td>analogio, audiobusio, audiocore, audioio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, rainbowio, random, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid</td>
</tr>
<tr>
<td>Adafruit Camera</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmapools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
</tr>
<tr>
<td>Adafruit Circuit Playground Bluefruit</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmapools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>Adafruit Circuit Playground 4-H</td>
<td>adafruit_bus_device, adafruit_pixelbuf, analogio, audiobusio, audiocore, audioio, bitbangio, board, busio, countio, digitalio, dotenv, errno, math, microcontroller, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<tr>
<td></td>
<td><strong>Frozen Modules:</strong> adafruit_circuitplayground, adafruit_hid, adafruit_lis3dh, adafruit_thermistor, neopixel</td>
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<tr>
<td>Adafruit Circuit Play- ground Express</td>
<td>adafruit_bus_device, adafruit_pixelbuf, analogio, audiobusio, audiocore, audioio, bitbangio, board, busio, countio, digitalio, dotenv, errno, math, microcontroller, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<tr>
<td></td>
<td><strong>Frozen Modules:</strong> adafruit_circuitplayground, adafruit_hid, adafruit_lis3dh, adafruit_thermistor, neopixel</td>
</tr>
<tr>
<td>Adafruit Circuit Play- ground Express with Crickit libraries</td>
<td>adafruit_bus_device, adafruit_pixelbuf, analogio, audiobusio, audiocore, audioio, board, busio, digitalio, dotenv, errno, math, microcontroller, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<tr>
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<td><strong>Frozen Modules:</strong> adafruit_circuitplayground, adafruit_crickit, adafruit_lis3dh, adafruit_motor, adafruit_seesaw, adafruit_thermistor, neopixel</td>
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<table>
<thead>
<tr>
<th>Board</th>
<th>Modules Available</th>
</tr>
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<tbody>
<tr>
<td>Adafruit Circuit-Playground</td>
<td>analogio, audiobusio, audiocore, audiio, board, busio, digitalio, displayio, dotenv,</td>
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<tr>
<td>with displayio</td>
<td>errno, fontio, math, microcontroller, neopixel_write, nvm, onewireio, os, pulseio,</td>
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<td></td>
<td>pwmio, rainbowio, random, storage, struct, supervisor, terminalio, time, touchio,</td>
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<td></td>
<td>usb_cdc, usb_hid</td>
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<td></td>
<td><strong>Frozen Modules:</strong> adafruit_circuitplayground, adafruit_lis3dh, adafruit_thermistor, neopixel</td>
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<tr>
<td></td>
<td></td>
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<tr>
<td>Adafruit CLUE nRF52840</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, alarm, analogio, atexit,</td>
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<tr>
<td>Express</td>
<td>audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio,</td>
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<td>bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio,</td>
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<td>fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack,</td>
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<td>neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio,</td>
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<td>random, re, rgmmatrix, rotaryio, rtc, sdcardio, sharppydisplay, storage, struct,</td>
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<td>supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid,</td>
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<td>usb_mid, vectorio, watchdog, zlib</td>
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<td><strong>Frozen Modules:</strong> stage, ugame</td>
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<td>Adafruit Feather Bluefruit</td>
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<td>write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re,</td>
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<td>rgmmatrix, rotaryio, rtc, sdcardio, sharppydisplay, storage, struct, supervisor,</td>
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<td>synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_mid,</td>
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<td>vectorio, watchdog, zlib</td>
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<td>Adafruit Feather ESP32 V2</td>
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<td>audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio,</td>
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<td>canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebuffer</td>
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<td>frequency, getpass, gifio, hashio, ip2ctarget, json, keypad, math, mdns,</td>
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<td>qrio, rainbowio, random, re, rotaryio, rtc, sdcardio, sharppydisplay, socketpool, ss</td>
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<td>storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab,</td>
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<td></td>
<td>vectorio, watchdog, wifi, zlib</td>
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<table>
<thead>
<tr>
<th>Board</th>
<th>Modules Available</th>
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<tbody>
<tr>
<td>Adafruit Feather ESP32-S2 TFT</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, erreo, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2cloop, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>Adafruit Feather ESP32-S3 TFT</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, erreo, fontio, framebufferio, frequencyio, getpass, hashlib, i2cloop, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>Adafruit Feather ESP32S2</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, erreo, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2cloop, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>Adafruit Feather ESP32S3 4MB Flash 2MB PSRAM</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, erreo, fontio, framebufferio, frequencyio, getpass, hashlib, i2cloop, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, ps2io, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
</tr>
<tr>
<td>Adafruit Feather ESP32S3 No PSRAM</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, erreo, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2cloop, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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Table 1 – continued from previous page

<table>
<thead>
<tr>
<th>Board</th>
<th>Modules Available</th>
</tr>
</thead>
<tbody>
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1.8. Full Table of Contents
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*Frozen Modules:* adafruit_esp32spi, adafruit_requests |
| Adafruit Feather nRF52840 Express | `.bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, erro, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib` |
| Adafruit Feather RP2040 | `.bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, bitops, board, busio, countio, digitalio, displayio, dotenv, erro, floppyio, fontio, framebufferio, getpass, i2ctarget, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib` |
| Adafruit Feather STM32F405 Express | `.bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiocore, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, canio, digitalio, displayio, dotenv, erro, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, onewireio, os, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rtc, sdcardio, sdioio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, zlib` |

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<td>Adafruit ItsyBitsy M0 Express</td>
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<th>Board</th>
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<td>Adafruit ItsyBitsy RP2040</td>
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<td>Adafruit LED Glasses Driver nRF52840</td>
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**Frozen Modules:** adafruit_hid, neopixel |
| Trinkey M0           |                                                                                                       |
| Adafruit NeoPixel    | adafruit_pixelbuf, board, digitalio, math, microcontroller, neopixel_write, nvm, os, rainbowio, random, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi  
**Frozen Modules:** adafruit_hid, neopixel |
| Trinkey M0           |                                                                                                       |
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<td>adafruit_aps9960, neopixel</td>
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<td>Adafruit Pybadge</td>
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<th>Board</th>
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<td>Adafruit QT Py ESP32C3</td>
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<th>Board</th>
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<td>Adafruit</td>
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<td>QT Py M0</td>
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<td>Trinkey</td>
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**Frozen Modules:** adafruit_hid, neopixel

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**1.8. Full Table of Contents**
<table>
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<th>Board</th>
<th>Modules Available</th>
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<tbody>
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<tr>
<td>Adafruit Trinket M0</td>
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<td>AITHinker ESP32-C3S_Kit</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, analogio, atexit, audiocore, audiomixer, binascii, bitbangio, bitmapools, board, busio, canio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, vectorio, watchdog, wifi, zlib</td>
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<td>ARAM-CON Badge 2019</td>
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<td>Arduino MKR Zero</td>
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<td>BastBLE</td>
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<tr>
<th>Board</th>
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<td>usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td><strong>Frozen Modules:</strong> adafruit_hid</td>
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<td><strong>Frozen Modules:</strong> neopixel</td>
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<td><strong>Frozen Modules:</strong> neopixel</td>
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<td><strong>Frozen Modules:</strong> neopixel</td>
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<thead>
<tr>
<th>Board</th>
<th>Modules Available</th>
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<td>BLE-SSdev board Multi Sensor</td>
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<td>BlueMicro833</td>
<td>_bleio, adafruit_pixelbuf, alarm, analogio, audiocore, audiopwmio, board, busio, digitalio, keypad, math, microcontroller, neopixel_write, os, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, usb_cdc, usb_hid, usb_midi</td>
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<td>BlueMicro840</td>
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<tr>
<td>Capable Robot Programmable USB Hub</td>
<td>alarm, analogio, board, busio, digitalio, math, microcontroller, nvm, onewireio, os, ps2io, pwmio, rainbowio, random, rtc, storage, struct, supervisor, time, usb_cdc, watchdog</td>
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<td>Cedar Grove String Car M0 Express</td>
<td>adafruit_pixelbuf, analogio, audiobusio, audiocore, audioio, board, busio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, terminalio, time, touchio, usb_cdc, usb_hid</td>
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<td>Challenger NB RP2040 WiFi</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, bitops, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, getpass, i2ctarget, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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Table 1 – continued from previous page
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<th>Board</th>
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<tr>
<td>RP2040 LoRa LTE</td>
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<td>paralleledisplay, pulseio, pmvio, qrio, rainbowio, random, re, rgbmatrix, rotaryio,</td>
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<td>Challenger</td>
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<td>RP2040 WiFi</td>
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<td>Circuit Playground</td>
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<td>Express Digi-Key PyCon</td>
<td>adafruit_bus_device, adafruit_pixelbuf, analogio, audiobusio, audiocore, audioio,</td>
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<td>onewireio, os, paralleledisplay, pulseio, pmvio, rainbowio, random, rotaryio, rtc,</td>
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<td>sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio,</td>
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<th>Board</th>
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<td>analogio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>CP Sapling M0 w/ SPI Flash</td>
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<td>CrumpS2</td>
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<td>Cytron Maker Feather AIoT S3</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiostream, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dalbank, errno, fontio, framebuffersio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>Cytron Maker Nano RP2040</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiostream, binascii, bitbangio, bitmaptools, bitops, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebuffersio, getpass, i2ctarget, imagemode, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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Frozen Modules: neopixel, simpleio

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<th>Board</th>
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<td>Cytron Maker Pi RP2040</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmptools, bitops, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, getpass, i2c, target, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ubul, usb_cdc, usb_hid, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<tr>
<td>Cytron Maker Zero SAMD21</td>
<td>analogio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>DFRobot Beetle ESP32-C3</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, analogio, atexit, audiocore, audiomixer, binascii, bitbangio, bitmptools, board, busio, canio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, hashlib, i2c, target, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ubul, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>Diodes Delight Piunora</td>
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<td>DynOSAT-EDU-EPS</td>
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<td>Electrolama minik</td>
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<td>Electronut Labs Blip</td>
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<td>Encoder-Pad RP2040</td>
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<td>Escornabot Makech</td>
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<td>ESP 12k NodeMCU</td>
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<td>ESP32-C3-DevKitM-1</td>
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<td>ESP32-S2-DevKitC-1-N4</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmmapools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2c_target, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zilib</td>
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<th>Board</th>
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<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>ESP32-S3-Box-2.5</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>ESP32-S3-Box-Lite</td>
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<td>ESP32-S3-DevKitC-1-N8R2</td>
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<td>frequencyio, getpass, gifio, hashlib, i2cdev, ipaddress, json, keypad, math,</td>
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<td>mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, ps2io, pulseio,</td>
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<td>pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay,</td>
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<td>socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio,</td>
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<td>traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio,</td>
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<td>frequencyio, getpass, gifio, hashlib, i2cdev, ipaddress, json, keypad, math,</td>
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<td>mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, ps2io, pulseio,</td>
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<td>pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay,</td>
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<td>frequencyio, getpass, gifio, hashlib, i2cdev, ipaddress, json, keypad, math,</td>
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<td>ESP32-EYE</td>
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<td>traceback, ulab, vectorio, watchdog, wifi, zlib</td>
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<th>Board</th>
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<td>Espruino Pico</td>
<td>adafruit_pixelbuf, analogio, atexit, binascii, bitbangio, board, busio,</td>
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<td>neopixel_write, onewireio, os, pulseio, pwmio, rainbowio, random, re, rtc, sdcardio,</td>
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<td>usb_midi, zlib</td>
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<td>Espruino Wifi</td>
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<td>keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os,</td>
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<td>paralleledisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix,</td>
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<td>rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage,struct, supervisor,</td>
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<td>synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi,</td>
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<td>vectorio, watchdog, wifi, zlib</td>
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<td>Feather ESP32S2 without PSRAM</td>
<td>Frozen Modules: adafruit_register, adafruit_requests, neopixel</td>
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<td>Feather MIMXRT1011</td>
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<td>math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleledisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage,struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>Feather MIMXRT106</td>
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<td>bitbangio, bitmaptools, board, busio, digitalio, displayio, dotenv, errho, fontio,</td>
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<td>framebufferio, freqency, getpass, gifi, hashlib, i2ctarget, ipaddress, json, keypad,</td>
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<td>math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleledisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage,struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>FeatherS2</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errho, fontio, framebufferio, freqency, getpass, gifi, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleledisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage,struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>PreRelease</td>
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<td>Pi</td>
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<td>M0</td>
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<td>Fomu</td>
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<td>Gravitech Cucumber M</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleledisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>Gravitech Cucumber MS</td>
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<td>Gravitech Cucumber R</td>
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<td>Board</td>
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<tr>
<td>Gravitech Cucumber RS</td>
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<td>Hacked Feather M0 Express with 8Mbyte SPI flash</td>
<td>adafruit_pixelbuf, analogio, audiobusio, audiocore, audioio, board, busio, digitalio, displayio, dotenv, errno, fontio, math, microcontroller, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, terminalio, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>Hallow-Wing M0 Express</td>
<td>adafruit_pixelbuf, analogio, audiobusio, audiocore, audioio, board, busio, digitalio, displayio, dotenv, errno, fontio, math, microcontroller, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, terminalio, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>Frozen Modules:</td>
<td>adafruit_lis3dh, neopixel</td>
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<td>Hardkernel Odroid Go</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, vectorio, watchdog, wifi, zlib</td>
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<td>Frozen Modules:</td>
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<td>HexKys2</td>
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<td>Frozen Modules:</td>
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<td>HiBot BlueFi</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcario, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>HMI-DevKit-1.1</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmptools, board, busio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2csharp, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcario, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>Iki-gaiSense Vita nRF52840</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcario, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>iMX RT 1020 EVK</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, analogio, atexit, binascii, bitbangio, bitmptools, board, busio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, onewireio, os, pwmio, rainbowio, random, re, rtc, sdcario, sharpdisplay, storage, struct, supervisor, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, zlib</td>
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<td>sharpdisplay, storage, struct, supervisor, terminalio, time, touchio, traceback,</td>
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<td>neopixel_write, onewireio, os, pwmio, rainbowio, random, re, rtc, sdcardio,</td>
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<td>sharpdisplay, storage, struct, supervisor, terminalio, time, touchio, traceback,</td>
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<td>touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>snekboard</td>
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<td>LILYGO TTGO T-01C3</td>
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<td>LILYGO TTGO T-01 PLUS</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, analogio, atexit, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, digitalio, displayio, dotenv, erroneo, fontio, framebufferio, getpass, hashlib, i2cdevice, i2cdevice, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, vectorio, watchdog, wifi, zlib</td>
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<td>LILYGO TTGO T8 ESP32-S2 w/Display</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleledisplay, ps2io, pulseio, pwwio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<tr>
<td>LoC BeR M4 base board</td>
<td>alarm, analogio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, onewireio, os, ps2io, pwwio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi, watchdog</td>
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<td>Maker-diary M60 Keyboard</td>
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<tr>
<td>Maker-erdii nRF52840 M.2 Developer Kit</td>
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<td>Maker-Diary nRF52840 MDK</td>
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<td>Maker-Diary nRF52840 MDK USB Dongle</td>
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<th>Board</th>
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<td>MDBT50Q-DB-40</td>
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<td>MDBT50Q-RX Dongle</td>
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<td>Melopero Shake RP2040</td>
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<td>MEOW-BIT</td>
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Frozen Modules: stage, ugame
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<th>Board</th>
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<td>Metro MIMXRT101</td>
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<td>onewireio, os, pwmio, rainbowio, random, re, rtc, sdcario, sharpdisplay, storage,</td>
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<td>struct, supervisor, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid,</td>
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<td>usb_midi, vectorio, zlib</td>
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<td><strong>Frozen Modules:</strong> adafruit_sp32spi, adafruit_requests</td>
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<td>rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio</td>
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<td>MicroDev microC3</td>
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<td>audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, digitalio,</td>
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<td>displayio, dotenv, errno, fontio, framebufferio, getpass, hashlib, i2ctarget,</td>
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<td>ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm,</td>
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<td>sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio,</td>
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<td>time, touchio, traceback, ulab, vectorio, watchdog, wifi, zlib</td>
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<td><strong>Frozen Modules:</strong> adafruit_dotstar</td>
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<th>Board</th>
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<td>MOR-PHEANS MorphESP-240</td>
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<td>nanoESP32-S2 w/Wrover</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmaptools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errho, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2cyclerview, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcario, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ubal, usb_cdc, usb_hid, usb_mid, vectorio, watchdog, wifi, zlib</td>
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<td>ndGarage[n° Bit6: FeatherSnow v2]</td>
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<th>Board</th>
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<td>ndGarage[n]</td>
<td>CircuitPython Documentation, Release 8.0.0-beta.0</td>
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<td>NUCLEO STM32F746</td>
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<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmoplastools, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, getpass, i2ctarget, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ubal, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>Oak Dev Tech PixelWing ESP32S2</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, binascii, bitbangio, bitmoplastools, board, busio, canio, countio, digitalio, displayio, dotenv, dualbank, errno, fontio, framebufferio, frequencyio, getpass, gifio, hashlib, i2ctarget, ipaddress, json, keypad, math, mdns, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, socketpool, ssl, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ubal, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, wifi, zlib</td>
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<td>Open Hardware Summit 2020 Badge</td>
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<td>nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix,</td>
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| PewPew 10.2 | _pew, analogio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, pwmio, rainbowio, random, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid |

Frozen Modules: pew

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<td>PewPew LCD</td>
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<td>PewPew M4</td>
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<td>PicoPlanet</td>
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<td>Pimoroni Badger 2040</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, bitops, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, getpass, i2ctarget, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<th>Board</th>
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<td>Pimoroni</td>
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<td>Motor 2040</td>
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<td>json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os,</td>
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<td>paralleledisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio,</td>
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<td>rtc, sdcardio, sharpdisplay, storage, structure, supervisor, synthio, terminalio,</td>
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<td>time, touchio, traceback, ultrab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog,</td>
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<td>Pimoroni</td>
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<td>json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os,</td>
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<td>paralleledisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio,</td>
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<td>rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio,</td>
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<th>Board</th>
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<td>Pimoroni Plasma 2040</td>
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<td><strong>Frozen Modules:</strong> neopixel</td>
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<th>Frozen Modules</th>
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<td>PYB LR Nano V2</td>
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<td>adafruit_register, neopixel</td>
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<td>PyboardV1_1</td>
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<td>PyCubedv04 MRAM</td>
<td>adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiocore, audiioio, audiomixer, audiop3, binascii, bitbangio, board, busio, canio, digitalio, dotenv, errno, floppiyio, frequencyio, getpass, i2ctarget, json, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, re, rotaryio, rtc, sdcardio, storage, struct, supervisor, synthio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, watchdog, zlib</td>
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<td>adafruit_register, neopixel</td>
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<td>Numpad</td>
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<td>PyKey 44</td>
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<td>Ergo</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, bitops, board, busio, countio, digitalio, displayio, dotenv, erro, floppyio, fontio, framebufferio, getpass, i2c_target, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>PyKey 60</td>
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<td>TKL 87</td>
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<td>Raspberry</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, atexit, binascii, bitbangio, bitmaptools, board, busio, digitalio, displayio, dotenv, erro, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, onewireio, os, rainbowio, random, re, sdcardio, sdioio, sharpdisplay, storage, struct, supervisor, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio</td>
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<td>Pi 4B</td>
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<td>Raspberry</td>
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<td>Compute</td>
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<th>Board</th>
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<td>IO Board</td>
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<td>neopixel_write, onewireio, os, rainbowio, random, re, sdcario, sdioio, sharldisplay,</td>
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<td>synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi,</td>
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<td>vectorio, watchdog, zlib</td>
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<td>Raspberry Pi Zero</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, atexit, binascii,</td>
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<td>bitbangio, bitmaptools, board, busio, digitalio, displayio, dotenv, erorro,</td>
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<td>neopixel_write, onewireio, os, rainbowio, random, re, sdcario, sdioio, sharldisplay,</td>
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<td>Robo HAT MM1 M4</td>
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<td>math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os,</td>
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<td>storage, struct, supervisor, synthio, time, touchio, traceback, ulab, usb_cdc,</td>
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<td>usb_hid, usb_midi, watchdog, zlib</td>
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Frozen Modules: neopixel

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<td>RP2.65-F</td>
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<td>RP2040 Stamp</td>
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<td>adafruit_hid, adafruit_register, neopixel, stamp_carrier_board, stamp_round_carrier_board</td>
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<td>S2Mini</td>
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<td>S2Pico</td>
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<td>Saola 1 w/Wrover</td>
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<td>Seedor Studio XIAOR ESP32C3</td>
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<th>Board</th>
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<td>Seed XIAO nRF52840 Sense</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebuffer, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>Sceeduino Wio Terminal</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiioio, audiomixer, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, frequencyio, getpass, i2cdriver, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>Sceeduino XIAO</td>
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<td>Sceeduino XIAO KB</td>
<td>analogio, busio, digitalio, keypad, microcontroller, neopixel_write, nvm, os, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>Sceeduino XIAO RP2040</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiopwmio, binascii, bitbangio, bitmaptools, bitops, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebuffer, getpass, i2cdriver, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>senseBox MCU</td>
<td>analogio, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid</td>
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<td>Serpente</td>
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<td>Silicognition LLC M4-Shim</td>
<td><code>_bleio</code>, <code>adafruit_bus_device</code>, <code>adafruit_pixelbuf</code>, <code>aesio</code>, <code>alarm</code>, <code>analogio</code>, <code>atexit</code>, <code>audiobusio</code>, <code>audiocore</code>, <code>audiomixer</code>, <code>audiomp3</code>, <code>binascii</code>, <code>bitbangio</code>, <code>bitmaptools</code>, <code>board</code>, <code>busio</code>, <code>countio</code>, <code>digitalio</code>, <code>displayio</code>, <code>dotenv</code>, <code>errno</code>, <code>floppyio</code>, <code>fontio</code>, <code>framebufferio</code>, <code>frequency</code>, <code>getpass</code>, <code>i2ctarget</code>, <code>json</code>, <code>keypad</code>, <code>math</code>, <code>microcontroller</code>, <code>msgpack</code>, <code>neopixel_write</code>, <code>nvm</code>, <code>onewireio</code>, <code>os</code>, <code>paralleldisplay</code>, <code>ps2io</code>, <code>pulseeio</code>, <code>pwmi</code>, <code>rainbowio</code>, <code>random</code>, <code>re</code>, <code>rgbmatrix</code>, <code>rotaryio</code>, <code>rtc</code>, <code>scardio</code>, <code>sharpdisplay</code>, <code>storage</code>, <code>struct</code>, <code>supervisor</code>, <code>synthio</code>, <code>terminalio</code>, <code>time</code>, <code>touchio</code>, <code>traceback</code>, <code>ulab</code>, <code>usb_cdc</code>, <code>usb_hid</code>, <code>usb_midi</code>, <code>vectorio</code>, <code>watchdog</code>, <code>zlib</code></td>
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<td>Silicognition LLC RP2040-Shim</td>
<td><code>_bleio</code>, <code>adafruit_bus_device</code>, <code>adafruit_pixelbuf</code>, <code>aesio</code>, <code>alarm</code>, <code>analogio</code>, <code>atexit</code>, <code>audiobusio</code>, <code>audiocore</code>, <code>audiomixer</code>, <code>audiomp3</code>, <code>binascii</code>, <code>bitbangio</code>, <code>bitmaptools</code>, <code>bitops</code>, <code>board</code>, <code>busio</code>, <code>countio</code>, <code>digitalio</code>, <code>displayio</code>, <code>dotenv</code>, <code>errno</code>, <code>floppyio</code>, <code>fontio</code>, <code>framebufferio</code>, <code>getpass</code>, <code>i2ctarget</code>, <code>imagecapture</code>, <code>json</code>, <code>keypad</code>, <code>math</code>, <code>microcontroller</code>, <code>msgpack</code>, <code>neopixel_write</code>, <code>nvm</code>, <code>onewireio</code>, <code>os</code>, <code>paralleldisplay</code>, <code>pulseeio</code>, <code>pwmi</code>, <code>rainbowio</code>, <code>random</code>, <code>re</code>, <code>rgbmatrix</code>, <code>rotaryio</code>, <code>rtc</code>, <code>scardio</code>, <code>sharpdisplay</code>, <code>storage</code>, <code>struct</code>, <code>supervisor</code>, <code>synthio</code>, <code>terminalio</code>, <code>time</code>, <code>touchio</code>, <code>traceback</code>, <code>ulab</code>, <code>usb_cdc</code>, <code>usb_hid</code>, <code>usb_midi</code>, <code>vectorio</code>, <code>watchdog</code>, <code>zlib</code></td>
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<td>Simmel</td>
<td><code>_bleio</code>, <code>aesio</code>, <code>analogio</code>, <code>audiobusio</code>, <code>audiocore</code>, <code>audiowmi</code>, <code>board</code>, <code>busio</code>, <code>digitalio</code>, <code>math</code>, <code>microcontroller</code>, <code>os</code>, <code>pwmi</code>, <code>random</code>, <code>rtc</code>, <code>storage</code>, <code>struct</code>, <code>supervisor</code>, <code>time</code>, <code>usb_hid</code>, <code>watchdog</code></td>
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<td>SparkFun LU-MIDrive</td>
<td><code>adafruit_pixelbuf</code>, <code>analogio</code>, <code>board</code>, <code>busio</code>, <code>digitalio</code>, <code>displayio</code>, <code>dotenv</code>, <code>errno</code>, <code>fontio</code>, <code>math</code>, <code>microcontroller</code>, <code>neopixel_write</code>, <code>nvm</code>, <code>onewireio</code>, <code>os</code>, <code>paralleldisplay</code>, <code>pulseeio</code>, <code>pwmi</code>, <code>rainbowio</code>, <code>random</code>, <code>rotaryio</code>, <code>rtc</code>, <code>storage</code>, <code>struct</code>, <code>supervisor</code>, <code>terminalio</code>, <code>time</code>, <code>touchio</code>, <code>traceback</code>, <code>ulab</code>, <code>usb_cdc</code>, <code>usb_hid</code>, <code>usb_midi</code>, <code>vectorio</code>, <code>watchdog</code></td>
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<tr>
<td>SparkFun MicroMod nRF52840 Processor</td>
<td><code>_bleio</code>, <code>adafruit_bus_device</code>, <code>adafruit_pixelbuf</code>, <code>aesio</code>, <code>alarm</code>, <code>analogio</code>, <code>atexit</code>, <code>audiobusio</code>, <code>audiocore</code>, <code>audiomixer</code>, <code>audiomp3</code>, <code>audiowmi</code>, <code>binascii</code>, <code>bitbangio</code>, <code>bitmaptools</code>, <code>board</code>, <code>busio</code>, <code>countio</code>, <code>digitalio</code>, <code>displayio</code>, <code>dotenv</code>, <code>errno</code>, <code>floppyio</code>, <code>fontio</code>, <code>framebufferio</code>, <code>getpass</code>, <code>i2ctarget</code>, <code>imagecapture</code>, <code>json</code>, <code>keypad</code>, <code>math</code>, <code>microcontroller</code>, <code>msgpack</code>, <code>neopixel_write</code>, <code>nvm</code>, <code>onewireio</code>, <code>os</code>, <code>paralleldisplay</code>, <code>pulseeio</code>, <code>pwmi</code>, <code>rainbowio</code>, <code>random</code>, <code>re</code>, <code>rgbmatrix</code>, <code>rotaryio</code>, <code>rtc</code>, <code>scardio</code>, <code>sharpdisplay</code>, <code>storage</code>, <code>struct</code>, <code>supervisor</code>, <code>synthio</code>, <code>terminalio</code>, <code>time</code>, <code>touchio</code>, <code>traceback</code>, <code>ulab</code>, <code>usb_cdc</code>, <code>usb_hid</code>, <code>usb_midi</code>, <code>vectorio</code>, <code>watchdog</code>, <code>zlib</code></td>
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<td>SparkFun MicroMod RP2040 Processor</td>
<td><code>_bleio</code>, <code>adafruit_bus_device</code>, <code>adafruit_pixelbuf</code>, <code>aesio</code>, <code>alarm</code>, <code>analogio</code>, <code>atexit</code>, <code>audiobusio</code>, <code>audiocore</code>, <code>audiomixer</code>, <code>audiomp3</code>, <code>audiowmi</code>, <code>binascii</code>, <code>bitbangio</code>, <code>bitmaptools</code>, <code>bitops</code>, <code>board</code>, <code>busio</code>, <code>countio</code>, <code>digitalio</code>, <code>displayio</code>, <code>dotenv</code>, <code>errno</code>, <code>floppyio</code>, <code>fontio</code>, <code>framebufferio</code>, <code>getpass</code>, <code>i2ctarget</code>, <code>imagecapture</code>, <code>json</code>, <code>keypad</code>, <code>math</code>, <code>microcontroller</code>, <code>msgpack</code>, <code>neopixel_write</code>, <code>nvm</code>, <code>onewireio</code>, <code>os</code>, <code>paralleldisplay</code>, <code>pulseeio</code>, <code>pwmi</code>, <code>rainbowio</code>, <code>random</code>, <code>re</code>, <code>rgbmatrix</code>, <code>rotaryio</code>, <code>rtc</code>, <code>scardio</code>, <code>sharpdisplay</code>, <code>storage</code>, <code>struct</code>, <code>supervisor</code>, <code>synthio</code>, <code>terminalio</code>, <code>time</code>, <code>touchio</code>, <code>traceback</code>, <code>ulab</code>, <code>usb_cdc</code>, <code>usb_hid</code>, <code>usb_midi</code>, <code>vectorio</code>, <code>watchdog</code>, <code>zlib</code></td>
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<td>SparkFun MicroMod SAMD51 Processor</td>
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<td>SparkFun Pro Micro RP2040</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiompi3, audioppmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, floppioio, fontio, framebufferio, getpass, i2ctarget, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pmmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>SparkFun Pro nRF52840 Mini</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiompi3, audioppmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, floppioio, fontio, framebufferio, getpass, i2ctarget, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pmmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>SparkFun Qwiic Micro</td>
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<td>SparkFun RedBoard Turbo</td>
<td>adafruit_pixelbuf, analogio, audiobusio, audiocore, audiioio, board, busio, digitalio, displayio, dotenv, errno, fontio, math, microcontroller, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pmmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, terminalio, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>SparkFun SAMD21 Dev Breakout</td>
<td>analogio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, pmmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>SparkFun SAMD21 Mini Breakout</td>
<td>analogio, board, busio, digitalio, math, microcontroller, neopixel_write, nvm, os, pmmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>SparkFun Teensy MicroMod Processor</td>
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<td>SparkFun Thing Plus - RP2040</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, bitops, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, getpass, i2cenemy, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, parallel_display, pulseio, pwmio, qio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usbcnc, usbhid, usbmidi, vectorio, watchdog, zlib</td>
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<td>SparkFun Thing Plus - SAMD51</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, frequencyio, getpass, i2cenemy, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, parallel_display, ps2io, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usbcnc, usbhid, usbmidi, vectorio, watchdog, zlib</td>
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<td>SparkFun Thing Plus - STM32</td>
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<td>SPRE-SENSE</td>
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<td>Sprite_v2b</td>
<td>adafruit_bus_device, adafruit_pixelbuf, alarm, analogio, atexit, binascii, bitbangio, board, busio, countio, digitalio, dotenv, errno, frequencyio, i2cdev, json, math, microcontroller, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, re, rtc, sdcardio, storage, struct, supervisor, time, traceback, usb_cdc, watchdog, zlib</td>
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<td>SSCI ISP1807 Dev Board</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ubl, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>SSCI ISP1807 Micro Board</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ubl, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>STM32F746G Discovery</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, atexit, binascii, bitbangio, bitmaptools, board, busio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, terminalio, time, touchio, traceback, ubl, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>StackRduino M0 PRO</td>
<td>adafruit_pixelbuf, analogio, audiobusio, audiocore, audiowio, board, busio, digitalio, displayio, dotenv, errno, fontio, math, microcontroller, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, rotaryio, rtc, storage, struct, supervisor, terminalio, time, touchio, usb_cdc, usb_hid, usb_midi</td>
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<td>stm32f411ce-blackpill</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, analogio, atexit, binascii, bitbangio, bitmaptools, board, busio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, onewireio, os, pulseio, pwmio, rainbowio, random, re, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, terminalio, time, touchio, traceback, usb_cdc, usb_hid, usb_midi, vectorio, zlib</td>
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<td>stm32f411ceblackpill-with-flash</td>
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### Modules Available

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<td>adafruit_bus_device, adafruit_pixelbuf, aesio, analogio, atexit, audiocore, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, digitalio, displayio, dotenv, erorro, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, onewireio, os, pulseio, pwmio, rainbowio, random, re, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, zlib</td>
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<td>Teensy 4.0</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, analogio, atexit, binascii, bitbangio, bitmaptools, board, busio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel, onewire, os, pwmio, rainbowio, random, re, rtc, sdcardio, shardisplay, storage, struct, supervisor, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, zlib</td>
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<td>Teensy 4.1</td>
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<td>Teknikio Bluebird</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel, nvm, onewire, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, shardisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>TG-Boards' Datalore IP M4</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audioio, audiomixer, audiopwmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, frequencyio, getpass, i2csocket, js, keypad, math, microcontroller, msgpack, neopixel, nvm, onewire, os, paralleldisplay, ps2io, pulseio, pwmio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, shardisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>TG-Watch</td>
<td><code>_bleio, adafruit_bus_device, adafruit_pixelsbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiodpmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rggmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</code></td>
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<td>The Open Book Feather</td>
<td><code>_bleio, adafruit_bus_device, adafruit_pixelsbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiodpmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, floppio, fontio, framebufferio, frequencyio, getpass, i2ctarget, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, ps2io, pulseio, pwmio, rainbowio, random, re, rggmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</code></td>
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<td>THUNDERPACK_v11</td>
<td><code>adafruit_bus_device, adafruit_pixelsbuf, analogio, atexit, audiocore, audiomp3, audiodpmio, binascii, bitbangio, board, busio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, re, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, usb_cdc, usb_hid, usb_midi</code></td>
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<td>THUNDERPACK_v12</td>
<td><code>adafruit_bus_device, adafruit_pixelsbuf, aesio, analogio, atexit, audiocore, audiomp3, audiodpmio, binascii, bitbangio, board, busio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, pulseio, pwmio, rainbowio, random, re, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio</code></td>
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<tr>
<td>TinkeringsTech Scout-Makes Azul</td>
<td><code>_bleio, adafruit_bus_device, adafruit_pixelsbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiodpmio, binascii, bitbangio, bitmaptools, board, busio, countio, digitalio, displayio, dotenv, errno, fontio, framebufferio, getpass, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, rainbowio, random, re, rggmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ulab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</code></td>
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<td>TinyS2</td>
<td><code>_stage</code>, <code>adafruit_bus_device</code>, <code>adafruit_pixelbuf</code>, <code>aesio</code>, <code>alarm</code>, <code>analogio</code>, <code>atexit</code>, <code>audiobusio</code>, <code>audiocore</code>, <code>audiomixer</code>, <code>binascii</code>, <code>bitbangio</code>, <code>bitmaptools</code>, <code>board</code>, <code>busio</code>, <code>canio</code>, <code>countio</code>, <code>digitalio</code>, <code>displayio</code>, <code>dotenv</code>, <code>dualbank</code>, <code>errno</code>, <code>fontio</code>, <code>framebufferio</code>, <code>frequencyio</code>, <code>getpass</code>, <code>gifio</code>, <code>hashlib</code>, <code>i2ctarget</code>, <code>ipaddress</code>, <code>json</code>, <code>keypad</code>, <code>math</code>, <code>mdns</code>, <code>microcontroller</code>, <code>msgpack</code>, <code>neopixel_write</code>, <code>nvm</code>, <code>onewireio</code>, <code>os</code>, <code>paralleldisplay</code>, <code>ps2io</code>, <code>pulseio</code>, <code>pwmio</code>, <code>qrio</code>, <code>rainbowio</code>, <code>random</code>, <code>re</code>, <code>rgbmatrix</code>, <code>rotaryio</code>, <code>rtc</code>, <code>sdcardio</code>, <code>sharpdisplay</code>, <code>socketpool</code>, <code>ssl</code>, <code>storage</code>, <code>struct</code>, <code>supervisor</code>, <code>synthio</code>, <code>terminalio</code>, <code>time</code>, <code>touchio</code>, <code>traceback</code>, <code>ulab</code>, <code>usb_cdc</code>, <code>usb_hid</code>, <code>usb_midi</code>, <code>vectorio</code>, <code>watchdog</code>, <code>wifi</code>, <code>zlib</code></td>
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<td><strong>Frozen Modules:</strong> <code>neopixel</code></td>
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<td>TinyS3</td>
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<td>Haxpress</td>
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<td>uChip</td>
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<td>Frozen Modules: stage, ugame</td>
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<td>W5100S-EVB-Pico</td>
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<td>W5500-EVB-Pico</td>
<td>_bleio, adafruit_bus_device, adafruit_pixelbuf, aesio, alarm, analogio, atexit, audiobusio, audiocore, audiomixer, audiomp3, audiopwmio, binascii, bitbangio, bitmaptools, bits, board, busio, countio, digitalio, displayio, dotenv, errno, floppyio, fontio, framebufferio, getpass, i2ctarget, imagecapture, json, keypad, math, microcontroller, msgpack, neopixel_write, nvm, onewireio, os, paralleldisplay, pulseio, pwmio, qrio, rainbowio, random, re, rgbmatrix, rotaryio, rtc, sdcardio, sharpdisplay, storage, struct, supervisor, synthio, terminalio, time, touchio, traceback, ublab, usb_cdc, usb_hid, usb_midi, vectorio, watchdog, zlib</td>
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<td>WarmBitBluePixel</td>
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<td>nRF52840</td>
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<tr>
<th>Board</th>
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<td>WeAct Studio Pico</td>
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<tr>
<td>XinaBox CC03</td>
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</table>

**Modules**

_bleio – Bluetooth Low Energy (BLE) communication_

The _bleio_ module provides necessary low-level functionality for communicating using Bluetooth Low Energy (BLE). The ‘_’ prefix indicates this module is meant for internal use by libraries but not by the end user. Its API may change incompatibly between minor versions of CircuitPython. Please use the adafruit_ble CircuitPython library instead, which builds on _bleio_, and provides higher-level convenience functionality, including predefined beacons, clients, servers.

_bleio.adapter :Adapter_

BLE Adapter used to manage device discovery and connections. This object is the sole instance of _bleio. Adapter_.

**exception _bleio.BluetoothError**

Bases: Exception

Catchall exception for Bluetooth related errors.

Initialize self. See help(type(self)) for accurate signature.

**exception _bleio.RoleError**

Bases: BluetoothError

Raised when a resource is used as the mismatched role. For example, if a local CCCD is attempted to be set but they can only be set when remote.

Initialize self. See help(type(self)) for accurate signature.

**exception _bleio.SecurityError**

Bases: BluetoothError

Raised when a security related error occurs.

Initialize self. See help(type(self)) for accurate signature.

_bleio.set_adapter(adapter: Optional[Adapter]) → None_

Set the adapter to use for BLE, such as when using an HCI adapter. Raises Not Implemented Error when the adapter is a singleton and cannot be set.


The BLE Adapter object manages the discovery and connection to other nearby Bluetooth Low Energy devices. This part of the Bluetooth Low Energy Specification is known as Generic Access Profile (GAP).

Discovery of other devices happens during a scanning process that listens for small packets of information, known as advertisements, that are broadcast unencrypted. The advertising packets have two different uses. The first is to broadcast a small piece of data to anyone who cares and nothing more. These are known as beacons. The second class of advertisement is to promote additional functionality available after the devices establish a connection. For example, a BLE heart rate monitor would advertise that it provides the standard BLE Heart Rate Service.
The Adapter can do both parts of this process: it can scan for other device advertisements and it can advertise its own data. Furthermore, Adapters can accept incoming connections and also initiate connections.

On boards that do not have native BLE, you can use an HCI co-processor. Pass the uart and pins used to communicate with the co-processor, such as an Adafruit AirLift. The co-processor must have been reset and put into BLE mode beforehand by the appropriate pin manipulation. The uart, rts, and cts objects are used to communicate with the HCI co-processor in HCI mode. The _bleio.Adapter object is enabled during this call.

After instantiating an Adapter, call _bleio.set_adapter() to set _bleio.adapter

On boards with native BLE, you cannot create an instance of _bleio.Adapter; this constructor will raise NotImplementedError. Use _bleio.adapter to access the sole instance already available.

**enabled :bool**

State of the BLE adapter.

**address :Address**

MAC address of the BLE adapter.

**name :str**

name of the BLE adapter used once connected. The name is “CIRCUITPY” + the last four hex digits of adapter.address, to make it easy to distinguish multiple CircuitPython boards.

**advertising :bool**

True when the adapter is currently advertising. (read-only)

**connected :bool**

True when the adapter is connected to another device regardless of who initiated the connection. (read-only)

**connections :Tuple[Connection]**

Tuple of active connections including those initiated through _bleio.Adapter.connect(). (read-only)

```python
start_advertising(data: circuitpython_typing.ReadableBuffer, *, scan_response: Optional[circuitpython_typing.ReadableBuffer] = None, connectable: bool = True, anonymous: bool = False, timeout: int = 0, interval: float = 0.1, tx_power: int = 0, directed_to: Optional[Address] = None) → None
```

Starts advertising until stop_advertising is called or if connectable, another device connects to us.

**Warning:** If data is longer than 31 bytes, then this will automatically advertise as an extended advertisement that older BLE 4.x clients won’t be able to scan for.

**Note:** If you set anonymous=True, then a timeout must be specified. If no timeout is specified, then the maximum allowed timeout will be selected automatically.

**Parameters**

- **data** (*ReadableBuffer*) -- advertising data packet bytes
- **scan_response** (*ReadableBuffer*) -- scan response data packet bytes. None if no scan response is needed.
- **connectable** (*bool*) -- If True then other devices are allowed to connect to this peripheral.
- **anonymous** (*bool*) -- If True then this device’s MAC address is randomized before advertising.
• **timeout** *(int)* – If set, we will only advertise for this many seconds. Zero means no timeout.

• **interval** *(float)* – advertising interval, in seconds

• **int** *(tx_power)* – transmitter power while advertising in dBm

• **Address** *(directed_to)* – peer to advertise directly to

**stop_advertising()** → None

Stop sending advertising packets.

**start_scan** *(prefixes: circuitpython_typing.ReadableBuffer = b'', *, buffer_size: int = 512, extended: bool = False, timeout: Optional[float] = None, interval: float = 0.1, window: float = 0.1, minimum_rssi: int = -80, active: bool = True) → Iterable[ScanEntry]*

Starts a BLE scan and returns an iterator of results. Advertisements and scan responses are filtered and returned separately.

**Parameters**

• **prefixes** *(ReadableBuffer)* – Sequence of byte string prefixes to filter advertising packets with. A packet without an advertising structure that matches one of the prefixes is ignored. Format is one byte for length (n) and n bytes of prefix and can be repeated.

• **buffer_size** *(int)* – the maximum number of advertising bytes to buffer.

• **extended** *(bool)* – When True, support extended advertising packets. Increasing buffer_size is recommended when this is set.

• **timeout** *(float)* – the scan timeout in seconds. If None or zero, will scan until **stop_scan** is called.

• **interval** *(float)* – the interval (in seconds) between the start of two consecutive scan windows Must be in the range 0.0025 - 40.959375 seconds.

• **window** *(float)* – the duration (in seconds) to scan a single BLE channel. window must be <= interval.

• **minimum_rssi** *(int)* – the minimum rssi of entries to return.

• **active** *(bool)* – retrieve scan responses for scannable advertisements.

**Returns**

an iterable of _bleio.ScanEntry objects

**Return type**

iterable

**stop_scan()** → None

Stop the current scan.

**connect** *(address: Address, *, timeout: float) → Connection*

Attempts a connection to the device with the given address.

**Parameters**

• **address** *(Address)* – The address of the peripheral to connect to

• **timeout** *(float/int)* – Try to connect for timeout seconds.

**erase_bonding()** → None

Erase all bonding information stored in flash memory.
CircuitPython Documentation, Release 8.0.0-beta.0

class _bleio.Address(address: circuitpython_typing.ReadableBuffer, address_type: int)
Encapsulates the address of a BLE device.
Create a new Address object encapsulating the address value. The value itself can be one of:
Parameters
• address (ReadableBuffer) – The address value to encapsulate. A buffer object (bytearray,
bytes) of 6 bytes.
• address_type (int) – one of the integer values: PUBLIC, RANDOM_STATIC,
RANDOM_PRIVATE_RESOLVABLE, or RANDOM_PRIVATE_NON_RESOLVABLE.
address_bytes :bytes
The bytes that make up the device address (read-only).
Note that the bytes object returned is in little-endian order: The least significant byte is
address_bytes[0]. So the address will appear to be reversed if you print the raw bytes object. If
you print or use str() on the Attribute object itself, the address will be printed in the expected order.
For example:
>>> import _bleio
>>> _bleio.adapter.address
<Address c8:1d:f5:ed:a8:35>
>>> _bleio.adapter.address.address_bytes
b'5\xa8\xed\xf5\x1d\xc8'
type :int
The address type (read-only).
One of the integer values:
PUBLIC, RANDOM_STATIC, RANDOM_PRIVATE_RESOLVABLE, or
RANDOM_PRIVATE_NON_RESOLVABLE.
PUBLIC :int
A publicly known address, with a company ID (high 24 bits)and company-assigned part (low 24 bits).
RANDOM_STATIC :int
A randomly generated address that does not change often. It may never change or may change after a power
cycle.
RANDOM_PRIVATE_RESOLVABLE :int
An address that is usable when the peer knows the other device’s secret Identity Resolving Key (IRK).
RANDOM_PRIVATE_NON_RESOLVABLE :int
A randomly generated address that changes on every connection.
__eq__(other: object) → bool
Two Address objects are equal if their addresses and address types are equal.
__hash__() → int
Returns a hash for the Address data.
class _bleio.Attribute
Definitions associated with all BLE attributes: characteristics, descriptors, etc.
Attribute is, notionally, a superclass of Characteristic and Descriptor, but is not defined as a Python
superclass of those classes.
You cannot create an instance of Attribute.

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NO_ACCESS :int
    security mode: access not allowed

OPEN :int
    security_mode: no security (link is not encrypted)

ENCRYPT_NO_MITM :int
    security_mode: unauthenticated encryption, without man-in-the-middle protection

ENCRYPT_WITH_MITM :int
    security_mode: authenticated encryption, with man-in-the-middle protection

LESC_ENCRYPT_WITH_MITM :int
    security_mode: LESC encryption, with man-in-the-middle protection

SIGNED_NO_MITM :int
    security_mode: unauthenticated data signing, without man-in-the-middle protection

SIGNED_WITH_MITM :int
    security_mode: authenticated data signing, without man-in-the-middle protection

class _bleio.Characteristic
Stores information about a BLE service characteristic and allows reading and writing of the characteristic’s value.

There is no regular constructor for a Characteristic. A new local Characteristic can be created and attached to a Service by calling add_to_service(). Remote Characteristic objects are created by Connection. discover_remote_services() as part of remote Services.

properties :int
    An int bitmask representing which properties are set, specified as bitwise or’ing of of these possible values.
    BROADCAST, INDICATE, NOTIFY, READ, WRITE, WRITE_NO_RESPONSE.

uuid :Optional[UUID]
    The UUID of this characteristic. (read-only)
    Will be None if the 128-bit UUID for this characteristic is not known.

derived :bytearray
    The value of this characteristic.

descriptors :Descriptor
    A tuple of Descriptor objects related to this characteristic. (read-only)

max_length :int
    The max length of this characteristic.

service :Service
    The Service this Characteristic is a part of.

BROADCAST :int
    property: allowed in advertising packets

INDICATE :int
    property: server will indicate to the client when the value is set and wait for a response

NOTIFY :int
    property: server will notify the client when the value is set
READ : int
- property: clients may read this characteristic

WRITE : int
- property: clients may write this characteristic; a response will be sent back

WRITE_NO_RESPONSE : int
- property: clients may write this characteristic; no response will be sent back


Create a new Characteristic object, and add it to this Service.

Parameters
- **service** (`Service`) – The service that will provide this characteristic
- **uuid** (`UUID`) – The uuid of the characteristic
- **properties** (int) – The properties of the characteristic, specified as a bitmask of these values bitwise-or’d together: `BROADCAST`, `INDICATE`, `NOTIFY`, `READ`, `WRITE`, `WRITE_NO_RESPONSE`.
- **read_perm** (int) – Specifies whether the characteristic can be read by a client, and if so, which security mode is required. Must be one of the integer values `Attribute.NO_ACCESS`, `Attribute.OPEN`, `Attribute.ENCRYPT_NO_MITM`, `Attribute.ENCRYPT_WITH_MITM`, `Attribute.LESC_ENCRYPT_WITH_MITM`, `Attribute.SIGNED_NO_MITM`, or `Attribute.SIGNED_WITH_MITM`.
- **write_perm** (int) – Specifies whether the characteristic can be written by a client, and if so, which security mode is required. Values allowed are the same as `read_perm`.
- **max_length** (int) – Maximum length in bytes of the characteristic value. The maximum allowed is 512, or possibly 510 if `fixed_length` is False. The default, 20, is the maximum number of data bytes that fit in a single BLE 4.x ATT packet.
- **fixed_length** (bool) – True if the characteristic value is of fixed length.
- **initial_value** (`ReadableBuffer`) – The initial value for this characteristic. If not given, will be filled with zeros.
- **user_description** (str) – User friendly description of the characteristic

Returns
- the new Characteristic.

`set_cccd` (*, notify: bool = False, indicate: bool = False) → None

Set the remote characteristic’s CCCD to enable or disable notification and indication.

Parameters
- **notify** (bool) – True if Characteristic should receive notifications of remote writes
- **indicate** (float) – True if Characteristic should receive indications of remote writes

`class _bleio.CharacteristicBuffer` (`characteristic: Characteristic, *, timeout: int = 1, buffer_size: int = 64`) Accumulates a Characteristic’s incoming values in a FIFO buffer.

Monitor the given Characteristic. Each time a new value is written to the Characteristic add the newly-written bytes to a FIFO buffer.
Parameters

- **characteristic** *(Characteristic)* – The Characteristic to monitor. It may be a local Characteristic provided by a Peripheral Service, or a remote Characteristic in a remote Service that a Central has connected to.

- **timeout** *(int)* – the timeout in seconds to wait for the first character and between subsequent characters.

- **buffer_size** *(int)* – Size of ring buffer that stores incoming data coming from client. Must be >= 1.

**in_waiting** : *int*

The number of bytes in the input buffer, available to be read

**read(nbytes: Optional[int] = None) → Optional[bytes]**

Read characters. If *nbytes* is specified then read at most that many bytes. Otherwise, read everything that arrives until the connection times out. Providing the number of bytes expected is highly recommended because it will be faster.

- **Returns**
  - Data read

- **Return type**
  - bytes or None

**readinto(buf: circuitpython_typing.WriteableBuffer) → Optional[int]**

Read bytes into the buf. Read at most len(buf) bytes.

- **Returns**
  - number of bytes read and stored into buf

- **Return type**
  - int or None (on a non-blocking error)

**readline() → bytes**

Read a line, ending in a newline character.

- **Returns**
  - the line read

- **Return type**
  - int or None

**reset_input_buffer() → None**

Discard any unread characters in the input buffer.

**deinit() → None**

Disable permanently.

class _bleio.Connection

A BLE connection to another device. Used to discover and interact with services on the other device.

**Usage:**

```python
import _bleio

my_entry = None
for entry in _bleio.adapter.scan(2.5):
    if entry.name is not None and entry.name == 'InterestingPeripheral':
        # Continue
```

(continues on next page)
my_entry = entry
break

if not my_entry:
    raise Exception("'InterestingPeripheral' not found")

connection = _bleio.adapter.connect(my_entry.address, timeout=10)

Connections cannot be made directly. Instead, to initiate a connection use Adapter.connect. Connections may also be made when another device initiates a connection. To use a Connection created by a peer, read the Adapter.connections property.

connected :bool
    True if connected to the remote peer.

paired :bool
    True if paired to the remote peer.

connection_interval :float
    Time between transmissions in milliseconds. Will be multiple of 1.25ms. Lower numbers increase speed and decrease latency but increase power consumption.

    When setting connection_interval, the peer may reject the new interval and connection_interval will then remain the same.

    Apple has additional guidelines that dictate should be a multiple of 15ms except if HID is available. When HID is available Apple devices may accept 11.25ms intervals.

max_packet_length :int
    The maximum number of data bytes that can be sent in a single transmission, not including overhead bytes.

    This is the maximum number of bytes that can be sent in a notification, which must be sent in a single packet. But for a regular characteristic read or write, may be sent in multiple packets, so this limit does not apply.

disconnect() → None
    Disconnects from the remote peripheral. Does nothing if already disconnected.

pair(*, bond: bool = True) → None
    Pair to the peer to improve security.

discover_remote_services(service_uuids_whitelist: Optional[Iterable[UID]] = None) →
    Tuple[Service, Ellipsis]
    Do BLE discovery for all services or for the given service UUIDs, to find their handles and characteristics, and return the discovered services. Connection.connected must be True.

    Parameters
        service_uuids_whitelist (iterable) – an iterable of UUID objects for the services provided by the peripheral that you want to use.

        The peripheral may provide more services, but services not listed are ignored and will not be returned.

        If service_uuids_whitelist is None, then all services will undergo discovery, which can be slow.

        If the service UUID is 128-bit, or its characteristic UUID’s are 128-bit, you you must have already created a UUID object for that UUID in order for the service or characteristic to be
discovered. Creating the UUID causes the UUID to be registered for use. (This restriction
may be lifted in the future.)

**Returns**

A tuple of `_bleio.Service` objects provided by the remote peripheral.

class _bleio.Descriptor

Stores information about a BLE descriptor.

Descriptors are attached to BLE characteristics and provide contextual information about the characteristic.

There is no regular constructor for a Descriptor. A new local Descriptor can be created and attached to a Characteristic by calling `add_to_characteristic()`. Remote Descriptor objects are created by `Connection.discover_remote_services()` as part of remote Characteristics in the remote Services that are discovered.

uuid : UUID

The descriptor uuid. (read-only)

class : Characteristic

The Characteristic this Descriptor is a part of.

value : bytearray

The value of this descriptor.


Create a new Descriptor object, and add it to this Service.

Parameters

- **characteristic** (Characteristic) – The characteristic that will hold this descriptor
- **uuid** (UUID) – The uuid of the descriptor
- **read_perm** (int) – Specifies whether the descriptor can be read by a client, and if so, which security mode is required. Must be one of the integer values `Attribute.NO_ACCESS`, `Attribute.OPEN`, `Attribute.ENCRYPT_NO_MITM`, `Attribute.ENCRYPT_WITH_MITM`, `Attribute.LESC_ENCRYPT_WITH_MITM`, `Attribute.SIGNED_NO_MITM`, or `Attribute.SIGNED_WITH_MITM`.
- **write_perm** (int) – Specifies whether the descriptor can be written by a client, and if so, which security mode is required. Values allowed are the same as `read_perm`.
- **max_length** (int) – Maximum length in bytes of the descriptor value. The maximum allowed is is 512, or possibly 510 if `fixed_length` is False. The default, 20, is the maximum number of data bytes that fit in a single BLE 4.x ATT packet.
- **fixed_length** (bool) – True if the descriptor value is of fixed length.
- **initial_value** (ReadableBuffer) – The initial value for this descriptor.

Returns

the new Descriptor.

class _bleio.PacketBuffer(characteristic: Characteristic, *, buffer_size: int, max_packet_size: Optional[int] = None)

Accumulates a Characteristic’s incoming packets in a FIFO buffer and facilitates packet aware outgoing
writes. A packet’s size is either the characteristic length or the maximum transmission unit (MTU) minus overhead, whichever is smaller. The MTU can change so check `incoming_packet_length` and `outgoing_packet_length` before creating a buffer to store data.

When we’re the server, we ignore all connections besides the first to subscribe to notifications.

Monitor the given Characteristic. Each time a new value is written to the Characteristic add the newly-written bytes to a FIFO buffer.

Monitor the given Characteristic. Each time a new value is written to the Characteristic add the newly-written packet of bytes to a FIFO buffer.

**Parameters**

- `characteristic (Characteristic)`: The Characteristic to monitor. It may be a local Characteristic provided by a Peripheral Service, or a remote Characteristic in a remote Service that a Central has connected to.
- `buffer_size (int)`: Size of ring buffer (in packets of the Characteristic’s maximum length) that stores incoming packets coming from the peer.
- `max_packet_size (int)`: Maximum size of packets. Overrides value from the characteristic. (Remote characteristics may not have the correct length.)

**incoming_packet_length :int**

Maximum length in bytes of a packet we are reading.

**outgoing_packet_length :int**

Maximum length in bytes of a packet we are writing.

**readinto(buf: circuitpython_typing.WriteableBuffer) → int**

Reads a single BLE packet into the buf. Raises an exception if the next packet is longer than the given buffer. Use `incoming_packet_length` to read the maximum length of a single packet.

**Returns**

number of bytes read and stored into buf

**Return type**

`int`

**write(data: circuitpython_typing.ReadableBuffer, *, header: Optional[bytes] = None) → int**

Writes all bytes from data into the same outgoing packet. The bytes from header are included before data when the pending packet is currently empty.

This does not block until the data is sent. It only blocks until the data is pending.

**Returns**

number of bytes written. May include header bytes when packet is empty.

**Return type**

`int`

**deinit() → None**

Disable permanently.

**class _bleio.ScanEntry**

Encapsulates information about a device that was received during scanning. It can be advertisement or scan response data. This object may only be created by a `_bleio.ScanResults`: it has no user-visible constructor. Cannot be instantiated directly. Use `_bleio.Adapter.start_scan`. 

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address :Address
The address of the device (read-only), of type _bleio.Address.

advertisement_bytes :bytes
All the advertisement data present in the packet, returned as a bytes object. (read-only)

rssi :int
The signal strength of the device at the time of the scan, in integer dBm. (read-only)

connectable :bool
True if the device can be connected to. (read-only)

scan_response :bool
True if the entry was a scan response. (read-only)

matches(prefixes: ScanEntry, *, match_all: bool = True) → bool
Returns True if the ScanEntry matches all prefixes when match_all is True. This is stricter than the scan filtering which accepts any advertisements that match any of the prefixes where match_all is False.

class _bleio.ScanResults
Iterates over advertising data received while scanning. This object is always created by a _bleio.Adapter: it has no user-visible constructor.

Cannot be instantiated directly. Use _bleio.Adapter.start_scan.

__iter__() → Iterator[ScanEntry]
Returns itself since it is the iterator.

__next__() → ScanEntry
Returns the next _bleio.ScanEntry. Blocks if none have been received and scanning is still active. Raises StopIteration if scanning is finished and no other results are available.

class _bleio.Service(uuid: UUID, *, secondary: bool = False)
Stores information about a BLE service and its characteristics.

Create a new Service identified by the specified UUID. It can be accessed by all connections. This is known as a Service server. Client Service objects are created via Connection.discover_remote_services.

To mark the Service as secondary, pass True as secondary.

Parameters

• uuid (UUID) – The uuid of the service
• secondary (bool) – If the service is a secondary one

Returns

the new Service

characteristics :Tuple[Characteristic, Ellipsis]
A tuple of Characteristic designating the characteristics that are offered by this service. (read-only)

remote :bool
True if this is a service provided by a remote device. (read-only)

secondary :bool
True if this is a secondary service. (read-only)
uuid :Optional[UUID]
    The UUID of this service. (read-only)
    Will be None if the 128-bit UUID for this service is not known.

class _bleio.UUID(value: Union[int, circuitpython_typing.ReadableBuffer, str])
    A 16-bit or 128-bit UUID. Can be used for services, characteristics, descriptors and more.
    Create a new UUID or UUID object encapsulating the uuid value. The value can be one of:
    • an int value in range 0 to 0xFFFF (Bluetooth SIG 16-bit UUID)
    • a buffer object (bytearray, bytes) of 16 bytes in little-endian order (128-bit UUID)
    • a string of hex digits of the form ‘xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx’
    Creating a 128-bit UUID registers the UUID with the onboard BLE software, and provides a temporary 16-bit UUID that can be used in place of the full 128-bit UUID.
    Parameters
    value (int, ReadableBuffer or str) – The uuid value to encapsulate
    
    uuid16 :int
        The 16-bit part of the UUID. (read-only)

    Type
        int

    uuid128 :bytes
        The 128-bit value of the UUID
        Raises AttributeError if this is a 16-bit UUID. (read-only)

    Type
        bytes

    size :int
        128 if this UUID represents a 128-bit vendor-specific UUID. 16 if this UUID represents a 16-bit Bluetooth SIG assigned UUID. (read-only) 32-bit UUIDs are not currently supported.

    Type
        int

    pack_into(buffer: circuitpython_typing.WriteableBuffer, offset: int = 0) → None
        Packs the UUID into the given buffer at the given offset.

    __eq__(other: object) → bool
        Two UUID objects are equal if their values match and they are both 128-bit or both 16-bit.

_eve – Low-level BridgeTek EVE bindings

The _eve module provides a class _EVE which contains methods for constructing EVE command buffers and appending basic graphics commands.

class _eve._EVE

    register(o: object) → None

    flush() → None
        Send any queued drawing commands directly to the hardware.

    Parameters
        width (int) – The width of the grid in tiles, or 1 for sprites.
**cc**(*b: circuitpython_typing.ReadableBuffer*) → None
Append bytes to the command FIFO.

**Parameters**
- *b* (*ReadableBuffer*) – The bytes to add

**AlphaFunc**(*func: int, ref: int*) → None
Set the alpha test function

**Parameters**
- *func* (*int*) – specifies the test function, one of NEVER, LESS, LEQUAL, GREATER, GEQUAL, EQUAL, NOTEQUAL, or ALWAYS. Range 0-7. The initial value is ALWAYS(7)
- *ref* (*int*) – specifies the reference value for the alpha test. Range 0-255. The initial value is 0

These values are part of the graphics context and are saved and restored by `SaveContext()` and `RestoreContext()`.

**Begin**(*prim: int*) → None
Begin drawing a graphics primitive

**Parameters**
- *prim* (*int*) – graphics primitive.

Valid primitives are BITMAPS, POINTS, LINES, LINE_STRIP, EDGE_STRIP_R, EDGE_STRIP_L, EDGE_STRIP_A, EDGE_STRIP_B and RECTS.

**BitmapExtFormat**(*format: int*) → None
Set the bitmap format

**Parameters**
- *format* (*int*) – bitmap pixel format.

**BitmapHandle**(*handle: int*) → None
Set the bitmap handle

**Parameters**
- *handle* (*int*) – bitmap handle. Range 0-31. The initial value is 0

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**BitmapLayoutH**(*linestride: int, height: int*) → None
Set the source bitmap memory format and layout for the current handle. high bits for large bitmaps

**Parameters**
- *linestride* (*int*) – high part of bitmap line stride, in bytes. Range 0-7
- *height* (*int*) – high part of bitmap height, in lines. Range 0-3

**BitmapLayout**(*format: int, linestride: int, height: int*) → None
Set the source bitmap memory format and layout for the current handle

**Parameters**
- *format* (*int*) – bitmap pixel format, or GLFORMAT to use BITMAP_EXT_FORMAT instead. Range 0-31
- *linestride* (*int*) – bitmap line stride, in bytes. Range 0-1023
- *height* (*int*) – bitmap height, in lines. Range 0-511
BitmapSizeH(width: int, height: int) → None
Set the screen drawing of bitmaps for the current handle. High bits for large bitmaps

Parameters
- **width (int)** – high part of drawn bitmap width, in pixels. Range 0-3
- **height (int)** – high part of drawn bitmap height, in pixels. Range 0-3

BitmapSize(filter: int, wrapx: int, wary: int, width: int, height: int) → None
Set the screen drawing of bitmaps for the current handle

Parameters
- **filter (int)** – bitmap filtering mode, one of NEAREST or BILINEAR. Range 0-1
- **wrapx (int)** – bitmap x wrap mode, one of REPEAT or BORDER. Range 0-1
- **wary (int)** – bitmap y wrap mode, one of REPEAT or BORDER. Range 0-1
- **width (int)** – drawn bitmap width, in pixels. Range 0-511
- **height (int)** – drawn bitmap height, in pixels. Range 0-511

BitmapSource(addr: int) → None
Set the source address for bitmap graphics

Parameters
- **addr (int)** – Bitmap start address, pixel-aligned. May be in SRAM or flash. Range 0-16777215

BitmapSwizzle(r: int, g: int, b: int, a: int) → None
Set the source for the r,g,b and a channels of a bitmap

Parameters
- **r (int)** – red component source channel. Range 0-7
- **g (int)** – green component source channel. Range 0-7
- **b (int)** – blue component source channel. Range 0-7
- **a (int)** – alpha component source channel. Range 0-7

BitmapTransformA(p: int, v: int) → None
Set the a component of the bitmap transform matrix

Parameters
- **p (int)** – precision control: 0 is 8.8, 1 is 1.15. Range 0-1. The initial value is 0
- **v (int)** – The a component of the bitmap transform matrix, in signed 8.8 or 1.15 bit fixed-point form. Range 0-131071. The initial value is 256

The initial value is p = 0, v = 256. This represents the value 1.0.

