
Linux Leds Documentation

The kernel development community

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LED HANDLING UNDER LINUX

In its simplest form, the LED class just allows control of LEDs from userspace. LEDs appear in `/sys/class/leds/`. The maximum brightness of the LED is defined in `max_brightness` file. The `brightness` file will set the brightness of the LED (taking a value 0-`max_brightness`). Most LEDs don't have hardware brightness support so will just be turned on for non-zero brightness settings.

The class also introduces the optional concept of an LED trigger. A trigger is a kernel based source of led events. Triggers can either be simple or complex. A simple trigger isn't configurable and is designed to slot into existing subsystems with minimal additional code. Examples are the `disk-activity`, `nand-disk` and `sharpsh-charge` triggers. With led triggers disabled, the code optimises away.

Complex triggers while available to all LEDs have LED specific parameters and work on a per LED basis. The timer trigger is an example. The timer trigger will periodically change the LED brightness between `LED_OFF` and the current brightness setting. The "on" and "off" time can be specified via `/sys/class/leds/<device>/delay_{on,off}` in milliseconds. You can change the brightness value of a LED independently of the timer trigger. However, if you set the brightness value to `LED_OFF` it will also disable the timer trigger.

You can change triggers in a similar manner to the way an IO scheduler is chosen (via `/sys/class/leds/<device>/trigger`). Trigger specific parameters can appear in `/sys/class/leds/<device>` once a given trigger is selected.

1.1 Design Philosophy

The underlying design philosophy is simplicity. LEDs are simple devices and the aim is to keep a small amount of code giving as much functionality as possible. Please keep this in mind when suggesting enhancements.

1.2 LED Device Naming

Is currently of the form:

“devicename:color:function”

- **devicename:** it should refer to a unique identifier created by the kernel, like e.g. phyN for network devices or inputN for input devices, rather than to the hardware; the information related to the product and the bus to which given device is hooked is available in sysfs and can be retrieved using `get_led_device_info.sh` script from `tools/leds`; generally this section is expected mostly for LEDs that are somehow associated with other devices.
- **color:** one of `LED_COLOR_ID_*` definitions from the header `include/dt-bindings/leds/common.h`.
- **function:** one of `LED_FUNCTION_*` definitions from the header `include/dt-bindings/leds/common.h`.

If required color or function is missing, please submit a patch to linux-leds@vger.kernel.org.

It is possible that more than one LED with the same color and function will be required for given platform, differing only with an ordinal number. In this case it is preferable to just concatenate the predefined `LED_FUNCTION_*` name with required “-N” suffix in the driver. fwnode based drivers can use function-enumerator property for that and then the concatenation will be handled automatically by the LED core upon LED class device registration.

LED subsystem has also a protection against name clash, that may occur when LED class device is created by a driver of hot-pluggable device and it doesn't provide unique devicename section. In this case numerical suffix (e.g. “_1”, “_2”, “_3” etc.) is added to the requested LED class device name.

There might be still LED class drivers around using vendor or product name for devicename, but this approach is now deprecated as it doesn't convey any added value. Product information can be found in other places in sysfs (see `tools/leds/get_led_device_info.sh`).

Examples of proper LED names:

- “red:disk”
- “white:flash”
- “red:indicator”
- “phy1:green:wlan”

- “phy3::wlan”
- “:kbd_backlight”
- “input5::kbd_backlight”
- “input3::numlock”
- “input3::scrolllock”
- “input3::capslock”
- “mmc1::status”
- “white:status”

get_led_device_info.sh script can be used for verifying if the LED name meets the requirements pointed out here. It performs validation of the LED class devicename sections and gives hints on expected value for a section in case the validation fails for it. So far the script supports validation of associations between LEDs and following types of devices:

- input devices
- ieee80211 compliant USB devices

The script is open to extensions.

There have been calls for LED properties such as color to be exported as individual led class attributes. As a solution which doesn't incur as much overhead, I suggest these become part of the device name. The naming scheme above leaves scope for further attributes should they be needed. If sections of the name don't apply, just leave that section blank.

1.3 Brightness setting API

LED subsystem core exposes following API for setting brightness:

- **led_set_brightness:** it is guaranteed not to sleep, passing LED_OFF stops blinking,
- **led_set_brightness_sync:** for use cases when immediate effect is desired - it can block the caller for the time required for accessing device registers and can sleep, passing LED_OFF stops hardware blinking, returns -EBUSY if software blink fallback is enabled.

1.4 LED registration API

A driver wanting to register a LED clasdev for use by other drivers / userspace needs to allocate and fill a led_clasdev struct and then call [devm_]led_clasdev_register. If the non devm version is used the driver must call led_clasdev_unregister from its remove function before free-ing the led_clasdev struct.

If the driver can detect hardware initiated brightness changes and thus wants to have a brightness_hw_changed attribute then the

LED_BRIGHT_HW_CHANGED flag must be set in flags before registering. Calling led_classdev_notify_brightness_hw_changed on a classdev not registered with the LED_BRIGHT_HW_CHANGED flag is a bug and will trigger a WARN_ON.

1.5 Hardware accelerated blink of LEDs

Some LEDs can be programmed to blink without any CPU interaction. To support this feature, a LED driver can optionally implement the blink_set() function (see <linux/leds.h>). To set an LED to blinking, however, it is better to use the API function led_blink_set(), as it will check and implement software fallback if necessary.

To turn off blinking, use the API function led_brightness_set() with brightness value LED_OFF, which should stop any software timers that may have been required for blinking.

The blink_set() function should choose a user friendly blinking value if it is called with *delay_on==0 && *delay_off==0 parameters. In this case the driver should give back the chosen value through delay_on and delay_off parameters to the leds subsystem.

Setting the brightness to zero with brightness_set() callback function should completely turn off the LED and cancel the previously programmed hardware blinking function, if any.

