<번갈아가며 불빛>

do{

for(int i=0;i<NUMPIXELS;i++){

// pixels.Color takes RGB values, from 0,0,0 up to 255,255,255

pixels.setPixelColor(i, pixels.Color(0,30,30)); // Moderately bright green color.

pixels.show(); // This sends the updated pixel color to the hardware.

delay(500);

pixels.setPixelColor(i, pixels.Color(0,0,0));

pixels.show();

}

}while(true);

<빨초파 반복>

#include <Adafruit\_NeoPixel.h>

#define PIN 6                  //data out이 연결된 핀 번호  
#define NUM\_LEDS 12      // 네오픽셀 LED 갯수  
#define BRIGHTNESS 10  //0~255   밝기를 제어(약간 Frame 느낌이 남)

Adafruit\_NeoPixel strip = Adafruit\_NeoPixel(NUM\_LEDS, PIN, NEO\_GRBW + NEO\_KHZ800); // 기본 설정 우노의 경우는 이대로 사용

void setup() {  
  Serial.begin(115200);  
  strip.setBrightness(BRIGHTNESS);  
  strip.begin();  
  strip.show(); // Initialize all pixels to 'off'  
}

void loop() {  
  // Some example procedures showing how to display to the pixels:  
  colorWipe(strip.Color(255, 0, 0), 500); // Red (Color, wait)  
  colorWipe(strip.Color(0, 255, 0), 500); // Green  
  colorWipe(strip.Color(0, 0, 255), 500); // Blue  
  colorWipe(strip.Color(0, 0, 0, 255), 500); // White  
}

// Fill the dots one after the other with a color  
void colorWipe(uint32\_t c, uint8\_t wait) {  
  for(uint16\_t i=0; i<NUM\_LEDS; i++) {  
    strip.setPixelColor(i, c);   //LED 순서, LED 색상  
    strip.show();                   
    delay(wait);  
  }  
}

<다중연결>

#include <Adafruit\_NeoPixel.h> // 제어 신호핀

#define NUMPIXELS 2 // 제어하고 싶은 LED 개수

int PINa=6;

int PINb=7;

Adafruit\_NeoPixel pixels1 = Adafruit\_NeoPixel(NUMPIXELS, PINa, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels2 = Adafruit\_NeoPixel(NUMPIXELS, PINb, NEO\_GRB + NEO\_KHZ800);

void setup() {

pixels1.begin(); // This initializes the NeoPixel library.

pixels2.begin();

}

void loop() {

do{

pixels1.setPixelColor(0,pixels1.Color(10,0,10));

pixels1.setPixelColor(1,pixels1.Color(10,0,10));

pixels2.setPixelColor(0,pixels2.Color(0,0,10));

pixels2.setPixelColor(1,pixels2.Color(0,0,10));

pixels1.show();

pixels2.show();

delay(2000);

pixels1.setPixelColor(0,pixels1.Color(0,0,0));

pixels1.setPixelColor(1,pixels1.Color(0,0,0));

pixels2.setPixelColor(0,pixels2.Color(0,0,0));

pixels2.setPixelColor(1,pixels2.Color(0,0,0));

pixels1.show();

pixels2.show();

delay(1000);

}while(true);

}