Trama:

0x00 0x00 0xa 0xb 0xc 0xd 0xe 0xf 0xg 0xh 0xi 0xj 0xk 0xl 0xFF

---------------------------------------------------

a: Tira de Neopixel

---------------------------------------------------

b: Número de efecto

- 0x01: Full color (c,d,e)

- 0x02: Drop (c,d,e,i)

- 0x03: Double Drop (c,d,e,i)

- 0x04: Sparkle (c,d,e,i)

- 0x05: Strobe (c,d,e,i) ¿¿Quieres dos delays distintos??

- 0x06: Fade (c,d,e,f,g,h,i,j)

- 0x07: Rainbow (i,j)

- 0x08: Sweep (c,d,e,i)

- 0x09: Fire Horizontal (c,d,e)

- 0x0A: Fire Vertical (i,k,l)

- 0x0B: Breathe (c,d,e,i,j)

---------------------------------------------------

c: color1 (red)

d: color1 (green)

e: color1 (blue)

f: color2 (red)

g: color2 (green)

h: color2 (blue)

---------------------------------------------------

i: speed: 15-255 (255 es lo más lento)

j: total steps: 1-255 (número de iteraciones en el efecto, sirve para definir como es de continuo el efecto)

k: Cooling: indicates how fast a flame cools down. More cooling means shorter flames, and the recommended values are between 20 and 100

l: Sparking: indicates the chance (out of 255) that a spark will ignite. A higher value makes the fire more active. Suggested values lay between 50 and 200, with my personal preference being 120