1.6 Known Issues

The LED Trigger core cannot be a module as the simple trigger functions would cause nightmare dependency issues. I see this as a minor issue compared to the benefits the simple trigger functionality brings. The rest of the LED subsystem can be modular.

1.7 Future Development

At the moment, a trigger can't be created specifically for a single LED. There are a number of cases where a trigger might only be mappable to a particular LED (ACPI?). The addition of triggers provided by the LED driver should cover this option and be possible to add without breaking the current interface.

FLASH LED HANDLING UNDER LINUX

Some LED devices provide two modes - torch and flash. In the LED subsystem those modes are supported by LED class (see Documentation/leds/leds-class.rst) and LED Flash class respectively. The torch mode related features are enabled by default and the flash ones only if a driver declares it by setting LED_DEV_CAP_FLASH flag.

In order to enable the support for flash LEDs CONFIG_LEDS_CLASS_FLASH symbol must be defined in the kernel config. A LED Flash class driver must be registered in the LED subsystem with led_classdev_flash_register function.

Following sysfs attributes are exposed for controlling flash LED devices: (see Documentation/ABI/testing/sysfs-class-led-flash)

- flash_brightness
- max_flash_brightness
- flash_timeout
- max_flash_timeout
- flash_strobe
- flash_fault

2.1 V4L2 flash wrapper for flash LEDs

A LED subsystem driver can be controlled also from the level of VideoForLinux2 subsystem. In order to enable this CONFIG_V4L2_FLASH_LED_CLASS symbol has to be defined in the kernel config.

The driver must call the v4l2_flash_init function to get registered in the V4L2 subsystem. The function takes six arguments:

- **dev:** flash device, e.g. an I2C device
- **of_node:** of_node of the LED, may be NULL if the same as device's
- **fled_cdev:** LED flash class device to wrap
- **iled_cdev:** LED flash class device representing indicator LED associated with fled_cdev, may be NULL
- **ops:** V4L2 specific ops

- **external_strobe_set** defines the source of the flash LED strobe - V4L2_CID_FLASH_STROBE control or external source, typically a sensor, which makes it possible to synchronise the flash strobe start with exposure start,
- **intensity_to_led_brightness and led_brightness_to_intensity** perform enum led_brightness <-> V4L2 intensity conversion in a device specific manner - they can be used for devices with non-linear LED current scale.
- **config:** configuration for V4L2 Flash sub-device
 - **dev_name** the name of the media entity, unique in the system,
 - **flash_faults** bitmask of flash faults that the LED flash class device can report; corresponding LED_FAULT* bit definitions are available in <linux/led-class-flash.h>,
 - **torch_intensity** constraints for the LED in TORCH mode in microamperes,
 - **indicator_intensity** constraints for the indicator LED in microamperes,
 - **has_external_strobe** determines whether the flash strobe source can be switched to external,

On remove the v4l2_flash_release function has to be called, which takes one argument - struct v4l2_flash pointer returned previously by v4l2_flash_init. This function can be safely called with NULL or error pointer argument.

Please refer to drivers/leds/leds-max77693.c for an exemplary usage of the v4l2 flash wrapper.

Once the V4L2 sub-device is registered by the driver which created the Media controller device, the sub-device node acts just as a node of a native V4L2 flash API device would. The calls are simply routed to the LED flash API.

Opening the V4L2 flash sub-device makes the LED subsystem sysfs interface unavailable. The interface is re-enabled after the V4L2 flash sub-device is closed.

ONE-SHOT LED TRIGGER

This is a LED trigger useful for signaling the user of an event where there are no clear trap points to put standard led-on and led-off settings. Using this trigger, the application needs only to signal the trigger when an event has happened, than the trigger turns the LED on and than keeps it off for a specified amount of time.

This trigger is meant to be usable both for sporadic and dense events. In the first case, the trigger produces a clear single controlled blink for each event, while in the latter it keeps blinking at constant rate, as to signal that the events are arriving continuously.

A one-shot LED only stays in a constant state when there are no events. An additional “invert” property specifies if the LED has to stay off (normal) or on (inverted) when not rearmed.

The trigger can be activated from user space on led class devices as shown below:

```
echo oneshot > trigger
```

This adds sysfs attributes to the LED that are documented in: [Documentation/ABI/testing/sysfs-class-led-trigger-oneshot](#)

Example use-case: network devices, initialization:

```
echo oneshot > trigger # set trigger for this led
echo 33 > delay_on      # blink at 1 / (33 + 33) Hz on continuous traffic
echo 33 > delay_off
```

interface goes up:

```
echo 1 > invert # set led as normally-on, turn the led on
```

packet received/transmitted:

```
echo 1 > shot # led starts blinking, ignored if already blinking
```

interface goes down:

```
echo 0 > invert # set led as normally-off, turn the led off
```


LED TRANSIENT TRIGGER

The leds timer trigger does not currently have an interface to activate a one shot timer. The current support allows for setting two timers, one for specifying how long a state to be on, and the second for how long the state to be off. The `delay_on` value specifies the time period an LED should stay in on state, followed by a `delay_off` value that specifies how long the LED should stay in off state. The on and off cycle repeats until the trigger gets deactivated. There is no provision for one time activation to implement features that require an on or off state to be held just once and then stay in the original state forever.

Without one shot timer interface, user space can still use timer trigger to set a timer to hold a state, however when user space application crashes or goes away without deactivating the timer, the hardware will be left in that state permanently.

As a specific example of this use-case, let's look at vibrate feature on phones. Vibrate function on phones is implemented using PWM pins on SoC or PMIC. There is a need to activate one shot timer to control the vibrate feature, to prevent user space crashes leaving the phone in vibrate mode permanently causing the battery to drain.

Transient trigger addresses the need for one shot timer activation. The transient trigger can be enabled and disabled just like the other leds triggers.