These values are part of the graphics context and are saved and restored by `SaveContext()` and `RestoreContext()`.

BitmapTransformB(p: int, v: int) → None
Set the b component of the bitmap transform matrix

Parameters
- **p (int)** – precision control: 0 is 8.8, 1 is 1.15. Range 0-1. The initial value is 0
• v (int) – The b component of the bitmap transform matrix, in signed 8.8 or 1.15 bit fixed-point form. Range 0-131071. The initial value is 0

The initial value is p = 0, v = 0. This represents the value 0.0.

These values are part of the graphics context and are saved and restored by `SaveContext()` and `RestoreContext()`.

```python
BitmapTransformC(v: int) → None
```

Set the c component of the bitmap transform matrix.

**Parameters**

- v (int) – The c component of the bitmap transform matrix, in signed 15.8 bit fixed-point form. Range 0-16777215. The initial value is 0

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

```python
BitmapTransformD(p: int, v: int) → None
```

Set the d component of the bitmap transform matrix.

**Parameters**

- p (int) – precision control: 0 is 8.8, 1 is 1.15. Range 0-1. The initial value is 0
- v (int) – The d component of the bitmap transform matrix, in signed 8.8 or 1.15 bit fixed-point form. Range 0-131071. The initial value is 0

The initial value is p = 0, v = 0. This represents the value 0.0.

These values are part of the graphics context and are saved and restored by `SaveContext()` and `RestoreContext()`.

```python
BitmapTransformE(p: int, v: int) → None
```

Set the e component of the bitmap transform matrix.

**Parameters**

- p (int) – precision control: 0 is 8.8, 1 is 1.15. Range 0-1. The initial value is 0
- v (int) – The e component of the bitmap transform matrix, in signed 8.8 or 1.15 bit fixed-point form. Range 0-131071. The initial value is 256

The initial value is p = 0, v = 256. This represents the value 1.0.

These values are part of the graphics context and are saved and restored by `SaveContext()` and `RestoreContext()`.

```python
BitmapTransformF(v: int) → None
```

Set the f component of the bitmap transform matrix.

**Parameters**

- v (int) – The f component of the bitmap transform matrix, in signed 15.8 bit fixed-point form. Range 0-16777215. The initial value is 0

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

```python
BlendFunc(src: int, dst: int) → None
```

Set pixel arithmetic.

**Parameters**


• **src (int)** – specifies how the source blending factor is computed. One of **ZERO**, **ONE**, **SRC_ALPHA**, **DST_ALPHA**, **ONE_MINUS_SRC_ALPHA** or **ONE_MINUS_DST_ALPHA**. Range 0-7. The initial value is **SRC_ALPHA(2)**

• **dst (int)** – specifies how the destination blending factor is computed, one of the same constants as **src**. Range 0-7. The initial value is **ONE_MINUS_SRC_ALPHA(4)**

These values are part of the graphics context and are saved and restored by **SaveContext()** and **RestoreContext()**.

**Call(dest: int) → None**

Execute a sequence of commands at another location in the display list

**Parameters**

- **dest (int)** – display list address. Range 0-65535

**Cell(cell: int) → None**

Set the bitmap cell number for the vertex2f command

**Parameters**

- **cell (int)** – bitmap cell number. Range 0-127. The initial value is 0

This value is part of the graphics context and is saved and restored by **SaveContext()** and **RestoreContext()**.

**ClearColorA(alpha: int) → None**

Set clear value for the alpha channel

**Parameters**

- **alpha (int)** – alpha value used when the color buffer is cleared. Range 0-255. The initial value is 0

This value is part of the graphics context and is saved and restored by **SaveContext()** and **RestoreContext()**.

**ClearColorRGB(red: int, green: int, blue: int) → None**

Set clear values for red, green and blue channels

**Parameters**

- **red (int)** – red value used when the color buffer is cleared. Range 0-255. The initial value is 0

- **green (int)** – green value used when the color buffer is cleared. Range 0-255. The initial value is 0

- **blue (int)** – blue value used when the color buffer is cleared. Range 0-255. The initial value is 0

These values are part of the graphics context and are saved and restored by **SaveContext()** and **RestoreContext()**.

**Clear(c: int, s: int, t: int) → None**

Clear buffers to preset values

**Parameters**

- **c (int)** – clear color buffer. Range 0-1

- **s (int)** – clear stencil buffer. Range 0-1

- **t (int)** – clear tag buffer. Range 0-1
**ClearStencil** *(s: int) → None*

Set clear value for the stencil buffer

**Parameters**

- `s (int)` – value used when the stencil buffer is cleared. Range 0-255. The initial value is 0

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**ClearTag** *(s: int) → None*

Set clear value for the tag buffer

**Parameters**

- `s (int)` – value used when the tag buffer is cleared. Range 0-255. The initial value is 0

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**ColorA** *(alpha: int) → None*

Set the current color alpha

**Parameters**

- `alpha (int)` – alpha for the current color. Range 0-255. The initial value is 255

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**ColorMask** *(r: int, g: int, b: int, a: int) → None*

Enable and disable writing of frame buffer color components

**Parameters**

- `r (int)` – allow updates to the frame buffer red component. Range 0-1. The initial value is 1
- `g (int)` – allow updates to the frame buffer green component. Range 0-1. The initial value is 1
- `b (int)` – allow updates to the frame buffer blue component. Range 0-1. The initial value is 1
- `a (int)` – allow updates to the frame buffer alpha component. Range 0-1. The initial value is 1

These values are part of the graphics context and are saved and restored by `SaveContext()` and `RestoreContext()`.

**ColorRGB** *(red: int, green: int, blue: int) → None*

Set the drawing color

**Parameters**

- `red (int)` – red value for the current color. Range 0-255. The initial value is 255
- `green (int)` – green for the current color. Range 0-255. The initial value is 255
- `blue (int)` – blue for the current color. Range 0-255. The initial value is 255

These values are part of the graphics context and are saved and restored by `SaveContext()` and `RestoreContext()`.

**Display** *( ) → None*

End the display list
End() → None
   End drawing a graphics primitive
   
   *Vertex2ii() and Vertex2f() calls are ignored until the next Begin().*

Jump(dest: int) → None
   Execute commands at another location in the display list
   
   **Parameters**
   
   *dest (int) – display list address. Range 0-65535*

Macro(m: int) → None
   Execute a single command from a macro register
   
   **Parameters**
   
   *m (int) – macro register to read. Range 0-1*

Nop() → None
   No operation

PaletteSource(addr: int) → None
   Set the base address of the palette
   
   **Parameters**
   
   *addr (int) – Address in graphics SRAM, 2-byte aligned. Range 0-4194303. The initial value is 0

   This value is part of the graphics context and is saved and restored by SaveContext() and RestoreContext().

RestoreContext() → None
   Restore the current graphics context from the context stack

Return() → None
   Return from a previous call command

SaveContext() → None
   Push the current graphics context on the context stack

ScissorSize(width: int, height: int) → None
   Set the size of the scissor clip rectangle
   
   **Parameters**
   
   • *width (int) – The width of the scissor clip rectangle, in pixels. Range 0-4095. The initial value is hsize

   • *height (int) – The height of the scissor clip rectangle, in pixels. Range 0-4095. The initial value is 2048

   These values are part of the graphics context and are saved and restored by SaveContext() and RestoreContext().

ScissorXY(x: int, y: int) → None
   Set the top left corner of the scissor clip rectangle
   
   **Parameters**
   
   • *x (int) – The x coordinate of the scissor clip rectangle, in pixels. Range 0-2047. The initial value is 0*
• \( y \) (int) – The \( y \) coordinate of the scissor clip rectangle, in pixels. Range 0-2047. The initial value is 0

These values are part of the graphics context and are saved and restored by \( \text{SaveContext()} \) and \( \text{RestoreContext()} \).

\[ \text{StencilFunc(func: int, ref: int, mask: int)} \rightarrow \text{None} \]

Set function and reference value for stencil testing

**Parameters**

• \( \text{func (int)} \) – specifies the test function, one of NEVER, LESS, LEQUAL, GREATER, GEQUAL, EQUAL, NOTEQUAL, or ALWAYS. Range 0-7. The initial value is ALWAYS(7)

• \( \text{ref (int)} \) – specifies the reference value for the stencil test. Range 0-255. The initial value is 0

• \( \text{mask (int)} \) – specifies a mask that is ANDed with the reference value and the stored stencil value. Range 0-255. The initial value is 255

These values are part of the graphics context and are saved and restored by \( \text{SaveContext()} \) and \( \text{RestoreContext()} \).

\[ \text{StencilMask(mask: int)} \rightarrow \text{None} \]

Control the writing of individual bits in the stencil planes

**Parameters**

\( \text{mask (int)} \) – the mask used to enable writing stencil bits. Range 0-255. The initial value is 255

This value is part of the graphics context and is saved and restored by \( \text{SaveContext()} \) and \( \text{RestoreContext()} \).

\[ \text{StencilOp(sfail: int, spass: int)} \rightarrow \text{None} \]

Set stencil test actions

**Parameters**

• \( \text{sfail (int)} \) – specifies the action to take when the stencil test fails, one of KEEP, ZERO, REPLACE, INCR, INCR_WRAP, DECR, DECR_WRAP, and INVERT. Range 0-7. The initial value is KEEP(1)

• \( \text{spass (int)} \) – specifies the action to take when the stencil test passes, one of the same constants as \( \text{sfail} \). Range 0-7. The initial value is KEEP(1)

These values are part of the graphics context and are saved and restored by \( \text{SaveContext()} \) and \( \text{RestoreContext()} \).

\[ \text{TagMask(mask: int)} \rightarrow \text{None} \]

Control the writing of the tag buffer

**Parameters**

\( \text{mask (int)} \) – allow updates to the tag buffer. Range 0-1. The initial value is 1

This value is part of the graphics context and is saved and restored by \( \text{SaveContext()} \) and \( \text{RestoreContext()} \).

\[ \text{Tag(s: int)} \rightarrow \text{None} \]

Set the current tag value

**Parameters**

\( \text{s (int)} \) – tag value. Range 0-255. The initial value is 255
This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**Vertex2ii** \( (x: \text{int}, y: \text{int}, handle: \text{int}, cell: \text{int}) \rightarrow \text{None} \)

**Parameters**
- \( x \ (\text{int}) \) – x-coordinate in pixels. Range 0-511
- \( y \ (\text{int}) \) – y-coordinate in pixels. Range 0-511
- \( handle \ (\text{int}) \) – bitmap handle. Range 0-31
- \( cell \ (\text{int}) \) – cell number. Range 0-127

This method is an alternative to `Vertex2f()`.

**Vertex2f** \( (b: \text{float}) \rightarrow \text{None} \)

Draw a point.

**Parameters**
- \( x \ (\text{float}) \) – pixel x-coordinate
- \( y \ (\text{float}) \) – pixel y-coordinate

**LineWidth** \( (width: \text{float}) \rightarrow \text{None} \)

Set the width of rasterized lines

**Parameters**
- \( width \ (\text{float}) \) – line width in pixels. Range 0-511. The initial value is 1

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**PointSize** \( (size: \text{float}) \rightarrow \text{None} \)

Set the diameter of rasterized points

**Parameters**
- \( size \ (\text{float}) \) – point diameter in pixels. Range 0-1023. The initial value is 1

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**VertexTranslateX** \( (x: \text{float}) \rightarrow \text{None} \)

Set the vertex transformation’s x translation component

**Parameters**
- \( x \ (\text{float}) \) – signed x-coordinate in pixels. Range \( \pm 4095 \). The initial value is 0

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**VertexTranslateY** \( (y: \text{float}) \rightarrow \text{None} \)

Set the vertex transformation’s y translation component

**Parameters**
- \( y \ (\text{float}) \) – signed y-coordinate in pixels. Range \( \pm 4095 \). The initial value is 0

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.
**VertexFormat**(*frac: int*) → None

Set the precision of vertex2f coordinates

**Parameters**

*frac* (*int*) – Number of fractional bits in X,Y coordinates, 0-4. Range 0-7. The initial value is 4

This value is part of the graphics context and is saved and restored by `SaveContext()` and `RestoreContext()`.

**cmd0**(*n: int*) → None

Append the command word *n* to the FIFO

**Parameters**

*n* (*int*) – The command code

This method is used by the eve module to efficiently add commands to the FIFO.

**cmd**(*n: int, fmt: str, args: Tuple[str, Ellipsis]*) → None

Append a command packet to the FIFO.

**Parameters**

* n (*int*) – The command code
* fmt (*str*) – The command format `struct` layout
* args (*tuple* (*str*, ...)) – The command’s arguments

Supported format codes: h, H, i, I.

This method is used by the eve module to efficiently add commands to the FIFO.

### _pew – LED matrix driver


This is an internal module to be used by the pew.py library from https://github.com/pewpew-game/pew-pewpew-standalone-10.x to handle the LED matrix display and buttons on the pewpew10 board.

**Usage:**

This singleton class is instantiated by the `'pew'` library, and used internally by it. All user-visible interactions are done through that library.

Initializes matrix scanning routines.

The `buffer` is a 64 byte long `bytearray` that stores what should be displayed on the matrix. `rows` and `cols` are both lists of eight `DigitalInputOutput` objects that are connected to the matrix rows and columns. `buttons` is a `DigitalInputOutput` object that is connected to the common side of all buttons (the other sides of the buttons are connected to rows of the matrix).
_stage – C-level helpers for animation of sprites on a stage

The _stage module contains native code to speed-up the `stage Library <https://github.com/python-ugame/circuitpython-stage>`_.

```python
def _stage.render(x0: int, y0: int, x1: int, y1: int, layers: List[Layer], buffer: circuitpython_typing.WriteableBuffer, display: displayio.Display, scale: int, background: int) -> None
    Render and send to the display a fragment of the screen.
```

**Parameters**

- `x0 (int)` – Left edge of the fragment.
- `y0 (int)` – Top edge of the fragment.
- `x1 (int)` – Right edge of the fragment.
- `y1 (int)` – Bottom edge of the fragment.
- `layers (list[Layer])` – A list of the Layer objects.
- `buffer (WriteableBuffer)` – A buffer to use for rendering.
- `display (Display)` – The display to use.
- `scale (int)` – How many times should the image be scaled up.
- `background (int)` – What color to display when nothing is there.

There are also no sanity checks, outside of the basic overflow checking. The caller is responsible for making the passed parameters valid.

This function is intended for internal use in the stage library and all the necessary checks are performed there.

```python
```

Keep information about a single layer of graphics

Keep internal information about a layer of graphics (either a Grid or a Sprite) in a format suitable for fast rendering with the `render()` function.

```python
def move(x: int, y: int) -> None
    Set the offset of the layer to the specified values.
```

```python
def frame(frame: int, rotation: int) -> None
    Set the animation frame of the sprite, and optionally rotation its graphic.
```

Keep information about a single grid of text

Keep internal information about a grid of text in a format suitable for fast rendering with the render() function.

Parameters

- **width (int)** – The width of the grid in tiles, or 1 for sprites.
- **height (int)** – The height of the grid in tiles, or 1 for sprites.
- **font (ReadableBuffer)** – The font data of the characters.
- **palette (ReadableBuffer)** – The color palette to be used.
- **chars (ReadableBuffer)** – The contents of the character grid.

This class is intended for internal use in the stage library and it shouldn’t be used on its own.

move(x: int, y: int) → None

Set the offset of the text to the specified values.

adafruit_bus_device – Hardware accelerated external bus access

The I2CDevice and SPIDevice helper classes make managing transaction state on a bus easy. For example, they manage locking the bus to prevent other concurrent access. For SPI devices, it manages the chip select and protocol changes such as mode. For I2C, it manages the device address.

adafruit_bus_device.i2c_device – I2C Device Manager

class adafruit_bus_device.i2c_device.I2CDevice(i2c: busio.I2C, device_address: int, probe: bool = True)

Represents a single I2C device and manages locking the bus and the device address.

Parameters

- **i2c (I2C)** – The I2C bus the device is on
- **device_address (int)** – The 7 bit device address
- **probe (bool)** – Probe for the device upon object creation, default is true

Example:

```python
import busio
from board import *
from adafruit_bus_device.i2c_device import I2CDevice
with busio.I2C(SCL, SDA) as i2c:
    device = I2CDevice(i2c, 0x70)
    bytes_read = bytearray(4)
    with device:
        device.readinto(bytes_read)
    # A second transaction
    with device:
        device.write(bytes_read)
```
__enter__() → I2CDevice
Context manager entry to lock bus.
__exit__() → None
Automatically unlocks the bus on exit.

readinto(buffer: circuitpython_typing.WriteableBuffer, *, start: int = 0, end: int = sys.maxsize) → None
Read into buffer from the device.
If start or end is provided, then the buffer will be sliced as if buffer[start:end] were passed. The number of bytes read will be the length of buffer[start:end].

Parameters

• buffer (WriteableBuffer) – read bytes into this buffer
• start (int) – beginning of buffer slice
• end (int) – end of buffer slice; if not specified, use len(buffer)

write(buffer: circuitpython_typing.ReadableBuffer, *, start: int = 0, end: int = sys.maxsize) → None
Write the bytes from buffer to the device, then transmit a stop bit.
If start or end is provided, then the buffer will be sliced as if buffer[start:end] were passed, but without copying the data. The number of bytes written will be the length of buffer[start:end].

Parameters

• buffer (ReadableBuffer) – write out bytes from this buffer
• start (int) – beginning of buffer slice
• end (int) – end of buffer slice; if not specified, use len(buffer)

write_then_readinto(out_buffer: circuitpython_typing.ReadableBuffer, in_buffer: circuitpython_typing.WriteableBuffer, *, out_start: int = 0, out_end: int = sys.maxsize, in_start: int = 0, in_end: int = sys.maxsize) → None
Write the bytes from out_buffer to the device, then immediately reads into in_buffer from the device.
If out_start or out_end is provided, then the buffer will be sliced as if out_buffer[out_start:out_end] were passed, but without copying the data. The number of bytes written will be the length of out_buffer[out_start:out_end].
If in_start or in_end is provided, then the input buffer will be sliced as if in_buffer[in_start:in_end] were passed. The number of bytes read will be the length of out_buffer[in_start:in_end].

Parameters

• out_buffer (ReadableBuffer) – write out bytes from this buffer
• in_buffer (WriteableBuffer) – read bytes into this buffer
• out_start (int) – beginning of out_buffer slice
• out_end (int) – end of out_buffer slice; if not specified, use len(out_buffer)
• in_start (int) – beginning of in_buffer slice
• in_end (int) – end of in_buffer slice; if not specified, use len(in_buffer)
adafruit_bus_device.spi_device – SPI Device Manager

class adafruit_bus_device.spi_device.SPIDevice(spi: busio.SPI, chip_select: digitalio.DigitalInOut, *,
    baudrate: int = 100000, polarity: int = 0, phase: int =
    0, extra_clocks: int = 0)

Represents a single SPI device and manages locking the bus and the device address.

Parameters

- spi (SPI) – The SPI bus the device is on
- chip_select (DigitalInOut) – The chip select pin object that implements the DigitalI-
  nOut API.
- cs_active_value (bool) – Set to true if your device requires CS to be active high. Defaults
to false.
- extra_circles (int) – The minimum number of clock cycles to cycle the bus after CS is
  high. (Used for SD cards.)

Example:

```python
import busio
import digitalio
from board import *
from adafruit_bus_device.spi_device import SPIDevice

with busio.SPI(SCK, MOSI, MISO) as spi_bus:
    cs = digitalio.DigitalInOut(D10)
    device = SPIDevice(spi_bus, cs)
    bytes_read = bytearray(4)
    # The object assigned to spi in the with statements below
    # is the original spi_bus object. We are using the busio.SPI
    # operations busio.SPI.readinto() and busio.SPI.write().
    with device as spi:
        spi.readinto(bytes_read)
    # A second transaction
    with device as spi:
        spi.write(bytes_read)
```

__enter__() → busio.SPI

Starts a SPI transaction by configuring the SPI and asserting chip select.

__exit__() → None

Ends a SPI transaction by deasserting chip select. See Lifetime and ContextManagers for more info.

adafruit_pixelbuf – A fast RGB(W) pixel buffer library for like NeoPixel and DotStar

The adafruit_pixelbuf module provides the PixelBuf class to accelerate RGB(W) strip/matrix manipulation,
such as DotStar and Neopixel.

Also available as _pixelbuf. This usage has been deprecated.

Byteorders are configured with strings, such as “RGB” or “RGBD”.

class adafruit_pixelbuf.PixelBuf(size: int, *, byteorder: str = 'BGR', brightness: float = 0, auto_write:
    bool = False, header: circuitpython_typing.ReadableBuffer = b'', trailer:
    circuitpython_typing.ReadableBuffer = b'')
A fast RGB[W] pixel buffer for LED and similar devices.

Create a PixelBuf object of the specified size, byteorder, and bits per pixel.

When brightness is less than 1.0, a second buffer will be used to store the color values before they are adjusted for brightness.

When P (PWM duration) is present as the 4th character of the byteorder string, the 4th value in the tuple/list for a pixel is the individual pixel brightness (0.0-1.0) and will enable a Dotstar compatible 1st byte for each pixel.

Parameters

- **size** (int) – Number of pixels
- **byteorder** (str) – Byte order string (such as “RGB”, “RGBW” or “PBGR”)
- **brightness** (float) – Brightness (0 to 1.0, default 1.0)
- **auto_write** (bool) – Whether to automatically write pixels (Default False)
- **header** (ReadableBuffer) – Sequence of bytes to always send before pixel values.
- **trailer** (ReadableBuffer) – Sequence of bytes to always send after pixel values.

**bpp** : int

The number of bytes per pixel in the buffer (read-only)

**brightness** : float

Float value between 0 and 1. Output brightness.

When brightness is less than 1.0, a second buffer will be used to store the color values before they are adjusted for brightness.

**auto_write** : bool

Whether to automatically write the pixels after each update.

**byteorder** : str

byteorder string for the buffer (read-only)

**show**() → None

Transmits the color data to the pixels so that they are shown. This is done automatically when **auto_write** is True.

**fill**(color: Union[int, Tuple[int, int, int], Tuple[int, int, int, int, float]]) → None

Fills the given pixelbuf with the given color.

**__getitem__**(index: slice) → Union[Tuple[Union[int, Tuple[int, int, int]], Ellipsis]], Tuple[Union[int, int, int, int, float], Ellipsis]]

**__getitem__**(index: int) → Union[Tuple[int, int, int], Tuple[int, int, int, int, float]]

Returns the pixel value at the given index as a tuple of (Red, Green, Blue[, White]) values between 0 and 255. When in PWM (DotStar) mode, the 4th tuple value is a float of the pixel intensity from 0-1.0.

**__setitem__**(index: slice, value: Tuple[Union[int, Tuple[float, Ellipsis]], List[float]]) → None

**__setitem__**(index: slice, value: List[Union[int, Tuple[float, Ellipsis]], List[float]]) → None

**__setitem__**(index: int, value: Union[int, Tuple[float, Ellipsis], List[float]]) → None

Sets the pixel value at the given index. Value can either be a tuple or integer. Tuples are the individual (Red, Green, Blue[, White]) values between 0 and 255. If given an integer, the red, green and blue values are packed into the lower three bytes (0xRRRGGGBB). For RGBW byteorders, if given only RGB values either as an int or as a tuple, the white value is used instead when the red, green, and blue values are the same.
aesio – AES encryption routines

The AES module contains classes used to implement encryption and decryption. It aims to be low overhead in terms of memory.

class aesio.AES(key: circuitpython_typing.ReadableBuffer, mode: int = 0, iv: Optional[circuitpython_typing.ReadableBuffer] = None, segment_size: int = 8)

Encrypt and decrypt AES streams

Create a new AES state with the given key.

Parameters

- key (ReadableBuffer) – A 16-, 24-, or 32-byte key
- mode (int) – AES mode to use. One of: MODE_ECB, MODE_CBC, or MODE_CTR
- iv (ReadableBuffer) – Initialization vector to use for CBC or CTR mode

Additional arguments are supported for legacy reasons.

Encrypting a string:

```python
import aesio
from binascii import hexlify

key = b'Sixteen byte key'
inp = b'CircuitPython!!!'  # Note: 16-bytes long
outp = bytearray(len(inp))
cipher = aesio.AES(key, aesio.MODE_ECB)
cipher.encrypt_into(inp, outp)
hexlify(outp)
```

encrypt_into(src: circuitpython_typing.ReadableBuffer, dest: circuitpython_typing.WriteableBuffer) \(\rightarrow\) None

Encrypt the buffer from src into dest.

For ECB mode, the buffers must be 16 bytes long. For CBC mode, the buffers must be a multiple of 16 bytes, and must be equal length. For CTX mode, there are no restrictions.

decrypt_into(src: circuitpython_typing.ReadableBuffer, dest: circuitpython_typing.WriteableBuffer) \(\rightarrow\) None

Decrypt the buffer from src into dest. For ECB mode, the buffers must be 16 bytes long. For CBC mode, the buffers must be a multiple of 16 bytes, and must be equal length. For CTX mode, there are no restrictions.
**alarm – Alarms and sleep**

Provides alarms that trigger based on time intervals or on external events, such as pin changes. The program can simply wait for these alarms, or go to sleep and be awoken when they trigger.

There are two supported levels of sleep: light sleep and deep sleep.

Light sleep keeps sufficient state so the program can resume after sleeping. It does not shut down WiFi, BLE, or other communications, or ongoing activities such as audio playback. It reduces power consumption to the extent possible that leaves these continuing activities running. In some cases there may be no decrease in power consumption.

Deep sleep shuts down power to nearly all of the microcontroller including the CPU and RAM. This can save a more significant amount of power, but CircuitPython must restart code.py from the begining when awakened.

For both light sleep and deep sleep, if CircuitPython is connected to a host computer, maintaining the connection takes priority and power consumption may not be reduced.

For more information about working with alarms and light/deep sleep in CircuitPython, see this Learn guide.

**alarm.pin – Trigger an alarm when a pin changes state.**

```python
class alarm.pin.PinAlarm(pin: microcontroller.Pin, value: bool, edge: bool = False, pull: bool = False)

Create an alarm triggered by a microcontroller.Pin level. The alarm is not active until it is passed to an alarm-enabling function, such as alarm.light_sleep_until_alarms() or alarm.exit_and_deep_sleep_until_alarms().

Parameters

- **pin** (microcontroller.Pin) – The pin to monitor. On some ports, the choice of pin may be limited due to hardware restrictions, particularly for deep-sleep alarms.

- **value** (bool) – When active, trigger when the pin value is high (True) or low (False). On some ports, multiple PinAlarm objects may need to have coordinated values for deep-sleep alarms.

- **edge** (bool) – If True, trigger only when there is a transition to the specified value of value. If True, if the alarm becomes active when the pin value already matches value, the alarm is not triggered: the pin must transition from not value to value to trigger the alarm. On some ports, edge-triggering may not be available, particularly for deep-sleep alarms.

- **pull** (bool) – Enable a pull-up or pull-down which pulls the pin to the level opposite that of value. For instance, if value is set to True, setting pull to True will enable a pull-down, to hold the pin low normally until an outside signal pulls it high.

**pin**: microcontroller.Pin

The trigger pin.

**value**: bool

The value on which to trigger.
alarm.time – Trigger an alarm when the specified time is reached.

class alarm.time.TimeAlarm(monotonic_time: Optional[float] = None, epoch_time: Optional[int] = None)

Create an alarm that will be triggered when time.monotonic() would equal monotonic_time, or when time.time() would equal epoch_time. Only one of the two arguments can be given. The alarm is not active until it is passed to an alarm-enabling function, such as alarm.light_sleep_until_alarms() or alarm.exit_and_deep_sleep_until_alarms().

If the given time is in the past when sleep occurs, the alarm will be triggered immediately.

monotonic_time : float

When this time is reached, the alarm will trigger, based on the time.monotonic() clock. The time may be given as epoch_time in the constructor, but it is returned by this property only as a time.monotonic() time.

alarm.touch – Trigger an alarm when touch is detected.

class alarm.touch.TouchAlarm(*pin: microcontroller.Pin)

Create an alarm that will be triggered when the given pin is touched. The alarm is not active until it is passed to an alarm-enabling function, such as alarm.light_sleep_until_alarms() or alarm.exit_and_deep_sleep_until_alarms().

Parameters

pin (microcontroller.Pin) – The pin to monitor. On some ports, the choice of pin may be limited due to hardware restrictions, particularly for deep-sleep alarms.

pin : microcontroller.Pin

The trigger pin.

alarm.sleep_memory : SleepMemory

Memory that persists during deep sleep. This object is the sole instance of alarm.SleepMemory.

alarm.wake_alarm : Optional[circuitpython_typing.Alarm]

The most recently triggered alarm. If CircuitPython was sleeping, the alarm that woke it from sleep. If no alarm occurred since the last hard reset or soft restart, value is None.

alarm.light_sleep_until_alarms(*alarms: circuitpython_typing.Alarm) → circuitpython_typing.Alarm

Go into a light sleep until awakened one of the alarms. The alarm causing the wake-up is returned, and is also available as alarm.wake_alarm.

If no alarms are specified, return immediately.

If CircuitPython is connected to a host computer, the connection will be maintained, and the microcontroller may not actually go into a light sleep. This allows the user to interrupt an existing program with ctrl-C, and to edit the files in CIRCUITPY, which would not be possible in true light sleep. Thus, to use light sleep and save significant power, it may be necessary to disconnect from the host.

alarm.exit_and_deep_sleep_until_alarms(*alarms: circuitpython_typing.Alarm) → None

Exit the program and go into a deep sleep, until awakened by one of the alarms. This function does not return. When awakened, the microcontroller will restart and will run boot.py and code.py from the beginning.

After restart, an alarm equivalent to the one that caused the wake-up will be available as alarm.wake_alarm. Its type and/or attributes may not correspond exactly to the original alarm. For time-base alarms, currently, an alarm.time.TimeAlarm() is created.

If no alarms are specified, the microcontroller will deep sleep until reset.
If CircuitPython is connected to a host computer via USB or BLE the first time a deep sleep is requested, the connection will be maintained and the system will not go into deep sleep. This allows the user to interrupt an existing program with ctrl-C, and to edit the files in CIRCUITPY, which would not be possible in true deep sleep.

If CircuitPython goes into a true deep sleep, and USB or BLE is reconnected, the next deep sleep will still be a true deep sleep. You must do a hard reset or power-cycle to exit a true deep sleep loop.

Here is a skeletal example that deep-sleeps and restarts every 60 seconds:

```python
import alarm
import time

print("Waking up")

# Set an alarm for 60 seconds from now.
time_alarm = alarm.time.TimeAlarm(monotonic_time=time.monotonic() + 60)

# Deep sleep until the alarm goes off. Then restart the program.
alarm.exit_and_deep_sleep_until_alarms(time_alarm)
```

**class** `alarm.SleepMemory`

Store raw bytes in RAM that persists during deep sleep. The class acts as a `bytearray`. If power is lost, the memory contents are lost.

Note that this class can’t be imported and used directly. The sole instance of `SleepMemory` is available at `alarm.sleep_memory`.

Usage:

```python
import alarm
alarm.sleep_memory[0] = True
alarm.sleep_memory[1] = 12
```

Not used. Access the sole instance through `alarm.sleep_memory`.

`__bool__() → bool`

*sleep_memory* is True if its length is greater than zero. This is an easy way to check for its existence.

`__len__() → int`

Return the length. This is used by `len`.

`__getitem__(index: slice) → bytearray`

`__getitem__(index: int) → int`

Returns the value at the given index.

`__setitem__(index: slice, value: circuitpython_typing.ReadableBuffer) → None`

`__setitem__(index: int, value: int) → None`

Set the value at the given index.
analogio – Analog hardware support

The analogio module contains classes to provide access to analog IO typically implemented with digital-to-analog (DAC) and analog-to-digital (ADC) converters.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call deinit() or use a context manager. See Lifetime and ContextManagers for more info.

For example:

```python
import analogio
from board import *

pin = analogio.AnalogIn(A0)
print(pin.value)
pin.deinit()
```

This example will initialize the device, read value and then deinit() the hardware. The last step is optional because CircuitPython will do it automatically after the program finishes.

For the essentials of analogio, see the CircuitPython Essentials Learn guide

For more information on using analogio, see this additional Learn guide

class analogio.AnalogIn(pin: microcontroller.Pin)

Read analog voltage levels

Usage:

```python
import analogio
from board import *

adc = analogio.AnalogIn(A1)
val = adc.value
```

Use the AnalogIn on the given pin. The reference voltage varies by platform so use reference_voltage to read the configured setting.

Parameters

- **pin (Pin)** – the pin to read from

- **value : int**
  
  The value on the analog pin between 0 and 65535 inclusive (16-bit). (read-only)

  Even if the underlying analog to digital converter (ADC) is lower resolution, the value is 16-bit.

- **reference_voltage : float**
  
  The maximum voltage measurable (also known as the reference voltage) as a float in Volts. Note the ADC value may not scale to the actual voltage linearly at ends of the analog range.

- **deinit() → None**
  
  Turn off the AnalogIn and release the pin for other use.

- **__enter__() → AnalogIn**
  
  No-op used by Context Managers.

- **__exit__() → None**
  
  Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.
**class analogio.AnalogOut**(*pin: microcontroller.Pin*)

Output analog values (a specific voltage).

Example usage:

```python
import analogio
from board import *

dac = analogio.AnalogOut(A2)   # output on pin A2
dac.value = 32768              # makes A2 1.65V
```

Use the AnalogOut on the given pin.

**Parameters**

pin *(Pin)* – the pin to output to

**value :int**

The value on the analog pin between 0 and 65535 inclusive (16-bit) (write-only)

Even if the underlying digital to analog converter (DAC) is lower resolution, the value is 16-bit.

**deinit**() → None

Turn off the AnalogOut and release the pin for other use.

**__enter__**() → AnalogOut

No-op used by Context Managers.

**__exit__**() → None

Automatically deinitializes the hardware when exiting a context. See *Lifetime and Context Managers* for more info.

---

**atexit – Atexit Module**

This module defines functions to register and unregister cleanup functions. Functions thus registered are automatically executed upon normal vm termination.

These functions are run in the reverse order in which they were registered; if you register A, B, and C, they will be run in the order C, B, A.

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: atexit.

**atexit.register**(func: Callable[Ellipsis, Any], *args: Optional[Any], **kwargs: Optional[Any]) → Callable[Ellipsis, Any]

Register func as a function to be executed at termination.

Any optional arguments that are to be passed to func must be passed as arguments to register(). It is possible to register the same function and arguments more than once.

At normal program termination (for instance, if `sys.exit()` is called or the vm execution completes), all functions registered are called in last in, first out order.

If an exception is raised during execution of the exit handler, a traceback is printed (unless *SystemExit* is raised) and the execution stops.

This function returns func, which makes it possible to use it as a decorator.
`atexit.unregister(func: Callable[Ellipsis, Any]) → None`

Remove func from the list of functions to be run at termination.

`unregister()` silently does nothing if func was not previously registered. If func has been registered more than once, every occurrence of that function in the atexit call stack will be removed.

**audiobusio** — Support for audio input and output over digital buses

The `audiobusio` module contains classes to provide access to audio IO over digital buses. These protocols are used to communicate audio to other chips in the same circuit. It doesn’t include audio interconnect protocols such as S/PDIF.

All classes change hardware state and should be deinitialized when they are no longer needed. To do so, either call `deinit()` or use a context manager.

```python
```

Output an I2S audio signal

Create a I2SOut object associated with the given pins.

**Parameters**

- `bit_clock` ([`Pin`]) – The bit clock (or serial clock) pin
- `word_select` ([`Pin`]) – The word select (or left/right clock) pin
- `data` ([`Pin`]) – The data pin
- `left_justified` ([`bool`]) – True when data bits are aligned with the word select clock. False when they are shifted by one to match classic I2S protocol.

Simple 8ksp 440 Hz sine wave on Metro M0 Express using UDA1334 Breakout:

```python
import audiobusio
import audiocore
import board
import array
import time
import math

# Generate one period of sine wave.
length = 8000 // 440
sine_wave = array.array("H", [0] * length)
for i in range(length):
    sine_wave[i] = int(math.sin(math.pi * 2 * i / length) * (2 ** 15) + 2 ** 15)
sine_wave = audiocore.RawSample(sine_wave, sample_rate=8000)
i2s = audiobusio.I2SOut(board.D1, board.D0, board.D9)
i2s.play(sine_wave, loop=True)
time.sleep(1)
i2s.stop()
```

Playing a wave file from flash:

```python
import board
import audiocore
import audiobusio
```

(continues on next page)
import digitalio

f = open("cplay-5.1-16bit-16khz.wav", "rb")
wav = audiocore.WaveFile(f)
a = audiobusio.I2SOut(board.D1, board.D0, board.D9)
print("playing")
a.play(wav)
while a.playing:
    pass
print("stopped")

playing : bool
    True when the audio sample is being output. (read-only)

paused : bool
    True when playback is paused. (read-only)

definit() → None
    Deinitialises the I2SOut and releases any hardware resources for reuse.

__enter__() → I2SOut
    No-op used by Context Managers.

__exit__() → None
    Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.

play(sample: circuitpython_typing.AudioSample, *, loop: bool = False) → None
    Plays the sample once when loop=False and continuously when loop=True. Does not block. Use playing to block.
    Sample must be an audiocore.WaveFile, audiocore.RawSample, audiomixer.Mixer or audiomp3.MP3Decoder.
    The sample itself should consist of 8 bit or 16 bit samples.

stop() → None
    Stops playback.

pause() → None
    Stops playback temporarily while remembering the position. Use resume to resume playback.

resume() → None
    Resumes sample playback after pause().

class audiobusio.PDMIn(clock_pin: microcontroller.Pin, data_pin: microcontroller.Pin, *, sample_rate: int = 16000, bit_depth: int = 8, mono: bool = True, oversample: int = 64, startup_delay: float = 0.11)

Record an input PDM audio stream

Create a PDMIn object associated with the given pins. This allows you to record audio signals from the given pins. Individual ports may put further restrictions on the recording parameters. The overall sample rate is determined by sample_rate x oversample, and the total must be 1MHz or higher, so sample_rate must be a minimum of 16000.
Parameters

- **clock_pin (Pin)** – The pin to output the clock to
- **data_pin (Pin)** – The pin to read the data from
- **sample_rate (int)** – Target sample_rate of the resulting samples. Check `sample_rate` for actual value. Minimum sample_rate is about 16000 Hz.
- **bit_depth (int)** – Final number of bits per sample. Must be divisible by 8
- **mono (bool)** – True when capturing a single channel of audio, captures two channels otherwise
- **oversample (int)** – Number of single bit samples to decimate into a final sample. Must be divisible by 8
- **startup_delay (float)** – seconds to wait after starting microphone clock to allow microphone to turn on. Most require only 0.01s; some require 0.1s. Longer is safer. Must be in range 0.0-1.0 seconds.

```
sample_rate : int
    The actual sample_rate of the recording. This may not match the constructed sample rate due to internal clock limitations.
```

```
deinit() → None
    Deinitialises the PDMIn and releases any hardware resources for reuse.
```

```
__enter__() → PDMIn
    No-op used by Context Managers.
```

```
__exit__() → None
    Automatically deinitializes the hardware when exiting a context.
```

```
record(destination: circuitpython_typing.WriteableBuffer, destination_length: int) → None
    Records destination_length bytes of samples to destination. This is blocking.
    An IOError may be raised when the destination is too slow to record the audio at the given rate. For internal flash, writing all 1s to the file before recording is recommended to speed up writes.

    Returns
        The number of samples recorded. If this is less than `destination_length`, some samples were missed due to processing time.
```

**audiocore – Support for audio samples**

```
class audiocore.RawSample(buffer: circuitpython_typing.ReadableBuffer, *, channel_count: int = 1, sample_rate: int = 8000)
    A raw audio sample buffer in memory

    Create a RawSample based on the given buffer of signed values. If channel_count is more than 1 then each channel’s samples should alternate. In other words, for a two channel buffer, the first sample will be for channel 1, the second sample will be for channel two, the third for channel 1 and so on.

    Parameters
        - **buffer (ReadableBuffer)** – A buffer with samples
        - **channel_count (int)** – The number of channels in the buffer
        - **sample_rate (int)** – The desired playback sample rate
```

1.8. Full Table of Contents
Simple 8ksp 440 Hz sin wave:

```python
import audiocore
import audioio
import board
import array
import time
import math

# Generate one period of sine wav.
length = 8000 // 440
sine_wave = array.array("h", [0] * length)
for i in range(length):
    sine_wave[i] = int(math.sin(math.pi * 2 * i / length) * (2 ** 15))

dac = audioio.AudioOut(board.SPEAKER)
sine_wave = audiocore.RawSample(sine_wave)
dac.play(sine_wave, loop=True)
time.sleep(1)
dac.stop()
```

`sample_rate :Optional[int]`

32 bit value that dictates how quickly samples are played in Hertz (cycles per second). When the sample is looped, this can change the pitch output without changing the underlying sample. This will not change the sample rate of any active playback. Call `play` again to change it.

`deinit() → None`

Deinitialises the RawSample and releases any hardware resources for reuse.

`__enter__() → RawSample`

No-op used by Context Managers.

`__exit__() → None`

Automatically deinitializes the hardware when exiting a context. See `Lifetime and Context Managers` for more info.

```python
class audiocore.WaveFile(file: BinaryIO, buffer: circuitpython_typing.WriteableBuffer)
```

Load a wave file for audio playback

A .wav file prepped for audio playback. Only mono and stereo files are supported. Samples must be 8 bit unsigned or 16 bit signed. If a buffer is provided, it will be used instead of allocating an internal buffer, which can prevent memory fragmentation.

Load a .wav file for playback with `audioio.AudioOut` or `audiobusio.I2SOut`.

**Parameters**

- `file (BinaryIO)` – Already opened wave file
- `buffer (WriteableBuffer)` – Optional pre-allocated buffer, that will be split in half and used for double-buffering of the data. The buffer must be 8 to 1024 bytes long. If not provided, two 256 byte buffers are initially allocated internally.

Playing a wave file from flash:
import audioio
import digitalio

# Required for CircuitPlayground Express
speaker_enable = digitalio.DigitalInOut(board.SPEAKER_ENABLE)
speaker_enable.switch_to_output(value=True)

data = open("cplay-5.1-16bit-16khz.wav", "rb")
wav = audiocore.WaveFile(data)
a = audioio.AudioOut(board.A0)

print("playing")
a.play(wav)
while a.playing:
    pass
print("stopped")

sample_rate : int
32 bit value that dictates how quickly samples are loaded into the DAC in Hertz (cycles per second). When the sample is looped, this can change the pitch output without changing the underlying sample.

bits_per_sample : int
Bits per sample. (read only)

channel_count : int
Number of audio channels. (read only)

deinit() → None
Deinitialises the WaveFile and releases all memory resources for reuse.

__enter__() → WaveFile
No-op used by Context Managers.

__exit__() → None
Automatically deinitializes the hardware when exiting a context. See Lifecycle and ContextManagers for more info.

audioio – Support for audio output

The audioio module contains classes to provide access to audio IO.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call deinit() or use a context manager. See <a href="#lifecycle-contextmanagers" name="lifecycle-contextmanagers" class="anchor">Lifecyle and ContextManagers</a> for more info.

Since CircuitPython 5, RawSample and WaveFile are moved to audiocore, and Mixer is moved to audiomixer.

For compatibility with CircuitPython 4.x, some builds allow the items in audiocore to be imported from audioio. This will be removed for all boards in a future build of CircuitPython.


Output an analog audio signal

Create a AudioOut object associated with the given pin(s). This allows you to play audio signals out on the given pin(s).
Parameters

- **left_channel** *(Pin)* – The pin to output the left channel to
- **right_channel** *(Pin)* – The pin to output the right channel to
- **quiescent_value** *(int)* – The output value when no signal is present. Samples should start and end with this value to prevent audible popping.

Simple 8ksps 440 Hz sin wave:

```python
import audiocore
import audioio
import board
import array
import time
import math

# Generate one period of sine wav.
length = 8000 // 440
sine_wave = array.array("H", [0] * length)
for i in range(length):
    sine_wave[i] = int(math.sin(math.pi * 2 * i / length) * (2 ** 15) + 2 ** 15)

dac = audioio.AudioOut(board.SPEAKER)
sine_wave = audiocore.RawSample(sine_wave, sample_rate=8000)
dac.play(sine_wave, loop=True)
time.sleep(1)
dac.stop()
```

Playing a wave file from flash:

```python
import board
import audioio
import digitalio

# Required for CircuitPlayground Express
speaker_enable = digitalio.DigitalInOut(board.SPEAKER_ENABLE)
speaker_enable.switch_to_output(value=True)

data = open("cplay-5.1-16bit-16khz.wav", "rb")
wav = audiocore.WaveFile(data)
a = audioio.AudioOut(board.A0)

print("playing")
a.play(wav)
while a.playing:
    pass
print("stopped")
```

**playing** *(bool)*

   True when an audio sample is being output even if `paused`. *(read-only)*

**paused** *(bool)*

   True when playback is paused. *(read-only)*
deinit() → None
 Deinitialises the AudioOut and releases any hardware resources for reuse.

__enter__() → AudioOut
 No-op used by Context Managers.

__exit__() → None
 Automatically deinitializes the hardware when exiting a context. See Lifetime and Context Managers for more info.

play(sample: circuitpython_typing.AudioSample, *, loop: bool = False) → None
 Plays the sample once when loop=False and continuously when loop=True. Does not block. Use playing to lock.

Sample must be an audiocore.WaveFile, audiocore.RawSample, audiomixer.Mixer or audiomp3.MP3Decoder.

The sample itself should consist of 16 bit samples. Microcontrollers with a lower output resolution will use the highest order bits to output. For example, the SAMD21 has a 10 bit DAC that ignores the lowest 6 bits when playing 16 bit samples.

stop() → None
 Stops playback and resets to the start of the sample.

pause() → None
 Stops playback temporarily while remembering the position. Use resume to resume playback.

resume() → None
 Resumes sample playback after pause().

audiomixer – Support for audio mixing

class audiomixer.Mixer(voice_count: int = 2, buffer_size: int = 1024, channel_count: int = 2,
bits_per_sample: int = 16, samples_signed: bool = True, sample_rate: int = 8000)
Mixes one or more audio samples together into one sample.

Create a Mixer object that can mix multiple channels with the same sample rate. Samples are accessed and controlled with the mixer’s audiomixer.MixerVoice objects.

Parameters

- voice_count (int) – The maximum number of voices to mix
- buffer_size (int) – The total size in bytes of the buffers to mix into
- channel_count (int) – The number of channels the source samples contain. 1 = mono; 2 = stereo.
- bits_per_sample (int) – The bits per sample of the samples being played
- samples_signed (bool) – Samples are signed (True) or unsigned (False)
- sample_rate (int) – The sample rate to be used for all samples

Playing a wave file from flash:

```python
import board
import audioio
import audiocore
```
import audiomixer
import digitalio

a = audioio.AudioOut(board.A0)
music = audiocore.WaveFile(open("cplay-5.1-16bit-16khz.wav", "rb"))
drum = audiocore.WaveFile(open("drum.wav", "rb"))
mixer = audiomixer.Mixer(voice_count=2, sample_rate=16000, channel_count=1,
    bits_per_sample=16, samples_signed=True)

print("playing")
# Have AudioOut play our Mixer source
a.play(mixer)
# Play the first sample voice
mixer.voice[0].play(music)
while mixer.playing:
    # Play the second sample voice
    mixer.voice[1].play(drum)
    time.sleep(1)
print("stopped")

playing :bool
    True when any voice is being output. (read-only)
sample_rate :int
    32 bit value that dictates how quickly samples are played in Hertz (cycles per second).
voice :Tuple[MixerVoice, Ellipsis]
    A tuple of the mixer’s audiomixer.MixerVoice object(s).

>>> mixer.voice
(<MixerVoice>,)
deinit() → None
    Deinitialises the Mixer and releases any hardware resources for reuse.
__enter__() → Mixer
    No-op used by Context Managers.
__exit__() → None
    Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.
play(sample: circuitpython_typing.AudioSample, *, voice: int = 0, loop: bool = False) → None
    Plays the sample once when loop=False and continuously when loop=True. Does not block. Use playing to block.
    Sample must be an audiocore.WaveFile, audiocore.RawSample, audiomixer.Mixer or audiomp3.MP3Decoder.
    The sample must match the Mixer’s encoding settings given in the constructor.
stop_voice(voice: int = 0) → None
    Stops playback of the sample on the given voice.
class audiomixer.MixerVoice

Voice objects used with Mixer

Used to access and control samples with audiomixer.Mixer.

MixerVoice instance object(s) created by audiomixer.Mixer.

level :float

The volume level of a voice, as a floating point number between 0 and 1.

playing :bool

True when this voice is being output. (read-only)

play(sample: circuitpython_typing.AudioSample, *, loop: bool = False) → None

Plays the sample once when loop=False, and continuously when loop=True. Does not block. Use playing to block.

Sample must be an audiocore.WaveFile, audiocore.RawSample, audiomixer.Mixer or audiomp3.MP3Decoder.

The sample must match the audiomixer.Mixer's encoding settings given in the constructor.

stop() → None

Stops playback of the sample on this voice.

audiomp3 – Support for MP3-compressed audio files

For more information about working with MP3 files in CircuitPython, see this CircuitPython Essentials Learn guide page.

class audiomp3.MP3Decoder(file: BinaryIO, buffer: circuitpython_typing.WriteableBuffer)

Load a mp3 file for audio playback

Note: MP3 Decoder uses a lot of contiguous memory, so care should be given to optimizing memory usage. More information and recommendations can be found here: https://learn.adafruit.com/Memory-saving-tips-for-CircuitPython/reducing-memory-fragmentation

Load a .mp3 file for playback with audiioio.AudioOut or audiobusio.I2SOut.

Parameters

• file(BinaryIO) – Already opened mp3 file

• buffer(WriteableBuffer) – Optional pre-allocated buffer, that will be split in half and used for double-buffering of the data. If not provided, two buffers are allocated internally. The specific buffer size required depends on the mp3 file.

Playback of mp3 audio is CPU intensive, and the exact limit depends on many factors such as the particular microcontroller, SD card or flash performance, and other code in use such as displayio. If playback is garbled, skips, or plays as static, first try using a “simpler” mp3:

• Use constant bit rate (CBR) not VBR or ABR (variable or average bit rate) when encoding your mp3 file

• Use a lower sample rate (e.g., 11.025kHz instead of 48kHz)

• Use a lower bit rate (e.g., 32kbit/s instead of 256kbit/s)
Reduce activity taking place at the same time as mp3 playback. For instance, only update small portions of a displayio screen if audio is playing. Disable auto-refresh and explicitly call refresh.

Playing a mp3 file from flash:

```python
import board
import audiomp3
import audioio
import digitalio

# Required for CircuitPlayground Express
speaker_enable = digitalio.DigitalInOut(board.SPEAKER_ENABLE)
speaker_enable.switch_to_output(value=True)

data = open("cplay-16bit-16khz-64kbps.mp3", "rb")
mp3 = audiomp3.MP3Decoder(data)
a = audioio.AudioOut(board.A0)

print("playing")
a.play(mp3)
while a.playing:
    pass
print("stopped")
```

**file** : `BinaryIO`

File to play back.

**sample_rate** : `int`

32 bit value that dictates how quickly samples are loaded into the DAC in Hertz (cycles per second). When the sample is looped, this can change the pitch output without changing the underlying sample.

**bits_per_sample** : `int`

Bits per sample. (read only)

**channel_count** : `int`

Number of audio channels. (read only)

**rms_level** : `float`

The RMS audio level of a recently played moment of audio. (read only)

**samples_decoded** : `int`

The number of audio samples decoded from the current file. (read only)

**deinit** → `None`

Deinitialises the MP3 and releases all memory resources for reuse.

**__enter__**() → `MP3Decoder`

No-op used by Context Managers.

**__exit__**() → `None`

Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for more info.
audiopwmio – Audio output via digital PWM

The audiopwmio module contains classes to provide access to audio IO.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call deinit() or use a context manager. See Lifetime and ContextManagers for more info.

Since CircuitPython 5, Mixer, RawSample and WaveFile are moved to audiocore.

class audiopwmio.PWMAudioOut(left_channel: microcontroller.Pin, *, right_channel: Optional[microcontroller.Pin] = None, quiescent_value: int = 32768)

Output an analog audio signal by varying the PWM duty cycle.

Create a PWMAudioOut object associated with the given pin(s). This allows you to play audio signals out on the given pin(s). In contrast to mod:audioio, the pin(s) specified are digital pins, and are driven with a device-dependent PWM signal.

Parameters

- **left_channel** (Pin) – The pin to output the left channel to
- **right_channel** (Pin) – The pin to output the right channel to
- **quiescent_value** (int) – The output value when no signal is present. Samples should start and end with this value to prevent audible popping.

Simple 8ksps 440 Hz sin wave:

```python
import audiocore
import audiopwmio
import board
import array
import time
import math

# Generate one period of sine wav.
length = 8000 // 440
sine_wave = array.array("H", [0] * length)
for i in range(length):
    sine_wave[i] = int(math.sin(math.pi * 2 * i / length) * (2 ** 15) + 2 ** 15)

dac = audiopwmio.PWMAudioOut(board.SPEAKER)
sine_wave = audiocore.RawSample(sine_wave, sample_rate=8000)
dac.play(sine_wave, loop=True)
time.sleep(1)
dac.stop()
```

Playing a wave file from flash:

```python
import board
import audiocore
import audiopwmio
import digitalio

# Required for CircuitPlayground Express
speaker_enable = digitalio.DigitalInOut(board.SPEAKER_ENABLE)
speaker_enable.switch_to_output(value=True)
```
```python
data = open("cplay-5.1-16bit-16khz.wav", "rb")
wav = audiocore.WaveFile(data)
a = audiopwmio.PWMAudioOut(board.SPEAKER)

print("playing")
a.play(wav)
while a.playing:
    pass
print("stopped")

playing : bool
    True when an audio sample is being output even if paused. (read-only)

paused : bool
    True when playback is paused. (read-only)

definit() → None
    Deinitialises the PWMAudioOut and releases any hardware resources for reuse.

__enter__() → PWMAudioOut
    No-op used by Context Managers.

__exit__() → None
    Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.

play(sample: circuitpython_typing.AudioSample, *, loop: bool = False) → None
    Plays the sample once when loop=False and continuously when loop=True. Does not block. Use playing to block.
    Sample must be an audiocore.WaveFile, audiocore.RawSample, audiomixer.Mixer or audiomp3.MP3Decoder.
    The sample itself should consist of 16 bit samples. Microcontrollers with a lower output resolution will use the highest order bits to output.

stop() → None
    Stops playback and resets to the start of the sample.

pause() → None
    Stops playback temporarily while remembering the position. Use resume to resume playback.

resume() → None
    Resumes sample playback after pause().
```

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bitbangio – Digital protocols implemented by the CPU

The `bitbangio` module contains classes to provide digital bus protocol support regardless of whether the underlying hardware exists to use the protocol.

First try to use `busio` module instead which may utilize peripheral hardware to implement the protocols. Native implementations will be faster than bitbanged versions and have more capabilities.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call `deinit()` or use a context manager. See `Lifetime and ContextManagers` for more info.

For example:

```python
import bitbangio
from board import *

i2c = bitbangio.I2C(SCL, SDA)
print(i2c.scan())
i2c.deinit()
```

This example will initialize the device, run `scan()` and then `deinit()` the hardware. The last step is optional because CircuitPython automatically resets hardware after a program finishes.

```python

Two wire serial protocol

I2C is a two-wire protocol for communicating between devices. At the physical level it consists of 2 wires: SCL and SDA, the clock and data lines respectively.

See also:
Using this class directly requires careful lock management. Instead, use `I2CDevice` to manage locks.

See also:
Using this class to directly read registers requires manual bit unpacking. Instead, use an existing driver or make one with Register data descriptors.

Parameters

• `scl` ([Pin]) – The clock pin
• `sda` ([Pin]) – The data pin
• `frequency` ([int]) – The clock frequency of the bus
• `timeout` ([int]) – The maximum clock stretching timeout in microseconds

`deinit()` → None
Releases control of the underlying hardware so other classes can use it.

`__enter__()` → `I2C`
No-op used in Context Managers.

`__exit__()` → None
Automatically deinitializes the hardware on context exit. See `Lifetime and ContextManagers` for more info.
scan() → List[int]

Scan all I2C addresses between 0x08 and 0x77 inclusive and return a list of those that respond. A device responds if it pulls the SDA line low after its address (including a read bit) is sent on the bus.

try_lock() → bool

Attempts to grab the I2C lock. Returns True on success.

unlock() → None

Releases the I2C lock.

readfrom_into(address: int, buffer: circuitpython_typing.WriteableBuffer, *, start: int = 0, end: int = sys.maxsize) → None

Read into buffer from the device selected by address. The number of bytes read will be the length of buffer. At least one byte must be read.

If start or end is provided, then the buffer will be sliced as if buffer[start:end]. This will not cause an allocation like buf[start:end] will so it saves memory.

Parameters

• address (int) – 7-bit device address
• buffer (WriteableBuffer) – buffer to write into
• start (int) – Index to start writing at
• end (int) – Index to write up to but not include

writeto(address: int, buffer: circuitpython_typing.ReadableBuffer, *, start: int = 0, end: int = sys.maxsize) → None

Write the bytes from buffer to the device selected by address and then transmits a stop bit. Use writeto_then_readfrom when needing a write, no stop and repeated start before a read.

If start or end is provided, then the buffer will be sliced as if buffer[start:end] were passed, but without copying the data. The number of bytes written will be the length of buffer[start:end].

Writing a buffer or slice of length zero is permitted, as it can be used to poll for the existence of a device.

Parameters

• address (int) – 7-bit device address
• buffer (ReadableBuffer) – buffer containing the bytes to write
• start (int) – beginning of buffer slice
• end (int) – end of buffer slice; if not specified, use len(buffer)

writeto_then_readfrom(address: int, out_buffer: circuitpython_typing.ReadableBuffer, in_buffer: circuitpython_typing.ReadableBuffer, *, out_start: int = 0, out_end: int = sys.maxsize, in_start: int = 0, in_end: int = sys.maxsize) → None

Write the bytes from out_buffer to the device selected by address, generate no stop bit, generate a repeated start and read into in_buffer. out_buffer and in_buffer can be the same buffer because they are used sequentially.

If out_start or out_end is provided, then the buffer will be sliced as if out_buffer[out_start:out_end] were passed, but without copying the data. The number of bytes written will be the length of out_buffer[start:end].

If in_start or in_end is provided, then the input buffer will be sliced as if in_buffer[in_start:in_end] were passed. The number of bytes read will be the length of


A 3-4 wire serial protocol

SPI is a serial protocol that has exclusive pins for data in and out of the main device. It is typically faster than I2C because a separate pin is used to select a device rather than a transmitted address. This class only manages three of the four SPI lines: clock, MOSI, MISO. Its up to the client to manage the appropriate select line, often abbreviated CS or SS. (This is common because multiple secondaries can share the clock, MOSI and MISO lines and therefore the hardware.)

Construct an SPI object on the given pins.

See also:

Using this class directly requires careful lock management. Instead, use SPIDevice to manage locks.

See also:

Using this class to directly read registers requires manual bit unpacking. Instead, use an existing driver or make one with Register data descriptors.

Parameters

• clock (Pin) – the pin to use for the clock.
• MOSI (Pin) – the Main Out Selected In pin.
• MISO (Pin) – the Main In Selected Out pin.

definit() → None

Turn off the SPI bus.

__enter__() → SPI

No-op used by Context Managers.

__exit__() → None

Automatically deinitializes the hardware when exiting a context. See Lifetime and Context Managers for more info.

configure(*, baudrate: int = 100000, polarity: int = 0, phase: int = 0, bits: int = 8) → None

Configures the SPI bus. Only valid when locked.

Parameters

• baudrate (int) – the clock rate in Hertz
• polarity (int) – the base state of the clock line (0 or 1)
• phase (int) – the edge of the clock that data is captured. First (0) or second (1). Rising or falling depends on clock polarity.
• bits (int) – the number of bits per word
try_lock() → bool
Attempts to grab the SPI lock. Returns True on success.

Returns
True when lock has been grabbed

Return type
bool

unlock() → None
Releases the SPI lock.

write(buf: circuitpython_typing.ReadableBuffer) → None
Write the data contained in buf. Requires the SPI being locked. If the buffer is empty, nothing happens.

readinto(buffer: circuitpython_typing.WriteableBuffer, *, start: int = 0, end: int = sys.maxsize, write_value: int = 0) → None
Read into buffer while writing write_value for each byte read. The SPI object must be locked. If the number of bytes to read is 0, nothing happens.

If start or end is provided, then the buffer will be sliced as if buffer[start:end] were passed. The number of bytes read will be the length of buffer[start:end].

Parameters
• buffer (WriteableBuffer) – read bytes into this buffer
• start (int) – beginning of buffer slice
• end (int) – end of buffer slice; if not specified, use len(buffer)
• write_value (int) – value to write while reading

write_readinto(out_buffer: circuitpython_typing.ReadableBuffer, in_buffer: circuitpython_typing.WriteableBuffer, *, out_start: int = 0, out_end: int = sys.maxsize, in_start: int = 0, in_end: int = sys.maxsize) → None
Write out the data in out_buffer while simultaneously reading data into in_buffer. The SPI object must be locked.

If out_start or out_end is provided, then the buffer will be sliced as if out_buffer[out_start:out_end] were passed, but without copying the data. The number of bytes written will be the length of out_buffer[out_start:out_end].

If in_start or in_end is provided, then the input buffer will be sliced as if in_buffer[in_start:in_end] were passed. The number of bytes read will be the length of out_buffer[in_start:in_end].

The lengths of the slices defined by out_buffer[out_start:out_end] and in_buffer[in_start:in_end] must be equal. If buffer slice lengths are both 0, nothing happens.

Parameters
• out_buffer (ReadableBuffer) – write out bytes from this buffer
• in_buffer (WriteableBuffer) – read bytes into this buffer
• out_start (int) – beginning of out_buffer slice
• out_end (int) – end of out_buffer slice; if not specified, use len(out_buffer)
• in_start (int) – beginning of in_buffer slice
• in_end (int) – end of in_buffer slice; if not specified, use len(in_buffer)
bitmaptools – Collection of bitmap manipulation tools

Note: If you’re looking for information about displaying bitmaps on screens in CircuitPython, see this Learn guide for information about using the displayio module.

bitmaptools.rotozoom(dest_bitmap: displayio.Bitmap, source_bitmap: displayio.Bitmap, *, ox: int, oy: int, dest_clip0: Tuple[int, int], dest_clip1: Tuple[int, int], px: int, py: int, source_clip0: Tuple[int, int], source_clip1: Tuple[int, int], angle: float, scale: float, skip_index: int) → None

Inserts the source bitmap region into the destination bitmap with rotation (angle), scale and clipping (both on source and destination bitmaps).

Parameters

- **dest_bitmap (bitmap)** – Destination bitmap that will be copied into
- **source_bitmap (bitmap)** – Source bitmap that contains the graphical region to be copied
- **ox (int)** – Horizontal pixel location in destination bitmap where source bitmap point (px,py) is placed. Defaults to None which causes it to use the horizontal midway point of the destination bitmap.
- **oy (int)** – Vertical pixel location in destination bitmap where source bitmap point (px,py) is placed. Defaults to None which causes it to use the vertical midway point of the destination bitmap.
- **dest_clip0 (Tuple[int, int])** – First corner of rectangular destination clipping region that constrains region of writing into destination bitmap
- **dest_clip1 (Tuple[int, int])** – Second corner of rectangular destination clipping region that constrains region of writing into destination bitmap
- **px (int)** – Horizontal pixel location in source bitmap that is placed into the destination bitmap at (ox,oy). Defaults to None which causes it to use the horizontal midway point in the source bitmap.
- **py (int)** – Vertical pixel location in source bitmap that is placed into the destination bitmap at (ox,oy). Defaults to None which causes it to use the vertical midway point in the source bitmap.
- **source_clip0 (Tuple[int, int])** – First corner of rectangular source clipping region that constrains region of reading from the source bitmap
- **source_clip1 (Tuple[int, int])** – Second corner of rectangular source clipping region that constrains region of reading from the source bitmap
- **angle (float)** – Angle of rotation, in radians (positive is clockwise direction). Defaults to None which gets treated as 0.0 radians or no rotation.
- **scale (float)** – Scaling factor. Defaults to None which gets treated as 1.0 or same as original source size.
- **skip_index (int)** – Bitmap palette index in the source that will not be copied, set to None to copy all pixels


Alpha blend the two source bitmaps into the destination.
It is permitted for the destination bitmap to be one of the two source bitmaps.

