int \_ABVAR\_1\_SoundLevel = 0 ;

void setup()

{

}

void loop()

{

\_ABVAR\_1\_SoundLevel = micAnalog(IN1) ;

if (( ( \_ABVAR\_1\_SoundLevel ) > ( 25 ) ))

{

builtInRGB(WHITE);

if (( ( \_ABVAR\_1\_SoundLevel ) > ( 125 ) ))

{

builtInRGB(OFF);

builtInRGB(GREEN);

if (( ( \_ABVAR\_1\_SoundLevel ) > ( 200 ) ))

{

builtInRGB(OFF);

builtInRGB(BLUE);

}

}

}

else

{

builtInRGB(OFF);

}

}