When an led class device driver registers itself, it can specify all leds triggers it supports and a default trigger. During registration, activation routine for the default trigger gets called. During registration of an led class device, the LED state does not change.

When the driver unregisters, deactivation routine for the currently active trigger will be called, and LED state is changed to `LED_OFF`.

Driver suspend changes the LED state to `LED_OFF` and resume doesn't change the state. Please note that there is no explicit interaction between the suspend and resume actions and the currently enabled trigger. LED state changes are suspended while the driver is in suspend state. Any timers that are active at the time driver gets suspended, continue to run, without being able to actually change the LED state. Once driver is resumed, triggers start functioning again.

LED state changes are controlled using brightness which is a common led class device property. When brightness is set to 0 from user space via `echo 0 > brightness`, it will result in deactivating the current trigger.

Transient trigger uses standard register and unregister interfaces. During trigger registration, for each led class device that specifies this trigger as its default trig-

ger, trigger activation routine will get called. During registration, the LED state does not change, unless there is another trigger active, in which case LED state changes to LED_OFF.

During trigger unregistration, LED state gets changed to LED_OFF.

Transient trigger activation routine doesn't change the LED state. It creates its properties and does its initialization. Transient trigger deactivation routine, will cancel any timer that is active before it cleans up and removes the properties it created. It will restore the LED state to non-transient state. When driver gets suspended, irrespective of the transient state, the LED state changes to LED_OFF.

Transient trigger can be enabled and disabled from user space on led class devices, that support this trigger as shown below:

```
echo transient > trigger
echo none > trigger
```

NOTE: Add a new property trigger state to control the state.

This trigger exports three properties, activate, state, and duration. When transient trigger is activated these properties are set to default values.

- duration allows setting timer value in msecs. The initial value is 0.
- activate allows activating and deactivating the timer specified by duration as needed. The initial and default value is 0. This will allow duration to be set after trigger activation.
- state allows user to specify a transient state to be held for the specified duration.

activate

- one shot timer activate mechanism. 1 when activated, 0 when deactivated. default value is zero when transient trigger is enabled, to allow duration to be set.

activate state indicates a timer with a value of specified duration running. deactivated state indicates that there is no active timer running.

duration

- one shot timer value. When activate is set, duration value is used to start a timer that runs once. This value doesn't get changed by the trigger unless user does a set via echo new_value > duration

state

- transient state to be held. It has two values 0 or 1. 0 maps to LED_OFF and 1 maps to LED_FULL. The specified state is held for the duration of the one shot timer and then the state gets changed to the non-transient state which is the inverse of transient state. If state = LED_FULL, when the timer runs out the state will go back to LED_OFF. If state = LED_OFF, when the timer runs out the state will go back to LED_FULL. Please note that current LED state is not checked prior to changing

the state to the specified state. Driver could map these values to inverted depending on the default states it defines for the LED in its `brightness_set()` interface which is called from the `led brightness_set()` interfaces to control the LED state.

When timer expires activate goes back to deactivated state, duration is left at the set value to be used when activate is set at a future time. This will allow user app to set the time once and activate it to run it once for the specified value as needed. When timer expires, state is restored to the non-transient state which is the inverse of the transient state:

echo 1 > activate	starts timer = duration when duration is not 0.
echo 0 > activate	Cancels currently running timer.
echo n > duration	stores timer value to be used upon next activate. Currently active timer if any, continues to run for the specified time.
echo 0 > duration	stores timer value to be used upon next activate. Currently active timer if any, continues to run for the specified time.
echo 1 > state	stores desired transient state LED_FULL to be held for the specified duration.
echo 0 > state	stores desired transient state LED_OFF to be held for the specified duration.

4.1 What is not supported

- Timer activation is one shot and extending and/or shortening the timer is not supported.

4.2 Examples

use-case 1:

```
echo transient > trigger
echo n > duration
echo 1 > state
```

repeat the following step as needed:

```
echo 1 > activate - start timer = duration to run once
echo 1 > activate - start timer = duration to run once
echo none > trigger
```

This trigger is intended to be used for for the following example use cases:

- Control of vibrate (phones, tablets etc.) hardware by user space app.
- Use of LED by user space app as activity indicator.

- Use of LED by user space app as a kind of watchdog indicator – as long as the app is alive, it can keep the LED illuminated, if it dies the LED will be extinguished automatically.
- Use by any user space app that needs a transient GPIO output.

USB PORT LED TRIGGER

This LED trigger can be used for signalling to the user a presence of USB device in a given port. It simply turns on LED when device appears and turns it off when it disappears.

It requires selecting USB ports that should be observed. All available ones are listed as separated entries in a “ports” subdirectory. Selecting is handled by echoing “1” to a chosen port.

Please note that this trigger allows selecting multiple USB ports for a single LED.

This can be useful in two cases:

5.1 1) Device with single USB LED and few physical ports

In such a case LED will be turned on as long as there is at least one connected USB device.

5.2 2) Device with a physical port handled by few controllers

Some devices may have one controller per PHY standard. E.g. USB 3.0 physical port may be handled by ohci-platform, ehci-platform and xhci-hcd. If there is only one LED user will most likely want to assign ports from all 3 hubs.

This trigger can be activated from user space on led class devices as shown below:

```
echo usbport > trigger
```

This adds sysfs attributes to the LED that are documented in: [Documentation/ABI/testing/sysfs-class-led-trigger-usbport](#)

Example use-case:

```
echo usbport > trigger
echo 1 > ports/usb1-port1
echo 1 > ports/usb2-port1
cat ports/usb1-port1
echo 0 > ports/usb1-port1
```


USERSPACE LEDES

The uleds driver supports userspace LEDs. This can be useful for testing triggers and can also be used to implement virtual LEDs.