**Parameters**

- `dest_bitmap (bitmap)` – Destination bitmap that will be written into
- `source_bitmap_1 (bitmap)` – The first source bitmap
- `source_bitmap_2 (bitmap)` – The second source bitmap
- `factor1 (float)` – The proportion of bitmap 1 to mix in
- `factor2 (float)` – The proportion of bitmap 2 to mix in. If specified as `None`, $1 - \text{factor1}$ is used. Usually the proportions should sum to 1.
- `colorspace (displayio.Colorspace)` – The colorspace of the bitmaps. They must all have the same colorspace. Only the following colorspaces are permitted: L8, RGB565, RGB565_SWAPPED, BGR565 and BGR565_SWAPPED.

For the L8 colorspace, the bitmaps must have a bits-per-value of 8. For the RGB colorspaces, they must have a bits-per-value of 16.

**bitmaptools.fill_region**

```python
bitmaptools.fill_region(dest_bitmap: displayio.Bitmap, x1: int, y1: int, x2: int, y2: int, value: int) → None
```

Draws the color value into the destination bitmap within the rectangular region bounded by (x1,y1) and (x2,y2), exclusive.

**Parameters**

- `dest_bitmap (bitmap)` – Destination bitmap that will be written into
- `x1 (int)` – x-pixel position of the first corner of the rectangular fill region
- `y1 (int)` – y-pixel position of the first corner of the rectangular fill region
- `x2 (int)` – x-pixel position of the second corner of the rectangular fill region (exclusive)
- `y2 (int)` – y-pixel position of the second corner of the rectangular fill region (exclusive)
- `value (int)` – Bitmap palette index that will be written into the rectangular fill region in the destination bitmap

**bitmaptools.boundary_fill**

```python
bitmaptools.boundary_fill(dest_bitmap: displayio.Bitmap, x: int, y: int, fill_color_value: int, replaced_color_value: int) → None
```

Draws the color value into the destination bitmap enclosed area of pixels of the background_value color. Like “Paint Bucket” fill tool.

**Parameters**

- `dest_bitmap (bitmap)` – Destination bitmap that will be written into
- `x (int)` – x-pixel position of the first pixel to check and fill if needed
- `y (int)` – y-pixel position of the first pixel to check and fill if needed
- `fill_color_value (int)` – Bitmap palette index that will be written into the enclosed area in the destination bitmap
- `replaced_color_value (int)` – Bitmap palette index that will filled with the value color in the enclosed area in the destination bitmap

**bitmaptools.draw_line**

```python
bitmaptools.draw_line(dest_bitmap: displayio.Bitmap, x1: int, y1: int, x2: int, y2: int, value: int) → None
```

Draws a line into a bitmap specified two endpoints (x1,y1) and (x2,y2).

**Parameters**

- `dest_bitmap (bitmap)` – Destination bitmap that will be written into
• $x_1$ (int) – x-pixel position of the line’s first endpoint
• $y_1$ (int) – y-pixel position of the line’s first endpoint
• $x_2$ (int) – x-pixel position of the line’s second endpoint
• $y_2$ (int) – y-pixel position of the line’s second endpoint
• value (int) – Bitmap palette index that will be written into the line in the destination bitmap

`bitmaptools.arrayblit(bitmap: displayio.Bitmap, data: circuitpython_typing.ReadableBuffer, x1: int = 0, y1: int = 0, x2: Optional[int] = None, y2: Optional[int] = None, skip_index: Optional[int] = None) → None`

Inserts pixels from `data` into the rectangle of width×height pixels with the upper left corner at $(x,y)$.

The values from `data` are taken modulo the number of color values available in the destination bitmap.

If $x_1$ or $y_1$ are not specified, they are taken as 0. If $x_2$ or $y_2$ are not specified, or are given as -1, they are taken as the width and height of the image.

The coordinates affected by the blit are $x_1 \leq x < x_2$ and $y_1 \leq y < y_2$.

`data` must contain at least as many elements as required. If it contains excess elements, they are ignored.

The blit takes place by rows, so the first elements of `data` go to the first row, the next elements to the next row, and so on.

**Parameters**

- `bitmap` (displayio.Bitmap) – A writable bitmap
- `data` (ReadableBuffer) – Buffer containing the source pixel values
- `x1` (int) – The left corner of the area to blit into (inclusive)
- `y1` (int) – The top corner of the area to blit into (inclusive)
- `x2` (int) – The right of the area to blit into (exclusive)
- `y2` (int) – The bottom corner of the area to blit into (exclusive)
- `skip_index` (int) – Bitmap palette index in the source that will not be copied, set to None to copy all pixels


Reads from a binary file into a bitmap.

The file must be positioned so that it consists of `bitmap.height` rows of pixel data, where each row is the smallest multiple of `element_size` bytes that can hold `bitmap.width` pixels.

The bytes in an element can be optionally swapped, and the pixels in an element can be reversed. Also, the row loading direction can be reversed, which may be requires for loading certain bitmap files.

This function doesn’t parse image headers, but is useful to speed up loading of uncompressed image formats such as PCF glyph data.

**Parameters**

- `bitmap` (displayio.Bitmap) – A writable bitmap
- `file` (BinaryIO) – A file opened in binary mode
- `bits_per_pixel` (int) – Number of bits per pixel. Values 1, 2, 4, 8, 16, 24, and 32 are supported;
• **element_size** (int) – Number of bytes per element. Values of 1, 2, and 4 are supported, except that 24 bits_per_pixel requires 1 byte per element.

• **reverse_pixels_in_element** (bool) – If set, the first pixel in a word is taken from the Most Significant Bits; otherwise, it is taken from the Least Significant Bits.

• **swap_bytes_in_element** (bool) – If the element_size is not 1, then reverse the byte order of each element read.

• **reverse_rows** (bool) – Reverse the direction of the row loading (required for some bitmap images).

class bitmaptools.DitherAlgorithm

Identifies the algorithm for dither to use

Atkinson : DitherAlgorithm

The classic Atkinson dither, often associated with the Hypercard esthetic

FloydStenberg : DitherAlgorithm

The Floyd-Stenberg dither


Convert the input image into a 2-level output image using the given dither algorithm.

Parameters

• **dest_bitmap** (bitmap) – Destination bitmap. It must have a value_count of 2 or 65536. The stored values are 0 and the maximum pixel value.

• **source_bitmap** (bitmap) – Source bitmap that contains the graphical region to be dithered. It must have a value_count of 65536.

• **colorspace** – The colorspace of the image. The supported colorspaces are RGB565, BGR565, RGB565_SWAPPED, and BGR565_SWAPPED

• **algorithm** – The dither algorithm to use, one of the DitherAlgorithm values.

bitops – Routines for low-level manipulation of binary data

bitops.bit_transpose(input: circuitpython_typing.ReadableBuffer, output: circuitpython_typing.WriteableBuffer, width: int = 8) →
circuitpython_typing.WriteableBuffer

“Transpose” a buffer by assembling each output byte with bits taken from each of width different input bytes. This can be useful to convert a sequence of pixel values into a single stream of bytes suitable for sending via a parallel conversion method.

The number of bytes in the input buffer must be a multiple of the width, and the width can be any value from 2 to 8. If the width is fewer than 8, then the remaining (less significant) bits of the output are set to zero.

Let stride = len(input) // width. Then the first byte is made out of the most significant bits of [input[0], input[stride], input[2*stride], ...]. The second byte is made out of the second bits, and so on until the 8th output byte which is made of the first bits of input[1], input[1+stride, input[2*stride], ...].

The required output buffer size is len(input) * 8 // width.

Returns the output buffer.
**board** — **Board specific pin names**

Common container for board base pin names. These will vary from board to board so don't expect portability when using this module.

Another common use of this module is to use serial communication buses with the default pins and settings. For more information about serial communication in CircuitPython, see the `busio`

For more information regarding the typical usage of `board`, refer to the CircuitPython Essentials Learn guide

---

**Warning:** The board module varies by board. The APIs documented here may or may not be available on a specific board.

**board.board_id : str**

Board ID string. The unique identifier for the board model in circuitpython, as well as on circuitpython.org. Example: “hallowing_m0_express”.

**board.I2C() → busio.I2C**

Returns the `busio.I2C` object for the board’s designated I2C bus(es). The object created is a singleton, and uses the default parameter values for `busio.I2C`.

**board.SPI() → busio.SPI**

Returns the `busio.SPI` object for the board’s designated SPI bus(es). The object created is a singleton, and uses the default parameter values for `busio.SPI`.

**board.UART() → busio.UART**

Returns the `busio.UART` object for the board’s designated UART bus(es). The object created is a singleton, and uses the default parameter values for `busio.UART`.

---

**busio** — **Hardware accelerated external bus access**

The `busio` module contains classes to support a variety of serial protocols.

When the microcontroller does not support the behavior in a hardware accelerated fashion it may internally use a bitbang routine. However, if hardware support is available on a subset of pins but not those provided, then a RuntimeError will be raised. Use the `bitbangio` module to explicitly bitbang a serial protocol on any general purpose pins.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call `deinit()` or use a context manager. See *Lifetime and ContextManagers* for more info.

For example:

```python
import busio
from board import *

i2c = busio.I2C(SCL, SDA)
print(i2c.scan())
i2c.deinit()
```

This example will initialize the the device, run `scan()` and then `deinit()` the hardware. The last step is optional because CircuitPython automatically resets hardware after a program finishes.

Note that drivers will typically handle communication if provided the bus instance (such as `busio.I2C(board.SCL, board.SDA)`), and that many of the methods listed here are lower level functionalities that are needed for working with custom drivers.
Tutorial for I2C and SPI: https://learn.adafruit.com/circuitpython-basics-i2c-and-spi
Tutorial for UART: https://learn.adafruit.com/circuitpython-essentials/circuitpython-uart-serial


Two wire serial protocol

I2C is a two-wire protocol for communicating between devices. At the physical level it consists of 2 wires: SCL and SDA, the clock and data lines respectively.

See also:
Using this class directly requires careful lock management. Instead, use I2CDevice to manage locks.

See also:
Using this class to directly read registers requires manual bit unpacking. Instead, use an existing driver or make one with Register data descriptors.

Parameters

- **scl** (Pin) – The clock pin
- **sda** (Pin) – The data pin
- **frequency** (int) – The clock frequency in Hertz
- **timeout** (int) – The maximum clock stretching timeout - (used only for bitbangio.I2C; ignored for busio.I2C)

deinit() → None
Releases control of the underlying hardware so other classes can use it.

__enter__() → I2C
No-op used in Context Managers.

__exit__() → None
Automatically deinitializes the hardware on context exit. See Lifetime and ContextManagers for more info.

scan() → List[int]
Scan all I2C addresses between 0x08 and 0x77 inclusive and return a list of those that respond.

Returns
List of device ids on the I2C bus

Return type
list

try_lock() → bool
Attempts to grab the I2C lock. Returns True on success.

Returns
True when lock has been grabbed

Return type
bool

unlock() → None
Releases the I2C lock.
readfrom_into(address: int, buffer: circuitpython_typing.WriteableBuffer, *, start: int = 0, end: int = sys.maxsize) → None

Read into buffer from the device selected by address. At least one byte must be read.

If start or end is provided, then the buffer will be sliced as if buffer[start:end] were passed, but without copying the data. The number of bytes read will be the length of buffer[start:end].

Parameters

- **address (int)** – 7-bit device address
- **buffer (WriteableBuffer)** – buffer to write into
- **start (int)** – beginning of buffer slice
- **end (int)** – end of buffer slice; if not specified, use len(buffer)

writeto(address: int, buffer: circuitpython_typing.ReadableBuffer, *, start: int = 0, end: int = sys.maxsize) → None

Write the bytes from buffer to the device selected by address and then transmit a stop bit.

If start or end is provided, then the buffer will be sliced as if buffer[start:end] were passed, but without copying the data. The number of bytes written will be the length of buffer[start:end].

Writing a buffer or slice of length zero is permitted, as it can be used to poll for the existence of a device.

Parameters

- **address (int)** – 7-bit device address
- **buffer (ReadableBuffer)** – buffer containing the bytes to write
- **start (int)** – beginning of buffer slice
- **end (int)** – end of buffer slice; if not specified, use len(buffer)

writeto_then_readfrom(address: int, out_buffer: circuitpython_typing.ReadableBuffer, in_buffer: circuitpython_typing.WriteableBuffer, *, out_start: int = 0, out_end: int = sys.maxsize, in_start: int = 0, in_end: int = sys.maxsize) → None

Write the bytes from out_buffer to the device selected by address, generate no stop bit, generate a repeated start and read into in_buffer. out_buffer and in_buffer can be the same buffer because they are used sequentially.

If out_start or out_end is provided, then the buffer will be sliced as if out_buffer[out_start:out_end] were passed, but without copying the data. The number of bytes written will be the length of out_buffer[start:end].

If in_start or in_end is provided, then the input buffer will be sliced as if in_buffer[in_start:in_end] were passed. The number of bytes read will be the length of out_buffer[in_start:in_end].

Parameters

- **address (int)** – 7-bit device address
- **out_buffer (ReadableBuffer)** – buffer to write into
- **in_buffer (WriteableBuffer)** – buffer containing the bytes to write
- **out_start (int)** – beginning of out_buffer slice
- **out_end (int)** – end of out_buffer slice; if not specified, use len(out_buffer)
- **in_start (int)** – beginning of in_buffer slice
- **in_end (int)** – end of in_buffer slice; if not specified, use len(in_buffer)


A 3-4 wire serial protocol

SPI is a serial protocol that has exclusive pins for data in and out of the main device. It is typically faster than I2C because a separate pin is used to select a device rather than a transmitted address. This class only manages
three of the four SPI lines: clock, MOSI, MISO. It’s up to the client to manage the appropriate select line, often abbreviated CS or SS. (This is common because multiple secondaries can share the clock, MOSI and MISO lines and therefore the hardware.)

Construct an SPI object on the given pins.

**Note:** The SPI peripherals allocated in order of desirability, if possible, such as highest speed and not shared use first. For instance, on the nRF52840, there is a single 32MHz SPI peripheral, and multiple 8MHz peripherals, some of which may also be used for I2C. The 32MHz SPI peripheral is returned first, then the exclusive 8MHz SPI peripheral, and finally the shared 8MHz peripherals.

**See also:**
Using this class directly requires careful lock management. Instead, use `SPIDevice` to manage locks.

**See also:**
Using this class to directly read registers requires manual bit unpacking. Instead, use an existing driver or make one with `Register` data descriptors.

**Parameters**
- `clock (Pin)` – the pin to use for the clock.
- `MOSI (Pin)` – the Main Out Selected In pin.
- `MISO (Pin)` – the Main In Selected Out pin.
- `half_duplex (bool)` – True when MOSI is used for bidirectional data. False when SPI is full-duplex or simplex.

**frequency : int**
The actual SPI bus frequency. This may not match the frequency requested due to internal limitations.

**deinit() → None**
Turn off the SPI bus.

**__enter__() → SPI**
No-op used by Context Managers. Provided by context manager helper.

**__exit__() → None**
Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for more info.

**configure(*, baudrate: int = 100000, polarity: int = 0, phase: int = 0, bits: int = 8) → None**
Configures the SPI bus. The SPI object must be locked.

**Parameters**
- `baudrate (int)` – the desired clock rate in Hertz. The actual clock rate may be higher or lower due to the granularity of available clock settings. Check the `frequency` attribute for the actual clock rate.
- `polarity (int)` – the base state of the clock line (0 or 1)
- `phase (int)` – the edge of the clock that data is captured. First (0) or second (1). Rising or falling depends on clock polarity.
- `bits (int)` – the number of bits per word
**Note:** On the SAMD21, it is possible to set the baudrate to 24 MHz, but that speed is not guaranteed to work. 12 MHz is the next available lower speed, and is within spec for the SAMD21.

**Note:** On the nRF52840, these baudrates are available: 125kHz, 250kHz, 1MHz, 2MHz, 4MHz, and 8MHz. If you pick a baudrate other than one of these, the nearest lower baudrate will be chosen, with a minimum of 125kHz. Two SPI objects may be created, except on the Circuit Playground Bluefruit, which allows only one (to allow for an additional I2C object).

```python
try_lock() → bool
```
Attempts to grab the SPI lock. Returns True on success.

**Returns**
True when lock has been grabbed

**Return type**
`bool`

```python
unlock() → None
```
Releases the SPI lock.

```python
write(buffer: circuitpython_typing.ReadableBuffer, *, start: int = 0, end: int = sys.maxsize) → None
```
Write the data contained in `buffer`. The SPI object must be locked. If the buffer is empty, nothing happens. If `start` or `end` is provided, then the buffer will be sliced as if `buffer[start:end]` were passed, but without copying the data. The number of bytes written will be the length of `buffer[start:end]`.

**Parameters**
- `buffer (ReadableBuffer)` – write out bytes from this buffer
- `start (int)` – beginning of buffer slice
- `end (int)` – end of buffer slice; if not specified, use `len(buffer)`

```python
readinto(buffer: circuitpython_typing.WriteableBuffer, *, start: int = 0, end: int = sys.maxsize, write_value: int = 0) → None
```
Read into `buffer` while writing `write_value` for each byte read. The SPI object must be locked. If the number of bytes to read is 0, nothing happens. If `start` or `end` is provided, then the buffer will be sliced as if `buffer[start:end]` were passed. The number of bytes read will be the length of `buffer[start:end]`.

**Parameters**
- `buffer (WriteableBuffer)` – read bytes into this buffer
- `start (int)` – beginning of buffer slice
- `end (int)` – end of buffer slice; if not specified, it will be the equivalent value of `len(buffer)` and for any value provided it will take the value of `min(end, len(buffer))`
- `write_value (int)` – value to write while reading

```python
write_readinto(out_buffer: circuitpython_typing.ReadableBuffer, in_buffer: circuitpython_typing.WriteableBuffer, *, out_start: int = 0, out_end: int = sys.maxsize, in_start: int = 0, in_end: int = sys.maxsize) → None
```

Write out the data in `out_buffer` while simultaneously reading data into `in_buffer`. The SPI object must be locked.

If `out_start` or `out_end` is provided, then the buffer will be sliced as if `out_buffer[out_start:out_end]` were passed, but without copying the data. The number of bytes written will be the length of `out_buffer[out_start:out_end]`.

If `in_start` or `in_end` is provided, then the input buffer will be sliced as if `in_buffer[in_start:in_end]` were passed. The number of bytes read will be the length of `out_buffer[in_start:in_end]`.

The lengths of the slices defined by `out_buffer[out_start:out_end]` and `in_buffer[in_start:in_end]` must be equal. If buffer slice lengths are both 0, nothing happens.

Parameters

- `out_buffer (ReadableBuffer)` – write out bytes from this buffer
- `in_buffer (WritableBuffer)` – read bytes into this buffer
- `out_start (int)` – beginning of `out_buffer` slice
- `out_end (int)` – end of `out_buffer` slice; if not specified, use `len(out_buffer)`
- `in_start (int)` – beginning of `in_buffer` slice
- `in_end (int)` – end of `in_buffer` slice; if not specified, use `len(in_buffer)`

```python
```

A bidirectional serial protocol that uses an agreed upon speed rather than a shared clock line.

Parameters

- `tx (Pin)` – the pin to transmit with, or `None` if this UART is receive-only.
- `rx (Pin)` – the pin to receive on, or `None` if this UART is transmit-only.
- `rts (Pin)` – the pin for rts, or `None` if rts not in use.
- `cts (Pin)` – the pin for cts, or `None` if cts not in use.
- `rs485_dir (Pin)` – the output pin for rs485 direction setting, or `None` if rs485 not in use.
- `rs485_invert (bool)` – rs485_dir pin active high when set. Active low otherwise.
- `baudrate (int)` – the transmit and receive speed.
- `bits (int)` – the number of bits per byte, 5 to 9.
- `parity (Parity)` – the parity used for error checking.
- `stop (int)` – the number of stop bits, 1 or 2.
- `timeout (float)` – the timeout in seconds to wait for the first character and between subsequent characters when reading. Raises `ValueError` if timeout >100 seconds.
- `receiver_buffer_size (int)` – the character length of the read buffer (0 to disable). (When a character is 9 bits the buffer will be 2 * receiver_buffer_size bytes.)

*New in CircuitPython 4.0: timeout has incompatibly changed units from milliseconds to seconds. The new upper limit on timeout is meant to catch mistaken use of milliseconds.*
Note: RS485 support on i.MX and Raspberry Pi RP2040 is implemented in software. The timing for the `rs485_dir` pin signal is done on a best-effort basis, and may not meet RS485 specifications intermittently.

**baudrate**: int
The current baudrate.

**in_waiting**: int
The number of bytes in the input buffer, available to be read.

**timeout**: float
The current timeout, in seconds (float).

**deinit() → None**
Deinitialises the UART and releases any hardware resources for reuse.

**__enter__() → UART**
No-op used by Context Managers.

**__exit__() → None**
Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.

**read(nbytes: Optional[int] = None) → Optional[bytes]**
Read characters. If `nbytes` is specified then read at most that many bytes. Otherwise, read everything that arrives until the connection times out. Providing the number of bytes expected is highly recommended because it will be faster.

Returns
Data read

Return type
`bytes` or None

**readinto(buf: circuitpython_typing.WriteableBuffer) → Optional[int]**
Read bytes into the `buf`. Read at most `len(buf)` bytes.

Returns
number of bytes read and stored into `buf`

Return type
`int` or None (on a non-blocking error)

*New in CircuitPython 4.0:* No length parameter is permitted.

**readline() → bytes**
Read a line, ending in a newline character, or return None if a timeout occurs sooner, or return everything readable if no newline is found and timeout=0.

Returns
the line read

Return type
`bytes` or None
write(buf: `circuitpython_typing.WriteableBuffer`) → Optional[int]

Write the buffer of bytes to the bus.

*New in CircuitPython 4.0:* buf must be bytes, not a string.

:return

the number of bytes written

:rtype

int or None

reset_input_buffer() → None

Discard any unread characters in the input buffer.

class busio.Parity

Enum-like class to define the parity used to verify correct data transfer.

ODD :int

Total number of ones should be odd.

EVEN :int

Total number of ones should be even.

camera – Support for camera input

The *camera* module contains classes to control the camera and take pictures.

class camera.Camera

The class to control camera.

Usage:

```python
import board
import sdioio
import storage
import camera

sd = sdioio.SDCard(
    clock=board.SDIO_CLOCK,
    command=board.SDIO_COMMAND,
    data=board.SDIO_DATA,
    frequency=25000000)

vfs = storage.VfsFat(sd)
storage.mount(vfs, '/sd')

cam = camera.Camera()

buffer = bytearray(512 * 1024)
file = open("/sd/image.jpg","wb")
size = cam.take_picture(buffer, width=1920, height=1080, format=camera.ImageFormat.JPG)
file.write(buffer, size)
file.close()
```

Initialize camera.
deinit() → None
De-initialize camera.

take_picture(buf: circuitpython_typing.WriteableBuffer, format: ImageFormat) → int
Take picture and save to buf in the given format. The size of the picture taken is width by height in pixels.

Returns
the number of bytes written into buf

Return type
int
class camera.ImageFormat
Image format
Enum-like class to define the image format.

JPG :ImageFormat
JPG format.

RGB565 :ImageFormat
RGB565 format.
canio – CAN bus access

The canio module contains low level classes to support the CAN bus protocol.
CAN and Listener classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call deinit() or use a context manager. See Lifetime and ContextManagers for more info.

For example:

```python
import canio
from board import *

can = canio.CAN(board.CAN_RX, board.CAN_TX, baudrate=1000000)
message = canio.Message(id=0x0408, data=b"adafruit")
can.send(message)
can.deinit()
```

This example will write the data ‘adafruit’ onto the CAN bus to any device listening for message id 0x0408.

A CAN bus involves a transceiver, which is often a separate chip with a “standby” pin. If your board has a CAN_STANDBY pin, ensure to set it to an output with the value False to enable the transceiver.

Other implementations of the CAN device may exist (for instance, attached via an SPI bus). If so their constructor arguments may differ, but otherwise we encourage implementors to follow the API that the core uses.
class canio.BusState
The state of the CAN bus

ERROR_ACTIVE :object
The bus is in the normal (active) state
The bus is in the normal (active) state, but a moderate number of errors have occurred recently.

**Note:** Not all implementations may use ERROR_WARNING. Do not rely on seeing ERROR_WARNING before ERROR_PASSIVE.

The bus is in the passive state due to the number of errors that have occurred recently. This device will acknowledge packets it receives, but cannot transmit messages. If additional errors occur, this device may progress to BUS_OFF. If it successfully acknowledges other packets on the bus, it can return to ERROR_WARNING or ERROR_ACTIVE and transmit packets.

The bus has turned off due to the number of errors that have occurred recently. It must be restarted before it will send or receive packets. This device will neither send or acknowledge packets on the bus.

A common shared-bus protocol. The rx and tx pins are generally connected to a transceiver which controls the H and L pins on a shared bus.

**Parameters**

- **rx (Pin)** – the pin to receive with
- **tx (Pin)** – the pin to transmit with
- **baudrate (int)** – The bit rate of the bus in Hz. All devices on the bus must agree on this value.
- **loopback (bool)** – When True the rx pin’s value is ignored, and the device receives the packets it sends.
- **silent (bool)** – When True the tx pin is always driven to the high logic level. This mode can be used to “sniff” a CAN bus without interfering.
- **auto_restart (bool)** – If True, will restart communications after entering bus-off state

**auto_restart :bool**

If True, will restart communications after entering bus-off state

**baudrate :int**

The baud rate (read-only)

**transmit_error_count :int**

The number of transmit errors (read-only). Increased for a detected transmission error, decreased for successful transmission. Limited to the range from 0 to 255 inclusive. Also called TEC.

**receive_error_count :int**

The number of receive errors (read-only). Increased for a detected reception error, decreased for successful reception. Limited to the range from 0 to 255 inclusive. Also called REC.

**state :BusState**

The current state of the bus. (read-only)
loopback :bool
    True if the device was created in loopback mode, False otherwise (read-only)

silent :bool
    True if the device was created in silent mode, False otherwise (read-only)

restart() → None
    If the device is in the bus off state, restart it.

listen(matches: Optional[Sequence[Match]] = None, *, timeout: float = 10) → Listener
    Start receiving messages that match any one of the filters.

    Creating a listener is an expensive operation and can interfere with reception of messages by other listeners.
    There is an implementation-defined maximum number of listeners and limit to the complexity of the filters.
    If the hardware cannot support all the requested matches, a ValueError is raised. Note that generally there
    are some number of hardware filters shared among all fifos.

    A message can be received by at most one Listener. If more than one listener matches a message, it is
    undefined which one actually receives it.

    An empty filter list causes all messages to be accepted.

    Timeout dictates how long receive() and next() will block.

    Platform specific notes:

    SAM E5x supports two Listeners. Filter blocks are shared between the two listeners. There are 4 stan-
    dard filter blocks and 4 extended filter blocks. Each block can either match 2 single addresses or a mask
    of addresses. The number of filter blocks can be increased, up to a hardware maximum, by rebuilding
    CircuitPython, but this decreases the CircuitPython free memory even if canio is not used.

    STM32F405 supports two Listeners. Filter blocks are shared between the two listeners. There are 14 filter
    blocks. Each block can match 2 standard addresses with mask or 1 extended address with mask.

    ESP32S2 supports one Listener. There is a single filter block, which can either match a standard address
    with mask or an extended address with mask.

send(message: Union[RemoteTransmissionRequest, Message]) → None
    Send a message on the bus with the given data and id. If the message could not be sent due to a full fifo or
    a bus error condition, RuntimeError is raised.

definit() → None
    Deinitialize this object, freeing its hardware resources

    __enter__() → CAN
    Returns self, to allow the object to be used in a The with statement statement for resource control

    __exit__(unused1: Optional[Type[BaseException]], unused2: Optional[BaseException], unused3: Optional[types.TracebackType]) → None
    Calls deinit()

class canio.Listener
    Listens for CAN message

    canio.Listener is not constructed directly, but instead by calling canio.CAN.listen.

    In addition to using the receive method to retrieve a message or the in_waiting method to check for an
    available message, a listener can be used as an iterable, yielding messages until no message arrives within self.
    timeout seconds.
timeout : float

receive() → Optional[Union[RemoteTransmissionRequest, Message]]

Reads a message, after waiting up to self.timeout seconds

If no message is received in time, None is returned. Otherwise, a Message or RemoteTransmissionRequest is returned.

in_waiting() → int

Returns the number of messages (including remote transmission requests) waiting

__iter__() → Listener

Returns self

This method exists so that Listener can be used as an iterable

__next__() → Union[RemoteTransmissionRequest, Message]

Reads a message, after waiting up to self.timeout seconds

If no message is received in time, raises StopIteration. Otherwise, a Message or is returned.

This method enables the Listener to be used as an iterable, for instance in a for-loop.

deinit() → None

Deinitialize this object, freeing its hardware resources

__enter__() → CAN

Returns self, to allow the object to be used in a The with statement statement for resource control

__exit__(unused1: Optional[Type[BaseException]], unused2: Optional[BaseException], unused3: Optional[types.TracebackType]) → None

Calls deinit()

class canio.Match(id: int, *, mask: Optional[int] = None, extended: bool = False)

Describe CAN bus messages to match

Construct a Match with the given properties.

If mask is not None, then the filter is for any id which matches all the nonzero bits in mask. Otherwise, it matches exactly the given id. If extended is true then only extended ids are matched, otherwise only standard ids are matched.

id : int

The id to match

mask : int

The optional mask of ids to match

extended : bool

True to match extended ids, False to match standard ids

class canio.Message(id: int, data: bytes, *, extended: bool = False)

Construct a Message to send on a CAN bus.

Parameters

• id (int) – The numeric ID of the message
• data (bytes) – The content of the message
• extended (bool) – True if the message has an extended identifier, False if it has a standard identifier
In CAN, messages can have a length from 0 to 8 bytes.

**id :** `int`  
The numeric ID of the message

**data :** `bytes`  
The content of the message

**extended :** `bool`  
True if the message’s id is an extended id

```python
class canio.RemoteTransmissionRequest(id: int, length: int, *, extended: bool = False)
```

Construct a RemoteTransmissionRequest to send on a CAN bus.

**Parameters**

- **id** (`int`) – The numeric ID of the requested message
- **length** (`int`) – The length of the requested message
- **extended** (`bool`) – True if the message has an extended identifier, False if it has a standard identifier

In CAN, messages can have a length from 0 to 8 bytes.

**id :** `int`  
The numeric ID of the message

**extended :** `bool`  
True if the message’s id is an extended id

**length :** `int`  
The length of the requested message.

---

**countio – Support for edge counting**

The `countio` module contains logic to read and count edge transitions.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call `deinit()` or use a context manager. See *Lifetime and Context Managers* for more info.

```python
class countio.Edge
```

Enumerates which signal transitions can be counted.

Enum-like class to define which signal transitions to count.

**RISE :** `Edge`  
Count the rising edges.

**FALL :** `Edge`  
Count the falling edges.

**RISE_AND_FALL :** `Edge`  
Count the rising and falling edges.

```python
```

---

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Count the number of rising- and/or falling-edge transitions on a given pin.

Create a Counter object associated with the given pin that counts rising- and/or falling-edge transitions. At least one of `rise` and `fall` must be `True`. The default is to count only falling edges, and is for historical backward compatibility.

**Parameters**

- `pin (Pin)` – pin to monitor
- `edge (Edge)` – which edge transitions to count
- `pull (Optional[digitalio.Pull])` – enable a pull-up or pull-down if not `None`

For example:

```python
import board
import countio

# Count rising edges only.
pin_counter = countio.Counter(board.D1, edge=countio.Edge.RISE)

# Reset the count after 100 counts.
while True:
    if pin_counter.count >= 100:
        pin_counter.reset()
    print(pin_counter.count)
```

**count :int**

The current count in terms of pulses.

**deinit() → None**

Deinitializes the Counter and releases any hardware resources for reuse.

**__enter__() → Counter**

No-op used by Context Managers.

**__exit__() → None**

Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for more info.

**reset() → None**

Resets the count back to 0.

**digitalio – Basic digital pin support**

The `digitalio` module contains classes to provide access to basic digital IO.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call `deinit()` or use a context manager. See *Lifetime and ContextManagers* for more info.

For example:

```python
import digitalio
import board

pin = digitalio.DigitalInOut(board.LED)
print(pin.value)
```
This example will initialize the device, read \texttt{value} and then \texttt{deinit()} the hardware.

Here is blinky:

```python
import time
import digitalio
import board

led = digitalio.DigitalInOut(board.LED)
led.direction = digitalio.Direction.OUTPUT

while True:
    led.value = True
    time.sleep(0.1)
    led.value = False
    time.sleep(0.1)
```

For the essentials of \texttt{digitalio}, see the CircuitPython Essentials Learn guide.

For more information on using \texttt{digitalio}, see this additional Learn guide.

\begin{description}
\item[\textit{class} digitalio.DriveMode]
  \begin{description}
  \item[\texttt{PUSH_PULL}]: DriveMode
    Output both high and low digital values
  \item[\texttt{OPEN_DRAIN}]: DriveMode
    Output low digital values but go into high z for digital high. This is useful for i2c and other protocols that share a digital line.
  \end{description}
\item[\textit{class} digitalio.DigitalInOut(\textit{pin}: microcontroller.Pin)]
  \begin{description}
  \item[Digital input and output]
    A DigitalInOut is used to digitally control I/O pins. For analog control of a pin, see the \texttt{analogio.AnalogIn} and \texttt{analogio.AnalogOut} classes.
  \item[Create a new DigitalInOut object associated with the pin.]
    Defaults to input with no pull. Use \texttt{switch_to_input()} and \texttt{switch_to_output()} to change the direction.
  \end{description}
\item[\texttt{Parameters}]
  \begin{description}
  \item[\texttt{pin} (Pin) – The pin to control]
  \item[\texttt{direction} : Direction]
    The direction of the pin.
  \item[Setting this will use the defaults from the corresponding \texttt{switch_to_input()} or \texttt{switch_to_output()} method.]
  \end{description}
\item[\texttt{value} : \texttt{bool}]
  The digital logic level of the pin.
\item[\texttt{drive_mode} : DriveMode]
  The pin drive mode. One of:
  \begin{itemize}
  \item \texttt{digitalio.DriveMode.PUSH_PULL}
  \item \texttt{digitalio.DriveMode.OPEN_DRAIN}
  \end{itemize}
\end{description}
pull :Optional[Pull]
The pin pull direction. One of:
• digitalio.Pull.UP
• digitalio.Pull.DOWN
• None

Raises
AttributeError – if direction is OUTPUT.

definit() → None
Turn off the DigitalInOut and release the pin for other use.

__enter__() → DigitalInOut
No-op used by Context Managers.

__exit__() → None
Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.

switch_to_output(value: bool = False, drive_mode: DriveMode = DriveMode.PUSH_PULL) → None
Set the drive mode and value and then switch to writing out digital values.

Parameters
• value (bool) – default value to set upon switching
• drive_mode (DriveMode) – drive mode for the output

switch_to_input(pull: Optional[Pull] = None) → None
Set the pull and then switch to read in digital values.

Parameters
• pull (Pull) – pull configuration for the input

Example usage:

```python
import digitalio
import board

switch = digitalio.DigitalInOut(board.SLIDE_SWITCH)
switch.switch_to_input(pull=digitalio.Pull.UP)
# Or, after switch_to_input
switch.pull = digitalio.Pull.UP
print(switch.value)
```

class digitalio.Direction
Defines the direction of a digital pin

Enum-like class to define which direction the digital values are going.

INPUT :Direction
Read digital data in

OUTPUT :Direction
Write digital data out
class digitalio.Pull

Defines the pull of a digital input pin

Enum-like class to define the pull value, if any, used while reading digital values in.

UP : Pull
When the input line isn’t being driven the pull up can pull the state of the line high so it reads as true.

DOWN : Pull
When the input line isn’t being driven the pull down can pull the state of the line low so it reads as false.

displayio – Native helpers for driving displays

The displayio module contains classes to manage display output including synchronizing with refresh rates and partial updating.

For more a more thorough explanation and guide for using displayio, please refer to this Learn guide.

displayio.release_displays() → None

Releases any actively used displays so their busses and pins can be used again. This will also release the builtin
display on boards that have one. You will need to reinitialize it yourself afterwards. This may take seconds to complete if an active EPaperDisplay is refreshing.

Use this once in your code.py if you initialize a display. Place it right before the initialization so the display is active as long as possible.

class displayio.Colorspace

The colorspace for a ColorConverter to operate in

RGB888 : Colorspace
The standard 24-bit colorspace. Bits 0-7 are blue, 8-15 are green, and 16-24 are red. (0xRRGGBB)

RGB565 : Colorspace
The standard 16-bit colorspace. Bits 0-4 are blue, bits 5-10 are green, and 11-15 are red (0bR-RRRGGGGGGBBBBB)

RGB565_SWAPPED : Colorspace
The swapped 16-bit colorspace. First, the high and low 8 bits of the number are swapped, then they are interpreted as for RGB565

RGB555 : Colorspace
The standard 15-bit colorspace. Bits 0-4 are blue, bits 5-9 are green, and 11-14 are red. The top bit is ignored. (0bxRRRRGGGGGBBBBB)

RGB555_SWAPPED : Colorspace
The swapped 15-bit colorspace. First, the high and low 8 bits of the number are swapped, then they are interpreted as for RGB555

class displayio.Bitmap(width: int, height: int, value_count: int)

Stores values of a certain size in a 2D array

Bitmaps can be treated as read-only buffers. If the number of bits in a pixel is 8, 16, or 32; and the number of bytes per row is a multiple of 4, then the resulting memoryview will correspond directly with the bitmap’s contents. Otherwise, the bitmap data is packed into the memoryview with unspecified padding.

A Bitmap can be treated as a buffer, allowing its content to be viewed and modified using e.g., with uLab.numpy.frombuffer, but the displayio.Bitmap.dirty method must be used to inform displayio when a bitmap was modified through the buffer interface.
bitmaptools.arrayblit can also be useful to move data efficiently into a Bitmap.

Create a Bitmap object with the given fixed size. Each pixel stores a value that is used to index into a corresponding palette. This enables differently colored sprites to share the underlying Bitmap. value_count is used to minimize the memory used to store the Bitmap.

Parameters

- **width** (*int*) – The number of values wide
- **height** (*int*) – The number of values high
- **value_count** (*int*) – The number of possible pixel values.

**width :int**
Width of the bitmap. (read only)

**height :int**
Height of the bitmap. (read only)

**__getitem__**(index: Union[Tuple[int, int], int]) → int
Returns the value at the given index. The index can either be an x,y tuple or an int equal to y * width + x.

This allows you to:

```python
print(bitmap[0,1])
```

**__setitem__**(index: Union[Tuple[int, int], int], value: int) → None
Sets the value at the given index. The index can either be an x,y tuple or an int equal to y * width + x.

This allows you to:

```python
bitmap[0,1] = 3
```

**blit**(x: int, y: int, source_bitmap: Bitmap, *, x1: int, y1: int, x2: int, y2: int, skip_index: int) → None
Inserts the source_bitmap region defined by rectangular boundaries
(x1,y1) and (x2,y2) into the bitmap at the specified (x,y) location.

Parameters

- **x** (*int*) – Horizontal pixel location in bitmap where source_bitmap upper-left corner will be placed
- **y** (*int*) – Vertical pixel location in bitmap where source_bitmap upper-left corner will be placed
- **source_bitmap** (*bitmap*) – Source bitmap that contains the graphical region to be copied
- **x1** (*int*) – Minimum x-value for rectangular bounding box to be copied from the source bitmap
- **y1** (*int*) – Minimum y-value for rectangular bounding box to be copied from the source bitmap
- **x2** (*int*) – Maximum x-value (exclusive) for rectangular bounding box to be copied from the source bitmap
- **y2** (*int*) – Maximum y-value (exclusive) for rectangular bounding box to be copied from the source bitmap
• **skip_index** *(int)* – bitmap palette index in the source that will not be copied, set to None to copy all pixels

**fill**(value: int) → None
Fills the bitmap with the supplied palette index value.

**dirty**(x1: int = 0, y1: int = 0, x2: int = -1, y2: int = -1) → None
Inform displayio of bitmap updates done via the buffer protocol.

**Parameters**

• **x1** *(int)* – Minimum x-value for rectangular bounding box to be considered as modified

• **y1** *(int)* – Minimum y-value for rectangular bounding box to be considered as modified

• **x2** *(int)* – Maximum x-value (exclusive) for rectangular bounding box to be considered as modified

• **y2** *(int)* – Maximum y-value (exclusive) for rectangular bounding box to be considered as modified

If x1 or y1 are not specified, they are taken as 0. If x2 or y2 are not specified, or are given as -1, they are taken as the width and height of the image. Thus, calling dirty() with the default arguments treats the whole bitmap as modified.

When a bitmap is modified through the buffer protocol, the display will not be properly updated unless the bitmap is notified of the “dirty rectangle” that encloses all modified pixels.

```python
class displayio.ColorConverter(*, input_colorspace: Colorspace = Colorspace.RGB888, dither: bool = False)
```

Converts one color format to another.

Create a ColorConverter object to convert color formats.

**Parameters**

• **colorspace** *(Colorspace)* – The source colorspace, one of the Colorspace constants

• **dither** *(bool)* – Adds random noise to dither the output image

**dither** : bool
When **True** the ColorConverter dithers the output by adding random noise when truncating to display bitdepth

**convert**(color: int) → int
Converts the given color to RGB565 according to the Colorspace

**make_transparent**(color: int) → None
Set the transparent color or index for the ColorConverter. This will raise an Exception if there is already a selected transparent index.

**Parameters**

• **color** *(int)* – The color to be transparent

**make_opaque**(color: int) → None
Make the ColorConverter be opaque and have no transparent pixels.

**Parameters**

• **color** *(int)* – [IGNORED] Use any value

```python
displayio._DisplayBus
    FourWire, paralleldisplay.ParallelBus or I2CDisplay
```

### 1.8. Full Table of Contents

Manage updating a display over a display bus

This initializes a display and connects it into CircuitPython. Unlike other objects in CircuitPython, Display objects live until displayio.release_displays() is called. This is done so that CircuitPython can use the display itself.

Most people should not use this class directly. Use a specific display driver instead that will contain the initialization sequence at minimum.

Create a Display object on the given display bus (FourWire, ParallelBus or I2CDisplay).

The init_sequence is bitpacked to minimize the ram impact. Every command begins with a command byte followed by a byte to determine the parameter count and delay. When the top bit of the second byte is 1 (0x80), a delay will occur after the command parameters are sent. The remaining 7 bits are the parameter count excluding any delay byte. The bytes following are the parameters. When the delay bit is set, a single byte after the parameters specifies the delay duration in milliseconds. The value 0xff will lead to an extra long 500 ms delay instead of 255 ms. The next byte will begin a new command definition. Here is an example:

```python
init_sequence = (b"\xe1\x0f\x00\x0e\x14\x03\x11\x07\x31\xC1\x48\x08\x0F\x0C\x31\x36\n\x0F" # Set Gamma
b"\x11\x80\x78" # Exit Sleep then delay 0x78 (120ms)
b"\x29\x81\xaa\x78" # Display on then delay 0x78 (120ms)
)

display = displayio.Display(display_bus, init_sequence, width=320, height=240)
```

The first command is 0xe1 with 15 (0xf) parameters following. The second is 0x11 with 0 parameters and a 120ms (0x78) delay. The third command is 0x29 with one parameter 0xaa and a 120ms delay (0x78). Multiple byte literals (b""") are merged together on load. The parens are needed to allow byte literals on subsequent lines.

The initialization sequence should always leave the display memory access inline with the scan of the display to minimize tearing artifacts.

Parameters

- **display_bus** – The bus that the display is connected to
- **init_sequence** (ReadableBuffer) – Byte-packed initialization sequence.
- **width** (int) – Width in pixels
- **height** (int) – Height in pixels
- **colstart** (int) – The index if the first visible column
- **rowstart** (int) – The index if the first visible row
- **rotation** (int) – The rotation of the display in degrees clockwise. Must be in 90 degree increments (0, 90, 180, 270)
- **color_depth** (int) – The number of bits of color per pixel transmitted. (Some displays support 18 bit but 16 is easier to transmit. The last bit is extrapolated.)
• **grayscale** (*bool*) – True if the display only shows a single color.

• **pixels_in_byte_share_row** (*bool*) – True when pixels are less than a byte and a byte includes pixels from the same row of the display. When False, pixels share a column.

• **bytes_per_cell** (*int*) – Number of bytes per addressable memory location when color_depth < 8. When greater than one, bytes share a row or column according to pixels_in_byte_share_row.

• **reverse_pixels_in_byte** (*bool*) – Reverses the pixel order within each byte when color_depth < 8. Does not apply across multiple bytes even if there is more than one byte per cell (bytes_per_cell.)

• **reverse_bytes_in_word** (*bool*) – Reverses the order of bytes within a word when color_depth == 16

• **set_column_command** (*int*) – Command used to set the start and end columns to update

• **set_row_command** (*int*) – Command used so set the start and end rows to update

• **write_ram_command** (*int*) – Command used to write pixels values into the update region. Ignored if data_as_commands is set.

• **backlight_pin** (*microcontroller.Pin*) – Pin connected to the display’s backlight

• **brightness_command** (*int*) – Command to set display brightness. Usually available in OLED controllers.

• **brightness** (*float*) – Initial display brightness.

• **single_byte_bounds** (*bool*) – Display column and row commands use single bytes

• **data_as_commands** (*bool*) – Treat all init and boundary data as SPI commands. Certain displays require this.

• **auto_refresh** (*bool*) – Automatically refresh the screen

• **native_frames_per_second** (*int*) – Number of display refreshes per second that occur with the given init_sequence.

• **backlight_on_high** (*bool*) – If True, pulling the backlight pin high turns the backlight on.

• **SH1107_addressing** (*bool*) – Special quirk for SH1107, use upper/lower column set and page set

• **set_vertical_scroll** (*int*) – This parameter is accepted but ignored for backwards compatibility. It will be removed in a future release.

• **backlight_pwm_frequency** (*int*) – The frequency to use to drive the PWM for backlight brightness control. Default is 50000.

```
auto_refresh :bool
    True when the display is refreshed automatically.

brightness :float
    The brightness of the display as a float. 0.0 is off and 1.0 is full brightness.

width :int
    Gets the width of the board

height :int
    Gets the height of the board
```
rotation : int
    The rotation of the display as an int in degrees.

bus : _DisplayBus
    The bus being used by the display

root_group : Group
    The root group on the display.

show(group: Group) → None
    Switches to displaying the given group of layers. When group is None, the default CircuitPython terminal will be shown.

    Parameters
    group (Group) – The group to show.

refresh(*, target_frames_per_second: Optional[int] = None, minimum_frames_per_second: int = 0) → bool
    When auto_refresh is off, and target_frames_per_second is not None this waits for the target frame rate and then refreshes the display, returning True. If the call has taken too long since the last refresh call for the given target frame rate, then the refresh returns False immediately without updating the screen to hopefully help getting caught up.

    If the time since the last successful refresh is below the minimum frame rate, then an exception will be raised. The default minimum_frames_per_second of 0 disables this behavior.

    When auto_refresh is off, and target_frames_per_second is None this will update the display immediately.

    When auto_refresh is on, updates the display immediately. (The display will also update without calls to this.)

    Parameters
    • target_frames_per_second (Optional[int]) – The target frame rate that refresh() should try to achieve. Set to None for immediate refresh.

    • minimum_frames_per_second(int) – The minimum number of times the screen should be updated per second.

fill_row(y: int, buffer: circuitpython_typing.WriteableBuffer) → circuitpython_typing.WriteableBuffer
    Extract the pixels from a single row

    Parameters
    • y (int) – The top edge of the area

    • buffer (WriteableBuffer) – The buffer in which to place the pixel data

Manage updating an epaper display over a display bus

This initializes an epaper display and connects it into CircuitPython. Unlike other objects in CircuitPython, EPaperDisplay objects live until `displayio.release_displays()` is called. This is done so that CircuitPython can use the display itself.

Most people should not use this class directly. Use a specific display driver instead that will contain the startup and shutdown sequences at minimum.

Create a EPaperDisplay object on the given display bus (`displayio.FourWire` or `paralleldisplay.ParallelBus`).

The `start_sequence` and `stop_sequence` are bitpacked to minimize the ram impact. Every command begins with a command byte followed by a byte to determine the parameter count and delay. When the top bit of the second byte is 1 (0x80), a delay will occur after the command parameters are sent. The remaining 7 bits are the parameter count excluding any delay byte. The bytes following are the parameters. When the delay bit is set, a single byte after the parameters specifies the delay duration in milliseconds. The value 0xff will lead to an extra long 500 ms delay instead of 255 ms. The next byte will begin a new command definition.

**Parameters**

- `display_bus` – The bus that the display is connected to
- `start_sequence (ReadableBuffer)` – Byte-packed initialization sequence.
- `stop_sequence (ReadableBuffer)` – Byte-packed initialization sequence.
- `width (int)` – Width in pixels
- `height (int)` – Height in pixels
- `ram_width (int)` – RAM width in pixels
- `ram_height (int)` – RAM height in pixels
- `colstart (int)` – The index if the first visible column
- `rowstart (int)` – The index if the first visible row
- `rotation (int)` – The rotation of the display in degrees clockwise. Must be in 90 degree increments (0, 90, 180, 270)
- `set_column_window_command (int)` – Command used to set the start and end columns to update
- `set_row_window_command (int)` – Command used so set the start and end rows to update
- `set_current_column_command (int)` – Command used to set the current column location
• **set_current_row_command** (int) – Command used to set the current row location

• **write_black_ram_command** (int) – Command used to write pixels values into the update region

• **black_bits_inverted** (bool) – True if 0 bits are used to show black pixels. Otherwise, 1 means to show black.

• **write_color_ram_command** (int) – Command used to write pixels values into the update region

• **color_bits_inverted** (bool) – True if 0 bits are used to show the color. Otherwise, 1 means to show color.

• **highlight_color** (int) – RGB888 of source color to highlight with third ePaper color.

• **refresh_display_command** (int) – Command used to start a display refresh

• **refresh_time** (float) – Time it takes to refresh the display before the stop_sequence should be sent. Ignored when busy_pin is provided.

• **busy_pin** (microcontroller.Pin) – Pin used to signify the display is busy

• **busy_state** (bool) – State of the busy pin when the display is busy

• **seconds_per_frame** (float) – Minimum number of seconds between screen refreshes

• **always_toggle_chip_select** (bool) – When True, chip select is toggled every byte

• **grayscale** (bool) – When true, the color ram is the low bit of 2-bit grayscale

• **two_byte_sequence_length** (bool) – When true, use two bytes to define sequence length

**time_to_refresh** : float

Time, in fractional seconds, until the ePaper display can be refreshed.

**busy** : bool

True when the display is refreshing. This uses the busy_pin when available or the refresh_time otherwise.

**width** : int

Gets the width of the display in pixels

**height** : int

Gets the height of the display in pixels

**rotation** : int

The rotation of the display as an int in degrees.

**bus** : _DisplayBus

The bus being used by the display

**show**(group: Group) → None

Switches to displaying the given group of layers. When group is None, the default CircuitPython terminal will be shown.

**Parameters**

  group (Group) – The group to show.

**update_refresh_mode**(start_sequence: circuitpython_typing.ReadableBuffer, seconds_per_frame: float = 180) → None

Updates the start_sequence and seconds_per_frame parameters to enable varying the refresh mode of the display.
refresh() → None

Refreshes the display immediately or raises an exception if too soon. Use time.sleep(display.
time_to_refresh) to sleep until a refresh can occur.


Manage updating a display over SPI four wire protocol in the background while Python code runs. It doesn’t handle display initialization.

Create a FourWire object associated with the given pins.

The SPI bus and pins are then in use by the display until displayio.release_displays() is called even after a reload. (It does this so CircuitPython can use the display after your code is done.) So, the first time you initialize a display bus in code.py you should call displayio.release_displays() first, otherwise it will error after the first code.py run.

If the command pin is not specified, a 9-bit SPI mode will be simulated by adding a data/command bit to every bit being transmitted, and splitting the resulting data back into 8-bit bytes for transmission. The extra bits that this creates at the end are ignored by the receiving device.

Parameters

• spi_bus (busio.SPI) – The SPI bus that make up the clock and data lines
• command (microcontroller.Pin) – Data or command pin. When None, 9-bit SPI is simulated.
• chip_select (microcontroller.Pin) – Chip select pin
• reset (microcontroller.Pin) – Reset pin. When None only software reset can be used
• baudrate (int) – Maximum baudrate in Hz for the display on the bus
• polarity (int) – the base state of the clock line (0 or 1)
• phase (int) – the edge of the clock that data is captured. First (0) or second (1). Rising or falling depends on clock polarity.

reset() → None

Performs a hardware reset via the reset pin. Raises an exception if called when no reset pin is available.

send(command: int, data: circuitpython_typing.ReadableBuffer, *, toggle_every_byte: bool = False) → None

Sends the given command value followed by the full set of data. Display state, such as vertical scroll, set via send may or may not be reset once the code is done.

class displayio.Group(*, scale: int = 1, x: int = 0, y: int = 0)

Manage a group of sprites and groups and how they are inter-related.

Create a Group of a given size and scale. Scale is in one dimension. For example, scale=2 leads to a layer’s pixel being 2x2 pixels when in the group.

Parameters

• scale (int) – Scale of layer pixels in one dimension.
• x (int) – Initial x position within the parent.
• y (int) – Initial y position within the parent.

hidden : bool

True when the Group and all of it’s layers are not visible. When False, the Group’s layers are visible if they haven’t been hidden.
scale : int
   Scales each pixel within the Group in both directions. For example, when scale=2 each pixel will be rep-
   resented by 2x2 pixels.

x : int
   X position of the Group in the parent.

y : int
   Y position of the Group in the parent.

append(layer: Union[vectrio.Circle, vectrio.Rectangle, vectrio.Polygon, Group, TileGrid]) → None
   Append a layer to the group. It will be drawn above other layers.

insert(index: int, layer: Union[vectrio.Circle, vectrio.Rectangle, vectrio.Polygon, Group, TileGrid]) → None
   Insert a layer into the group.

index(layer: Union[vectrio.Circle, vectrio.Rectangle, vectrio.Polygon, Group, TileGrid]) → int
   Returns the index of the first copy of layer. Raises ValueError if not found.

pop(i: int = -1) → Union[vectrio.Circle, vectrio.Rectangle, vectrio.Polygon, Group, TileGrid]
   Remove the ith item and return it.

remove(layer: Union[vectrio.Circle, vectrio.Rectangle, vectrio.Polygon, Group, TileGrid]) → None
   Remove the first copy of layer. Raises ValueError if it is not present.

__bool__() → bool

__len__() → int
   Returns the number of layers in a Group

   Returns the value at the given index.
   This allows you to:
   ```
   print(group[0])
   ```

__setitem__(index: int, value: Union[vectrio.Circle, vectrio.Rectangle, vectrio.Polygon, Group,
                                           TileGrid]) → None
   Sets the value at the given index.
   This allows you to:
   ```
   group[0] = sprite
   ```

__delitem__(index: int) → None
   Deletes the value at the given index.
   This allows you to:
   ```
   del group[0]
   ```

sort(key: function, reverse: bool) → None
   Sort the members of the group.
class displayio.I2CDisplay(i2c_bus: busio.I2C, *, device_address: int, reset: Optional[microcontroller.Pin] = None)

Manage updating a display over I2C in the background while Python code runs. It doesn’t handle display initialization.

Create a I2CDisplay object associated with the given I2C bus and reset pin.

The I2C bus and pins are then in use by the display until displayio.release_displays() is called even after a reload. (It does this so CircuitPython can use the display after your code is done.) So, the first time you initialize a display bus in code.py you should call displayio.release_displays() first, otherwise it will error after the first code.py run.

Parameters

- **i2c_bus** (busio.I2C) – The I2C bus that make up the clock and data lines
- **device_address** (int) – The I2C address of the device
- **reset** (microcontroller.Pin) – Reset pin. When None only software reset can be used

reset() → None

Performs a hardware reset via the reset pin. Raises an exception if called when no reset pin is available.

send(command: int, data: circuitpython_typing.ReadableBuffer) → None

Sends the given command value followed by the full set of data. Display state, such as vertical scroll, set via send may or may not be reset once the code is done.

class displayio.OnDiskBitmap(file: Union[str, BinaryIO])

Loads values straight from disk. This minimizes memory use but can lead to much slower pixel load times. These load times may result in frame tearing where only part of the image is visible.

It’s easiest to use on a board with a built in display such as the Hallowing M0 Express.

```python
import board
import displayio
import time
import pulseio

board.DISPLAY.brightness = 0
splash = displayio.Group()
board.DISPLAY.show(splash)

odb = displayio.OnDiskBitmap('/sample.bmp')
face = displayio.TileGrid(odb, pixel_shader=odb.pixel_shader)
splash.append(face)
# Wait for the image to load.
board.DISPLAY.refresh(target_frames_per_second=60)

# Fade up the backlight
for i in range(100):
    board.DISPLAY.brightness = 0.01 * i
    time.sleep(0.05)

# Wait forever
while True:
    pass
```

Create an OnDiskBitmap object with the given file.
Parameters

file (file) – The name of the bitmap file. For backwards compatibility, a file opened in binary mode may also be passed.

Older versions of CircuitPython required a file opened in binary mode. CircuitPython 7.0 modified OnDiskBitmap so that it takes a filename instead, and opens the file internally. A future version of CircuitPython will remove the ability to pass in an opened file.

width : int
  Width of the bitmap. (read only)

height : int
  Height of the bitmap. (read only)

pixel_shader : Union[ColorConverter, Palette]
  The image’s pixel_shader. The type depends on the underlying bitmap’s structure. The pixel shader can be modified (e.g., to set the transparent pixel or, for palette shaded images, to update the palette.)

class displayio.Palette(color_count: int)

Map a pixel palette_index to a full color. Colors are transformed to the display’s format internally to save memory.

Create a Palette object to store a set number of colors.

Parameters

  color_count (int) – The number of colors in the Palette

__bool__ () \rightarrow bool

__len__ () \rightarrow int
  Returns the number of colors in a Palette

__getitem__ (index: int) \rightarrow Optional[int]
  Return the pixel color at the given index as an integer.

__setitem__ (index: int, value: Union[int, circuitpython_typing.ReadableBuffer, Tuple[int, int, int]]) \rightarrow None
  Sets the pixel color at the given index. The index should be an integer in the range 0 to color_count-1.

  The value argument represents a color, and can be from 0x000000 to 0xFFFFFF (to represent an RGB value). Value can be an int, bytes (3 bytes (RGB) or 4 bytes (RGB + pad byte)), bytearray, or a tuple or list of 3 integers.

  This allows you to:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>palette[0] = 0xFFFFFFFF</code></td>
<td># set using an integer</td>
</tr>
<tr>
<td><code>palette[1] = b'\xff\xff\x00'</code></td>
<td># set using 3 bytes</td>
</tr>
<tr>
<td><code>palette[2] = b'\xff\xff\x00\x00'</code></td>
<td># set using 4 bytes</td>
</tr>
<tr>
<td><code>palette[3] = bytearray(b'\x00\x00\x00\xFF')</code></td>
<td># set using a bytearray of 3 or 4 bytes</td>
</tr>
<tr>
<td><code>palette[4] = (10, 20, 30)</code></td>
<td># set using a tuple of 3 integers</td>
</tr>
</tbody>
</table>

make_transparent(palette_index: int) \rightarrow None

make_opaque(palette_index: int) \rightarrow None

is_transparent(palette_index: int) \rightarrow bool
  Returns True if the palette index is transparent. Returns False if opaque.
class `displayio.Shape(width: int, height: int, *, mirror_x: bool = False, mirror_y: bool = False)`

Represents a shape made by defining boundaries that may be mirrored.

Create a Shape object with the given fixed size. Each pixel is one bit and is stored by the column boundaries of the shape on each row. Each row’s boundary defaults to the full row.

Parameters

- `width` (`int`) – The number of pixels wide
- `height` (`int`) – The number of pixels high
- `mirror_x` (`bool`) – When true the left boundary is mirrored to the right.
- `mirror_y` (`bool`) – When true the top boundary is mirrored to the bottom.

`set_boundary(y: int, start_x: int, end_x: int) → None`

Loads pre-packed data into the given row.

class `displayio.TileGrid(bitmap: Union[Bitmap, OnDiskBitmap, Shape], *, pixel_shader: Union[ColorConverter, Palette], width: int = 1, height: int = 1, tile_width: Optional[int] = None, tile_height: Optional[int] = None, default_tile: int = 0, x: int = 0, y: int = 0)`

A grid of tiles sourced out of one bitmap

Position a grid of tiles sourced from a bitmap and pixel_shader combination. Multiple grids can share bitmaps and pixel shaders.

A single tile grid is also known as a Sprite.

Create a TileGrid object. The bitmap is source for 2d pixels. The pixel_shader is used to convert the value and its location to a display native pixel color. This may be a simple color palette lookup, a gradient, a pattern or a color transformer.

To save RAM usage, tile values are only allowed in the range from 0 to 255 inclusive (single byte values). tile_width and tile_height match the height of the bitmap by default.

Parameters

- `bitmap` (`Bitmap`, `OnDiskBitmap`, `Shape`) – The bitmap storing one or more tiles.
- `pixel_shader` (`ColorConverter`, `Palette`) – The pixel shader that produces colors from values
- `width` (`int`) – Width of the grid in tiles.
- `height` (`int`) – Height of the grid in tiles.
- `tile_width` (`int`) – Width of a single tile in pixels. Defaults to the full Bitmap and must evenly divide into the Bitmap’s dimensions.
- `tile_height` (`int`) – Height of a single tile in pixels. Defaults to the full Bitmap and must evenly divide into the Bitmap’s dimensions.
- `default_tile` (`int`) – Default tile index to show.
- `x` (`int`) – Initial x position of the left edge within the parent.
- `y` (`int`) – Initial y position of the top edge within the parent.

hidden : `bool`

True when the TileGrid is hidden. This may be False even when a part of a hidden Group.
x : int
    X position of the left edge in the parent.

y : int
    Y position of the top edge in the parent.

width : int
    Width of the tilegrid in tiles.

height : int
    Height of the tilegrid in tiles.

tile_width : int
    Width of a single tile in pixels.

tile_height : int
    Height of a single tile in pixels.

flip_x : bool
    If true, the left edge rendered will be the right edge of the right-most tile.

flip_y : bool
    If true, the top edge rendered will be the bottom edge of the bottom-most tile.

transpose_xy : bool
    If true, the TileGrid’s axis will be swapped. When combined with mirroring, any 90 degree rotation can be achieved along with the corresponding mirrored version.

pixel_shader : Union[ColorConverter, Palette]
    The pixel shader of the tilegrid.

bitmap : Union[Bitmap, OnDiskBitmap, Shape]
    The bitmap of the tilegrid.

contains(touch_tuple: tuple) → bool
    Returns True if the first two values in touch_tuple represent an x,y coordinate inside the tilegrid rectangle bounds.

__getitem__(index: Union[Tuple[int, int], int]) → int
    Returns the tile index at the given index. The index can either be an x,y tuple or an int equal to y * width + x.

    This allows you to:

    ```python
    print(grid[0])
    ```

__setitem__(index: Union[Tuple[int, int], int], value: int) → None
    Sets the tile index at the given index. The index can either be an x,y tuple or an int equal to y * width + x.

    This allows you to:

    ```python
    grid[0] = 10
    ```

    or:

    ```python
    grid[0, 0] = 10
    ```
**dotenv – Functions to manage environment variables from a .env file.**

A subset of the CPython dotenv library. It does not support variables or double quotes.

The simplest way to define keys and values is to put them in single quotes. `and` are escaped by in single quotes. Newlines can occur in quotes for multiline values. Comments start with `%` and apply for the rest of the line.

File format example:

```plaintext
key=value
    key2 = value2
'dkey3' = 'value with spaces'
# comment
key4 = value3 # comment 2
'dkey5'=value4
key=value5 # overrides the first one
multiline = 'hello
    world
    how are you?
```

dotenv.get_key(dotenv_path: str, key_to_get: str) → Optional[str]

Get the value for the given key from the given .env file. If the key occurs multiple times in the file, then the last value will be returned.

Returns None if the key isn’t found or doesn’t have a value.

dotenv.load_dotenv() → None

Does nothing in CircuitPython because os.getenv will automatically read .env when available.

Present in CircuitPython so CPython-compatible code can use it without error.

**dualbank – DUALBANK Module**

The dualbank module adds ability to update and switch between the two app partitions.

There are two identical partitions, these contain different firmware versions. Having two partitions enables rollback functionality.

The two partitions are defined as boot partition and next-update partition. Calling dualbank.flash() writes the next-update partition.

After the next-update partition is written a validation check is performed and on a successful validation this partition is set as the boot partition. On next reset, firmware will be loaded from this partition.

