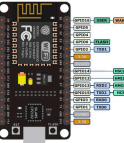
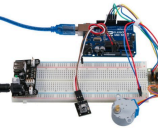


```
}
```

Parpadeo (blink)

```
void loop() {  
  leds[0] = CRGB::Blue;  
  FastLED.show();  
  delay(200);  
  leds[0] = CRGB::Black;  
  FastLED.show();  
  delay(200);  
}
```



Para apagar la luz:

```
leds[0] = CRGB::Black;
```

Iluminar todos los LED de golpe

Para ello podemos utilizar la función `fill_solid`.

```
fill_solid(leds, NUM_LEDS, CRGB::Red);
```