

RGB Light

1.Learning goals

In this lesson, we mainly learn how to control RGB Light on the Super:bit expansion board to play music.

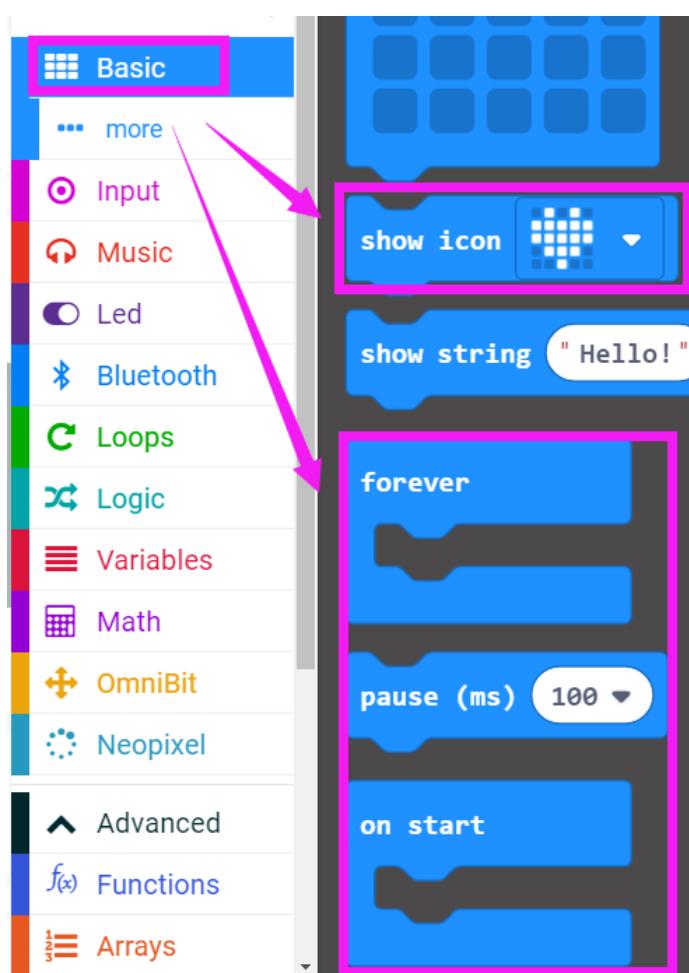
2.Programming method

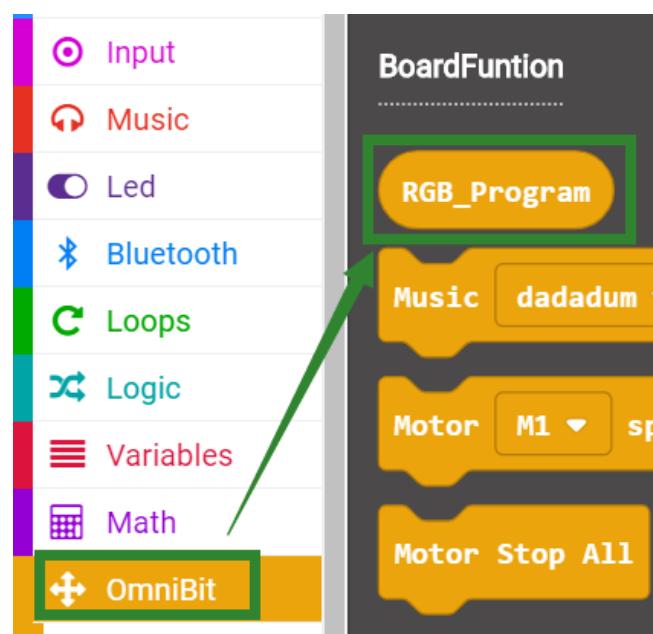
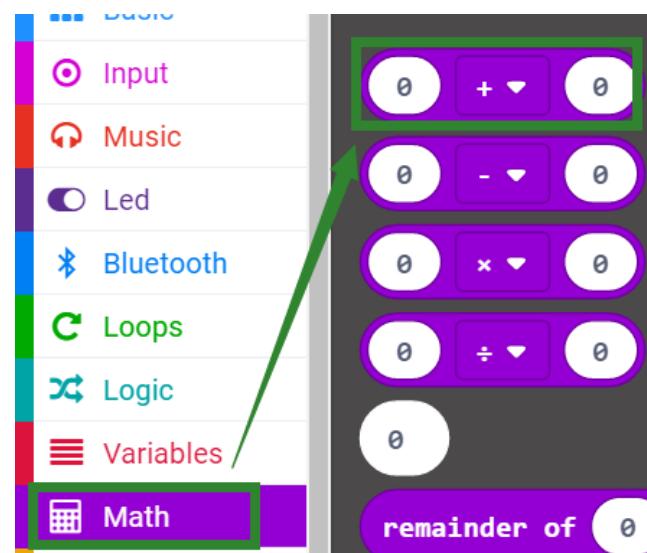
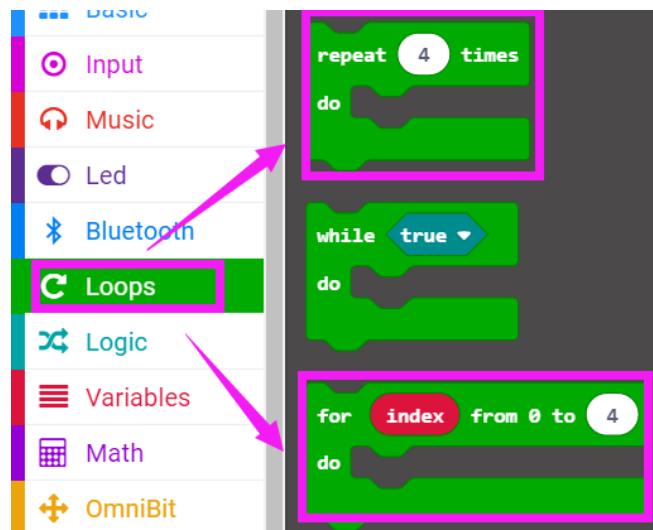
Mode 1 online programming: First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: <http://microbit.org/> to enter the programming interface. Add the Yahboom package <https://github.com/lzty634158/OmniBit> to program.

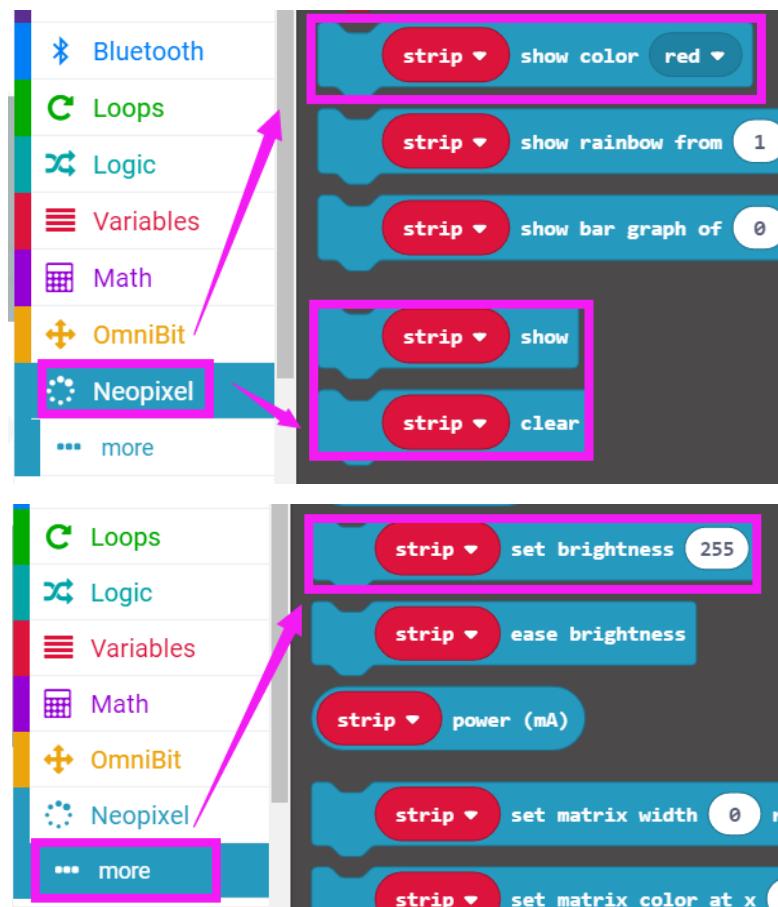
Mode 2 offline programming: We need to open the offline programming software. After the installation is complete, enter the programming interface, click 【New Project】 , add Yahboom package:
<https://github.com/lzty634158/OmniBit>, you can program.