Here is the sequence of commands to follow:

```python
import dualbank
dualbank.flash(buffer, offset)
dualbank.switch()
```

dualbank.flash(*buffer: circuitpython_typing.ReadableBuffer, offset: int = 0) → None

Writes one of two app partitions at the given offset.

This can be called multiple times when flashing the firmware in small chunks.

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dualbank.switch() → None
  Switches the boot partition.
  On next reset, firmware will be loaded from the partition just switched over to.

**esp32_camera – Wrapper for the esp32_camera library**

This library enables access to any camera sensor supported by the library, including OV5640 and OV2640.

**See also:**
Non-Epressif microcontrollers use the *imagecapture* module together with wrapper libraries such as adafruit_ov5640.

```python
class esp32_camera.GrabMode
    Controls when a new frame is grabbed.
    WHEN_EMPTY :GrabMode
        Fills buffers when they are empty. Less resources but first fb_count frames might be old
    LATEST :GrabMode
        Except when 1 frame buffer is used, queue will always contain the last fb_count frames

class esp32_camera.PixelFormat
    Format of data in the captured frames
    RGB565 :PixelFormat
        A 16-bit format with 5 bits of Red and Blue and 6 bits of Green
    GRAYSCALE :PixelFormat
        An 8-bit format with 8-bits of luminance
    JPEG :PixelFormat
        A compressed format

class esp32_camera.FrameSize
    The pixel size of the captured frames
    R96X96 :FrameSize
        96x96
    QQVGA :FrameSize
        160x120
    QCIF :FrameSize
        176x144
    HQVGA :FrameSize
        240x176
    R240X240 :FrameSize
        240x240
    QVGA :FrameSize
        320x240
    CIF :FrameSize
        400x296
```
HVGA :FrameSize
480x320

VGA :FrameSize
640x480

SVGA :FrameSize
800x600

XGA :FrameSize
1024x768

HD :FrameSize
1280x720

SXGA :FrameSize
1280x1024

UXGA :FrameSize
1600x1200

FHD :FrameSize
1920x1080

P_HD :FrameSize
720x1280

P_3MP :FrameSize
864x1536

QXGA :FrameSize
2048x1536

QHD :FrameSize
2560x1440

WQXGA :FrameSize
2560x1600

P_FHD :FrameSize
1080x1920

QSXGA :FrameSize
2560x1920

class esp32_camera.GainCeiling

The maximum amount of gain applied to raw sensor data.

Higher values are useful in darker conditions, but increase image noise.

GAIN_2X :GainCeiling

GAIN_4X :GainCeiling

GAIN_8X :GainCeiling

GAIN_16X :GainCeiling

GAIN_32X :GainCeiling
GAIN_64X : GainCeiling

GAIN_128X : GainCeiling


Configure and initialize a camera with the given properties

This driver requires that the CIRCUITPY_RESERVED_PSRAM in ~/.env be large enough to hold the camera framebuffer(s). Generally, boards with built-in cameras will have a default setting that is large enough. If the constructor raises a MemoryError, this probably indicates the setting is too small and should be increased.

Important: Not all supported sensors have all of the properties listed below. For instance, the OV5640 supports denoise, but the OV2640 does not. The underlying esp32-camera library does not provide a reliable API to check which settings are supported. CircuitPython makes a best effort to determine when an unsupported property is set and will raise an exception in that case.

Parameters

- **data_pins** – The 8 data data_pins used for image data transfer from the camera module, least significant bit first
- **pixel_clock** – The pixel clock output from the camera module
- **vsync** – The vertical sync pulse output from the camera module
- **href** – The horizontal reference output from the camera module
- **i2c** – The I2C bus connected to the camera module
- **external_clock_frequency** – The frequency generated on the external clock pin
- **external_clock_pin** – The pin on which to generate the external clock
- **powerdown_pin** – The powerdown input to the camera module
- **reset_pin** – The reset input to the camera module
- **pixel_format** – The pixel format of the captured image
- **frame_size** – The size of captured image
- **jpeg_quality** – ForPixelFormat.JPEG, the quality. Higher numbers increase quality. If the quality is too high, the JPEG data will be larger than the available buffer size and the image will be unusable or truncated. The exact range of appropriate values depends on the sensor and must be determined empirically.
- **framebuffer_count** – The number of framebuffers (1 for single-buffered and 2 for double-buffered)
- **grab_mode** – When to grab a new frame

frame_available : bool

True if a frame is available, False otherwise
pixel_format :PixelFormat
The pixel format of captured frames

frame_size :FrameSize
The size of captured frames

contrast :int
The sensor contrast. Positive values increase contrast, negative values lower it. The total range is device-specific but is often from -2 to +2 inclusive.

brightness :int
The sensor brightness. Positive values increase brightness, negative values lower it. The total range is device-specific but is often from -2 to +2 inclusive.

saturation :int
The sensor saturation. Positive values increase saturation (more vibrant colors), negative values lower it (more muted colors). The total range is device-specific but the value is often from -2 to +2 inclusive.

sharpness :int
The sensor sharpness. Positive values increase sharpness (more defined edges), negative values lower it (softer edges). The total range is device-specific but the value is often from -2 to +2 inclusive.

denoise :int
The sensor ‘denoise’ setting. Any camera sensor has inherent ‘noise’, especially in low brightness environments. Software algorithms can decrease noise at the expense of fine detail. A larger value increases the amount of software noise removal. The total range is device-specific but the value is often from 0 to 10.

gain_ceiling :GainCeiling
The sensor ‘gain ceiling’ setting. “Gain” is an analog multiplier applied to the raw sensor data. The ‘ceiling’ is the maximum gain value that the sensor will use. A higher gain means that the sensor has a greater response to light, but also makes sensor noise more visible.

quality :int
The ‘quality’ setting when capturing JPEG images. This is similar to the quality setting when exporting a jpeg image from photo editing software. Typical values range from 5 to 40, with higher numbers leading to larger image sizes and better overall image quality. However, when the quality is set to a high number, the total size of the JPEG data can exceed the size of an internal buffer, causing image capture to fail.

colorbar :bool
When True, a test pattern image is captured and the real sensor data is not used.

whitebal :bool
When True, the camera attempts to automatically control white balance. When False, the wb_mode setting is used instead.

gain_ctrl :bool
When True, the camera attempts to automatically control the sensor gain, up to the value in the gain_ceiling property. When False, the agc_gain setting is used instead.

exposure_ctrl :bool
When True the camera attempts to automatically control the exposure. When False, the aec_value setting is used instead.

hmirror :bool
When True the camera image is mirrored left-to-right
vflip :bool
When True the camera image is flipped top-to-bottom

c2 :bool
When True the sensor’s “night mode” is enabled, extending the range of automatic gain control.

awb_gain :bool
Access the awb_gain property of the camera sensor

agc_gain :int
Access the gain level of the sensor. Higher values produce brighter images. Typical settings range from 0 to 30.

aec_value :int
Access the exposure value of the camera. Higher values produce brighter images. Typical settings range from 0 to 1200.

special_effect :int
Enable a “special effect”. Zero is no special effect. On OV5640, special effects range from 0 to 6 inclusive and select various color modes.

wb_mode :int
The white balance mode. 0 is automatic white balance. Typical values range from 0 to 4 inclusive.

ae_level :int
The exposure offset for automatic exposure. Typical values range from -2 to +2.

dcw :bool
When True an advanced white balance mode is selected.

bpc :bool
When True, “black point compensation” is enabled. This can make black parts of the image darker.

wpc :bool
When True, “white point compensation” is enabled. This can make white parts of the image whiter.

raw_gma :bool
When True, raw gamma mode is enabled.

lenc :bool
Enable “lens correction”. This can help compensate for light fall-off at the edge of the sensor area.

max_frame_size :FrameSize
The maximum frame size that can be captured

address :int
The I2C (SCCB) address of the sensor

sensor_name :str
The name of the sensor

supports_jpeg :bool
True if the sensor can capture images in JPEG format

height :int
The height of the image being captured
width : int
The width of the image being captured

grab_mode : GrabMode
The grab mode of the camera

framebuffer_count : int
True if double buffering is used

deinit() → None
Deinitialises the camera and releases all memory resources for reuse.

__enter__() → Camera
No-op used by Context Managers.

__exit__() → None
Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.

take(timeout: Optional[float] = 0.25) → Optional[displayio.Bitmap | ReadableBuffer]
Record a frame. Wait up to ‘timeout’ seconds for a frame to be captured.

In the case of timeout, None is returned. If pixel_format is PixelFormat.JPEG, the returned value is a read-only memoryview. Otherwise, the returned value is a read-only displayio.Bitmap.


Change multiple related camera settings simultaneously

Because these settings interact in complex ways, and take longer than the other properties to set, they are set together in a single function call.

If an argument is unspecified or None, then the setting is unchanged.

espidf

Direct access to a few ESP-IDF details. This module should not include any functionality that could be implemented by other frameworks. It should only include ESP-IDF specific things.

espidf.heap_caps_get_total_size() → int
Return the total size of the ESP-IDF, which includes the CircuitPython heap.

espidf.heap_caps_get_free_size() → int
Return total free memory in the ESP-IDF heap.

espidf.heap_caps_get_largest_free_block() → int
Return the size of largest free memory block in the ESP-IDF heap.

espidf.erase_nvs() → None
Erase all data in the non-volatile storage (nvs), including data stored by with microcontroller.nvm

This is necessary when upgrading from CircuitPython 6.3.0 or earlier to CircuitPython 7.0.0, because the layout of data in nvs has changed. The old data will be lost when you perform this operation.
exception espidf.MemoryError
    Bases: MemoryError
    Raised when an ESP IDF memory allocation fails.
    Initialize self. See help(type(self)) for accurate signature.

    espidf.get_total_psram() → int
    Returns the number of bytes of psram detected, or 0 if psram is not present or not configured

    espidf.get_reserved_psram() → int
    Returns number of bytes of psram reserved for use by esp-idf, either a board-specific default value or the value defined in ~/.env.

floppyio – Read flux transition information into the buffer.

floppyio.flux_readinto(buffer: circuitpython_typing.WriteableBuffer, data: digitalio.DigitalInOut, index: digitalio.DigitalInOut) → int
    The function returns when the buffer has filled, or when the index input indicates that one full revolution of data has been recorded. Due to technical limitations, this process may not be interruptible by KeyboardInterrupt.

    Parameters
    • buffer – Read data into this buffer. Each element represents the time between successive zero-to-one transitions.
    • data – Pin on which the flux data appears
    • index – Pin on which the index pulse appears

    Returns
    The actual number of bytes of read

floppyio.mfm_readinto(buffer: circuitpython_typing.WriteableBuffer, data: digitalio.DigitalInOut, index: digitalio.DigitalInOut) → int
    Read mfm blocks into the buffer.
    The track is assumed to consist of 512-byte sectors.
    The function returns when all sectors have been successfully read, or a number of index pulses have occurred. Due to technical limitations, this process may not be interruptible by KeyboardInterrupt.

    Parameters
    • buffer – Read data into this buffer. Must be a multiple of 512.
    • data – Pin on which the mfm data appears
    • index – Pin on which the index pulse appears

    Returns
    The actual number of sectors read

floppyio.samplerate : int
    The approximate sample rate in Hz used by flux_readinto.
fontio – Core font related data structures

Note: This module is intended only for low-level usage. For working with fonts in CircuitPython see the adafruit_bitmap_font library. For information on creating custom fonts for use in CircuitPython, see this Learn guide.

class fontio.FontProtocol

    Bases: typing_extensions.Protocol

    A protocol shared by BuiltinFont and classes in adafruit_bitmap_font

    get_bounding_box() → Union[Tuple[int, int], Tuple[int, int, int, int]]

    Retrieve the maximum bounding box of any glyph in the font.
    The four element version is (width, height, x_offset, y_offset). The two element version is (width, height), in which x_offset and y_offset are assumed to be zero.

glyph readonly property

    get_glyph(codepoint: int) → Optional[Glyph]

    Retrieve the Glyph for a given code point
    If the code point is not present in the font, None is returned.

class fontio.BuiltinFont

    A font built into CircuitPython

    Creation not supported. Available fonts are defined when CircuitPython is built. See the Adafruit_CircuitPython_Bitmap_Font library for dynamically loaded fonts.

    bitmap :displayio.Bitmap

    Bitmap containing all font glyphs starting with ASCII and followed by unicode. Use get_glyph in most cases. This is useful for use with displayio.TileGrid and terminalio.Terminal.

    get_bounding_box() → Tuple[int, int]

    Returns the maximum bounds of all glyphs in the font in a tuple of two values: width, height.

    get_glyph(codepoint: int) → Glyph

    Returns a fontio.Glyph for the given codepoint or None if no glyph is available.


    Storage of glyph info

    Named tuple used to capture a single glyph and its attributes.

    Parameters

    • bitmap – the bitmap including the glyph
    • tile_index – the tile index within the bitmap
    • width – the width of the glyph’s bitmap
    • height – the height of the glyph’s bitmap
    • dx – x adjustment to the bitmap’s position
    • dy – y adjustment to the bitmap’s position
    • shift_x – the x difference to the next glyph
    • shift_y – the y difference to the next glyph
### framebufferio – Native framebuffer display driving

The *framebufferio* module contains classes to manage display output including synchronizing with refresh rates and partial updating. It is used in conjunction with classes from `displayio` to actually place items on the display; and classes like `RGBMatrix` to actually drive the display.

```python
class framebufferio.FramebufferDisplay(framebuffer: circuitpython_typing.FrameBuffer, *, rotation: int = 0, auto_refresh: bool = True)
```

Manage updating a display with framebuffer in RAM

This initializes a display and connects it into CircuitPython. Unlike other objects in CircuitPython, Display objects live until `displayio.release_displays()` is called. This is done so that CircuitPython can use the display itself.

Create a Display object with the given framebuffer (a buffer, array, ulab.array, etc)

#### Parameters

- **framebuffer** (`FrameBuffer`) – The framebuffer that the display is connected to
- **auto_refresh** (`bool`) – Automatically refresh the screen
- **rotation** (`int`) – The rotation of the display in degrees clockwise. Must be in 90 degree increments (0, 90, 180, 270)

**auto_refresh** :bool

True when the display is refreshed automatically.

**brightness** :float

The brightness of the display as a float. 0.0 is off and 1.0 is full brightness.

**width** :int

Gets the width of the framebuffer

**height** :int

Gets the height of the framebuffer

**rotation** :int

The rotation of the display as an int in degrees.

**framebuffer** :`circuitpython_typing.FrameBuffer`

The framebuffer being used by the display

**root_group** :`displayio.Group`

The root group on the display.

**show**(group: `displayio.Group`) → None

Switches to displaying the given group of layers. When group is None, the default CircuitPython terminal will be shown.

#### Parameters

- **group** (`Group`) – The group to show.

**refresh**(*, target_frames_per_second: int = 60, minimum_frames_per_second: int = 1) → bool

When auto refresh is off, waits for the target frame rate and then refreshes the display, returning True. If the call has taken too long since the last refresh call for the given target frame rate, then the refresh returns False immediately without updating the screen to hopefully help getting caught up.

If the time since the last successful refresh is below the minimum frame rate, then an exception will be raised. Set minimum_frames_per_second to 0 to disable.
When auto refresh is on, updates the display immediately. (The display will also update without calls to this.)

Parameters

- `target_frames_per_second (int)` – How many times a second `refresh` should be called and the screen updated.
- `minimum_frames_per_second (int)` – The minimum number of times the screen should be updated per second.

```python
fill_row(y: int, buffer: circuitpython_typing.WriteableBuffer) → circuitpython_typing.WriteableBuffer
```

Extract the pixels from a single row

Parameters

- `y (int)` – The top edge of the area
- `buffer (WriteableBuffer)` – The buffer in which to place the pixel data

### frequencyio – Support for frequency based protocols

**Warning:** This module is not available in SAMD21 builds. See the [Module Support Matrix - Which Modules Are Available on Which Boards](https://github.com/circuitpython/module-support-matrix) for more info.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call `deinit()` or use a context manager. See [Lifetime and Context Managers](https://docs.python.org/3/glossary.html#term-context-manager) for more info.

For example:

```python
import time
import frequencyio
import board

frequency = frequencyio.FrequencyIn(board.D11)
frequency.capture_period = 15
time.sleep(0.1)
```

This example will initialize the device, set `capture_period`, and then sleep 0.1 seconds. CircuitPython will automatically turn off `FrequencyIn` capture when it resets all hardware after program completion. Use `deinit()` or a `with` statement to do it yourself.

**class** `frequencyio.FrequencyIn(pin: microcontroller.Pin, capture_period: int = 10)`

Read a frequency signal

`FrequencyIn` is used to measure the frequency, in hertz, of a digital signal on an incoming pin. Accuracy has shown to be within 10%, if not better. It is recommended to utilize an average of multiple samples to smooth out readings.

Frequencies below 1KHz are not currently detectable.

`FrequencyIn` will not determine pulse width (use `PulseIn`).

Create a `FrequencyIn` object associated with the given pin.

Parameters

- `pin (Pin)` – Pin to read frequency from.
• **capture_period** *(int)* – Keyword argument to set the measurement period, in milliseconds. Default is 10ms; range is 1ms - 500ms.

Read the incoming frequency from a pin:

```python
import frequencyio
import board

frequency = frequencyio.FrequencyIn(board.D11)

# Loop while printing the detected frequency
while True:
    print(frequency.value)

    # Optional clear() will reset the value
    # to zero. Without this, if the incoming
    # signal stops, the last reading will remain
    # as the value.
    frequency.clear()
```

capture_period :int
The capture measurement period. Lower incoming frequencies will be measured more accurately with longer capture periods. Higher frequencies are more accurate with shorter capture periods.

**Note:** When setting a new capture_period, all previous capture information is cleared with a call to clear().

definit() → None
Deinitialises the FrequencyIn and releases any hardware resources for reuse.

__enter__() → FrequencyIn
No-op used by Context Managers.

__exit__() → None
Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for more info.

pause() → None
Pause frequency capture.

resume() → None
Resumes frequency capture.

clear() → None
Clears the last detected frequency capture value.

__get__(index: int) → int
Returns the value of the last frequency captured.
getpass – Getpass Module

This module provides a way to get input from user without echoing it.

```python
```

Prompt the user without echoing.

- `prompt` (str) – The user is prompted using the string `prompt`, which defaults to 'Password: '.
- `stream` (io.FileIO) – The `prompt` is written to the file-like object `stream` if provided.

gifio – Access GIF-format images

```python
```

Construct a GifWriter object

- `file` – Either a file open in bytes mode, or the name of a file to open in bytes mode.
- `width` – The width of the image. All frames must have the same width.
- `height` – The height of the image. All frames must have the same height.
- `colorspace` – The colorspace of the image. All frames must have the same colorspace. The supported colorspaces are RGB565, BGR565, RGB565_SWAPPED, BGR565_SWAPPED, and L8 (greyscale)
- `loop` – If True, the GIF is marked for looping playback
- `dither` – If True, and the image is in color, a simple ordered dither is applied.

- `__enter__()` → `GifWriter`
  No-op used by Context Managers.

- `__exit__()` → `None`
  Automatically deinitializes the hardware when exiting a context. See `Lifetime and ContextManagers` for more info.

- `deinit()` → `None`
  Close the underlying file.

- `add_frame(bitmap: circuitpython_typing.ReadableBuffer, delay: float = 0.1) → None`
  Add a frame to the GIF.

  - `bitmap` – The frame data
  - `delay` – The frame delay in seconds. The GIF format rounds this to the nearest 1/100 second, and the largest permitted value is 655 seconds.
**gnss – Global Navigation Satellite System**

The `gnss` module contains classes to control the GNSS and acquire positioning information.

```python
class gnss.GNSS(
    system: Union[SatelliteSystem, List[SatelliteSystem]]
)
```

Get updated positioning information from Global Navigation Satellite System (GNSS)

Usage:

```python
import gnss
import time

nav = gnss.GNSS([gnss.SatelliteSystem.GPS, gnss.SatelliteSystem.GLONASS])
last_print = time.monotonic()
while True:
    nav.update()
    current = time.monotonic()
    if current - last_print >= 1.0:
        last_print = current
        if nav.fix is gnss.PositionFix.INVALID:
            print("Waiting for fix...")
            continue
        print("Latitude: {0:.6f} degrees".format(nav.latitude))
        print("Longitude: {0:.6f} degrees".format(nav.longitude))
```

Turn on the GNSS.

- **Parameters**
  - `system` – satellite system to use

  - **latitude**: float
    - Latitude of current position in degrees (float).

  - **longitude**: float
    - Longitude of current position in degrees (float).

  - **altitude**: float
    - Altitude of current position in meters (float).

  - **timestamp**: time.struct_time
    - Time when the position data was updated.

  - **fix**: PositionFix
    - Fix mode.

  - **deinit()** → None
    - Turn off the GNSS.

  - **update()** → None
    - Update GNSS positioning information.

**class gnss.PositionFix**

- **Position fix mode**

  - **INVALID**: PositionFix
    - No measurement.
**FIX_2D**: PositionFix

2D fix.

**FIX_3D**: PositionFix

3D fix.

class **gnss.SatelliteSystem**

Satellite system type

Enum-like class to define the satellite system type.

**GPS**: SatelliteSystem

Global Positioning System.

**GLONASS**: SatelliteSystem

GLObal NAvigation Satellite System.

**SBAS**: SatelliteSystem

Satellite Based Augmentation System.

**QZSS_L1CA**: SatelliteSystem

Quasi-Zenith Satellite System L1C/A.

**QZSS_L1S**: SatelliteSystem

Quasi-Zenith Satellite System L1S.

**hashlib** – **Hashing related functions**

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: `hashlib`.

`hashlib.new(name, data=b'') → Hash`

Returns a Hash object setup for the named algorithm. Raises ValueError when the named algorithm is unsupported.

Returns

a hash object for the given algorithm

Return type

`hashlib.Hash`

class **hashlib.Hash**

In progress hash algorithm. This object is always created by a `hashlib.new()`. It has no user-visible constructor.

digest_size : int

Digest size in bytes

`update(data: circuitpython_typing.ReadableBuffer) → None`

Update the hash with the given bytes.

Parameters

data (ReadableBuffer) – Update the hash from data in this buffer

digest() → bytes

Returns the current digest as bytes() with a length of `hashlib.Hash.digest_size`. 
i2ctarget – Two wire serial protocol target

The i2ctarget module contains classes to support an I2C target.

Example emulating a target with 2 addresses (read and write):

```python
import board
from i2ctarget import I2CTarget

regs = [0] * 16
index = 0

with I2CTarget(board.SCL, board.SDA, (0x40, 0x41)) as device:
    while True:
        r = device.request()
        if not r:
            # Maybe do some housekeeping
            continue
        with r:
            # Closes the transfer if necessary by sending a NACK or feeding dummy bytes
            if r.address == 0x40:
                if not r.is_read:
                    # Main write which is Selected read
                    b = r.read(1)
                    if not b or b[0] > 15:
                        break
                    index = b[0]
                    b = r.read(1)
                    if b:
                        regs[index] = b[0]
                elif r.is_restart:
                    # Combined transfer: This is the Main read message
                    n = r.write(bytes([regs[index]]))
            #else:
            # A read transfer is not supported in this example
            # If the microcontroller tries, it will get 0xff byte(s) by the ctx manager (r.close())
            elif r.address == 0x41:
                if not r.is_read:
                    b = r.read(1)
                    if b and b[0] == 0xde:
                        # do something
                        pass
```

This example sets up an I2C device that can be accessed from Linux like this:

```
$ i2cget -y 1 0x40 0x01
0x00
$ i2cset -y 1 0x40 0x01 0xaa
$ i2cget -y 1 0x40 0x01
0xaa
```

**Warning:** I2CTarget makes use of clock stretching in order to slow down the host. Make sure the I2C host supports this.
Raspberry Pi in particular does not support this with its I2C hw block. This can be worked around by using the i2c-gpio bit banging driver. Since the RPi firmware uses the hw i2c, it’s not possible to emulate a HAT eeprom.

```python
class i2ctarget.I2CTarget(scl: microcontroller.Pin, sda: microcontroller.Pin, addresses: Sequence[int], smbus: bool = False)

Two wire serial protocol target
I2C is a two-wire protocol for communicating between devices. This implements the target (peripheral, sensor, secondary) side.

Parameters

• scl (Pin) – The clock pin
• sda (Pin) – The data pin
• addresses (list[int]) – The I2C addresses to respond to (how many is hardware dependent).
• smbus (bool) – Use SMBUS timings if the hardware supports it

definit() → None
Releases control of the underlying hardware so other classes can use it.

__enter__() → I2CTarget
No-op used in Context Managers.

__exit__() → None
Automatically deinitializes the hardware on context exit. See Lifetime and ContextManagers for more info.

request(timeout: float = -1) → I2CTargetRequest
Wait for an I2C request.

Parameters

timeout (float) – Timeout in seconds. Zero means wait forever, a negative value means check once

Returns

I2CTargetRequest or None if timeout=-1 and there’s no request

Return type

I2CTargetRequest

class i2ctarget.I2CTargetRequest(target: I2CTarget, address: int, is_read: bool, is_restart: bool)

Information about an I2C transfer request This cannot be instantiated directly, but is returned by I2CTarget.request().

Parameters

• target – The I2CTarget object receiving this request
• address – I2C address
• is_read – True if the main target is requesting data
• is_restart – Repeated Start Condition

address :int
The I2C address of the request.
```
is_read : bool
    The I2C main controller is reading from this target.

is_restart : bool
    Is Repeated Start Condition.

__enter__ () -> I2CTargetRequest
    No-op used in Context Managers.

__exit__ () -> None
    Close the request.

read(n: int = -1, ack: bool = True) -> bytearray
    Read data. If ack=False, the caller is responsible for calling I2CTargetRequest.ack().

Parameters
• n – Number of bytes to read (negative means all)
• ack – Whether or not to send an ACK after the n’th byte

Returns
    Bytes read

write(buffer: circuitpython_typing.ReadableBuffer) -> int
    Write the data contained in buffer.

Parameters
    buffer (ReadableBuffer) – Write out the data in this buffer

Returns
    Number of bytes written

ack(ack: bool = True) -> None
    Acknowledge or Not Acknowledge last byte received. Use together with I2CTargetRequest.read() ack=False.

Parameters
    ack – Whether to send an ACK or NACK

imagecapture – Support for “Parallel capture” interfaces

See also:
Espressif microcontrollers use the esp32_camera module together.

    Capture image frames from a camera with parallel data interface
    Create a parallel image capture object
    This object is usually used with a camera-specific wrapper library such as adafruit_ov5640.

Parameters
• data_pins (List[microcontroller.Pin]) – The data pins.
• clock (microcontroller.Pin) – The pixel clock input.
• **vsync** *(microcontroller.Pin)* – The vertical sync input, which has a negative-going pulse at the beginning of each frame.

• **href** *(microcontroller.Pin)* – The horizontal reference input, which is high whenever the camera is transmitting valid pixel information.

```python
capture(buffer: circuitpython_typing.WriteableBuffer) → circuitpython_typing.WriteableBuffer
```
Capture a single frame into the given buffer.

This will stop a continuous-mode capture, if one is in progress.

```python
continuous_capture_start(buffer1: circuitpython_typing.WriteableBuffer, buffer2: circuitpython_typing.WriteableBuffer) → None
```
Begin capturing into the given buffers in the background.

Call `continuous_capture_get_frame` to get the next available frame, and `continuous_capture_stop` to stop capturing.

Until `continuous_capture_stop` (or `deinit`) is called, the `ParallelImageCapture` object keeps references to `buffer1` and `buffer2`, so the objects will not be garbage collected.

```python
continuous_capture_get_frame() → circuitpython_typing.WriteableBuffer
```
Return the next available frame, one of the two buffers passed to `continuous_capture_start`

```python
continuous_capture_stop() → None
```
Stop continuous capture.

Calling this method also causes the object to release its references to the buffers passed to `continuous_capture_start`, potentially allowing the objects to be garbage collected.

```python
deinit() → None
```
Deinitialize this instance

```python
__enter__() → ParallelImageCapture
```
No-op used in Context Managers.

```python
__exit__(...) → None
```
Automatically deinitializes the hardware on context exit. See *Lifetime and Context Managers* for more info.

### `ipaddress`

The `ipaddress` module provides types for IP addresses. It is a subset of CPython’s `ipaddress` module.

```python
ipaddress.ip_address(obj: Union[int, str]) → IPv4Address
```
Return a corresponding IP address object or raise ValueError if not possible.

```python
class ipaddress.IPv4Address(address: Union[int, str, bytes])
```
Encapsulates an IPv4 address.

Create a new IPv4Address object encapsulating the address value.

The value itself can either be bytes or a string formatted address.

```python
packed : bytes
```
The bytes that make up the address (read-only).

```python
version : int
```
4 for IPv4, 6 for IPv6
__eq__(other: object) → bool

Two Address objects are equal if their addresses and address types are equal.

__hash__() → int

Returns a hash for the IPv4Address data.

is3fl3741 – Creates an in-memory framebuffer for a IS31FL3741 device.

class is3fl3741.IS31FL3741_FrameBuffer(is3I: IS31FL3741, width: int, height: int, mapping: Tuple[int, Ellipsis, ...], framebuffer: Optional[circuitpython_typing.WriteableBuffer] = None, scale: bool = False, gamma: bool = False)

Create a IS31FL3741_FrameBuffer object with the given attributes.

The framebuffer is in “RGB888” format using 4 bytes per pixel. Bits 24-31 are ignored. The format is in RGB order.

If a framebuffer is not passed in, one is allocated and initialized to all black. In any case, the framebuffer can be retrieved by passing the Is3fl3741 object to memoryview().

A Is3fl3741 is often used in conjunction with a framebufferio.FramebufferDisplay.

Parameters

• is3I (is3fl3741.IS31FL3741) – base IS31FL3741 instance to drive the framebuffer
• width (int) – width of the display
• height (int) – height of the display
• mapping (Tuple[int, ...]) – mapping of matrix locations to LEDs
• framebuffer (Optional[WriteableBuffer]) – Optional buffer to hold the display
• scale (bool) – if True display is scaled down by 3 when displayed
• gamma (bool) – if True apply gamma correction to all LEDs

brightness :float

In the current implementation, 0.0 turns the display off entirely and any other value up to 1.0 turns the display on fully.

width :int

The width of the display, in pixels

height :int

The height of the display, in pixels

deinit() → None

Free the resources associated with this IS31FL3741 instance. After deinitialization, no further operations may be performed.

refresh() → None

Transmits the color data in the buffer to the pixels so that they are shown.

class is3fl3741.IS31FL3741(i2c: busio.I2C, *, addr: int = 48)

Driver for an IS31FL3741 device.

Create a IS31FL3741 object with the given attributes.

Designed to work low level or passed to and object such as IS31FL3741_FrameBuffer.
Parameters

- `i2c` (**I2C**) – I2C bus the IS31FL3741 is on
- `addr` (**int**) – device address

`deinit()` → `None`
Free the resources associated with this IS31FL3741 instance. After deinitialization, no further operations may be performed.

```python
is31fl3741.reset(self) → None
Resets the IS31FL3741 chip.
```

```python
is31fl3741.enable(self) → None
Enables the IS31FL3741 chip.
```

```python
is31fl3741.set_global_current(self, current: int) → None
Sets the global current of the IS31FL3741 chip.
```

**Parameters**

- `current` (**int**) – global current value 0x00 to 0xFF

```python
is31fl3741.set_led(self, led: int, value: int, page: int) → None
Resets the IS31FL3741 chip.
```

**Parameters**

- `led` (**int**) – which LED to set
- `value` (**int**) – value to set the LED to 0x00 to 0xFF
- `page` (**int**) – page to write to 0 or 2. If the LED is a >= 180 the routine will automatically write to page 1 or 3 (instead of 0 or 2)

```python
is31fl3741.write(mapping: Tuple[int, Ellipsis], buf: circuitpython_typing.ReadableBuffer) → None
Write buf out on the I2C bus to the IS31FL3741.
```

**Parameters**

- `mapping` (**~Tuple[int, ...])** – map the pixels in the buffer to the order addressed by the driver chip
- `buf` (**ReadableBuffer**) – The bytes to clock out. No assumption is made about color order

### keypad – Support for scanning keys and key matrices

The `keypad` module provides native support to scan sets of keys or buttons, connected independently to individual pins, connected to a shift register, or connected in a row-and-column matrix.

For more information about working with the `keypad` module in CircuitPython, see this Learn guide.

```python
class keypad.Event(key_number: int = 0, pressed: bool = True, timestamp: Optional[int] = None)
A key transition event.
```

Create a key transition event, which reports a key-pressed or key-released transition.

**Parameters**

- `key_number` (**int**) – The key number.
- `pressed` (**bool**) – True if the key was pressed; `False` if it was released.
- **timestamp** *(int)* – The time in milliseconds that the keypress occurred in the `supervisor.ticks_ms` time system. If specified as None, the current value of `supervisor.ticks_ms` is used.

  `key_number : int`
  The key number.

  `pressed : bool`
  True if the event represents a key down (pressed) transition. The opposite of `released`.

  `released : bool`
  True if the event represents a key up (released) transition. The opposite of `pressed`.

  `timestamp : int`
  The timestamp.

  `__eq__(other: object) → bool`
  Two `Event` objects are equal if their `key_number` and `pressed/released` values are equal. Note that this does not compare the event timestamps.

  `__hash__() → int`
  Returns a hash for the `Event`, so it can be used in dictionaries, etc..
  
  Note that as events with different timestamps compare equal, they also hash to the same value.

**class keypad.EventQueue**

A queue of `Event` objects, filled by a `keypad` scanner such as `Keys` or `KeyMatrix`.

You cannot create an instance of `EventQueue` directly. Each scanner creates an instance when it is created.

  `overflowed : bool`
  True if an event could not be added to the event queue because it was full. (read-only) Set to False by `clear()`.

  `get() → Optional[Event]`
  Return the next key transition event. Return `None` if no events are pending.

  Note that the queue size is limited; see `max_events` in the constructor of a scanner such as `Keys` or `KeyMatrix`. If a new event arrives when the queue is full, the event is discarded, and `overflowed` is set to True.

  **Returns**
  The next queued key transition `Event`.

  **Return type**
  Optional[Event]

  `get_into(event: Event) → bool`
  Store the next key transition event in the supplied event, if available, and return True. If there are no queued events, do not touch `event` and return False.

  The advantage of this method over `get()` is that it does not allocate storage. Instead you can reuse an existing `Event` object.

  Note that the queue size is limited; see `max_events` in the constructor of a scanner such as `Keys` or `KeyMatrix`.

  **Returns**
  True if an event was available and stored, False if not.
Return type

bool

clear() → None
Clear any queued key transition events. Also sets overflowed to False.

__bool__() → bool
True if len() is greater than zero. This is an easy way to check if the queue is empty.

__len__() → int
Return the number of events currently in the queue. Used to implement len().

class keypad.KeyMatrix(row_pins: Sequence[microcontroller.Pin], column_pins:Sequence[microcontroller.Pin], columns_to_anodes: bool = True, interval: float = 0.02, max_events: int = 64)
Manage a 2D matrix of keys with row and column pins.
Create a Keys object that will scan the key matrix attached to the given row and column pins. There should not be any external pull-ups or pull-downs on the matrix: KeyMatrix enables internal pull-ups or pull-downs on the pins as necessary.
The keys are numbered sequentially from zero. A key number can be computed by row * len(column_pins) + column.
An EventQueue is created when this object is created and is available in the events attribute.

Parameters

• row_pins (Sequence[microcontroller.Pin]) – The pins attached to the rows.
• column_pins (Sequence[microcontroller.Pin]) – The pins attached to the columns.
• columns_to_anodes (bool) – Default True. If the matrix uses diodes, the diode anodes are typically connected to the column pins, and the cathodes should be connected to the row pins. If your diodes are reversed, set columns_to_anodes to False.
• interval (float) – Scan keys no more often than interval to allow for debouncing. interval is in float seconds. The default is 0.020 (20 msecs).
• max_events (int) – maximum size of events EventQueue: maximum number of key transition events that are saved. Must be >= 1. If a new event arrives when the queue is full, the oldest event is discarded.

key_count :int
The number of keys that are being scanned. (read-only)

events :EventQueue
The EventQueue associated with this Keys object. (read-only)

deinit() → None
Stop scanning and release the pins.

__enter__() → KeyMatrix
No-op used by Context Managers.

__exit__() → None
Automatically deinitializes when exiting a context. See Lifetime and Context Managers for more info.

reset() → None
Reset the internal state of the scanner to assume that all keys are now released. Any key that is already pressed at the time of this call will therefore immediately cause a new key-pressed event to occur.
key_number_to_row_column(key_number: int) → Tuple[int]

Return the row and column for the given key number. The row is `key_number // len(column_pins)`. The column is `key_number % len(column_pins)`.

Returns
(row, column)

Return type
Tuple[int]

row_column_to_key_number(row: int, column: int) → int

Return the key number for a given row and column. The key number is `row * len(column_pins) + column`.

class keypad.Keys(pins: Sequence[microcontroller.Pin], *, value_when_pressed: bool, pull: bool = True, interval: float = 0.02, max_events: int = 64)

Manage a set of independent keys.

Create a Keys object that will scan keys attached to the given sequence of pins. Each key is independent and attached to its own pin.

An EventQueue is created when this object is created and is available in the events attribute.

Parameters

- **pins** (Sequence[microcontroller.Pin]) – The pins attached to the keys. The key numbers correspond to indices into this sequence.
- **value_when_pressed** (bool) – True if the pin reads high when the key is pressed. False if the pin reads low (is grounded) when the key is pressed. All the pins must be connected in the same way.
- **pull** (bool) – True if an internal pull-up or pull-down should be enabled on each pin. A pull-up will be used if value_when_pressed is False; a pull-down will be used if it is True. If an external pull is already provided for all the pins, you can set pull to False. However, enabling an internal pull when an external one is already present is not a problem; it simply uses slightly more current.
- **interval** (float) – Scan keys no more often than interval to allow for debouncing. interval is in float seconds. The default is 0.020 (20 msecs).
- **max_events** (int) – maximum size of events EventQueue: maximum number of key transition events that are saved. Must be >= 1. If a new event arrives when the queue is full, the oldest event is discarded.

key_count :int

The number of keys that are being scanned. (read-only)

events :EventQueue

The EventQueue associated with this Keys object. (read-only)

deinit() → None

Stop scanning and release the pins.

__enter__() → Keys

No-op used by Context Managers.

__exit__() → None

Automatically deinitializes when exiting a context. See Lifetime and ContextManagers for more info.
CircuitPython Documentation, Release 8.0.0-beta.0

reset() → None
Reset the internal state of the scanner to assume that all keys are now released. Any key that is already pressed at the time of this call will therefore immediately cause a new key-pressed event to occur.

class keypad.ShiftRegisterKeys(*, clock: microcontroller.Pin, data: microcontroller.Pin, latch: microcontroller.Pin, value_to_latch: bool = True, key_count: int, value_when_pressed: bool, interval: float = 0.02, max_events: int = 64)
Manage a set of keys attached to an incoming shift register.
Create a Keys object that will scan keys attached to a parallel-in serial-out shift register like the 74HC165 or CD4021. Note that you may chain shift registers to load in as many values as you need.

Key number 0 is the first (or more properly, the zero-th) bit read. In the 74HC165, this bit is labeled Q7. Key number 1 will be the value of Q6, etc.

An EventQueue is created when this object is created and is available in the events attribute.

Parameters

- clock (microcontroller.Pin) – The shift register clock pin. The shift register should clock on a low-to-high transition.
- data (microcontroller.Pin) – the incoming shift register data pin
- latch (microcontroller.Pin) – Pin used to latch parallel data going into the shift register.
- value_to_latch (bool) – Pin state to latch data being read. True if the data is latched when latch goes high False if the data is latched when latch goes low. The default is True, which is how the 74HC165 operates. The CD4021 latch is the opposite. Once the data is latched, it will be shifted out by toggling the clock pin.
- key_count (int) – number of data lines to clock in
- value_when_pressed (bool) – True if the pin reads high when the key is pressed. False if the pin reads low (is grounded) when the key is pressed.
- interval (float) – Scan keys no more often than interval to allow for debouncing. interval is in float seconds. The default is 0.020 (20 msecs).
- max_events (int) – maximum size of events EventQueue: maximum number of key transition events that are saved. Must be >= 1. If a new event arrives when the queue is full, the oldest event is discarded.

key_count :int
The number of keys that are being scanned. (read-only)

events :EventQueue
The EventQueue associated with this Keys object. (read-only)

deleinit() → None
Stop scanning and release the pins.

__enter__() → Keys
No-op used by Context Managers.

__exit__() → None
Automatically deinitializes when exiting a context. See Lifetime and ContextManagers for more info.

reset() → None
Reset the internal state of the scanner to assume that all keys are now released. Any key that is already pressed at the time of this call will therefore immediately cause a new key-pressed event to occur.
The `math` module provides some basic mathematical functions for working with floating-point numbers. This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: `math`.

```
math.e : float
    base of the natural logarithm
math.pi : float
    the ratio of a circle’s circumference to its diameter
math.acos(x : float) → float
    Return the inverse cosine of x.
math.asin(x : float) → float
    Return the inverse sine of x.
math.atan(x : float) → float
    Return the inverse tangent of x.
math.atan2(y : float, x : float) → float
    Return the principal value of the inverse tangent of y/x.
math.ceil(x : float) → int
    Return an integer, being x rounded towards positive infinity.
math.copysign(x : float, y : float) → float
    Return x with the sign of y.
math.cos(x : float) → float
    Return the cosine of x.
math.degrees(x : float) → float
    Return radians x converted to degrees.
math.exp(x : float) → float
    Return the exponential of x.
math.fabs(x : float) → float
    Return the absolute value of x.
math.floor(x : float) → int
    Return an integer, being x rounded towards negative infinity.
math.fmod(x : float, y : float) → int
    Return the remainder of x/y.
math.frexp(x : float) → Tuple[int, int]
    Decomposes a floating-point number into its mantissa and exponent. The returned value is the tuple (m, e) such that x == m * 2**e exactly. If x == 0 then the function returns (0.0, 0), otherwise the relation 0.5 <= abs(m) < 1 holds.
math.isfinite(x : float) → bool
    Return True if x is finite.
```
math.isinf(x: float) → bool
  Return True if x is infinite.

math.isnan(x: float) → bool
  Return True if x is not-a-number

math.ldexp(x: float, exp: float) → float
  Return x * (2**exp).

math.log(x: float, base: float = e) → float
  Return the logarithm of x to the given base. If base is not specified, returns the natural logarithm (base e) of x

math.modf(x: float) → Tuple[float, float]
  Return a tuple of two floats, being the fractional and integral parts of x. Both return values have the same sign as x.

math.pow(x: float, y: float) → float
  Returns x to the power of y.

math.radians(x: float) → float
  Return degrees x converted to radians.

math.sin(x: float) → float
  Return the sine of x.

math.sqrt(x: float) → float
  Returns the square root of x.

math.tan(x: float) → float
  Return the tangent of x.

math.trunc(x: float) → int
  Return an integer, being x rounded towards 0.

math.expm1(x: float) → float
  Return \(e^x - 1\).
  May not be available on some boards.

math.log2(x: float) → float
  Return the base-2 logarithm of x.
  May not be available on some boards.

math.log10(x: float) → float
  Return the base-10 logarithm of x.
  May not be available on some boards.

math.cosh(x: float) → float
  Return the hyperbolic cosine of x.
  May not be available on some boards.

math.sinh(x: float) → float
  Return the hyperbolic sine of x.
  May not be available on some boards.
**math.\texttt{tanh}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the hyperbolic tangent of \(x\).

May not be available on some boards.

**math.\texttt{acosh}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the inverse hyperbolic cosine of \(x\).

May not be available on some boards.

**math.\texttt{asinh}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the inverse hyperbolic sine of \(x\).

May not be available on some boards.

**math.\texttt{atanh}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the inverse hyperbolic tangent of \(x\).

May not be available on some boards.

**math.\texttt{erf}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the error function of \(x\).

May not be available on some boards.

**math.\texttt{erfc}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the complementary error function of \(x\).

May not be available on some boards.

**math.\texttt{gamma}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the gamma function of \(x\).

May not be available on some boards.

**math.\texttt{lgamma}(x: \texttt{float}) \rightarrow \texttt{float}**

Return the natural logarithm of the gamma function of \(x\).

May not be available on some boards.

---

**mdns – Multicast Domain Name Service**

The \texttt{mdns} module provides basic support for multicast domain name services. Basic use provides hostname resolution under the \texttt{.local} TLD. This module also supports DNS Service Discovery that allows for discovering other hosts that provide a desired service.

**class mdns.\texttt{RemoteService}**

Encapsulates information about a remote service that was found during a search. This object may only be created by \texttt{mdns.Server}. It has no user-visible constructor.

Cannot be instantiated directly. Use \texttt{mdns.Server.find}.

**hostname : \texttt{str}**

The hostname of the device (read-only).

**instance_name : \texttt{str}**

The human readable instance name for the service. (read-only)

**service_type : \texttt{str}**

The service type string such as \texttt{_http}. (read-only)
protocol :str
    The protocol string such as _tcp. (read-only)

port :int
    Port number used for the service. (read-only)

ipv4_address :Optional[ipaddress.IPv4Address]
    IP v4 Address of the remote service. None if no A records are found.

__del__( ) → None
    Deletes the RemoteService object.

class mdns.Server(network_interface: wifi.Radio)
    The MDNS Server responds to queries for this device’s information and allows for querying other devices.
    Constructs or returns the mdns.Server for the given network_interface. (CircuitPython may already be using it.)
    Only native interfaces are currently supported.

hostname :str
    Hostname resolvable as <hostname>.local in addition to circuitpython.local. Make sure this is unique across all devices on the network. It defaults to cpy-##### where ##### is the hex digits of the last three bytes of the mac address.

instance_name :str
    Human readable name to describe the device.

definit( ) → None
    Stops the server

find(service_type: str, protocol: str, *, timeout: float = 1) → Tuple[RemoteService]
    Find all locally available remote services with the given service type and protocol.
    This doesn’t allow for direct hostname lookup. To do that, use socketpool.SocketPool.getaddrinfo().

Parameters
    • service_type (str) – The service type such as “_http”
    • protocol (str) – The service protocol such as “_tcp”
    • timeout (float/int) – Time to wait for responses

advertise_service(*, service_type: str, protocol: str, port: int) → None
    Respond to queries for the given service with the given port.
    service_type and protocol can only occur on one port. Any call after the first will update the entry’s port.

Parameters
    • service_type (str) – The service type such as “_http”
    • protocol (str) – The service protocol such as “_tcp”
    • port (int) – The port used by the service
memorymonitor – Memory monitoring helpers

exception memorymonitor.AllocationError

Bases: Exception

Catchall exception for allocation related errors.

Initialize self. See help(type(self)) for accurate signature.

class memorymonitor.AllocationAlarm(*, minimum_block_count: int = 1)

Throw an exception when an allocation of minimum_block_count or more blocks
occurs while active.

Track allocations:

```
import memorymonitor

aa = memorymonitor.AllocationAlarm(minimum_block_count=2)
x = 2
# Should not allocate any blocks.
with aa:
    x = 5

# Should throw an exception when allocating storage for the 20 bytes.
with aa:
    x = bytearray(20)
```

ignore(count: int) → AllocationAlarm

Sets the number of applicable allocations to ignore before raising the exception. Automatically set back to
zero at context exit.

Use it within a with block:

```
# Will not alarm because the bytearray allocation will be ignored.
with aa.ignore(2):
    x = bytearray(20)
```

__enter__() → AllocationAlarm

Enables the alarm.

__exit__(...) → None

Automatically disable the allocation alarm when exiting a context. See Lifetime and ContextManagers for
more info.

class memorymonitor.AllocationSize

Tracks the number of allocations in power of two buckets.

It will have 16 16-bit buckets to track allocation counts. It is total allocations meaning frees are ignored. Real-
located memory is counted twice, at allocation and when reallocated with the larger size.

The buckets are measured in terms of blocks which is the finest granularity of the heap. This means bucket 0
will count all allocations less than or equal to the number of bytes per block, typically 16. Bucket 2 will be less
than or equal to 4 blocks. See bytes_per_block to convert blocks to bytes.

Multiple AllocationSizes can be used to track different code boundaries.

Track allocations:
import memorymonitor

mm = memorymonitor.AllocationSize()
with mm:
    print("hello world" * 3)

for bucket, count in enumerate(mm):
    print("<", 2 ** bucket, count)

bytes_per_block : int
Number of bytes per block

__enter__() → AllocationSize
Clears counts and resumes tracking.

__exit__() → None
Automatically pauses allocation tracking when exiting a context. See Lifetime and ContextManagers for more info.

__len__() → int
Returns the number of allocation buckets.
This allows you to:

```python
mm = memorymonitor.AllocationSize()
print(len(mm))
```

__getitem__(index: int) → Optional[int]
Returns the allocation count for the given bucket.
This allows you to:

```python
mm = memorymonitor.AllocationSize()
print(mm[0])
```

microcontroller – Pin references and cpu functionality

The microcontroller module defines the pins and other bare-metal hardware from the perspective of the microcontroller. See board for board-specific pin mappings.

microcontroller.cpu : Processor
CPU information and control, such as cpu.temperature and cpu.frequency (clock frequency). This object is an instance of microcontroller.Processor.

microcontroller.cpus : Processor
CPU information and control, such as cpus[0].temperature and cpus[1].frequency (clock frequency) on chips with more than 1 cpu. The index selects which cpu. This object is an instance of microcontroller.Processor.

microcontroller.delay_us(delay: int) → None
Dedicated delay method used for very short delays. Do not do long delays because this stops all other functions from completing. Think of this as an empty while loop that runs for the specified (delay) time. If you have other code or peripherals (e.g audio recording) that require specific timing or processing while you are waiting, explore a different avenue such as using time.sleep().

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microcontroller.disable_interrupts() → None
   Disable all interrupts. Be very careful, this can stall everything.

microcontroller.enable_interrupts() → None
   Enable the interrupts that were enabled at the last disable.

microcontroller.on_next_reset(run_mode: RunMode) → None
   Configure the run mode used the next time the microcontroller is reset but not powered down.
   Parameters
   run_mode (RunMode) – The next run mode

microcontroller.reset() → None
   Reset the microcontroller. After reset, the microcontroller will enter the run mode last set by on_next_reset.

   Warning: This may result in file system corruption when connected to a host computer. Be very careful
   when calling this! Make sure the device “Safely removed” on Windows or “ejected” on Mac OS X and Linux.

microcontroller.nvm :Optional[nvm.ByteArray]
   Available non-volatile memory. This object is the sole instance of nvm.ByteArray when available or None
   otherwise.
   Type
   nvm.ByteArray or None

microcontroller.watchdog :Optional[watchdog.WatchDogTimer]
   Available watchdog timer. This object is the sole instance of watchdog.WatchDogTimer when available or
   None otherwise.

class microcontroller.Pin
   Identifies an IO pin on the microcontroller.
   Identifies an IO pin on the microcontroller. They are fixed by the hardware so they cannot be constructed on
   demand. Instead, use board or microcontroller.pin to reference the desired pin.
   __hash__() → int
   Returns a hash for the Pin.

class microcontroller.Processor
   Microcontroller CPU information and control
   Usage:

   import microcontroller
   print(microcontroller.cpu.frequency)
   print(microcontroller.cpu.temperature)

   Note that on chips with more than one cpu (such as the RP2040)
   microcontroller.cpu will return the value for CPU 0.
   To get values from other CPUs use microcontroller.cpus indexed by
   the number of the desired cpu. i.e.

   print(microcontroller.cpus[0].temperature)
   print(microcontroller.cpus[1].frequency)
You cannot create an instance of `microcontroller.Processor`. Use `microcontroller.cpu` to access the sole instance available.

```python
definition

frequency :int
    The CPU operating frequency in Hertz. (read-only)

reset_reason :ResetReason
    The reason the microcontroller started up from reset state.

temperature :Optional[float]
    The on-chip temperature, in Celsius, as a float. (read-only)
    Is `None` if the temperature is not available.

uid :bytearray
    The unique id (aka serial number) of the chip as a `bytearray`. (read-only)

voltage :Optional[float]
    The input voltage to the microcontroller, as a float. (read-only)
    Is `None` if the voltage is not available.
```

class microcontroller.ResetReason
    The reason the microcontroller was last reset

    POWER_ON :object
        The microcontroller was started from power off.

    BROWNOUT :object
        The microcontroller was reset due to too low a voltage.

    SOFTWARE :object
        The microcontroller was reset from software.

    DEEP_SLEEP_ALARM :object
        The microcontroller was reset for deep sleep and restarted by an alarm.

    RESET_PIN :object
        The microcontroller was reset by a signal on its reset pin. The pin might be connected to a reset button.

    WATCHDOG :object
        The microcontroller was reset by its watchdog timer.

    UNKNOWN :object
        The microcontroller restarted for an unknown reason.

    RESCUE_DEBUG :object
        The microcontroller was reset by the rescue debug port.

class microcontroller.RunMode
    run state of the microcontroller

    Enum-like class to define the run mode of the microcontroller and CircuitPython.

    NORMAL :RunMode
        Run CircuitPython as normal.
SAFE_MODE :RunMode
Run CircuitPython in safe mode. User code will not run and the file system will be writeable over USB.

UF2 :RunMode
Run the uf2 bootloader.

BOOTLOADER :RunMode
Run the default bootloader.

msgpack – Pack object in msgpack format

The msgpack format is similar to json, except that the encoded data is binary. See https://msgpack.org for details. The module implements a subset of the cpython module msgpack-python.

Not implemented: 64-bit int, uint, float.

For more information about working with msgpack, see the CPython Library Documentation.
Example 1:

```python
import msgpack
from io import BytesIO

b = BytesIO()
msgpack.pack({'list': [True, False, None, 1, 3.14], 'str': 'blah'}, b)
b.seek(0)
print(msgpack.unpack(b))
```

Example 2: handling objects:

```python
from msgpack import pack, unpack, ExtType
from io import BytesIO

class MyClass:
    def __init__(self, val):
        self.value = val
    def __str__(self):
        return str(self.value)
data = MyClass(b'my_value')
def encoder(obj):
    if isinstance(obj, MyClass):
        return ExtType(1, obj.value)
    return f"no encoder for {obj}"
def decoder(code, data):
    if code == 1:
        return MyClass(data)
    return f"no decoder for type {code}"```

(continues on next page)
buffer = BytesIO()
pack(data, buffer, default=encoder)
buffer.seek(0)
decoded = unpack(buffer, ext_hook=decoder)
print(f"{data} -> {buffer.getvalue()} -> {decoded}"

msgpack.pack(obj: object, stream: circuitpython_typing.ByteStream, *, default: Union[Callable[[object], None], None] = None) → None

Output object to stream in msgpack format.

Parameters

- **obj** (object) – Object to convert to msgpack format.
- **stream** (ByteStream) – stream to write to
- **default** (Optional[Callable[[object], None]]) – function called for python objects that do not have a representation in msgpack format.

msgpack.unpack(stream: circuitpython_typing.ByteStream, *, ext_hook: Union[Callable[[int, bytes], object], None] = None, use_list: bool = True) → object

Unpack and return one object from stream.

Parameters

- **stream** (ByteStream) – stream to read from
- **ext_hook** (Optional[Callable[[int, bytes], object]]) – function called for objects in msgpack ext format.
- **use_list** (Optional[bool]) – return array as list or tuple (use_list=False).

Return object

object read from stream.

class msgpack.ExtType(code: int, data: bytes)

ExtType represents ext type in msgpack.

Constructor

:param int code: type code in range 0~127. :param bytes data: representation.

code :int

The type code, in range 0~127.

data :bytes

Data.

multiterminal – Manage additional terminal sources

The **multiterminal** module allows you to configure an additional serial terminal source. Incoming characters are accepted from both the internal serial connection and the optional secondary connection.

multiterminal.get_secondary_terminal() → Optional[BinaryIO]

Returns the current secondary terminal.

multiterminal.set_secondary_terminal(stream: BinaryIO) → None

Read additional input from the given stream and write out back to it. This doesn’t replace the core stream (usually UART or native USB) but is mixed in instead.
Parameters

**stream (stream)** – secondary stream

```python
circuitterminal.clear_secondary_terminal() → None
```

Clears the secondary terminal.

```python
circuitterminal.schedule_secondary_terminal_read(socket: schedule_secondary_terminal_read.socket) → None
```

In cases where the underlying OS is doing task scheduling, this notifies the OS when more data is available on
the socket to read. This is useful as a callback for lwip sockets.

**neopixel_write – Low-level neopixel implementation**

The `neopixel_write` module contains a helper method to write out bytes in the 800khz neopixel protocol.

For example, to turn off a single neopixel (like the status pixel on Express boards.)

```python
import board
import neopixel_write
import digitalio

pin = digitalio.DigitalInOut(board.NEOPIXEL)
pin.direction = digitalio.Direction.OUTPUT
pixel_off = bytearray([0, 0, 0])
neopixel_write.neopixel_write(pin, pixel_off)
```

**Note:** This module is typically not used by user level code.

For more information on actually using NeoPixels, refer to the CircuitPython Essentials Learn guide

For a much more thorough guide about using NeoPixels, refer to the Adafruit NeoPixel Überguide.

```python
neopixel_write.neopixel_write(digitalinput: digitalio.DigitalInOut, buf: circuitpython_typing.ReadableBuffer) → None
```

Write buf out on the given DigitalInOut.

**Parameters**

- **digitalinput (DigitalInOut)** – the DigitalInOut to output with
- **buf (ReadableBuffer)** – The bytes to clock out. No assumption is made about color order

**nvm – Non-volatile memory**

The `nvm` module allows you to store whatever raw bytes you wish in a reserved section non-volatile memory.

Note that this module can’t be imported and used directly. The sole instance of `ByteArray` is available at
`microcontroller.nvm`.

```python
class nvm.ByteArray
```

Presents a stretch of non-volatile memory as a bytearray.

Non-volatile memory is available as a byte array that persists over reloads and power cycles. Each assignment
causes an erase and write cycle so its recommended to assign all values to change at once.

**Usage:**
import microcontroller
microcontroller.nvm[0:3] = b"\xcc\x10\x00"

Not currently dynamically supported. Access the sole instance through microcontroller.nvm.

__bool__() → bool

__len__() → int
Return the length. This is used by (len)

__getitem__(index: slice) → bytearray
__getitem__(index: int) → int
Returns the value at the given index.

__setitem__(index: slice, value: circuitpython_typing.ReadableBuffer) → None
__setitem__(index: int, value: int) → None
Set the value at the given index.

onewireio – Low-level bit primitives for Maxim (formerly Dallas Semi) one-wire protocol.


class onewireio.OneWire(pin: microcontroller.Pin)
Create a OneWire object associated with the given pin.
The object implements the lowest level timing-sensitive bits of the protocol.

Parameters
pin (Pin) – Pin connected to the OneWire bus

Read a short series of pulses:

import onewireio
import board
onewire = onewireio.OneWire(board.D7)
onewire.reset()
onewire.write_bit(True)
onewire.write_bit(False)
print(onewire.read_bit())

definit() → None
Deinitialize the OneWire bus and release any hardware resources for reuse.

__enter__() → OneWire
No-op used by Context Managers.

__exit__() → None
Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.
reset() → bool
Reset the OneWire bus and read presence

Returns
False when at least one device is present
Return type

`bool`

`read_bit()` → `bool`
Read in a bit

Returns

bit state read

Return type

`bool`

`write_bit(value: bool)` → `None`
Write out a bit based on value.

**os – functions that an OS normally provides**

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: `os`.

`os.uname()` → `_Uname`

Returns a named tuple of operating specific and CircuitPython port specific information.

```python
class os._Uname
    Bases: NamedTuple
    The type of values that `uname()` returns
    `sysname : str`
    `nodename : str`
    `release : str`
    `version : str`
    `machine : str`
```

`os.chdir(path: str)` → `None`
Change current directory.

`os.getcwd()` → `str`
Get the current directory.

`os.getenv(key: str, default: Optional[str] = None)` → `Optional[str]`
Get the environment variable value for the given key or return `default`.
This may load values from disk so cache the result instead of calling this often.

`os.listdir(dir: str)` → `str`
With no argument, list the current directory. Otherwise list the given directory.

`os.mkdir(path: str)` → `None`
Create a new directory.

`os.remove(path: str)` → `None`
Remove a file.
os.rmdir(path: str) → None
Remove a directory.

os.rename(old_path: str, new_path: str) → str
Rename a file.

os.stat(path: str) → Tuple[int, int, int, int, int, int, int, int]
Get the status of a file or directory.

Note: On builds without long integers, the number of seconds for contemporary dates will not fit in a small integer. So the time fields return 946684800, which is the number of seconds corresponding to 1999-12-31.

os.statvfs(path: str) → Tuple[int, int, int, int, int, int, int, int]
Get the status of a filesystem.

Returns a tuple with the filesystem information in the following order:

• f_bsize  – file system block size
• f_frsize  – fragment size
• f_blocks  – size of fs in f_frsize units
• f_bfree  – number of free blocks
• f_bavail  – number of free blocks for unprivileged users
• f_files  – number of inodes
• f_ffree  – number of free inodes
• f_favail  – number of free inodes for unprivileged users
• f_flag  – mount flags
• f_namemax  – maximum filename length

Parameters related to inodes: f_files, f_ffree, f_favail and the f_flags parameter may return 0 as they can be unavailable in a port-specific implementation.

os.sync() → None
Sync all filesystems.

os.urandom(size: int) → str
Returns a string of size random bytes based on a hardware True Random Number Generator. When not available, it will raise a NotImplementedError.

os.sep :str
Separator used to delineate path components such as folder and file names.
paralleldisplay – Native helpers for driving parallel displays

class paralleldisplay.ParallelBus(*, data0: microcontroller.Pin, command: microcontroller.Pin,
    chip_select: microcontroller.Pin, write: microcontroller.Pin, read:
    Optional[microcontroller.Pin], reset: Optional[microcontroller.Pin] =
    None, frequency: int = 30000000)

Manage updating a display over 8-bit parallel bus in the background while Python code runs. This protocol may be referred to as 8080-I Series Parallel Interface in datasheets. It doesn’t handle display initialization.

Create a ParallelBus object associated with the given pins. The bus is inferred from data0 by implying the next 7 additional pins on a given GPIO port.

The parallel bus and pins are then in use by the display until displayio.release_displays() is called even after a reload. (It does this so CircuitPython can use the display after your code is done.) So, the first time you initialize a display bus in code.py you should call displayio.release_displays() first, otherwise it will error after the first code.py run.

Parameters

- **data_pins** (microcontroller.Pin) – A list of data pins. Specify exactly one of data_pins or data0.
- **data0** (microcontroller.Pin) – The first data pin. The rest are implied
- **command** (microcontroller.Pin) – Data or command pin
- **chip_select** (microcontroller.Pin) – Chip select pin
- **write** (microcontroller.Pin) – Write pin
- **read** (microcontroller.Pin) – Read pin, optional
- **reset** (microcontroller.Pin) – Reset pin, optional
- **frequency** (int) – The communication frequency in Hz for the display on the bus

**reset() → None**

Performs a hardware reset via the reset pin. Raises an exception if called when no reset pin is available.

**send(command: int, data: circuitpython_typing.ReadableBuffer) → None**

Sends the given command value followed by the full set of data. Display state, such as vertical scroll, set via send may or may not be reset once the code is done.

ps2io – Support for PS/2 protocol

The **ps2io** module contains classes to provide PS/2 communication.

**Warning:** This module is not available in some SAMD21 builds. See the **Module Support Matrix - Which Modules Are Available on Which Boards** for more info.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call deinit() or use a context manager. See **Lifetime and ContextManagers** for more info.

class ps2io.Ps2(data_pin: microcontroller.Pin, clock_pin: microcontroller.Pin)

Communicate with a PS/2 keyboard or mouse
Ps2 implements the PS/2 keyboard/mouse serial protocol, used in legacy devices. It is similar to UART but there are only two lines (Data and Clock). PS/2 devices are 5V, so bidirectional level converters must be used to connect the I/O lines to pins of 3.3V boards.

Create a Ps2 object associated with the given pins.

Parameters

- **data_pin** (Pin) – Pin tied to data wire.
- **clock_pin** (Pin) – Pin tied to clock wire. This pin must support interrupts.

Read one byte from PS/2 keyboard and turn on Scroll Lock LED:

```python
import ps2io
import board

kbd = ps2io.Ps2(board.D10, board.D11)

while len(kbd) == 0:
    pass

print(kbd.popleft())
print(kbd.sendcmd(0xed))
print(kbd.sendcmd(0x01))

definit() → None
    Deinitialises the Ps2 and releases any hardware resources for reuse.
__enter__() → Ps2
    No-op used by Context Managers.
__exit__() → None
    Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.
popleft() → int
    Removes and returns the oldest received byte. When buffer is empty, raises an IndexError exception.
sendcmd(byte: int) → int
    Sends a command byte to PS/2. Returns the response byte, typically the general ack value (0xFA). Some commands return additional data which is available through popleft().
    Raises a RuntimeError in case of failure. The root cause can be found by calling clear_errors(). It is advisable to call clear_errors() before sendcmd() to flush any previous errors.

