#include <Adafruit\_NeoPixel.h>

#define PIAN 1

#define PIBN 2

#define PICN 3

#define PIDN 4

#define PIEN 5

#define PIFN 6

#define PIGN 7

#define PIHN 8

#define PIIN 9

#define PIJN 10

#define PIKN 11

#define PILN 12

// input pin Neopixel is attached to

#define NUMPIXELS 12 // number of neopixels in strip

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

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

Adafruit\_NeoPixel pixels3 = Adafruit\_NeoPixel(NUMPIXELS, PICN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels4 = Adafruit\_NeoPixel(NUMPIXELS, PIDN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels5 = Adafruit\_NeoPixel(NUMPIXELS, PIEN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels6 = Adafruit\_NeoPixel(NUMPIXELS, PIFN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels7 = Adafruit\_NeoPixel(NUMPIXELS, PIGN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels8 = Adafruit\_NeoPixel(NUMPIXELS, PIHN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels9 = Adafruit\_NeoPixel(NUMPIXELS, PIIN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels10 = Adafruit\_NeoPixel(NUMPIXELS, PIJN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels11 = Adafruit\_NeoPixel(NUMPIXELS, PIKN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels12 = Adafruit\_NeoPixel(NUMPIXELS, PILN, NEO\_GRB + NEO\_KHZ800);

Adafruit\_NeoPixel pixels13 = Adafruit\_NeoPixel(NUMPIXELS, PILN, NEO\_GRB + NEO\_KHZ800);

int delayval = 100; // timing delay in milliseconds

int key=8;

int redColor = 0;

int greenColor = 0;

int blueColor = 0;

void setup(){

pixels1.begin();

pixels2.begin();

pixels3.begin();

pixels4.begin();

pixels5.begin();

pixels6.begin();

pixels7.begin();

pixels8.begin();

pixels9.begin();

pixels10.begin();

pixels11.begin();

pixels12.begin();

}

void loop() {

switch(key){

case 1: mypixel1();

mypixel9();

mypixel6();

mypixel4();

mypixel2();

break;

case 2: mypixel2();

mypixel3();

break;

case 3: mypixel2();

mypixel5();

break;

case 4: mypixel2();

mypixel4();

mypixel7();

break;

case 5: mypixel2();

mypixel4();

mypixel8();

break;

case 6: mypixel2();

mypixel4();

mypixel6();

mypixel10();

break;

case 7: mypixel2();

mypixel4();

mypixel6();

mypixel11();

break;

case 8: mypixel2();

mypixel4();

mypixel6();

mypixel9();

mypixel12();

break;

case 9:

break;

default:

break;

}

}

void mypixel1(){

pixels1.setPixelColor(0, pixels1.Color(255, 0, 0));//Sixers Colors

pixels1.setPixelColor(1, pixels1.Color(0, 0, 255));

pixels1.setPixelColor(2, pixels1.Color(255, 17, 95));//brithstone ruby

pixels1.setPixelColor(3, pixels1.Color(0, 150, 200));//eye light blue

pixels1.setPixelColor(4, pixels1.Color(165, 100, 75));//hair brownis

pixels1.show();

}

void mypixel2(){

pixels2.setPixelColor(0, pixels2.Color(255, 0, 0));//Sixers Colors

pixels2.setPixelColor(1, pixels2.Color(0, 0, 255));

pixels2.setPixelColor(2, pixels2.Color(255, 17, 95));//brithstone ruby

pixels2.setPixelColor(3, pixels2.Color(0, 150, 200));//eye light blue

pixels2.setPixelColor(4, pixels2.Color(165, 100, 75));//hair brownish

pixels2.show();

}

void mypixel3(){

pixels3.setPixelColor(0, pixels3.Color(355, 0, 0));//Sixers Colors

pixels3.setPixelColor(1, pixels3.Color(0, 0, 355));

pixels3.setPixelColor(2, pixels3.Color(355, 17, 95));//brithstone ruby

pixels3.setPixelColor(3, pixels3.Color(0, 150, 300));//eye light blue

pixels3.setPixelColor(4, pixels3.Color(165, 100, 75));//hair brownish

pixels3.show();