3.Looking for blocks

The following is the location of the building blocks required for this programming.

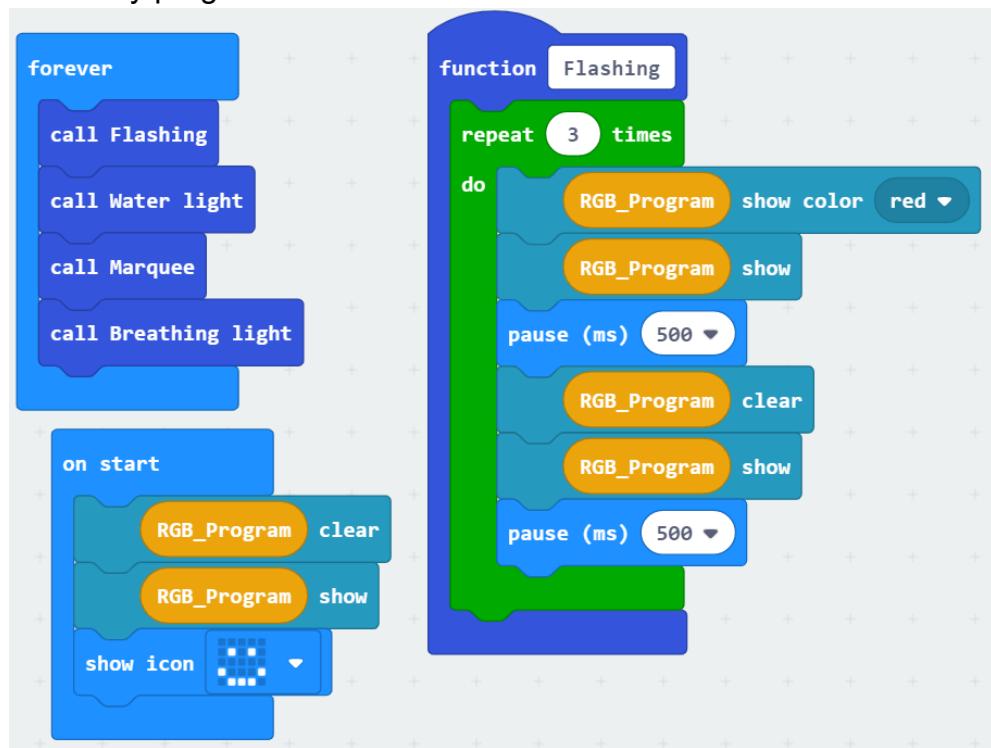


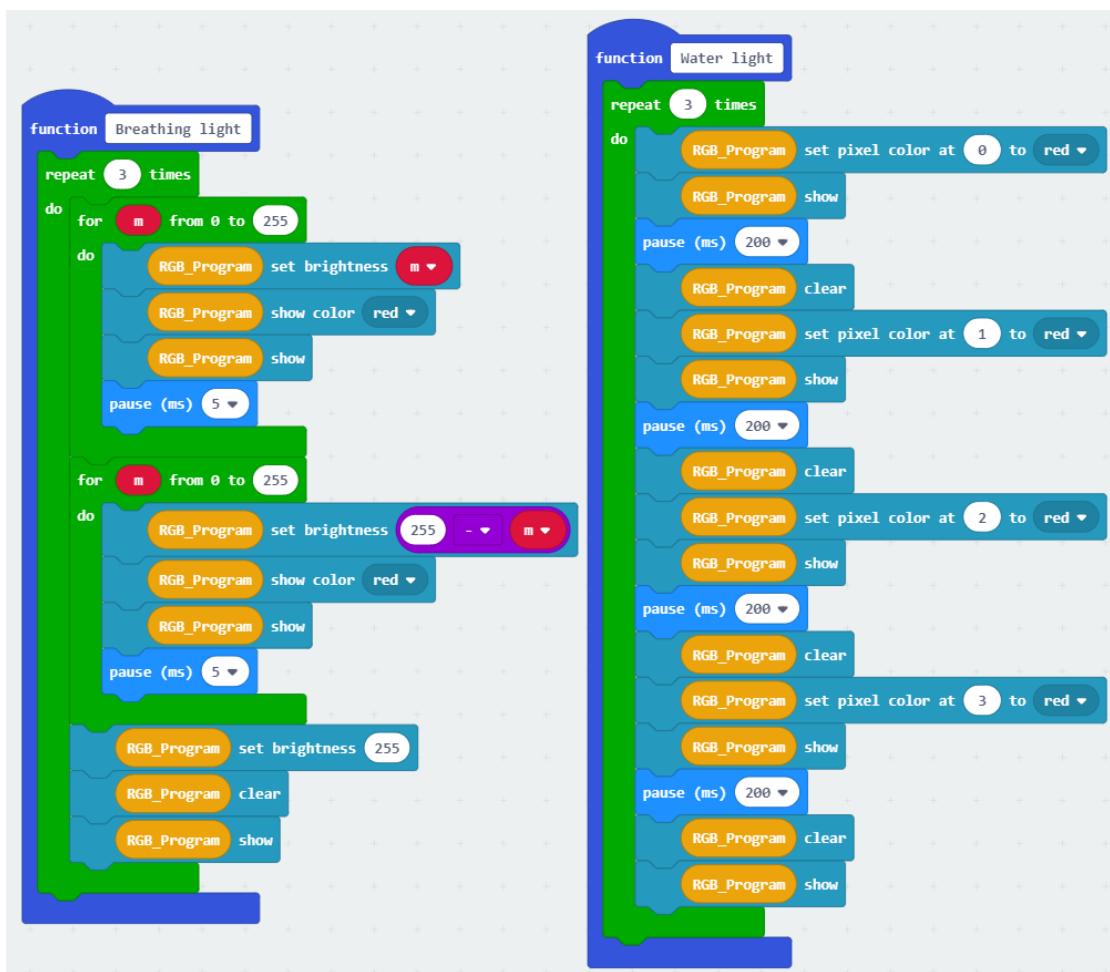




4. Combine building block

The summary program as shown below.





```

function Marquee
repeat (3) times
  do
    RGB_Program set pixel color at (0) to red ▾
    RGB_Program set pixel color at (1) to green ▾
    RGB_Program set pixel color at (2) to blue ▾
    RGB_Program set pixel color at (3) to violet ▾
    RGB_Program show
    pause (ms) 200 ▾
    RGB_Program clear
    RGB_Program set pixel color at (0) to green ▾
    RGB_Program set pixel color at (1) to blue ▾
    RGB_Program set pixel color at (2) to violet ▾
    RGB_Program set pixel color at (3) to red ▾
    RGB_Program show
    pause (ms) 200 ▾
    RGB_Program clear
    RGB_Program set pixel color at (0) to blue ▾
    RGB_Program set pixel color at (1) to violet ▾
    RGB_Program set pixel color at (2) to red ▾
  end
  RGB_Program set pixel color at (3) to green ▾
  RGB_Program show
  pause (ms) 200 ▾
  RGB_Program clear
  RGB_Program set pixel color at (0) to violet ▾
  RGB_Program set pixel color at (1) to red ▾
  RGB_Program set pixel color at (2) to green ▾
  RGB_Program set pixel color at (3) to blue ▾
  RGB_Program show
  pause (ms) 200 ▾
  RGB_Program clear
  RGB_Program show
end

```

5. Assembly steps

Please refer to the **1.Omnibit installation steps** in the **1.Assembly steps** folder for building blocks assembly steps.