Parameters

byte (int) – byte value of the command

clear_errors() → None
    Returns and clears a bitmap with latest recorded communication errors.
    Reception errors (arise asynchronously, as data is received):
    0x01: start bit not 0
    0x02: timeout
    0x04: parity bit error
    0x08: stop bit not 1
0x10: buffer overflow, newest data discarded
Transmission errors (can only arise in the course of sendcmd()):
0x100: clock pin didn’t go to LO in time
0x200: clock pin didn’t go to HI in time
0x400: data pin didn’t ACK
0x800: clock pin didn’t ACK
0x1000: device didn’t respond to RTS
0x2000: device didn’t send a response byte in time

__bool__ () → bool

__len__ () → int
    Returns the number of received bytes in buffer, available to popleft().

**pulseio – Support for individual pulse based protocols**

The *pulseio* module contains classes to provide access to basic pulse IO. Individual pulses are commonly used in infrared remotes and in DHT temperature sensors.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call deinit() or use a context manager. See *Lifetime and Context Managers* for more info.

```python
class pulseio.PulseIn(pin: microcontroller.Pin, maxlen: int = 2, *, idle_state: bool = False)

    Measure a series of active and idle pulses. This is commonly used in infrared receivers and low cost temperature sensors (DHT). The pulsed signal consists of timed active and idle periods. Unlike PWM, there is no set duration for active and idle pairs.

    Create a PulseIn object associated with the given pin. The object acts as a read-only sequence of pulse lengths with a given max length. When it is active, new pulse lengths are added to the end of the list. When there is no more room (len() == maxlen) the oldest pulse length is removed to make room.

    Parameters

        • pin (Pin) – Pin to read pulses from.
        • maxlen (int) – Maximum number of pulse durations to store at once
        • idle_state (bool) – Idle state of the pin. At start and after resume the first recorded pulse will the opposite state from idle.

    Read a short series of pulses:
```

```python
import pulseio
import board

pulses = pulseio.PulseIn(board.D7)

# Wait for an active pulse
while len(pulses) == 0:
    pass

# Pause while we do something with the pulses
pulses.pause()
```

(continues on next page)
# Print the pulses. pulses[0] is an active pulse unless the length
# reached max length and idle pulses are recorded.
print(pulses)

# Clear the rest
pulses.clear()

# Resume with an 80 microsecond active pulse
pulses.resume(80)

maxlen : int
    The maximum length of the PulseIn. When len() is equal to maxlen, it is unclear which pulses are active
    and which are idle.

paused : bool
    True when pulse capture is paused as a result of pause() or an error during capture such as a signal that
    is too fast.

definit() → None
    Deinitialises the PulseIn and releases any hardware resources for reuse.
__enter__() → PulseIn
    No-op used by Context Managers.
__exit__() → None
    Automatically deinitializes the hardware when exiting a context. See Lifetime and Context Managers for
    more info.

pause() → None
    Pause pulse capture

resume(trigger_duration: int = 0) → None
    Resumes pulse capture after an optional trigger pulse.

    Warning: Using trigger pulse with a device that drives both high and low signals risks a short. Make
    sure your device is open drain (only drives low) when using a trigger pulse. You most likely added a
    “pull-up” resistor to your circuit to do this.

Parameters
    trigger_duration (int) – trigger pulse duration in microseconds

clear() → None
    Clears all captured pulses

popleft() → int
    Removes and returns the oldest read pulse.

__bool__() → bool

__len__() → int
    Returns the number of pulse durations currently stored.

This allows you to:
```python
pulses = pulseio.PulseIn(pin)
print(len(pulses))
```

```python
__getitem__(index: int) → Optional[int]
    Returns the value at the given index or values in slice.
    This allows you to:
```
```python
pulses = pulseio.PulseIn(pin)
print(pulses[0])
```

```python
class pulseio.PulseOut(pin: microcontroller.Pin, *, frequency: int = 38000, duty_cycle: int = 1 << 15)
    Pulse PWM “carrier” output on and off. This is commonly used in infrared remotes. The pulsed signal consists of timed on and off periods. Unlike PWM, there is no set duration for on and off pairs.
    Create a PulseOut object associated with the given pin.
    Parameters
    • pin (Pin) – Signal output pin
    • frequency (int) – Carrier signal frequency in Hertz
    • duty_cycle (int) – 16-bit duty cycle of carrier frequency (0 - 65536)
    Send a short series of pulses:
```
```python
import array
import pulseio
import pwmio
import board

# 50% duty cycle at 38kHz.
pulse = pulseio.PulseOut(board.LED, frequency=38000, duty_cycle=32768)
# on off on off on
pulses = array.array('H', [65000, 1000, 65000, 65000, 1000])
pulse.send(pulses)

# Modify the array of pulses.
pulses[0] = 200
pulse.send(pulses)
```

```python
deinit() → None
    Deinitialises the PulseOut and releases any hardware resources for reuse.
```
```
```python
__enter__() → PulseOut
    No-op used by Context Managers.

__exit__() → None
    Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.
```
```
send(pulses: circuitpython_typing.ReadableBuffer) → None
    Pulse alternating on and off durations in microseconds starting with on. pulses must be an array.array with data type ‘H’ for unsigned halfword (two bytes).
    This method waits until the whole array of pulses has been sent and ensures the signal is off afterwards.
```
Parameters

pulses (array.array) – pulse durations in microseconds

**pwmio** – Support for PWM based protocols

The *pwmio* module contains classes to provide access to basic pulse IO.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call `deinit()` or use a context manager. See *Lifetime and ContextManagers* for more info.

For example:

```python
import time
import pwmio
import board

pwm = pwmio.PWMOut(board.LED)
pwm.duty_cycle = 2 ** 15
time.sleep(0.1)
```

This example will initialize the device, set *duty_cycle*, and then sleep 0.1 seconds. CircuitPython will automatically turn off the PWM when it resets all hardware after program completion. Use `deinit()` or a `with` statement to do it yourself.

For the essentials of *pwmio*, see the CircuitPython Essentials Learn guide.

```python
class pwmio.PWMOut(pin: microcontroller.Pin, *, duty_cycle: int = 0, frequency: int = 500, variable_frequency: bool = False)
```

Output a Pulse Width Modulated signal on a given pin.

Create a PWM object associated with the given pin. This allows you to write PWM signals out on the given pin. Frequency is fixed after init unless `variable_frequency` is True.

---

**Note:** When `variable_frequency` is True, further PWM outputs may be limited because it may take more internal resources to be flexible. So, when outputting both fixed and flexible frequency signals construct the fixed outputs first.

```
Parameters

• pin (Pin) – The pin to output to
• duty_cycle (int) – The fraction of each pulse which is high. 16-bit
• frequency (int) – The target frequency in Hertz (32-bit)
• variable_frequency (bool) – True if the frequency will change over time
```

Simple LED on:

```python
import pwmio
import board

pwm = pwmio.PWMOut(board.LED)

while True:
```

(continues on next page)
pwm.duty_cycle = 2 ** 15  # Cycles the pin with 50% duty cycle (half of 2 ** 16) at the default 500Hz

PWM LED fade:

```python
import pwmio
import board

pwm = pwmio.PWMOut(board.LED)  # output on LED pin with default of 500Hz

while True:
    for cycle in range(0, 65535):
        pwm.duty_cycle = cycle  # Cycles the LED pin duty cycle through the range of values

    for cycle in range(65534, 0, -1):
        pwm.duty_cycle = cycle  # Cycles the LED pin duty cycle through the range of values

PWM at specific frequency (servos and motors):

```python
import pwmio
import board

pwm = pwmio.PWMOut(board.D13, frequency=50)
pwm.duty_cycle = 2 ** 15  # Cycles the pin with 50% duty cycle (half of 2 ** 16) at 50hz

Variable frequency (usually tones):

```python
import pwmio
import board
import time

pwm = pwmio.PWMOut(board.D13, duty_cycle=2 ** 15, frequency=440, variable_frequency=True)
time.sleep(0.2)
pwm.frequency = 880
time.sleep(0.1)
```

duty_cycle : int

16 bit value that dictates how much of one cycle is high (1) versus low (0). 0xffff will always be high, 0 will always be low and 0x7fff will be half high and then half low.

Depending on how PWM is implemented on a specific board, the internal representation for duty cycle might have less than 16 bits of resolution. Reading this property will return the value from the internal representation, so it may differ from the value set.

frequency : int

32 bit value that dictates the PWM frequency in Hertz (cycles per second). Only writeable when constructed with variable_frequency=True.

Depending on how PWM is implemented on a specific board, the internal value for the PWM’s duty cycle may need to be recalculated when the frequency changes. In these cases, the duty cycle is automatically
recalculated from the original duty cycle value. This should happen without any need to manually re-set
the duty cycle.

```python
deinit() → None
```
Deinitialises the PWMOut and releases any hardware resources for reuse.

```python
__enter__() → PWMOut
```
No-op used by Context Managers.

```python
__exit__() → None
```
Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for
more info.

## qrio – Low-level QR code decoding

Provides the `QRDecoder` object used for decoding QR codes. For more information about working with QR codes, see
this Learn guide.

**Note:** This module only handles decoding QR codes. If you are looking to generate a QR code, use the `adafruit_miniqur`
library

```python
class qrio.PixelPolicy
```

**EVERY_BYTE** :PixelPolicy
The input buffer to `QRDecoder.decode` consists of greyscale values in every byte

**EVEN_BYTES** :PixelPolicy
The input buffer to `QRDecoder.decode` consists of greyscale values in positions 0, 2, ..., and ignored
bytes in positions 1, 3, .... This can decode directly from YUV images where the even bytes hold the Y
(luminance) data.

**ODD_BYTES** :PixelPolicy
The input buffer to `QRDecoder.decode` consists of greyscale values in positions 1, 3, ..., and ignored
bytes in positions 0, 2, .... This can decode directly from YUV images where the odd bytes hold the Y
(luminance) data.

**RGB565_SWAPPED** :PixelPolicy
The input buffer to `QRDecoder.decode` consists of RGB565 values in byte-swapped order. Most cameras
produce data in byte-swapped order. The green component is used.

**RGB565** :PixelPolicy
The input buffer to `QRDecoder.decode` consists of RGB565 values in native order. The green component
is used.

```python
class qrio.QRDecoder(width: int, height: int)
```
Construct a QRDecoder object

**Parameters**

- **width (int)** – The pixel width of the image to decode
- **height (int)** – The pixel height of the image to decode

**width :int**
The width of image the decoder expects
The height of image the decoder expects


Decode zero or more QR codes from the given image. The size of the buffer must be at least `length` × `width` bytes for EVERY_BYTE, and `2 × length` × `width` bytes for EVEN_BYTES or ODD_BYTES.

class qrio.QRInfo

Information about a decoded QR code

payload :bytes

The content of the QR code

data_type :Union[str, int]

The encoding of the payload as a string (if a standard encoding) or int (if not standard)

rainbowio

rainbowio module.

Provides the colorwheel() function.

rainbowio.colorwheel(n: float) → int

C implementation of the common colorwheel() function found in many examples. Returns the colorwheel RGB value as an integer value for n (usable in neopixel and dotstar).

random – pseudo-random numbers and choices

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: random.

Like its CPython cousin, CircuitPython’s random seeds itself on first use with a true random from os.urandom() when available or the uptime otherwise. Once seeded, it will be deterministic, which is why its bad for cryptography.

Warning: Numbers from this module are not cryptographically strong! Use bytes from os.urandom directly for true randomness.

random._T

random.seed(seed: int) → None

Sets the starting seed of the random number generation. Further calls to random will return deterministic results afterwards.

random.getrandbits(k: int) → int

Returns an integer with k random bits.

random.randrange(stop: int) → int

random.randrange(start: int, stop: int) → int

random.randrange(start: int, stop: int, step: int) → int

Returns a randomly selected integer from range(start[, stop[, step]]).
random.randint(a: int, b: int) → int
Returns a randomly selected integer between a and b inclusive. Equivalent to randrange(a, b + 1, 1)

random.choice(seq: Sequence[_T]) → _T
Returns a randomly selected element from the given sequence. Raises IndexError when the sequence is empty.

random.random() → float
Returns a random float between 0 and 1.0.

random.uniform(a: float, b: float) → float
Returns a random float between a and b. It may or may not be inclusive depending on float rounding.

rgbmatrix – Low-level routines for bitbanged LED matrices

class rgbmatrix.RGBMatrix(*, width: int, bit_depth: int, rgb_pins: Sequence[digitalio.DigitalInOut],
addr_pins: Sequence[digitalio.DigitalInOut], clock_pin: digitalio.DigitalInOut,
latch_pin: digitalio.DigitalInOut, output_enable_pin: digitalio.DigitalInOut,
doublebuffer: bool = True, framebuffer:
Optional[circuitpython_typing.WriteableBuffer] = None, height: int = 0, tile: int = 1,
serpentine: bool = True)

Displays an in-memory framebuffer to a HUB75-style RGB LED matrix.

Create a RGBMatrix object with the given attributes. The height of the display is determined by the num-er of rgb and address pins and the number of tiles: len(rgb_pins) // 3 * 2 ** len(address_pins) *
abs(tile). With 6 RGB pins, 4 address lines, and a single matrix, the display will be 32 pixels tall. If the
optional height parameter is specified and is not 0, it is checked against the calculated height.

Up to 30 RGB pins and 8 address pins are supported.

The RGB pins must be within a single “port” and performance and memory usage are best when they are all
within “close by” bits of the port. The clock pin must also be on the same port as the RGB pins. See the
documentation of the underlying protomatter C library for more information. Generally, Adafruit’s interface
boards are designed so that these requirements are met when matched with the intended microcontroller board.
For instance, the Feather M4 Express works together with the RGB Matrix Feather.

The framebuffer is in “RGB565” format.

“RGB565” means that it is organized as a series of 16-bit numbers where the highest 5 bits are interpreted as red,
the next 6 as green, and the final 5 as blue. The object can be any buffer, but array.array and ulab.ndarray
objects are most often useful. To update the content, modify the framebuffer and call refresh.

If a framebuffer is not passed in, one is allocated and initialized to all black. In any case, the framebuffer can be
retrieved by passing the RGBMatrix object to memoryview().

If doublebuffer is False, some memory is saved, but the display may flicker during updates.

A RGBMatrix is often used in conjunction with a framebufferio.FramebufferDisplay.

brightness : float
In the current implementation, 0.0 turns the display off entirely and any other value up to 1.0 turns the
display on fully.

width : int
The width of the display, in pixels

height : int
The height of the display, in pixels
deinit() → None
Free the resources (pins, timers, etc.) associated with this rgbmatrix instance. After deinitialization, no further operations may be performed.

refresh() → None
Transmits the color data in the buffer to the pixels so that they are shown.

**rotaryio – Support for reading rotation sensors**

The `rotaryio` module contains classes to read different rotation encoding schemes. See Wikipedia’s Rotary Encoder page for more background.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call `deinit()` or use a context manager. See **Lifetime and ContextManagers** for more info.

```python
import rotaryio
import time
from board import *

enc = rotaryio.IncrementalEncoder(D1, D2)
last_position = None
while True:
    position = enc.position
    if last_position == None or position != last_position:
        print(position)
    last_position = position
```

**Parameters**

- `pin_a` (Pin) – First pin to read pulses from.
- `pin_b` (Pin) – Second pin to read pulses from.
- `divisor` (int) – The divisor of the quadrature signal.

**For example:**

```python
divisor : int
The divisor of the quadrature signal. Use 1 for encoders without detents, or encoders with 4 detents per cycle. Use 2 for encoders with 2 detents per cycle. Use 4 for encoders with 1 detent per cycle.

position : int
The current position in terms of pulses. The number of pulses per rotation is defined by the specific hardware and by the divisor.

deinit() → None
Deinitializes the IncrementalEncoder and releases any hardware resources for reuse.

__enter__() → IncrementalEncoder
No-op used by Context Managers.
```
Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for more info.

---

**rp2pio** – Hardware interface to RP2 series’ programmable IO (PIO) peripheral.

---

Note: This module is intended to be used with the adafruit_pioasm library. For an introduction and guide to working with PIO in CircuitPython, see this Learn guide.

---

```python
rp2pio.pins_are_sequential(pins: List[microcontroller.Pin]) → bool
```

Return True if the pins have sequential GPIO numbers, False otherwise

```python
class rp2pio.StateMachine(
```

A single PIO StateMachine

The programmable I/O peripheral on the RP2 series of microcontrollers is unique. It is a collection of generic state machines that can be used for a variety of protocols. State machines may be independent or coordinated. Program memory and IRQs are shared between the state machines in a particular PIO instance. They are independent otherwise.

This class is designed to facilitate sharing of PIO resources. By default, it is assumed that the state machine is used on its own and can be placed in either PIO. State machines with the same program will be placed in the same PIO if possible.

Construct a StateMachine object on the given pins with the given program.

**Parameters**

- **program** *(ReadableBuffer)* – the program to run with the state machine
- **frequency** *(int)* – the target clock frequency of the state machine. Actual may be less. Use 0 for system clock speed.
- **init** *(ReadableBuffer)* – a program to run once at start up. This is run after program is started so instructions may be intermingled
- **first_out_pin** *(Pin)* – the first pin to use with the OUT instruction
- **out_pin_count** *(int)* – the count of consecutive pins to use with OUT starting at first_out_pin
• **initial_out_pin_state** (`int`) – the initial output value for out pins starting at first_out_pin
• **initial_out_pin_direction** (`int`) – the initial output direction for out pins starting at first_out_pin
• **first_in_pin** (`Pin`) – the first pin to use with the IN instruction
• **in_pin_count** (`int`) – the count of consecutive pins to use with IN starting at first_in_pin
• **pull_in_pin_up** (`int`) – a 1-bit in this mask sets pull up on the corresponding in pin
• **pull_in_pin_down** (`int`) – a 1-bit in this mask sets pull down on the corresponding in pin. Setting both pulls enables a “bus keep” function, i.e. a weak pull to whatever is current high/low state of GPIO.
• **first_set_pin** (`Pin`) – the first pin to use with the SET instruction
• **set_pin_count** (`int`) – the count of consecutive pins to use with SET starting at first_set_pin
• **initial_set_pin_state** (`int`) – the initial output value for set pins starting at first_set_pin
• **initial_set_pin_direction** (`int`) – the initial output direction for set pins starting at first_set_pin
• **first_sideset_pin** (`Pin`) – the first pin to use with a side set
• **sideset_pin_count** (`int`) – the count of consecutive pins to use with a side set starting at first_sideset_pin. Does not include sideset enable
• **initial_sideset_pin_state** (`int`) – the initial output value for sideset pins starting at first_sideset_pin
• **initial_sideset_pin_direction** (`int`) – the initial output direction for sideset pins starting at first_sideset_pin
• **sideset_enable** (`bool`) – True when the top sideset bit is to enable. This should be used with the “.side_set # opt” directive
• **jmp_pin** (`Pin`) – the pin which determines the branch taken by JMP PIN instructions
• **jmp_pin_pull** (`Pull`) – The pull value for the jmp pin, default is no pull.
• **exclusive_pin_use** (`bool`) – When True, do not share any pins with other state machines. Pins are never shared with other peripherals
• **auto_pull** (`bool`) – When True, automatically load data from the tx FIFO into the output shift register (OSR) when an OUT instruction shifts more than pull_threshold bits
• **pull_threshold** (`int`) – Number of bits to shift before loading a new value into the OSR from the tx FIFO
• **out_shift_right** (`bool`) – When True, data is shifted out the right side (LSB) of the OSR. It is shifted out the left (MSB) otherwise. NOTE! This impacts data alignment when the number of bytes is not a power of two (1, 2 or 4 bytes).
• **wait_for_txstall** (`bool`) – When True, writing data out will block until the TX FIFO and OSR are empty and an instruction is stalled waiting for more data. When False, data writes won’t wait for the OSR to empty (only the TX FIFO) so make sure you give enough time before deinitializing or stopping the state machine.
• **auto_push** (`bool`) – When True, automatically save data from input shift register (ISR) into the rx FIFO when an IN instruction shifts more than push_threshold bits
- **push_threshold** (int) – Number of bits to shift before saving the ISR value to the RX FIFO

- **in_shift_right** (bool) – When True, data is shifted into the right side (LSB) of the ISR. It is shifted into the left (MSB) otherwise. NOTE! This impacts data alignment when the number of bytes is not a power of two (1, 2 or 4 bytes).

- **user_interruptible** (bool) – When True (the default), write(), readinto(), and write_readinto() can be interrupted by a ctrl-C. This is useful when developing a PIO program: if there is an error in the program that causes an infinite loop, you will be able to interrupt the loop. However, if you are writing to a device that can get into a bad state if a read or write is interrupted, you may want to set this to False after your program has been vetted.

- **wrap_target** (int) – The target instruction number of automatic wrap. Defaults to the first instruction of the program.

- **wrap** (int) – The instruction after which to wrap to the wrap instruction. As a special case, -1 (the default) indicates the last instruction of the program.

**frequency :int**

The actual state machine frequency. This may not match the frequency requested due to internal limitations.

**txstall :bool**

True when the state machine has stalled due to a full TX FIFO since the last clear_txstall call.

**rxstall :bool**

True when the state machine has stalled due to a full RX FIFO since the last clear_rxfifo call.

**in_waiting :int**

The number of words available to readinto

**deinit() → None**

Turn off the state machine and release its resources.

**__enter__ () → StateMachine**

No-op used by Context Managers. Provided by context manager helper.

**__exit__ () → None**

Automatically deinitializes the hardware when exiting a context. See *Lifetime and Context Managers* for more info.

**restart() → None**

Resets this state machine, runs any init and enables the clock.

**run(instructions: circuitpython_typing.ReadableBuffer) → None**

Runs all given instructions. They will likely be interleaved with in-memory instructions. Make sure this doesn’t wait for input!

This can be used to output internal state to the RX FIFO and then read with readinto.

**stop() → None**

Stops the state machine clock. Use restart to enable it.

**write(buffer: circuitpython_typing.ReadableBuffer, *, start: int = 0, end: Optional[int] = None, swap: bool = False) → None**

Write the data contained in buffer to the state machine. If the buffer is empty, nothing happens.
Writes to the FIFO will match the input buffer’s element size. For example, bytearray elements will per-
form 8 bit writes to the PIO FIFO. The RP2040’s memory bus will duplicate the value into the other byte positions. So, pulling more data in the PIO assembly will read the duplicated values.

To perform 16 or 32 bits writes into the FIFO use an array.array with a type code of the desired size.

Parameters

- buffer (ReadableBuffer) – Write out the data in this buffer
- start (int) – Start of the slice of buffer to write out: buffer[start:end]
- end (int) – End of the slice; this index is not included. Defaults to len(buffer)
- swap (bool) – For 2- and 4-byte elements, swap (reverse) the byte order

background_write(once: Optional[circuitpython_typing.ReadableBuffer] = None, *, loop:
Optional[circuitpython_typing.ReadableBuffer] = None, swap: bool = False) → None

Write data to the TX fifo in the background, with optional looping.

First, if any previous once or loop buffer has not been started, this function blocks until they have. This means that any once or loop buffer will be written at least once. Then the once and/or loop buffers are queued, and the function returns. The once buffer (if specified) will be written just once. Finally, the loop buffer (if specified) will continue being looped indefinitely.

Writes to the FIFO will match the input buffer’s element size. For example, bytearray elements will per-
form 8 bit writes to the PIO FIFO. The RP2040’s memory bus will duplicate the value into the other byte positions. So, pulling more data in the PIO assembly will read the duplicated values.

To perform 16 or 32 bits writes into the FIFO use an array.array with a type code of the desired size, or use memoryview.cast to change the interpretation of an existing buffer. To send just part of a larger buffer, slice a memoryview of it.

If a buffer is modified while it is being written out, the updated values will be used. However, because of interactions between CPU writes, DMA and the PIO FIFO are complex, it is difficult to predict the result of modifying multiple values. Instead, alternate between a pair of buffers.

Having both a once and a loop parameter is to support a special case in PWM generation where a change in duty cycle requires a special transitional buffer to be used exactly once. Most use cases will probably only use one of once or loop.

Having neither once nor loop terminates an existing background looping write after exactly a whole loop. This is in contrast to stop_background_write, which interrupts an ongoing DMA operation.

Parameters

- once (~Optional[circuitpython_typing.ReadableBuffer]) – Data to be written once
- loop (~Optional[circuitpython_typing.ReadableBuffer]) – Data to be written repeatedly
- swap (bool) – For 2- and 4-byte elements, swap (reverse) the byte order

stop_background_write() → None

Immediately stop a background write, if one is in progress. Any DMA in progress is halted, but items already in the TX FIFO are not affected.

property writing → bool

Returns True if a background write is in progress
**property pending → int**

Returns the number of pending buffers for background writing.

If the number is 0, then a `StateMachine.background_write` call will not block.

**readinto**(buffer: `circuitpython_typing.WriteableBuffer`, *, start: int = 0, end: Optional[int] = None, swap: bool = False) → None

Read into buffer. If the number of bytes to read is 0, nothing happens. The buffer includes any data added to the fifo even if it was added before this was called.

Reads from the FIFO will match the input buffer’s element size. For example, bytearray elements will perform 8 bit reads from the PIO FIFO. The alignment within the 32 bit value depends on `in_shift_right`. When `in_shift_right` is True, the upper N bits will be read. The lower bits will be read when `in_shift_right` is False.

To perform 16 or 32 bits writes into the FIFO use an `array.array` with a type code of the desired size.

**Parameters**

- **buffer** (`WriteableBuffer`) – Read data into this buffer
- **start** (int) – Start of the slice of buffer to read into: `buffer[start:end]`
- **end** (int) – End of the slice; this index is not included. Defaults to `len(buffer)`
- **swap** (bool) – For 2- and 4-byte elements, swap (reverse) the byte order

**write_readinto**(buffer_out: `circuitpython_typing.ReadableBuffer`, buffer_in: `circuitpython_typing.WriteableBuffer`, *, out_start: int = 0, out_end: Optional[int] = None, in_start: int = 0, in_end: Optional[int] = None) → None

Write out the data in `buffer_out` while simultaneously reading data into `buffer_in`. The lengths of the slices defined by `buffer_out[out_start:out_end]` and `buffer_in[in_start:in_end]` may be different. The function will return once both are filled. If buffer slice lengths are both 0, nothing happens.

Data transfers to and from the FIFOs will match the corresponding buffer’s element size. See `write` and `readinto` for details.

To perform 16 or 32 bits writes into the FIFO use an `array.array` with a type code of the desired size.

**Parameters**

- **buffer_out** (`ReadableBuffer`) – Write out the data in this buffer
- **buffer_in** (`WriteableBuffer`) – Read data into this buffer
- **out_start** (int) – Start of the slice of `buffer_out` to write out: `buffer_out[out_start:out_end]`
- **out_end** (int) – End of the slice; this index is not included. Defaults to `len(buffer_out)`
- **in_start** (int) – Start of the slice of `buffer_in` to read into: `buffer_in[in_start:in_end]`
- **in_end** (int) – End of the slice; this index is not included. Defaults to `len(buffer_in)`
- **swap_out** (bool) – For 2- and 4-byte elements, swap (reverse) the byte order for the buffer being transmitted (written)
- **swap_in** (bool) – For 2- and 4-rx elements, swap (reverse) the byte order for the buffer being received (read)
clear_rxfifo() → None
   Clears any unread bytes in the rxfifo.

clear_txstall() → None
   Clears the txstall flag.

rtc — Real Time Clock

The rtc module provides support for a Real Time Clock. You can access and manage the RTC using rtc.RTC. It also backs the time.time() and time.localtime() functions using the onboard RTC if present.

rtc.set_time_source(rtc: RTC) → None
   Sets the RTC time source used by time.localtime(). The default is rtc.RTC, but it’s useful to use this to override the time source for testing purposes. For example:

```python
import rtc
import time

class RTC(object):
    @property
    def datetime(self):
        return time.struct_time((2018, 3, 17, 21, 1, 47, 0, 0, 0))

r = RTC()
rtc.set_time_source(r)
```

class rtc.RTC
   Real Time Clock

   This class represents the onboard Real Time Clock. It is a singleton and will always return the same instance.

   datetime : time.struct_time
   The current date and time of the RTC as a time.struct_time.

   This must be set to the current date and time whenever the board loses power:

```python
import rtc
import time

r = rtc.RTC()
r.datetime = time.struct_time((2019, 5, 29, 15, 14, 15, 0, -1, -1))
```

Once set, the RTC will automatically update this value as time passes. You can read this property to get a snapshot of the current time:

```python
current_time = r.datetime
print(current_time)
# struct_time(tm_year=2019, tm_month=5, ...)
```

calibration : int
   The RTC calibration value as an int.

   A positive value speeds up the clock and a negative value slows it down. Range and value is hardware specific, but one step is often approximately 1 ppm:
import rtc
import time
r = rtc.RTC()
r.calibration = 1

samd – SAMD implementation settings

class samd.Clock

Identifies a clock on the microcontroller.

They are fixed by the hardware so they cannot be constructed on demand. Instead, use samd.clock to reference
the desired clock.

enabled : bool

Is the clock enabled? (read-only)

parent : Union[Clock, None]

Clock parent. (read-only)

frequency : int

Clock frequency in Herz. (read-only)

calibration : int

Clock calibration. Not all clocks can be calibrated.

sdcardio – Interface to an SD card via the SPI bus

class sdcardio.SDCard(bus: busio.SPI, cs: microcontroller.Pin, baudrate: int = 8000000)

SD Card Block Interface

Controls an SD card over SPI. This built-in module has higher read performance than the library adafruit_sdcard,
but it is only compatible with busio.SPI, not bitbangio.SPI. Usually an SDCard object is used with
storage.VfsFat to allow file I/O to an SD card.

Construct an SPI SD Card object with the given properties

Parameters

• spi (busio.SPI) – The SPI bus

• cs (microcontroller.Pin) – The chip select connected to the card

• baudrate (int) – The SPI data rate to use after card setup

Note that during detection and configuration, a hard-coded low baudrate is used. Data transfers use the specified
baudrate (rounded down to one that is supported by the microcontroller)

Important: If the same SPI bus is shared with other peripherals, it is important that the SD card be initialized
before accessing any other peripheral on the bus. Failure to do so can prevent the SD card from being recognized
until it is powered off or re-inserted.

Example usage:
```python
import os
import board
import sdcardio
import storage

sd = sdcardio.SDCard(board.SPI(), board.SD_CS)
vfs = storage.VfsFat(sd)
storage.mount(vfs, '/sd')
os.listdir('/sd')

count() → int
    Returns the total number of sectors
    Due to technical limitations, this is a function and not a property.
    Returns
    The number of 512-byte blocks, as a number

definit() → None
    Disable permanently.
    Returns
    None

readblocks(start_block: int, buf: circuitpython_typing.WriteableBuffer) → None
    Read one or more blocks from the card
    Parameters
    • start_block (int) – The block to start reading from
    • buf (WriteableBuffer) – The buffer to write into. Length must be multiple of 512.
    Returns
    None

sync() → None
    Ensure all blocks written are actually committed to the SD card
    Returns
    None

writeblocks(start_block: int, buf: circuitpython_typing.ReadableBuffer) → None
    Write one or more blocks to the card
    Parameters
    • start_block (int) – The block to start writing from
    • buf (ReadableBuffer) – The buffer to read from. Length must be multiple of 512.
    Returns
    None
```
sdioio – Interface to an SD card via the SDIO bus

class sdioio.SDCard(clock: microcontroller.Pin, command: microcontroller.Pin, data: Sequence[microcontroller.Pin], frequency: int)

SD Card Block Interface with SDIO

Controls an SD card over SDIO. SDIO is a parallel protocol designed for SD cards. It uses a clock pin, a command pin, and 1 or 4 data pins. It can be operated at a high frequency such as 25MHz. Usually an SDCard object is used with storage.VfsFat to allow file I/O to an SD card.

Construct an SDIO SD Card object with the given properties

Parameters

- **clock** (Pin) – the pin to use for the clock.
- **command** (Pin) – the pin to use for the command.
- **data** – A sequence of pins to use for data.
- **frequency** – The frequency of the bus in Hz

Example usage:

```python
import os
import board
import sdioio
import storage

sd = sdioio.SDCard(
    clock=board.SDIO_CLOCK,
    command=board.SDIO_COMMAND,
    data=board.SDIO_DATA,
    frequency=25000000)

vfs = storage.VfsFat(sd)
storage.mount(vfs, '/sd')
os.listdir('/sd')
```

configure(frequency: int = 0, width: int = 0) → None

Configures the SDIO bus.

Parameters

- **frequency** (int) – the desired clock rate in Hertz. The actual clock rate may be higher or lower due to the granularity of available clock settings. Check the `frequency` attribute for the actual clock rate.
- **width** (int) – the number of data lines to use. Must be 1 or 4 and must also not exceed the number of data lines at construction

Note: Leaving a value unspecified or 0 means the current setting is kept

count() → int

Returns the total number of sectors

Due to technical limitations, this is a function and not a property.
Returns
The number of 512-byte blocks, as a number

`readblocks(start_block: int, buf: circuitpython_typing.WriteableBuffer) → None`
Read one or more blocks from the card

Parameters
- `start_block (int)` – The block to start reading from
- `buf (WriteableBuffer)` – The buffer to write into. Length must be multiple of 512.

Returns
None

`writeblocks(start_block: int, buf: circuitpython_typing.ReadableBuffer) → None`
Write one or more blocks to the card

Parameters
- `start_block (int)` – The block to start writing from
- `buf (ReadableBuffer)` – The buffer to read from. Length must be multiple of 512.

Returns
None

`property frequency → int`
The actual SDIO bus frequency. This may not match the frequency requested due to internal limitations.

`property width → int`
The actual SDIO bus width, in bits

`deinit() → None`
Disable permanently.

Returns
None

`__enter__() → SDCard`
No-op used by Context Managers. Provided by context manager helper.

`__exit__() → None`
Automatically deinitializes the hardware when exiting a context. See Lifetime and ContextManagers for more info.

**sharpdisplay – Support for Sharp Memory Display framebuffers**

For more information about working with Sharp Memory Displays, see this Learn guide.
socketpool

The socketpool module provides sockets through a pool. The pools themselves act like CPython’s socket module. For more information about the socket module, see the CPython documentation: https://docs.python.org/3/library/socket.html

class socketpool.Socket

TCP, UDP and RAW socket. Cannot be created directly. Instead, call SocketPool.socket().

Provides a subset of CPython’s socket.socket API. It only implements the versions of recv that do not allocate bytes objects.

__hash__() → int
Returns a hash for the Socket.

__enter__() → Socket
No-op used by Context Managers.

__exit__() → None
Automatically closes the Socket when exiting a context. See Lifetime and ContextManagers for more info.

accept() → Tuple[Socket, Tuple[str, int]]
Accept a connection on a listening socket of type SOCK_STREAM, creating a new socket of type SOCK_STREAM. Returns a tuple of (new_socket, remote_address)

bind(address: Tuple[str, int]) → None
Bind a socket to an address

Parameters
address (~tuple) – tuple of (remote_address, remote_port)

close() → None
Closes this Socket and makes its resources available to its SocketPool.

connect(address: Tuple[str, int]) → None
Connect a socket to a remote address

Parameters
address (~tuple) – tuple of (remote_address, remote_port)

listen(backlog: int) → None
Set socket to listen for incoming connections

Parameters
backlog (~int) – length of backlog queue for waiting connections

recvfrom_into(buffer: circuitpython_typing.WriteableBuffer) → Tuple[int, Tuple[str, int]]
Reads some bytes from a remote address.

Returns a tuple containing * the number of bytes received into the given buffer * a remote_address, which is a tuple of ip address and port number

Parameters
buffer (object) – buffer to read into

recv_into(buffer: circuitpython_typing.WriteableBuffer, bufsize: int) → int
Reads some bytes from the connected remote address, writing into the provided buffer. If bufsize <= len(buffer) is given, a maximum of bufsize bytes will be read into the buffer. If no valid value is given for bufsize, the default is the length of the given buffer.
Suits sockets of type SOCK_STREAM Returns an int of number of bytes read.

**Parameters**

- **buffer** *(bytearray)* – buffer to receive into
- **bufsize** *(int)* – optionally, a maximum number of bytes to read.

**send**(bytes: *circuitpython_typing.ReadableBuffer*) → *int*

Send some bytes to the connected remote address. Suits sockets of type SOCK_STREAM

**Parameters**

- **bytes** *(~bytes)* – some bytes to send

**sendto**(bytes: *circuitpython_typing.ReadableBuffer*, address: *Tuple(str, int]*) → *int*

Send some bytes to a specific address. Suits sockets of type SOCK_DGRAM

**Parameters**

- **bytes** *(~bytes)* – some bytes to send
- **address** *(~tuple)* – tuple of (remote_address, remote_port)

**setblocking**(flag: *bool*) → Optional*[int]*

Set the blocking behaviour of this socket.

**Parameters**

- **flag** *(~bool)* – False means non-blocking, True means block indefinitely.

**settimeout**(value: *int*) → None

Set the timeout value for this socket.

**Parameters**

- **value** *(~int)* – timeout in seconds. 0 means non-blocking. None means block indefinitely.

**class** *socketpool.SocketPool*

A pool of socket resources available for the given radio. Only one SocketPool can be created for each radio.

SocketPool should be used in place of CPython’s socket which provides a pool of sockets provided by the underlying OS.

**AF_INET** : *int*

**AF_INET6** : *int*

**SOCK_STREAM** : *int*

**SOCK_DGRAM** : *int*

**SOCK_RAW** : *int*

**socket**(family: *int* = **AF_INET**, type: *int* = **SOCK_STREAM**) → *Socket*

Create a new socket

**Parameters**

- **family** *(~int)* – AF_INET or AF_INET6
- **type** *(~int)* – SOCK_STREAM, SOCK_DGRAM or SOCK_RAW

The proto (protocol) and fileno arguments available in socket.socket() in CPython are not supported.
getaddrinfo(host: str, port: int, family: int = 0, type: int = 0, proto: int = 0, flags: int = 0) → Tuple[ent, int, int, str, Tuple[str, int]]

Gets the address information for a hostname and port

Returns the appropriate family, socket type, socket protocol and address information to call socket.socket() and socket.connect() with, as a tuple.

ssl

The `ssl` module provides SSL contexts to wrap sockets in.

*This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: ssl.*

`ssl.create_default_context()` → `SSLContext`

Return the default SSLContext.

class ssl.SSLContext

Settings related to SSL that can be applied to a socket by wrapping it. This is useful to provide SSL certificates to specific connections rather than all of them.

check_hostname : bool

Whether to match the peer certificate’s hostname.

load_verify_locations(cadata: Optional[str] = None) → None

Load a set of certification authority (CA) certificates used to validate other peers’ certificates.

set_default_verify_paths() → None

Load a set of default certification authority (CA) certificates.


Wraps the socket into a socket-compatible class that handles SSL negotiation. The socket must be of type SOCK_STREAM.

class ssl.SSLSocket

Implements TLS security on a subset of `socketpool.Socket` functions. Cannot be created directly. Instead, call `wrap_socket` on an existing socket object.

Provides a subset of CPython’s `ssl.SSLSocket` API. It only implements the versions of `recv` that do not allocate bytes objects.

__hash__() → int

Returns a hash for the Socket.

__enter__() → SSLSocket

No-op used by Context Managers.

__exit__() → None

Automatically closes the Socket when exiting a context. See *Lifetime and ContextManagers* for more info.

accept() → Tuple[SSLSocket, Tuple[str, int]]

Accept a connection on a listening socket of type SOCK_STREAM, creating a new socket of type SOCK_STREAM. Returns a tuple of (new_socket, remote_address)
**bind** *(address: Tuple[str, int]) → None*

Bind a socket to an address

**Parameters**

- **address** (~tuple) – tuple of (remote_address, remote_port)

**close() → None**

Closes this Socket

**connect** *(address: Tuple[str, int]) → None*

Connect a socket to a remote address

**Parameters**

- **address** (~tuple) – tuple of (remote_address, remote_port)

**listen**(backlog: int) → None

Set socket to listen for incoming connections

**Parameters**

- **backlog** (~int) – length of backlog queue for waiting connections

**recv_into** *(buffer: circuitpython_typing.WriteableBuffer, bufsize: int) → int*

Reads some bytes from the connected remote address, writing into the provided buffer. If bufsize <= len(buffer) is given, a maximum of bufsize bytes will be read into the buffer. If no valid value is given for bufsize, the default is the length of the given buffer.

Suits sockets of type SOCK_STREAM Returns an int of number of bytes read.

**Parameters**

- **buffer** (bytearray) – buffer to receive into
- **bufsize** (int) – optionally, a maximum number of bytes to read.

**send** *(bytes: circuitpython_typing.ReadableBuffer) → int*

Send some bytes to the connected remote address. Suits sockets of type SOCK_STREAM

**Parameters**

- **bytes** (~bytes) – some bytes to send

**settimeout** *(value: int) → None*

Set the timeout value for this socket.

**Parameters**

- **value** (~int) – timeout in seconds. 0 means non-blocking. None means block indefinitely.

**setblocking** *(flag: bool) → Optional[int]*

Set the blocking behaviour of this socket.

**Parameters**

- **flag** (~bool) – False means non-blocking, True means block indefinitely.
**storage – Storage management**

The `storage` provides storage management functionality such as mounting and unmounting which is typically handled by the operating system hosting Python. CircuitPython does not have an OS, so this module provides this functionality directly. For more information regarding using the `storage` module, refer to the CircuitPython Essentials Learn guide.

```python
def storage.mount(filesystem: VfsFat, mount_path: str, *, readonly: bool = False) -> None:
    Mounts the given filesystem object at the given path.
    Parameters
    • `filesystem (VfsFat)` – The filesystem to mount.
    • `mount_path (str)` – Where to mount the filesystem.
    • `readonly (bool)` – True when the filesystem should be readonly to CircuitPython.
```

```python
def storage.umount(mount: Union[str, VfsFat]) -> None:
    Unmounts the given filesystem object or if `mount` is a path, then unmount the filesystem mounted at that location.
    This is the CircuitPython analog to the UNIX `umount` command.
```

```python
def storage.remount(mount_path: str, readonly: bool = False, *, disable_concurrent_write_protection: bool = False) -> None:
    Remounts the given path with new parameters.
    Parameters
    • `mount_path (str)` – The path to remount.
    • `readonly (bool)` – True when the filesystem should be readonly to CircuitPython.
    • `disable_concurrent_write_protection (bool)` – When True, the check that makes sure the underlying filesystem data is written by one computer is disabled. Disabling the protection allows CircuitPython and a host to write to the same filesystem with the risk that the filesystem will be corrupted.
```

```python
def storage.getmount(mount_path: str) -> VfsFat:
    Retrieves the mount object associated with the mount path.
```

```python
def storage.erase_filesystem() -> None:
    Erase and re-create the CIRCUITPY filesystem.
    On boards that present USB-visible CIRCUITPY drive (e.g., SAMD21 and SAMD51), then call `microcontroller.reset()` to restart CircuitPython and have the host computer remount CIRCUITPY.
    This function can be called from the REPL when CIRCUITPY has become corrupted.

    **Warning:** All the data on CIRCUITPY will be lost, and CircuitPython will restart on certain boards.
```

```python
def storage.disable_usb_drive() -> None:
    Disable presenting CIRCUITPY as a USB mass storage device. By default, the device is enabled and CIRCUITPY is visible. Can be called in `boot.py`, before USB is connected.
```
storage.enable_usb_drive() → None

Enabled presenting CIRCUITPY as a USB mass storage device. By default, the device is enabled and CIRCUITPY is visible, so you do not normally need to call this function. Can be called in boot.py, before USB is connected.

If you enable too many devices at once, you will run out of USB endpoints. The number of available endpoints varies by microcontroller. CircuitPython will go into safe mode after running boot.py to inform you if not enough endpoints are available.

class storage.VfsFat(block_device: str)

Create a new VfsFat filesystem around the given block device.

Parameters

block_device – Block device the file system lives on

label :str

The filesystem label, up to 11 case-insensitive bytes. Note that this property can only be set when the device is writable by the microcontroller.

mkfs() → None

Format the block device, deleting any data that may have been there

open(path: str, mode: str) → None

Like built-in open()

listdir(path: str) → Iterator[Union[ Tuple[AnyStr, int, int, int], Tuple[AnyStr, int, int]]]

Return an iterator whose values describe files and folders within path

mkdir(path: str) → None

Like os.mkdir

rmdir(path: str) → None

Like os.rmdir

stat(path: str) → Tuple[int, int, int, int, int, int, int, int]

Like os.stat

statvfs(path: int) → Tuple[int, int, int, int, int, int, int, int]

Like os.statvfs

mount(readonly: bool, mkfs: VfsFat) → None

Don’t call this directly, call storage.mount.

umount() → None

Don’t call this directly, call storage.umount.

struct – Manipulation of c-style data

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: struct.

Supported size/byte order prefixes: @, <, >, !.

Supported format codes: b, B, x, h, H, i, I, l, L, q, Q, s, P, f, d (the latter 2 depending on the floating-point support).

struct.calcsize(fmt: str) → int

Return the number of bytes needed to store the given fmt.
struct.pack(fmt: str, *values: Any) → bytes

Pack the values according to the format string fmt. The return value is a bytes object encoding the values.

struct.pack_into(fmt: str, buffer: circuitpython_typing.WriteableBuffer, offset: int, *values: Any) → None

Pack the values according to the format string fmt into a buffer starting at offset. offset may be negative to count from the end of the buffer.

struct.unpack(fmt: str, data: circuitpython_typing.ReadableBuffer) → Tuple[Any, Ellipsis]

Unpack from the data according to the format string fmt. The return value is a tuple of the unpacked values. The buffer size must match the size required by the format.

struct.unpack_from(fmt: str, data: circuitpython_typing.ReadableBuffer, offset: int = 0) → Tuple[Any, Ellipsis]

Unpack from the data starting at offset according to the format string fmt. offset may be negative to count from the end of buffer. The return value is a tuple of the unpacked values. The buffer size must be at least as big as the size required by the form.

supervisor – Supervisor settings

supervisor.runtime :Runtime

Runtime information, such as runtime.serial_connected (USB serial connection status). This object is the sole instance of supervisor.Runtime.

supervisor.set_rgb_status_brightness(brightness: int) → None

Set brightness of status RGB LED from 0-255. This will take effect after the current code finishes and the status LED is used to show the finish state.

supervisor.reload() → None

Reload the main Python code and run it (equivalent to hitting Ctrl-D at the REPL).

supervisor.set_next_stack_limit(size: int) → None

Set the size of the stack for the next vm run. If its too large, the default will be used.

supervisor.set_next_code_file(filename: Optional[str], *, reload_on_success: bool = False,
                            reload_on_error: bool = False, sticky_on_success: bool = False,
                            sticky_on_error: bool = False, sticky_on_reload: bool = False) → None

Set what file to run on the next vm run. When not None, the given filename is inserted at the front of the usual ['code.py', 'main.py'] search sequence. The optional keyword arguments specify what happens after the specified file has run:

sticky_on_... determine whether the newly set filename and options stay in effect: If True, further runs will continue to run that file (unless it says otherwise by calling set_next_code_filename() itself). If False, the settings will only affect one run and revert to the standard code.py/main.py afterwards.

reload_on_... determine how to continue: If False, wait in the usual “Code done running. Waiting for reload. /Press any key to enter the REPL. Use CTRL-D to reload.” state. If True, reload immediately as if CTRL-D was pressed.

..._on_success take effect when the program runs to completion or calls sys.exit().

..._on_error take effect when the program exits with an exception, including the KeyboardInterrupt caused by CTRL-C.

..._on_reload take effect when the program is interrupted by files being written to the USB drive (auto-reload) or when it calls supervisor.reload().

1.8. Full Table of Contents
These settings are stored in RAM, not in persistent memory, and will therefore only affect soft reloads. Powering off or resetting the device will always revert to standard settings.

When called multiple times in the same run, only the last call takes effect, replacing any settings made by previous ones. This is the main use of passing `None` as a filename: to reset to the standard search sequence.

```python
supervisor.ticks_ms() → int
```

Return the time in milliseconds since an unspecified reference point, wrapping after $2^{29}$ms.

The value is initialized so that the first overflow occurs about 65 seconds after power-on, making it feasible to check that your program works properly around an overflow.

The wrap value was chosen so that it is always possible to add or subtract two `ticks_ms` values without overflow on a board without long ints (or without allocating any long integer objects, on boards with long ints).

This ticks value comes from a low-accuracy clock internal to the microcontroller, just like `time.monotonic`. Due to its low accuracy and the fact that it “wraps around” every few days, it is intended for working with short term events like advancing an LED animation, not for long term events like counting down the time until a holiday.

Addition, subtraction, and comparison of ticks values can be done with routines like the following:

```python
_TICKS_PERIOD = const(1<<29)
_TICKS_MAX = const(_ TICKS_PERIOD-1)
_TICKS_HALFPERIOD = const(_ TICKS_PERIOD//2)

def ticks_add(ticks, delta):
    """Add a delta to a base number of ticks, performing wraparound at $2^{29}$ms.""
    return (a + b) % _ TICKS_PERIOD

def ticks_diff(ticks1, ticks2):
    """Compute the signed difference between two ticks values, assuming that they are within $2^{28}$ ticks"
    diff = (ticks1 - ticks2) & _ TICKS_MAX
    diff = ((diff + _ TICKS_HALFPERIOD) & _ TICKS_MAX) - _ TICKS_HALFPERIOD
    return diff

def ticks_less(ticks1, ticks2):
    """Return true iff ticks1 is less than ticks2, assuming that they are within $2^{28}$ ticks"
    return ticks_diff(ticks1, ticks2) < 0
```

```python
supervisor.get_previous_traceback() → Optional[str]
```

If the last vm run ended with an exception (including the KeyboardInterrupt caused by CTRL-C), returns the traceback as a string. Otherwise, returns None.

An exception traceback is only preserved over a soft reload, a hard reset clears it.

Only code (main or boot) runs are considered, not REPL runs.

```python
supervisor.disable_ble_workflow() → None
```

Disable ble workflow until a reset. This prevents BLE advertising outside of the VM and the services used for it.

```python
supervisor.reset_terminal(x_pixels: int, y_pixels: int) → None
```

Reset the CircuitPython serial terminal with new dimensions.

```python
class supervisor.RunReason
```

The reason that CircuitPython started running.
STARTUP :object
CircuitPython started the microcontroller started up. See `microcontroller.Processor.reset_reason` for more detail on why the microcontroller was started.

AUTO_RELOAD :object
CircuitPython restarted due to an external write to the filesystem.

SUPERVISOR_RELOAD :object
CircuitPython restarted due to a call to `supervisor.reload()`.

REPL_RELOAD :object
CircuitPython started due to the user typing CTRL-D in the REPL.

class supervisor.Runtime
Current status of runtime objects.
Usage:

```python
import supervisor
if supervisor.runtime.serial_connected:
    print("Hello World!")
```

You cannot create an instance of `supervisor.Runtime`. Use `supervisor.runtime` to access the sole instance available.

usb_connected :bool
Returns the USB enumeration status (read-only).

serial_connected :bool
Returns the USB serial communication status (read-only).

serial_bytes_available :int
Returns the whether any bytes are available to read on the USB serial input. Allows for polling to see whether to call the built-in `input()` or wait. (read-only)

run_reason :RunReason
Why CircuitPython started running this particular time.

autoreload :bool
Whether CircuitPython may autoreload based on workflow writes to the filesystem.

**synthio – Support for MIDI synthesis**

`synthio.from_file(file: BinaryIO, *, sample_rate: int = 11025) -> MidiTrack`
Create an AudioSample from an already opened MIDI file. Currently, only single-track MIDI (type 0) is supported.

Parameters

- **file (BinaryIO)** – Already opened MIDI file
- **sample_rate (int)** – The desired playback sample rate; higher sample rate requires more memory

Playing a MIDI file from flash:
```python
import audioio
import board
import synthio

data = open("single-track.midi", "rb")
midi = synthio.from_file(data)
a = audioio.AudioOut(board.A0)

print("playing")
a.play(midi)
while a.playing:
    pass
print("stopped")
```

```python
class synthio.MidiTrack(buffer: circuitpython_typing.ReadableBuffer, tempo: int, *, sample_rate: int = 11025)

    Simple square-wave MIDI synth
    Create a MidiTrack from the given stream of MIDI events. Only "Note On" and "Note Off" events are supported; channel numbers and key velocities are ignored. Up to two notes may be on at the same time.

    Parameters
    • buffer (ReadableBuffer) – Stream of MIDI events, as stored in a MIDI file track chunk
    • tempo (int) – Tempo of the streamed events, in MIDI ticks per second
    • sample_rate (int) – The desired playback sample rate; higher sample rate requires more memory

    Simple melody:
```
__exit__() → None

Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for more info.

**terminalio – Displays text in a TileGrid**

The `terminalio` module contains classes to display a character stream on a display. The built in font is available as `terminalio.FONT`.

---

**Note:** This module does not give access to the REPL.

---

`terminalio.FONT` : `fontio.BuiltinFont`

The built-in font

```python
class terminalio.Terminal(
```

Display a character stream with a TileGrid

ASCII control: 
- `\r` - Move cursor to column 1
- `\n` - Move cursor down a row
- `\b` - Move cursor left one if possible

OSC control sequences: 
- `ESC [ 0; <s> ESC \` - Set title bar to `<s>`
- Ignored

VT100 control sequences: 
- `ESC [ K` - Clear the remainder of the line
- `ESC [ *** D` - Move the cursor to the left by `***`
- `ESC [ 2 J` - Erase the entire display
- `ESC [ nnnn ; mmmm H` - Move the cursor to `nnnn`, `mmmm`

Terminal manages tile indices and cursor position based on VT100 commands. The font should be a `fontio.BuiltinFont` and the TileGrid’s bitmap should match the font’s bitmap.

```python
write(buf: circuitpython_typing.ReadableBuffer) → Optional[int]
```

Write the buffer of bytes to the bus.

**Returns**

the number of bytes written

**Return type**

`int` or None

**time – time and timing related functions**

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: `time`.

```python
time.monotonic() → float
```

Returns an always increasing value of time with an unknown reference point. Only use it to compare against other values from `time.monotonic()`.

On most boards, `time.monotonic()` converts a 64-bit millisecond tick counter to a float. Floats on most boards are encoded in 30 bits internally, with effectively 22 bits of precision. The float returned by `time.monotonic()` will accurately represent time to millisecond precision only up to `2**22` milliseconds (about 1.165 hours). At that point it will start losing precision, and its value will change only every second millisecond. At `2**23` milliseconds it will change every fourth millisecond, and so forth.

---

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If you need more consistent precision, use `time.monotonic_ns()`, or `supervisor.ticks_ms()`. `time.monotonic_ns()` is not available on boards without long integer support. `supervisor.ticks_ms()` uses intervals of a millisecond, but wraps around, and is not CPython-compatible.

**Returns**
the current monotonic time

**Return type**
`float`

`time.sleep(seconds: float) → None`
Sleep for a given number of seconds.

**Parameters**
seconds (float) – the time to sleep in fractional seconds

`class time.struct_time(time_tuple: Sequence[int])`
Structure used to capture a date and time. Can be constructed from a `struct_time`, `tuple`, `list`, or `namedtuple` with 9 elements.

**Parameters**

time_tuple (Sequence) – Sequence of time info: (tm_year, tm_mon, tm_mday, tm_hour, tm_min, tm_sec, tm_wday, tm_yday, tm_isdst)

- tm_year: the year, 2017 for example
- tm_mon: the month, range [1, 12]
- tm_mday: the day of the month, range [1, 31]
- tm_hour: the hour, range [0, 23]
- tm_min: the minute, range [0, 59]
- tm_sec: the second, range [0, 61]
- tm_wday: the day of the week, range [0, 6], Monday is 0
- tm_yday: the day of the year, range [1, 366], -1 indicates not known
- tm_isdst: 1 when in daylight savings, 0 when not, -1 if unknown.

`time.time() → int`
Return the current time in seconds since since Jan 1, 1970.

**Returns**
the current time

**Return type**
`int`

`time.monotonic_ns() → int`
Return the time of the monotonic clock, which cannot go backward, in nanoseconds. Not available on boards without long integer support.

**Returns**
the current time

**Return type**
`int`
time.localtime(secs: int) → struct_time

Convert a time expressed in seconds since Jan 1, 1970 to a struct_time in local time. If secs is not provided or None, the current time as returned by time() is used. The earliest date for which it can generate a time is Jan 1, 2000.

Returns
the current time

Return type
time.struct_time

time.mktime(t: struct_time) → int

This is the inverse function of localtime(). Its argument is the struct_time or full 9-tuple (since the dst flag is needed; use -1 as the dst flag if it is unknown) which expresses the time in local time, not UTC. The earliest date for which it can generate a time is Jan 1, 2000.

Returns
seconds

Return type
int

touchio – Touch related IO

The touchio module contains classes to provide access to touch IO typically accelerated by hardware on the onboard microcontroller.

All classes change hardware state and should be deinitialized when they are no longer needed if the program continues after use. To do so, either call deinit() or use a context manager. See Lifetime and Context Managers for more info.

For more information about working with the touchio module in CircuitPython, see this Learn guide page.

Example:

```python
import touchio
from board import *

touch_pin = touchio.TouchIn(D6)
print(touch_pin.value)
```

This example will initialize the device, and print the value.

class touchio.TouchIn(pin: microcontroller.Pin)

Read the state of a capacitive touch sensor

Usage:

```python
import touchio
from board import *

touch = touchio.TouchIn(A1)
while True:
    if touch.value:
        print("touched!")
```

Use the TouchIn on the given pin.
Parameters

- **pin** *(Pin)* – the pin to read from

**value** : *bool*

Whether the touch pad is being touched or not. (read-only)

True when `raw_value > threshold`.

**raw_value** : *int*

The raw touch measurement as an `int`. (read-only)

**threshold** : `Optional[int]`

Minimum `raw_value` needed to detect a touch (and for `value` to be True).

When the `TouchIn` object is created, an initial `raw_value` is read from the pin, and then `threshold` is set to be 100 + that value.

You can adjust `threshold` to make the pin more or less sensitive:

```python
import board
import touchio
touch = touchio.TouchIn(board.A1)
touch.threshold = 7300
```

`deinit()` → None

Deinitialises the TouchIn and releases any hardware resources for reuse.

`__enter__()` → `TouchIn`

No-op used by Context Managers.

`__exit__()` → None

Automatically deinitializes the hardware when exiting a context. See `Lifetime and ContextManagers` for more info.

**traceback** – Traceback Module

This module provides a standard interface to print stack traces of programs. This is useful when you want to print stack traces under program control.

This module implements a subset of the corresponding `CPython` module, as described below. For more information, refer to the original `CPython` documentation: `traceback`.

`traceback.format_exception`( **etype**: `Type[BaseException]`, **value**: `BaseException`, **tb**: `types.TracebackType`, **limit**: `Optional[int]` = `None`, **chain**: `Optional[bool]` = `True`) → None

Format a stack trace and the exception information.

The arguments have the same meaning as the corresponding arguments to `print_exception()`. The return value is a list of strings, each ending in a newline and some containing internal newlines. When these lines are concatenated and printed, exactly the same text is printed as does `print_exception()`.

**Note:** Setting `chain` will have no effect as chained exceptions are not yet implemented.

Parameters

- **etype** *(Type[BaseException])* – This is ignored and inferred from the type of `value`. 
• **value** (*BaseException*) – The exception. Must be an instance of *BaseException*.

• **tb** (*TracebackType*) – The traceback object. If *None*, the traceback will not be printed.

• **limit** (*int*) – Print up to limit stack trace entries (starting from the caller’s frame) if limit is positive. Otherwise, print the last `abs(limit)` entries. If limit is omitted or None, all entries are printed.

• **chain** (*bool*) – If True then chained exceptions will be printed (note: not yet implemented).