}

void mypixel4(){

pixels4.setPixelColor(0, pixels4.Color(255, 0, 0));//Sixers Colors

pixels4.setPixelColor(1, pixels4.Color(0, 0, 255));

pixels4.setPixelColor(2, pixels4.Color(255, 17, 95));//brithstone ruby

pixels4.setPixelColor(3, pixels4.Color(0, 150, 200));//eye light blue

pixels4.setPixelColor(4, pixels4.Color(165, 100, 75));//hair brownish

pixels4.show();

}

void mypixel5(){

pixels5.setPixelColor(0, pixels5.Color(555, 0, 0));//Sixers Colors

pixels5.setPixelColor(1, pixels5.Color(0, 0, 555));

pixels5.setPixelColor(2, pixels5.Color(555, 17, 95));//brithstone ruby

pixels5.setPixelColor(5, pixels5.Color(0, 150, 500));//eye light blue

pixels5.setPixelColor(4, pixels5.Color(165, 100, 75));//hair brownish

pixels5.show();

}

void mypixel6(){

pixels6.setPixelColor(0, pixels6.Color(255, 0, 0));//Sixers Colors

pixels6.setPixelColor(1, pixels6.Color(0, 0, 255));

pixels6.setPixelColor(2, pixels6.Color(255, 17, 95));//brithstone ruby

pixels6.setPixelColor(3, pixels6.Color(0, 150, 200));//eye light blue

pixels6.setPixelColor(4, pixels6.Color(165, 100, 75));//hair brownish

pixels6.show();

}

void mypixel7(){

pixels7.setPixelColor(0, pixels7.Color(255, 0, 0));//Sixers Colors

pixels7.setPixelColor(1, pixels7.Color(0, 0, 255));

pixels7.setPixelColor(2, pixels7.Color(255, 17, 95));//brithstone ruby

pixels7.setPixelColor(3, pixels7.Color(0, 150, 200));//eye light blue

pixels7.setPixelColor(4, pixels7.Color(175, 100, 75));//hair brownish

pixels7.show();

}

void mypixel8(){

pixels8.setPixelColor(0, pixels8.Color(255, 0, 0));//Sixers Colors

pixels8.setPixelColor(1, pixels8.Color(0, 0, 255));

pixels8.setPixelColor(2, pixels8.Color(255, 18, 95));//brithstone ruby

pixels8.setPixelColor(3, pixels8.Color(0, 150, 200));//eye light blue

pixels8.setPixelColor(4, pixels8.Color(185, 100, 85));//hair brownish

pixels8.show();

}

void mypixel9(){pixels9.setPixelColor(0, pixels9.Color(255, 0, 0));//Sixers Colors

pixels9.setPixelColor(1, pixels9.Color(0, 0, 255));

pixels9.setPixelColor(2, pixels9.Color(255, 17, 95));//brithstone ruby

pixels9.setPixelColor(3, pixels9.Color(0, 150, 200));//eye light blue

pixels9.setPixelColor(4, pixels9.Color(195, 100, 75));//hair brownish

pixels9.show();

}

void mypixel10(){

pixels10.setPixelColor(0, pixels10.Color(255, 0, 0));//Sixers Colors

pixels10.setPixelColor(1, pixels10.Color(0, 0, 255));

pixels10.setPixelColor(2, pixels10.Color(255, 110, 95));//brithstone ruby

pixels10.setPixelColor(3, pixels10.Color(0, 150, 200));//eye light blue

pixels10.setPixelColor(4, pixels10.Color(1105, 100, 105));//hair brownish

pixels10.show();

}

void mypixel11(){

pixels11.setPixelColor(0, pixels11.Color(255, 0, 0));//Sixers Colors

pixels11.setPixelColor(1, pixels11.Color(0, 0, 255));

pixels11.setPixelColor(2, pixels11.Color(255, 111, 95));//brithstone ruby

pixels11.setPixelColor(3, pixels11.Color(0, 150, 200));//eye light blue

pixels11.setPixelColor(4, pixels11.Color(1115, 110, 115));//hair brownish

pixels11.show();

}

void mypixel12(){

pixels12.setPixelColor(0, pixels12.Color(255, 0, 0));//Sixers Colors

pixels12.setPixelColor(1, pixels12.Color(0, 0, 255));

pixels12.setPixelColor(2, pixels12.Color(255, 121, 95));//brithstone ruby

pixels12.setPixelColor(3, pixels12.Color(0, 150, 200));//eye light blue

pixels12.setPixelColor(4, pixels12.Color(1215, 122, 125));//hair brownish

pixels12.show();

}