6.1 Usage

When the driver is loaded, a character device is created at `/dev/uleds`. To create a new LED class device, open `/dev/uleds` and write a `uleds_user_dev` structure to it (found in kernel public header file `linux/uleds.h`):

```
#define LED_MAX_NAME_SIZE 64

struct uleds_user_dev {
    char name[LED_MAX_NAME_SIZE];
};
```

A new LED class device will be created with the name given. The name can be any valid sysfs device node name, but consider using the LED class naming convention of “`devicename:color:function`” .

The current brightness is found by reading a single byte from the character device. Values are unsigned: 0 to 255. Reading will block until the brightness changes. The device node can also be polled to notify when the brightness value changes.

The LED class device will be removed when the open file handle to `/dev/uleds` is closed.

Multiple LED class devices are created by opening additional file handles to `/dev/uleds`.

See `tools/leds/uledmon.c` for an example userspace program.

LEDS BLINKM DRIVER

The leds-blinkm driver supports the devices of the BlinkM family.

They are RGB-LED modules driven by a (AT)tiny microcontroller and communicate through I2C. The default address of these modules is 0x09 but this can be changed through a command. By this you could daisy-chain up to 127 BlinkMs on an I2C bus.

The device accepts RGB and HSB color values through separate commands. Also you can store blinking sequences as “scripts” in the controller and run them. Also fading is an option.

The interface this driver provides is 2-fold:

7.1 a) LED class interface for use with triggers

The registration follows the scheme:

```
blinkm-<i2c-bus-nr>-<i2c-device-nr>-<color>
$ ls -h /sys/class/leds/blinkm-6-*
/sys/class/leds/blinkm-6-9-blue:
brightness device max_brightness power subsystem trigger uevent
/sys/class/leds/blinkm-6-9-green:
brightness device max_brightness power subsystem trigger uevent
/sys/class/leds/blinkm-6-9-red:
brightness device max_brightness power subsystem trigger uevent
```

(same is /sys/bus/i2c/devices/6-0009/leds)

We can control the colors separated into red, green and blue and assign triggers on each color.

E.g.:

```
$ cat blinkm-6-9-blue/brightness
05
$ echo 200 > blinkm-6-9-blue/brightness
$
```

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```
$ modprobe ledtrig-heartbeat
$ echo heartbeat > blinkm-6-9-green/trigger
$
```

7.2 b) Sysfs group to control rgb, fade, hsb, scripts ...

This extended interface is available as folder blinkm in the sysfs folder of the I2C device. E.g. below /sys/bus/i2c/devices/6-0009/blinkm

```
$ ls -h /sys/bus/i2c/devices/6-0009/blinkm/ blue green red test
```

Currently supported is just setting red, green, blue and a test sequence.

E.g.:

```
$ cat *
00
00
00
#Write into test to start test sequence!#

$ echo 1 > test
$

$ echo 255 > red
$
```

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KERNEL DRIVER FOR LM3556

- Texas Instrument: 1.5 A Synchronous Boost LED Flash Driver w/ High-Side Current Source
- Datasheet: <http://www.national.com/ds/LM/LM3556.pdf>

Authors:

- Daniel Jeong
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8.1 Description

There are 3 functions in LM3556, Flash, Torch and Indicator.

8.1.1 Flash Mode

In Flash Mode, the LED current source(LED) provides 16 target current levels from 93.75 mA to 1500 mA. The Flash currents are adjusted via the CURRENT CONTROL REGISTER(0x09). Flash mode is activated by the ENABLE REGISTER(0x0A), or by pulling the STROBE pin HIGH.

LM3556 Flash can be controlled through `sys/class/leds/flash/brightness` file

- if STROBE pin is enabled, below example control brightness only, and ON / OFF will be controlled by STROBE pin.

Flash Example:

OFF:

```
#echo 0 > sys/class/leds/flash/brightness
```

93.75 mA:

```
#echo 1 > sys/class/leds/flash/brightness
```

...

1500 mA:

```
#echo 16 > sys/class/leds/flash/brightness
```

8.1.2 Torch Mode

In Torch Mode, the current source(LED) is programmed via the CURRENT CONTROL REGISTER(0x09). Torch Mode is activated by the ENABLE REGISTER(0x0A) or by the hardware TORCH input.

LM3556 torch can be controlled through `sys/class/leds/torch/brightness` file. * if TORCH pin is enabled, below example control brightness only, and ON / OFF will be controlled by TORCH pin.

Torch Example:

OFF:

```
#echo 0 > sys/class/leds/torch/brightness
```

46.88 mA:

```
#echo 1 > sys/class/leds/torch/brightness
```

...

375 mA:

```
#echo 8 > sys/class/leds/torch/brightness
```

8.1.3 Indicator Mode

Indicator pattern can be set through `sys/class/leds/indicator/pattern` file, and 4 patterns are pre-defined in `indicator_pattern` array.

According to N-lank, Pulse time and N Period values, different pattern will be generated.If you want new patterns for your own device, change `indicator_pattern` array with your own values and `INDIC_PATTERN_SIZE`.

Please refer datasheet for more detail about N-Blank, Pulse time and N Period.

Indicator pattern example:

pattern 0:

```
#echo 0 > sys/class/leds/indicator/pattern
```

...

pattern 3:

```
#echo 3 > sys/class/leds/indicator/pattern
```

Indicator brightness can be controlled through `sys/class/leds/indicator/brightness` file.

Example:

OFF:


```
#echo 0 > sys/class/leds/indicator/brightness
```

5.86 mA:

```
#echo 1 > sys/class/leds/indicator/brightness
```

...

46.875mA:

```
#echo 8 > sys/class/leds/indicator/brightness
```

8.2 Notes

Driver expects it is registered using the `i2c_board_info` mechanism. To register the chip at address `0x63` on specific adapter, set the platform data according to `include/linux/platform_data/leds-lm3556.h`, set the `i2c` board info

Example:

