Hello Deep,

You are doing excelent job. But is there possibility to create procedural led painting? It will help a lot... Code sample:

```
class LedLable {
public:
    LedLable(const Color& ledColor) {
        this->ledColor = ledColor;
        // Do something with ledColor information.
    }

private:
    Color ledColor;
}

LedLable myLedLable(Color(0, 255, 0)); // <- Any color should be accepted here.
```

The second idea is to create array of leds (Similar sollution is implemented in LabView). More information you can find on following website:
http://www.pererikstrandberg.se/blog/index.cgi?page=LabviewS impleForAndWhileLoops (First screenshot).

BTW, you can create whole package "LedCtrlLib" which will contain whole LED stuff. Think about it!

Sincerely,
Klugier