

Stellar_Fading_RGB

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Chapter 1

Stellar_Fading_RGB

PWM demonstration with RGB LED

Warning

RGB LED may be very bright.
Protect your eyes!
Developed with [embedXcode](#)

Author

Rei VILO

Date

Nov 26, 2012

Version

103

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See Also

ReadMe.txt for references

Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

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Chapter 3

File Documentation

3.1 Stellar_Fading_RGB.ino File Reference

Main sketch.

Functions

- void `set` (uint8_t red, uint8_t green, uint8_t blue)
Set the colour.
- void `fade` (uint8_t fromRed, uint8_t fromGreen, uint8_t fromBlue, uint8_t toRed, uint8_t toGreen, uint8_t toBlue, uint8_t steps=8, uint16_t ms=250)
Fading from one initial colour to another final colour.
- void `setup` ()
Setup.
- void `loop` ()
Loop.

3.1.1 Detailed Description

Main sketch. PWM demonstration with RGB LED

Developed with `embedXcode`

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3.1.2 Function Documentation

3.1.2.1 void fade (uint8_t *fromRed*, uint8_t *fromGreen*, uint8_t *fromBlue*, uint8_t *toRed*, uint8_t *toGreen*, uint8_t *toBlue*,
uint8_t *steps* = 8, uint16_t *ms* = 250)

Fading from one initial colour to another final colour.

Parameters

<i>fromRed</i>	initial red component
<i>fromGreen</i>	initial green component
<i>fromBlue</i>	initial blue component
<i>toRed</i>	final red component
<i>toGreen</i>	final green component
<i>toBlue</i>	final blue component
<i>steps</i>	number of steps, default=8
<i>ms</i>	delay in ms, default=250ms

3.1.2.2 void set (uint8_t *red*, uint8_t *green*, uint8_t *blue*)

Set the colour.

Parameters

<i>red</i>	red component
<i>green</i>	green component
<i>blue</i>	blue component

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