Code ESP32

V1

#include "Adafruit\_NeoPixel.h"

#include "hsv.h"

// Déclaration du prototype de fonction

uint32\_t getPixelColorHsv(int hue, int sat, int val, int brightness);

#define PIN A0

#define CNT 12

#define MAXHUE 256\*6

int pos = 0;

Adafruit\_NeoPixel strip = Adafruit\_NeoPixel(CNT, PIN, NEO\_GRB + NEO\_KHZ800);

void setup() {

strip.begin();

}

void loop() {

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

strip.setPixelColor((i + pos) % CNT, getPixelColorHsv(i, i \* (MAXHUE / CNT), 255, 10));

}

strip.show();

pos++;

pos %= CNT;

delay(50);

} // Commentaire corrigé : L'accolade fermante pour la fonction loop() est correcte dans votre code

V2

#include "Adafruit\_NeoPixel.h"

#include "hsv.h"

#define PIN 6

#define CNT 12

#define MAXHUE 256\*6

int pos = 0;

int hue = 1;

Adafruit\_NeoPixel strip = Adafruit\_NeoPixel(CNT, PIN, NEO\_GRB + NEO\_KHZ800);

void setup() {

strip.begin();

}

void loop() {

for (int i = 0; i < CNT; i++)

strip.setPixelColor((i + pos) % CNT, getPixelColorHsv(i, hue, 255, strip.gamma8(i \* (255 / CNT))));

strip.show();

pos++;

pos %= CNT;

hue += 2;

hue %= MAXHUE;

delay(50);

}

V3

#include "Adafruit\_NeoPixel.h"

int pix = 100;

Adafruit\_NeoPixel strip (pix, 4, NEO\_GRB + NEO\_KHZ800);

// NEO\_KHZ800 800 KHz bitstream (most NeoPixel products w/WS2812 LEDs)

// NEO\_KHZ400 400 KHz (classic 'v1' (not v2) FLORA pixels, WS2811 drivers)

// NEO\_GRB Pixels are wired for GRB bitstream (most NeoPixel products)

// NEO\_RGB Pixels are wired for RGB bitstream (v1 FLORA pixels, not v2)

// NEO\_RGBW Pixels are wired for RGBW bitstream (NeoPixel RGBW products)

void setup() {

strip.begin();

strip.show();

strip.setBrightness(50); // maximum 255

}

void loop() {

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

strip.setPixelColor(i, 0, 0, 250);

strip.show();

delay(50);

}

for (int b = 50; b < 250; b++) {

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

strip.setPixelColor(i, 250, 250, b \* i / 250);

}

strip.show();

delay(50);

}

}