

```

#include "Arduino_LED_Matrix.h" // Include the LED_Matrix library
ArduinoLEDMatrix matrix;       // Create an instance of the ArduinoLEDMatrix
class
const uint32_t animation[][4] = {
    {
        0x602f04,
        0x78f08e7,
        0x82486686,
        66
    },
    {
        0xc05e08,
        0xf1e11cf,
        0x490cd0c,
        66
    },
    {
        0x180bc10,
        0xe3d239e,
        0x8218a18,
        66
    },
    {
        0x3017820,
        0xc7b473c,
        0x11431431,
        66
    },
    {
        0x602f040,
        0x8f68e68,
        0x22863862,
        66
    },
    {
        0xc05e080,
        0x1ed1cd0,
        0x450c70c5,
        66
    },
    {
        0x180bc000,
        0x3da39a0,
        0x8a18f18b,
        66
    }
}

```

```
},
{
    0x30078000,
    0x7b47341,
    0x1431e316,
    66
},
{
    0x600f0000,
    0xf68e692,
    0x2963c62c,
    66
},
{
    0xc00e0000,
    0xed1cd24,
    0x52c79c59,
    66
},
{
    0x800c0000,
    0xda39a48,
    0xa58f28b3,
    66
},
{
    0x80000,
    0xb473481,
    0x4b1e5166,
    66
},
{
    0x0,
    0x68f6902,
    0x963ca2cc,
    66
},
{
    0x0,
    0xd1ed215,
    0x2d795599,
    66
},
{
    0x0,
```

```
    0xa3ca42a,  
    0x5af2ab32,  
    66  
},  
{  
    0x0,  
    0x4794854,  
    0xb4e54664,  
    66  
},  
{  
    0x0,  
    0x8f390a9,  
    0x68ca8cc8,  
    66  
},  
{  
    0x0,  
    0x1e72152,  
    0xd1951991,  
    66  
},  
{  
    0x0,  
    0x3ce42a5,  
    0xa22a2322,  
    66  
},  
{  
    0x0,  
    0x79c854b,  
    0x44544644,  
    66  
},  
{  
    0x0,  
    0xf380a86,  
    0x88a88c88,  
    66  
},  
{  
    0x0,  
    0xe70150d,  
    0x10510910,  
    66
```

```
},
{
    0x0,
    0xce02a0a,
    0x20a20220,
    66
},
{
    0x0,
    0x9c05404,
    0x40440440,
    66
},
{
    0x0,
    0x380a808,
    0x80880880,
    66
},
{
    0x0,
    0x7005001,
    0x100100,
    66
},
{
    0x0,
    0xe00a002,
    0x200200,
    66
},
{
    0x0,
    0xc004004,
    0x400400,
    66
},
{
    0x0,
    0x8018008,
    0x1801801,
    66
},
{
    0x0,
```

```
    0x30000,  
    0x3002003,  
    66  
},  
{  
    0x0,  
    0x70000,  
    0x7004006,  
    66  
},  
{  
    0x0,  
    0xf0010,  
    0xf00900d,  
    66  
},  
{  
    0x0,  
    0x101e0020,  
    0x1e01201a,  
    66  
},  
{  
    0x100,  
    0x203c0040,  
    0x3c024034,  
    66  
},  
{  
    0x200,  
    0x40780080,  
    0x78048068,  
    66  
},  
{  
    0x500,  
    0x80f10110,  
    0xf00900d0,  
    66  
},  
{  
    0x100b01,  
    0x1e30231,  
    0xe01211a1,  
    66
```

```
    },  
    {  
        0x301702,  
        0x3c70473,  
        0xc1243343,  
        66  
    }  
};  
void setup() {  
    matrix.loadSequence(animation);  
    matrix.begin();  
    matrix.play(true);  
}  
void loop() {  
}
```