```python
```

Prints exception information and stack trace entries.

**Note:** Setting chain will have no effect as chained exceptions are not yet implemented.

---

**Parameters**

• **etype** (*Type[BaseException]*) – This is ignored and inferred from the type of value.

• **value** (*BaseException*) – The exception. Must be an instance of *BaseException*.

• **tb** (*TracebackType*) – The traceback object. If *None*, the traceback will not be printed.

• **limit** (*int*) – Print up to limit stack trace entries (starting from the caller’s frame) if limit is positive. Otherwise, print the last `abs(limit)` entries. If limit is omitted or None, all entries are printed.

• **file** (*io.FileIO*) – If file is omitted or *None*, the output goes to *sys.stderr*; otherwise it should be an open file or file-like object to receive the output.

• **chain** (*bool*) – If True then chained exceptions will be printed (note: not yet implemented).

---

**uheap – Heap size analysis**

```python
uheap.info(object: info.object) → int
```

Prints memory debugging info for the given object and returns the estimated size.

---

**ulab – Manipulate numeric data similar to numpy**

*ulab* is a numpy-like module for micropython, meant to simplify and speed up common mathematical operations on arrays. The primary goal was to implement a small subset of numpy that might be useful in the context of a microcontroller. This means low-level data processing of linear (array) and two-dimensional (matrix) data.

*ulab* is adapted from micropython-ulab, and the original project’s documentation can be found at https://micropython-ulab.readthedocs.io/en/latest/

*ulab* is modeled after numpy, and aims to be a compatible subset where possible. Numpy’s documentation can be found at https://docs.scipy.org/doc/numpy/index.html
**ulab.numpy** – Numerical approximation methods

**ulab.numpy.carray** – Return the real part of the complex argument, which can be either an ndarray, or a scalar.

- `ulab.numpy.carray.real(val)`
- `ulab.numpy.carray.imag(val)`
- `ulab.numpy.carray.conjugate(val)`

Return the imaginary part of the complex argument, which can be either an ndarray, or a scalar.

Return the conjugate of the complex argument, which can be either an ndarray, or a scalar.

**ulab.numpy.carray.sort_complex(a: ulab.numpy.ndarray) → ulab.numpy.ndarray**

Sort a complex array using the real part first, then the imaginary part. Always returns a sorted complex array, even if the input was real.

**ulab.numpy.carray.abs(a: ulab.numpy.ndarray) → ulab.numpy.ndarray**

Return the absolute value of complex ndarray.

**ulab.numpy.fft** – Frequency-domain functions

**ulab.numpy.fft.fft(r: ulab.numpy.ndarray, c: Optional[ulab.numpy.ndarray] = None) → Tuple[ulab.numpy.ndarray, ulab.numpy.ndarray]**

- **Parameters**
  - `r` (ulab.numpy.ndarray) – A 1-dimension array of values whose size is a power of 2
  - `c` (ulab.numpy.ndarray) – An optional 1-dimension array of values whose size is a power of 2, giving the complex part of the value

  **Return tuple (r, c)**
  
  The real and complex parts of the FFT

  Perform a Fast Fourier Transform from the time domain into the frequency domain

  See also `ulab.utils.spectrogram`, which computes the magnitude of the fft, rather than separately returning its real and imaginary parts.

**ulab.numpy.fft.ifft(r: ulab.numpy.ndarray, c: Optional[ulab.numpy.ndarray] = None) → Tuple[ulab.numpy.ndarray, ulab.numpy.ndarray]**

- **Parameters**
  - `r` (ulab.numpy.ndarray) – A 1-dimension array of values whose size is a power of 2
  - `c` (ulab.numpy.ndarray) – An optional 1-dimension array of values whose size is a power of 2, giving the complex part of the value

  **Return tuple (r, c)**

  The real and complex parts of the inverse FFT

  Perform an Inverse Fast Fourier Transform from the frequency domain into the time domain
ulab.numpy.linalg

ulab.numpy.linalg.cholesky(A: ulab.numpy.ndarray) → ulab.numpy.ndarray

Parameters
A (ndarray) – a positive definite, symmetric square matrix

Return -ulab.numpy.ndarray L
a square root matrix in the lower triangular form

Raises
ValueError – If the input does not fulfill the necessary conditions

The returned matrix satisfies the equation m=LL*

ulab.numpy.linalg.det(m: ulab.numpy.ndarray) → float

Param
m, a square matrix

Return float
The determinant of the matrix

Computes the eigenvalues and eigenvectors of a square matrix

ulab.numpy.linalg.eig(m: ulab.numpy.ndarray) → Tuple[ulab.numpy.ndarray, ulab.numpy.ndarray]

Parameters
m – a square matrix

Return tuple (eigenvectors, eigenvalues)

Computes the eigenvalues and eigenvectors of a square matrix

ulab.numpy.linalg.inv(m: ulab.numpy.ndarray) → ulab.numpy.ndarray

Parameters
m (ndarray) – a square matrix

Returns
The inverse of the matrix, if it exists

Raises
ValueError – if the matrix is not invertible

Computes the inverse of a square matrix

ulab.numpy.linalg.norm(x: ulab.numpy.ndarray) → float

Parameters
x (ndarray) – a vector or a matrix

Computes the 2-norm of a vector or a matrix, i.e., sqrt(sum(x*x)), however, without the RAM overhead.

ulab.numpy.linalg.qr(m: ulab.numpy.ndarray) → Tuple[ulab.numpy.ndarray, ulab.numpy.ndarray]

Parameters
m – a matrix

Return tuple (Q, R)
Factor the matrix a as QR, where Q is orthonormal and R is upper-triangular.

Parameters

- \(x\) (ulab.np.ndarray) – The x-coordinates at which to evaluate the interpolated values.
- \(xp\) (ulab.np.ndarray) – The x-coordinates of the data points, must be increasing.
- \(fp\) (ulab.np.ndarray) – The y-coordinates of the data points, same length as xp.
- left – Value to return for \(x < xp[0]\), default is \(fp[0]\).
- right – Value to return for \(x > xp[-1]\), default is \(fp[-1]\).

Returns the one-dimensional piecewise linear interpolant to a function with given discrete data points \((xp, fp)\), evaluated at \(x\).

ulab.np.trapz(y: ndarray, x: Optional[ndarray] = None, dx: _float = 1.0) → _float

Parameters

- \(y\) (1D ulab.np.ndarray) – the values of the dependent variable.
- \(x\) (1D ulab.np.ndarray) – optional, the coordinates of the independent variable. Defaults to uniformly spaced values.
- \(dx\) (float) – the spacing between sample points, if \(x=\text{None}\).

Returns the integral of \(y(x)\) using the trapezoidal rule.

ulab.np.arange(stop: _float, step: _float = 1.0, *, dtype: _DType = ulab.np.float) → ndarray

Return a new 1-D array with elements ranging from \(start\) to \(stop\), with step size \(step\).

ulab.np.concatenate(arrays: Tuple[ndarray], *, axis: int = 0) → ndarray

Join a sequence of arrays along an existing axis.

ulab.np.diag(a: ndarray, *, k: int = 0) → ndarray

Return specified diagonals.

ulab.np.empty(shape: Union[int, Tuple[int, Ellipsis]], *, dtype: _DType = ulab.np.float) → ndarray

Return a new array of the given shape with all elements set to 0. An alias for numpy.zeros.

ulab.np.eye(size: int, *, M: Optional[int] = None, k: int = 0, dtype: _DType = ulab.np.float) → ndarray

Return a new square array of size, with the diagonal elements set to 1 and the other elements set to 0. If \(k\) is given, the diagonal is shifted by the specified amount.

ulab.np.full(shape: Union[int, Tuple[int, Ellipsis]], fill_value: Union[_float, _bool], *, dtype: _DType = ulab.np.float) → ndarray

Return a new array of the given shape with all elements set to 0.


Return a new 1-D array with \(num\) elements ranging from \(start\) to \(stop\) linearly.


Return a new 1-D array with \(num\) evenly spaced elements on a log scale. The sequence starts at \(base \text{ start}\), and ends with \(base \text{ stop}\).
ulab.numpy.ones(shape: Union[int, Tuple[int, Ellipsis]], *, dtype: _DType = ulab.numpy.float) → ndarray

Return a new array of the given shape with all elements set to 1.

ulab.numpy.zeros(shape: Union[int, Tuple[int, Ellipsis]], *, dtype: _DType = ulab.numpy.float) → ndarray

Return a new array of the given shape with all elements set to 0.

ulab.numpy._ArrayLike

ulab.numpy._DType

ulab.numpy.int8, ulab.numpy.uint8, ulab.numpy.int16, ulab.numpy.uint16, ulab.numpy.float

or ulab.numpy.bool

ulab.numpy.int8 :_DType

Type code for signed integers in the range -128 .. 127 inclusive, like the ‘b’ typecode of array.array

ulab.numpy.int16 :_DType

Type code for signed integers in the range -32768 .. 32767 inclusive, like the ‘h’ typecode of array.array

ulab.numpy.float :_DType

Type code for floating point values, like the ‘f’ typecode of array.array

ulab.numpy.uint8 :_DType

Type code for unsigned integers in the range 0 .. 255 inclusive, like the ‘H’ typecode of array.array

ulab.numpy.uint16 :_DType

Type code for unsigned integers in the range 0 .. 65535 inclusive, like the ‘h’ typecode of array.array

ulab.numpy.bool :_DType

Type code for boolean values

ulab.numpy.argmax(array: _ArrayLike, *, axis: Optional[int] = None) → int

Return the index of the maximum element of the 1D array

ulab.numpy.argmin(array: _ArrayLike, *, axis: Optional[int] = None) → int

Return the index of the minimum element of the 1D array

ulab.numpy.argsort(array: ndarray, *, axis: int = -1) → ndarray

Returns an array which gives indices into the input array from least to greatest.

ulab.numpy.cross(a: ndarray, b: ndarray) → ndarray

Return the cross product of two vectors of length 3

ulab.numpy.diff(array: ndarray, *, n: int = 1, axis: int = -1) → ndarray

Return the numerical derivative of successive elements of the array, as an array. axis=None is not supported.

ulab.numpy.flip(array: ndarray, *, axis: Optional[int] = None) → ndarray

Returns a new array that reverses the order of the elements along the given axis, or along all axes if axis is None.

ulab.numpy.max(array: _ArrayLike, *, axis: Optional[int] = None) → float

Return the maximum element of the 1D array

ulab.numpy.mean(array: _ArrayLike, *, axis: Optional[int] = None) → float

Return the mean element of the 1D array, as a number if axis is None, otherwise as an array.

ulab.numpy.median(array: ndarray, *, axis: int = -1) → ndarray

Find the median value in an array along the given axis, or along all axes if axis is None.

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ulab.numpy.min(array: _ArrayLike, *, axis: Optional[int] = None) → float

Return the minimum element of the 1D array

ulab.numpy.roll(array: ndarray, distance: int, *, axis: Optional[int] = None) → None

Shift the content of a vector by the positions given as the second argument. If the axis keyword is supplied, the shift is applied to the given axis. The array is modified in place.

ulab.numpy.sort(array: ndarray, *, axis: int = -1) → ndarray

Sort the array along the given axis, or along all axes if axis is None. The array is modified in place.

ulab.numpy.std(array: _ArrayLike, *, axis: Optional[int] = None, ddof: int = 0) → float

Return the standard deviation of the array, as a number if axis is None, otherwise as an array.

ulab.numpy.sum(array: _ArrayLike, *, axis: Optional[int] = None) → Union[float, int, ndarray]

Return the sum of the array, as a number if axis is None, otherwise as an array.

class ulab.numpy.ndarray

ulab.numpy.get_printoptions() → Dict[str, int]

Get printing options

ulab.numpy.set_printoptions(threshold: Optional[int] = None, edgeitems: Optional[int] = None) → None

Set printing options

ulab.numpy.ndinfo(array: ndarray) → None

ulab.numpy.array(values: Union[ndarray, Iterable[Union[float, bool, Iterable[Any]]]], *, dtype: _DType = ulab.numpy.float) → ndarray

alternate constructor function for ulab.numpy.ndarray. Mirrors numpy.array

ulab.numpy.trace(m: ndarray) → float

Parameters

m – a square matrix

Compute the trace of the matrix, the sum of its diagonal elements.

ulab.numpy.dot(m1: ndarray, m2: ndarray) → Union[ndarray, float]

Parameters

• m1 (ndarray) – a matrix, or a vector
• m2 (ndarray) – a matrix, or a vector

Computes the product of two matrices, or two vectors. In the letter case, the inner product is returned.

ulab.numpy.acos(a: _ArrayLike) → ndarray

Computes the inverse cosine function

ulab.numpy.acosh(a: _ArrayLike) → ndarray

Computes the inverse hyperbolic cosine function

ulab.numpy.asin(a: _ArrayLike) → ndarray

Computes the inverse sine function

ulab.numpy.asinh(a: _ArrayLike) → ndarray

Computes the inverse hyperbolic sine function
ulab.numpy.around(a: _ArrayLike, *, decimals: int = 0) → ndarray
Returns a new float array in which each element is rounded to decimals places.

ulab.numpy.atan(a: _ArrayLike) → ndarray
Computes the inverse tangent function; the return values are in the range [-pi/2, pi/2].

ulab.numpy.arctan2(ya: _ArrayLike, xa: _ArrayLike) → ndarray
Computes the inverse tangent function of y/x; the return values are in the range [-pi, pi].

ulab.numpy.atanh(a: _ArrayLike) → ndarray
Computes the inverse hyperbolic tangent function

ulab.numpy.ceil(a: _ArrayLike) → ndarray
Rounds numbers up to the next whole number

ulab.numpy.cos(a: _ArrayLike) → ndarray
Computes the cosine function

ulab.numpy.cosh(a: _ArrayLike) → ndarray
Computes the hyperbolic cosine function

ulab.numpy.degrees(a: _ArrayLike) → ndarray
Converts angles from radians to degrees

ulab.numpy.erf(a: _ArrayLike) → ndarray
Computes the error function, which has applications in statistics

ulab.numpy.erfc(a: _ArrayLike) → ndarray
Computes the complementary error function, which has applications in statistics

ulab.numpy.exp(a: _ArrayLike) → ndarray
Computes the exponent function.

ulab.numpy.expm1(a: _ArrayLike) → ndarray
Computes $e^x-1$. In certain applications, using this function preserves numeric accuracy better than the exp function.

ulab.numpy.floor(a: _ArrayLike) → ndarray
Rounds numbers up to the next whole number

ulab.numpy.gamma(a: _ArrayLike) → ndarray
Computes the gamma function

ulab.numpy.lgamma(a: _ArrayLike) → ndarray
Computes the natural log of the gamma function

ulab.numpy.log(a: _ArrayLike) → ndarray
Computes the natural log

ulab.numpy.log10(a: _ArrayLike) → ndarray
Computes the log base 10

ulab.numpy.log2(a: _ArrayLike) → ndarray
Computes the log base 2

ulab.numpy.radians(a: _ArrayLike) → ndarray
Converts angles from degrees to radians
ulab.numpy.sin(a: _ArrayLike) → ndarray
Computes the sine function

ulab.numpy.sinh(a: _ArrayLike) → ndarray
Computes the hyperbolic sine

ulab.numpy.sqrt(a: _ArrayLike) → ndarray
Computes the square root

ulab.numpy.tan(a: _ArrayLike) → ndarray
Computes the tangent

ulab.numpy.tanh(a: _ArrayLike) → ndarray
Computes the hyperbolic tangent

ulab.numpy.vectorize(f: Union[Callable[[int], float], Callable[[float], float]], *, otypes: Optional[_DType] = None) → Callable[[_ArrayLike], ndarray]

Parameters

• f (callable) – The function to wrap

• otypes – List of array types that may be returned by the function. None is interpreted to mean the return value is float.

Wrap a Python function f so that it can be applied to arrays. The callable must return only values of the types specified by otypes, or the result is undefined.

ulab.scipy – Compatibility layer for scipy

ulab.scipy.linalg

ulab.scipy.linalg.solve_triangular(A: ulab.numpy.ndarray, b: ulab.numpy.ndarray, lower: bool) → ulab.numpy.ndarray

Parameters

• A (ndarray) – a matrix

• b (ndarray) – a vector

• lower (~bool) – if true, use only data contained in lower triangle of A, else use upper triangle of A

Returns

solution to the system A x = b. Shape of return matches b

Raises

• TypeError – if A and b are not of type ndarray and are not dense

• ValueError – if A is a singular matrix

Solve the equation A x = b for x, assuming A is a triangular matrix

ulab.scipy.linalg.cho_solve(L: ulab.numpy.ndarray, b: ulab.numpy.ndarray) → ulab.numpy.ndarray

Parameters

• L (ndarray) – the lower triangular, Cholesky factorization of A

• b (ndarray) – right-hand-side vector b
Solve the linear equations $A x = b$, given the Cholesky factorization of $A$ as input.

```
ulab.scipy.optimize
```

```
ulab.scipy.optimize.bisect(fun: Callable[[float, float], float], a: float, b: float, *, xtol: float = 2.4e-07, maxiter: int = 100) → float
```

**Parameters**

- `f (callable)` – The function to bisect
- `a (float)` – The left side of the interval
- `b (float)` – The right side of the interval
- `xtol (float)` – The tolerance value
- `maxiter (float)` – The maximum number of iterations to perform

Find a solution (zero) of the function $f(x)$ on the interval $(a..b)$ using the bisection method. The result is accurate to within `xtol` unless more than `maxiter` steps are required.

```
ulab.scipy.optimize.fmin(fun: Callable[[float, float], float], x0: float, *, xatol: float = 2.4e-07, fatol: float = 2.4e-07, maxiter: int = 200) → float
```

**Parameters**

- `f (callable)` – The function to bisect
- `x0 (float)` – The initial x value
- `xatol (float)` – The absolute tolerance value
- `fatol (float)` – The relative tolerance value

Find a minimum of the function $f(x)$ using the downhill simplex method. The located $x$ is within `xtol` of the actual minimum, and $f(x)$ is within `fatol` of the actual minimum unless more than `maxiter` steps are required.

```
ulab.scipy.optimize.newton(fun: Callable[[float, float], float], x0: float, *, xtol: float = 2.4e-07, rtol: float = 0.0, maxiter: int = 50) → float
```

**Parameters**

- `f (callable)` – The function to bisect
- `x0 (float)` – The initial x value
- `xtol (float)` – The absolute tolerance value
- `rtol (float)` – The relative tolerance value
- `maxiter (float)` – The maximum number of iterations to perform

Find a solution (zero) of the function $f(x)$ using Newton’s Method. The result is accurate to within $xtol * rtol * |f(x)|$ unless more than `maxiter` steps are required.
ulab.user – This module should hold arbitrary user-defined functions.

ulab.utils

ulab.utils.spectrogram(r: ulab.numpy.ndarray) → ulab.numpy.ndarray

Parameters

r (ulab.numpy.ndarray) – A 1-dimension array of values whose size is a power of 2

Computes the spectrum of the input signal. This is the absolute value of the (complex-valued) fft of the signal. This function is similar to scipy’s scipy.signal.welch https://docs.scipy.org/doc/scipy/reference/generated/scipy.signal.welch.html.

usb – PyUSB-compatible USB host API

The usb is a subset of PyUSB that allows you to communicate to USB devices.

usb.core – USB Core

This is a subset of the PyUSB core module.

exception usb.core.USBErroe

Bases: OSError

Catch all exception for USB related errors.

Initialize self. See help(type(self)) for accurate signature.

exception usb.core.USBTimeoutError

Bases: USBErroe

Raised when a USB transfer times out.

Initialize self. See help(type(self)) for accurate signature.

usb.core.find(find_all=False, *, idVendor=None, idProduct=None)

Find the first device that matches the given requirements or, if find_all is True, return a generator of all matching devices.

Returns None if no device matches.

class usb.core.Device

User code cannot create Device objects. Instead, get them from usb.core.find.

idVendor :int

The USB vendor ID of the device

idProduct :int

The USB product ID of the device

serial_number :str

The USB device’s serial number string.

product :str

The USB device’s product string.
manufacturer : str

The USB device’s manufacturer string.

**write** *(endpoint: int, data: circuitpython_typing.ReadableBuffer, timeout=None) → int*

Write data to a specific endpoint on the device.

**Parameters**

- **endpoint (int)** – the bEndpointAddress you want to communicate with.
- **data (ReadableBuffer)** – the data to send
- **timeout (int)** – Time to wait specified in milliseconds. (Different from most Circuit-Python!)

**Returns**

the number of bytes written

**read** *(endpoint: int, size_or_buffer: array.array, timeout=None) → int*

Read data from the endpoint.

**Parameters**

- **endpoint (int)** – the bEndpointAddress you want to communicate with.
- **size_or_buffer (array.array)** – the array to read data into. PyUSB also allows size but CircuitPython only support array to force deliberate memory use.
- **timeout (int)** – Time to wait specified in milliseconds. (Different from most Circuit-Python!)

**Returns**

the number of bytes read

**ctrl_transfer** *(bmRequestType, bRequest, wValue=0, wIndex=0, data_or_wLength: array.array = None, timeout=None) → int*

Do a control transfer on the endpoint 0. The parameters bmRequestType, bRequest, wValue and wIndex are the same of the USB Standard Control Request format.

Control requests may or may not have a data payload to write/read. In cases which it has, the direction bit of the bmRequestType field is used to infer the desired request direction.

For host to device requests (OUT), data_or_wLength parameter is the data payload to send, and it must be a sequence type convertible to an array object. In this case, the return value is the number of bytes written in the data payload.

For device to host requests (IN), data_or_wLength is an array object which the data will be read to, and the return value is the number of bytes read.

**is_kernel_driver_active** *(interface: int) → bool*

Determine if CircuitPython is using the interface. If it is, the object will be unable to perform I/O.

**Parameters**

- **interface (int)** – the device interface number to check

**detach_kernel_driver** *(interface: int)*

Stop CircuitPython from using the interface. If successful, you will then be able to perform I/O. Circuit-Python will automatically re-start using the interface on reload.

**Parameters**

- **interface (int)** – the device interface number to stop CircuitPython on
**attach_kernel_driver**(*interface: int*)

Allow CircuitPython to use the interface if it wants to.

**Parameters**

- **interface** (*int*) – the device interface number to allow CircuitPython to use

---

**usb_cdc – USB CDC Serial streams**

The `usb_cdc` module allows access to USB CDC (serial) communications.

On Windows, each `Serial` is visible as a separate COM port. The ports will often be assigned consecutively, `console` first, but this is not always true.

On Linux, the ports are typically `/dev/ttyACM0` and `/dev/ttyACM1`. The `console` port will usually be first.

On MacOS, the ports are typically `/dev/cu.usbmodem<something>`. The something varies based on the USB bus and port used. The `console` port will usually be first.

**usb_cdc.console : Optional[Serial]**

The `console Serial` object is used for the REPL, and for `sys.stdin` and `sys.stdout`. `console` is `None` if disabled.

However, note that `sys.stdin` and `sys.stdout` are text-based streams, and the `console` object is a binary stream. You do not normally need to write to `console` unless you want to write binary data.

**usb_cdc.data : Optional[Serial]**

A `Serial` object that can be used to send and receive binary data to and from the host. Note that `data` is `disabled` by default. `data` is `None` if disabled.

**usb_cdc.disable() → None**

Do not present any USB CDC device to the host. Can be called in `boot.py`, before USB is connected. Equivalent to `usb_cdc.enable(console=False, data=False)`.

**usb_cdc.enable(*, console: bool = True, data: bool = False) → None**

Enable or disable each CDC device. Can be called in `boot.py`, before USB is connected.

**Parameters**

- **bool (data)** – Enable or disable the `console` USB serial device. True to enable; False to disable. Enabled by default.

- **bool (data)** – Enable or disable the `data` USB serial device. True to enable; False to disable. `Disabled` by default.

If you enable too many devices at once, you will run out of USB endpoints. The number of available endpoints varies by microcontroller. CircuitPython will go into safe mode after running `boot.py` to inform you if not enough endpoints are available.

**class usb_cdc.Serial**

Receives cdc commands over USB

You cannot create an instance of `usb_cdc.Serial`. The available instances are in the `usb_cdc.serials` tuple.

**connected : bool**

True if this Serial is connected to a host. (read-only)
Note: The host is considered to be connected if it is asserting DTR (Data Terminal Ready). Most terminal programs and `pyserial` assert DTR when opening a serial connection. However, the C# `SerialPort` API does not. You must set `SerialPort.DtrEnable`.

`in_waiting` : `int`

Returns the number of bytes waiting to be read on the USB serial input. (read-only)

`out_waiting` : `int`

Returns the number of bytes waiting to be written on the USB serial output. (read-only)

`timeout` : `Optional[float]`

The initial value of `timeout` is `None`. If `None`, wait indefinitely to satisfy the conditions of a read operation. If 0, do not wait. If > 0, wait only `timeout` seconds.

`write_timeout` : `Optional[float]`

The initial value of `write_timeout` is `None`. If `None`, wait indefinitely to finish writing all the bytes passed to `write()`. If 0, do not wait. If > 0, wait only `write_timeout` seconds.

`read(size: int = 1) → bytes`

Read at most `size` bytes. If `size` exceeds the internal buffer size only the bytes in the buffer will be read. If `timeout` is > 0 or `None`, and fewer than `size` bytes are available, keep waiting until the timeout expires or `size` bytes are available.

Returns

Data read

Return type

`bytes`

`readinto(buf: circuitpython_typing.WriteableBuffer) → int`

Read bytes into the `buf`. If `nbytes` is specified then read at most that many bytes, subject to `timeout`. Otherwise, read at most `len(buf)` bytes.

Returns

number of bytes read and stored into `buf`

Return type

`bytes`

`readline(size: int = -1) → Optional[bytes]`

Read a line ending in a newline character ("\n"), including the newline. Return everything readable if no newline is found and timeout is 0. Return `None` in case of error.

This is a binary stream: the newline character “\n” cannot be changed. If the host computer transmits “\r” it will also be included as part of the line.

Parameters

`size (int)` – maximum number of characters to read. -1 means as many as possible.

Returns

the line read

Return type

`bytes` or `None`

`readlines() → List[Optional[bytes]]`

Read multiple lines as a list, using `readline()`.
Warning: If timeout is None, `readlines()` will never return, because there is no way to indicate end of stream.

Returns

a list of the line read

Return type

list

write(buf: circuitpython_typing.ReadableBuffer) → int

Write as many bytes as possible from the buffer of bytes.

Returns

the number of bytes written

Return type

int

flush() → None

Force out any unwritten bytes, waiting until they are written.

reset_input_buffer() → None

Clears any unread bytes.

reset_output_buffer() → None

Clears any unwritten bytes.

usb_hid – USB Human Interface Device

The `usb_hid` module allows you to output data as a HID device.

usb_hid.devices : Tuple[Device, Ellipsis]

Tuple of all active HID device interfaces. The default set of devices is `Device.KEYBOARD`, `Device.MOUSE`, `Device.CONSUMER_CONTROL`. On boards where `usb_hid` is disabled by default, `devices` is an empty tuple.

If a boot device is enabled by `usb_hid.enable()`, and the host has requested a boot device, the `devices` tuple is replaced when `code.py` starts with a single-element tuple containing a `Device` that describes the boot device chosen (keyboard or mouse). The request for a boot device overrides any other HID devices.

usb_hid.disable() → None

Do not present any USB HID devices to the host computer. Can be called in `boot.py`, before USB is connected. The HID composite device is normally enabled by default, but on some boards with limited endpoints, including STM32F4, it is disabled by default. You must turn off another USB device such as `usb_cdc` or `storage` to free up endpoints for use by `usb_hid`.

usb_hid.enable(devices: Optional[Sequence[Device]], boot_device: int = 0) → None

Specify which USB HID devices that will be available. Can be called in `boot.py`, before USB is connected.

Parameters

- `devices` (Sequence) – `Device` objects. If `devices` is empty, HID is disabled. The order of the `Devices` may matter to the host. For instance, for MacOS, put the mouse device before any Gamepad or Digitizer HID device or else it will not work.

- `boot_device` (int) – If non-zero, inform the host that support for a a boot HID device is available. If `boot_device`=1, a boot keyboard is available. If `boot_device`=2, a boot mouse is available. No other values are allowed. See below.
If you enable too many devices at once, you will run out of USB endpoints. The number of available endpoints varies by microcontroller. CircuitPython will go into safe mode after running `boot.py` to inform you if not enough endpoints are available.

**Boot Devices**

Boot devices implement a fixed, predefined report descriptor, defined in https://www.usb.org/sites/default/files/hid1_12.pdf, Appendix B. A USB host can request to use the boot device if the USB device says it is available. Usually only a BIOS or other kind of limited-functionality host needs boot keyboard support.

For example, to make a boot keyboard available, you can use this code:

```python
usb_hid.enable((Device.KEYBOARD), boot_device=1)  # 1 for a keyboard
```

If the host requests the boot keyboard, the report descriptor provided by `Device.KEYBOARD` will be ignored, and the predefined report descriptor will be used. But if the host does not request the boot keyboard, the descriptor provided by `Device.KEYBOARD` will be used.

The HID boot device must usually be the first or only device presented by CircuitPython. The HID device will be USB interface number 0. To make sure it is the first device, disable other USB devices, including CDC and MSC (CIRCUITPY). If you specify a non-zero `boot_device`, and it is not the first device, CircuitPython will enter safe mode to report this error.

```python
usb_hid.get_boot_device() → int
```

**Returns**

the boot device requested by the host, if any. Returns 0 if the host did not request a boot device, or if `usb_hid.enable()` was called with `boot_device=0`, the default, which disables boot device support. If the host did request a boot device, returns the value of `boot_device` set in `usb_hid.enable()`: 1 for a boot keyboard, or 2 for boot mouse. However, the standard devices provided by CircuitPython, `Device.KEYBOARD` and `Device.MOUSE`, describe reports that match the boot device reports, so you don’t need to check this if you are using those devices.

**Returns**

```python
```

HID Device specification

Create a description of a USB HID device. The actual device is created when you pass a `Device` to `usb_hid.enable()`.

**Parameters**

- `report_descriptor` (*ReadableBuffer*) – The USB HID Report descriptor bytes. The descriptor is not verified for correctness; it is up to you to make sure it is not malformed.
- `usage_page` (*int*) – The Usage Page value from the descriptor. Must match what is in the descriptor.
- `usage` (*int*) – The Usage value from the descriptor. Must match what is in the descriptor.
- `report_ids` (*Sequence[int]*) – Sequence of report ids used by the descriptor. If the `report_descriptor` does not specify any report IDs, use `(0,)`.
- `in_report_lengths` (*Sequence[int]*) – Sequence of sizes in bytes of the HID reports sent to the host. The sizes are in order of the `report_ids`. Use a size of 0 for a report that is not an IN report. “IN” is with respect to the host.
• **out_report_lengths** *(int)* – Sequence of sizes in bytes of the HID reports received from the host. The sizes are in order of the `report_ids`. Use a size of 0 for a report that is not an OUT report. “OUT” is with respect to the host.

`report_ids`, `in_report_lengths`, and `out_report_lengths` must all have the same number of elements.

Here is an example of a `Device` with a descriptor that specifies two report IDs, 3 and 4. Report ID 3 sends an IN report of length 5, and receives an OUT report of length 6. Report ID 4 sends an IN report of length 2, and does not receive an OUT report:

```python
device = usb_hid.Device(
    descriptor=b"...", # Omitted for brevity.
    report_ids=(3, 4),
    in_report_lengths=(5, 2),
    out_report_lengths=(6, 0),
)
```

**KEYBOARD :Device**

Standard keyboard device supporting keycodes 0x00-0xDD, modifiers 0xE-0xE7, and five LED indicators. Uses Report ID 1 for its IN and OUT reports.

**MOUSE :Device**

Standard mouse device supporting five mouse buttons, X and Y relative movements from -127 to 127 in each report, and a relative mouse wheel change from -127 to 127 in each report. Uses Report ID 2 for its IN report.

**CONSUMER_CONTROL :Device**

Consumer Control device supporting sent values from 1-652, with no rollover. Uses Report ID 3 for its IN report.

**usage_page:** *int*

The device usage page identifier, which designates a category of device. (read-only)

**usage:** *int*

The device usage identifier, which designates a specific kind of device. (read-only)

For example, Keyboard is 0x06 within the generic desktop usage page 0x01. Mouse is 0x02 within the same usage page.


Send an HID report. If the device descriptor specifies zero or one report id’s, you can supply `None` (the default) as the value of `report_id`. Otherwise you must specify which report id to use when sending the report.

**get_last_received_report**(report_id: Optional[int] = None) → Optional[bytes]

Get the last received HID OUT or feature report for the given report ID. The report ID may be omitted if there is no report ID, or only one report ID. Return `None` if nothing received. After returning a report, subsequent calls will return `None` until next report is received.
usb_host – USB Host

The `usb_host` module allows you to manage USB host ports. To communicate with devices use the `usb` module that is a subset of PyUSB’s API.

```python
class usb_host.Port(dp: microcontroller.Pin, dm: microcontroller.Pin)
    USB host port. Also known as a root hub port.
    Create a USB host port on the given pins. Access attached devices through the `usb` module. Keep this object referenced while interacting with devices, otherwise they will be disconnected.

    Parameters
    • dp (Pin) – The data plus pin
    • dm (Pin) – The data minus pin

definit() → None
    Turn off the USB host port and release the pins for other use.

__enter__() → Port
    No-op used by Context Managers.

__exit__() → None
    Automatically deinitializes the hardware when exiting a context. See *Lifetime and ContextManagers* for more info.
```

usb_midi – MIDI over USB

The `usb_midi` module contains classes to transmit and receive MIDI messages over USB.

```python
usb_midi.ports :Tuple[Union[PortIn, PortOut], Ellipsis]
    Tuple of all MIDI ports. Each item is ether `PortIn` or `PortOut`.

usb_midi.disable() → None
    Disable presenting a USB MIDI device to the host. The device is normally enabled by default, but on some boards with limited endpoints including ESP32-S2 and certain STM boards, it is disabled by default. Can be called in `boot.py`, before USB is connected.

usb_midi.enable() → None
    Enable presenting a USB MIDI device to the host. The device is enabled by default, so you do not normally need to call this function. Can be called in `boot.py`, before USB is connected.

    If you enable too many devices at once, you will run out of USB endpoints. The number of available endpoints varies by microcontroller. CircuitPython will go into safe mode after running `boot.py` to inform you if not enough endpoints are available.

class usb_midi.PortIn
    Receives midi commands over USB

    You cannot create an instance of `usb_midi.PortIn`.

    PortIn objects are constructed for every corresponding entry in the USB descriptor and added to the `usb_midi.ports` tuple.

    `read(nbytes: Optional[int] = None) → Optional[bytes]`
    Read characters. If `nbytes` is specified then read at most that many bytes. Otherwise, read everything that arrives until the connection times out. Providing the number of bytes expected is highly recommended because it will be faster.
```
Returns
Data read

Return type
bytes or None

``readinto(buf: circuitpython_typing.WriteableBuffer, nbytes: Optional[int] = None) \rightarrow Optional[bytes]``
Read bytes into the buf. If nbytes is specified then read at most that many bytes. Otherwise, read at most `len(buf)` bytes.

Returns
number of bytes read and stored into buf

Return type
bytes or None

``class usb_midi.PortOut``
Sends midi messages to a computer over USB

You cannot create an instance of `usb_midi.PortOut`.

PortOut objects are constructed for every corresponding entry in the USB descriptor and added to the `usb_midi.ports` tuple.

``write(buf: circuitpython_typing.ReadableBuffer) \rightarrow Optional[int]``
Write the buffer of bytes to the bus.

Returns
the number of bytes written

Return type
int or None

``ustack -- Stack information and analysis``

``ustack.max_stack_usage() \rightarrow int``
Return the maximum excursion of the stack so far.

``ustack.stack_size() \rightarrow int``
Return the size of the entire stack. Same as in micropython.mem_info(), but returns a value instead of just printing it.

``ustack.stack_usage() \rightarrow int``
Return how much stack is currently in use. Same as micropython.stack_use(); duplicated here for convenience.

``vectorio -- Lightweight 2D shapes for displays``
The `vectorio` module provide simple filled drawing primitives for use with `displayio`.

```python
group = displayio.Group()
palette = displayio.Palette(1)
palette[0] = 0x125690
circle = vectorio.Circle(pixel_shader=palette, radius=25, x=70, y=40)
group.append(circle)
```
(continues on next page)
rectangle = vectorio.Rectangle(pixel_shader=palette, width=40, height=30, x=55, y=45)
group.append(rectangle)

points=[[5, 5], [100, 20], [20, 20], [20, 100]]
polygon = vectorio.Polygon(pixel_shader=palette, points=points, x=0, y=0)
group.append(polygon)

class vectorio.Circle(pixel_shader: Union[displayio.ColorConverter, displayio.Palette], radius: int, x: int, y: int)

Circle is positioned on screen by its center point.

Parameters

- **pixel_shader** *(Union[ColorConverter, Palette])* – The pixel shader that produces colors from values
- **radius** *(int)* – The radius of the circle in pixels
- **x** *(int)* – Initial x position of the axis.
- **y** *(int)* – Initial y position of the axis.
- **color_index** *(int)* – Initial color_index to use when selecting color from the palette.

radius :int
The radius of the circle in pixels.

color_index :int
The color_index of the circle as 0 based index of the palette.

x :int
X position of the center point of the circle in the parent.

y :int
Y position of the center point of the circle in the parent.

location :Tuple[int, int]
(X,Y) position of the center point of the circle in the parent.

pixel_shader :Union[displayio.ColorConverter, displayio.Palette]
The pixel shader of the circle.

class vectorio.Polygon(pixel_shader: Union[displayio.ColorConverter, displayio.Palette], points: List[Tuple[int, int]], x: int, y: int)

Represents a closed shape by ordered vertices. The path will be treated as ‘closed’, the last point will connect to the first point.

Parameters

- **pixel_shader** *(Union[ColorConverter, Palette])* – The pixel shader that produces colors from values
- **points** *(List[Tuple[int, int]])* – Vertices for the polygon
- **x** *(int)* – Initial screen x position of the 0,0 origin in the points list.
- **y** *(int)* – Initial screen y position of the 0,0 origin in the points list.
- **color_index** *(int)* – Initial color_index to use when selecting color from the palette.
points : List[Tuple[int, int]]
    Vertices for the polygon.

color_index : int
    The color_index of the polygon as 0 based index of the palette.

x : int
    X position of the 0,0 origin in the points list.

y : int
    Y position of the 0,0 origin in the points list.

location : Tuple[int, int]
    (X,Y) position of the 0,0 origin in the points list.

pixel_shader : Union[displayio.ColorConverter, displayio.Palette]
    The pixel shader of the polygon.

class vectorio.Rectangle(pixel_shader: Union[displayio.ColorConverter, displayio.Palette], height: int, width: int, x: int, y: int)
    Represents a rectangle by defining its bounds

    Parameters

        • pixel_shader (Union[ColorConverter, Palette]) – The pixel shader that produces colors from values
        • width (int) – The number of pixels wide
        • height (int) – The number of pixels high
        • x (int) – Initial x position of the top left corner.
        • y (int) – Initial y position of the top left corner.
        • color_index (int) – Initial color_index to use when selecting color from the palette.

width : int
    The width of the rectangle in pixels.

height : int
    The height of the rectangle in pixels.

color_index : int
    The color_index of the rectangle in 1 based index of the palette.

x : int
    X position of the top left corner of the rectangle in the parent.

y : int
    Y position of the top left corner of the rectangle in the parent.

location : Tuple[int, int]
    (X,Y) position of the top left corner of the rectangle in the parent.

pixel_shader : Union[displayio.ColorConverter, displayio.Palette]
    The pixel shader of the rectangle.
**watchdog – Watchdog Timer**

The `watchdog` module provides support for a Watchdog Timer. This timer will reset the device if it hasn’t been fed after a specified amount of time. This is useful to ensure the board has not crashed or locked up. Note that on some platforms the watchdog timer cannot be disabled once it has been enabled.

The `WatchDogTimer` is used to restart the system when the application crashes and ends up into a non recoverable state. Once started it cannot be stopped or reconfigured in any way. After enabling, the application must “feed” the watchdog periodically to prevent it from expiring and resetting the system.

Example usage:

```python
from microcontroller import watchdog as w
from watchdog import WatchDogMode
w.timeout=2.5  # Set a timeout of 2.5 seconds
w.mode = WatchDogMode.RAISE
w.feed()
```

**exception watchdog.WatchDogTimeout**

Bases: `Exception`

Exception raised when the watchdog timer is set to `WatchDogMode.RAISE` and expires.

Example:

```python
import microcontroller
import watchdog
import time

wdt = microcontroller.watchdog
wdt.timeout = 5

while True:
    wdt.mode = watchdog.WatchDogMode.RAISE
    print("Starting loop -- should exit after five seconds")
    try:
        while True:
            time.sleep(10)  # Also works with pass
    except watchdog.WatchDogTimeout as e:
        print("Watchdog expired")
    except Exception as e:
        print("Other exception")

print("Exited loop")
```

Initialize self. See `help(type(self))` for accurate signature.

**class watchdog.WatchDogMode**

run state of the watchdog timer

Enum-like class to define the run mode of the watchdog timer.

**RAISE :WatchDogMode**

Raise an exception when the WatchDogTimer expires.
**RESET** :WatchDogMode
Reset the system if the WatchDogTimer expires.

**class** watchdog.WatchDogTimer
Timer that is used to detect code lock ups and automatically reset the microcontroller when one is detected.

A lock up is detected when the watchdog hasn’t been fed after a given duration. So, make sure to call *feed* within the timeout.

Not currently dynamically supported. Access the sole instance through `microcontroller.watchdog`.

**timeout** :float
The maximum number of seconds that can elapse between calls to *feed()*

**mode** :WatchDogMode
The current operating mode of the WatchDogTimer `watchdog.WatchDogMode`.

Setting a WatchDogMode activates the WatchDog:

```python
import microcontroller
import watchdog

w = microcontroller.watchdog
w.timeout = 5
w.mode = watchdog.WatchDogMode.RAISE
```

Once set, the WatchDogTimer will perform the specified action if the timer expires.

**feed()** → None
Feed the watchdog timer. This must be called regularly, otherwise the timer will expire.

**deinit()** → None
Stop the watchdog timer. This may raise an error if the watchdog timer cannot be disabled on this platform.

**wifi**

The `wifi` module provides necessary low-level functionality for managing wifi connections. Use `socketpool` for communicating over the network.

**wifi.radio** :Radio
Wifi radio used to manage both station and AP modes. This object is the sole instance of `wifi.Radio`.

**class** wifi.AuthMode
The authentication protocols used by WiFi.

**OPEN** :object
Open network. No authentication required.

**WEP** :object
Wired Equivalent Privacy.

**WPA** :object
Wireless Protected Access.

**WPA2** :object
Wireless Protected Access 2.
WPA3 :object
   Wireless Protected Access 3.

PSK :object
   Pre-shared Key. (password)

ENTERPRISE :object
   Each user has a unique credential.

class wifi.Monitor
   For monitoring WiFi packets.

    wifi.__init__(self, channel: Optional[int] = 1, queue: Optional[int] = 128) → None
    Initialize wifi.Monitor singleton.

    Parameters
    • channel (int) – The WiFi channel to scan.
    • queue (int) – The queue size for buffering the packet.

    wifi.channel :int
       The WiFi channel to scan.

    wifi.queue :int
       The queue size for buffering the packet.

    wifi.deinit(self) → None
       De-initialize wifi.Monitor singleton.

    wifi.lost(self) → int
       Returns the packet loss count. The counter resets after each poll.

    wifiqueued(self) → int
       Returns the packet queued count.

    wifi.packet(self) → dict
       Returns the monitor packet.

class wifi.Network
   A wifi network provided by a nearby access point.

   You cannot create an instance of wifi.Network. They are returned by wifi.Radio.
   start_scanning_networks.

    ssid :str
       String id of the network

    bssid :bytes
       BSSID of the network (usually the AP’s MAC address)

    rssi :int
       Signal strength of the network

    channel :int
       Channel number the network is operating on

    country :str
       String id of the country code
authmode :str
String id of the authmode

class wifi.Packet
The packet parameters.
CH :object
The packet’s channel.
LEN :object
The packet’s length.
RAW :object
The packet’s payload.
RSSI :object
The packet’s rssi.

class wifi.Radio
Native wifi radio.

This class manages the station and access point functionality of the native Wifi radio.
You cannot create an instance of wifi.Radio. Use wifi.radio to access the sole instance available.

enabled :bool
True when the wifi radio is enabled. If you set the value to False, any open sockets will be closed.

hostname :Union[str | ReadableBuffer]
Hostname for wifi interface. When the hostname is altered after interface started/connected the changes would only be reflected once the interface restarts/reconnects.

mac_address :circuitpython_typing.ReadableBuffer
MAC address for the station. When the address is altered after interface is connected the changes would only be reflected once the interface reconnects.

tx_power :float
Wifi transmission power, in dBm.

mac_address_ap :circuitpython_typing.ReadableBuffer
MAC address for the AP. When the address is altered after interface is started the changes would only be reflected once the interface restarts.

ipv4_gateway :Optional[ipaddress.IPv4Address]
IP v4 Address of the station gateway when connected to an access point. None otherwise.

ipv4_gateway_ap :Optional[ipaddress.IPv4Address]
IP v4 Address of the access point gateway, when enabled. None otherwise.

ipv4_subnet :Optional[ipaddress.IPv4Address]
IP v4 Address of the station subnet when connected to an access point. None otherwise.

ipv4_subnet_ap :Optional[ipaddress.IPv4Address]
IP v4 Address of the access point subnet, when enabled. None otherwise.

ipv4_address :Optional[ipaddress.IPv4Address]
IP v4 Address of the station when connected to an access point. None otherwise.
ipv4_address_ap : Optional[ipaddress.IPv4Address]
  IP v4 Address of the access point, when enabled. None otherwise.

ipv4_dns : ipaddress.IPv4Address
  IP v4 Address of the DNS server to be used.

ap_info : Optional[Network]
  Network object containing BSSID, SSID, authmode, channel, country and RSSI when connected to an
  access point. None otherwise.

start_scanning_networks(*, start_channel: int = 1, stop_channel: int = 11) → Iterable[Network]
  Scans for available wifi networks over the given channel range. Make sure the channels are allowed in your
  country.

stop_scanning_networks() → None
  Stop scanning for Wifi networks and free any resources used to do it.

start_station() → None
  Starts a Station.

stop_station() → None
  Stops the Station.

start_ap(ssid: Union[str | ReadableBuffer], password: Union[str | ReadableBuffer] = ", *, channel:
  Optional[int] = 1, authmode: Optional[AuthMode], max_connections: Optional[int] = 4) → None
  Starts an Access Point with the specified ssid and password.
  If channel is given, the access point will use that channel unless a station is already operating on a different
  channel.
  If authmode is given, the access point will use that Authentication mode. If a password is given, authmode
  must not be OPEN. If authmode isn’t given, OPEN will be used when password isn’t provided, otherwise
  WPA_WPA2_PSK.
  If max_connections is given, the access point will allow up to that number of stations to connect.

stop_ap() → None
  Stops the Access Point.

connect(ssid: Union[str | ReadableBuffer], password: Union[str | ReadableBuffer] = ", *, channel:
  Optional[int] = 0, bssid: Optional[Union[str | ReadableBuffer]] = ", timeout: Optional[float] =
  None) → None
  Connects to the given ssid and waits for an ip address. Reconnections are handled automatically once one
  connection succeeds.
  By default, this will scan all channels and connect to the access point (AP) with the given ssid and greatest
  signal strength (rssi).
  If channel is given, the scan will begin with the given channel and connect to the first AP with the given
  ssid. This can speed up the connection time significantly because a full scan doesn’t occur.
  If bssid is given, the scan will start at the first channel or the one given and connect to the AP with the
  given bssid and ssid.

set_ipv4_address(*, ipv4: ipaddress.IPv4Address, netmask: ipaddress.IPv4Address, gateway:
  ipaddress.IPv4Address, ipv4_dns: Optional[ipaddress.IPv4Address]) → None
  Sets the IP v4 address of the station. Must include the netmask and gateway. DNS address is optional.
  Setting the address manually will stop the DHCP client.
start_dhcp() → None
Starts the DHCP client.

stop_dhcp() → None
Stops the DHCP client. Needed to assign a static IP address.

ping(ip: ipaddress.IPv4Address, *, timeout: Optional[float] = 0.5) → Optional[float]
Ping an IP to test connectivity. Returns echo time in seconds. Returns None when it times out.

class wifi.ScannedNetworks
Iterates over all wifi.Network objects found while scanning. This object is always created by a wifi.Radio: it has no user-visible constructor.

Cannot be instantiated directly. Use wifi.Radio.start_scanning_networks.

__iter__() → Iterator[Network]
Returns itself since it is the iterator.

__next__() → Network
Returns the next wifi.Network. Raises StopIteration if scanning is finished and no other results are available.

zlib – zlib decompression functionality

The zlib module allows limited functionality similar to the CPython zlib library. This module allows to decompress binary data compressed with DEFLATE algorithm (commonly used in zlib library and gzip archiver). Compression is not yet implemented.

zlib.zlib_decompress(data: bytes, wbis: Optional[int] = 0, bufsize: Optional[int] = 0) → bytes
Return decompressed data as bytes. wbis is DEFLATE dictionary window size used during compression (8-15, the dictionary size is power of 2 of that value). Additionally, if value is positive, data is assumed to be zlib stream (with zlib header). Otherwise, if it’s negative, it’s assumed to be raw DEFLATE stream.

The wbis parameter controls the size of the history buffer (or “window size”), and what header and trailer format is expected.

Common wbis values:
- To decompress deflate format, use wbis = -15
- To decompress zlib format, use wbis = 15
- To decompress gzip format, use wbis = 31

Parameters
- data (bytes) – data to be decompressed
- wbis (int) – DEFLATE dictionary window size used during compression. See above.
- bufsize (int) – ignored for compatibility with CPython only
help() – Built-in method to provide helpful information

help(object=None)

Prints a help method about the given object. When object is none, prints general port information.

### 1.8.2 Supported Ports

CircuitPython supports a number of microcontroller families. Support quality for each varies depending on the active contributors for each port.

Adafruit sponsored developers are actively contributing to atmel-samd, mimxrt10xx, nrf and stm ports. They also maintain the other ports in order to ensure the boards build. Additional testing is limited.

**SAMD21 and SAMD51**

This port supports many development boards that utilize SAMD21 and SAMD51 chips. See [https://circuitpython.org/downloads](https://circuitpython.org/downloads) for all supported boards.

**Building**

For build instructions see this guide: [https://learn.adafruit.com/building-circuitpython/](https://learn.adafruit.com/building-circuitpython/)

**Debugging**

For debugging instructions see this guide: [https://learn.adafruit.com/debugging-the-samd21-with-gdb](https://learn.adafruit.com/debugging-the-samd21-with-gdb)

**Port Specific modules**

**CircuitPython port to Spresense**

This directory contains the port of CircuitPython to Spresense. It is a compact development board based on Sony’s power-efficient multicore microcontroller CXD5602.

Board features:

- Integrated GPS
  - The embedded GNSS with support for GPS, QZSS and GLONASS enables applications where tracking is required.
- Hi-res audio output and multi mic inputs
  - Advanced 192kHz/24 bit audio codec and amplifier for audio output, and support for up to 8 mic input channels.
- Multicore microcontroller
  - Spresense is powered by Sony’s CXD5602 microcontroller (ARM® Cortex®-M4F × 6 cores), with a clock speed of 156 MHz.

Currently, Spresense port does not support Audio and Multicore.

Refer to [developer.sony.com/develop/spresense/](http://developer.sony.com/develop/spresense/) for further information about this board.
Prerequisites

Linux

Add user to dialout group:

```
$ sudo usermod -a -G dialout <user-name>
```

Windows

Download and install USB serial driver

- CP210x USB to serial driver for Windows 7/8/8.1
- CP210x USB to serial driver for Windows 10

macOS

Download and install USB serial driver

- CP210x USB to serial driver for Mac OS X

Build instructions

Pull all submodules into your clone:

```
$ git submodule update --init --recursive
```

Build the MicroPython cross-compiler:

```
$ make -C mpy-cross
```

Change directory to cxd56:

```
$ cd ports/cxd56
```

To build circuitpython image run:

```
$ make BOARD=spresense
```

USB connection

Connect the Spresense main board to the PC via the USB cable.
Flash the bootloader

The correct bootloader is required for the Spresense board to function.

Bootloader information:

- The bootloader has to be flashed the very first time the board is used.
- You have to accept the End User License Agreement to be able to download and use the Spresense bootloader binary.

Download the spresense binaries zip archive from: Spresense firmware v2-3-000

Extract spresense binaries in your PC to ports/spresense/spresense-exported-sdk/firmware/

To flash the bootloader run the command:

```bash
$ make BOARD=spresense flash-bootloader
```

Flash the circuitpython image

To flash the firmware run the command:

```bash
$ make BOARD=spresense flash
```

Accessing the board

Connect the Spresense extension board to the PC via the USB cable.

Once built and deployed, access the CircuitPython REPL (the Python prompt) via USB. You can run:

```bash
$ screen /dev/ttyACM0 115200
```

CircuitPython on Espressif SoCs

This port adds the Espressif line of SoCs to CircuitPython.

Support Status:

<table>
<thead>
<tr>
<th>SoC</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESP</td>
<td>beta</td>
</tr>
<tr>
<td>ESP32-C3</td>
<td>beta</td>
</tr>
<tr>
<td>ESP32-S2</td>
<td>stable</td>
</tr>
<tr>
<td>ESP32-S3</td>
<td>beta</td>
</tr>
</tbody>
</table>
How this port is organized:

- **bindings/** contains some required bindings to the ESP-IDF for exceptions and memory.
- **boards/** contains the configuration files for each development board and breakout available on the port.
- **common-hal/** contains the port-specific module implementations, used by shared-module and shared-bindings.
- **esp-idf/** contains the Espressif IoT Development Framework installation, including all the drivers for the port.
- **peripherals/** contains peripheral setup files and peripheral mapping information, sorted by family and sub-variant. Most files in this directory can be generated with the python scripts in **tools/**.
- **supervisor/** contains port-specific implementations of internal flash, serial and USB, as well as the **port.c** file, which initializes the port at startup.
- **tools/** includes useful Python scripts for debugging and other purposes.

At the root level, refer to **mpconfigboard.h** and **mpconfigport.mk** for port specific settings and a list of enabled CircuitPython modules.

**Connecting to the ESP32**

The ESP32 chip itself has no USB support. On many boards there is a USB-serial adapter chip, such as a CP2102N, CP2104 or CH9102F, usually connected to the ESP32 TXD0 (GPIO1) and RXD0 (GPIO3) pins, for access to the bootloader. CircuitPython also uses this serial channel for the REPL.

**Connecting to the ESP32-C3**

**USB Connection:**

On ESP32-C3 REV3 chips, a USB Serial/JTAG Controller is available. Note: This USB connection cannot be used for a CIRCUITPY drive.

Depending on the board you have, the USB port may or may not be connected to native USB.

The following connections need to be made if native USB isn’t available on the USB port:

<table>
<thead>
<tr>
<th>GPIO</th>
<th>USB</th>
</tr>
</thead>
<tbody>
<tr>
<td>19</td>
<td>D+ (green)</td>
</tr>
<tr>
<td>18</td>
<td>D- (white)</td>
</tr>
<tr>
<td>GND</td>
<td>GND (black)</td>
</tr>
<tr>
<td>5V</td>
<td>5V (red)</td>
</tr>
</tbody>
</table>

Connect these pins using a **USB adapter** or **breakout cable**.

**UART Connection:**

A **USB to UART converter** can be used for connecting to ESP32-C3 to get access to the serial console and REPL and for flashing CircuitPython.

The following connections need to be made in this case:
**BLE Connection:**
This feature is not yet available and currently under development.

**Connecting to the ESP32-S2**

**USB Connection:**
Depending on the board you have, the USB port may or may not be connected to native USB.
The following connections need to be made if native USB isn’t available on the USB port:

<table>
<thead>
<tr>
<th>GPIO</th>
<th>USB</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>D+ (green)</td>
</tr>
<tr>
<td>19</td>
<td>D- (white)</td>
</tr>
<tr>
<td>GND</td>
<td>GND (black)</td>
</tr>
<tr>
<td>5V</td>
<td>5V (red)</td>
</tr>
</tbody>
</table>

Connect these pins using a USB adapter or breakout cable to access the CircuitPython drive.

**UART Connection:**
A USB to UART convertor can be used for connecting to ESP32-S2 to get access to the serial console and REPL and for flashing CircuitPython.
The following connections need to be made in this case:

<table>
<thead>
<tr>
<th>GPIO</th>
<th>UART</th>
</tr>
</thead>
<tbody>
<tr>
<td>43</td>
<td>RX</td>
</tr>
<tr>
<td>44</td>
<td>TX</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>5V</td>
<td>5V</td>
</tr>
</tbody>
</table>

**BLE Connection:**
This feature isn’t available on ESP32-S2.

**Connecting to the ESP32-S3**

**USB Connection:**
Depending on the board you have, the USB port may or may not be connected to native USB.
The following connections need to be made if native USB isn’t available on the USB port:
Connect these pins using a **USB adapter** or **breakout cable** to access the CircuitPython drive.

**UART Connection:**

A **USB to UART convertor** can be used for connecting to ESP32-S3 to get access to the serial console and REPL and for flashing CircuitPython.

The following connections need to be made in this case:

<table>
<thead>
<tr>
<th>GPIO</th>
<th>UART</th>
</tr>
</thead>
<tbody>
<tr>
<td>43</td>
<td>RX</td>
</tr>
<tr>
<td>44</td>
<td>TX</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>5V</td>
<td>5V</td>
</tr>
</tbody>
</table>

**BLE Connection:**

This feature is not yet available and currently under development.

**Building and flashing**

Before building or flashing the, you must **install the ESP-IDF**.

Note: This must be re-done every time the ESP-IDF is updated, but not every time you build.

Run `cd ports/espressif from circuitpython/` to move to the espressif port root, and run:

```bash
./esp-idf/install.sh
```

After this initial installation, you must add the ESP-IDF tools to your path.

Note: This must be re-done every time you open a new shell environment for building or flashing.

Run `cd ports/espressif from circuitpython/` to move to the espressif port root, and run:

```bash
./esp-idf/export.sh
```

When CircuitPython updates the ESP-IDF to a new release, you may need to run this installation process again. The exact commands used may also vary based on your shell environment.

Building boards is typically done through `make BOARD=board_id`. The default port is `tty.SLAB_USBtoUART`, which will only work on certain Mac setups. On most machines, both Mac and Linux, you will need to set the port yourself by running `ls /dev/tty.usb*` and selecting the one that only appears when your development board is plugged in. An example make command with the port setting is as follows:

```bash
make BOARD=board_id PORT=/dev/tty.usbserial-1421120 flash
```

`board_id` is the unique board identifier in CircuitPython. It is the same as the name of the board in the `boards` directory.
Debugging

TODO: Add documentation for ESP32-C3/S3 JTAG feature.

The ESP32-S2 supports JTAG debugging over OpenOCD using a JLink or other probe hardware. The official tutorials can be found on the Espressif website here, but they are mostly for the ESP32-S2 Kaluga, which has built-in debugging.

OpenOCD is automatically installed and added to your bash environment during the ESP-IDF installation and setup process. You can double check that it is installed by using `openocd --version`, as per the tutorial. Attach the JTAG probe pins according to the instructions for JTAG debugging on boards that do not contain an integrated debugger.

Once the debugger is connected physically, you must run OpenOCD with attached configuration files specifying the `interface` (your debugger probe) and either a `target` or a `board` (targets are for SoCs only, and can be used when a full board configuration file doesn’t exist). You can find the location of these files by checking the `OPENOCD_SCRIPTS` environmental variable by running `echo $OPENOCD_SCRIPTS`. Interfaces will be in the `interface/` directory, and targets and boards in the `target/` and `board/` directories, respectively.

Note: Unfortunately, there are no board files for the esp32-s2 other than the Kaluga, and the included `target/esp32s2.cfg` target file will not work by default on the JLink for boards like the Saola 1, as the default speed is incorrect. In addition, these files are covered under the GPL and cannot be included in CircuitPython. Thus, you must make a copy of the `esp32s2.cfg` file yourself and add the following line manually, under `transport select jtag` at the start of the file:

```
adapter_khz 1000
```

Once this is complete, your final OpenOCD command may look something like this:

```
openocd -f interface/jlink.cfg -f SOMEPATH/copied-esp32s2-saola-1.cfg
```

Where `SOMEPATH` is the location of your copied configuration file (this can be placed in the `port/boards` directory with a prefix to ignore it with `.gitignore`, for instance). Interface, target and board config files sourced from Espressif only need their paths from the `OPENOCD_SCRIPTS` location, you don’t need to include their full path. Once OpenOCD is running, connect to GDB with:

```
xtensa-esp32s2-elf-gdb build-espressif_saola_1_wrover/firmware.elf
```

And follow the Espressif GDB tutorial instructions for connecting, or add them to your `gdbinit`:

```
target remote :3333
set remote hardware-watchpoint-limit 2
mon reset halt
flushregs
thb app_main
```

LiteX (FPGA)

LiteX is a Python-based System on a Chip (SoC) designer for open source supported Field Programmable Gate Array (FPGA) chips. This means that the CPU core(s) and peripherals are not defined by the physical chip. Instead, they are loaded as separate “gateware”. Once this gateware is loaded, CircuitPython can be loaded on top of it to work as expected.
Installation

You’ll need dfu-util to install CircuitPython on the Fomu.

Make sure the foboot bootloader is updated. Instructions are here: https://github.com/im-tomu/fomu-workshop/blob/master/docs/bootloader.rst

Once you’ve updated the bootloader, you should know how to use dfu-util. It’s pretty easy!

To install CircuitPython do:

```
```

It will install and then restart. CIRCUITPY should appear as it usually does and work the same.

**CircuitPython Port To The NXP i.MX RT10xx Series**

This is a port of CircuitPython to the i.MX RT10xx series of chips.

**CircuitPython Port To The Nordic Semiconductor nRF52 Series**

This is a port of CircuitPython to the Nordic Semiconductor nRF52 series of chips.

**NOTE**: There are board-specific READMEs that may be more up to date than the generic board-neutral documentation below.

**Flash**

Some boards have UF2 bootloaders and can simply be flashed in the normal way, by copying firmware.uf2 to the BOOT drive.

For some boards, you can use the `flash` target:

```
    make BOARD=pca10056 flash
```

**Segger Targets**

Install the necessary tools to flash and debug using Segger:

- JLink Download
- nrfjprog linux-32bit Download
- nrfjprog linux-64bit Download
- nrfjprog osx Download
- nrfjprog win32 Download

**note**: On Linux it might be required to link SEGGER’s `libjlinkarm.so` inside nrfjprog’s folder.
**DFU Targets**

run follow command to install adafruit-nrfutil from PyPi

```
$ pip3 install --user adafruit-nrfutil
```

**make flash** and **make sd** will not work with DFU targets. Hence, **dfu-gen** and **dfu-flash** must be used instead.

- dfu-gen: Generates a Firmware zip to be used by the DFU flash application.
- dfu-flash: Triggers the DFU flash application to upload the firmware from the generated Firmware zip file.

When enabled you have different options to test it:

- NUS Console for Linux (recommended)
- WebBluetooth REPL (experimental)

**RP2040**

This port supports many development boards that utilize RP2040 chips. See [https://circuitpython.org/downloads](https://circuitpython.org/downloads) for all supported boards.

**Building**

For build instructions see this guide: [https://learn.adafruit.com/building-circuitpython/](https://learn.adafruit.com/building-circuitpython/)

**Port Specific modules**

**Circuitpython on STM32**

This port brings the ST Microelectronics STM32 series of MCUs to Circuitpython. STM32 chips have a wide range of capability, from <$1 low power STM32F0s to dual-core STM32H7s running at 400+ MHz. Currently, only the F4, F7, and H7 families are supported, powered by the ARM Cortex M4 and M7 processors.


STM32 SoCs vary product-by-product in clock speed, peripheral capability, pin assignments, and their support within this port. Refer to **mpconfigport.mk** for a full list of enabled modules sorted by family.

**How this port is organized:**

- **boards/** contains the configuration files for each development board and breakout available on the port, as well as system files and both shared and SoC-specific linker files. Board configuration includes a pin mapping of the board, oscillator information, board-specific build flags, and setup for OLED or TFT screens where applicable.
- **common-hal/** contains the port-specific module implementations, used by shared-module and shared-bindings.
- **packages/** contains package-specific pin bindings (LQFP100, BGA216, etc)
- **peripherals/** contains peripheral setup files and peripheral mapping information, sorted by family and sub-variant. Most files in this directory can be generated with the python scripts in **tools/**.
- **st-driver/** submodule for ST HAL and LL files generated via CubeMX. Shared with TinyUSB.
• **supervisor/** contains port-specific implementations of internal flash, serial and USB, as well as the **port.c** file, which initializes the port at startup.

• **tools/** python scripts for generating peripheral and pin mapping files in **peripherals/** and **board/**.

At the root level, refer to **mpconfigboard.h** and **mpconfigport.mk** for port specific settings and a list of enabled modules.

### Build instructions

Ensure your clone of Circuitpython is ready to build by following the guide on the Adafruit Website. This includes installing the toolchain, synchronizing submodules, and running **mpy-cross**.

Once the one-time build tasks are complete, you can build at any time by navigating to the port directory:

```
$ cd ports/stm
```

To build for a specific circuitpython board, run:

```
$ make BOARD=feather_stm32f405_express
```

You may also build with certain flags available in the makefile, depending on your board and development goals. The following flags would enable debug information and correct flash locations for a pre-flashed UF2 bootloader:

```
$ make BOARD=feather_stm32f405_express DEBUG=1 UF2_BOOTLOADER=1
```

### USB connection

Connect your development board of choice to the host PC via the USB cable. Note that for most ST development boards such as the Nucleo and Discovery series, you must use a secondary OTG USB connector to access circuitpython, as the primary USB connector will be connected to a built-in ST-Link debugger rather than the chip itself.

In many cases, this ST-Link USB connector will still need to be connected to power for the chip to turn on - refer to your specific product manual for details.

### Flash the bootloader

Most ST development boards come with a built-in STLink programming and debugging probe accessible via USB. This programmer may show up as an **MBED** drive on the host PC, enabling simple drag and drop programming with a .bin file, or they may require a tool like **OpenOCD** or **StLink-org/stlink** to run flashing and debugging commands.

Many hobbyist and 3rd party development boards also expose SWD pins. These can be used with a cheap stlink debugger or other common programmers.

For non-ST products or users without a debugger, all STM32 boards in the high performance families (F4, F7 and H7) include a built-in DFU bootloader stored in ROM. This bootloader is accessed by ensuring the BOOT0 pin is held to a logic 1 and the BOOT1 pin is held to a logic 0 when the chip is reset (**ST Appnote AN2606**). Most chips hold BOOT low by default, so this can usually be achieved by running a jumper wire from 3.3V power to the BOOT0 pin, if it is exposed, or by flipping the appropriate switch or button as the chip is reset. Once the chip is started in DFU mode, BOOT0 no longer needs to be held high and can be released. An example is available in the **Feather STM32F405 guide**.

Windows users will need to install **stm32cubeprog**, while Mac and Linux users will need to install **dfu-util** with `brew install dfu-util` or `sudo apt-get install dfu-util`. More details are available in the **Feather F405 guide**.
Flashing the circuitpython image with DFU-Util

Ensure the board is in dfu mode by following the steps in the previous section. Then run:

```
$ make BOARD=feather_stm32F405_express flash
```

Alternatively, you can navigate to the build directory and run the raw dfu-util command:
```
dfu-util -a 0 --dfuse-address 0x08000000 -D firmware.bin
```

Accessing the board

Connecting the board to the PC via the USB cable will allow code to be uploaded to the CIRCUITPY volume.

Circuitpython exposes a CDC virtual serial connection for REPL access and debugging. Connecting to it from OSX will look something like this:
```
screen /dev/tty.usbmodem14111201 115200
```

You may also use a program like mu to assist with REPL access.

1.8.3 Troubleshooting

From time to time, an error occurs when working with CircuitPython. Here are a variety of errors that can happen, what they mean and how to fix them.

File system issues

If your host computer starts complaining that your CIRCUITPY drive is corrupted or files cannot be overwritten or deleted, then you will have to erase it completely. When CircuitPython restarts it will create a fresh empty CIRCUITPY filesystem.

Corruption often happens on Windows when the CIRCUITPY disk is not safely ejected before being reset by the button or being disconnected from USB. This can also happen on Linux and Mac OSX but it's less likely.

Caution: To erase and re-create CIRCUITPY (for example, to correct a corrupted filesystem), follow one of the procedures below. It's important to note that any files stored on the CIRCUITPY drive will be erased. Back up your code if possible before continuing!

REPL Erase Method

This is the recommended method of erasing your board. If you are having trouble accessing the CIRCUITPY drive or the REPL, consider first putting your board into safe mode.

To erase any board if you have access to the REPL:

1. Connect to the CircuitPython REPL using a terminal program.
2. Type `import storage` into the REPL.
3. Then, type `storage.erase_filesystem()` into the REPL.
4. The CIRCUITPY drive will be erased and the board will restart with an empty CIRCUITPY drive.
Erase File Method

If you do not have access to the REPL, you may still have options to erase your board.

The Erase CIRCUITPY Without Access to the REPL section of the Troubleshooting page in the Welcome to CircuitPython guide covers the non-REPL erase process for various boards. Visit the guide, find the process that applies to your board, and follow the instructions to erase your board.

ValueError: Incompatible .mpy file.

This error occurs when importing a module that is stored as a .mpy binary file (rather than a .py text file) that was generated by a different version of CircuitPython than the one it’s being loaded into. Most versions are compatible but, rarely they aren’t. In particular, the .mpy binary format changed between CircuitPython versions 1.x and 2.x, 2.x and 3.x, and will change again between 6.x and 7.x.

So, for instance, if you just upgraded to CircuitPython 7.x from 6.x you’ll need to download a newer version of the library that triggered the error on import. They are all available in the Adafruit bundle and the Community bundle. Make sure to download a version with 7.0.0 or higher in the filename.

1.8.4 Additional CircuitPython Libraries and Drivers on GitHub

These are libraries and drivers available in separate GitHub repos. They are designed for use with CircuitPython and may or may not work with MicroPython.

Adafruit CircuitPython Library Bundle

We provide a bundle of all our libraries to ease installation of drivers and their dependencies. The bundle is primarily geared to the Adafruit Express line of boards which feature a relatively large external flash. With Express boards, it’s easy to copy them all onto the filesystem. However, if you don’t have enough space simply copy things over as they are needed.

• The Adafruit bundles are available on GitHub: <https://github.com/adafruit/Adafruit_CircuitPython_Bundle/releases>.

• Documentation for the bundle, which includes links to documentation for all libraries, is available here: <https://circuitpython.readthedocs.io/projects/bundle/en/latest/>.

CircuitPython Community Library Bundle

This bundle contains non-Adafruit sponsored libraries, that are written and submitted by members of the community.

• The Community bundles are available on GitHub: <https://github.com/adafruit/CircuitPython_Community_Bundle/releases>.

• Documentation is not available on ReadTheDocs at this time. See each library for any included documentation.
1.8.5 Workflows

Workflows are the process used to 1) manipulate files on the CircuitPython device and 2) interact with the serial connection to CircuitPython. The serial connection is usually used to access the REPL.

Starting with CircuitPython 3.x we moved to a USB-only workflow. Prior to that, we used the serial connection alone to do the whole workflow. In CircuitPython 7.x, a BLE workflow was added with the advantage of working with mobile devices. CircuitPython 8.x added a web workflow that works over the local network (usually Wi-Fi) and a web browser. Other clients can also use the Web REST API. Boards should clearly document which workflows are supported.

Code for workflows lives in `supervisor/shared`.

The workflow APIs are documented here.

USB

These USB interfaces are enabled by default on boards with USB support. They are usable once the device has been plugged into a host.

CIRCUITPY drive

CircuitPython exposes a standard mass storage (MSC) interface to enable file manipulation over a standard interface. This interface works underneath the file system at the block level so using it excludes other types of workflows from manipulating the file system at the same time.

CDC serial

CircuitPython exposes one CDC USB interface for CircuitPython serial. This is a standard serial USB interface.

TODO: Document how it designates itself from the user CDC.

Setting baudrate 1200 and disconnecting will reboot into a bootloader. (Used by Arduino to trigger a reset into bootloader.)

BLE

The BLE workflow is enabled for nRF boards. By default, to prevent malicious access, it is disabled. To connect to the BLE workflow, press the reset button while the status led blinks blue quickly after the safe mode blinks. The board will restart and broadcast the file transfer service UUID (0xfebb) along with the board’s Creation IDs. This public broadcast is done at a lower transmit level so the devices must be closer. On connection, the device will need to pair and bond. Once bonded, the device will broadcast whenever disconnected using a rotating key rather than a static one. Non-bonded devices won’t be able to resolve it. After connection, the central device can discover two default services. One for file transfer and one for CircuitPython specifically that includes serial characteristics.

To change the default BLE advertising name without (or before) running user code, the desired name can be put in the `/env` file. The key is CIRCUITPY_BLE_NAME. It’s limited to approximately 30 characters depending on the port’s settings and will be truncated if longer.
File Transfer API

CircuitPython uses an open File Transfer API to enable file system access.

CircuitPython Service

The base UUID for the CircuitPython service is ADAFXXXX-4369-7263-7569-7450794686e. The XXXX is replaced by the four specific digits below. The service itself is 0001.

TX - 0002 / RX - 0003

These characteristic work just like the Nordic Uart Service (NUS) but have different UUIDs to prevent conflicts with user created NUS services.

Version - 0100

Read-only characteristic that returns the UTF-8 encoded version string.

Web

The web workflow is dependent on adding Wi-Fi credentials into the /.env file. The keys are CIRCUITPY_WIFI_SSID and CIRCUITPY_WIFI_PASSWORD. Once these are defined, CircuitPython will automatically connect to the network and start the webserver used for the workflow. The webserver is on port 80 unless overridden by CIRCUITPY_WEB_API_PORT. It also enables MDNS.

Here is an example /.env:

```
# To auto-connect to Wi-Fi
CIRCUITPY_WIFI_SSID='scottswifi'
CIRCUITPY_WIFI_PASSWORD='secretpassword'

# To enable modifying files from the web. Change this too!
# Leave the User field blank in the browser.
CIRCUITPY_WEB_API_PASSWORD='passw0rd'

CIRCUITPY_WEB_API_PORT=80
```

MDNS is used to resolve circuitpython.local to a device specific hostname of the form cpy-XXXXXX.local. The XXXXX is based on network MAC address. The device also provides the MDNS service with service type _circuitpython and protocol _tcp.
HTTP

The web server is HTTP 1.1 and may use chunked responses so that it doesn’t need to precompute content length.
The API generally consists of an HTTP method such as GET or PUT and a path. Requests and responses also have
headers. Responses will contain a status code and status text such as 404 Not Found. This API tries to use standard
status codes to encode the status of the various operations. The Mozilla Developer Network HTTP docs are a great
reference.

Examples

The examples use curl, a common command line program for issuing HTTP requests. The examples below use
circuitpython.local as the easiest way to work. If you have multiple active devices, you’ll want to use the specific
cpy-XXXXXX.local version.
The examples also use password as the password placeholder. Replace it with your password before running the
example.

/

The root welcome page links to the file system page and also displays other CircuitPython devices found using
MDNS service discovery. This allows web browsers to find other devices from one. (All devices will respond to
circuitpython.local so the device redirected to may vary.)

CORS

The web server will allow requests from cpy-XXXXXX.local, 127.0.0.1, the device’s IP and code.
circuitpython.org. (circuitpython.local requests will be redirected to cpy-XXXXXX.local.)

File REST API

All file system related APIs are protected by HTTP basic authentication. It is NOT secure but will hopefully pre-
vent some griefing in shared settings. The password is sent unencrypted so do not reuse a password with something
important. The user field is left blank.
The password is taken from /.env with the key CIRCUITPY_WEB_API_PASSWORD. If this is unset, the server
will respond with 403 Forbidden. When a password is set, but not provided in a request, it will respond 401
Unauthorized.

/fs/

The /fs/ page will respond with a directory browsing HTML once authenticated. This page is always gzipped. If the
Accept: application/json header is provided, then the JSON representation of the root will be returned.
OPTIONS

When requested with the OPTIONS method, the server will respond with CORS related headers. Most aren't needed for API use. They are there for the web browser.

- **Access-Control-Allow-Methods** - Varies with USB state. GET, OPTIONS when USB is active. GET, OPTIONS, PUT, DELETE, MOVE otherwise.

Example:

```
curl -v -u :passw0rd -X OPTIONS -L --location-trusted http://circuitpython.local/fs/ /fs/<directory path>/
```

Directory paths must end with a `/`. Otherwise, the path is assumed to be a file.

GET

Returns a JSON representation of the directory.

- **200 OK** - Directory exists and JSON returned
- **401 Unauthorized** - Incorrect password
- **403 Forbidden** - No CIRCUITPY_WEB_API_PASSWORD set
- **404 Not Found** - Missing directory

Returns information about each file in the directory:

- **name** - File name. No trailing `/` on directory names
- **directory** - true when a directory. false otherwise
- **modified_ns** - File modification time in nanoseconds since January 1st, 1970. May not use full resolution
- **file_size** - File size in bytes. 0 for directories

Example:

```
```

```
[{
    "name": "world.txt",
    "directory": false,
    "modified_ns": 946934328000000000,
    "file_size": 12
}
]
```
PUT

Tries to make a directory at the given path. Request body is ignored. The custom X-Timestamp header can provide a timestamp in milliseconds since January 1st, 1970 (to match JavaScript’s file time resolution) used for the directories modification time. The RTC time will used otherwise.

Returns:

- **204 No Content** - Directory exists
- **201 Created** - Directory created
- **401 Unauthorized** - Incorrect password
- **403 Forbidden** - No CIRCUITPY_WEB_API_PASSWORD set
- **409 Conflict** - USB is active and preventing file system modification
- **404 Not Found** - Missing parent directory
- **500 Server Error** - Other, unhandled error

Example:

```
curl -v -u :passw0rd -X PUT -L --location-trusted http://circuitpython.local/fs/lib/…hello/world/
```

Move

Moves the directory at the given path to X-Destination. Also known as rename.

The custom X-Destination header stores the destination path of the directory.

Returns:

- **201 Created** - Directory renamed
- **401 Unauthorized** - Incorrect password
- **403 Forbidden** - No CIRCUITPY_WEB_API_PASSWORD set
- **404 Not Found** - Source directory not found or destination path is missing
- **409 Conflict** - USB is active and preventing file system modification
- **412 Precondition Failed** - The destination path is already in use

Example:

```
```

DELETE

Deletes the directory and all of its contents.

Returns:

- **204 No Content** - Directory and its contents deleted
- **401 Unauthorized** - Incorrect password
- **403 Forbidden** - No CIRCUITPY_WEB_API_PASSWORD set
- **404 Not Found** - No directory
• **409** Conflict - USB is active and preventing file system modification

Example:
```
curl -v -u :passw0rd -X DELETE -L --location-trusted http://circuitpython.local/fs/lib/...hello2/world/
```

/fs/<file path>

**PUT**

Stores the provided content to the file path.

The custom X-Timestamp header can provide a timestamp in milliseconds since January 1st, 1970 (to match JavaScript’s file time resolution) used for the directories modification time. The RTC time will used otherwise.

Returns:

- **201** Created - File created and saved
- **204** No Content - File existed and overwritten
- **401** Unauthorized - Incorrect password
- **403** Forbidden - No CIRCUITPY_WEB_API_PASSWORD set
- **404** Not Found - Missing parent directory
- **409** Conflict - USB is active and preventing file system modification
- **413** Payload Too Large - Expect header not sent and file is too large
- **417** Expectation Failed - Expect header sent and file is too large
- **500** Server Error - Other, unhandled error

If the client sends the Expect header, the server will reply with **100** Continue when ok.

Example:
```
echo "Hello world" >> test.txt
curl -v -u :passw0rd -T test.txt -L --location-trusted http://circuitpython.local/fs/lib/...hello/world.txt
```

**GET**

Returns the raw file contents. Content-Type will be set based on extension:

- text/plain - .py, .txt
- text/javascript - .js
- text/html - .html
- application/json - .json
- application/octet-stream - Everything else

Will return:

- **200** OK - File exists and file returned
[Example: curl -v -u :passw0rd -L --location-trusted http://circuitpython.local/fs/lib/hello/world.txt]

**Move**

Moves the file at the given path to the X-Destination. Also known as rename.

The custom X-Destination header stores the destination path of the file.

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>201 Created</td>
<td>File renamed</td>
</tr>
<tr>
<td>401 Unauthorized</td>
<td>Incorrect password</td>
</tr>
<tr>
<td>403 Forbidden</td>
<td>No CIRCUITPY_WEB_API_PASSWORD set</td>
</tr>
<tr>
<td>404 Not Found</td>
<td>Source file not found or destination path is missing</td>
</tr>
<tr>
<td>409 Conflict</td>
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<td>412 Precondition Failed</td>
<td>The destination path is already in use</td>
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</table>


**DELETE**

Deletes the file.

<table>
<thead>
<tr>
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<th>Message</th>
</tr>
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<tbody>
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<td>403 Forbidden</td>
<td>No CIRCUITPY_WEB_API_PASSWORD set</td>
</tr>
<tr>
<td>404 Not Found</td>
<td>File not found</td>
</tr>
<tr>
<td>409 Conflict</td>
<td>USB is active and preventing file system modification</td>
</tr>
</tbody>
</table>

/cp/

/cp/ serves basic info about the CircuitPython device and others discovered through MDNS. It is not protected by basic auth in case the device is someone else's.

Only GET requests are supported and will return 405 Method Not Allowed otherwise.

/cp/devices.json

Returns information about other devices found on the network using MDNS.

- total: Total MDNS response count. May be more than in devices if internal limits were hit.
- devices: List of discovered devices.
  - hostname: MDNS hostname
  - instance_name: MDNS instance name. Defaults to human readable board name.
  - port: Port of CircuitPython Web API
  - ip: IP address

Example:

```bash
curl -v -L http://circuitpython.local/cp/devices.json
```

```
{
    "total": 1,
    "devices": [
        {
            "hostname": "cpy-951032",
            "instance_name": "Adafruit Feather ESP32-S2 TFT",
            "port": 80,
            "ip": "192.168.1.235"
        }
    ]
}
```

/cp/serial/

Serves a basic serial terminal program when a GET request is received without the Upgrade: websocket header. Otherwise the socket is upgraded to a WebSocket. See WebSockets below for more detail.

This is an authenticated endpoint in both modes.
/cp/version.json

Returns information about the device.

- **web_api_version**: Always 1. This versions the rest of the API and new versions may not be backwards compatible.
- **version**: CircuitPython build version.
- **build_date**: CircuitPython build date.
- **board_name**: Human readable name of the board.
- **mcu_name**: Human readable name of the microcontroller.
- **board_id**: Board id used in code and on circuitpython.org.
- **creator_id**: Creator ID for the board.
- **creation_id**: Creation ID for the board, set by the creator.
- **hostname**: MDNS hostname.
- **port**: Port of CircuitPython Web Service.
- **ip**: IP address of the device.

Example:
```
curl -v -L http://circuitpython.local/cp/version.json
```

```json
{
    "web_api_version": 1,
    "version": "8.0.0-alpha.1-20-geld4518a9dirty",
    "build_date": "2022-06-24",
    "board_name": "ESP32-S3-USB-OTG-N8",
    "mcu_name": "ESP32S3",
    "board_id": "espressif_esp32s3_usb_otg_n8",
    "creator_id": 12346,
    "creation_id": 28683,
    "hostname": "cpy-f57ce8",
    "port": 80,
    "ip": "192.168.1.94"
}
```

**Static files**

- `/favicon.ico` - Blinka
- `/directory.js` - JavaScript for `/fs`
- `/welcome.js` - JavaScript for /
WebSocket

The CircuitPython serial interactions are available over a WebSocket. A WebSocket begins as a special HTTP request that gets upgraded to a WebSocket. Authentication happens before upgrading.

WebSockets are not bare sockets once upgraded. Instead they have their own framing format for data. CircuitPython can handle PING and CLOSE opcodes. All others are treated as TEXT. Data to CircuitPython is expected to be masked UTF-8, as the spec requires. Data from CircuitPython to the client is unmasked. It is also unbuffered so the client will get a variety of frame sizes.

Only one WebSocket at a time is supported.

1.8.6 Environment Variables

CircuitPython 8.0.0 introduces support for environment variables. Environment variables are commonly used to store “secrets” such as Wi-Fi passwords and API keys. This method does not make them secure. It only separates them from the code.

CircuitPython supports these by mimicking the dotenv CPython library. Other languages such as Javascript, PHP and Ruby also have dotenv libraries.

These libraries store environment variables in a .env file. Here is a simple example:

```python
KEY1='value1'
# Comment
KEY2='value2
is multiple lines'
```

CircuitPython uses the .env at the drive root (no folder) as the environment. User code can access the values from the file using `os.getenv()`. It is recommended to save any values used repeatedly in a variable because `os.getenv()` will parse the /.env on every access.

CircuitPython behavior

CircuitPython will also read the environment to configure its behavior. Other keys are ignored by CircuitPython. Here are the keys it uses:

**CIRCUITPY_BLE_NAME**

Default BLE name the board advertises as, including for the BLE workflow.

**CIRCUITPY_RESERVED_PSRAM**

On boards with Espressif microcontrollers with PSRAM (also called SPIRAM), permanently reserve a portion of PSRAM for use by esp-idf. This storage is removed from the CircuitPython “heap” and is available for allocation by esp-idf routines in the core instead. Generally, only set this to a non-zero value when it is required by a specific core module.
CIRCUITPY_WEB_API_PASSWORD

Password required to make modifications to the board from the Web Workflow.

CIRCUITPY_WEB_API_PORT

TCP port number used for the web HTTP API. Defaults to 80 when omitted.

CIRCUITPY_WIFI_PASSWORD

Wi-Fi password used to auto connect to CIRCUITPY_WIFI_SSID.

CIRCUITPY_WIFI_SSID

Wi-Fi SSID to auto-connect to even if user code is not running.

1.8.7 Design Guide

This guide covers a variety of development practices for CircuitPython core and library APIs. These APIs are both built-into CircuitPython and those that are distributed on GitHub and in the Adafruit and Community bundles. Consistency with these practices ensures that beginners can learn a pattern once and apply it throughout the CircuitPython ecosystem.

Start libraries with the cookiecutter

Cookiecutter is a tool that lets you bootstrap a new repo based on another repo. We’ve made one here for CircuitPython libraries that include configs for Travis CI and ReadTheDocs along with a setup.py, license, code of conduct, readme among other files.

Cookiecutter will provide a series of prompts relating to the library and then create a new directory with all of the files. See the CircuitPython cookiecutter README for more details.

Module Naming

Adafruit funded libraries should be under the adafruit organization and have the format Adafruit_CircuitPython_<name> and have a corresponding adafruit_<name> directory (aka package) or adafruit_<name>.py file (aka module).

If the name would normally have a space, such as “Thermal Printer”, use an underscore instead (“Thermal_Printer”). This underscore will be used everywhere even when the separation between “adafruit” and “circuitpython” is done with a -. Use the underscore in the cookiecutter prompts.

Community created libraries should have the repo format CircuitPython_<name> and not have the adafruit_ module or package prefix.

Both should have the CircuitPython repository topic on GitHub.
Terminology

As our Code of Conduct states, we strive to use “welcoming and inclusive language.” Whether it is in documentation or in code, the words we use matter. This means we disfavor language that due to historical and social context can make community members and potential community members feel unwelcome.

There are specific terms to avoid except where technical limitations require it. While specific cases may call for other terms, consider using these suggested terms first:

<table>
<thead>
<tr>
<th>Preferred</th>
<th>Deprecated</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main (device)</td>
<td>Master</td>
</tr>
<tr>
<td>Peripheral</td>
<td>Slave</td>
</tr>
<tr>
<td>Sensor</td>
<td></td>
</tr>
<tr>
<td>Secondary (device)</td>
<td></td>
</tr>
<tr>
<td>Denylist</td>
<td>Blacklist</td>
</tr>
<tr>
<td>Allowlist</td>
<td>Whitelist</td>
</tr>
</tbody>
</table>

Note that “technical limitations” refers e.g., to the situation where an upstream library or URL has to contain those substrings in order to work. However, when it comes to documentation and the names of parameters and properties in CircuitPython, we will use alternate terms even if this breaks tradition with past practice.

Lifetime and ContextManagers

A driver should be initialized and ready to use after construction. If the device requires deinitialization, then provide it through `deinit()` and also provide `__enter__` and `__exit__` to create a context manager usable with `with`.

For example, a user can then use `deinit()`:

```python
import digitalio
import board
import time

led = digitalio.DigitalInOut(board.LED)
led.direction = digitalio.Direction.OUTPUT

for i in range(10):
    led.value = True
    time.sleep(0.5)
    led.value = False
    time.sleep(0.5)
    led.deinit()
```

This will deinit the underlying hardware at the end of the program as long as no exceptions occur.

Alternatively, using a `with` statement ensures that the hardware is deinitialized:

```python
import digitalio
import board
import time

with digitalio.DigitalInOut(board.LED) as led:
    led.direction = digitalio.Direction.OUTPUT
```

(continues on next page)
for i in range(10):
    led.value = True
    time.sleep(0.5)
    led.value = False
    time.sleep(0.5)

Python’s `with` statement ensures that the deinit code is run regardless of whether the code within the `with` statement executes without exceptions.

For small programs like the examples this isn’t a major concern because all user usable hardware is reset after programs are run or the REPL is run. However, for more complex programs that may use hardware intermittently and may also handle exceptions on their own, deinitializing the hardware using a `with` statement will ensure hardware isn’t enabled longer than needed.

**Verify your device**

Whenever possible, make sure device you are talking to is the device you expect. If not, raise a `RuntimeError`. Beware that I2C addresses can be identical on different devices so read registers you know to make sure they match your expectation. Validating this upfront will help catch mistakes.

**Getters/Setters**

When designing a driver for a device, use properties for device state and use methods for sequences of abstract actions that the device performs. State is a property of the device as a whole that exists regardless of what the code is doing. This includes things like temperature, time, sound, light and the state of a switch. For a more complete list see the sensor properties bullet below.

Another way to separate state from actions is that state is usually something the user can sense themselves by sight or feel for example. Actions are something the user can watch. The device does this and then this.

Making this separation clear to the user will help beginners understand when to use what.

Here is more info on properties from Python.

**Exceptions and asserts**

Raise an appropriate `Exception`, along with a useful message, whenever a critical test or other condition fails.

Example:

```python
if not 0 <= pin <= 7:
    raise ValueError("Pin number must be 0-7.")
```

If memory is constrained and a more compact method is needed, use the `assert` statement instead.

Example:

```python
assert 0 <= pin <= 7, "Pin number must be 0-7."`
Design for compatibility with CPython

CircuitPython is aimed to be one’s first experience with code. It will be the first step into the world of hardware and software. To ease one’s exploration out from this first step, make sure that functionality shared with CPython shares the same API. It doesn’t need to be the full API it can be a subset. However, do not add non-CPython APIs to the same modules. Instead, use separate non-CPython modules to add extra functionality. By distinguishing API boundaries at modules you increase the likelihood that incorrect expectations are found on import and not randomly during runtime.

When adding a new module for additional functionality related to a CPython module do NOT simply prefix it with u. This is not a large enough differentiation from CPython. This is the MicroPython convention and they use u* modules interchangeably with the CPython name. This is confusing. Instead, think up a new name that is related to the extra functionality you are adding.

For example, storage mounting and unmounting related functions were moved from uos into a new storage module. Terminal related functions were moved into multiterminal. These names better match their functionality and do not conflict with CPython names. Make sure to check that you don’t conflict with CPython libraries too. That way we can port the API to CPython in the future.

Example

When adding extra functionality to CircuitPython to mimic what a normal operating system would do, either copy an existing CPython API (for example file writing) or create a separate module to achieve what you want. For example, mounting and unmount drives is not a part of CPython so it should be done in a module, such as a new storage module, that is only available in CircuitPython. That way when someone moves the code to CPython they know what parts need to be adapted.

Document inline

Whenever possible, document your code right next to the code that implements it. This makes it more likely to stay up to date with the implementation itself. Use Sphinx’s automodule to format these all nicely in ReadTheDocs. The cookiecutter helps set these up.

Use Sphinx flavor rST for markup.

Lots of documentation is a good thing but it can take a lot of space. To minimize the space used on disk and on load, distribute the library as both .py and .mpy, MicroPython and CircuitPython’s bytecode format that omits comments.

Module description

After the license comment:

```
""
`<module name>`
===============================================================================

<Longer description>

* Author(s):

Implementation Notes
---------------------

(continues on next page)```
**Hardware:**

* Adafruit Device Description
  <hyperlink>`_ (Product ID: <Product Number>)

**Software and Dependencies:**

* Adafruit CircuitPython firmware for the supported boards:
  https://circuitpython.org/downloads
* Adafruit's Bus Device library:
  https://github.com/adafruit/Adafruit_CircuitPython_BusDevice
* Adafruit's Register library:
  https://github.com/adafruit/Adafruit_CircuitPython_Register

```
Class description

At the class level document what class does and how to initialize it:

class DS3231:
    """DS3231 real-time clock.
    :param ~busio.I2C i2c_bus: The I2C bus the DS3231 is connected to.
    :param int address: The I2C address of the device. Defaults to :const:`0x40`
    """
    
    def __init__(self, i2c_bus, address=0x40):
        self._i2c = i2c_bus

Renders as:

class DS3231(i2c_bus, address=64)
    DS3231 real-time clock.

Parameters

- **i2c_bus** (I2C) – The I2C bus the DS3231 is connected to.
- **address** (int) – The I2C address of the device. Defaults to 0x40
Documenting Parameters

Although there are different ways to document class and functions definitions in Python, the following is the prevalent method of documenting parameters for CircuitPython libraries. When documenting class parameters you should use the following structure:

```
:param param_type param_name: Parameter_description
```

**param_type**

The type of the parameter. This could be among other `int`, `float`, `str`, `bool`, etc. To document an object in the CircuitPython domain, you need to include a ~ before the definition as shown in the following example:

```
:param ~busio.I2C i2c_bus: The I2C bus the DS3231 is connected to.
```

To include references to CircuitPython modules, cookiecutter creates an entry in the intersphinx_mapping section in the `conf.py` file located within the `docs` directory. To add different types outside CircuitPython you need to include them in the intersphinx_mapping:

```python
intersphinx_mapping = {
    "python": ("https://docs.python.org/3.4", None),
    "CircuitPython": ("https://circuitpython.readthedocs.io/en/latest/", None),
}
```

The intersphinx_mapping above includes references to Python, BusDevice and CircuitPython Documentation.

When the parameter have two different types, you should reference them as follows:

```python
class Character_LCD:
    """Base class for character LCD

:param ~digitalio.DigitalInOut rs: The reset data line
:param ~pwmio.PWMOut,~digitalio.DigitalInOut blue: Blue RGB Anode

    """

def __init__(self, rs, blue):
    self._rc = rs
    self.blue = blue
```

Renders as:

```python
class Character_LCD(rs, blue)
    Base class for character LCD

    Parameters

    • rs (DigitalInOut) – The reset data line
    • blue (PWMOut,DigitalInOut) – Blue RGB Anode
```
param_name

Parameter name used in the class or method definition

Parameter_description

Parameter description. When the parameter defaults to a particular value, it is good practice to include the default:

::param int pitch: Pitch value for the servo. Defaults to :const:`4500`

Attributes

Attributes are state on objects. (See Getters/Setters above for more discussion about when to use them.) They can be defined internally in a number of different ways. Each approach is enumerated below with an explanation of where the comment goes.

Regardless of how the attribute is implemented, it should have a short description of what state it represents including the type, possible values and/or units. It should be marked as (read-only) or (write-only) at the end of the first line for attributes that are not both readable and writable.

Instance attributes

Comment comes from after the assignment:

```python
def __init__(self, drive_mode):
    self.drive_mode = drive_mode
    
    The pin drive mode. One of:
    
    - `digitalio.DriveMode.PUSH_PULL`
    - `digitalio.DriveMode.OPEN_DRAIN`
```

Renders as:

```
drive_mode
    The pin drive mode. One of:
    
    • digitalio.DriveMode.PUSH_PULL
    • digitalio.DriveMode.OPEN_DRAIN
```

Property description

Comment comes from the getter:

```python
@property
def datetime(self):
    
    The current date and time as a `time.struct_time`.
    
    return self.datetime_register
```

(continues on next page)
@datetime.setter
def datetime(self, value):
    pass

Renders as:

datetime
   The current date and time as a `time.struct_time`.

Read-only example:

@property
def temperature(self):
    ""
    The current temperature in degrees Celsius. (read-only)
    ""
    The device may require calibration to get accurate readings.
    ""
    return self._read(TEMPERATURE)

Renders as:

temperature
   The current temperature in degrees Celsius. (read-only)
   The device may require calibration to get accurate readings.

Data descriptor description

Comment is after the definition:

```
lost_power = i2c_bit.RWBit(0x0f, 7)
""""""""True if the device has lost power since the time was set."""
```

Renders as:

lost_power
   True if the device has lost power since the time was set.

Method description

First line after the method definition:

```
def turn_right(self, degrees):
    """"""""""""""""""""""""""""""""""""
    """
    Turns the bot `degrees` right.
    """
    :param float degrees: Degrees to turn right
    """
```

Renders as:

turn_right(degrees)
   Turns the bot degrees right.
Parameters

- **degrees** *(float)* – Degrees to turn right

Documentation References to other Libraries

When you need to make references to documentation in other libraries you should refer the class using single back-ticks `class `~adafruit_motor.servo.Servo` `. You must also add the reference in the `conf.py` file in the `intersphinx_mapping` section by adding a new entry:

```
```

Use `adafruit_register` when possible

Register is a foundational library that manages packing and unpacking data from I2C device registers. There is also `RegisterSPI` for SPI devices. When possible, use one of these libraries for unpacking and packing registers. This ensures the packing code is shared amongst all registers (even across drivers). Furthermore, it simplifies device definitions by making them declarative (only data.)

Values with non-consecutive bits in a register or that represent FIFO endpoints may not map well to existing register classes. In unique cases like these, it is ok to read and write the register directly.

**Do not** add all registers from a datasheet upfront. Instead, only add the ones necessary for the functionality the driver exposes. Adding them all will lead to unnecessary file size and API clutter. See this video about outside-in design from @tannewt.

I2C Example

```python
from adafruit_register import i2c_bit
from adafruit_bus_device import i2c_device

class HelloWorldDevice:
    """Device with two bits to control when the words 'hello' and 'world' are lit."""

    hello = i2c_bit.RWBit(0x0, 0x0)
    """Bit to indicate if hello is lit."""

    world = i2c_bit.RWBit(0x1, 0x0)
    """Bit to indicate if world is lit."""

    def __init__(self, i2c, device_address=0x0):
        self.i2c_device = i2c_device.I2CDevice(i2c, device_address)
```

1.8. Full Table of Contents
Use BusDevice

BusDevice is an awesome foundational library that manages talking on a shared I2C or SPI device for you. The devices manage locking which ensures that a transfer is done as a single unit despite CircuitPython internals and, in the future, other Python threads. For I2C, the device also manages the device address. The SPI device, manages baudrate settings, chip select line and extra post-transaction clock cycles.

I2C Example

```python
from adafruit_bus_device import i2c_device

DEVICE_DEFAULT_I2C_ADDR = 0x42

class Widget:
    '''A generic widget.'''

    def __init__(self, i2c, address=DEVICE_DEFAULT_I2C_ADDR):
        self.i2c_device = i2c_device.I2CDevice(i2c, address)
        self.buf = bytearray(1)

    @property
    def register(self):
        '''Widget's one register.'''
        with self.i2c_device as i2c:
            i2c.writeto(b'0x00')
            i2c.readfrom_into(self.buf)
        return self.buf[0]
```

SPI Example

```python
from adafruit_bus_device import spi_device

class SPIWidget:
    '''A generic widget with a weird baudrate.'''

    def __init__(self, spi, chip_select):
        # chip_select is a pin reference such as board.D10.
        self.spi_device = spi_device.SPIDevice(spi, chip_select, baudrate=12345)
        self.buf = bytearray(1)

    @property
    def register(self):
        '''Widget's one register.'''
        with self.spi_device as spi:
            spi.write(b'0x00')
            spi.readinto(self.buf)
        return self.buf[0]
```
**Class documentation example template**

When documenting classes, you should use the following template to illustrate basic usage. It is similar with the simplest test example, however this will display the information in the Read The Docs documentation. The advantage of using this template is it makes the documentation consistent across the libraries.

This is an example for a AHT20 temperature sensor. Include the following after the class parameter:

```
**Quickstart: Importing and using the AHT10/AHT20 temperature sensor**

Here is an example of using the :class:`AHTx0` class. First you will need to import the libraries to use the sensor

```python
import board
import adafruit_ahtx0

Once this is done you can define your `board.I2C` object and define your sensor object

```python
i2c = board.I2C()  # uses board.SCL and board.SDA
aht = adafruit_ahtx0.AHTx0(i2c)

Now you have access to the temperature and humidity using the :attr:`temperature` and :attr:`relative_humidity` attributes

```python
temperature = aht.temperature
relative_humidity = aht.relative_humidity
```

```

Use composition

When writing a driver, take in objects that provide the functionality you need rather than taking their arguments and constructing them yourself or subclassing a parent class with functionality. This technique is known as composition and leads to code that is more flexible and testable than traditional inheritance.

See also:

Wikipedia has more information on “dependency inversion”.

For example, if you are writing a driver for an I2C device, then take in an I2C object instead of the pins themselves. This allows the calling code to provide any object with the appropriate methods such as an I2C expansion board.

Another example is to expect a DigitalInOut for a pin to toggle instead of a Pin from board. Taking in the Pin object alone would limit the driver to pins on the actual microcontroller instead of pins provided by another driver such as an IO expander.
Lots of small modules

CircuitPython boards tend to have a small amount of internal flash and a small amount of ram but large amounts of external flash for the file system. So, create many small libraries that can be loaded as needed instead of one large file that does everything.

Speed second

Speed isn’t as important as API clarity and code size. So, prefer simple APIs like properties for state even if it sacrifices a bit of speed.

Avoid allocations in drivers

Although Python doesn’t require managing memory, it’s still a good practice for library writers to think about memory allocations. Avoid them in drivers if you can because you never know how much something will be called. Fewer allocations means less time spent cleaning up. So, where you can, prefer byterarray buffers that are created in __init__ and used throughout the object with methods that read or write into the buffer instead of creating new objects. Unified hardware API classes such as busio.SPI are design to read and write to subsections of buffers.

It’s ok to allocate an object to return to the user. Just beware of causing more than one allocation per call due to internal logic.

However, this is a memory tradeoff so do not do it for large or rarely used buffers.

Examples

struct.pack

Use struct.pack_into instead of struct.pack.

Use of MicroPython const()

The MicroPython const() feature, as discussed in this forum post, and in this issue thread, provides some optimizations that can be useful on smaller, memory constrained devices. However, when using const(), keep in mind these general guide lines:

• Always use via an import, ex: from micropython import const
• Limit use to global (module level) variables only.
• Only used when the user will not need access to variable and prefix name with a leading underscore, ex: _SOME_CONST.
Example

```python
from adafruit_bus_device import i2c_device
from micropython import const

_DEFAULT_I2C_ADDR = const(0x42)

class Widget:
    """A generic widget."""

    def __init__(self, i2c, address=_DEFAULT_I2C_ADDR):
        self.i2c_device = i2c_device.I2CDevice(i2c, address)
```

Libraries Examples

When adding examples, cookiecutter will add a `<name>_simpletest.py` file in the examples directory for you. Be sure to include code with the library minimal functionalities to work on a device. You could other examples if needed featuring different functionalities of the library. If you add additional examples, be sure to include them in the examples.rst. Naming of the examples files should use the name of the library followed by a description, using underscore to separate them. When using print statements you should use the " ".format() format, as there are particular boards that are not capable to use f-strings.

```python
text_to_display = "World!"

print("Hello {}".format(text_to_display))
```

Sensor properties and units

The Adafruit Unified Sensor Driver Arduino library has a great list of measurements and their units. Use the same ones including the property name itself so that drivers can be used interchangeably when they have the same properties.
## Property name | Python type | Units |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>acceleration</td>
<td>(float, float, float)</td>
<td>x, y, z meter per second per second</td>
</tr>
<tr>
<td>magnetic</td>
<td>(float, float)</td>
<td>x, y, z micro-Tesla (μT)</td>
</tr>
<tr>
<td>orientation</td>
<td>(float, float)</td>
<td>x, y, z degrees</td>
</tr>
<tr>
<td>gyro</td>
<td>(float, float)</td>
<td>x, y, z radians per second</td>
</tr>
<tr>
<td>temperature</td>
<td>float</td>
<td>degrees Celsius</td>
</tr>
<tr>
<td>C02</td>
<td>float</td>
<td>measured CO2 in ppm</td>
</tr>
<tr>
<td>eCO2</td>
<td>float</td>
<td>equivalent/estimated CO2 in ppm (estimated from some other measurement)</td>
</tr>
<tr>
<td>TVOC</td>
<td>float</td>
<td>Total Volatile Organic Compounds in ppb</td>
</tr>
<tr>
<td>distance</td>
<td>float</td>
<td>centimeters (cm)</td>
</tr>
<tr>
<td>proximity</td>
<td>int</td>
<td>non-unit-specific proximity values (monotonic but not actual distance)</td>
</tr>
<tr>
<td>light</td>
<td>float</td>
<td>non-unit-specific light levels (should be monotonic but is not lux)</td>
</tr>
<tr>
<td>lux</td>
<td>float</td>
<td>SI lux</td>
</tr>
<tr>
<td>pressure</td>
<td>float</td>
<td>hectopascal (hPa)</td>
</tr>
<tr>
<td>relative_humidity</td>
<td>float</td>
<td>percent</td>
</tr>
<tr>
<td>current</td>
<td>float</td>
<td>milliamps (mA)</td>
</tr>
<tr>
<td>voltage</td>
<td>float</td>
<td>volts (V)</td>
</tr>
<tr>
<td>color</td>
<td>int</td>
<td>RGB, eight bits per channel (0xff0000 is red)</td>
</tr>
<tr>
<td>alarm</td>
<td>(time.struct, str)</td>
<td>Sample alarm time and string to characterize frequency such as &quot;hourly&quot;</td>
</tr>
<tr>
<td>datetime</td>
<td>time.struct</td>
<td>date and time</td>
</tr>
<tr>
<td>duty_cycle</td>
<td>int</td>
<td>16-bit PWM duty cycle (regardless of output resolution)</td>
</tr>
<tr>
<td>frequency</td>
<td>int</td>
<td>Hertz (Hz)</td>
</tr>
<tr>
<td>value</td>
<td>bool</td>
<td>Digital logic</td>
</tr>
<tr>
<td>value</td>
<td>int</td>
<td>16-bit Analog value, unit-less</td>
</tr>
<tr>
<td>weight</td>
<td>float</td>
<td>grams (g)</td>
</tr>
<tr>
<td>sound_level</td>
<td>float</td>
<td>non-unit-specific sound level (monotonic but not actual decibels)</td>
</tr>
</tbody>
</table>

### Driver constant naming

When adding variables for constant values for a driver, do not include the device’s name in the variable name. For example, in `adafruit_fancy123.py`, variables should not start with `FANCY123_`. Adding this prefix increases RAM usage and .mpy file size because variable names are preserved. User code should refer to these constants as `adafruit_fancy123.HELLO_WORLD` for clarity. `adafruit_fancy123.FANCY123_HELLO_WORLD` would be overly verbose.

### Adding native modules

The Python API for a new module should be defined and documented in `shared-bindings` and define an underlying C API. If the implementation is port-agnostic or relies on underlying APIs of another module, the code should live in `shared-module`. If it is port specific then it should live in `common-hal` within the port’s folder. In either case, the file and folder structure should mimic the structure in `shared-bindings`.

To test your native modules or core enhancements, follow these Adafruit Learning Guides for building local firmware to flash onto your device(s):

Build CircuitPython
MicroPython compatibility

Keeping compatibility with MicroPython isn’t a high priority. It should be done when it’s not in conflict with any of the above goals.

We love CircuitPython and would love to see it come to more microcontroller platforms. Since 3.0 we’ve reworked CircuitPython to make it easier than ever to add support. While there are some major differences between ports, this page covers the similarities that make CircuitPython what it is and how that core fits into a variety of microcontrollers.

1.8.8 Architecture

There are three core pieces to CircuitPython:

The first is the Python VM that the awesome MicroPython devs have created. These VMs are written to be portable so there is not much needed when moving to a different microcontroller, especially if it is ARM based.

The second is the infrastructure around those VMs which provides super basic operating system functionality such as initializing hardware, running USB, prepping file systems and automatically running user code on boot. In CircuitPython we’ve dubbed this component the supervisor because it monitors and facilitates the VMs which run user Python code. Porting involves the supervisor because many of the tasks it does while interfacing with the hardware. Once complete, the REPL works and debugging can migrate to a Python based approach rather than C.

The third core piece is the plethora of low level APIs that CircuitPython provides as the foundation for higher level libraries including device drivers. These APIs are called from within the running VMs through the Python interfaces defined in shared-bindings. These bindings rely on the underlying common_hal C API to implement the functionality needed for the Python API. By splitting the two, we work to ensure standard functionality across which means that libraries and examples apply across ports with minimal changes.

1.8.9 Porting

Step 1: Getting building

The first step to porting to a new microcontroller is getting a build running. The primary goal of it should be to get main.c compiling with the assistance of the supervisor/supervisor.mk file. Port specific code should be isolated to the port’s directory (in the top level until the ports directory is present). This includes the Makefile and any C library resources. Make sure these resources are compatible with the MIT License of the rest of the code!

Circuitpython has a number of modules enabled by default in py/circuitpy_mpconfig.mk. Most of these modules will need to be disabled in mpconfigboard.mk during the early stages of a port in order for it to compile. As the port progresses in module support, this list can be pruned down as a natural “TODO” list. An example minimal build list is shown below:

```
# These modules are implemented in ports/<port>/common-hal:

# Typically the first module to create
CIRCUITPY_MICROCONTROLLER = 0

# Typically the second module to create
CIRCUITPY_DIGITALIO = 0

# Other modules:
CIRCUITPY_ANALOGIO = 0
CIRCUITPY_BUSIO = 0
CIRCUITPY_COUNTIO = 0
CIRCUITPY_NEOPIXEL_WRITE = 0
CIRCUITPY_PULSEIO = 0
```

(continues on next page)
CIRCUITPY_OS = 0
CIRCUITPY_NVM = 0
CIRCUITPY_AUDIOBUSIO = 0
CIRCUITPY_AUDIOIO = 0
CIRCUITPY_ROTARYIO = 0
CIRCUITPY_RTC = 0
CIRCUITPY_SDCARDIO = 0
CIRCUITPY_FRAMEBUFFERIO = 0
CIRCUITPY_FREQUENCYIO = 0
CIRCUITPY_I2CTARGET = 0
# Requires SPI, PulseIO (stub ok):
CIRCUITPY_DISPLAYIO = 0

# These modules are implemented in shared-module/ - they can be included in
# any port once their prerequisites in common-hal are complete.
# Requires DigitalIO:
CIRCUITPY_BITBANGIO = 0
# Requires neopixel_write or SPI (dotstar)
CIRCUITPY_PIXELBUF = 0
# Requires OS
CIRCUITPY_RANDOM = 0
# Requires OS, filesystem
CIRCUITPY_STORAGE = 0
# Requires Microcontroller
CIRCUITPY_TOUCHIO = 0
# Requires USB
CIRCUITPY_USB_HID = 0
CIRCUITPY_USB_MIDI = 0
# Does nothing without I2C
CIRCUITPY_REQUIRE_I2C_PULLUPS = 0
# No requirements, but takes extra flash
CIRCUITPY_ULAB = 0

**Step 2: Init**

Once your build is setup, the next step should be to get your clocks going as you expect from the supervisor. The supervisor calls `port_init` to allow for initialization at the beginning of main. This function also has the ability to request a safe mode state which prevents the supervisor from running user code while still allowing access to the REPL and other resources.

The core port initialization and reset methods are defined in `supervisor/port.c` and should be the first to be implemented. It’s required that they be implemented in the `supervisor` directory within the port directory. That way, they are always in the expected place.

The supervisor also uses three linker variables, `__ezero`, `__estack` and `__ebss` to determine memory layout for stack overflow checking.
Step 3: REPL

Getting the REPL going is a huge step. It involves a bunch of initialization to be done correctly and is a good sign you are well on your porting way. To get the REPL going you must implement the functions and definitions from supervisor/serial.h with a corresponding supervisor/serial.c in the port directory. This involves sending and receiving characters over some sort of serial connection. It could be UART or USB for example.

1.8.10 Adding *io support to other ports

digitalio provides a well-defined, cross-port hardware abstraction layer built to support different devices and their drivers. It’s backed by the Common HAL, a C api suitable for supporting different hardware in a similar manner. By sharing this C api, developers can support new hardware easily and cross-port functionality to the new hardware.

These instructions also apply to analogio, busio, pulseio and touchio. Most drivers depend on analogio, digitalio and busio so start with those.

File layout

Common HAL related files are found in these locations:

- shared-bindings Shared home for the Python <-> C bindings which includes inline RST documentation for the created interfaces. The common hal functions are defined in the .h files of the corresponding C files.
- shared-module Shared home for C code built on the Common HAL and used by all ports. This code only uses common_hal methods defined in shared-bindings.
- <port>/common-hal Port-specific implementation of the Common HAL.

Each folder has the substructure of / and they should match 1:1. __init__.c is used for module globals that are not classes (similar to __init__.py).

Adding support

Modifying the build

The first step is to hook the shared-bindings into your build for the modules you wish to support. Here’s an example of this step for the atmel-samd/Makefile:

```bash
SRC_BINDINGS = \n    board/__init__.c \n    microcontroller/__init__.c \n    microcontroller/Pin.c \n    analogio/__init__.c \n    analogio/AnalogIn.c \n    analogio/AnalogOut.c \n    digitalio/__init__.c \n    digitalio/DigitalInOut.c \n    pulseio/__init__.c \n    pulseio/PulseIn.c \n    pulseio/PulseOut.c \n    pulseio/PWMOut.c \n    busio/__init__.c \n    busio/I2C.c \n```

(continues on next page)
The Makefile defines the modules to build and adds the sources to include the shared-bindings version and the common-hal version within the port specific directory. You may comment out certain subfolders to reduce the number of modules to add but don’t comment out individual classes. It won’t compile then.

Hooking the modules in

Built in modules are typically defined in mpconfigport.h. To add support you should have something like:

```c
extern const struct _mp_obj_module_t microcontroller_module;
extern const struct _mp_obj_module_t analogio_module;
extern const struct _mp_obj_module_t digitalio_module;
extern const struct _mp_obj_module_t pulseio_module;
extern const struct _mp_obj_module_t busio_module;
extern const struct _mp_obj_module_t board_module;
extern const struct _mp_obj_module_t time_module;
extern const struct _mp_obj_module_t neopixel_write_module;

#define MICROPY_PORT_BUILTIN_MODULES
    { MP_OBJ_NEW_QSTR(MP_QSTR_microcontroller), (mp_obj_t)&microcontroller_module }, \n    { MP_OBJ_NEW_QSTR(MP_QSTR_analogio), (mp_obj_t)&analogio_module }, \n    { MP_OBJ_NEW_QSTR(MP_QSTR_digitalio), (mp_obj_t)&digitalio_module }, \n    { MP_OBJ_NEW_QSTR(MP_QSTR_pulseio), (mp_obj_t)&pulseio_module }, \n    { MP_OBJ_NEW_QSTR(MP_QSTR_busio), (mp_obj_t)&busio_module }, \n    { MP_OBJ_NEW_QSTR(MP_QSTR_board), (mp_obj_t)&board_module }, \n    { MP_OBJ_NEW_QSTR(MP_QSTR_time), (mp_obj_t)&time_module }, \n    { MP_OBJ_NEW_QSTR(MP_QSTR_neopixel_write), (mp_obj_t)&neopixel_write_module } \n```

```c
```
Implementing the Common HAL

At this point in the port, nothing will compile yet, because there’s still work to be done to fix missing sources, compile issues, and link issues. I suggest start with a common-hal directory from another port that implements it such as atmel-samd or esp8266, deleting the function contents and stubbing out any return statements. Once that is done, you should be able to compile cleanly and import the modules, but nothing will work (though you are getting closer).

The last step is actually implementing each function in a port specific way. I can’t help you with this. :-) If you have any questions how a Common HAL function should work then see the corresponding .h file in shared-bindings.

Testing

Woohoo! You are almost done. After you implement everything, lots of drivers and sample code should just work. There are a number of drivers and examples written for Adafruit’s Feather ecosystem. Here are places to start:

- Adafruit repos with CircuitPython topic
- Adafruit driver bundle

1.8.11 MicroPython libraries

Python standard libraries and micro-libraries

The libraries below are inherited from MicroPython. They are similar to the standard Python libraries with the same name. They implement a subset of or a variant of the corresponding standard Python library.

CircuitPython’s long-term goal is that code written in CircuitPython using Python standard libraries will be runnable on CPython without changes.

These libraries are not enabled on CircuitPython builds with limited flash memory, usually on non-Express builds: binascii, errno, json, re.

These libraries are not currently enabled in any CircuitPython build, but may be in the future: ctypes, hashlib, zlib.

builtins – builtin functions and exceptions

All builtin functions and exceptions are described here. They are also available via builtins module.

For more information about built-ins, see the following CPython documentation:

- Builtin CPython Functions
- Builtin CPython Exceptions
- Builtin CPython Constants

Note: Not all of these functions, types, exceptions, and constants are turned on in all CircuitPython ports, for space reasons.
Functions and types

abs()
all()
any()
bin()
class bool
class bytearray
class bytes
    See CPython documentation: bytes.
callable()
chr()
classmethod()
compile()
class complex
delattr(obj, name)
    The argument name should be a string, and this function deletes the named attribute from the object given by obj.
class dict
dir()
divmod()
enumerate()
eval()
exec()
filter()
class float
class frozenset
    frozenset() is not enabled on non-Express CircuitPython boards.
getattr()
globals()
hasattr()
hash()
hex()
id()
input()
class int
    
classmethod from_bytes(bytes, byteorder)
        In CircuitPython, byteorder parameter must be positional (this is compatible with CPython).

to_bytes(size, byteorder)
        In CircuitPython, byteorder parameter must be positional (this is compatible with CPython).

isinstance()
issubclass()
iter()
len()
class list
locals()
map()
max()
class memoryview
min()
next()
class object
oct()
open()
ord()
pow()
print()
property()
r
range()
repr()
reversed()

reversed() is not enabled on non-Express CircuitPython boards.
round()
class set
setattr()
class slice
    The slice builtin is the type that slice objects have.
sorted()
staticmethod()
class str
    sum()
    super()
class tuple
    type()
    zip()

Exceptions

exception ArithmeticError
exception AssertionError
exception AttributeError
exception BaseException
exception BrokenPipeError
exception ConnectionError
exception EOFError
exception Exception
exception ImportError
exception IndentationError
exception IndexError
exception KeyboardInterrupt
exception KeyError
exception LookupError
exception MemoryError
exception MpyError
    Not a part of the CPython standard library
exception NameError
exception NotImplementedError
exception OSError
exception OverflowError
exception RuntimeError
exception ReloadException
  
  *ReloadException* is used internally to deal with soft restarts.
  
  Not a part of the CPython standard library
exception StopAsyncIteration
exception StopIteration
exception SyntaxError
exception SystemExit
exception TimeoutError
exception TypeError
exception UnicodeError
exception ValueError
exception ZeroDivisionError

**Constants**

Ellipsis
NotImplemented

**heapq – heap queue algorithm**

**Warning:** Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

*This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: [heapq].*

This module implements the *min heap queue algorithm.*

A heap queue is essentially a list that has its elements stored in such a way that the first item of the list is always the smallest.
Functions

heapq.heappush(\textit{heap, item})

Push the \textit{item} onto the \textit{heap}.

heapq.heappop(\textit{heap})

Pop the first item from the \textit{heap}, and return it. Raise \texttt{IndexError} if \textit{heap} is empty.

The returned item will be the smallest item in the \textit{heap}.

heapq.heapify(\textit{x})

Convert the list \textit{x} into a heap. This is an in-place operation.

array – arrays of numeric data

\textit{This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: array.}

Supported format codes: b, B, h, H, i, I, l, L, q, Q, f, d (the latter 2 depending on the floating-point support).

Classes

class array.array(\text{\texttt{typecode}[. iterable \}]

Create array with elements of given type. Initial contents of the array are given by an \textit{iterable}. If it is not provided, an empty array is created.

append(\textit{val})

Append new element \textit{val} to the end of array, growing it.

extend(\textit{iterable})

Append new elements as contained in \textit{iterable} to the end of array, growing it.

binascii – binary/ASCII conversions

\textit{This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: binascii.}

This module implements conversions between binary data and various encodings of it in ASCII form (in both directions).

Functions

binascii.hexlify(\textit{data}[. \text{\texttt{sep}}])

Convert the bytes in the \textit{data} object to a hexadecimal representation. Returns a bytes object.

If the additional argument \textit{sep} is supplied it is used as a separator between hexadecimal values.

binascii.unhexlify(\textit{data})

Convert hexadecimal data to binary representation. Returns bytes string. (i.e. inverse of hexlify)
**binascii.a2b_base64(data)**
Decode base64-encoded data, ignoring invalid characters in the input. Conforms to RFC 2045 s.6.8. Returns a bytes object.

**binascii.b2a_base64(data)**
Encode binary data in base64 format, as in RFC 3548. Returns the encoded data followed by a newline character, as a bytes object.

**binascii.crc32(data, value=0, /)**
Compute CRC-32, the 32-bit checksum of the bytes in `data` starting with an initial CRC of `value`. The default initial CRC is 0. The algorithm is consistent with the ZIP file checksum.

### collections – collection and container types

**Warning:** Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: collections.

This module implements advanced collection and container types to hold/accumulate various objects.

**Classes**

**collections.deque(iterable, maxlen[, flags])**
Deques (double-ended queues) are a list-like container that support O(1) appends and pops from either side of the deque. New deques are created using the following arguments:

- `iterable` must be the empty tuple, and the new deque is created empty.
- `maxlen` must be specified and the deque will be bounded to this maximum length. Once the deque is full, any new items added will discard items from the opposite end.
- The optional `flags` can be 1 to check for overflow when adding items.

As well as supporting `bool` and `len`, deque objects have the following methods:

**deque.append(x)**
Add `x` to the right side of the deque. Raises IndexError if overflow checking is enabled and there is no more room left.

**deque.popleft()**
Remove and return an item from the left side of the deque. Raises IndexError if no items are present.

**collections.namedtuple(name, fields)**
This is factory function to create a new namedtuple type with a specific name and set of fields. A namedtuple is a subclass of tuple which allows to access its fields not just by numeric index, but also with an attribute access syntax using symbolic field names. Fields is a sequence of strings specifying field names. For compatibility with CPython it can also be a a string with space-separated field named (but this is less efficient). Example of use:
from collections import namedtuple

MyTuple = namedtuple("MyTuple", ("id", "name"))
t1 = MyTuple(1, "foo")
t2 = MyTuple(2, "bar")
print(t1.name)
assert t2.name == t2[1]

collections.OrderedDict(...)  
dict type subclass which remembers and preserves the order of keys added. When ordered dict is iterated over, keys/items are returned in the order they were added:

from collections import OrderedDict

# To make benefit of ordered keys, OrderedDict should be initialized
# from sequence of (key, value) pairs.
d = OrderedDict([("z", 1), ("a", 2)])
# More items can be added as usual
d["w"] = 5
d["b"] = 3
for k, v in d.items():
    print(k, v)

Output:

z 1
a 2
w 5
b 3

errno – system error codes

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: errno.

This module provides access to symbolic error codes for OSError exception. A particular inventory of codes depends on MicroPython port.

Constants

EEXIST, EAGAIN, etc.

Error codes, based on ANSI C/POSIX standard. All error codes start with “E”. As mentioned above, inventory of the codes depends on MicroPython port. Errors are usually accessible as exc.args[0] where exc is an instance of OSError. Usage example:

try:
    os.mkdir("my_dir")
except OSError as exc:
    if exc.args[0] == errno.EEXIST:
        print("Directory already exists")
errno.errorcode

Dictionary mapping numeric error codes to strings with symbolic error code (see above):

>>> print(errno.errorcode[errno.EEXIST])
EEXIST

**gc – control the garbage collector**

**Warning:** Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: gc.

**Functions**

**gc.enable()**

Enable automatic garbage collection.

**gc.disable()**

Disable automatic garbage collection. Heap memory can still be allocated, and garbage collection can still be initiated manually using `gc.collect()`.

**gc.collect()**

Run a garbage collection.

**gc.mem_alloc()**

Return the number of bytes of heap RAM that are allocated.

**Difference to CPython**

This function is a MicroPython extension.

**gc.mem_free()**

Return the number of bytes of available heap RAM, or -1 if this amount is not known.

**Difference to CPython**

This function is a MicroPython extension.

**gc.threshold([amount])**

Set or query the additional GC allocation threshold. Normally, a collection is triggered only when a new allocation cannot be satisfied, i.e. on an out-of-memory (OOM) condition. If this function is called, in addition to OOM, a collection will be triggered each time after `amount` bytes have been allocated (in total, since the previous time such an amount of bytes have been allocated). `amount` is usually specified as less than the full heap size, with the intention to trigger a collection earlier than when the heap becomes exhausted, and in the hope that an
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...early collection will prevent excessive memory fragmentation. This is a heuristic measure, the effect of which will vary from application to application, as well as the optimal value of the `amount` parameter.

Calling the function without argument will return the current value of the threshold. A value of -1 means a disabled allocation threshold.

---

**Difference to CPython**

This function is a a MicroPython extension. CPython has a similar function - `set_threshold()`, but due to different GC implementations, its signature and semantics are different.

---

**hashlib – hashing algorithms**

**Warning:** Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: [hashlib](https://docs.python.org/3/library/hashlib.html).

This module implements binary data hashing algorithms. The exact inventory of available algorithms depends on a board. Among the algorithms which may be implemented:

- **SHA256** - The current generation, modern hashing algorithm (of SHA2 series). It is suitable for cryptographically-secure purposes. Included in the MicroPython core and any board is recommended to provide this, unless it has particular code size constraints.

- **SHA1** - A previous generation algorithm. Not recommended for new usages, but SHA1 is a part of number of Internet standards and existing applications, so boards targeting network connectivity and interoperability will try to provide this.

- **MD5** - A legacy algorithm, not considered cryptographically secure. Only selected boards, targeting interoperability with legacy applications, will offer this.

**Constructors**

```python
class hashlib.sha256([data])
Create an SHA256 hasher object and optionally feed data into it.

class hashlib.sha1([data])
Create an SHA1 hasher object and optionally feed data into it.

class hashlib.md5([data])
Create an MD5 hasher object and optionally feed data into it.
```
Methods

hash.update(data)
   Feed more binary data into hash.

hash.digest()
   Return hash for all data passed through hash, as a bytes object. After this method is called, more data cannot be
   fed into the hash any longer.

hash.hexdigest()
   This method is NOT implemented. Use binascii.hexlify(hash.digest()) to achieve a similar effect.

io – input/output streams

This module implements a subset of the corresponding CPython module, as described below. For more information,
refer to the original CPython documentation: io.

This module contains additional types of stream (file-like) objects and helper functions.

Conceptual hierarchy

Difference to CPython

Conceptual hierarchy of stream base classes is simplified in MicroPython, as described in this section.

(Abstract) base stream classes, which serve as a foundation for behavior of all the concrete classes, adhere to few
dichotomies (pair-wise classifications) in CPython. In MicroPython, they are somewhat simplified and made implicit
to achieve higher efficiencies and save resources.

An important dichotomy in CPython is unbuffered vs buffered streams. In MicroPython, all streams are currently
unbuffered. This is because all modern OSes, and even many RTOSes and filesystem drivers already perform buffering
on their side. Adding another layer of buffering is counter- productive (an issue known as “bufferbloat”) and takes
precious memory. Note that there still cases where buffering may be useful, so we may introduce optional buffering
support at a later time.

But in CPython, another important dichotomy is tied with “bufferedness” - it’s whether a stream may incur short
read/writes or not. A short read is when a user asks e.g. 10 bytes from a stream, but gets less, similarly for writes. In
CPython, unbuffered streams are automatically short operation susceptible, while buffered are guarantee against them.
The no short read/writes is an important trait, as it allows to develop more concise and efficient programs - something
which is highly desirable for MicroPython. So, while MicroPython doesn't support buffered streams, it still provides
for no-short-operations streams. Whether there will be short operations or not depends on each particular class’ needs,
but developers are strongly advised to favor no-short-operations behavior for the reasons stated above. For example,
MicroPython sockets are guaranteed to avoid short read/writes. Actually, at this time, there is no example of a short-
operations stream class in the core, and one would be a port-specific class, where such a need is governed by hardware
peculiarities.

The no-short-operations behavior gets tricky in case of non-blocking streams, blocking vs non-blocking behavior being
another CPython dichotomy, fully supported by MicroPython. Non-blocking streams never wait for data either to
arrive or be written - they read/write whatever possible, or signal lack of data (or ability to write data). Clearly,
this conflicts with “no-short-operations” policy, and indeed, a case of non-blocking buffered (and this no-short-ops)
streams is convoluted in CPython - in some places, such combination is prohibited, in some it’s undefined or just not
documented, in some cases it raises verbose exceptions. The matter is much simpler in MicroPython: non-blocking
stream are important for efficient asynchronous operations, so this property prevails on the “no-short-ops” one. So,
while blocking streams will avoid short reads/writes whenever possible (the only case to get a short read is if end of file is reached, or in case of error (but errors don’t return short data, but raise exceptions)), non-blocking streams may produce short data to avoid blocking the operation.

The final dichotomy is binary vs text streams. MicroPython of course supports these, but while in CPython text streams are inherently buffered, they aren’t in MicroPython. (Indeed, that’s one of the cases for which we may introduce buffering support.)

Note that for efficiency, MicroPython doesn’t provide abstract base classes corresponding to the hierarchy above, and it’s not possible to implement, or subclass, a stream class in pure Python.

**Functions**

```python
io.open(name, mode='r', **kwargs)
```

Open a file. Built-in `open()` function is aliased to this function. All ports (which provide access to file system) are required to support `mode` parameter, but support for other arguments vary by port.

**Classes**

```python
class io.FileIO(...)
```

This is type of a file open in binary mode, e.g. using `open(name, "rb")`. You should not instantiate this class directly.

```python
class io.TextIOWrapper(...)
```

This is type of a file open in text mode, e.g. using `open(name, "rt")`. You should not instantiate this class directly.

```python
class io.StringIO([string])
```

```python
class io.BytesIO([string])
```

In-memory file-like objects for input/output. `StringIO` is used for text-mode I/O (similar to a normal file opened with “t” modifier). `BytesIO` is used for binary-mode I/O (similar to a normal file opened with “b” modifier). Initial contents of file-like objects can be specified with `string` parameter (should be normal string for `StringIO` or bytes object for `BytesIO`). All the usual file methods like `read()`, `write()`, `seek()`, `flush()`, `close()` are available on these objects, and additionally, a following method:

```python
getvalue()
```

Get the current contents of the underlying buffer which holds data.

**json — JSON encoding and decoding**

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: `json`.

This modules allows to convert between Python objects and the JSON data format.
Functions

json.dump(obj, stream)
   Serialise obj to a JSON string, writing it to the given stream.

json.dumps(obj)
   Return obj represented as a JSON string.

json.load(stream)
   Parse the given stream, interpreting it as a JSON string and deserialising the data to a Python object. The resulting object is returned. Parsing continues until end-of-file is encountered. A ValueError is raised if the data in stream is not correctly formed.

json.loads(str)
   Parse the JSON str and return an object. Raises ValueError if the string is not correctly formed.

re – simple regular expressions

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: re.

This module implements regular expression operations. Regular expression syntax supported is a subset of CPython re module (and actually is a subset of POSIX extended regular expressions).

Supported operators and special sequences are:

.      Match any character.

[...]
   Match set of characters. Individual characters and ranges are supported, including negated sets (e.g. [^a-c]).

^      Match the start of the string.

$      Match the end of the string.

?      Match zero or one of the previous sub-pattern.

*      Match zero or more of the previous sub-pattern.

+      Match one or more of the previous sub-pattern.

??     Non-greedy version of ?, match zero or one, with the preference for zero.

*??    Non-greedy version of *, match zero or more, with the preference for the shortest match.

+??    Non-greedy version of +, match one or more, with the preference for the shortest match.

|      Match either the left-hand side or the right-hand side sub-patterns of this operator.
Grouping. Each group is capturing (a substring it captures can be accessed with \texttt{match.group()} method).

\d

Matches digit. Equivalent to \texttt{[0-9]}.

\D

Matches non-digit. Equivalent to \texttt{[^0-9]}.

\s

Matches whitespace. Equivalent to \texttt{[\t-\r]}.

\S

Matches non-whitespace. Equivalent to \texttt{[^\t-\r]}.

\w

Matches “word characters” (ASCII only). Equivalent to \texttt{[A-Za-z0-9\_]}.

\W

Matches non “word characters” (ASCII only). Equivalent to \texttt{[^A-Za-z0-9\_]}.

\ Escape character. Any other character following the backslash, except for those listed above, is taken literally. For example, \* is equivalent to literal \* (not treated as the * operator). Note that \r, \n, etc. are not handled specially, and will be equivalent to literal letters r, n, etc. Due to this, it’s not recommended to use raw Python strings (\r\n) for regular expressions. For example, r"\r\n" when used as the regular expression is equivalent to "rn". To match CR character followed by LF, use "\r\n".

\ NOT SUPPORTED: \n
• counted repetitions (\{m,n\})
• named groups ((?P<name>...))
• non-capturing groups ((?:...))
• more advanced assertions (\b, \B)
• special character escapes like \r, \n - use Python’s own escaping instead
• etc.

