

# Adafruit Circuit Playground Library Reference

PRODUCT PAGE (<https://www.adafruit.com/products/3000>) | OVERVIEW GUIDE (<https://learn.adafruit.com/introducing-circuit-playground>) | LESSON #0 (<https://learn.adafruit.com/circuit-playground-lesson-number-0>) | LIBRARY ON GITHUB ([https://github.com/adafruit/Adafruit\\_CircuitPlayground](https://github.com/adafruit/Adafruit_CircuitPlayground))

## Base Functions

- `begin()` ([begin.html](#))

## Buttons

- `leftButton()` ([leftButton.html](#))
- `rightButton()` ([rightButton.html](#))

## Slide Switch

- `slideSwitch()` ([slideSwitch.html](#))

## NeoPixels

- `clearPixels()` ([clearPixels.html](#))
- `setPixelColor()` ([setPixelColor.html](#))
- `setBrightness()` ([setBrightness.html](#))
- `colorWheel()` ([colorWheel.html](#))

## Light Sensor

- `lightSensor()` ([lightSensor.html](#))

## Microphone

- `soundSensor()` ([soundSensor.html](#))

## Speaker

- `playTone()` ([playTone.html](#))

## Accelerometer

- `motionX()` ([motionX.html](#))
- `motionY()` ([motionY.html](#))
- `motionZ()` ([motionZ.html](#))
- `setAccelRange()` ([setAccelRange.html](#))
- `setAccelTap()` ([setAccelTap.html](#))
- `getAccelTap()` ([getAccelTap.html](#))

## Temperature

- `temperature()` ([temperature.html](#))
- `temperatureF()` ([temperatureF.html](#))

## Misc.

- `redLED()` ([redLED.html](#))
- `readCap()` ([readCap.html](#))
- `senseColor()` ([senseColor.html](#))

**Read all of these pages linked from:**

**[https://caternuson.github.io/Adafruit\\_CircuitPlayground/](https://caternuson.github.io/Adafruit_CircuitPlayground/)**