**Matrix\_effect\_static**

Sets keyboard to one color, no movement

struct razer\_report razer\_chroma\_mouse\_extended\_matrix\_effect\_static(unsigned char variable\_storage, unsigned char led\_id, struct razer\_rgb \*rgb)

{

struct razer\_report report = razer\_chroma\_mouse\_extended\_matrix\_effect\_base(0x06, variable\_storage, led\_id, 0x06);

report.arguments[3] = rgb->r;

report.arguments[4] = rgb->g;

report.arguments[5] = rgb->b;

return report;

}

Example command: echo -n -e "\xFF\x00\xFF" > matrix\_effect\_static

| "\x00\x00\x00" | None, turns led display off |
| --- | --- |
| "\xFF\x00\x00" | red |
| "\x00\xFF\x00" | green |
| "\x00\x00\xFF" | blue |
| "\xFF\xFF\x00" | yellow |
| "\xFF\x00\xFF" | pink/purple |
| "\x00\xFF\xFF" | Light blue/teal |
| "\xFF\xFF\xFF" | white |

**Max\_brightness**

Set brightness level from 0 -255. We could have options for 25, 50, 75, 100%

struct razer\_report razer\_chroma\_extended\_matrix\_brightness(unsigned char variable\_storage, unsigned char led\_id, unsigned char brightness)

{

struct razer\_report report = get\_razer\_report(0x0F, 0x04, 0x03);

report.transaction\_id.id = 0x3F;

report.arguments[0] = variable\_storage;

report.arguments[1] = led\_id;

report.arguments[2] = brightness;

return report;

}

Example command: echo -n "0" > matrix\_brightness

| “0” | 0% brightness |
| --- | --- |
| “64” | 25% brightness |
| “128” | 50% brightness |
| “191” | 75% brightness |
| “255” | 100% brightness |

<https://github.com/openrazer/openrazer/wiki/Using-the-keyboard-driver>

Wave

Reactive