```
static struct i2c_board_info board_i2c_ch4[] __initdata = {
    {
        I2C_BOARD_INFO(LM3556_NAME, 0x63),
        .platform_data = &lm3556_pdata,
    },
};
```

and register it in the platform init function

Example:

```
board_register_i2c_bus(4, 400,
                      board_i2c_ch4, ARRAY_SIZE(board_i2c_ch4));
```


KERNEL DRIVER LP3944

- National Semiconductor LP3944 Fun-light Chip

Prefix: 'lp3944'

Addresses scanned: None (see the Notes section below)

Datasheet:

Publicly available at the National Semiconductor website <http://www.national.com/pf/LP/LP3944.html>

Authors: Antonio Ospite <ospite@studenti.unina.it>

9.1 Description

The LP3944 is a helper chip that can drive up to 8 leds, with two programmable DIM modes; it could even be used as a gpio expander but this driver assumes it is used as a led controller.

The DIM modes are used to set `_blink_` patterns for leds, the pattern is specified supplying two parameters:

- **period:** from 0s to 1.6s
- **duty cycle:** percentage of the period the led is on, from 0 to 100

Setting a led in DIM0 or DIM1 mode makes it blink according to the pattern. See the datasheet for details.

LP3944 can be found on Motorola A910 smartphone, where it drives the rgb leds, the camera flash light and the lcds power.

9.2 Notes

The chip is used mainly in embedded contexts, so this driver expects it is registered using the `i2c_board_info` mechanism.

To register the chip at address 0x60 on adapter 0, set the platform data according to `include/linux/leds-lp3944.h`, set the i2c board info:

```
static struct i2c_board_info a910_i2c_board_info[] __initdata = {
    {
        I2C_BOARD_INFO("lp3944", 0x60),
        .platform_data = &a910_lp3944_leds,
    },
};
```

and register it in the platform init function:

```
i2c_register_board_info(0, a910_i2c_board_info,
    ARRAY_SIZE(a910_i2c_board_info));
```

KERNEL DRIVER FOR LP5521

- National Semiconductor LP5521 led driver chip
- Datasheet: <http://www.national.com/pf/LP/LP5521.html>

Authors: Mathias Nyman, Yuri Zaporozhets, Samu Onkalo

Contact: Samu Onkalo (samu.p.onkalo-at-nokia.com)

10.1 Description

LP5521 can drive up to 3 channels. Leds can be controlled directly via the led class control interface. Channels have generic names: lp5521:channelx, where x is 0 .. 2

All three channels can be also controlled using the engine micro programs. More details of the instructions can be found from the public data sheet.

LP5521 has the internal program memory for running various LED patterns. There are two ways to run LED patterns.

- 1) Legacy interface - `enginex_mode` and `enginex_load` Control interface for the engines:

x is 1 .. 3

engine_x_mode: disabled, load, run

engine_x_load: store program (visible only in engine load mode)

Example (start to blink the channel 2 led):

```
cd /sys/class/leds/lp5521:channel2/device
echo "load" > engine3_mode
echo "037f4d0003ff6000" > engine3_load
echo "run" > engine3_mode
```

To stop the engine:

```
echo "disabled" > engine3_mode
```

- 2) Firmware interface - LP55xx common interface

For the details, please refer to 'firmware' section in `leds-lp55xx.txt` sysfs contains a selftest entry.

The test communicates with the chip and checks that the clock mode is automatically set to the requested one.

Each channel has its own led current settings.

- /sys/class/leds/lp5521:channel0/led_current - RW
- /sys/class/leds/lp5521:channel0/max_current - RO

Format: 10x mA i.e 10 means 1.0 mA

example platform data:

```
static struct lp55xx_led_config lp5521_led_config[] = {
    {
        .name = "red",
        .chan_nr      = 0,
        .led_current  = 50,
        .max_current  = 130,
    }, {
        .name = "green",
        .chan_nr      = 1,
        .led_current  = 0,
        .max_current  = 130,
    }, {
        .name = "blue",
        .chan_nr      = 2,
        .led_current  = 0,
        .max_current  = 130,
    }
};

static int lp5521_setup(void)
{
    /* setup HW resources */
}

static void lp5521_release(void)
{
    /* Release HW resources */
}

static void lp5521_enable(bool state)
{
    /* Control of chip enable signal */
}

static struct lp55xx_platform_data lp5521_platform_data = {
    .led_config      = lp5521_led_config,
    .num_channels    = ARRAY_SIZE(lp5521_led_config),
    .clock_mode      = LP55XX_CLOCK_EXT,
    .setup_resources = lp5521_setup,
    .release_resources = lp5521_release,
    .enable          = lp5521_enable,
};
```

Note: chan_nr can have values between 0 and 2. The name of each channel can be configurable. If the name field is not defined, the default name will be set to 'xxxx:channelN' (XXXX : pdata->label or i2c client name, N : channel

number)

If the current is set to 0 in the platform data, that channel is disabled and it is not visible in the sysfs.

KERNEL DRIVER FOR LP5523

- National Semiconductor LP5523 led driver chip
- Datasheet: <http://www.national.com/pf/LP/LP5523.html>

Authors: Mathias Nyman, Yuri Zaporozhets, Samu Onkalo Contact: Samu Onkalo (samu.p.onkalo-at-nokia.com)

11.1 Description

LP5523 can drive up to 9 channels. Leds can be controlled directly via the led class control interface. The name of each channel is configurable in the platform data - name and label. There are three options to make the channel name.

a) Define the 'name' in the platform data

To make specific channel name, then use 'name' platform data.

- /sys/class/leds/R1 (name: 'R1')
- /sys/class/leds/B1 (name: 'B1')

b) Use the 'label' with no 'name' field

For one device name with channel number, then use 'label' . -
/sys/class/leds/RGB:channelN (label: 'RGB' , N: 0 ~ 8)

c) Default

If both fields are NULL, 'lp5523' is used by default. -
/sys/class/leds/lp5523:channelN (N: 0 ~ 8)

LP5523 has the internal program memory for running various LED patterns. There are two ways to run LED patterns.

1) Legacy interface - `enginex_mode`, `enginex_load` and `enginex_leds`

Control interface for the engines:

x is 1 .. 3

enginex_mode: disabled, load, run

enginex_load: microcode load

enginex_leds: led mux control

