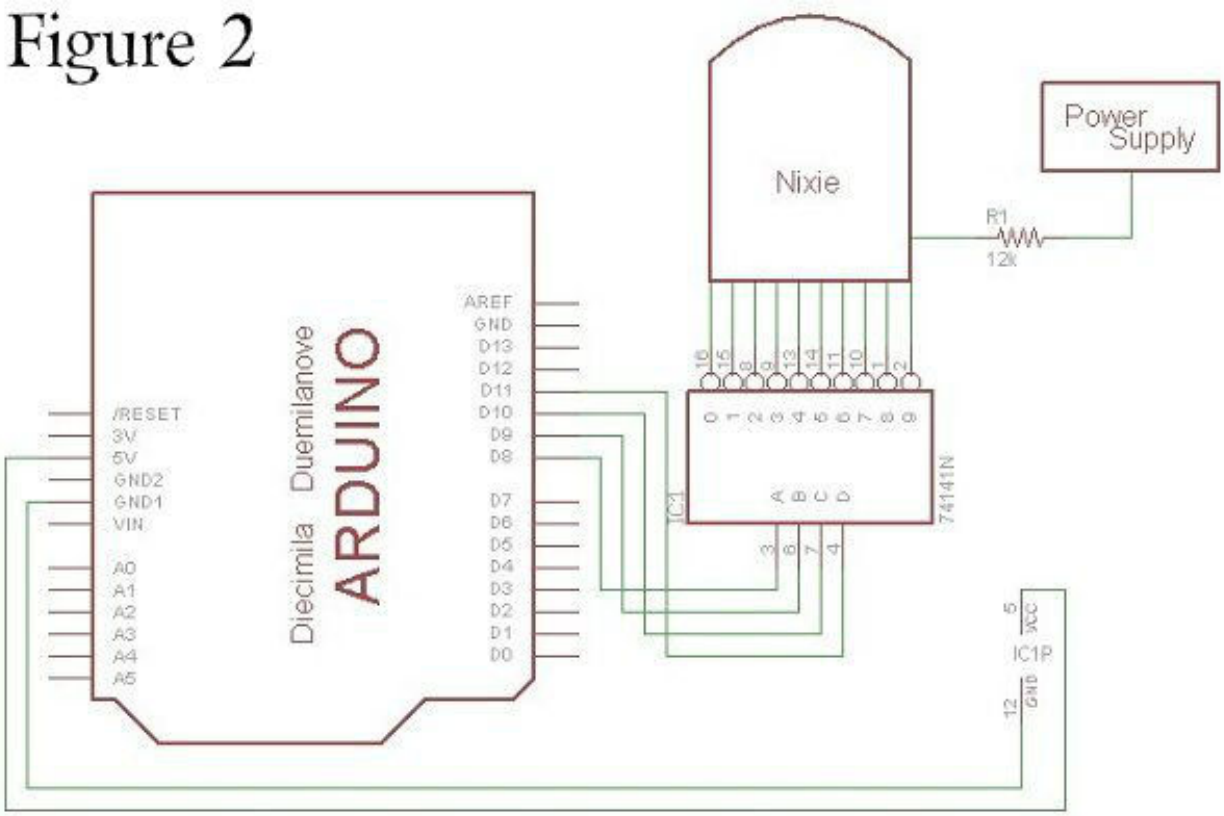
List of lights that require Arduino control
(~ indicates PWM control)

1) *KeypadGreen* ~
2) *KeypadButtons* ~
3) *KeypadCLR*
4) *KeypadOK*
5) *KeypadYellow* ~
6) *KeypadMosfet* (this controls all the "always on" LEDs on keypad)
7) *TimerLED* (series of 5 LEDs around the bargraph timer)
8) *PowerCrystals* ~
9) *BrickLamp*
10) *ControlPanel* (controls 4 "always on" LEDs in control panel)
11) *PINdigit1correct*
12) *PINdigit2correct*
13) *PINdigit3correct*
14) *PINdigit4correct*
15) *PINdigit1wrong*
16) *PINdigit2wrong*
17) *PINdigit3wrong*
18) *PINdigit4wrong*
19) *BrickWarningDoor*
20) *BrickWarningFinger*
21) *ButtonLED1*
22) *ButtonLED2*
23) *ButtonLED3*
24) *Panel1Mosfet*
25) *PaintingLight*
26) *ClockLight*

List of other components that require Arduino control:

1) *Display* (a Osram Opto SLO 2016 alphanumeric display)
    a. *Requires 10 Arduino digital pins*
2) Timer (a 24LED bargraph)
    a. *Requires Arduino pins #**20** and #**21***
3) Sound trigger module
    a. *I haven't had a chance to test this component yet*
    b. *Here's the hookup guide: https://learn.sparkfun.com/tutorials/wav-trigger-hookup-guide-v11*
    c. *I don't think it requires any Arduino pins if we're not using it through serial communication—just uses the 16 triggers on the sound module*
4) *NixieTube1* with SN74141 chip
    a. *This chip requires 4 Arduino digital pins*
5) *NixieTube2* with SN74141 chip
    a. *This chip requires 4 Arduino digital pins*
    b. *Below is a wiring diagram of the Tube and chip:*

Figure 2



6) LEDmatrix (an 8X8 adafruit LED matrix)
   a. *Requires 2 Arduino digital pins*
   b. https://learn.adafruit.com/adafruit-led-backpack/1-2-8x8-matrix
7) PIR motion sensor
   a. *Turns off all lights and servos when period of inactivity is sensed.*
   b. *The same motion sensor code that was used in the last project can be used here.*
8) *VolumeControlPOT* (Potentiometer to control sound volume of WAV trigger sound module)
   a. *This might not require Arduino control. I need to do some tests with the sound unit and volume control.*
9) *KeypadGreenPOT* (Potentiometer to control brightness of *KeypadGreen* light)
   a. *Requires an Arduino analog pin*