**Cheat Sheet**

**Functions**

* colorWipe(strip, Color(x, y, z))

Fills the “strip” with the desired color specified

* theaterChase(strip, Color(x, y, z))

Theater sign light animation with specified color

* rainbow(strip)

Rainbow that shows on all pixels uniformly

* rainbowCycle(strip)

Rainbow that distributes from pixel to pixel

* theaterChaseRainbow(strip)

Theater sign light animation but with a rainbow color pattern

**Parameters**

* strip = The light strip in context
* Color(x, y, z) = RGB values from 0-255 will substitute x, y, and z.