```
cd /sys/class/leds/lp5523:channel2/device
echo "load" > engine3_mode
echo "9d80400004ff05ff437f0000" > engine3_load
echo "11111111" > engine3_leds
echo "run" > engine3_mode
```

To stop the engine:

```
echo "disabled" > engine3_mode
```

2) Firmware interface - LP55xx common interface

For the details, please refer to 'firmware' section in leds-lp55xx.txt

LP5523 has three master faders. If a channel is mapped to one of the master faders, its output is dimmed based on the value of the master fader.

For example:

```
echo "123000123" > master_fader_leds
```

creates the following channel-fader mappings:

```
channel 0,6 to master_fader1
channel 1,7 to master_fader2
channel 2,8 to master_fader3
```

Then, to have 25% of the original output on channel 0,6:

```
echo 64 > master_fader1
```

To have 0% of the original output (i.e. no output) channel 1,7:

```
echo 0 > master_fader2
```

To have 100% of the original output (i.e. no dimming) on channel 2,8:

```
echo 255 > master_fader3
```

To clear all master fader controls:

```
echo "000000000" > master_fader_leds
```

Selftest uses always the current from the platform data.

Each channel contains led current settings.

/sys/class/leds/lp5523:channel2/led_current - RW - /sys/class/leds/lp5523:channel2/max_current - RO

Format: 10x mA i.e 10 means 1.0 mA

Example platform data:

```
static struct lp55xx_led_config lp5523_led_config[] = {
    {
        .name          = "D1",
        .chan_nr       = 0,
```

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```
        .led_current    = 50,
        .max_current    = 130,
    },
    ...
    {
        .chan_nr        = 8,
        .led_current    = 50,
        .max_current    = 130,
    }
};

static int lp5523_setup(void)
{
    /* Setup HW resources */
}

static void lp5523_release(void)
{
    /* Release HW resources */
}

static void lp5523_enable(bool state)
{
    /* Control chip enable signal */
}

static struct lp55xx_platform_data lp5523_platform_data = {
    .led_config         = lp5523_led_config,
    .num_channels       = ARRAY_SIZE(lp5523_led_config),
    .clock_mode         = LP55XX_CLOCK_EXT,
    .setup_resources    = lp5523_setup,
    .release_resources  = lp5523_release,
    .enable              = lp5523_enable,
};
```

Note chan_nr can have values between 0 and 8.

KERNEL DRIVER FOR LP5562

- TI LP5562 LED Driver

Author: Milo(Woogyom) Kim <milo.kim@ti.com>

12.1 Description

LP5562 can drive up to 4 channels. R/G/B and White. LEDs can be controlled directly via the led class control interface.

All four channels can be also controlled using the engine micro programs. LP5562 has the internal program memory for running various LED patterns. For the details, please refer to 'firmware' section in leds-lp55xx.txt

12.2 Device attribute

engine_mux 3 Engines are allocated in LP5562, but the number of channel is 4. Therefore each channel should be mapped to the engine number.

Value: RGB or W

This attribute is used for programming LED data with the firmware interface. Unlike the LP5521/LP5523/55231, LP5562 has unique feature for the engine mux, so additional sysfs is required

LED Map

Red	...	Engine 1 (fixed)
Green	...	Engine 2 (fixed)
Blue	...	Engine 3 (fixed)
White	...	Engine 1 or 2 or 3 (selective)

12.3 How to load the program data using engine_mux

Before loading the LP5562 program data, engine_mux should be written between the engine selection and loading the firmware. Engine mux has two different mode, RGB and W. RGB is used for loading RGB program data, W is used for W program data.

For example, run blinking green channel pattern:

```
echo 2 > /sys/bus/i2c/devices/xxxx/select_engine # 2 is for
↪green channel
echo "RGB" > /sys/bus/i2c/devices/xxxx/engine_mux # engine mux
↪for RGB
echo 1 > /sys/class/firmware/lp5562/loading
echo "4000600040FF6000" > /sys/class/firmware/lp5562/data
echo 0 > /sys/class/firmware/lp5562/loading
echo 1 > /sys/bus/i2c/devices/xxxx/run_engine
```

To run a blinking white pattern:

```
echo 1 or 2 or 3 > /sys/bus/i2c/devices/xxxx/select_engine
echo "W" > /sys/bus/i2c/devices/xxxx/engine_mux
echo 1 > /sys/class/firmware/lp5562/loading
echo "4000600040FF6000" > /sys/class/firmware/lp5562/data
echo 0 > /sys/class/firmware/lp5562/loading
echo 1 > /sys/bus/i2c/devices/xxxx/run_engine
```

12.4 How to load the predefined patterns

Please refer to 'leds-lp55xx.txt'

12.5 Setting Current of Each Channel

Like LP5521 and LP5523/55231, LP5562 provides LED current settings. The 'led_current' and 'max_current' are used.

