This struct should be adequate enough to initiate a DOTSTAR class object to be used for lighting sequence. It will give an array of pixels to be manipulated, an array of colors that declares the color for each pixel, the lighting effect to perform, and the lighting effect duration

typedef struct{

* char array of pixels – (pixels to be manipulated) at most 324 bytes
* char array of colors – (color for each pixel) 1 – red, 2 – green, 3 – blue, 4 – white, number of bytes depends on number of pixels so at most 324 bytes
* char lighting effect – (choice of lighting effect) 1 – ripple, 2 – fade, 3 – wave, etc., at most 1 byte
* char lighting effect duration (# of seconds) at most 3 bytes
* char current\_time\_pos (# of seconds into lighting effect)

}lighting effect;

An array of lighting effects = entire performance?