6. About wiring

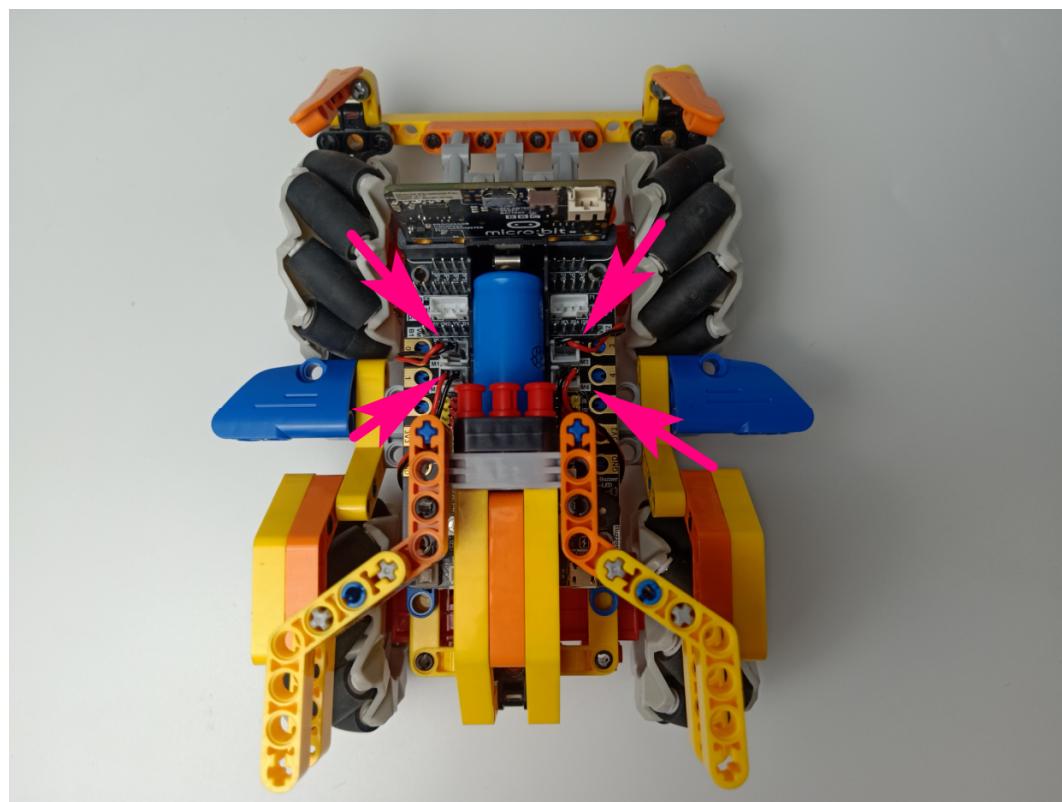
The left front motor is connected to the M1 interface of the Super:bit expansion board. The black line is on the battery side;

The left rear motor is connected to the M2 interface of the Super:bit expansion board. The black line is on the battery side;

The right front motor is connected to the M3 interface of the Super:bit expansion board. The black line is on the battery side;

The right rear motor is connected to the M4 interface of the Super:bit expansion board. The black line is on the battery side.

As shown below.



7. Experimental phenomena

After the program is successfully downloaded. The micro:bit dot matrix will display the smile and turn off all RGB light. Then, red RGB light will flash 3 times, the water light 3 times, the marquee 3 times, the breathing light 3 times, And keep the loop in such a state.