12.6 Example of Platform data

```
static struct lp55xx_led_config lp5562_led_config[] = {
    {
        .name           = "R",
        .chan_nr        = 0,
        .led_current    = 20,
        .max_current    = 40,
    },
    {
        .name           = "G",
        .chan_nr        = 1,
        .led_current    = 20,
```

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```
        .max_current    = 40,
    },
    {
        .name            = "B",
        .chan_nr         = 2,
        .led_current     = 20,
        .max_current     = 40,
    },
    {
        .name            = "W",
        .chan_nr         = 3,
        .led_current     = 20,
        .max_current     = 40,
    },
};

static int lp5562_setup(void)
{
    /* setup HW resources */
}

static void lp5562_release(void)
{
    /* Release HW resources */
}

static void lp5562_enable(bool state)
{
    /* Control of chip enable signal */
}

static struct lp55xx_platform_data lp5562_platform_data = {
    .led_config         = lp5562_led_config,
    .num_channels       = ARRAY_SIZE(lp5562_led_config),
    .setup_resources    = lp5562_setup,
    .release_resources  = lp5562_release,
    .enable             = lp5562_enable,
};
```

To configure the platform specific data, `lp55xx_platform_data` structure is used

If the current is set to 0 in the platform data, that channel is disabled and it is not visible in the sysfs.

LP5521/LP5523/LP55231/LP5562/LP8501 COMMON DRIVER

Authors: Milo(Woogyom) Kim <milo.kim@ti.com>

13.1 Description

LP5521, LP5523/55231, LP5562 and LP8501 have common features as below.

Register access via the I2C Device initialization/deinitialization
Create LED class devices for multiple output channels
Device attributes for user-space interface
Program memory for running LED patterns

The LP55xx common driver provides these features using exported functions.

```
lp55xx_init_device() / lp55xx_deinit_device() lp55xx_register_leds()  
/ lp55xx_unregister_leds() lp55xx_register_sysfs() /  
lp55xx_unregister_sysfs()
```

(Driver Structure Data)

In lp55xx common driver, two different data structure is used.

- **lp55xx_led** control multi output LED channels such as led current, channel index.
- **lp55xx_chip** general chip control such like the I2C and platform data.

For example, LP5521 has maximum 3 LED channels. LP5523/55231 has 9 output channels:

```
lp55xx_chip for LP5521 ... lp55xx_led #1  
                           lp55xx_led #2  
                           lp55xx_led #3  
  
lp55xx_chip for LP5523 ... lp55xx_led #1  
                           lp55xx_led #2  
                           .  
                           .  
                           lp55xx_led #9
```

(Chip Dependent Code)

To support device specific configurations, special structure 'lpxx_device_config' is used.

- Maximum number of channels
- Reset command, chip enable command
- Chip specific initialization
- Brightness control register access
- Setting LED output current
- Program memory address access for running patterns
- Additional device specific attributes

(Firmware Interface)

LP55xx family devices have the internal program memory for running various LED patterns.

This pattern data is saved as a file in the user-land or hex byte string is written into the memory through the I2C.

LP55xx common driver supports the firmware interface.

LP55xx chips have three program engines.

To load and run the pattern, the programming sequence is following.

- (1) Select an engine number (1/2/3)
- (2) Mode change to load
- (3) Write pattern data into selected area
- (4) Mode change to run

The LP55xx common driver provides simple interfaces as below.

select_engine: Select which engine is used for running program

run_engine: Start program which is loaded via the firmware interface

firmware: Load program data

In case of LP5523, one more command is required, 'enginex_leds' . It is used for selecting LED output(s) at each engine number. In more details, please refer to 'leds-lp5523.txt' .

For example, run blinking pattern in engine #1 of LP5521:

```
echo 1 > /sys/bus/i2c/devices/xxxx/select_engine
echo 1 > /sys/class/firmware/lp5521/loading
echo "4000600040FF6000" > /sys/class/firmware/lp5521/data
echo 0 > /sys/class/firmware/lp5521/loading
echo 1 > /sys/bus/i2c/devices/xxxx/run_engine
```

For example, run blinking pattern in engine #3 of LP55231

Two LEDs are configured as pattern output channels:

```
echo 3 > /sys/bus/i2c/devices/xxxx/select_engine
echo 1 > /sys/class/firmware/lp55231/loading
echo "9d0740ff7e0040007e00a0010000" > /sys/class/firmware/lp55231/data
```

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```
echo 0 > /sys/class/firmware/lp55231/loading
echo "000001100" > /sys/bus/i2c/devices/xxxx/engine3_leds
echo 1 > /sys/bus/i2c/devices/xxxx/run_engine
```

To start blinking patterns in engine #2 and #3 simultaneously:

```
for idx in 2 3
do
echo $idx > /sys/class/leds/red/device/select_engine
sleep 0.1
echo 1 > /sys/class/firmware/lp5521/loading
echo "4000600040FF6000" > /sys/class/firmware/lp5521/data
echo 0 > /sys/class/firmware/lp5521/loading
done
echo 1 > /sys/class/leds/red/device/run_engine
```

Here is another example for LP5523.

Full LED strings are selected by 'engine2_leds' :

```
echo 2 > /sys/bus/i2c/devices/xxxx/select_engine
echo 1 > /sys/class/firmware/lp5523/loading
echo "9d80400004ff05ff437f0000" > /sys/class/firmware/lp5523/data
echo 0 > /sys/class/firmware/lp5523/loading
echo "111111111" > /sys/bus/i2c/devices/xxxx/engine2_leds
echo 1 > /sys/bus/i2c/devices/xxxx/run_engine
```

As soon as 'loading' is set to 0, registered callback is called. Inside the callback, the selected engine is loaded and memory is updated. To run programmed pattern, 'run_engine' attribute should be enabled.

The pattern sequence of LP8501 is similar to LP5523.

However pattern data is specific.

