

```
#pragma once
```

```
#include "esp_err.h" #include "esp_log.h"
```

```
class RgbLed { private: PwmLed* red; PwmLed* green; PwmLed* blue;
```

```
public: enum class Color { OFF, RED, GREEN, BLUE, YELLOW, CYAN, MAGENTA, WHITE };
```

```
    RgbLed(PwmLed* red, PwmLed* green, PwmLed* blue)
        : red(red), green(green), blue(blue) {
        setColor(Color::OFF); // start uit
    }

    void test() {
        red->setDuty(100);
        green->setDuty(6);
        blue->setDuty(0);
    }

    // Nieuwe functie: standaardkleuren instellen
    void setColor(Color color) {
        switch (color) {
            case Color::OFF:      setRgb(0, 0, 0); break;
            case Color::RED:      setRgb(100, 0, 0); break;
            case Color::GREEN:    setRgb(0, 100, 0); break;
            case Color::BLUE:     setRgb(0, 0, 100); break;
            case Color::YELLOW:   setRgb(100, 6, 0); break;
            case Color::CYAN:     setRgb(0, 100, 100); break;
            case Color::MAGENTA:  setRgb(100, 0, 100); break;
            case Color::WHITE:    setRgb(100, 100, 100); break;
        }
    }

    // Extra: directe PWM waardes zetten
    void setRgb(uint8_t r, uint8_t g, uint8_t b) {
        red->setDuty(r);
        green->setDuty(g);
        blue->setDuty(b);
    }
};
```