Example:

\begin{verbatim}
import re

# As re doesn't support escapes itself, use of r"" strings is not # recommended.
regex = re.compile("[\r\n]")

regex.split("line1\rline2\nlime3\r\n")

# Result:
# ["line1", "line2", "line3", ", "]
\end{verbatim}
Functions

\texttt{re.compile}(\texttt{regex\_str[,\ flags\ ]})

Compile regular expression, return \texttt{regex} object.

\texttt{re.match}(\texttt{regex\_str, string})

Compile \texttt{regex\_str} and match against \texttt{string}. Match always happens from starting position in a string.

\texttt{re.search}(\texttt{regex\_str, string})

Compile \texttt{regex\_str} and search it in a \texttt{string}. Unlike \texttt{match}, this will search string for first position which matches \texttt{regex} (which still may be 0 if \texttt{regex} is anchored).

\texttt{re.sub}(\texttt{regex\_str, replace, string, count=0, flags=0, /})

Compile \texttt{regex\_str} and search for it in \texttt{string}, replacing all matches with \texttt{replace}, and returning the new string. \texttt{replace} can be a string or a function. If it is a string then escape sequences of the form \texttt{\<number\>} and \texttt{\g<number>} can be used to expand to the corresponding group (or an empty string for unmatched groups). If \texttt{replace} is a function then it must take a single argument (the match) and should return a replacement string.

If \texttt{count} is specified and non-zero then substitution will stop after this many substitutions are made. The \texttt{flags} argument is ignored.

Note: availability of this function depends on \texttt{MicroPython port}.

\texttt{re.DEBUG}

Flag value, display debug information about compiled expression. (Availability depends on \texttt{MicroPython port}.)

Regex objects

Compiled regular expression. Instances of this class are created using \texttt{re.compile()}.

\texttt{regex\_match}(\texttt{string})

\texttt{regex\_search}(\texttt{string})

\texttt{regex\_sub}(\texttt{replace, string, count=0, flags=0, /})

Similar to the module-level functions \texttt{match()}, \texttt{search()} and \texttt{sub()}. Using methods is (much) more efficient if the same \texttt{regex} is applied to multiple strings.

\texttt{regex\_split}(\texttt{string, max\_split=-1, /})

Split a \texttt{string} using \texttt{regex}. If \texttt{max\_split} is given, it specifies maximum number of splits to perform. Returns list of strings (there may be up to \texttt{max\_split+1} elements if it’s specified).

Match objects

Match objects as returned by \texttt{match()} and \texttt{search()} methods, and passed to the replacement function in \texttt{sub()}.\n
\texttt{match\_group}(\texttt{index})

Return matching (sub)string. \texttt{index} is 0 for entire match, 1 and above for each capturing group. Only numeric groups are supported.

\texttt{match\_groups}()

Return a tuple containing all the substrings of the groups of the match.

Note: availability of this method depends on \texttt{MicroPython port}.

\texttt{match\_start}([\texttt{index}])
**match.end([index])**

Return the index in the original string of the start or end of the substring group that was matched. *index* defaults to the entire group, otherwise it will select a group.

Note: availability of these methods depends on *MicroPython port*.

**match.span([index])**

Returns the 2-tuple (match.start(index), match.end(index)).

Note: availability of this method depends on *MicroPython port*.

---

**sys – system specific functions**

**Warning:** Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: *sys*.

**Functions**

**sys.exit([retval=0,])**

Terminate current program with a given exit code. Underlyingly, this function raise as *SystemExit* exception. If an argument is given, its value given as an argument to *SystemExit*.

**Constants**

**sys.argv**

A mutable list of arguments the current program was started with.

**sys.byteorder**

The byte order of the system ("little" or "big").

**sys.implementation**

Object with information about the current Python implementation. For CircuitPython, it has following attributes:

- *name* - string “circuitpython”
- *version* - tuple (major, minor, micro), e.g. (1, 7, 0)

This object is the recommended way to distinguish CircuitPython from other Python implementations (note that it still may not exist in the very minimal ports).

**Difference to CPython**

CPython mandates more attributes for this object, but the actual useful bare minimum is implemented in CircuitPython.
sys.maxsize

Maximum value which a native integer type can hold on the current platform, or maximum value representable by CircuitPython integer type, if it’s smaller than platform max value (that is the case for CircuitPython ports without long int support).

This attribute is useful for detecting “bitness” of a platform (32-bit vs 64-bit, etc.). It’s recommended to not compare this attribute to some value directly, but instead count number of bits in it:

```python
bits = 0
v = sys.maxsize
while v:
    bits += 1
    v >>= 1
if bits > 32:
    # 64-bit (or more) platform
    ...
else:
    # 32-bit (or less) platform
    # Note that on 32-bit platform, value of bits may be less than 32
    # (e.g. 31) due to peculiarities described above, so use "-> 16",
    # "-> 32", "-> 64" style of comparisons.
```

sys.modules

Dictionary of loaded modules. On some ports, it may not include builtin modules.

sys.path

A mutable list of directories to search for imported modules.

---

**Difference to CPython**

On MicroPython, an entry with the value ".frozen" will indicate that import should search *frozen modules* at that point in the search. If no frozen module is found then search will *not* look for a directory called .frozen, instead it will continue with the next entry in sys.path.

---

sys.platform

The platform that CircuitPython is running on. For OS/RTOS ports, this is usually an identifier of the OS, e.g. "linux". For baremetal ports it is an identifier of the chip on a board, e.g. "MicroChip SAMD51". It thus can be used to distinguish one board from another. If you need to check whether your program runs on CircuitPython (vs other Python implementation), use `sys.implementation` instead.

sys.stderr

Standard error stream.

sys.stdin

Standard input stream.

sys.stdout

Standard output stream.

sys.version

Python language version that this implementation conforms to, as a string.

sys.version_info

Python language version that this implementation conforms to, as a tuple of ints.
**Difference to CPython**

Only the first three version numbers (major, minor, micro) are supported and they can be referenced only by index, not by name.

---

**uasyncio — asynchronous I/O scheduler**

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: asyncio

Example:

```python
import uasyncio

async def blink(led, period_ms):
    while True:
        led.on()
        await uasyncio.sleep_ms(5)
        led.off()
        await uasyncio.sleep_ms(period_ms)

async def main(led1, led2):
    uasyncio.create_task(blink(led1, 700))
    uasyncio.create_task(blink(led2, 400))
    await uasyncio.sleep_ms(10_000)

# Running on a pyboard
from pyb import LED
uasyncio.run(main(LED(1), LED(2)))

# Running on a generic board
from machine import Pin
uasyncio.run(main(Pin(1), Pin(2)))
```

---

**Core functions**

- **uasyncio.create_task(coro)**
  
  Create a new task from the given coroutine and schedule it to run.
  
  Returns the corresponding Task object.

- **uasyncio.current_task()**
  
  Return the Task object associated with the currently running task.

- **uasyncio.run(coro)**
  
  Create a new task from the given coroutine and run it until it completes.
  
  Returns the value returned by coro.

- **uasyncio.sleep(t)**
  
  Sleep for t seconds (can be a float).
  
  This is a coroutine.
uasyncio.sleep_ms(t)
Sleep for \( t \) milliseconds.
This is a coroutine, and a MicroPython extension.

**Additional functions**

uasyncio.wait_for(awaitable, timeout)
Wait for the `awaitable` to complete, but cancel it if it takes longer than `timeout` seconds. If `awaitable` is not a task then a task will be created from it.

If a timeout occurs, it cancels the task and raises `asyncio.TimeoutError`: this should be trapped by the caller.

Returns the return value of `awaitable`.
This is a coroutine.

uasyncio.wait_for_ms(awaitable, timeout)
Similar to `wait_for` but `timeout` is an integer in milliseconds.
This is a coroutine, and a MicroPython extension.

uasyncio.gather(*awaitables, return_exceptions=False)
Run all `awaitables` concurrently. Any `awaitables` that are not tasks are promoted to tasks.
Returns a list of return values of all `awaitables`.
This is a coroutine.

**class Task**

class uasyncio.Task
This object wraps a coroutine into a running task. Tasks can be waited on using `await task`, which will wait for the task to complete and return the return value of the task.

Tasks should not be created directly, rather use `create_task` to create them.

Task.cancel()
Cancel the task by injecting a `CancelledError` into it. The task may or may not ignore this exception.

**class Event**

class uasyncio.Event
Create a new event which can be used to synchronise tasks. Events start in the cleared state.

Event.is_set()
Returns True if the event is set, False otherwise.

Event.set()
Set the event. Any tasks waiting on the event will be scheduled to run.

Event.clear()
Clear the event.
Event.wait()
    Wait for the event to be set. If the event is already set then it returns immediately.
    This is a coroutine.

class Lock

class uasyncio.Lock
    Create a new lock which can be used to coordinate tasks. Locks start in the unlocked state.
    In addition to the methods below, locks can be used in an async with statement.

Lock.locked()
    Returns True if the lock is locked, otherwise False.

Lock.acquire()
    Wait for the lock to be in the unlocked state and then lock it in an atomic way. Only one task can acquire the lock at any one time.
    This is a coroutine.

Lock.release()
    Release the lock. If any tasks are waiting on the lock then the next one in the queue is scheduled to run and the lock remains locked. Otherwise, no tasks are waiting and the lock becomes unlocked.

TCP stream connections

uasyncio.open_connection(host, port)
    Open a TCP connection to the given host and port. The host address will be resolved using socket.getaddrinfo, which is currently a blocking call.
    Returns a pair of streams: a reader and a writer stream. Will raise a socket-specific OSError if the host could not be resolved or if the connection could not be made.
    This is a coroutine.

uasyncio.start_server(callback, host, port, backlog=5)
    Start a TCP server on the given host and port. The callback will be called with incoming, accepted connections, and be passed 2 arguments: reader and writer streams for the connection.
    Returns a Server object.
    This is a coroutine.

class uasyncio.Stream
    This represents a TCP stream connection. To minimise code this class implements both a reader and a writer, and both StreamReader and StreamWriter alias to this class.

Stream.get_extra_info(v)
    Get extra information about the stream, given by v. The valid values for v are: peername.

Stream.close()
    Close the stream.
Stream.**wait_closed**()
  Wait for the stream to close.
  This is a coroutine.

Stream.**read**(n)
  Read up to \(n\) bytes and return them.
  This is a coroutine.

Stream.**readinto**(buf)
  Read up to \(n\) bytes into `buf` with \(n\) being equal to the length of `buf`.
  Return the number of bytes read into `buf`.
  This is a coroutine, and a MicroPython extension.

Stream.**readexactly**(n)
  Read exactly \(n\) bytes and return them as a bytes object.
  Raises an `EOFError` exception if the stream ends before reading \(n\) bytes.
  This is a coroutine.

Stream.**readline**()
  Read a line and return it.
  This is a coroutine.

Stream.**write**(buf)
  Accumulated `buf` to the output buffer. The data is only flushed when `Stream.drain` is called. It is recommended to call `Stream.drain` immediately after calling this function.

Stream.**drain**()
  Drain (write) all buffered output data out to the stream.
  This is a coroutine.

class uasyncio.Server
  This represents the server class returned from `start_server`. It can be used in an `async with` statement to close the server upon exit.

Server.**close**()
  Close the server.

Server.**wait_closed**()
  Wait for the server to close.
  This is a coroutine.

**Event Loop**

uasyncio.**get_event_loop**()
  Return the event loop used to schedule and run tasks. See `Loop`.

uasyncio.**new_event_loop**()
  Reset the event loop and return it.
  Note: since MicroPython only has a single event loop this function just resets the loop’s state, it does not create a new one.
class uasyncio.Loop

This represents the object which schedules and runs tasks. It cannot be created, use get_event_loop instead.

Loop.create_task(coro)
Create a task from the given coro and return the new Task object.

Loop.run_forever()
Run the event loop until stop() is called.

Loop.run_until_complete(awaitable)
Run the given awaitable until it completes. If awaitable is not a task then it will be promoted to one.

Loop.stop()
Stop the event loop.

Loop.close()
Close the event loop.

Loop.set_exception_handler(handler)
Set the exception handler to call when a Task raises an exception that is not caught. The handler should accept two arguments: (loop, context).

Loop.get_exception_handler()
Get the current exception handler. Returns the handler, or None if no custom handler is set.

Loop.default_exception_handler(context)
The default exception handler that is called.

Loop.call_exception_handler(context)
Call the current exception handler. The argument context is passed through and is a dictionary containing keys: 'message', 'exception', 'future'.

uctypes – access binary data in a structured way

This module implements “foreign data interface” for MicroPython. The idea behind it is similar to CPython’s ctypes modules, but the actual API is different, streamlined and optimized for small size. The basic idea of the module is to define data structure layout with about the same power as the C language allows, and then access it using familiar dot-syntax to reference sub-fields.

Warning: uctypes module allows access to arbitrary memory addresses of the machine (including I/O and control registers). Uncareful usage of it may lead to crashes, data loss, and even hardware malfunction.

See also:
Module struct
Standard Python way to access binary data structures (doesn’t scale well to large and complex structures).

Usage examples:

```python
import uctypes

# Example 1: Subset of ELF file header
# https://wikipedia.org/wiki/Executable_and_Linkable_Format#File_header
ELF_HEADER = {
```

(continues on next page)
"EI_MAG": (0x0 | uctypes.ARRAY, 4 | uctypesUINT8),
"EI_DATA": 0x5 | uctypesUINT8,
"e_machine": 0x12 | uctypesUINT16,
}

# "f" is an ELF file opened in binary mode
buf = f.read(uctypes.sizeof(ELF_HEADER, uctypes.LITTLE_ENDIAN))
header = uctypes.struct(uctypes.addressof(buf), ELF_HEADER, uctypes.LITTLE_ENDIAN)
assert header.EI_MAG == b"\x7fELF"
assert header.EI_DATA == 1, "Oops, wrong endianness. Could retry with uctypes.BIG_ENDIAN."

print("machine:", hex(header.e_machine))

# Example 2: In-memory data structure, with pointers
COORD = {
    "x": 0 | uctypes.FLOAT32,
    "y": 4 | uctypes.FLOAT32,
}

STRUCT1 = {
    "data1": 0 | uctypesUINT8,
    "data2": 4 | uctypesUINT32,
    "ptr": (8 | uctypes.PTR, COORD),
}

# Suppose you have address of a structure of type STRUCT1 in "addr"
# uctypes.NATIVE is optional (used by default)
struct1 = uctypes.struct(addr, STRUCT1, uctypes.NATIVE)
print("x:", struct1.ptr[0].x)

# Example 3: Access to CPU registers. Subset of STM32F4xx WWDG block
WWDG_LAYOUT = {
    "WWDG_CR": (0, {
        # BFUINT32 here means size of the WWDG_CR register
        "WDGA": 7 << uctypes.BF_POS | 1 << uctypes.BF_LEN | uctypes.BFUINT32,
        "T": 0 << uctypes.BF_POS | 7 << uctypes.BF_LEN | uctypes.BFUINT32,
    }),
    "WWDG_CFR": (4, {
        "EWI": 9 << uctypes.BF_POS | 1 << uctypes.BF_LEN | uctypes.BFUINT32,
        "WDGTB": 7 << uctypes.BF_POS | 2 << uctypes.BF_LEN | uctypes.BFUINT32,
        "W": 0 << uctypes.BF_POS | 7 << uctypes.BF_LEN | uctypes.BFUINT32,
    }),
}

WWDG = uctypes.struct(0x40002c00, WWDG_LAYOUT)

WWDG.WWDG_CFR.WDGTB = 0b10
WWDG.WWDG_CR.WDGA = 1

print("Current counter:", WWDG.WWDG_CR.T)
Defining structure layout

Structure layout is defined by a “descriptor” - a Python dictionary which encodes field names as keys and other properties required to access them as associated values:

```python
{
    "field1": <properties>,
    "field2": <properties>,
    ...
}
```

Currently, `uctypes` requires explicit specification of offsets for each field. Offset are given in bytes from the structure start.

Following are encoding examples for various field types:

- **Scalar types:**
  ```python
  "field_name": offset | uctypes.UINT32
  ```
  in other words, the value is a scalar type identifier ORed with a field offset (in bytes) from the start of the structure.

- **Recursive structures:**
  ```python
  "sub": (offset, {
    "b0": 0 | uctypes.UINT8,
    "b1": 1 | uctypes.UINT8,
  })
  ```
  i.e. value is a 2-tuple, first element of which is an offset, and second is a structure descriptor dictionary (note: offsets in recursive descriptors are relative to the structure it defines). Of course, recursive structures can be specified not just by a literal dictionary, but by referring to a structure descriptor dictionary (defined earlier) by name.

- **Arrays of primitive types:**
  ```python
  "arr": (offset | uctypes.ARRAY, size | uctypes.UINT8),
  ```
  i.e. value is a 2-tuple, first element of which is ARRAY flag ORed with offset, and second is scalar element type ORed number of elements in the array.

- **Arrays of aggregate types:**
  ```python
  "arr2": (offset | uctypes.ARRAY, size, {"b": 0 | uctypes.UINT8}),
  ```
  i.e. value is a 3-tuple, first element of which is ARRAY flag ORed with offset, second is a number of elements in the array, and third is a descriptor of element type.

- **Pointer to a primitive type:**
  ```python
  "ptr": (offset | uctypes.PTR, uctypes.UINT8),
  ```
  i.e. value is a 2-tuple, first element of which is PTR flag ORed with offset, and second is a scalar element type.

- **Pointer to an aggregate type:**
  ```python
  "ptr2": (offset | uctypes.PTR, {"b": 0 | uctypes.UINT8}),
  ```
i.e. value is a 2-tuple, first element of which is PTR flag ORed with offset, second is a descriptor of type pointed to.

- Bitfields:

```python
"bitf0": offset | uctypes.B_UINT16 | lsbit << uctypes.BF_POS | bitsize << uctypes.BF_LEN,
```

i.e. value is a type of scalar value containing given bitfield (typenames are similar to scalar types, but prefixes with BF), ORed with offset for scalar value containing the bitfield, and further ORed with values for bit position and bit length of the bitfield within the scalar value, shifted by BF_POS and BF_LEN bits, respectively. A bitfield position is counted from the least significant bit of the scalar (having position of 0), and is the number of right-most bit of a field (in other words, it’s a number of bits a scalar needs to be shifted right to extract the bitfield).

In the example above, first a UINT16 value will be extracted at offset 0 (this detail may be important when accessing hardware registers, where particular access size and alignment are required), and then bitfield whose rightmost bit is \textit{lsbit} bit of this UINT16, and length is \textit{bitsize} bits, will be extracted. For example, if \textit{lsbit} is 0 and \textit{bitsize} is 8, then effectively it will access least-significant byte of UINT16.

Note that bitfield operations are independent of target byte endianness, in particular, example above will access least-significant byte of UINT16 in both little- and big-endian structures. But it depends on the least significant bit being numbered 0. Some targets may use different numbering in their native ABI, but uctypes always uses the normalized numbering described above.

**Module contents**

```python
class uctypes.struct(addr, descriptor, layout_type=NATIVE,)
```

Instantiate a “foreign data structure” object based on structure address in memory, descriptor (encoded as a dictionary), and layout type (see below).

- uctypes.LITTLE_ENDIAN
  
  Layout type for a little-endian packed structure. (Packed means that every field occupies exactly as many bytes as defined in the descriptor, i.e. the alignment is 1).

- uctypes.BIG_ENDIAN
  
  Layout type for a big-endian packed structure.

- uctypes.NATIVE
  
  Layout type for a native structure - with data endianness and alignment conforming to the ABI of the system on which MicroPython runs.

```python
uctypes.sizeof(struct, layout_type=NATIVE,)
```

Return size of data structure in bytes. The \textit{struct} argument can be either a structure class or a specific instantiated structure object (or its aggregate field).

```python
uctypes.addressof(obj)
```

Return address of an object. Argument should be bytes, bytearray or other object supporting buffer protocol (and address of this buffer is what actually returned).

```python
uctypes.bytes_at(addr, size)
```

Capture memory at the given address and size as bytes object. As bytes object is immutable, memory is actually duplicated and copied into bytes object, so if memory contents change later, created object retains original value.
uctypes.bytearray_at(addr, size)

Capture memory at the given address and size as bytearray object. Unlike bytes_at() function above, memory is captured by reference, so it can be both written too, and you will access current value at the given memory address.

uctypes.UINT8
uctypes.INT8
uctypes.UINT16
uctypes.INT16
uctypes.UINT32
uctypes.INT32
uctypes.UINT64
uctypes.INT64

Integer types for structure descriptors. Constants for 8, 16, 32, and 64 bit types are provided, both signed and unsigned.

uctypes.FLOAT32
uctypes.FLOAT64

Floating-point types for structure descriptors.

uctypes.VOID

VOID is an alias for UINT8, and is provided to conveniently define C’s void pointers: (uctypes.PTR, uctypes.VOID).

uctypes.PTR
uctypes.ARRAY

Type constants for pointers and arrays. Note that there is no explicit constant for structures, it’s implicit: an aggregate type without PTR or ARRAY flags is a structure.

Structure descriptors and instantiating structure objects

Given a structure descriptor dictionary and its layout type, you can instantiate a specific structure instance at a given memory address using uctypes.struct() constructor. Memory address usually comes from following sources:

- Predefined address, when accessing hardware registers on a baremetal system. Lookup these addresses in datasheet for a particular MCU/SoC.
- As a return value from a call to some FFI (Foreign Function Interface) function.
- From uctypes.addressof(), when you want to pass arguments to an FFI function, or alternatively, to access some data for I/O (for example, data read from a file or network socket).

Structure objects

Structure objects allow accessing individual fields using standard dot notation: my_struct.substruct1.field1. If a field is of scalar type, getting it will produce a primitive value (Python integer or float) corresponding to the value contained in a field. A scalar field can also be assigned to.

If a field is an array, its individual elements can be accessed with the standard subscript operator [] - both read and assigned to.

If a field is a pointer, it can be dereferenced using [0] syntax (corresponding to C * operator, though [0] works in C too). Subscripting a pointer with other integer values but 0 are also supported, with the same semantics as in C.
Summing up, accessing structure fields generally follows the C syntax, except for pointer dereference, when you need to use `[0]` operator instead of `*`.

**Limitations**

1. Accessing non-scalar fields leads to allocation of intermediate objects to represent them. This means that special care should be taken to layout a structure which needs to be accessed when memory allocation is disabled (e.g. from an interrupt). The recommendations are:
   - Avoid accessing nested structures. For example, instead of `mcu_registers.peripheral_a.register1`, define separate layout descriptors for each peripheral, to be accessed as `peripheral_a.register1`. Or just cache a particular peripheral: `peripheral_a = mcu_registers.peripheral_a`. If a register consists of multiple bitfields, you would need to cache references to a particular register: `reg_a = mcu_registers.peripheral_a.reg_a`.
   - Avoid other non-scalar data, like arrays. For example, instead of `peripheral_a.register[0]` use `peripheral_a.register0`. Again, an alternative is to cache intermediate values, e.g. `register0 = peripheral_a.register[0]`.

2. Range of offsets supported by the `uctypes` module is limited. The exact range supported is considered an implementation detail, and the general suggestion is to split structure definitions to cover from a few kilobytes to a few dozen of kilobytes maximum. In most cases, this is a natural situation anyway, e.g. it doesn’t make sense to define all registers of an MCU (spread over 32-bit address space) in one structure, but rather a peripheral block by peripheral block. In some extreme cases, you may need to split a structure in several parts artificially (e.g. if accessing native data structure with multi-megabyte array in the middle, though that would be a very synthetic case).

**select – wait for events on a set of streams**

**Warning:** Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: `select`.

This module provides functions to efficiently wait for events on multiple stream objects (select streams which are ready for operations).

**Functions**

`select.poll()`  
Create an instance of the Poll class.

`select.select(rlist, wlist, xlist[, timeout])`  
Wait for activity on a set of objects.

This function is provided by some MicroPython ports for compatibility and is not efficient. Usage of `Poll` is recommended instead.
class Poll

Methods

poll.register(obj[, eventmask])
    Register stream obj for polling. eventmask is logical OR of:
    • select.POLLIN - data available for reading
    • select.POLLOUT - more data can be written

Note that flags like select.POLLHUP and select.POLLERR are not valid as input eventmask (these are unsolicited events which will be returned from poll() regardless of whether they are asked for). This semantics is per POSIX.

eventmask defaults to select.POLLIN | select.POLLOUT.

It is OK to call this function multiple times for the same obj. Successive calls will update obj’s eventmask to the value of eventmask (i.e. will behave as modify()).

poll.unregister(obj)
    Unregister obj from polling.

poll.modify(obj, eventmask)
    Modify the eventmask for obj. If obj is not registered, OSError is raised with error of ENOENT.

poll.poll(timeout=-1, /)
    Wait for at least one of the registered objects to become ready or have an exceptional condition, with optional timeout in milliseconds (if timeout arg is not specified or -1, there is no timeout).

    Returns list of (obj, event, ...) tuples. There may be other elements in tuple, depending on a platform and version, so don’t assume that its size is 2. The event element specifies which events happened with a stream and is a combination of select.POLL* constants described above. Note that flags select.POLLHUP and select.POLLERR can be returned at any time (even if were not asked for), and must be acted on accordingly (the corresponding stream unregistered from poll and likely closed), because otherwise all further invocations of poll() may return immediately with these flags set for this stream again.

    In case of timeout, an empty list is returned.

    Difference to CPython
    Tuples returned may contain more than 2 elements as described above.

poll.ipoll(timeout=-1, flags=0, /)
    Like poll.poll(), but instead returns an iterator which yields a callee-owned tuples. This function provides efficient, allocation-free way to poll on streams.

    If flags is 1, one-shot behaviour for events is employed: streams for which events happened will have their event masks automatically reset (equivalent to poll.modify(obj, 0)), so new events for such a stream won’t be processed until new mask is set with poll.modify(). This behaviour is useful for asynchronous I/O schedulers.

    Difference to CPython
    This function is a MicroPython extension.
zlib – zlib decompression

**Warning:** Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

This module implements a subset of the corresponding CPython module, as described below. For more information, refer to the original CPython documentation: zlib.

This module allows to decompress binary data compressed with DEFLATE algorithm (commonly used in zlib library and gzip archiver). Compression is not yet implemented.

**Functions**

```python
zlib.decompress(data, wbits=0, bufsize=0, /)
```

Return decompressed data as bytes. `wbits` is DEFLATE dictionary window size used during compression (8-15, the dictionary size is power of 2 of that value). Additionally, if value is positive, `data` is assumed to be zlib stream (with zlib header). Otherwise, if it's negative, it's assumed to be raw DEFLATE stream. `bufsize` parameter is for compatibility with CPython and is ignored.

```python
class zlib.DecompIO(stream, wbits=0, /)
```

Create a stream wrapper which allows transparent decompression of compressed data in another stream. This allows to process compressed streams with data larger than available heap size. In addition to values described in `decompress()`, `wbits` may take values 24..31 (16 + 8..15), meaning that input stream has gzip header.

**Difference to CPython**

This class is MicroPython extension. It’s included on provisional basis and may be changed considerably or removed in later versions.

**Omitted functions in the string library**

A few string operations are not enabled on small builds (usually non-Express), due to limited flash memory: `string.center()`, `string.partition()`, `string.splitlines()`, `string.reversed()`.

**CircuitPython/MicroPython-specific libraries**

Functionality specific to the CircuitPython/MicroPython implementation is available in the following libraries. These libraries may change significantly or be removed in future versions of CircuitPython.
btree – simple BTree database

Warning: Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

The btree module implements a simple key-value database using external storage (disk files, or in general case, a random-access stream). Keys are stored sorted in the database, and besides efficient retrieval by a key value, a database also supports efficient ordered range scans (retrieval of values with the keys in a given range). On the application interface side, BTree database work as close a possible to a way standard dict type works, one notable difference is that both keys and values must be bytes objects (so, if you want to store objects of other types, you need to serialize them to bytes first).

The module is based on the well-known BerkelyDB library, version 1.xx.

Example:

```python
import btree

# First, we need to open a stream which holds a database
# This is usually a file, but can be in-memory database
# using io.BytesIO, a raw flash partition, etc.
# Oftentimes, you want to create a database file if it doesn't
# exist and open if it exists. Idiom below takes care of this.
# DO NOT open database with "a+b" access mode.
try:
    f = open("mydb", "r+b")
except OSError:
    f = open("mydb", "w+b")

# Now open a database itself
db = btree.open(f)

# The keys you add will be sorted internally in the database
db[b"3"] = b"three"
db[b"1"] = b"one"
db[b"2"] = b"two"

# Assume that any changes are cached in memory unless
# explicitly flushed (or database closed). Flush database
# at the end of each "transaction".
db.flush()

# Prints b'two'
print(db[b"2"])  

# Iterate over sorted keys in the database, starting from b"2"
# until the end of the database, returning only values.
# Mind that arguments passed to values() method are *key* values.
# Prints:
#   b'two'
```

(continues on next page)
# b'three'
for word in db.values(b"2"):
    print(word)

def db[b"2"]

# No longer true, prints False
print(b"2" in db)

# Prints:
# b"1"
# b"3"
for key in db:
    print(key)

db.close()

# Don't forget to close the underlying stream!
f.close()
Methods

btree.close()
Close the database. It’s mandatory to close the database at the end of processing, as some unwritten data may be still in the cache. Note that this does not close underlying stream with which the database was opened, it should be closed separately (which is also mandatory to make sure that data flushed from buffer to the underlying storage).

btree.flush()
Flush any data in cache to the underlying stream.

btree.__getitem__(key)
btree.get(key, default=None)
btree.__setitem__(key, val)
btree.__delitem__(key)
btree.__contains__(key)
Standard dictionary methods.

btree.__iter__()
A BTree object can be iterated over directly (similar to a dictionary) to get access to all keys in order.

btree.keys([start_key[, end_key[, flags ]]]])
btree.values([start_key[, end_key[, flags ]]]])
btree.items([start_key[, end_key[, flags ]]]])
These methods are similar to standard dictionary methods, but also can take optional parameters to iterate over a key sub-range, instead of the entire database. Note that for all 3 methods, start_key and end_key arguments represent key values. For example, values() method will iterate over values corresponding to they key range given. None values for start_key means “from the first key”, no end_key or its value of None means “until the end of database”. By default, range is inclusive of start_key and exclusive of end_key, you can include end_key in iteration by passing flags of btree.INCL. You can iterate in descending key direction by passing flags of btree.DESC. The flags values can be OReded together.

Constants

btree.INCL
A flag for keys(), values(), items() methods to specify that scanning should be inclusive of the end key.

btree.DESC
A flag for keys(), values(), items() methods to specify that scanning should be in descending direction of keys.

framebuf — frame buffer manipulation

Warning: Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

This module provides a general frame buffer which can be used to create bitmap images, which can then be sent to a display.
class FrameBuffer

The FrameBuffer class provides a pixel buffer which can be drawn upon with pixels, lines, rectangles, text and even other FrameBuffer’s. It is useful when generating output for displays.

For example:

```python
import framebuf

# FrameBuffer needs 2 bytes for every RGB565 pixel
fbuf = framebuf.FrameBuffer(bytearray(100 * 10 * 2), 100, 10, framebuf.RGB565)
fbuf.fill(0)
fbuf.text('MicroPython!', 0, 0, 0xffff)
fbuf.hline(0, 9, 96, 0xffff)
```

Constructors

class framebuf.FrameBuffer(buffer, width, height, format, stride=width, /)

Construct a FrameBuffer object. The parameters are:

- **buffer** is an object with a buffer protocol which must be large enough to contain every pixel defined by the width, height and format of the FrameBuffer.
- **width** is the width of the FrameBuffer in pixels
- **height** is the height of the FrameBuffer in pixels
- **format** specifies the type of pixel used in the FrameBuffer; permissible values are listed under Constants below. These set the number of bits used to encode a color value and the layout of these bits in buffer. Where a color value c is passed to a method, c is a small integer with an encoding that is dependent on the format of the FrameBuffer.
- **stride** is the number of pixels between each horizontal line of pixels in the FrameBuffer. This defaults to width but may need adjustments when implementing a FrameBuffer within another larger FrameBuffer or screen. The buffer size must accommodate an increased step size.

One must specify valid buffer, width, height, format and optionally stride. Invalid buffer size or dimensions may lead to unexpected errors.

Drawing primitive shapes

The following methods draw shapes onto the FrameBuffer.

FrameBuffer.fill(c)

Fill the entire FrameBuffer with the specified color.

FrameBuffer.pixel(x, y, c)

If c is not given, get the color value of the specified pixel. If c is given, set the specified pixel to the given color.

FrameBuffer.hline(x, y, w, c)

FrameBuffer.vline(x, y, h, c)
FrameBuffer.line(x1, y1, x2, y2, c)

Draw a line from a set of coordinates using the given color and a thickness of 1 pixel. The line method draws the line up to a second set of coordinates whereas the hline and vline methods draw horizontal and vertical lines respectively up to a given length.

FrameBuffer.rect(x, y, w, h, c)

FrameBuffer.fill_rect(x, y, w, h, c)

Draw a rectangle at the given location, size and color. The rect method draws only a 1 pixel outline whereas the fill_rect method draws both the outline and interior.

Drawing text

FrameBuffer.text(x, y[, c])

Write text to the FrameBuffer using the the coordinates as the upper-left corner of the text. The color of the text can be defined by the optional argument but is otherwise a default value of 1. All characters have dimensions of 8x8 pixels and there is currently no way to change the font.

Other methods

FrameBuffer.scroll(xstep, ystep)

Shift the contents of the FrameBuffer by the given vector. This may leave a footprint of the previous colors in the FrameBuffer.

FrameBuffer.blit(buf, x, y[, key=-1, palette=None])

Draw another FrameBuffer on top of the current one at the given coordinates. If key is specified then it should be a color integer and the corresponding color will be considered transparent: all pixels with that color value will not be drawn.

The palette argument enables blitting between FrameBuffers with differing formats. Typical usage is to render a monochrome or grayscale glyph/icon to a color display. The palette is a FrameBuffer instance whose format is that of the current FrameBuffer. The palette height is one pixel and its pixel width is the number of colors in the source FrameBuffer. The palette for an N-bit source needs 2**N pixels; the palette for a monochrome source would have 2 pixels representing background and foreground colors. The application assigns a color to each pixel in the palette. The color of the current pixel will be that of that palette pixel whose x position is the color of the corresponding source pixel.

Constants

framebuf.MONO_VLSB

Monochrome (1-bit) color format This defines a mapping where the bits in a byte are vertically mapped with bit 0 being nearest the top of the screen. Consequently each byte occupies 8 vertical pixels. Subsequent bytes appear at successive horizontal locations until the rightmost edge is reached. Further bytes are rendered at locations starting at the leftmost edge, 8 pixels lower.

framebuf.MONO_HLSB

Monochrome (1-bit) color format This defines a mapping where the bits in a byte are horizontally mapped. Each byte occupies 8 horizontal pixels with bit 7 being the leftmost. Subsequent bytes appear at successive horizontal locations until the rightmost edge is reached. Further bytes are rendered on the next row, one pixel lower.
framebuf.MONO_HMSB
Monochrome (1-bit) color format This defines a mapping where the bits in a byte are horizontally mapped. Each byte occupies 8 horizontal pixels with bit 0 being the leftmost. Subsequent bytes appear at successive horizontal locations until the rightmost edge is reached. Further bytes are rendered on the next row, one pixel lower.

framebuf.RGB565
Red Green Blue (16-bit, 5+6+5) color format

framebuf.GS2_HMSB
Grayscale (2-bit) color format

framebuf.GS4_HMSB
Grayscale (4-bit) color format

framebuf.GS8
Grayscale (8-bit) color format

micropython – access and control MicroPython internals

Warning: Though this MicroPython-based library may be available for use in some builds of CircuitPython, it is unsupported and its functionality may change in the future, perhaps significantly. As CircuitPython continues to develop, it may be changed to comply more closely with the corresponding standard Python library. You will likely need to change your code later if you rely on any non-standard functionality it currently provides.

Functions

micropython.const(expr)
Used to declare that the expression is a constant so that the compile can optimise it. The use of this function should be as follows:

```python
from micropython import const
CONST_X = const(123)
CONST_Y = const(2 * CONST_X + 1)
```

Constants declared this way are still accessible as global variables from outside the module they are declared in. On the other hand, if a constant begins with an underscore then it is hidden, it is not available as a global variable, and does not take up any memory during execution.

This const function is recognised directly by the MicroPython parser and is provided as part of the micropython module mainly so that scripts can be written which run under both CPython and MicroPython, by following the above pattern.

micropython.opt_level([level])
If level is given then this function sets the optimisation level for subsequent compilation of scripts, and returns None. Otherwise it returns the current optimisation level.

The optimisation level controls the following compilation features:

- Assertions: at level 0 assertion statements are enabled and compiled into the bytecode; at levels 1 and higher assertions are not compiled.
- Built-in __debug__ variable: at level 0 this variable expands to True; at levels 1 and higher it expands to False.
• Source-code line numbers: at levels 0, 1 and 2 source-code line number are stored along with the bytecode so that exceptions can report the line number they occurred at; at levels 3 and higher line numbers are not stored.

The default optimisation level is usually level 0.

```
micropython.mem_info([verbose])
```

Print information about currently used memory. If the `verbose` argument is given then extra information is printed.

The information that is printed is implementation dependent, but currently includes the amount of stack and heap used. In verbose mode it prints out the entire heap indicating which blocks are used and which are free.

```
micropython.qstr_info([verbose])
```

Print information about currently interned strings. If the `verbose` argument is given then extra information is printed.

The information that is printed is implementation dependent, but currently includes the number of interned strings and the amount of RAM they use. In verbose mode it prints out the names of all RAM-interned strings.

```
micropython.stack_use()
```

Return an integer representing the current amount of stack that is being used. The absolute value of this is not particularly useful, rather it should be used to compute differences in stack usage at different points.

```
micropython.heap_lock()
```

```
micropython.heap_unlock()
```

```
micropython.heap_locked()
```

Lock or unlock the heap. When locked no memory allocation can occur and a `MemoryError` will be raised if any heap allocation is attempted. `heap_locked()` returns a true value if the heap is currently locked.

These functions can be nested, ie `heap_lock()` can be called multiple times in a row and the lock-depth will increase, and then `heap_unlock()` must be called the same number of times to make the heap available again.

Both `heap_unlock()` and `heap_locked()` return the current lock depth (after unlocking for the former) as a non-negative integer, with 0 meaning the heap is not locked.

If the REPL becomes active with the heap locked then it will be forcefully unlocked.

Note: `heap_locked()` is not enabled on most ports by default, requires `MICROPY_PY_MICROPYTHON_HEAP_LOCKED`.

```
micropython.kbd_intr(chr)
```

Set the character that will raise a `KeyboardInterrupt` exception. By default this is set to 3 during script execution, corresponding to Ctrl-C. Passing -1 to this function will disable capture of Ctrl-C, and passing 3 will restore it.

This function can be used to prevent the capturing of Ctrl-C on the incoming stream of characters that is usually used for the REPL, in case that stream is used for other purposes.

```
micropython.schedule(func, arg)
```

Schedule the function `func` to be executed “very soon”. The function is passed the value `arg` as its single argument. “Very soon” means that the MicroPython runtime will do its best to execute the function at the earliest possible time, given that it is also trying to be efficient, and that the following conditions hold:

- A scheduled function will never preempt another scheduled function.
- Scheduled functions are always executed “between opcodes” which means that all fundamental Python operations (such as appending to a list) are guaranteed to be atomic.
A given port may define “critical regions” within which scheduled functions will never be executed. Functions may be scheduled within a critical region but they will not be executed until that region is exited. An example of a critical region is a preempting interrupt handler (an IRQ).

A use for this function is to schedule a callback from a preempting IRQ. Such an IRQ puts restrictions on the code that runs in the IRQ (for example the heap may be locked) and scheduling a function to call later will lift those restrictions.

Note: If `schedule()` is called from a preempting IRQ, when memory allocation is not allowed and the callback to be passed to `schedule()` is a bound method, passing this directly will fail. This is because creating a reference to a bound method causes memory allocation. A solution is to create a reference to the method in the class constructor and to pass that reference to `schedule()`.

There is a finite queue to hold the scheduled functions and `schedule()` will raise a `RuntimeError` if the queue is full.

### 1.8.12 Glossary

**baremetal**

A system without a (full-fledged) operating system, for example an MCU-based system. When running on a baremetal system, MicroPython effectively functions like a small operating system, running user programs and providing a command interpreter (REPL).

**buffer protocol**

Any Python object that can be automatically converted into bytes, such as bytes, bytearray, memoryview and str objects, which all implement the “buffer protocol”.

**board**

Typically this refers to a printed circuit board (PCB) containing a microcontroller and supporting components. MicroPython firmware is typically provided per-board, as the firmware contains both MCU-specific functionality but also board-level functionality such as drivers or pin names.

**bytecode**

A compact representation of a Python program that generated by compiling the Python source code. This is what the VM actually executes. Bytecode is typically generated automatically at runtime and is invisible to the user. Note that while CPython and MicroPython both use bytecode, the format is different. You can also pre-compile source code offline using the cross-compiler.

**callee-owned tuple**

This is a MicroPython-specific construct where, for efficiency reasons, some built-in functions or methods may re-use the same underlying tuple object to return data. This avoids having to allocate a new tuple for every call, and reduces heap fragmentation. Programs should not hold references to callee-owned tuples and instead only extract data from them (or make a copy).

**CircuitPython**

A variant of MicroPython developed by Adafruit Industries.

**CPython**

CPython is the reference implementation of the Python programming language, and the most well-known one. It is, however, one of many implementations (including Jython, IronPython, PyPy, and MicroPython). While MicroPython’s implementation differs substantially from CPython, it aims to maintain as much compatibility as possible.

**cross-compiler**

Also known as mpy-cross. This tool runs on your PC and converts a .py file containing MicroPython code into a .mpy file containing MicroPython bytecode. This means it loads faster (the board doesn’t have to compile the code), and uses less space on flash (the bytecode is more space efficient).
driver
A MicroPython library that implements support for a particular component, such as a sensor or display.

FFI
Acronym for Foreign Function Interface. A mechanism used by the MicroPython Unix port to access operating system functionality. This is not available on baremetal ports.

filesystem
Most MicroPython ports and boards provide a filesystem stored in flash that is available to user code via the standard Python file APIs such as open(). Some boards also make this internal filesystem accessible to the host via USB mass-storage.

frozen module
A Python module that has been cross compiled and bundled into the firmware image. This reduces RAM requirements as the code is executed directly from flash.

Garbage Collector
A background process that runs in Python (and MicroPython) to reclaim unused memory in the heap.

GPIO
General-purpose input/output. The simplest means to control electrical signals (commonly referred to as “pins”) on a microcontroller. GPIO typically allows pins to be either input or output, and to set or get their digital value (logical “0” or “1”). MicroPython abstracts GPIO access using the machine.Pin and machine.Signal classes.

GPIO port
A group of GPIO pins, usually based on hardware properties of these pins (e.g. controllable by the same register).

heap
A region of RAM where MicroPython stores dynamic data. It is managed automatically by the Garbage Collector. Different MCUs and boards have vastly different amounts of RAM available for the heap, so this will affect how complex your program can be.

interned string
An optimisation used by MicroPython to improve the efficiency of working with strings. An interned string is referenced by its (unique) identity rather than its address and can therefore be quickly compared just by its identifier. It also means that identical strings can be de-duplicated in memory. String interning is almost always invisible to the user.

MCU
Microcontroller. Microcontrollers usually have much less resources than a desktop, laptop, or phone, but are smaller, cheaper and require much less power. MicroPython is designed to be small and optimized enough to run on an average modern microcontroller.

MicroPython port
MicroPython supports different boards, RTOSes, and OSes, and can be relatively easily adapted to new systems. MicroPython with support for a particular system is called a “port” to that system. Different ports may have widely different functionality. This documentation is intended to be a reference of the generic APIs available across different ports (“MicroPython core”). Note that some ports may still omit some APIs described here (e.g. due to resource constraints). Any such differences, and port-specific extensions beyond the MicroPython core functionality, would be described in the separate port-specific documentation.

MicroPython Unix port
The unix port is one of the major MicroPython ports. It is intended to run on POSIX-compatible operating systems, like Linux, MacOS, FreeBSD, Solaris, etc. It also serves as the basis of Windows port. The Unix port is very useful for quick development and testing of the MicroPython language and machine-independent features. It can also function in a similar way to CPython’s python executable.

.mpy file
The output of the cross-compiler. A compiled form of a .py file that contains MicroPython bytecode instead of Python source code.
native
Usually refers to “native code”, i.e. machine code for the target microcontroller (such as ARM Thumb, Xtensa, x86/x64). The @native decorator can be applied to a MicroPython function to generate native code instead of bytecode for that function, which will likely be faster but use more RAM.

port
Usually short for MicroPython port, but could also refer to GPIO port.

.py file
A file containing Python source code.

REPL
An acronym for “Read, Eval, Print, Loop”. This is the interactive Python prompt, useful for debugging or testing short snippets of code. Most MicroPython boards make a REPL available over a UART, and this is typically accessible on a host PC via USB.

stream
Also known as a “file-like object”. An Python object which provides sequential read-write access to the underlying data. A stream object implements a corresponding interface, which consists of methods like read(), write(), readinto(), seek(), flush(), close(), etc. A stream is an important concept in MicroPython; many I/O objects implement the stream interface, and thus can be used consistently and interchangeably in different contexts. For more information on streams in MicroPython, see the io module.

UART
Acronym for “Universal Asynchronous Receiver/Transmitter”. This is a peripheral that sends data over a pair of pins (TX & RX). Many boards include a way to make at least one of the UARTs available to a host PC as a serial port over USB.

1.8.13 CircuitPython

circuitpython.org | Get CircuitPython | Documentation | Contributing | Branding | Differences from Micropython | Project Structure

CircuitPython is a beginner friendly, open source version of Python for tiny, inexpensive computers called microcontrollers. Microcontrollers are the brains of many electronics including a wide variety of development boards used to build hobby projects and prototypes. CircuitPython in electronics is one of the best ways to learn to code because it connects code to reality. Simply install CircuitPython on a supported USB board usually via drag and drop and then edit a code.py file on the CIRCUITPY drive. The code will automatically reload. No software installs are needed besides a text editor (we recommend Mu for beginners.)

Starting with CircuitPython 7.0.0, some boards may only be connectable over Bluetooth Low Energy (BLE). Those boards provide serial and file access over BLE instead of USB using open protocols. (Some boards may use both USB and BLE.) BLE access can be done from a variety of apps including code.circuitpython.org.

CircuitPython features unified Python core APIs and a growing list of 300+ device libraries and drivers that work with it. These libraries also work on single board computers with regular Python via the Adafruit Blinka Library.
CircuitPython is based on MicroPython. See below for differences. Most, but not all, CircuitPython development is sponsored by Adafruit and is available on their educational development boards. Please support both MicroPython and Adafruit.

Get CircuitPython

Official binaries for all supported boards are available through circuitpython.org/downloads. The site includes stable, unstable and continuous builds. Full release notes are available through GitHub releases as well.

Documentation

Guides and videos are available through the Adafruit Learning System under the CircuitPython category. An API reference is also available on Read the Docs. A collection of awesome resources can be found at Awesome CircuitPython. Specifically useful documentation when starting out:

- Welcome to CircuitPython
- CircuitPython Essentials
- Example Code

Code Search

GitHub doesn’t currently support code search on forks. Therefore, CircuitPython doesn’t have code search through GitHub because it is a fork of MicroPython. Luckily, SourceGraph has free code search for public repos like CircuitPython. So, visit sourcegraph.com/github.com/adafruit/circuitpython to search the CircuitPython codebase online.

Contributing

See CONTRIBUTING.md for full guidelines but please be aware that by contributing to this project you are agreeing to the Code of Conduct. Contributors who follow the Code of Conduct are welcome to submit pull requests and they will be promptly reviewed by project admins. Please join the Discord too.

Branding

While we are happy to see CircuitPython forked and modified, we’d appreciate it if forked releases not use the name “CircuitPython” or the Blinka logo. “CircuitPython” means something special to us and those who learn about it. As a result, we’d like to make sure products referring to it meet a common set of requirements.

If you’d like to use the term “CircuitPython” and Blinka for your product here is what we ask:

- Your product is supported by the primary “adafruit/circuitpython” repo. This way we can update any custom code as we update the CircuitPython internals.
- Your product is listed on circuitpython.org (source here). This is to ensure that a user of your product can always download the latest version of CircuitPython from the standard place.
- Your product supports at least one standard “Workflow” for serial and file access: * With a user accessible USB plug which appears as a CIRCUITPY drive when plugged in. * With file and serial access over Bluetooth Low Energy using the BLE Workflow. * With file access over WiFi using the WiFi Workflow with serial access over USB and/or WebSocket.
- Boards that do not support the USB Workflow should be clearly marked.
If you choose not to meet these requirements, then we ask you call your version of CircuitPython something else (for example, SuperDuperPython) and not use the Blinka logo. You can say it is “CircuitPython-compatible” if most CircuitPython drivers will work with it.

**Differences from MicroPython**

CircuitPython:

- Supports native USB on most boards and BLE otherwise, allowing file editing without special tools.
- Floats (aka decimals) are enabled for all builds.
- Error messages are translated into 10+ languages.
- Concurrency within Python is not well supported. Interrupts and threading are disabled. async/await keywords are available on some boards for cooperative multitasking. Some concurrency is achieved with native modules for tasks that require it such as audio file playback.

**Behavior**

- The order that files are run and the state that is shared between them. CircuitPython’s goal is to clarify the role of each file and make each file independent from each other.
  - `boot.py` runs only once on start up before workflows are initialized. This lays the groundwork for configuring USB at startup rather than it being fixed. Since serial is not available, output is written to `boot_out.txt`.
  - `code.py` (or `main.py`) is run after every reload until it finishes or is interrupted. After it is done running, the vm and hardware is reinitialized. **This means you cannot read state from `code.py` in the REPL anymore, as the REPL is a fresh vm.** CircuitPython’s goal for this change includes reducing confusion about pins and memory being used.
  - After the main code is finished the REPL can be entered by pressing any key.
  - Autoreload state will be maintained across reload.

- Adds a safe mode that does not run user code after a hard crash or brown out. This makes it possible to fix code that causes nasty crashes by making it available through mass storage after the crash. A reset (the button) is needed after it’s fixed to get back into normal mode.

- RGB status LED indicating CircuitPython state. - One green flash - code completed without error. - Two red flashes - code ended due to an exception. - Three yellow flashes - safe mode. May be due to CircuitPython internal error.

- Re-runs `code.py` or other main file after file system writes by a workflow. (Disable with `supervisor.disable_autoreload()`)

- Autoreload is disabled while the REPL is active.

- Main is one of these: `code.txt`, `code.py`, `main.py`, `main.txt`

- Boot is one of these: `boot.py`, `boot.txt`
API

- Unified hardware APIs. Documented on ReadTheDocs.
- API docs are Python stubs within the C files in shared-bindings.
- No machine API.

Modules

- No module aliasing. (uos and utime are not available as os and time respectively.) Instead os, time, and random are CPython compatible.
- New storage module which manages file system mounts. (Functionality from uos in MicroPython.)
- Modules with a CPython counterpart, such as time, os and random, are strict subsets of their CPython version. Therefore, code from CircuitPython is runnable on CPython but not necessarily the reverse.
- tick count is available as time.monotonic()

Project Structure

Here is an overview of the top-level source code directories.

Core

The core code of MicroPython is shared amongst ports including CircuitPython:

- docs High level user documentation in Sphinx reStructuredText format.
- drivers External device drivers written in Python.
- examples A few example Python scripts.
- extmod Shared C code used in multiple ports’ modules.
- lib Shared core C code including externally developed libraries such as FATFS.
- logo The CircuitPython logo.
- mpy-cross A cross compiler that converts Python files to byte code prior to being run in MicroPython. Useful for reducing library size.
- py Core Python implementation, including compiler, runtime, and core library.
- shared-bindings Shared definition of Python modules, their docs and backing C APIs. Ports must implement the C API to support the corresponding module.
- shared-module Shared implementation of Python modules that may be based on common-hal.
- tests Test framework and test scripts.
- tools Various tools, including the pyboard.py module.
Ports

Ports include the code unique to a microcontroller line.

<table>
<thead>
<tr>
<th>Supported</th>
<th>Support status</th>
</tr>
</thead>
<tbody>
<tr>
<td>atmel-samd</td>
<td>SAMD21 stable</td>
</tr>
<tr>
<td>cxd56</td>
<td>stable</td>
</tr>
<tr>
<td>espressif</td>
<td>ESP32-C3 beta</td>
</tr>
<tr>
<td>litex</td>
<td>alpha</td>
</tr>
<tr>
<td>mimxrt10xx</td>
<td>alpha</td>
</tr>
<tr>
<td>nrf</td>
<td>stable</td>
</tr>
<tr>
<td>raspberrypi</td>
<td>stable</td>
</tr>
<tr>
<td>stm</td>
<td>F4 stable</td>
</tr>
<tr>
<td>unix</td>
<td>alpha</td>
</tr>
</tbody>
</table>

• **stable** Highly unlikely to have bugs or missing functionality.
• **beta** Being actively improved but may be missing functionality and have bugs.
• **alpha** Will have bugs and missing functionality.

Boards

• Each port has a boards directory containing boards which belong to a specific microcontroller line.
• A list of native modules supported by a particular board can be found here.

1.8.14 Contributing

Please note that this project is released with a *Contributor Code of Conduct*. By participating in this project you agree to abide by its terms. Participation covers any forum used to converse about CircuitPython including unofficial and official spaces. Failure to do so will result in corrective actions such as time out or ban from the project.

Licensing

By contributing to this repository you are certifying that you have all necessary permissions to license the code under an MIT License. You still retain the copyright but are granting many permissions under the MIT License.

If you have an employment contract with your employer please make sure that they don’t automatically own your work product. Make sure to get any necessary approvals before contributing. Another term for this contribution off-hours is moonlighting.
Ways to contribute

As CircuitPython grows, there are more and more ways to contribute. Here are some ideas:

- Build a project with CircuitPython and share how to do it online.
- Test the latest libraries and CircuitPython versions with your projects and file issues for any bugs you find.
- Contribute Python code to CircuitPython libraries that support new devices or features of an existing device.
- Contribute C code to CircuitPython which fixes an open issue or adds a new feature.

Getting started with C

CircuitPython developer Dan Halbert (@dhalbert) has written up build instructions using native build tools here.

For SAMD21 debugging workflow tips check out this learn guide from Scott (@tannewt).

Developer contacts

Scott Shawcroft (@tannewt) is the lead developer of CircuitPython and is sponsored by Adafruit Industries LLC. Scott is usually available during US West Coast working hours. Dan Halbert (@dhalbert) and Kattni Rembor (@kattni) are also sponsored by Adafruit Industries LLC and are usually available during US East Coast daytime hours including some weekends.

They are all reachable on Discord, GitHub issues and the Adafruit support forum.

Code guidelines

We aim to keep our code and commit style compatible with MicroPython upstream. Please review their code conventions to do so. Familiarity with their design philosophy is also useful though not always applicable to CircuitPython.

Furthermore, CircuitPython has a design guide that covers a variety of different topics. Please read it as well.

1.8.15 Building CircuitPython

Welcome to CircuitPython!

This document is a quick-start guide only.

Detailed guides on how to build CircuitPython can be found in the Adafruit Learn system at https://learn.adafruit.com/building-circuitpython/

Setup

Please ensure you set up your build environment appropriately, as per the guide. You will need:

- Linux: https://learn.adafruit.com/building-circuitpython/linux
- MacOS: https://learn.adafruit.com/building-circuitpython/macos
Submodules

This project has a bunch of git submodules. You will need to update them regularly.
In the root folder of the CircuitPython repository, execute the following:

```
make fetch-submodules
```

Required Python Packages

Failing to install these will prevent from properly building.

```
pip3 install -r requirements-dev.txt
```

mpy-cross

As part of the build process, mpy-cross is needed to compile .py files into .mpy files. To compile (or recompile) mpy-cross:

```
make -C mpy-cross
```

1.8.16 Building

There a number of ports of CircuitPython! To build for your board, change to the appropriate ports directory and build. Examples:

```
cd ports/atmel-samd
make BOARD=circuitplayground_express

cd ports/nrf
make BOARD=circuitplayground_bluefruit
```

If you aren’t sure what boards exist, have a peek in the boards subdirectory of your port. If you have a fast computer with many cores, consider adding \( -j \) to your build flags, such as \( -j17 \) on a 6-core 12-thread machine.

1.8.17 Testing

If you are working on changes to the core language, you might find it useful to run the test suite. The test suite in the top level tests directory. It needs the unix port to run.

```
cd ports/unix
make axtls
make micropython
```

Then you can run the test suite:

```
cd .././tests
./run-tests.py
```

A successful run will say something like
676 tests performed (19129 individual testcases)
676 tests passed
30 tests skipped: buffered_writer builtin_help builtin_range_binop class_delattr_setattr,
→ cmd_parsetree extra_coverage framebuffer framebuffer1 framebuffer16 framebuffer2 framebuffer4 framebuffer8,
→ framebuffer_subclass mpy_invalid namedtuple_asdict non_compliant resource_stream schedule,
→ sys_getsizeof urandom_extra ure_groups ure_span ure_sub ure_sub_unmatched vfs_basic,
→ vfs_fat_fileio1 vfs_fat_fileio2 vfs_fat某种程度 vfs_fat_oldproto vfs_fat_ramdisk vfs_
→ userfs

1.8.18 Debugging

The easiest way to debug CircuitPython on hardware is with a JLink device, JLinkGDBServer, and an appropriate
GDB. Instructions can be found at https://learn.adafruit.com/debugging-the-samd21-with-gdb
If using JLink, you'll need both the JLinkGDBServer and arm-none-eabi-gdb running.
Example:

```shell
JLinkGDBServer -if SWD -device ATSAMD51J19
arm-none-eabi-gdb build-metro_m4_express/firmware.elf -iex "target extended-remote :2331"
```

If your port/build includes arm-none-eabi-gdb-py, consider using it instead, as it can be used for better register
debugging with https://github.com/bnahill/PyCortexMDebug

1.8.19 Code Quality Checks

We apply code quality checks using pre-commit. Install pre-commit once per system with

```shell
python3 -mpip install pre-commit
```

Activate it once per git clone with

```shell
pre-commit install
```

Pre-commit also requires some additional programs to be installed through your package manager:

- Standard Unix tools such as make, find, etc
- The gettext package, any modern version
- uncrustify version 0.71 (0.72 is also tested)

Each time you create a git commit, the pre-commit quality checks will be run. You can also run them e.g., with
pre-commit run foo.c or pre-commit run --all to run on all files whether modified or not.

Some pre-commit quality checks require your active attention to resolve, others (such as the formatting checks of
uncrustify) are made automatically and must simply be incorporated into your code changes by committing them.
1.8.20 Adafruit Community Code of Conduct

Our Pledge

In the interest of fostering an open and welcoming environment, we as contributors and leaders pledge to making participation in our project and our community a harassment-free experience for everyone, regardless of age, body size, disability, ethnicity, gender identity and expression, level or type of experience, education, socio-economic status, nationality, personal appearance, race, religion, or sexual identity and orientation.

Our Standards

We are committed to providing a friendly, safe and welcoming environment for all.

Examples of behavior that contributes to creating a positive environment include:

- Be kind and courteous to others
- Using welcoming and inclusive language
- Being respectful of differing viewpoints and experiences
- Collaborating with other community members
- Gracefully accepting constructive criticism
- Focusing on what is best for the community
- Showing empathy towards other community members

Examples of unacceptable behavior by participants include:

- The use of sexualized language or imagery and sexual attention or advances
- The use of inappropriate images, including in a community member’s avatar
- The use of inappropriate language, including in a community member’s nickname
- Any spamming, flaming, baiting or other attention-stealing behavior
- Excessive or unwelcome helping; answering outside the scope of the question asked
- Trolling, insulting/derogatory comments, and personal or political attacks
- Promoting or spreading disinformation, lies, or conspiracy theories against a person, group, organisation, project, or community
- Public or private harassment
- Publishing others’ private information, such as a physical or electronic address, without explicit permission
- Other conduct which could reasonably be considered inappropriate

The goal of the standards and moderation guidelines outlined here is to build and maintain a respectful community. We ask that you don’t just aim to be “technically unimpeachable”, but rather try to be your best self.

We value many things beyond technical expertise, including collaboration and supporting others within our community. Providing a positive experience for other community members can have a much more significant impact than simply providing the correct answer.
Our Responsibilities

Project leaders are responsible for clarifying the standards of acceptable behavior and are expected to take appropriate and fair corrective action in response to any instances of unacceptable behavior.

Project leaders have the right and responsibility to remove, edit, or reject messages, comments, commits, code, issues, and other contributions that are not aligned to this Code of Conduct, or to ban temporarily or permanently any community member for other behaviors that they deem inappropriate, threatening, offensive, or harmful.

Moderation

Instances of behaviors that violate the Adafruit Community Code of Conduct may be reported by any member of the community. Community members are encouraged to report these situations, including situations they witness involving other community members.

You may report in the following ways:

In any situation, you may send an email to support@adafruit.com.

On the Adafruit Discord, you may send an open message from any channel to all Community Moderators by tagging @community moderators. You may also send an open message from any channel, or a direct message to @kattin#1507, @tannewt#4653, @danh#1614, @cater#2442, @sommersoft#0222, @Mr. Certainly#0472 or @Andon#8175.

Email and direct message reports will be kept confidential.

In situations on Discord where the issue is particularly egregious, possibly illegal, requires immediate action, or violates the Discord terms of service, you should also report the message directly to Discord.

These are the steps for upholding our community’s standards of conduct.

1. Any member of the community may report any situation that violates the Adafruit Community Code of Conduct. All reports will be reviewed and investigated.
2. If the behavior is an egregious violation, the community member who committed the violation may be banned immediately, without warning.
3. Otherwise, moderators will first respond to such behavior with a warning.
4. Moderators follow a soft “three strikes” policy - the community member may be given another chance, if they are receptive to the warning and change their behavior.
5. If the community member is unreceptive or unreasonable when warned by a moderator, or the warning goes unheeded, they may be banned for a first or second offense. Repeated offenses will result in the community member being banned.

Scope

This Code of Conduct and the enforcement policies listed above apply to all Adafruit Community venues. This includes but is not limited to any community spaces (both public and private), the entire Adafruit Discord server, and Adafruit GitHub repositories. Examples of Adafruit Community spaces include but are not limited to meet-ups, audio chats on the Adafruit Discord, or interaction at a conference.

This Code of Conduct applies both within project spaces and in public spaces when an individual is representing the project or its community. As a community member, you are representing our community, and are expected to behave accordingly.
Attribution


For other projects adopting the Adafruit Community Code of Conduct, please contact the maintainers of those projects for enforcement. If you wish to use this code of conduct for your own project, consider explicitly mentioning your moderation policy or making a copy with your own moderation policy so as to avoid confusion.

1.8.21 MicroPython & CircuitPython license information

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1.8.22 WebUSB Serial Support

To date, this has only been tested on one port (espressif), on one board (espressif_kaluga_1).

What it does

If you have ever used CircuitPython on a platform with a graphical LCD display, you have probably already seen multiple “consoles” in use (although the LCD console is “output only”).

New compile-time option CIRCUITPY_USB_VENDOR enables an additional “console” that can be used in parallel with the original (CDC) serial console.

Web pages that support the WebUSB standard can connect to the “vendor” interface and activate this WebUSB serial console at any time.

You can type into either console, and CircuitPython output is sent to all active consoles.

One example of a web page you can use to test drive this feature can be found at:

https://adafruit.github.io/Adafruit_TinyUSB_Arduino/examples/webusb-serial/index.html
How to enable

Update your platform’s mpconfigboard.mk file to enable and disable specific types of USB interfaces.

CIRCUITPY_USB_HID = xxx  CIRCUITPY_USB_MIDI = xxx  CIRCUITPY_USB_VENDOR = xxx

On at least some of the hardware platforms, the maximum number of USB endpoints is fixed. For example, on the ESP32S2, you must pick only one of the above 3 interfaces to be enabled.

Original espressif_kaluga_1 mpconfigboard.mk settings:

CIRCUITPY_USB_HID = 1  CIRCUITPY_USB_MIDI = 0  CIRCUITPY_USB_VENDOR = 0

Settings to enable WebUSB instead:

CIRCUITPY_USB_HID = 0  CIRCUITPY_USB_MIDI = 0  CIRCUITPY_USB_VENDOR = 1

Notice that to enable VENDOR on ESP32-S2, we had to give up HID. There may be platforms that can have both, or even all three.

Implementation Notes

CircuitPython uses the tinyusb library.

The tinyusb library already has support for WebUSB serial. The tinyusb examples already include a “WebUSB serial” example.

| Sidenote - The use of the term ”vendor” instead of ”WebUSB” was done to match tinyusb. |

Basically, this feature was ported into CircuitPython by pulling code snippets out of the tinyusb example, and putting them where they best belonged in the CircuitPython codebase.

TODO: This needs to be reworked for dynamic USB descriptors.
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