#include "FastLED.h"

// How many leds in your strip?

#define NUM\_LEDS 60

#define WHITE\_LEDS 20

#define RED\_LEDS 40

// For led chips like Neopixels, which have a data line, ground, and power, you just

// need to define DATA\_PIN. For led chipsets that are SPI based (four wires - data, clock,

// ground, and power), like the LPD8806, define both DATA\_PIN and CLOCK\_PIN

#define DATA\_PIN 3

// Define the array of leds

CRGB leds[NUM\_LEDS];

void setup() {

FastLED.addLeds<NEOPIXEL,DATA\_PIN>(leds, NUM\_LEDS);

}

void loop() {

// Back section = RED

for(int i = 0; i < RED\_LEDS; i++) {

// Set the i'th led to red

leds[i] = CRGB::Red;

leds[i+1] = CRGB::Blue;

// Show the leds

FastLED.show();

delay(500);

}

// Front section = white

// Start at the last red one and move forward

for(int i = RED\_LEDS; i < NUM\_LEDS; i++) {

// Set the i'th led to white

leds[i] = CRGB::White;

leds[i+1] = CRGB::Blue;

// Show the leds

FastLED.show();

// wait 10 seconds before doing anything else

delay(500);

}

// // Optional - have a moving LED go up and down

// for(int i = 0; i > RED\_LEDS; i++) {

// // Set the i'th led to red

// leds[i] = CRGB::Orange;

// leds[i+1] = CRGB::Orange;

// // Show the leds

// FastLED.show();

// // now that we've shown the leds, reset the i'th led to black

// leds[i+1] = CRGB::Red;

// // Wait a little bit before we loop around and do it again

// delay(50);

// }

// // Now go in the other direction on the white strip

// for(int i = RED\_LEDS; i > 0; i--) {

// // Set the i'th led to red

// leds[i] = CRGB::Pink;

// // Show the leds

// FastLED.show();

// // now that we've shown the leds, reset the i'th led to black

// leds[i+1] = CRGB::White;

// // Wait a little bit before we loop around and do it again

// delay(50);

// }

delay(5000);

}