# oneColor

sets all pixels to one color

color\_r,color\_g,color\_b

# fadeUp

fades up from black.

color\_r,color\_g,color\_b

# fadeFromToNext

fades up to the next color. Colors are the starting color. Next color is the to color.

color\_r,color\_g,color\_b

# beatFade

square wave set to 1 gives a fade up/fade down look

color\_r,color\_g,color\_b,beat,squareWave

# lengthUp

if base red is negative leave existing color in place. StartPct is the percent into the strip to start the fade. Fade occurs outwards from the start point and at the end of the interval the strip fills.

color\_r,color\_g,color\_b, baseRed,BaseGreen,BaseBlue,startPct

# lengthBeat

square wave 0 is no square square wave. Otherwise square wave length.

color\_r,color\_g,color\_b, baseRed,BaseGreen,BaseBlue,startPct,squarewave, beat

# theaterChase

segments is number of elements chasing (2+) recommended.

color\_r,color\_g,color\_b, baseRed,BaseGreen,BaseBlue, beat,segments

# cyclo

if base red is negative, the color off is left alone and the visualization swipes to fill the color.

color\_r,color\_g,color\_b, baseRed,BaseGreen,BaseBlue,beat,segments

# morphRainbow

beat control if 1 morphs the rainbow according to beat. Otherwise is according to percent into visualization.

color\_r,color\_g,color\_b,beatControl,beat

# twinkle

base colors, the beat minimum lower bound for random twinkle, the beat maximum for random twinkle, percent is unused.

color\_r,color\_g,color\_b, baseRed,BaseGreen,BaseBlue,beatMin,beatMax,percentTwinkle