Ex 1) Engine 1 is used:

```
echo 1 > /sys/bus/i2c/devices/xxxx/select_engine
echo 1 > /sys/class/firmware/lp8501/loading
echo "9d0140ff7e0040007e00a001c000" > /sys/class/firmware/lp8501/data
echo 0 > /sys/class/firmware/lp8501/loading
echo 1 > /sys/bus/i2c/devices/xxxx/run_engine
```

Ex 2) Engine 2 and 3 are used at the same time:

```
echo 2 > /sys/bus/i2c/devices/xxxx/select_engine
sleep 1
echo 1 > /sys/class/firmware/lp8501/loading
echo "9d0140ff7e0040007e00a001c000" > /sys/class/firmware/lp8501/data
echo 0 > /sys/class/firmware/lp8501/loading
sleep 1
echo 3 > /sys/bus/i2c/devices/xxxx/select_engine
sleep 1
echo 1 > /sys/class/firmware/lp8501/loading
echo "9d0340ff7e0040007e00a001c000" > /sys/class/firmware/lp8501/data
echo 0 > /sys/class/firmware/lp8501/loading
```

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```
sleep 1
echo 1 > /sys/class/leds/d1/device/run_engine
```

('run_engine' and 'firmware_cb')

The sequence of running the program data is common.

But each device has own specific register addresses for commands.

To support this, 'run_engine' and 'firmware_cb' are configurable in each driver.

run_engine: Control the selected engine

firmware_cb: The callback function after loading the firmware is done.

Chip specific commands for loading and updating program memory.

(Predefined pattern data)

Without the firmware interface, LP55xx driver provides another method for loading a LED pattern. That is 'predefined' pattern.

A predefined pattern is defined in the platform data and load it(or them) via the sysfs if needed.

To use the predefined pattern concept, 'patterns' and 'num_patterns' should be configured.

Example of predefined pattern data:

```
/* mode_1: blinking data */
static const u8 mode_1[] = {
    0x40, 0x00, 0x60, 0x00, 0x40, 0xFF, 0x60, 0x00,
};

/* mode_2: always on */
static const u8 mode_2[] = { 0x40, 0xFF, };

struct lp55xx_predef_pattern board_led_patterns[] = {
    {
        .r = mode_1,
        .size_r = ARRAY_SIZE(mode_1),
    },
    {
        .b = mode_2,
        .size_b = ARRAY_SIZE(mode_2),
    },
}

struct lp55xx_platform_data lp5562_pdata = {
    ...
    .patterns      = board_led_patterns,
    .num_patterns  = ARRAY_SIZE(board_led_patterns),
};
```

Then, mode_1 and mode_2 can be run via through the sysfs:

```
echo 1 > /sys/bus/i2c/devices/xxxx/led_pattern # red blinking LED
↪pattern
echo 2 > /sys/bus/i2c/devices/xxxx/led_pattern # blue LED always on
```

To stop running pattern:

```
echo 0 > /sys/bus/i2c/devices/xxxx/led_pattern
```


KERNEL DRIVER FOR MELLANOX SYSTEMS LEDS

Provide system LED support for the nex Mellanox systems: “msx6710”, “msx6720”, “msb7700”, “msn2700”, “msx1410”, “msn2410”, “msb7800”, “msn2740”, “msn2100” .

14.1 Description

Driver provides the following LEDs for the systems “msx6710”, “msx6720”, “msb7700”, “msn2700”, “msx1410”, “msn2410”, “msb7800”, “msn2740” :

- mlxcpld:fan1:green
- mlxcpld:fan1:red
- mlxcpld:fan2:green
- mlxcpld:fan2:red
- mlxcpld:fan3:green
- mlxcpld:fan3:red
- mlxcpld:fan4:green
- mlxcpld:fan4:red
- mlxcpld:psu:green
- mlxcpld:psu:red
- mlxcpld:status:green
- mlxcpld:status:red

“status”

- CPLD reg offset: 0x20
- Bits [3:0]

“psu”

- CPLD reg offset: 0x20
- Bits [7:4]

“fan1”

- CPLD reg offset: 0x21

- Bits [3:0]

“fan2”

- CPLD reg offset: 0x21
- Bits [7:4]

“fan3”

- CPLD reg offset: 0x22
- Bits [3:0]

“fan4”

- CPLD reg offset: 0x22
- Bits [7:4]

Color mask for all the above LEDs:

[bit3,bit2,bit1,bit0] or [bit7,bit6,bit5,bit4]:

- [0,0,0,0] = LED OFF
- [0,1,0,1] = Red static ON
- [1,1,0,1] = Green static ON
- [0,1,1,0] = Red blink 3Hz
- [1,1,1,0] = Green blink 3Hz
- [0,1,1,1] = Red blink 6Hz
- [1,1,1,1] = Green blink 6Hz

Driver provides the following LEDs for the system “msn2100” :

- mlxcpld:fan:green
- mlxcpld:fan:red
- mlxcpld:psu1:green
- mlxcpld:psu1:red
- mlxcpld:psu2:green
- mlxcpld:psu2:red
- mlxcpld:status:green
- mlxcpld:status:red
- mlxcpld:uid:blue

“status”

- CPLD reg offset: 0x20
- Bits [3:0]

“fan”

- CPLD reg offset: 0x21

- Bits [3:0]

“psu1”

- CPLD reg offset: 0x23
- Bits [3:0]

“psu2”

- CPLD reg offset: 0x23
- Bits [7:4]

“uid”

- CPLD reg offset: 0x24
- Bits [3:0]

Color mask for all the above LEDs, excepted uid:

[bit3,bit2,bit1,bit0] or [bit7,bit6,bit5,bit4]:

- [0,0,0,0] = LED OFF
- [0,1,0,1] = Red static ON
- [1,1,0,1] = Green static ON
- [0,1,1,0] = Red blink 3Hz
- [1,1,1,0] = Green blink 3Hz
- [0,1,1,1] = Red blink 6Hz
- [1,1,1,1] = Green blink 6Hz

Color mask for uid LED: [bit3,bit2,bit1,bit0]:

- [0,0,0,0] = LED OFF
- [1,1,0,1] = Blue static ON
- [1,1,1,0] = Blue blink 3Hz
- [1,1,1,1] = Blue blink 6Hz

Driver supports HW blinking at 3Hz and 6Hz frequency (50% duty cycle). For 3Hz duty cycle is about 167 msec, for 6Hz is about 83 msec.